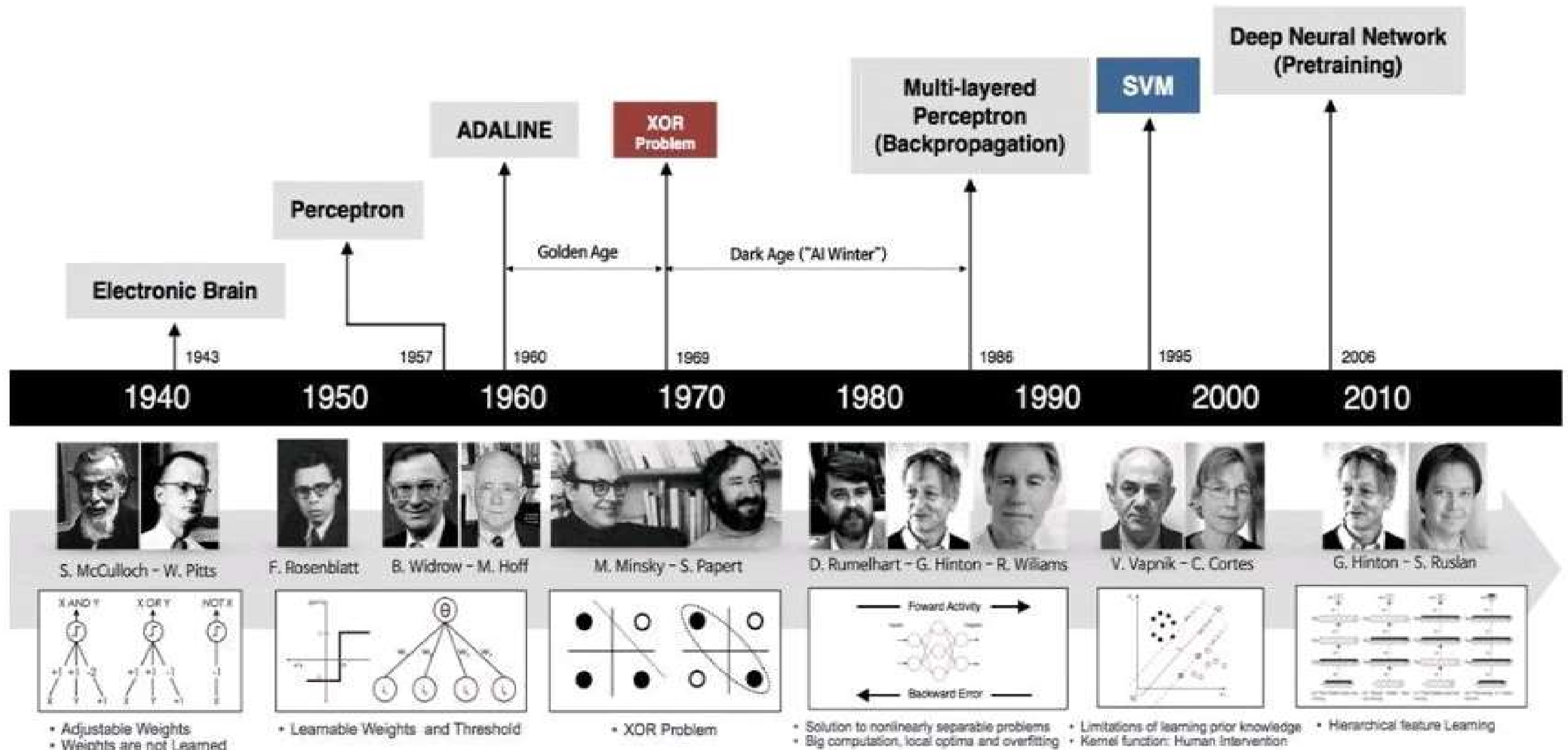


Artificial Neural Network (ANN) : Perceptron

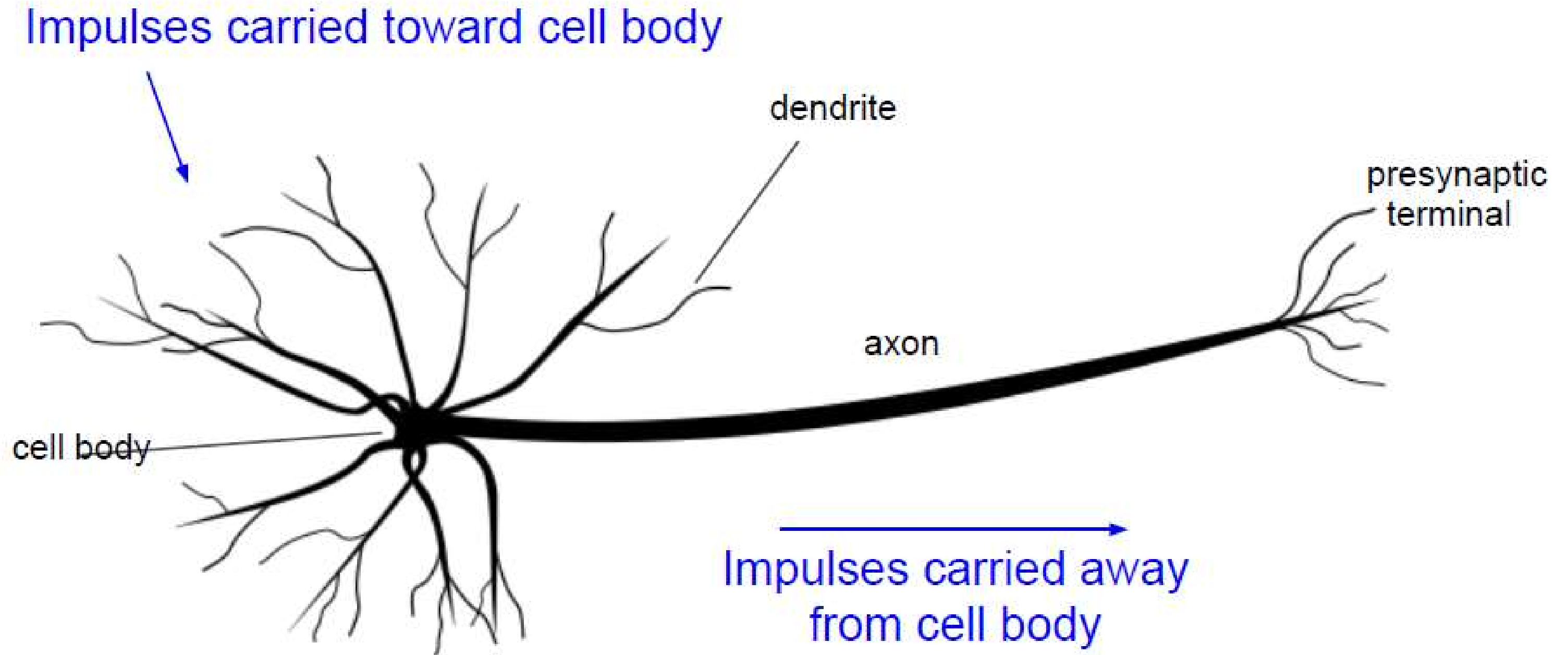
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A BRIEF HISTORY

