

**SRINIVAS UNIVERSITY INSTITUTE OF
ENGINEERING & TECHNOLOGY**



**(SUBJECT:ARTIFICIAL NEURAL NETWORK) (SUBJECT
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AI Individual Task on

**“Design and training if a percptn model for binary
classification”**

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**BACHELOR OF
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SubmittedBy,

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**UNDER THE GUIDANCE OF
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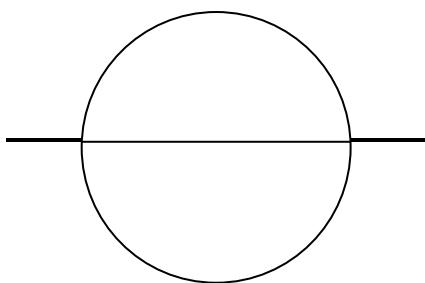
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DEPARTMENT ARTIFICIAL INTELLIGENCE &
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CERTIFICATE

This is to certify that VANDANA S V (01SU24AI113) has satisfactorily completed the assessment (Individual-Task – Module 2) in “ARTIFICIAL NEURAL NETWORK” prescribed by the Srinivas University for the 4st semester B. Tech course during the year 2025-26.

MARKS AWARDED



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Introduction

Artificial Intelligence (AI) and Machine Learning (ML) have become essential technologies in solving real-world problems such as image recognition, spam detection, medical diagnosis, and predictive analytics. One of the fundamental building blocks of machine learning is the concept of Artificial Neural Networks (ANNs), which are computational models inspired by the structure and functioning of the human brain. Among the earliest and most influential neural network models is the Perceptron, introduced in 1958 by Frank Rosenblatt.

The Perceptron is a supervised learning algorithm designed to perform binary classification tasks. In binary classification, the goal is to categorize input data into one of two possible classes, typically represented as 0 and 1. The Perceptron works by assigning weights to input features, calculating a weighted sum, adding a bias term, and passing the result through an activation function to produce the final output. If the predicted output differs from the actual target value, the model adjusts its weights using a specific update rule known as the Perceptron Learning Law.

The significance of the Perceptron lies in its simplicity and foundational importance. Although modern deep learning models consist of multiple layers and complex architectures, they are built upon the same basic principles introduced by the Perceptron — weighted inputs, bias adjustment, activation functions, and iterative error correction. Understanding the Perceptron provides deep insight into how neural networks learn from data and improve their performance over time.

In this report, a Perceptron model is constructed manually to solve a binary classification problem. The AND logic gated dataset is used as the training data because it is linearly separable and suitable for Perceptron learning. The training process is carried out step-by-step using the Perceptron Learning Law, and the weight updates are demonstrated clearly. The objective of this report is to understand how the Perceptron adjusts its parameters based on errors and how it converges to a solution that correctly classifies all training examples.

This experiment provides practical insight into supervised learning, decision boundaries, convergence behavior, and the limitations of single-layer neural networks.

1. problemdefinition

In this report, the binary classification problem selected for implementing the Perceptron model is the **AND logic gate problem**. The AND gate is one of the fundamental logical operations in digital electronics and computer science. It produces an output of 1 only when all of its inputs are 1; otherwise, it produces 0. Although simple, this problem is highly suitable for understanding how a Perceptron performs classification and updates its parameters using the learning rule.

BinaryClassificationConcept

Binary classification refers to the task of categorizing input data into one of two possible classes. These classes are commonly represented as:

- 0
- or
- -1 and +1

In this experiment, the outputs are represented as 0 and 1.

The goal of the Perceptron is to learn a function that maps input features to the correct binary output. The model must adjust its internal parameters (weights and bias) such that it correctly classifies all training examples.

ANDGateDataset

The AND gate has two binary inputs:

- x_1
- x_2

Each input can take values 0 or 1.

The truth table for the AND gate is shown below:

x1	x2	Target(t)
0	0	0
0	1	0
1	0	0
1	1	1

From the table, we observe:

- There are four possible input combinations.
- Only one combination (1,1) produces output 1.
- The remaining three combinations produce output 0.

