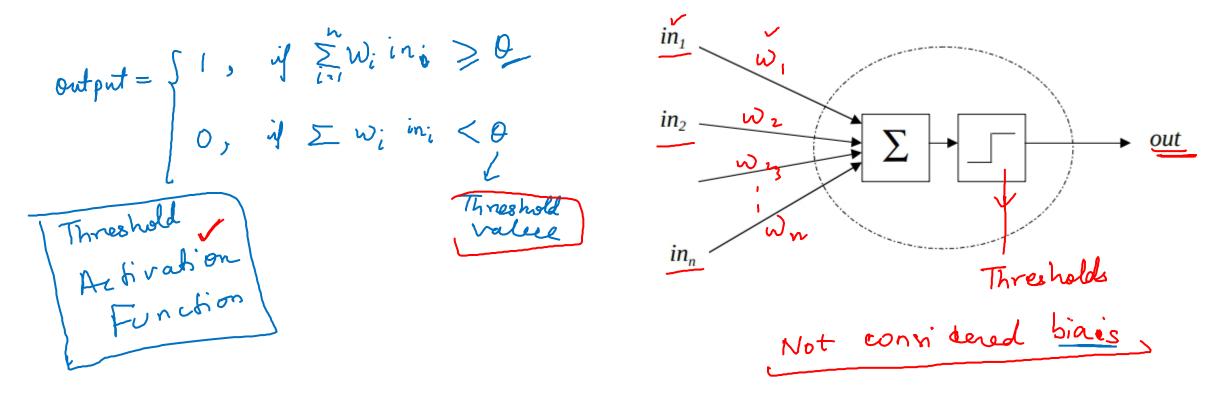
# Perceptron

Kleight Matrix
$$\begin{bmatrix}
w_{11} & w_{12} & w_{23} & \cdots & \cdots \\
w_{21} & w_{22} & \cdots & \cdots & \cdots \\
\vdots & \vdots & \vdots & \vdots & \vdots
\end{bmatrix}$$

