

# Lab 4: Perceptron Classification

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# Learning Algorithm

$$o^j = f\left(\sum_{i=1}^n w_i x_i\right) \text{ where } f(\theta) = \begin{cases} 1, & \text{if } \theta > 0. \\ 0, & \text{if } \theta \leq 0. \end{cases}$$

- Distance from correct  $y$  value which we define

$$d^j = y - o^j$$

- We use this distance to update the weights

$$\Delta W_i = \ell d^j x_i^j \text{ for } i = 1 \dots n, w_i = w_i + \Delta w_i$$

- $L$  is the learning rate, which lets us control how quickly the weights change
- Eventually we want the weights to be adjusted so that  $d$  will be minimized and our output will be the same as our desired  $y$  value

# Three Classification Problems

- AND:

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

- OR:

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

- XOR:

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

# Functions

- pdrive, driver function which calls perceptron

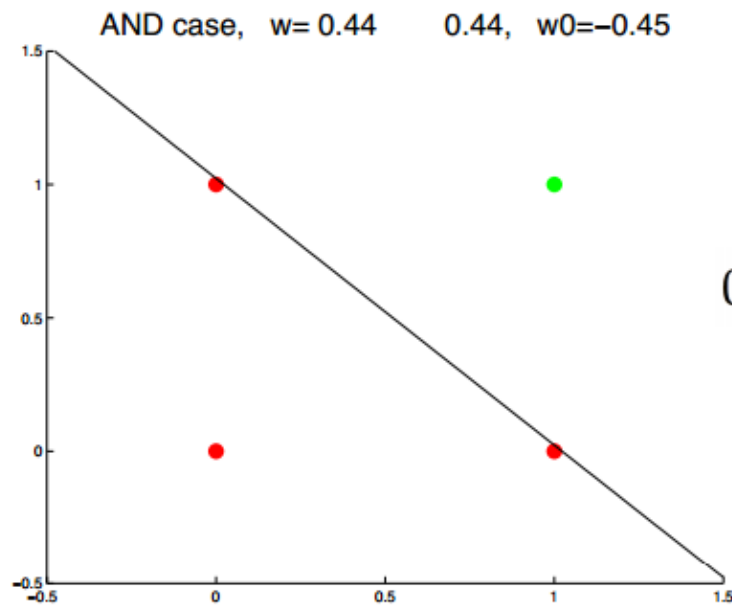
```
[w, w0] = perceptron(x,y)    x =  1  1      y =  1
                               1  0      0
                               0  1      0
                               0  0      0
```

- Input x which is set of inputs, remains constant across the different problems
- We change y to reflect different problems
- Outputs the weights that our learning algorithm found

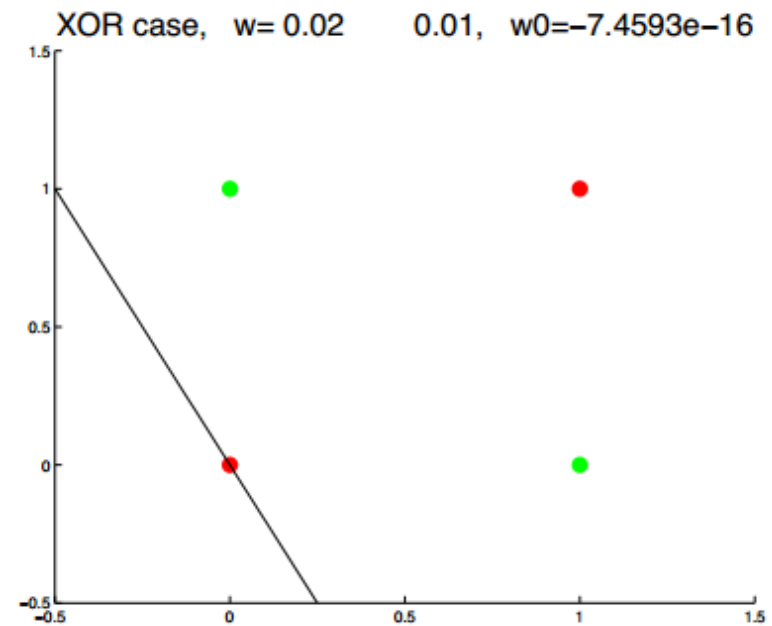
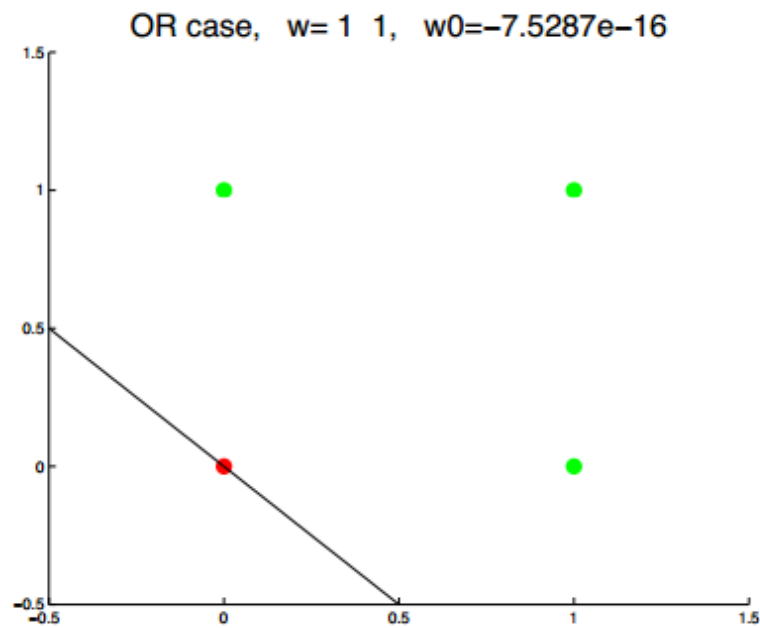
# Graphs

- Use outputted weights to make a plot

$$w_1x_1 + w_2x_2 - \theta = 0$$



$$0.44x_1 + 0.44x_2 - 0.45 = 0$$



- Use scatter to plot the points