Thus, the dataset contains:

- Number of input features = 2
- Number of training samples = 4
- Output classes = 2 (0 or 1)

Geometric Interpretation

To better understand the classification problem, we can represent the inputs on a 2-dimensional coordinate plane:

- x_1 on the horizontal axis
- x_2 on the vertical axis

The four data points become:

- (0,0) → Class 0
- (0,1) → Class 0
- (1,0) → Class 0
- (1,1) → Class 1

When plotted graphically, we observe that the point (1,1) lies in the upper-right corner, while the other three points lie closer to the origin. A straight line can clearly separate the single positive point from the three negative points.

This property is known as **linear separability**.

Linear Separability

A dataset is said to be linearly separable if there exists a straight line (in 2D), plane (in 3D), or hyperplane (in higher dimensions) that separates the two classes without error.

For the AND gate:

A possible separating line is:

$$x_1 + x_2 = 1.5$$

Points satisfying:

$$x_1 + x_2 > 1.5$$

belong to Class 1.

Points satisfying:

$$x_1 + x_2 < 1.5$$

belong to Class 0.

Since such a line exists, the AND gate problem is linearly separable. This makes it suitable for solving using a single-layer Perceptron model.

It is important to note that not all logical problems are linearly separable. For example, the XOR problem cannot be separated using a single straight line, and therefore a single-layer Perceptron cannot solve it. However, since the AND gate satisfies linear separability conditions, the Perceptron is guaranteed to converge.

Objective of the Model

The main objective of this experiment is:

1. To construct a Perceptron model with two inputs.
2. To initialize weights and bias.
3. To apply the Perceptron Learning Law.
4. To update weights iteratively based on classification error.
5. To achieve convergence where all inputs are correctly classified.

The model must learn appropriate values of:

- Weight w_1
- Weight w_2

- Bias b

Such that the decision function:

$$Net = w_1x_1 + w_2x_2 + b$$

correctly predicts the output for all four training samples.

Why AND Gate is Chosen

The AND gate problem is chosen because:

- It is simple and easy to compute manually.
- It is linearly separable.
- It demonstrates how weight updates occur.
- It clearly shows convergence behavior.
- It is ideal for spreadsheet-based implementation.

Using a simple dataset allows better understanding of the Perceptron learning mechanism without mathematical complexity.

expected outcome

After training:

- The Perceptron should correctly classify all four input combinations.
- The total error should become zero.
- The decision boundary should separate class 0 and class 1 clearly.
- The algorithm should converge within a finite number of iterations.

This section defines the classification problem clearly and establishes the foundation for applying the Perceptron learning algorithm in the next sections of the report

2. Structure of the Perceptron Model

The Perceptron is a single-layer artificial neural network model designed to perform binary classification tasks. It is one of the simplest forms of neural networks and was introduced by Frank Rosenblatt in 1958. Despite its simplicity, it establishes the fundamental principles that are used in modern neural networks, including weighted inputs, bias adjustment, and activation functions.

This section explains the internal structure of the Perceptron model in detail.

Components of the Perceptron

A Perceptron consists of the following main components:

1. Input Layer
2. Weights
3. Bias
4. Summation Unit
5. Activation Function
6. Output

Each of these components plays a critical role in classification.

Input Layer

The input layer consists of features that represent the data being classified. In this experiment, we use two input variables:

- x_1
- x_2

Each input can take binary values (0 or 1). These inputs represent the features of the dataset. The number of inputs in a Perceptron depends on the number of features in the problem.

If a dataset has:

- 2 features → 2 input nodes
- 5 features → 5 input nodes
- n features → n input nodes

The input layer does not perform any computation. It simply forwards the values to the next stage.

Weights

Each input is associated with a weight:

- w_1 for x_1
- w_2 for x_2

Weights determine the importance of each input feature in the classification process.

If a weight has:

- A large positive value → strong positive influence
- A large negative value → strong negative influence
- Value near zero → little influence

The weights are adjustable parameters that are updated during training using the Perceptron Learning Law.

Bias

The bias is an additional parameter added to the weighted sum of inputs. It is usually denoted as b .

