#### **AND Gate using MP Neuron Model**

```
clc;
 clear all;
 close all;
 x1=[0 \ 0 \ 1 \ 1];
 x2=[0 \ 1 \ 0 \ 1];
 w1=1;
 w2=1;
 t=2;
 x3=[0 1 2 3 4 5 6 7 8 9];
 for i=1:4
     y(i) = (x1(i)*w1) + (x2(i)*w2);
     if(y(i) >= t)
          y(i) = 1;
     else
          y(i) = 0;
     end;
 end;
disp('y=');
disp(y);
scatter (x1, x2);
hold on;
y1=-(w1/w2)*(x3-1.2);
axis([0 2 0 2]);
plot(x3,y1);
```

## OUTPUT:

y=

#### 0 0 0 1

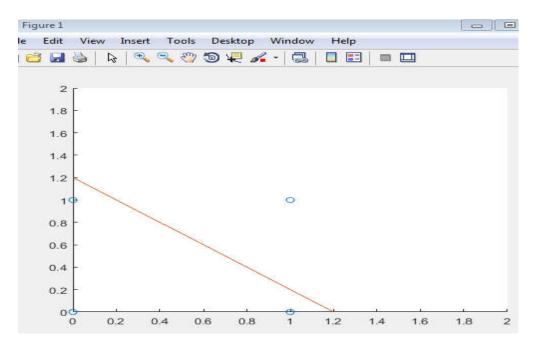


Fig1: Output of AND Gate using MP Neuron Model

### **OR Gate using MP Neuron Model**

```
clc;
 clear all;
 close all;
 x1=[0 \ 0 \ 1 \ 1];
 x2=[0 \ 1 \ 0 \ 1];
 w1=1;
 w2=1;
 t=1;
 x3=[0 1 2 3 4 5 6 7 8 9];
 for i=1:4
     y(i) = (x1(i)*w1) + (x2(i)*w2);
     if(y(i) >= t)
          y(i) = 1;
     else
          y(i) = 0;
     end;
 end;
disp('y=');
 disp(y);
scatter (x1, x2);
hold on;
y1=-(w1/w2)*(x3-0.8);
axis([0 2 0 2]);
plot(x3,y1);
```

#### OUTPUT:

y = 0 1 1 1

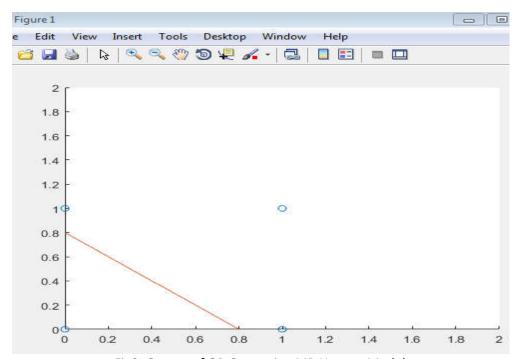


Fig2: Output of OR Gate using MP Neuron Model

# **AND NOT Gate using MP Neuron Model**

```
clc;
 clear all;
 close all;
 x1=[0 \ 0 \ 1 \ 1];
 x2=[0 \ 1 \ 0 \ 1];
 w1=1;
 w2 = -1;
 t=1;
 x3=[0 1 2 3 4 5 6 7 8 9];
 for i=1:4
     y(i) = (x1(i)*w1) + (x2(i)*w2);
     if(y(i) >= t)
          y(i) = 1;
     else
          y(i) = 0;
     end;
 end;
disp('y=');
disp(y);
scatter (x1, x2);
hold on;
y1=-(w1/w2)*(x3-0.8);
axis([0 2 0 2]);
plot(x3,y1);
```

#### OUTPUT:

y = 0 0 1 0

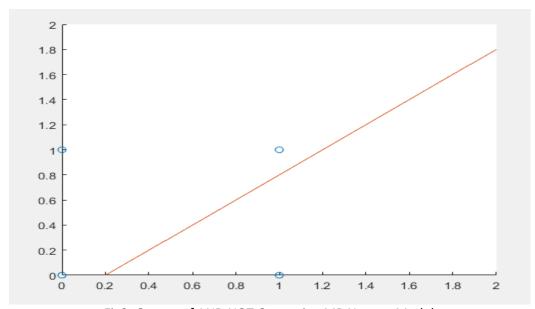


Fig3: Output of AND NOT Gate using MP Neuron Model

## **X-OR Gate using MP Neuron Model**

```
clc;
 clear all;
 close all;
x1 = [0 \ 0 \ 1 \ 1];
x2=[0 \ 1 \ 0 \ 1];
w1=1;
w2 = -1;
 t=1;
 for i=1:4
     z1(i) = (x1(i)*w1) + (x2(i)*w2);
     if(z1(i) >= t)
         z1(i)=1;
     else
          z1(i)=0;
     end;
 end;
w1 = -1;
 w2=1;
 t=1;
 for i=1:4
     z2(i) = (x1(i)*w1) + (x2(i)*w2);
     if(z2(i) >= t)
          z2(i)=1;
     else
          z2(i)=0;
     end;
 end;
w1=1;
 w2=1;
t=1;
 for i=1:4
     y(i) = (z1(i)*w1) + (z2(i)*w2);
     if(y(i) >=t)
        y(i) = 1;
     else
         y(i) = 0;
     end;
 end;
disp(y);
OUTPUT:
y=
      0
            1 1 0
```