

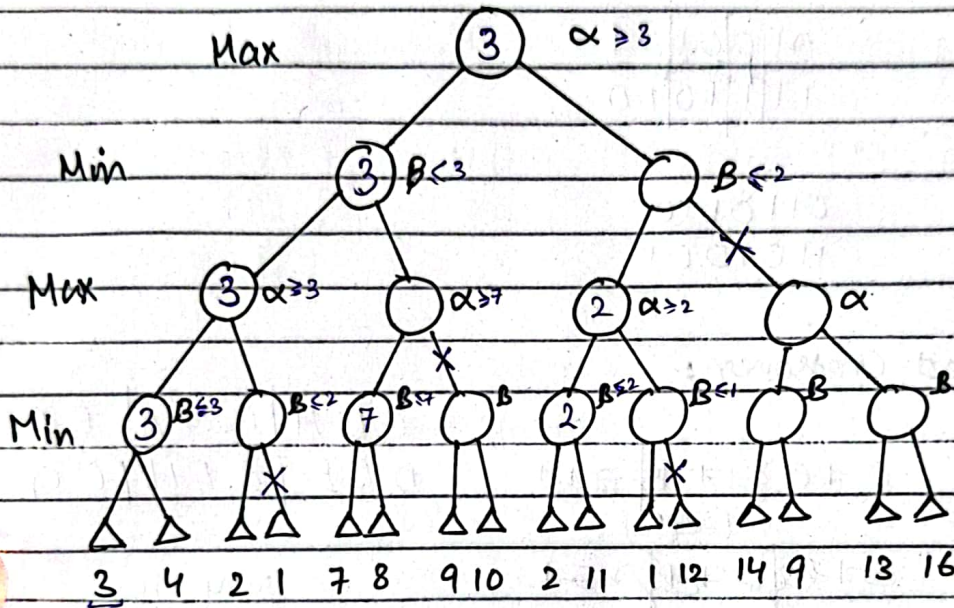
Mid Practice

AI

worst case $O(b^d)$

Alpha Beta Pruning:

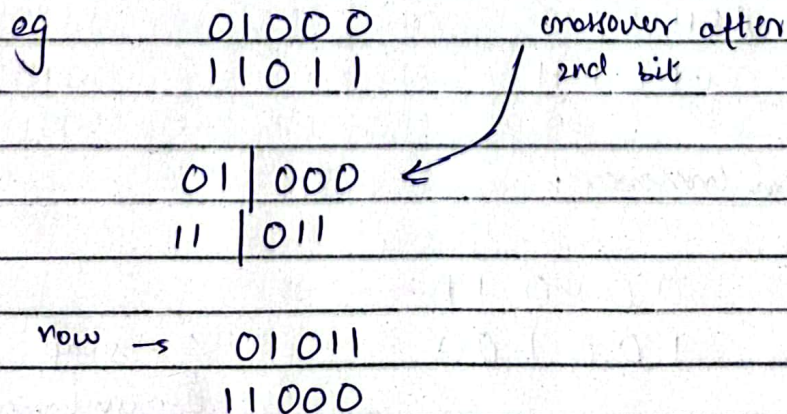
Best case: $O(b^{d/2})$



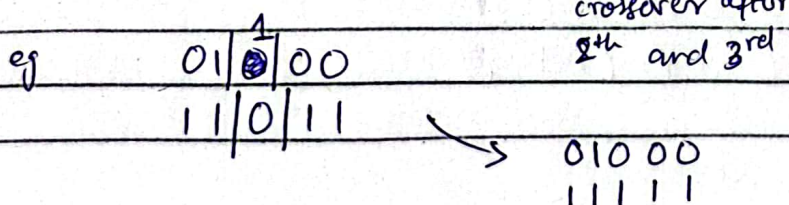
Genetic Algorithm:

Types of crossover:

1) Single Point Crossover



2) Two Point crossover:



3) K-Point Crossover :-

eg.
$$\begin{array}{cccc|cccc} 0 & 1 & 0 & 0 & 1 & 0 & 1 & \\ 1 & 1 & 1 & 1 & 1 & 0 & 1 & 0 \end{array}$$

$$\begin{array}{cccc|cccc} 0 & 1 & 1 & 0 & 1 & 1 & 0 & \\ 1 & 1 & 0 & 1 & 0 & 0 & 1 & \end{array}$$

4) Ordered Crossover :-

$$\begin{array}{cccc|cccc|cc} C & D & H & & B & G & A & & F & E \\ D & B & E & & A & F & H & & C & G \end{array}$$

~~0 0 0 0 0 0 0 0 0 0~~
~~0 0 0 0 0 0 0 0 0 0~~

swap the middle ones.