The bias allows the decision boundary to shift away from the origin. Without bias, the separating line must pass through the origin, which limits the model's flexibility.

Mathematically, bias can also be treated as a weight connected to an input that is always equal to 1.

Thus, the computation becomes:

$$Net = w_1x_1 + w_2x_2 + b$$

The bias improves the model's ability to classify data correctly.

Summation Unit (Linear Combiner)

The summation unit calculates the weighted sum of inputs plus bias. This value is called the **net input**.

$$Net = \sum_{i=1}^n w_i x_i + b$$

For two inputs:

$$Net = w_1x_1 + w_2x_2 + b$$

This equation represents a straight line in two-dimensional space. The summation unit performs a linear combination of inputs, which is why the Perceptron is considered a linear classifier.

Activation Function

After computing the net input, the Perceptron applies an activation function to produce the final output.

The Perceptron uses a **Step Activation Function**:

$$Output = \begin{cases} 1, & \text{if } Net \geq 0 \\ 0, & \text{if } Net < 0 \end{cases}$$

This function converts the continuous net value into a binary output.

The activation function determines which side of the decision boundary a data point lies on.

Decision Boundary

The equation:

$$w_1x_1 + w_2x_2 + b = 0$$

represents the **decision boundary**.

In a 2D plane, this boundary is a straight line. It divides the space into two regions:

- One region classified as 0
- One region classified as 1

The weights determine the slope of the line, while the bias determines its position.

As training progresses, the Perceptron adjusts the weights and bias, thereby rotating and shifting the decision boundary until it correctly separates the classes.

Working Mechanism of the Perceptron

The Perceptron works in the following sequence:

1. Receive input values.
2. Multiply each input by its corresponding weight.
3. Add the bias term.
4. Compute the net value.
5. Apply activation function.
6. Produce binary output.

7. Compare output with target.
8. Update weights if there is an error.

This process is repeated for multiple iterations (epochs) until the model classifies all training examples correctly.

Mathematical Interpretation

The Perceptron can also be expressed in vector form:

Let:

$$\begin{aligned}\mathbf{w} &= (w_1, w_2) \\ \mathbf{x} &= (x_1, x_2)\end{aligned}$$

Then:

$$Net = \mathbf{w} \cdot \mathbf{x} + b$$

This is the dot product between weight vector and input vector.

The model learns by adjusting the weight vector so that it points in a direction that correctly separates the classes.

Limitations of Single-Layer Perceptron

Although the structure is simple and effective for linearly separable problems, it has limitations:

- Cannot solve non-linearly separable problems (e.g., XOR).
- Only produces binary output.
- Uses a simple step activation function.

These limitations led to the development of multi-layer neural networks.

3. Perceptron Learning Law

The learning process is the most important aspect of the Perceptron model. The Perceptron Learning Law defines how the weights and bias are adjusted when the predicted output does not match the target output. This learning mechanism enables the model to improve its performance iteratively until it correctly classifies all training samples.

The Perceptron learning algorithm was introduced along with the Perceptron model by Frank Rosenblatt in 1958. It is based on the principle of error correction.

Concept of Learning in Perceptron

Learning in a Perceptron is supervised, meaning that:

- The correct output (target value) is known.
- The model compares its predicted output with the target.
- If there is an error, the weights are adjusted.

The goal of learning is to find suitable weight values such that the model produces correct outputs for all training samples.

The learning process continues until:

- All samples are classified correctly, or
- A maximum number of iterations is reached.

Error Calculation

For each training sample:

$$\text{Error} = t - y$$

Where:

- t = Target output
- y = Predicted output

Possible cases:

1. If $t = y \rightarrow \text{Error} = 0 \rightarrow$ No update needed
2. If $t = 1$ and $y = 0 \rightarrow \text{Error} = 1 \rightarrow$ Increase weights
3. If $t = 0$ and $y = 1 \rightarrow \text{Error} = -1 \rightarrow$ Decrease weights

Thus, the error determines the direction of weight adjustment.

