



# PERCEPTRON

CS6140

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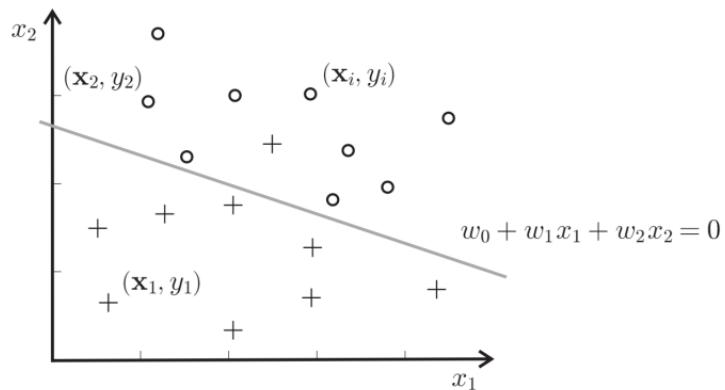
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# LINEAR CLASSIFICATION

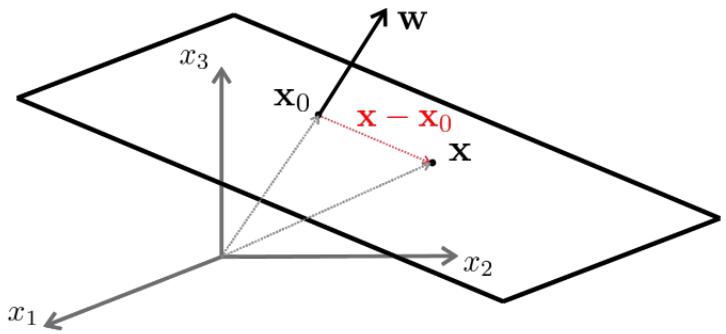
**Given:** a set of observations  $\mathcal{D} = \{(\mathbf{x}_i, y_i)\}_{i=1}^n, (\mathbf{x}_i, y_i) \in \mathbb{R}^d \times \{0, 1\}$

**Objective:** find best linear separator  $f(\mathbf{x}) = w_0 + \sum_{j=1}^d w_j x_j$

$$\mathcal{X} = \mathbb{R} \times \mathbb{R}, \mathcal{Y} = \{0, 1\}$$



## EQUATION OF THE PLANE



A plane is defined using:

1. a point  $\mathbf{x}_0$  lying in the plane
2. a vector  $\mathbf{w}$  normal to the plane

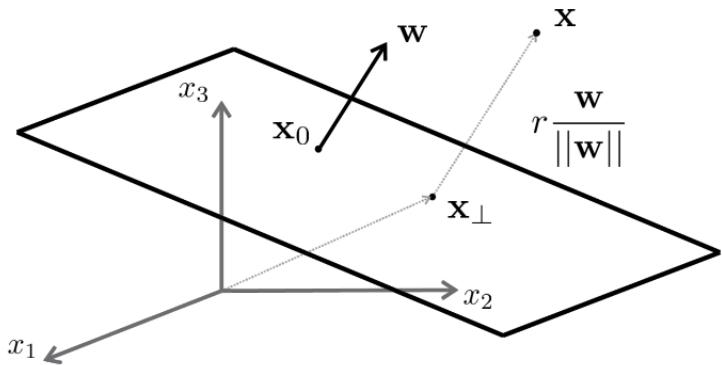
Let  $\mathbf{x}$  be on the plane defined by  $\mathbf{w}$  and  $\mathbf{x}_0$ :

$$\mathbf{w}^T(\mathbf{x} - \mathbf{x}_0) = 0$$

$$\mathbf{w}^T \mathbf{x} - \mathbf{w}^T \mathbf{x}_0 = 0$$

$$\boxed{\mathbf{w}^T \mathbf{x} + w_0 = 0}$$

## DISTANCE FROM POINT TO THE PLANE



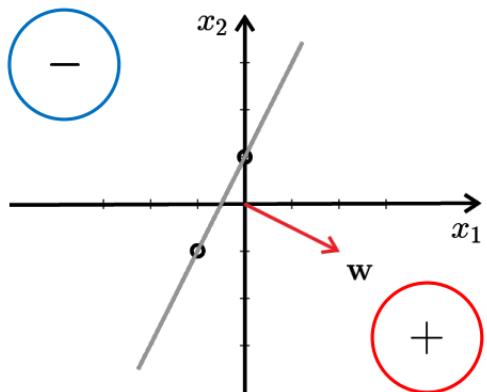
$\mathbf{x}$  = outside the plane

$$\mathbf{x} = \mathbf{x}_\perp + r \frac{\mathbf{w}}{\|\mathbf{w}\|}$$

$$\mathbf{w}^T \mathbf{x} + w_0 = \underbrace{\mathbf{w}^T \mathbf{x}_\perp + w_0}_0 + r \|\mathbf{w}\|$$