11) N/W (a) Feed forward N/W (b) Recurrent N/W

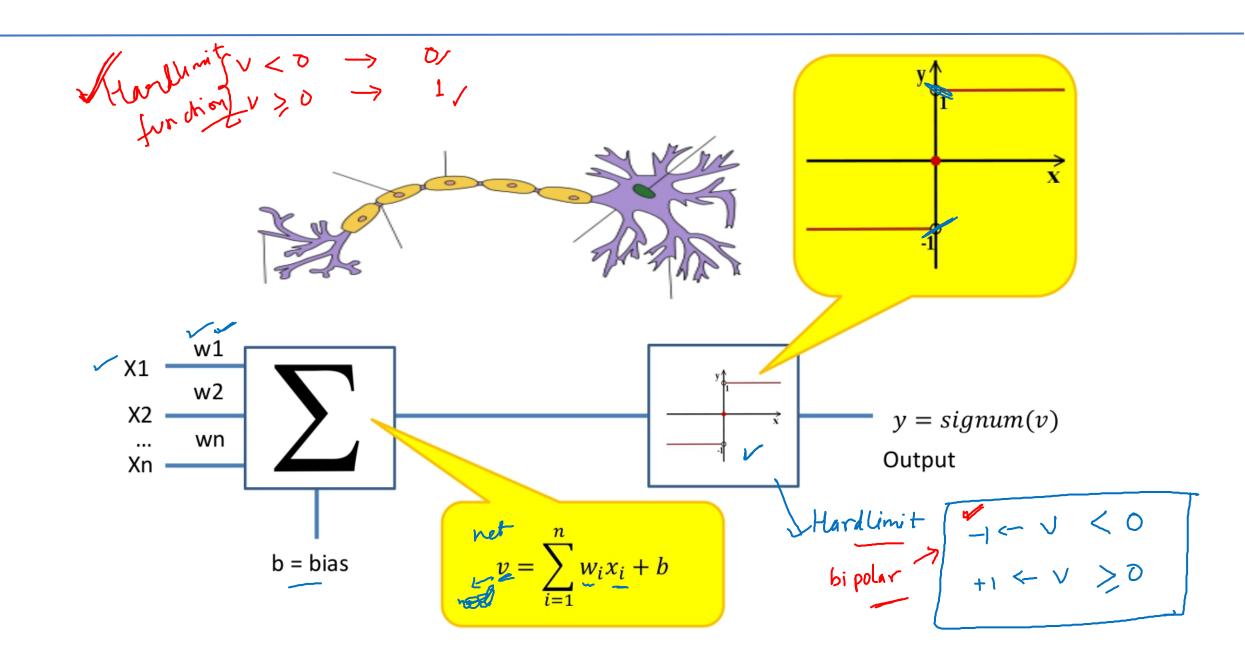
#### McCulloch-Pitts Neuron

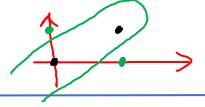
- In 1943, Warren McCulloch and Walter Pitts introduced one of the first artificial neurons.
- The main feature of their neuron model is that a weighted sum of input signals is compared to a threshold to determine the neuron output.
- When the sum is greater than or equal to the threshold, the output is 1. When the sum is less than the threshold, the output is 0.



#### Perceptron Classifier

- The perceptron is a simplified representation of the biological neuron in the brain.
- It is also known as the Single Layer Perceptron(SLP).
- The perceptron model was proposed by McCulloch & Pitts in 1943.
- The perceptron is the simplest form of a neural network for patterns that are linearly separable.
- The structure of a perceptron consists of a single neuron with adjustable synaptic weights and bias.
- The weights are adjusted during the training phase, as training data is presented to it.
- The model consists of a linear combiner followed by a <u>hard limiter</u> (performing the signum function).
- Also incorporates an externally applied bias.
- Output is +1 (if hard limiter output is positive) and -1 (if hard limiter output is negative).





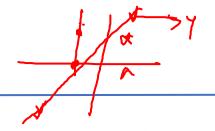
#### Lineraly Separable



- Perceptrons can only classify linearly separable cases.
- $\bullet$  Lets say we want to classify a set of data into either Group A  $(G_A$  ) or Group B  $(G_B$  ).
- If  $G_A$  and  $G_B$  are linearly separable, there exists a separating hyperplane between the two groups which is linear in nature.
- $\bullet$  In simple terms, there is a straight line dividing between  $G_A$  and  $G_B$  .

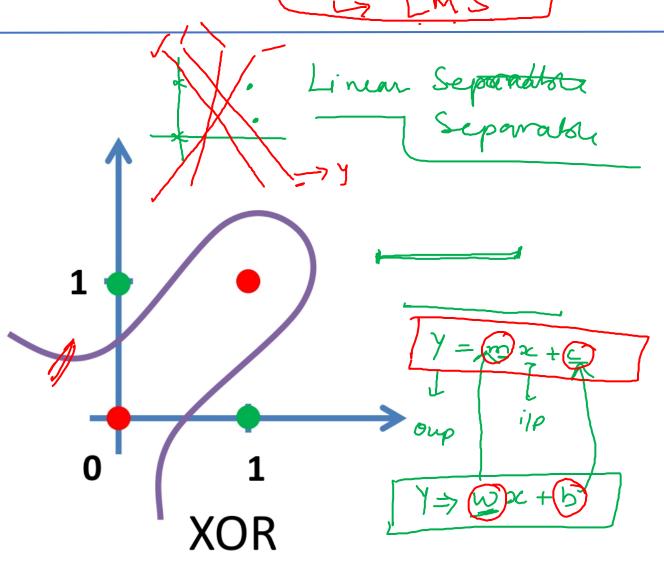
• Consider the cases of AND and OR:

	ases of AND and	AND	- GB
INPUT (A)	INPUT (B)	OUTPUT (AND)	GA
0	0	0	• A
0	1	0	G <sub>A</sub> O 1 Miren
1	0	0	AND
1	1	1	$G_{B}$
			6R
INPUT (A)	INPUT (B)	OUTPUT (OR)	
0	0	0	$G_A$
0	1	1	
1	0	1	$G_B$
1	1	1_	0 1
			OR



INPUT (A)	INPUT (B)	OUTPUT (XOR)
0	0	0
9	1	1
1	0	1
1	1	0

NOR case is nonlinearly separable!