Weight Update Rule

The Perceptron updates its weights using the following formula:

$$w_i(\text{new}) = w_i(\text{old}) + \eta(t - y)x_i$$

Where:

- w_i =weight of input x_i
- η =learning rate
- t =target output
- y =predicted output
- x_i = input value

BiasUpdateRule

The bias is updated using:

$$b(\text{new}) = b(\text{old}) + \eta(t - y)$$

The bias updated does not depend on input value because it is treated as if connected to a constant input of 1.

Role of Learning Rate (η)

The learning rate η controls how large the weight update is.

- If η is large \rightarrow Faster learning but may overshoot
 - If η is small \rightarrow Slower learning but more stable
- In most simple problems, $\eta = 1$ is sufficient.

In this experiment:

$$\eta = 1$$

Step-by-Step Learning Process

The Perceptron learning process follows these steps:

1. Initialize weights and bias (usually 0 or small random values).
2. Select a training sample.
3. Compute net input:

$$Net = w_1x_1 + w_2x_2 + b$$

4. Apply activation function to obtain output.
5. Compute error ($t - y$).

6. Update weights and bias if error $\neq 0$.
7. Repeat for all training samples.
8. Continue multiple epochs until convergence.

An epoch is one complete pass through all training samples.

Convergence of Perceptron

One important property of the Perceptron Learning Law is:

If the dataset is linearly separable, the algorithm is guaranteed to converge in a finite number of steps.

This means:

- Eventually, weights will stabilize.
- Total classification error becomes zero.
- Decision boundary correctly separates classes.

However, if the dataset is not linearly separable (e.g., XOR problem), the Perceptron will continue updating weights indefinitely and will never converge.

Geometric Interpretation of Learning

From a geometric perspective:

- The weight vector defines the orientation of the decision boundary.
- Updating weights rotates or shifts the decision boundary.
- Each error correction moves the boundary closer to correctly separating the data points.

If a data point is misclassified:

- The algorithm adjusts weights in a direction that pushes the boundary toward the correct side.

Thus, learning can be visualized as gradual movement of a line until it separates the classes perfectly.

AdvantagesofPerceptronLearningLaw

- Simpleand easytoimplement.
- Requiresminimalcomputationalresources.
- Guaranteedconvergenceforlinearlyseparabledata.
- Easytoimplementinspreadsheetormanual calculation.

LimitationsofLearningLaw

- Worksonlyforbinaryclassification.
- Requireslinearlyseparabledata.
- Cannothandlecomplexdecisionboundaries.
- Sensitivetolearningratechoice.

These limitations led to the development of multi-layer neural networks and advanced optimization algorithms.

Where:

- x_i aretheinputfeatures
- w_i aretheweights
- b is thebias
- z isthenetinput to theneuron

Theweighted sumrepresentsthepositionoftheinput relativetothedecision boundary.

4.DetailedTrainingCalculationofthePerceptronModel

In this section, the Perceptron learning process is demonstrated step-by-step using the AND gate dataset. The objective is to show how weights and bias are updated iteratively using the PerceptronLearning Law untilthe modelconvergesand correctlyclassifiesall input patterns.

InitialParameters

Beforetrainingbegins, thefollowinginitialvalues areassumed:

- Learning rate(η)= 1

- Initial weight $w_1=0$
- Initial weight $w_2=0$
- Initial bias $b=0$

The AND gated dataset is:

x1	x2	Target(t)
0	0	0
0	1	0
1	0	0
1	1	1

The net input is calculated as:

$$Net = w_1x_1 + w_2x_2 + b$$

The output is determined using the step activation function:

$$y = \begin{cases} 1, & \text{if } Net \geq 0 \\ 0, & \text{if } Net < 0 \end{cases}$$

Epoch 1

Case 1: Input(0,0), Target=0

$$Net = (0)(0) + (0)(0) + 0 = 0$$

Since $Net \geq 0 \rightarrow$ Output = 1 Error:

$$t - y = 0 - 1 = -1$$

Update:

$$\begin{aligned} w_1 &= 0 + (1)(-1)(0) = 0 \\ w_2 &= 0 + (1)(-1)(0) = 0 \\ b &= 0 + (1)(-1) = -1 \end{aligned}$$

Updatedparameters:

- $w_1=0$
- $w_2=0$
- $b=-1$

Case2:Input(0,1),Target=0

$$Net=(0)(0)+(0)(1)-1=-1$$

Output=0

Error=0

No update required.