~~0 0 0 0 0 0 0 0 0 0~~

~~0 0 0 0 0 0 0 0 0 0~~

$$\begin{array}{ccc|ccc|cc} D & B & G & & A & F & H & & E & C \end{array}$$

$$\begin{array}{ccc|ccc|cc} E & F & H & & B & G & A & & C & D \end{array}$$

$$\begin{array}{cccc|cccc} F & E & C & D & H & B & G & A \\ E & C & D & B & G & A & C & D \end{array}$$

$$\begin{array}{cccc|cccc} C & G & D & B & E & A & F & H \end{array}$$

$$\begin{array}{cccc|cccc} C & D & E & F & H & C & D & E & F & H \end{array}$$

5) Uniform Crossover :-

$$\begin{array}{cccc|cc} 0 & 0 & 1 & 0 & 1 & 1 \end{array}$$

$$\begin{array}{cccc|cc} 1 & 0 & 0 & 1 & 0 & 0 \end{array}$$

1 → swap

0 → unchanged.

Tossing :
$$\begin{array}{cccccc} 1 & 0 & 0 & 1 & 1 & 0 \end{array}$$

$$\begin{array}{cccc|cc} 1 & 0 & 1 & 1 & 0 & 1 \end{array}$$

$$\begin{array}{cccc|cc} 0 & 0 & 0 & 0 & 1 & 0 \end{array}$$

Q Max $\Rightarrow f(x) = x^2$ with x in $[0-31]$

① Generate 4 random chromosomes / genotypes

eg. 01101 (13), 11000 (24), 01000 (8), 10011 (19)

② Calculate fitness.

1) convert into an integer

2) Apply the fitness function.

$(13)^2 \Rightarrow 169$, $(24)^2 \Rightarrow 576$, $(8)^2 \Rightarrow 64$, $(19)^2 \Rightarrow 361$

③ select 2 parents based on their fitness in pop.

$$P_i = f_i / (\sum_{j=1}^n f_j)$$

#	Initial Population	x	$f(x)$	P_i	Expected count $N * P_i$	Actual count
1	01101	13	169	0.14	0.56	1
2	11000	24	576	0.49	1.96	2 ←
3	01000	8	64	0.06	0.24	0
4	10011	19	361	0.31	1.24	1

Max
chance
of getting
selected

Sum $\Sigma = 1170$ $\Sigma = 1$ $\Sigma = 4$

Avg 292.5 0.25 1

Max 576 0.49 1.96

* eliminate
least value
one and
replace with
max.

#	string	Crossover pts	offspring after crossover	x	$f(x)$
1	01101	4	01100	12	144
2	11000	4	11001	25	625
2	011000	2	11011	27	729
4	101011	2	10000	16	256

1754

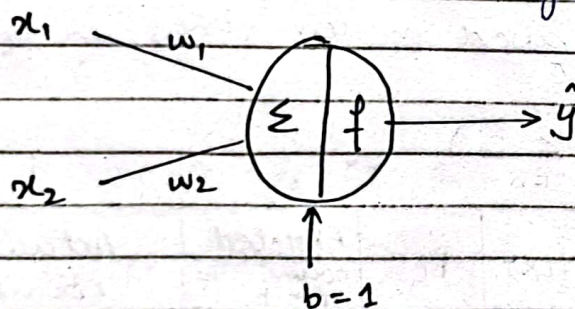
#	offspring after crossover	offspring after mutation	x	f(x)
1	01100	11100	26	676
2	11001	11001	25	625
2	11011	11011	27	729
4	10000	10100	18	324

2354

Neural Networks :-

1) Hebb's Rule :

Single layer perceptron



Weight update : $w_i(\text{new}) = w_i(\text{old}) + x_i y$

- set all weights to zero, $w_i = 0$ for $i = 1$ to n , and bias to zero.

2

AND Gate : with Bipolar Data .

Input			Target
x_1	x_2	b	y
-1	-1	1	1
-1	1	1	-1
1	-1	1	-1
1	1	1	1

Step 1 : all weight and bias to zero.

$$W = [0 \ 0 \ 0]^T \quad b = 0$$

Step 2 : set input vector $X_i = s_i$ for $i = 1$ to 4

$$X_1 = [-1 \ -1 \ 1]^T$$

$$X_2 = [-1 \ 1 \ 1]^T$$

$$X_3 = [1 \ -1 \ 1]^T$$

$$X_4 = [1 \ 1 \ 1]^T$$

Step 3 : output value set to $y = t$.