$$r = \frac{\mathbf{w}^T \mathbf{x} + w_0}{\|\mathbf{w}\|}$$

## EXAMPLE



$$x_2 = 2x_1 + 1 \quad \text{or} \quad 2x_1 - x_2 + 1 = 0$$

$$\mathbf{x}, \mathbf{w} \in \mathbb{R}^2$$

$$\mathbf{w}^T \mathbf{x} + w_0 = 0$$

where  $\mathbf{w} = (2, -1)$  and  $w_0 = 1$ .

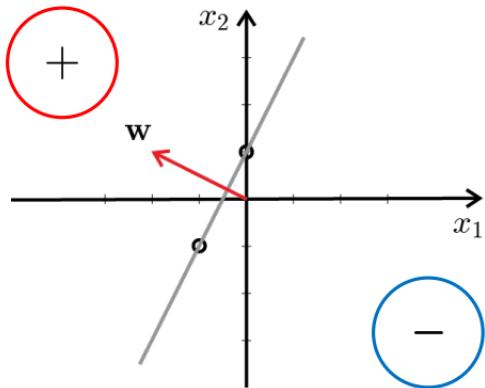
$$r = \frac{\mathbf{w}^T \mathbf{x} + w_0}{\|\mathbf{w}\|}$$

$$\mathbf{x} = (0, 0) \implies r = \frac{1}{\sqrt{5}}$$

$$\mathbf{x} = (-1, 1) \implies r = -\frac{2}{\sqrt{5}}$$

Vector  $\mathbf{w}$  defines what side of the plane is positive.

## EXAMPLE



$$x_2 = 2x_1 + 1$$

What if  $\mathbf{w} = (-2, 1)$ ?

$$\mathbf{x}, \mathbf{w} \in \mathbb{R}^2$$

$$\mathbf{w}^T \mathbf{x} + w_0 = 0$$

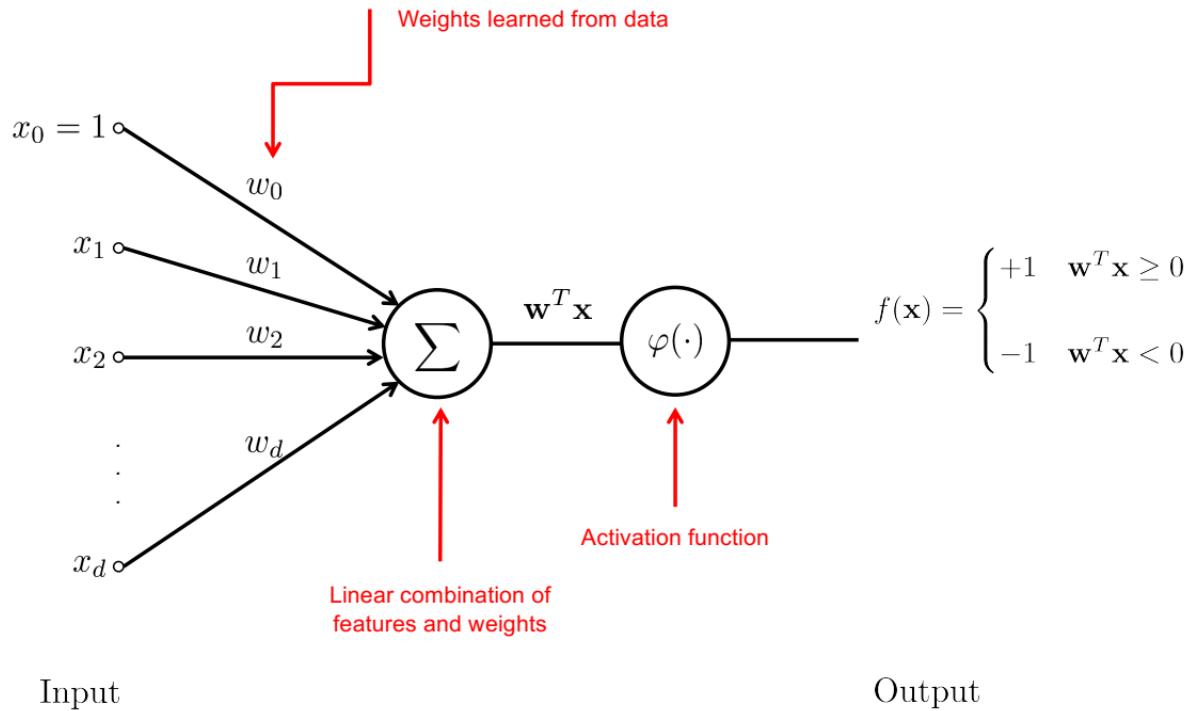
where  $\mathbf{w} = (-2, 1)$  and  $w_0 = -1$ .