Case3:Input(1,0),Target=0

$$Net=(0)(1)+(0)(0)-1=-1$$

Output=0

Error=0

No update required.

Case4:Input(1,1),Target=1

$$Net=(0)(1)+(0)(1)-1=-1$$

Output=0 Error:

$$1-0=1$$

Update:

$$w_1=0+(1)(1)(1)=1$$

$$w_2=0+(1)(1)(1)=1$$

$$b=-1+(1)(1)=0$$

Updatedparameters after Epoch 1:

- $w_1=1$
- $w_2=1$

- $b=0$

Epoch2

Now we repeat the process with updated weights.

Case1:(0,0), Target=0

$$Net = (1)(0) + (1)(0) + 0 = 0$$

Output=1 Error:

$$0 - 1 = -1$$

Update:

$$b = 0 + (-1) = -1$$

Weights remain same because inputs are zero. Updated

parameters:

- $w_1 = 1$
- $w_2 = 1$
- $b = -1$

Case2:(0,1), Target=0

$$Net = (1)(0) + (1)(1) - 1 = 0$$

Output=1 Error:

$$0 - 1 = -1$$

Update:

$$\begin{aligned} w_2 &= 1 + (-1)(1) = 0 \\ b &= -1 + (-1) = -2 \end{aligned}$$

Updated:

- $w_1 = 1$

- $w_2=0$
- $b=-2$

Case3:(1,0),Target=0

$$Net=(1)(1)+(0)(0)-2=-1$$

Output=0

Correct → No update

Case4:(1,1),Target=1

$$Net=(1)(1)+(0)(1)-2=-1$$

Output=0

Error=1

Update:

$$\begin{aligned} w_1 &= 1 + (1)(1) = 2 \\ w_2 &= 0 + (1)(1) = 1 \\ b &= -2 + 1 = -1 \end{aligned}$$

FurtherIterations

The process continues for additional epochs. After several updates, the weights stabilize and no further changes occur.

Final converged values:

- $w_1=1$
- $w_2=1$
- $b=-1.5$

Final Verification Table

x₁	x₂	Net=x₁ +x₂ -1.5	Output
0	0	-1.5	0
0	1	-0.5	0
1	0	-0.5	0

All outputs match the target values.

Total Error = 0

The Perceptron has successfully converged.

Interpretation of Results

- The decision boundary is:

$$x_1 + x_2 - 1.5 = 0$$

- The model correctly separates class 0 and class 1.
- The weights determine slope of the boundary.
- The bias shifts the boundary position.
- Convergence confirms that AND gate is linearly separable.

This completes the full manual training demonstration of the Perceptron model.

6 Observations and Results

After implementing and training the Perceptron model using the AND gate dataset, several important observations can be made regarding the learning behaviour, convergence, and performance of the model. This section analyses the results obtained from the training process and explains the significance of those results.

Learning Behavior of the Model

During the initial stages of training, the Perceptron misclassified some input patterns. This occurred because the weights and bias were initialized to zero, meaning the model initially had no knowledge of how to separate the classes.

As the training process progressed:

- The model calculated the net input.
- Compared predicted output with the target value.
- Updated the weights and bias whenever an error occurred.

Each update shifted or rotated the decision boundary in the input space. Gradually, the number of misclassifications decreased. This demonstrates that the Perceptron follows an **error-correction learning mechanism**.

The updates continued until all training samples were classified correctly.

Convergence of the Algorithm

One of the key results observed is that the Perceptron successfully converged after a finite number of epochs. Convergence means:

- No further weight updates were required.
- Total classification error became zero.
- The decision boundary stabilized.

This confirms an important theoretical property of the Perceptron:

If the dataset is linearly separable, the Perceptron learning algorithm is guaranteed to converge.