#### Perceptron Architecture

• First, consider the network weight matrix:

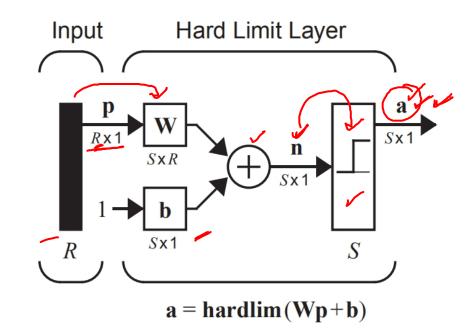
$$\mathbf{W} = \begin{bmatrix} w_{1,1} & w_{1,2} & \dots & w_{1,R} \\ w_{2,1} & w_{2,2} & \dots & w_{2,R} \\ \vdots & \vdots & & \vdots \\ w_{S,1} & w_{S,2} & \dots & w_{S,R} \end{bmatrix}.$$

• define a vector composed of the elements of the ith row

$${}_{i}\mathbf{w} = \begin{bmatrix} w_{i,1} \\ w_{i,2} \\ \vdots \\ w_{i,R} \end{bmatrix}$$

• Now we can partition the weight matrix:

$$\mathbf{W} = \begin{bmatrix} \mathbf{w}^T \\ 2\mathbf{w}^T \\ \vdots \\ S\mathbf{w}^T \end{bmatrix}$$

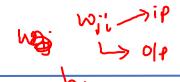


$$a = hardlim(n) = \begin{cases} 1 & if \ n \ge 0 \\ \underline{0} & otherwise. \end{cases}$$

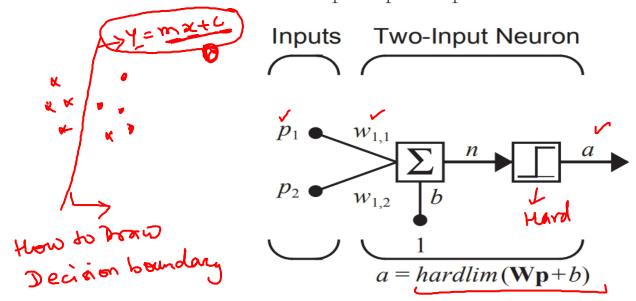
$$a = hardlim(n)$$

$$n = \mathbf{W}\mathbf{p} + b$$

#### Single-Neuron Perceptron

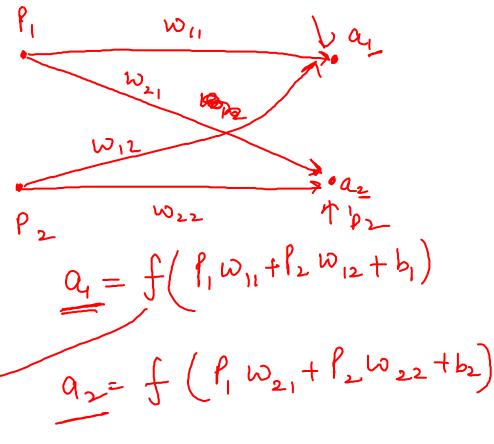


Let's consider a two-input perceptron with one neuron



The output of this network is determined by

$$a = hardlim(n) = \underline{hardlim(\mathbf{Wp} + b)}$$
$$= hardlim({}_{1}\mathbf{w}^{T}\mathbf{p} + b) = hardlim({}_{w_{1,1}p_{1}} + {}_{w_{1,2}p_{2}} + \underline{b})$$