$$r = \frac{\mathbf{w}^T \mathbf{x} + w_0}{\|\mathbf{w}\|}$$

$$\mathbf{x} = (0, 0) \implies r = -\frac{1}{\sqrt{5}}$$

$$\mathbf{x} = (-1, 1) \implies r = \frac{2}{\sqrt{5}}$$

# PERCEPTRON



# PERCEPTRON TRAINING ALGORITHM

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**Algorithm 1** Perceptron training algorithm. The algorithm loops over the training data  $\mathcal{D}$  until either the weight vector is unchanged for a pre-specified number of steps or the maximum number of steps is exceeded.

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**Input:**

Training data:  $\mathcal{D} = \{(\mathbf{x}_i, y_i)\}_{i=1}^n$ ,  $\mathcal{X} = \{1\} \times \mathbb{R}^d$  and  $\mathcal{Y} = \{-1, +1\}$

Learning parameter:  $\eta \in (0, 1]$

Termination criteria; e.g., the maximum number of steps

**Initialization:**

$\mathbf{w} \leftarrow \mathbf{0}$

**Weight learning:**

**repeat** until termination criteria are satisfied

    draw the next labeled example  $(\mathbf{x}, y)$  from  $\mathcal{D}$

**if**  $(\mathbf{w}^T \mathbf{x} \geq 0 \wedge y = -1) \vee (\mathbf{w}^T \mathbf{x} < 0 \wedge y = +1)$

$\mathbf{w} \leftarrow \mathbf{w} + \eta y \mathbf{x}$

**end**

**end**

**Output:**

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Weight vector  $\mathbf{w} \in \mathbb{R}^{d+1}$

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# POCKET ALGORITHM

## Perceptron training:

- uses negative reinforcement
- ignores correct predictions

## Idea:

- keep the best-so-far  $\mathbf{w}$  “in the pocket”
- determine best  $\mathbf{w}$  by the run of correct classifications

## Result:

- minimizes error rate

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**Algorithm 1** Pocket algorithm. The algorithm loops over the training data  $\mathcal{D}$  until either  $\mathbf{w}_{\text{pocket}}$  is unchanged for a pre-specified number of steps or the maximum number of steps is exceeded.

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### Input:

Training data:  $\mathcal{D} = \{(\mathbf{x}_i, y_i)\}_{i=1}^n$ ,  $\mathcal{X} = \{1\} \times \mathbb{R}^d$  and  $\mathcal{Y} = \{-1, +1\}$

Learning parameter:  $\eta \in (0, 1]$

Termination criteria; e.g. the maximum number of steps

### Initialization:

```
 $\mathbf{w} \leftarrow \mathbf{w}_{\text{pocket}} \leftarrow \mathbf{0}$ 
run  $\leftarrow \text{run}_{\text{pocket}} \leftarrow 0$ 
```

### Weight learning:

```
repeat until termination criteria are satisfied
    draw the next labeled example  $(\mathbf{x}, y)$  from  $\mathcal{D}$ 
    if  $(\mathbf{w}^T \mathbf{x} \geq 0 \wedge y = -1) \vee (\mathbf{w}^T \mathbf{x} < 0 \wedge y = +1)$ 
        if run > runpocket
             $\mathbf{w}_{\text{pocket}} \leftarrow \mathbf{w}$ 
            runpocket  $\leftarrow$  run
        end
         $\mathbf{w} \leftarrow \mathbf{w} + \eta y \mathbf{x}$ 
        run  $\leftarrow 0$ 
    else
        run  $\leftarrow$  run + 1
    end
end
if run > runpocket
     $\mathbf{w}_{\text{pocket}} \leftarrow \mathbf{w}$ 
end
```

### Output:

Weight vector  $\mathbf{w}_{\text{pocket}} \in \mathbb{R}^{d+1}$

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