



Perceptron Learning Rule



- **Supervised Learning**

Network is provided with a set of examples of proper network behavior (inputs/targets)

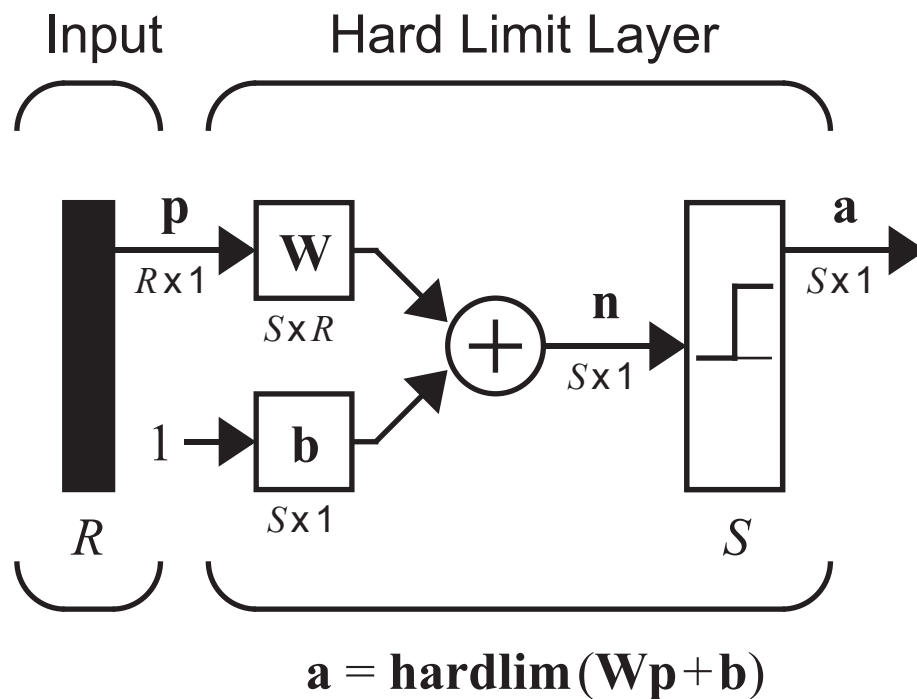
$$\{\mathbf{p}_1, \mathbf{t}_1\}, \{\mathbf{p}_2, \mathbf{t}_2\}, \dots, \{\mathbf{p}_Q, \mathbf{t}_Q\}$$

- **Reinforcement Learning**

Network is only provided with a grade, or score, which indicates network performance

- **Unsupervised Learning**

Only network inputs are available to the learning algorithm. Network learns to categorize (cluster) the inputs.



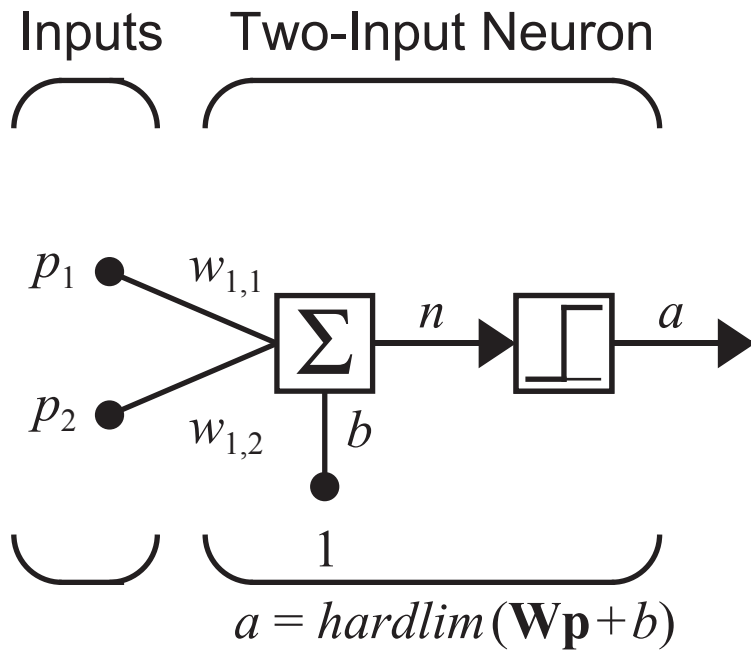
$$\mathbf{W} = \begin{bmatrix} w_{1,1} & w_{1,2} & \cdots & w_{1,R} \\ w_{2,1} & w_{2,2} & \cdots & w_{2,R} \\ \vdots & \vdots & & \vdots \\ w_{S,1} & w_{S,2} & \cdots & w_{S,R} \end{bmatrix}$$

