

AGENDA :-

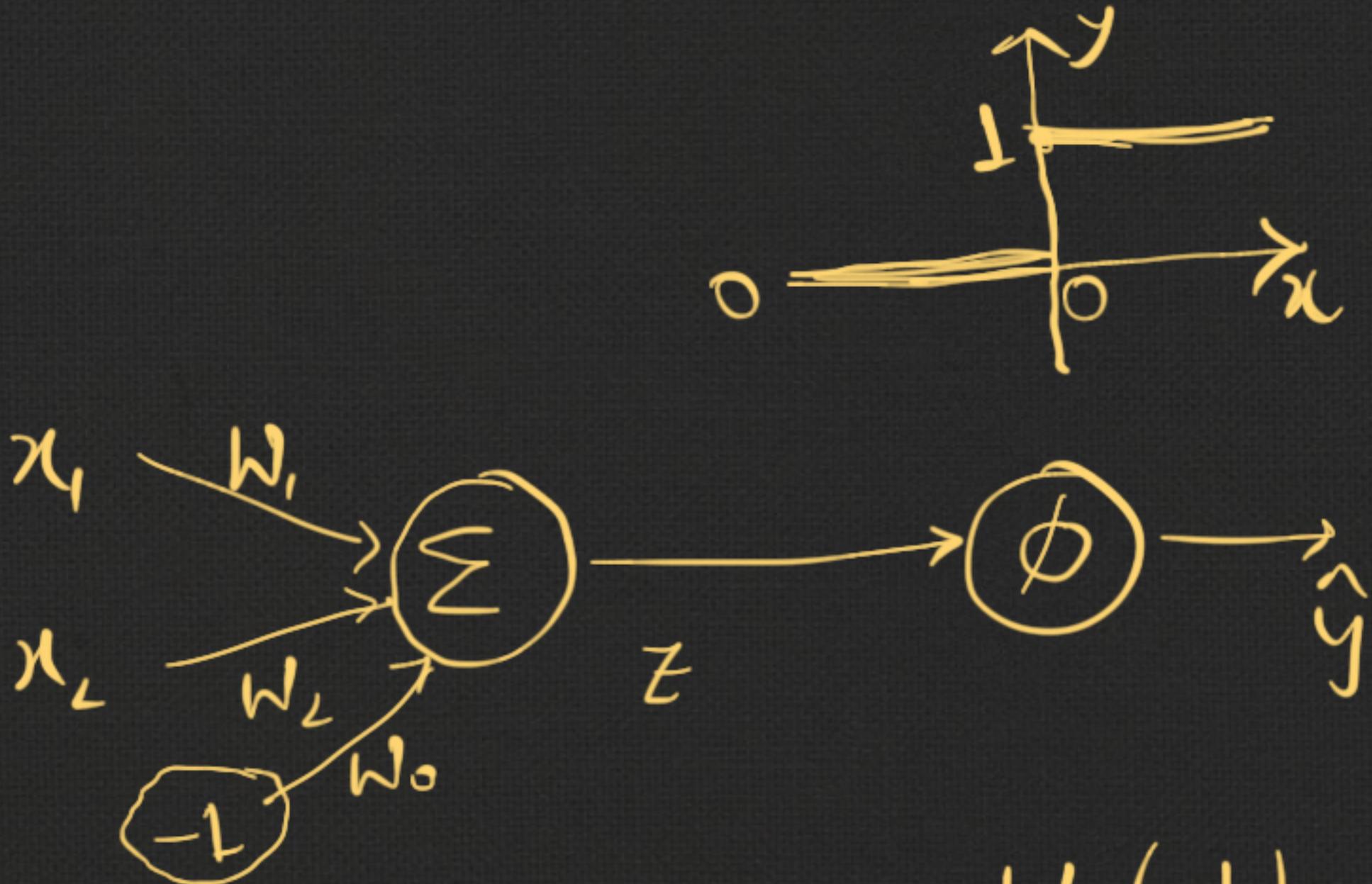
- (i) More about Purephon. {Mathematically}
- (ii) Python implementation ✓
 - {Jupyter notebook}
 - vs code Py sympi