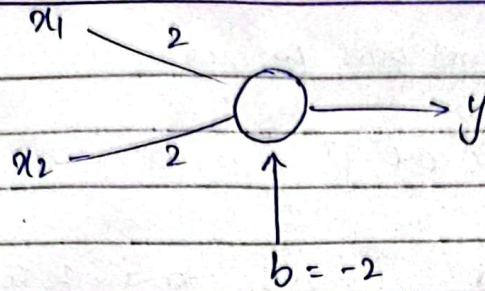
Step 4 : Modify using Hebb's rule. ($w_{(new)} = w_{(old)} + x_i y_i$)

$$\begin{aligned} \text{Iteration 1: } [0 \ 0 \ 0]^T + [-1 \ -1 \ 1]^T \cdot [-1] \\ = [1 \ 1 \ -1]^T \end{aligned}$$

$$\begin{aligned} \text{Iteration 2: } [1 \ 1 \ -1]^T + [-1 \ 1 \ 1]^T \cdot [-1] \\ = [2 \ 0 \ -2]^T \end{aligned}$$

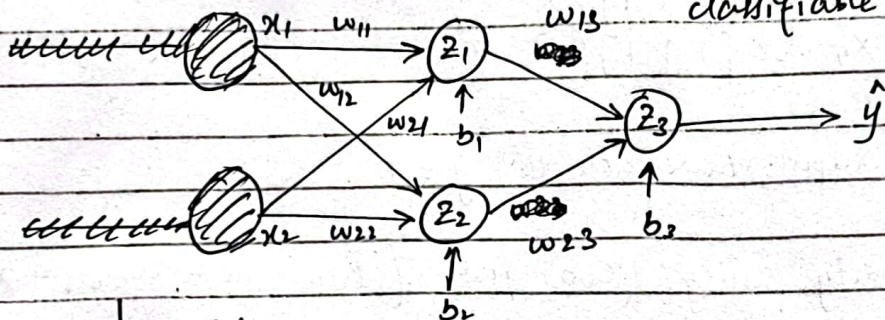
$$\begin{aligned} \text{Iteration 3: } [2 \ 0 \ -2]^T + [1 \ -1 \ 1]^T \cdot [-1] \\ = [1 \ 1 \ -3]^T \end{aligned}$$

$$\begin{aligned} \text{Iteration 4: } [1 \ 1 \ -3]^T + [1 \ 1 \ 1]^T \cdot [1] \\ = [2 \ 2 \ -2]^T \end{aligned}$$



Delta Rule :

* Data is not linearly classifiable.



$x_1 = 1$	$w = 0.1$
$x_2 = 1$	$w_{23} = 1$
$y = 1$	$\delta = 0.2$

Learning rate.

Activation function to use :
= sigmoid = $g(x) = \frac{1}{1 + e^{-x}}$

Absolute Err = $|y - \hat{y}|$ — (1)
(E)

$g'(x) = x(1-x)$

Squared Err = $\frac{1}{2} (y - \hat{y})^2$ — (2)

$\delta \uparrow$ \uparrow time reach
local minimizer optimal
and maximizer

$\Delta z = E \times g'(z)$ — (3)

$w_{new} = w_{old} + \delta \times \Delta z \times \text{input value}$

$b_{new} = b_{old} + \delta \Delta z$

same

Linear Activation

$$g(x) = x \times (1-x)$$

symmetric
Activation

$$g(x) = \frac{1}{1 + e^{-x}} \rightarrow \text{sigmoid}$$

$$h_1 = (x_1 w_1 + x_2 w_3 + x_3 w_5) + b_1 = g(h_1) =$$

$$h_2 = (x_1 w_2 + x_2 w_4 + x_3 w_6) + b_2 = g(h_2) =$$

$$O_1 = (h_1 \times w_7 + h_2 w_9) + b_3 = g(O_1) =$$

$$O_2 = (h_1 \times w_8 + h_2 w_{10}) + b_4 = g(O_2) =$$

$$\Delta O_1 = E \times g'(O_1)$$

3 dp.

$$\Delta O_2 = E \times g'(O_2)$$

$$\Delta h_1 = \{\Delta O_1 \times g'(h_1) w_7 + \Delta O_2 \times g'(h_2) w_8\}$$

$$\Delta h_2 = \{\Delta O_1 \times g'(h_2) w_9 + \Delta O_2 \times g'(h_2) w_{10}\}$$

$$w_4 = w_4^{\text{old}} + \underset{\substack{\text{learning} \\ \text{rate}}}{\delta} \Delta h_2 \times x_2$$

$$w_{10} = w_{10}^{\text{old}} + h_2 \times \Delta O_2 + \delta$$

$$b = b^{\text{old}} + \delta \Delta h$$

$$\hookrightarrow \text{eg } b_1 = b_1^{\text{old}} + \delta \Delta h_1$$