#### Single-Neuron Cont..

**Decision Boundary:** The decision boundary is determined by the input vectors for which the net input is zero:

10=0

$$n = {}_{1}\mathbf{w}^{T}\mathbf{p} + b = w_{1,1}p_{1} + w_{1,2}p_{2} + b = 0$$

let's assign the following values for the weights and bias:

$$w_{1,1} = 1$$
,  $w_{1,2} = 1$ ,  $b = -1$ 

The decision boundary is then

$$n = {}_{1}\mathbf{w}^{T}\mathbf{p} + b = w_{1,1}p_{1} + w_{1,2}p_{2} + b = p_{1} + p_{2} - 1 = 0$$

To find the  $p_2$  intercept set  $p_1=0$ :

$$p_{2} = -\frac{b}{w_{1,2}} = -\frac{1}{1} = 1 \quad \text{if } p_{1} = 0$$

$$p_{2} = -\frac{b}{w_{1,2}} = -\frac{1}{1} = 1 \quad \text{if } p_{1} = 0$$

To find the  $p_1$  intercept set  $p_2=0$ :

$$p_1 = -\frac{b}{w_{1,1}} = -\frac{1}{1} = 1 \qquad \text{if } p_2 = 0$$

$$\frac{\omega \, \rho + b = 0}{\omega_{11} \, \rho_{1} + \omega_{12} \, \rho_{2} + b = 0}$$
When  $\omega_{11} = 1$ ,  $\omega_{12} = 1$ ,  $b = -1$ 

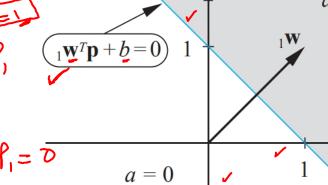
For  $\rho_{1} = \rho_{1}$ ,  $\rho_{2} = 0$ 

$$\omega_{11} P_1 + b = 0$$

$$P_1 = -b / \omega_{11}$$



WP+b 20



$$\begin{cases} c_{2} = \begin{cases} c_{1} \\ c_{2} = \\ c_{3} \end{cases} \end{cases} = 0$$

$$a = 0$$

$$w_{12} \begin{cases} c_{2} \\ c_{3} = \\ c_{3} \end{cases} + b = 0$$

$$w_{12} \begin{cases} c_{2} \\ c_{3} = \\ c_{3} =$$

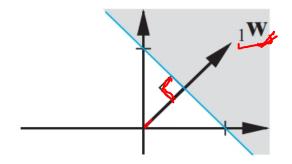
$$n = 0$$

#### Single-Neuron Cont..

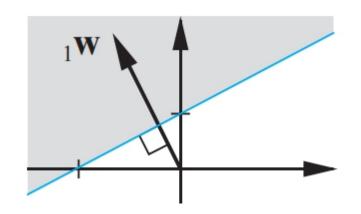
$$_{1}\mathbf{w}^{\mathrm{T}}\mathbf{p} + \mathbf{b} = 0$$

n >0

ullet The boundary is always orthogonal to  ${}_{1}{\it W}$ 



- ullet any vector in the shaded region, will have an inner product greater than -b, and vectors in the unshaded region will have inner products less than -b.
- the weight vector will always point toward the region where the neuron output is 1



## - Supervised Learning Algorithm

- Generate a training pair or pattern:

- an input  $\mathbf{x} = [x_1 x_2 ... x_n]$  - a target output  $y_{target}$  (known/given)  $\checkmark$ 

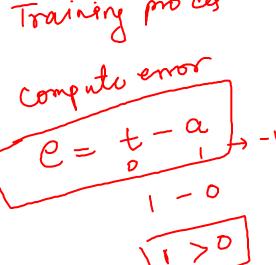
- Then, present the network with **x** and allow it to generate an output **y**
- Compare y with y<sub>target</sub> to compute the error
- Adjust weights, w, to reduce error
- Repeat 2-4 multiple times

weean update

V weight 2 

V weight 2 

Visites



(0000



#### Perceptron Learning

supervised bonony of classification

- For simple Perceptrons performing classification, we have seen that the decision boundaries are hyperplanes, and we can think of learning as the process of shifting around the hyperplanes until each training pattern is classified correctly.
- Somehow, we need to formalise that process of "shifting around" into a systematic algorithm that can easily be implemented on a computer.
- The "shifting around" can conveniently be split up into a number of small steps.
- If the network weights at time t are  $w_{ij}(t)$ , then the shifting process corresponds to moving them by an amount  $\Delta w_{ij}(t)$  so that at time t+1 we have weights  $w_{ij}(t+1) = w_{ij}(t) + \Delta w_{ij}(t)$

• It is convenient to treat the thresholds as weights, as discussed previously, so we don't need separate equations for them.