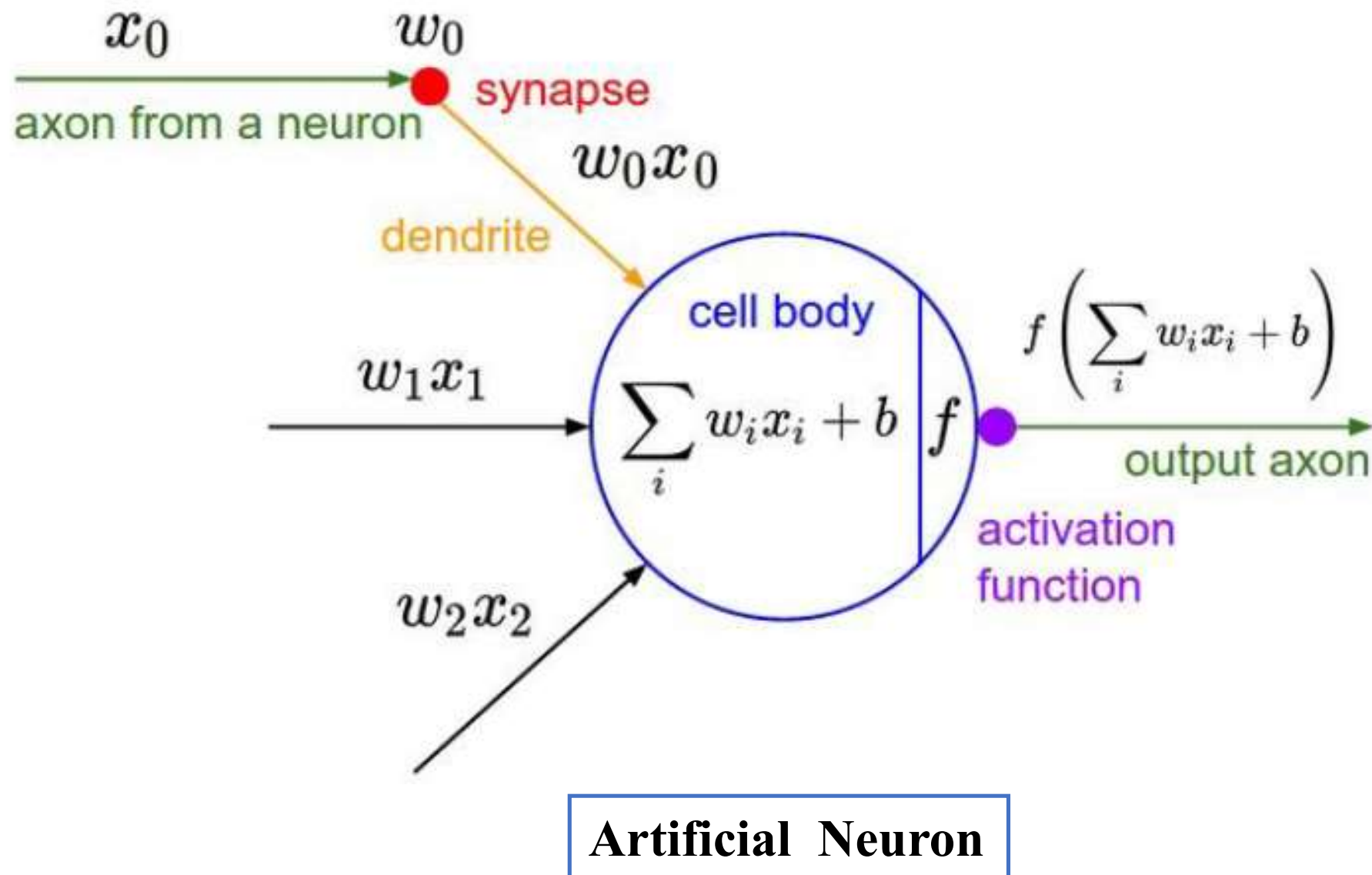


BIOLOGICAL NEURON



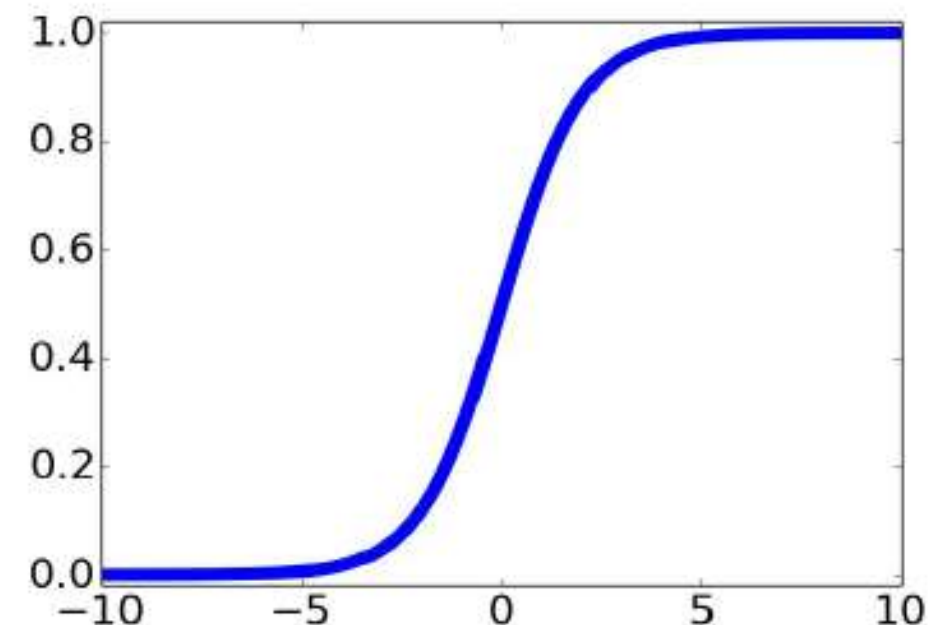
Biological Neuron

ARTIFICIAL NEURON



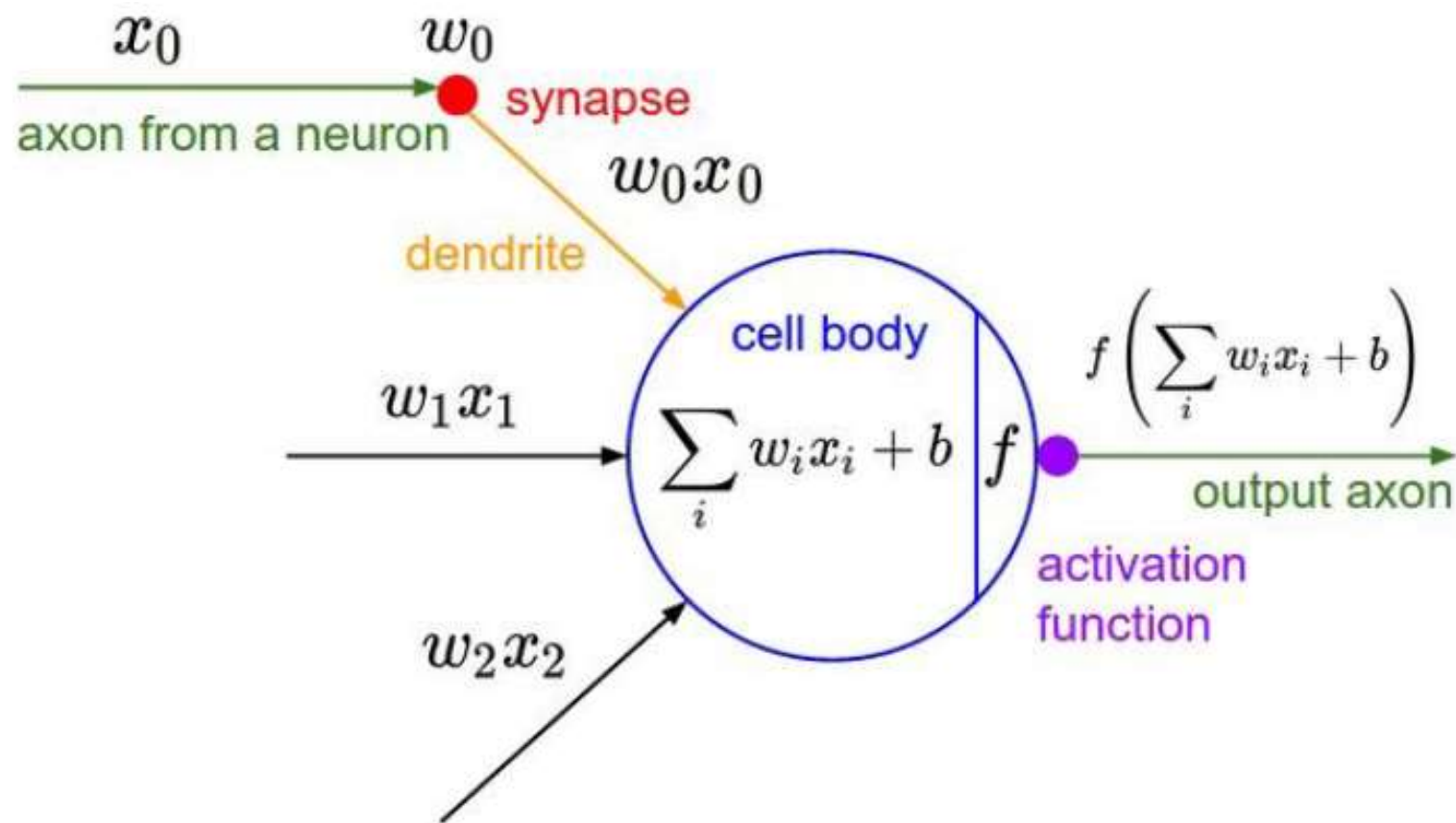
$f(.)$ is called the activation function

For example the activation function could be sigmoid activation function



- b is called the **bias**
- w_i are called the **synaptic weights** or simply **weights**
- This is a very crude approximation of biological neuron. Actual biological neuron are even more complex.