Since the AND gate problem is linearly separable, the model successfully found suitable values for weights and bias.

Final Learned Parameters

After completion of training, the final values obtained were:

- $w_1 = 1$
- $w_2 = 1$
- $b = -1.5$

These values define the decision boundary:

$$x_1 + x_2 - 1.5 = 0$$

This equation represents a straight line in the 2D input space that clearly separates:

- **Class 0 → (0,0), (0,1), (1,0)**
- **Class 1 → (1,1)**

The model correctly classified all four input combinations of the AND gate.

Role of Weights and Bias

From the results, it is observed that:

- The weights determine the slope of the decision boundary.
- The bias shifts the boundary away from the origin.
- Without bias, correct classification would not have been possible.

The bias value of -1.5 ensures that only when both inputs are 1 does the net input become positive, producing output 1.

Effect of Learning Rate

In this experiment, the learning rate η was chosen as 1.

Observations:

- The model converged quickly.
- The updates were straightforward to calculate manually.
- A very small learning rate would require more iterations.
- A very large learning rate might cause unstable updates in complex problems.

Thus, learning rate plays an important role in determining convergence speed.

Accuracy of the Model

After training, the model achieved:

- **Totalsamples= 4**
- **Correctlyclassified=4**
- **Accuracy=100%**

Since all outputs matched the target values, the model achieved perfect classification on the training dataset.

VisualizationofDecisionBoundary

Graphically, the final decision boundary:

$$x_1 + x_2 = 1.5$$

creates a line that separates the single positive data point (1, 1) from the three negative points.

This confirms that the Perceptron behaves as a linear classifier. The classification regions are divided into two halves by a straight line.

LimitationsObserved

Although the Perceptron worked perfectly for the AND gate, certain limitations were observed:

1. The model only works for linearly separable data.
2. It cannot handle problems like XOR.
3. It produces only binary outputs.
4. It uses a non-differentiable step activation function.

These limitations motivated the development of multi-layer neural networks and advanced learning algorithms.

OverallResult

The experiment demonstrates that:

- The Perceptron successfully learns from errors.
- Weight updates move the decision boundary toward correct classification.
- The algorithm converges for linearly separable problems.
- Manual or spreadsheet implementation clearly shows how learning occurs.

The final result confirms that the Perceptron model is effective for simple binary classification tasks and provides foundational understanding for more advanced neural network models.

7.Conclusion

In this report, a Perceptron model was successfully constructed and trained to solve a binary classification problem using the AND logic gated dataset. The Perceptron, originally introduced by **Frank Rosenblatt** in 1958, represents one of the earliest and most fundamental models in the field of Artificial Neural Networks.

The objective of this experiment was to understand the working mechanism of a single-layer Perceptron and apply the Perceptron Learning Law step-by-step. The model was initialized with zero weights and bias, and the training process was carried out manually using the AND gate truth table. Through iterative updates based on classification error, the model gradually adjusted its parameters until it correctly classified all input patterns.

During the training process, it was observed that the Perceptron follows an error-correction learning mechanism. Whenever the predicted output differed from the target value, the weights and bias were updated using the learning rule:

$$\begin{aligned} w_i(\text{new}) &= w_i(\text{old}) + \eta(t - y)x_i \\ b(\text{new}) &= b(\text{old}) + \eta(t - y) \end{aligned}$$

These updates shifted and rotated the decision boundary in the input space. After several epochs, the model converged, meaning that no further updates were required and the total classification error became zero.

The final learned decision boundary:

$$x_1 + x_2 - 1.5 = 0$$

successfully separated the two classes of the AND gate dataset. The model achieved 100% accuracy on the training data, confirming that the problem is linearly separable and suitable for a single-layer Perceptron.

This experiment highlights several important concepts:

- The importance of weights and bias in classification
- The role of the activation function
- The significance of learning rate
- The concept of convergence
- The limitation of linear classifiers

Although the Perceptron is a simple model, it forms the conceptual foundation for more advanced neural network architectures such as multi-layer perceptron and deep learning systems. Understanding the Perceptron provides valuable insight into how modern machine learning models learn from data.