#### Formulating the Weight Changes

• Suppose the target output of unit j is  $targ_j$  and the actual output is  $out_j = sgn(\sum in_i \ w_{i,j})$ , where  $in_i$  are the activations of the previous layer of neurons (e.g. the network inputs). Then we can just go through all the possibilities to work out an appropriate set of small weight changes, and put them into a common form:

```
Note targ_j - out_j = 0 If out_j = 0 and targ_j = 1 Note targ_j - out_j = 1
If
         out_i = targ_i do nothing
                                                                                                            \sum i n_i w_{ii} is too small
                                                                                                     then
                 w_{ij} \rightarrow w_{ij}
                                                                                                           first
                                                                                                                      when in_i = 1 increase w_{ii}
        out_i = 1 and targ_i = 0
                                                         Note targ_i - out_i = -1
                                                                                                             so w_{ij} \rightarrow w_{ij} + \eta = w_{ij} + \eta i n_i
                                                                                                                      when in_i = 0 w_{ij} doesn't matter
     then \sum i n_i w_{ii} is too large
                                                                                                            and
                                                                                                                 so w_{ii} \rightarrow w_{ii} - 0 = w_{ii} + \eta i n_i
            first when in_i = 1 decrease w_{ii}
                                                                                                            so w_{ii} \rightarrow w_{ii} + \eta i n_i
                  so w_{ii} \rightarrow w_{ii} - \eta = w_{ii} - \eta i n_i
            and when in_i = 0 w_{ii} doesn't matter
                                                                                            It has become clear that each case can be written in the form:
                 so w_{ii} \rightarrow w_{ii} - 0 = w_{ii} - \eta i n_i
                                                                                                                 w_{ii} \rightarrow w_{ii} + \eta (targ_i - out_i) in_i
                 w_{ii} \rightarrow w_{ii} - \eta i n_i
                                                                                                                   \Delta w_{ii} = \eta (targ_i - out_i) in_i
```

• This weight update equation is called the Perceptron Learning Rule. The positive parameter  $\eta$  is called the *learning rate* or  $step\ size\ -$  it determines how smoothly we shift the decision boundaries.

#### Convergence of Perceptron Learning

- The weight changes  $\Delta$ wij need to be applied repeatedly for each weight wij in the network, and for each training pattern in the training set. One pass through all the weights for the whole training set is called one *epoch* of training.
- Eventually, usually after many epochs, when all the network outputs match the targets for all the training patterns, all the  $\Delta w_{i,j}$  will be zero and the process of training will cease. We then say that the training process has *converged* to a solution.
- It can be shown that if there does exist a possible set of weights for a Perceptron which solves the given problem correctly, then the Perceptron Learning Rule will find them in a finite number of iterations
- Moreover, it can be shown that if a problem is linearly separable, then the Perceptron Learning Rule will find a set of weights in a finite number of iterations that solves the problem correctly

PERCEPTEON LEARNING ALGO > input X, t Initialize weight & bias; at Randowly W(0) & b(0) => W=[0] & b=[0]