Detailed-

AND, OR, XOR

↓

	x_1	x_2	y
0	0	0	0
0	1	0	0
1	0	0	0
1	1	1	1



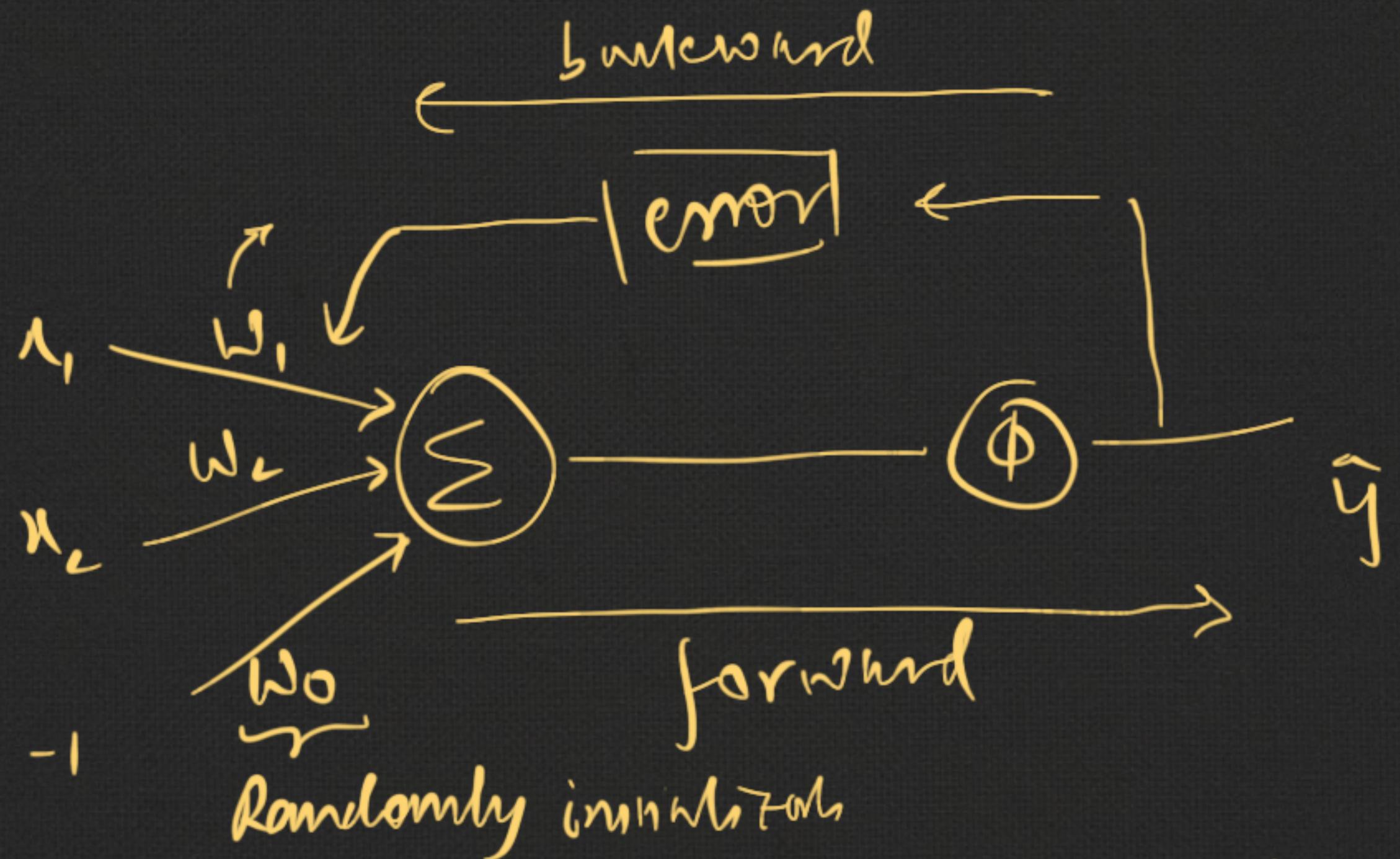
$$z = w_1 x_1 + w_2 x_2 + w_0 (-1)$$

$$\hat{y} = \Phi(z) = \begin{cases} 0 & z < 0 \\ 1 & z \geq 0 \end{cases}$$

error = $\frac{y - \hat{y}}{w = w + \Delta w}$, $\Delta w = \eta(y - \hat{y})x$

AND

$$\begin{matrix} n_1 & n_2 & \text{bias} & y \\ \uparrow & \uparrow & \uparrow & \uparrow \\ 1 & 1 & 1 & 1 \end{matrix}$$



threshold
= 0

1 epoch = 1 iteration = forward + backward

$$\begin{matrix} 0 & 0 & \rightarrow & 0 \\ 0 & 1 & \rightarrow & 0 \\ 1 & 1 & \rightarrow & 1 \end{matrix}$$

AND

$$\begin{matrix} x_1 & x_L & \tilde{y} \\ 0 & 0 & 0 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \\ 1 & 1 & 1 \end{matrix}$$

\underbrace{x}_{∞} $\underbrace{\tilde{y}}_{\infty}$

$$\begin{matrix} x_1 & x_L & b_i M \\ 0 & 0 & -1 \\ 0 & 1 & -1 \\ 1 & 0 & -1 \\ 1 & 1 & -1 \end{matrix}$$

$\Rightarrow X \in 4 \times 3$
 $X \text{ with bias}$

$$w = \begin{bmatrix} w_1 \\ w_L \\ w_0 \end{bmatrix} \quad 3 \times 1$$

Transpose operation

$$A = \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} \quad 2 \times 3 \xrightarrow{A^T} \begin{bmatrix} 1 & 4 \\ 2 & 5 \\ 3 & 6 \end{bmatrix} \quad 3 \times 2$$