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

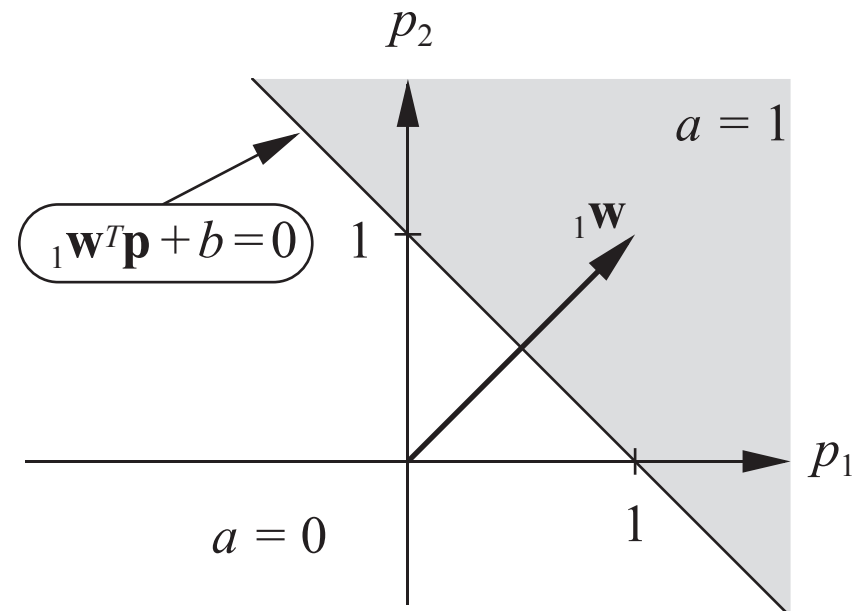
$$\mathbf{W} = \begin{bmatrix} 1\mathbf{w}^T \\ 2\mathbf{w}^T \\ \vdots \\ S\mathbf{w}^T \end{bmatrix}$$

$$a_i = \text{hardlim}(n_i) = \text{hardlim}({}_i\mathbf{w}^T \mathbf{p} + b_i)$$

Single-Neuron Perceptron



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



$$a = \text{hardlim}({}_1\mathbf{w}^T \mathbf{p} + b) = \text{hardlim}(w_{1,1}p_1 + w_{1,2}p_2 + b)$$