Mitialize weight & bias; at Randowly W(0) For each training pairs (X, t), Yought

-> compute a = hardlim (WX+b) e = t - a = y target y actual update or very weight of update, > compute error = target - actual or 3) current weight if e = 0 No update, W(1) = W(0) + 1 \* e \* X = input -> for updataion of weight & bias  $b(1) = b(0) + \eta * e \longrightarrow e mos$   $L \qquad L \qquad E \longrightarrow e mos$ winew = wold + n x C x X her current learning rate bien bias brew = bold + nx c [3] Repeat untill convergence W&b -> last & current values are sance

$$Ex \rightarrow P_{1} \quad (2 \quad 2 \quad 0)$$

$$P_{2} \quad -2 \quad 2$$

$$P_{3} \quad -2 \quad 2$$

$$P_{4} \quad -1 \quad 1$$

$$A = hardlim (W(0) \quad X + b)$$

$$= hardlim ( [0 \ o] [2] + 0)$$

$$= hardlim ( o)$$

= hardlim (0)  
= 1  

$$e = t_1 - \alpha = 0 - 1 = -1$$

up date the weight & bias

$$W(1) = W(0) + \eta \times e \times \%^{1}$$

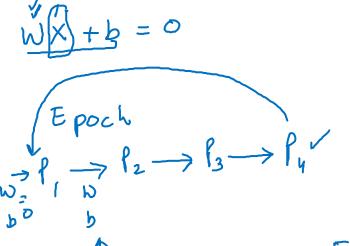
$$= \begin{bmatrix} 0 \\ 0 \end{bmatrix} + 1 \times \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$

$$= \begin{bmatrix} -2 \\ 1 \end{bmatrix}$$

b(1) = -1

$$\begin{cases}
W(0) = \begin{bmatrix} 0 \\ 0 \end{bmatrix} \\
b(0) = 0
\end{cases}$$

$$\begin{cases}
P_{i} = \begin{bmatrix} 2 \\ 2 \end{bmatrix}, t_{i} = 0
\end{cases}$$



$$\eta = 1 \quad P_{2} \quad P_{4} \quad P_{5} \quad P_{4} \quad P_{5} \quad P_{4} \quad P_{5} \quad P_{$$

### Perception Learning Algo >

- Initialize weights & bias at son random W(0) b (0)
- 2) for each training pain (X, Y target)

  - compute error (target-actual) or  $(y_{target} y_a)$  or (t a) = e- for updation of weighted bias if e = 0 No updation

upalation 
$$\eta$$
 which bias
$$\int W^{\text{new}} = W^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

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$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

$$\int h^{\text{new}} = b^{\text{old}} + \eta \times e \times \chi$$

untill Convergence (C = O) \_ or : Rast two values is same W & b

Perception learning Algo

Assume 
$$\eta = 1$$
 $0 \stackrel{!}{\downarrow} W(0) = 0 \stackrel{!}{\downarrow} 0$ 
 $b = 0 \stackrel{!}{\downarrow} 0$ 

Short with  $P_1 = \begin{bmatrix} 2 \\ 2 \end{bmatrix}$ ,  $t_1 = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\uparrow} V_1 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\uparrow} V_1 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\uparrow} V_1 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\uparrow} V_1 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 \end{bmatrix}$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
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 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 0$ 
 $0 \stackrel{!}{\downarrow} W(0) \stackrel{!}{\downarrow} V_2 + b(0) = hardlin \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 0 & 0 \end{bmatrix}$ 

 $f_2 = 0$ ,  $f_1 = -6/\omega_{\eta} = -1/2$  $a = hardlin(n) = \begin{cases} 1, & n > 0 \\ 0, & n < 0 \end{cases}$  $n = W^T X + b$ 

for 
$$f_2 = \begin{bmatrix} 1 \\ -2 \end{bmatrix}$$
,  $f_2 = 1$ 
 $a = \text{hardlim} [W(1)^T P_2 + b(1)]$ 
 $a = \text{hardlim} [C-2-2][\frac{1}{-2}] - 1$ 
 $a = \text{hardlim} [1] = 1$ 
 $e = 0 \Rightarrow \text{No update}$ 
 $(W(2) = W(1) + n + e + f_2)$ 
 $f_2 = b(1) + n + e$ 
 $f_3 = b(2) = b(1) + n + e$ 
 $f_4 = b(2) = b(1) + n + e$ 