Multiplication in matrix

$$A_{3 \times 2} \cdot B_{4 \times 2} = X$$

$$A_{3 \times 2} \cdot B_{2 \times 4} = C_{3 \times 4}$$

$$W = W + \Delta W \Rightarrow W = W + \eta X_{4 \times 3}^T \cdot e_{4 \times 1}$$

$$\begin{pmatrix} w_1 \\ w_c \\ w_o \end{pmatrix} = \begin{pmatrix} w_1 \\ w_c \\ w_o \end{pmatrix} + \eta$$

$$\begin{pmatrix} w_1 \\ w_c \\ w_o \end{pmatrix}_{3 \times 1} = \begin{pmatrix} w_1 \\ w_c \\ w_o \end{pmatrix}_{3 \times 1} + \eta$$

$$W_{\text{new}} = W_{\text{old}}$$

$$\Delta W = \begin{pmatrix} \Delta w_1 \\ \Delta w_c \\ \Delta w_o \end{pmatrix}_{3 \times 1}$$

$$\begin{pmatrix} y_1 - \hat{y}_1 \\ y_2 - \hat{y}_2 \\ y_3 - \hat{y}_3 \\ y_4 - \hat{y}_4 \end{pmatrix}_{4 \times 1}$$

Stochastic Gradient Descent
Random

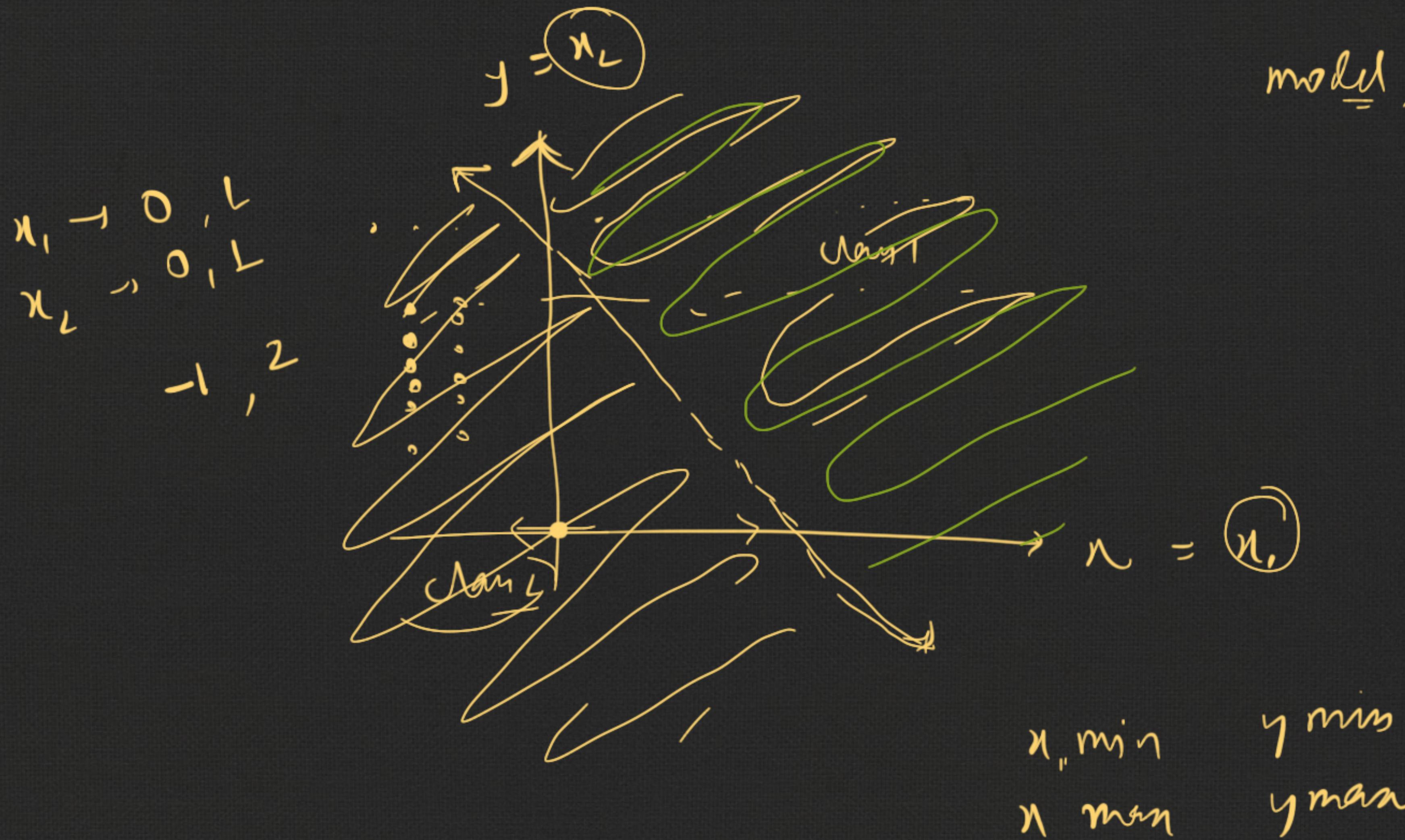
↓
choose datapoint → calculate error → update weights

Random batches

↓
calculate avg. error → update weights.

$$y = \phi(z)$$

$$z = \phi(w \cdot x)$$



$$\begin{aligned} n &= 0 \\ y &:= \\ y &= 0 \end{aligned}$$