PERCEPTRON



- This model of Neuron is also called **McCulloch – Pitts Model**
- **Rosenblatt** extended this idea and gave a learning rule to update the weight parameters from given dataset. This is called **Perceptron**.

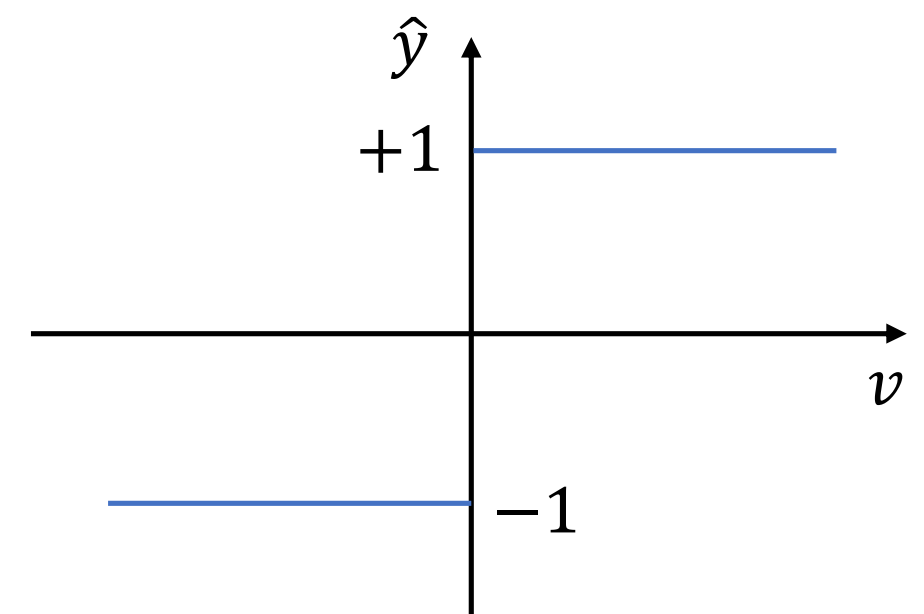
- **Activation Function (f):**

In this case the activation function is signum function (sgn)

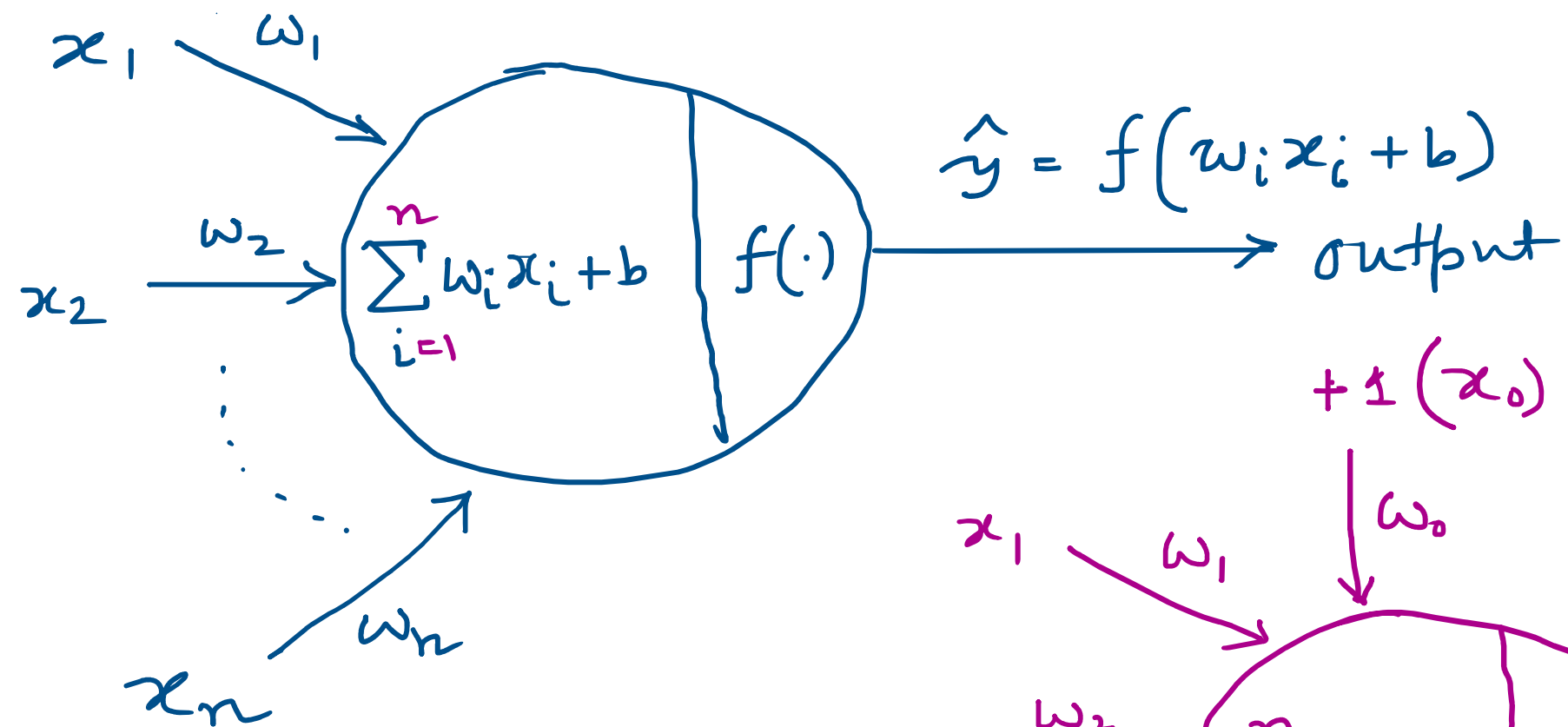
Let, $v = \sum_i w_i x_i + b$, then output \hat{y} is calculated as:

$$\hat{y} = \begin{cases} +1, & \text{if } v \geq 0 \\ -1, & \text{if } v < 0 \end{cases}$$

This is also called hard limiter



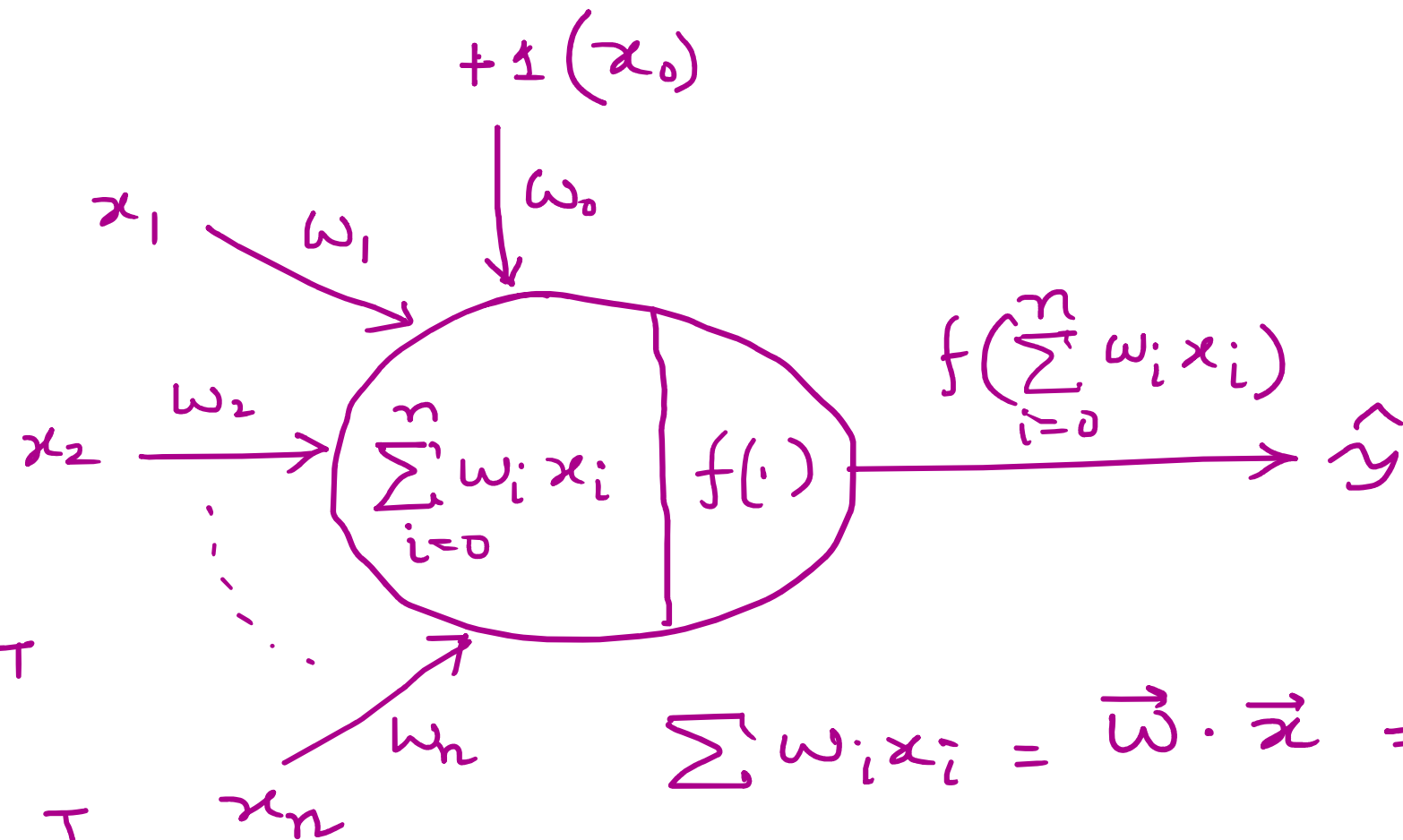
Perceptron :-



$$\text{Let } b = w_0 x_0$$

Where $x_0 = 1$ always

$$\boxed{b = w_0}$$



$$\vec{w} = [w_0, w_1, w_2, \dots, w_n]^T$$

$$\vec{x} = [1, x_1, x_2, \dots, x_n]^T$$

$$\sum w_i x_i = \vec{w} \cdot \vec{x} = \vec{w}^T \vec{x}$$

PERCEPTRON LEARNING RULE

■ Assumptions:

- Binary classification problem. The dataset is X . There are two classes denoted by C_1 and C_2 respectively.
- Actual class label of datapoint \vec{x} is denoted by y . It is denoted as following:

$$y = \begin{cases} +1, & \text{if } \vec{x} \in C_1 \\ -1, & \text{if } \vec{x} \in C_2 \end{cases}$$

- The weights are denoted by vector \vec{w} , the bias b is also considered as weight w_0 . If we consider another input (x_0) of value $+1$ then $\sum_i w_i x_i + b = \vec{w}^T \vec{x}$

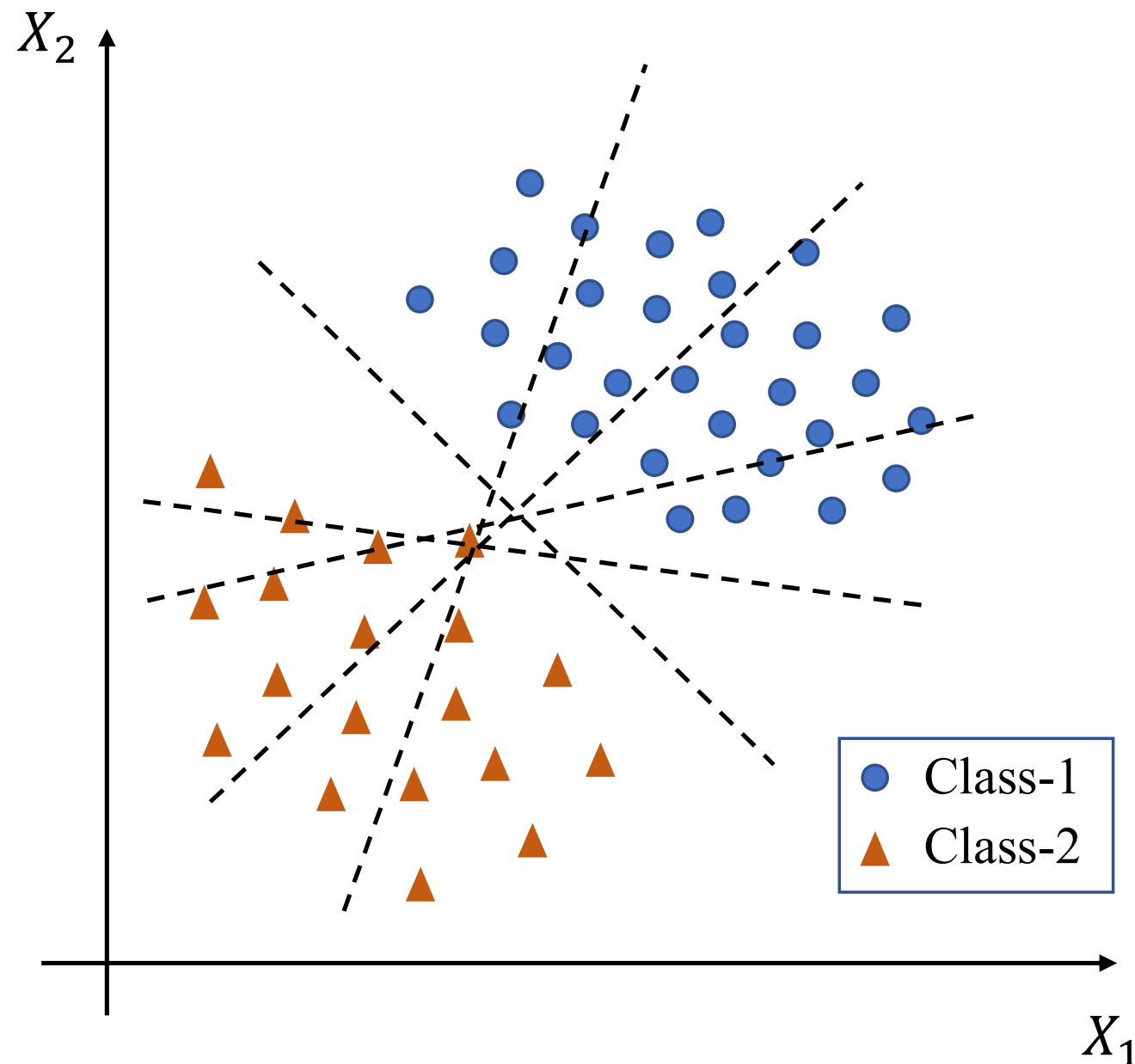
■ Algorithm:

- **Initialize:** Initialize the weight vector $\vec{w}(0)$ with some small random numbers. Iteration count $t \leftarrow 1$
- *Repeat*
- *for* $\vec{x} \in X$, Compute $\hat{y} = \text{sgn}(\vec{w}^T \vec{x})$, \hat{y} is the computed output / label.
- $\vec{w}(t + 1) = \vec{w}(t) + \eta (y - \hat{y}) \vec{x}$, y is the actual output / label. (from labelled training data)
- **Until** $\|\vec{w}(t + 1) - \vec{w}(t)\| < \epsilon$, ϵ is the user defined tolerance [check of convergence]
- If not converged then $t \leftarrow t + 1$ and repeat the whole process.

η is called the learning rate.