for 
$$f_3 = \begin{bmatrix} -2 \\ 2 \end{bmatrix}$$
,  $t_{32} = 0$  n

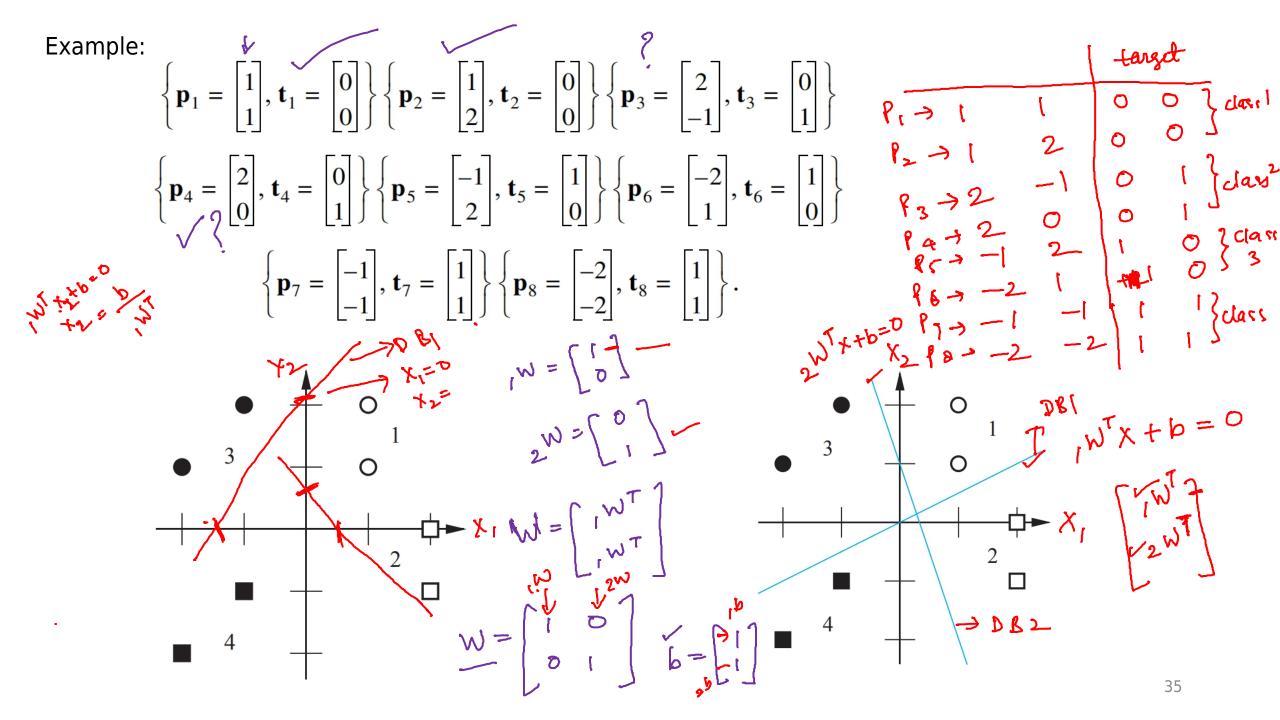
 $a = \text{hardlim}(w(2)^T f_3 + b(3))$ 
 $a = \text{hardlim}(\begin{bmatrix} -2 - 2 \end{bmatrix} \begin{bmatrix} -2 \\ 2 \end{bmatrix} - 1 \end{bmatrix}$ 
 $a = \text{hardlim}(\begin{bmatrix} -1 \end{bmatrix}) = 0$ 
 $c = t_3 - a = 0 - 0 = 0$ 

No up date

 $w(3) = w(2) = \begin{bmatrix} -2 \\ -2 \end{bmatrix}$ 
 $b(3) = b(2) = -1$ 
 $for f_4 = \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ ,  $t_4 = 1$ 
 $a = \text{hardlim}(w(3)^T f_4 + b(3)^T f_4$ 

w(4) = w(3) + 14 $=\begin{bmatrix} -2 \\ -2 \end{bmatrix} + \begin{bmatrix} -1 \\ 1 \end{bmatrix}$  $=\begin{bmatrix} -3 \\ -1 \end{bmatrix}$ b(4) = b(3)+1 =-1+1=0 Step3- Repeat again check the ilprector  $f_1$  and  $(W(4)^{\dagger}f_1+b(4)]=$   $\alpha=0$ ,  $t_1=0$  $C = b_1 - a = 0 - 0 = 0$ 80 No p update  $w(5) = w(4) = \begin{bmatrix} -3 \\ -1 \end{bmatrix}$ b (5) = 10(4)= 0

$$for \{2, t_2 = 1\}$$
 $a = 0 \Rightarrow$ 
 $e = t_2 - a = 1 - 0 = 1$ 
 $W(6) = W(5) + \eta + e + \ell = 1$ 
 $W(6) = \begin{bmatrix} -2 \\ -3 \end{bmatrix}$ 
 $b(6) = b(5) + \eta + e$ 
 $b(6) = 1$ 
 $for \{3, t_3 = 0\}$ 
 $a = 0, e = 0$ 
 $for \{4, t_3 = 0\}$ 
 $for \{5, t_3 = 0\}$ 
 $for \{6, t$ 



$$\begin{cases} W(0) = \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} & N = 1 \\ b(0) = \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix} & b \end{cases}$$

$$firs + i | p \ vector \ , \ P_1 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, \ b_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$a = \text{handlim} \left( W(0) \ P_1 + b(0) \right)$$

$$= \text{handlim} \left( \begin{bmatrix} 1 \\ 1 \end{bmatrix} \right) = \begin{bmatrix} 1 \\ 1 \end{bmatrix}$$

$$e = b_1 - a = \begin{bmatrix} 0 \\ 0 \end{bmatrix} - \begin{bmatrix} 1 \\ 1 \end{bmatrix} = + \begin{bmatrix} -1 \\ -1 \end{bmatrix}$$

$$W(1) = W(0) + N(0)$$

$$= \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix} + 1 \times \begin{bmatrix} -1 \\ -1 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \end{bmatrix} = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$$

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

$$= \begin{bmatrix} 1 \\ 1 \end{bmatrix} + \begin{bmatrix} -1 \\ -1 \end{bmatrix} = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$
for second i/p vector  $l_2 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$ ,  $t_2 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}$ 

$$a = hardlim(WU)^T l_2 + b(1)$$

$$= hardlim(\begin{bmatrix} 0 - 1 \\ -1 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} + \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$

$$= \begin{bmatrix} 0 \\ 0 \end{bmatrix}$$
No update
$$W(2) = W(1) = \begin{bmatrix} 0 & -1 \\ -1 & 0 \end{bmatrix}$$

$$b(2) = b(1) = \begin{bmatrix} 6 \\ 0 \end{bmatrix}$$

for spoint 
$$= \begin{bmatrix} 2 \\ -1 \end{bmatrix}$$
,  $= \begin{bmatrix} 0 \\ 1 \end{bmatrix}$ 

$$a = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
,  $= \begin{bmatrix} -1 \\ 1 \end{bmatrix}$ 

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

for  $= \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ ,  $= \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ ,  $= \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ ,  $= \begin{bmatrix} 2 \\ 0 \end{bmatrix}$ 

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 1 \end{bmatrix}$$

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 0 \end{bmatrix}$$

$$b(3) = b(2) + 10$$

$$= \begin{bmatrix} -1 \\ 0 \end{bmatrix}$$

$$b(3) = b(4) = b(3)$$

A

criteria & Stoping After step D No. giteration to weight & bios voulue of W (nti) = A(W(n)  $P(\nu+1) = P(\nu)$  $W(9) = \begin{bmatrix} -2 & 0 \\ 0 & -2 \end{bmatrix} \neq P_1$ 

 $freq P_2$  W(10) = W(9)  $W(10) = b(9) + e\eta = b(9)$ 

b (9) = [-1] ]

At this point the algo has converged,