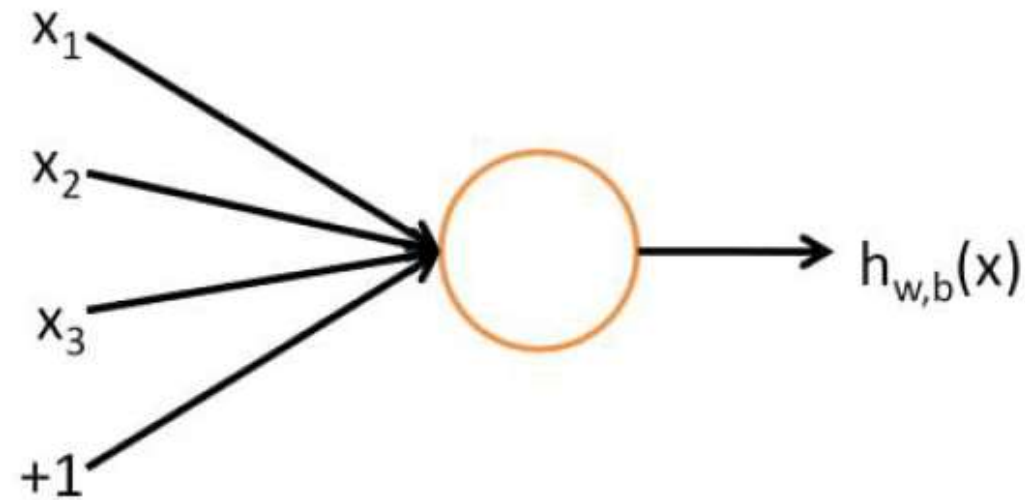
PERCEPTRON DECISION BOUNDARY

- Perceptron decision boundary is the hyperplane defined by $\vec{w}^T \vec{x} = 0$ or $\sum_i w_i x_i + b = 0$



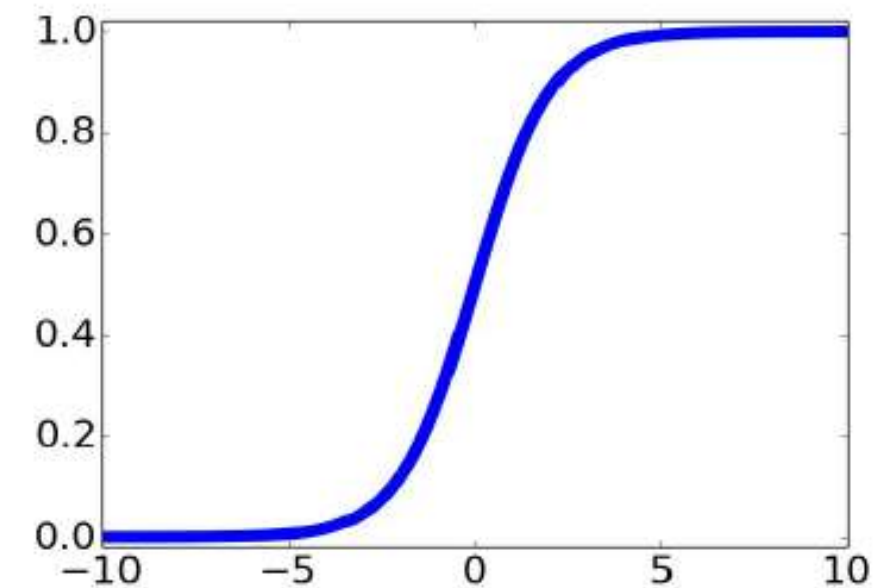
- Consider a binary classification problem. Dataset is shown in the figure beside.
- Random initialization of weight vector at the starting of the learning algorithm randomly fits a hyperplane (straight line in 2D) as shown beside.
- As we keep updating weights using the learning rule, the decision boundary keeps on changing.
- Till all the training datapoints fall correctly in the either side of the decision boundary.
- Thus perceptron acts as a linear classifier and can classify linearly separable data with high accuracy.

PERCEPTRON WITH SIGMOID ACTIVATION



This “neuron” is a computational unit that takes as input x_1, x_2, x_3 (and a $+1$ intercept term), and outputs $h_{W,b}(x) = f(\sum_{i=1}^3 W_i x_i + b) = f(W^T x + b)$, where $f : \mathcal{R} \mapsto \mathcal{R}$ is called the activation function. Here we will choose $f(\cdot)$ to be the sigmoid function:

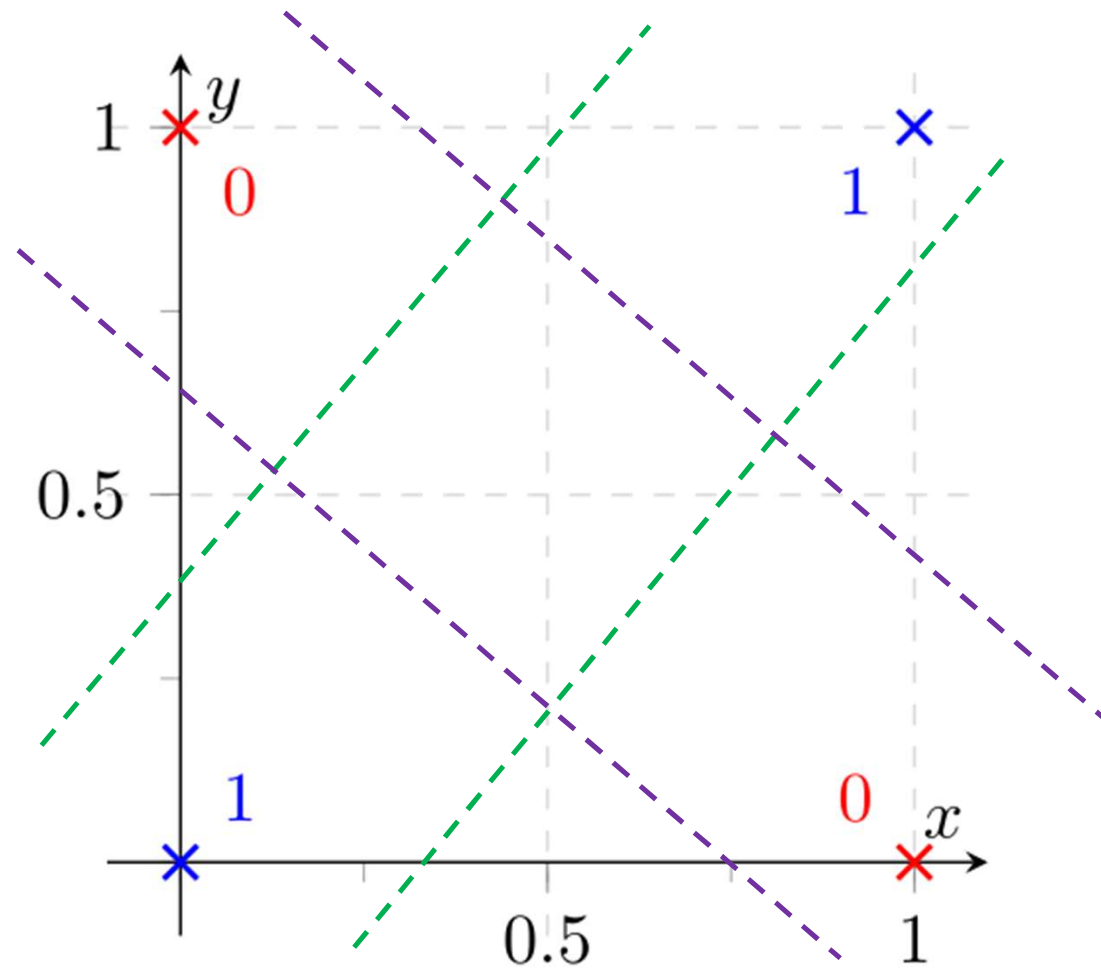
$$f(z) = \frac{1}{1 + e^{-z}}$$



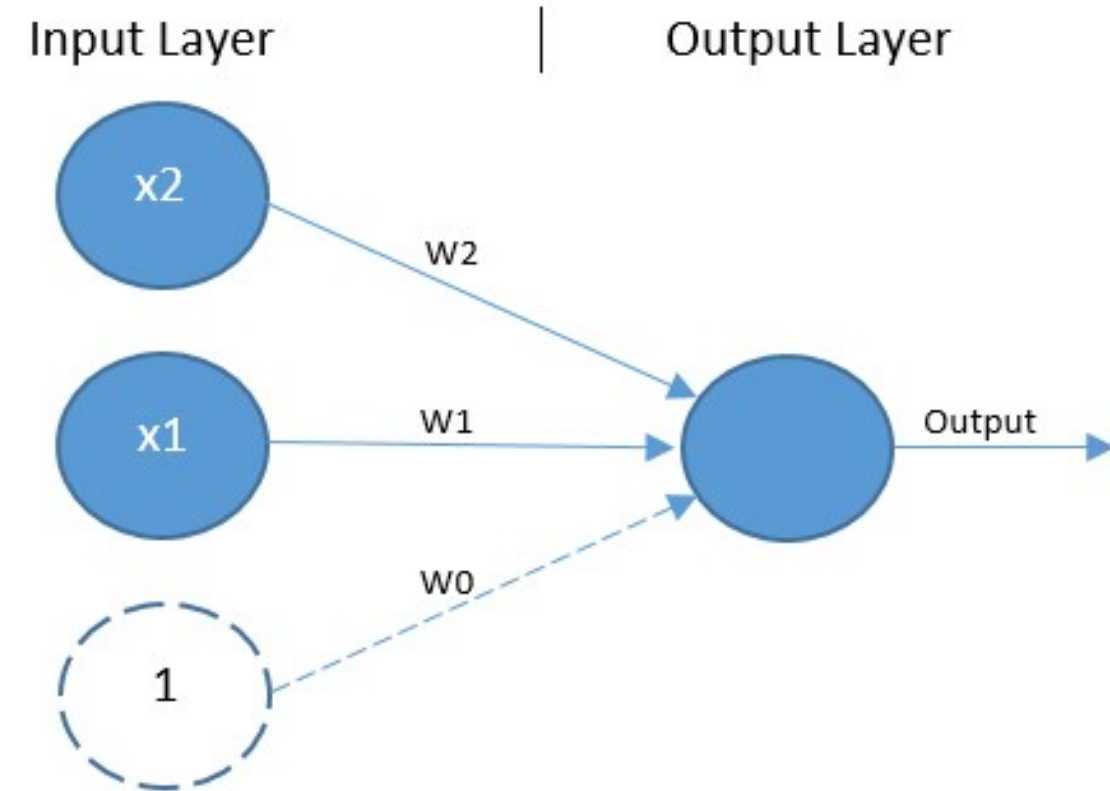
Thus, our single neuron corresponds exactly to the input-output mapping defined by logistic regression.

LIMITATIONS OF PERCEPTRON

XOR Problem:



Input 1	Input 2	Output
0	0	0
0	1	1
1	1	0
1	0	1



- Though perceptron works well for linearly separable dataset.
- It failed to solve XOR problem and other non-linear datasets. Because there is no straight line that can form the decision boundary between the two classes.

Thank You