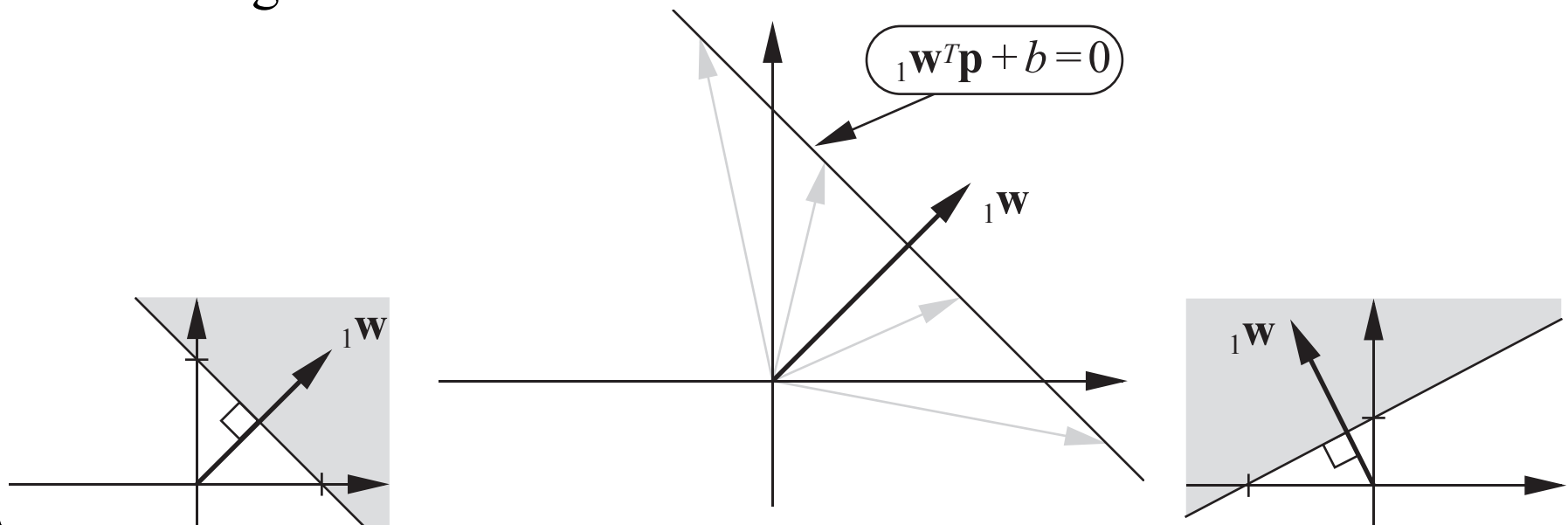
Decision Boundary



$${}_1\mathbf{w}^T \mathbf{p} + b = 0$$

$${}_1\mathbf{w}^T \mathbf{p} = -b$$

- All points on the decision boundary have the same inner product with the weight vector.
- Therefore they have the same projection onto the weight vector, and they must lie on a line orthogonal to the weight vector

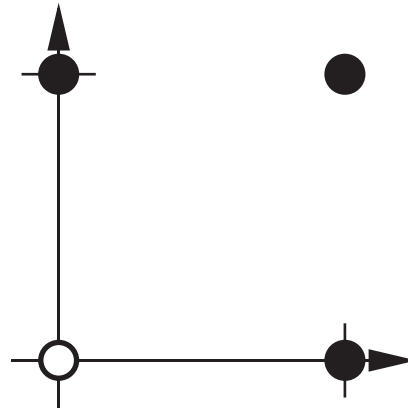


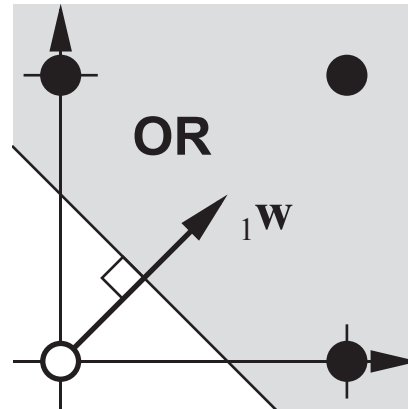
4

Example - OR



$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 0 \\ 0 \end{bmatrix}, t_1 = 0 \right\} \quad \left\{ \mathbf{p}_2 = \begin{bmatrix} 0 \\ 1 \end{bmatrix}, t_2 = 1 \right\} \quad \left\{ \mathbf{p}_3 = \begin{bmatrix} 1 \\ 0 \end{bmatrix}, t_3 = 1 \right\} \quad \left\{ \mathbf{p}_4 = \begin{bmatrix} 1 \\ 1 \end{bmatrix}, t_4 = 1 \right\}$$





Weight vector should be orthogonal to the decision boundary.

$${}_1\mathbf{w} = \begin{bmatrix} 0.5 \\ 0.5 \end{bmatrix}$$

Pick a point on the decision boundary to find the bias.

$${}_1\mathbf{w}^T \mathbf{p} + b = \begin{bmatrix} 0.5 & 0.5 \end{bmatrix} \begin{bmatrix} 0 \\ 0.5 \end{bmatrix} + b = 0.25 + b = 0 \quad \Rightarrow \quad b = -0.25$$



Each neuron will have its own decision boundary.

$${}_i\mathbf{w}^T \mathbf{p} + b_i = 0$$

A single neuron can classify input vectors into two categories.

A multi-neuron perceptron can classify input vectors into 2^S categories.

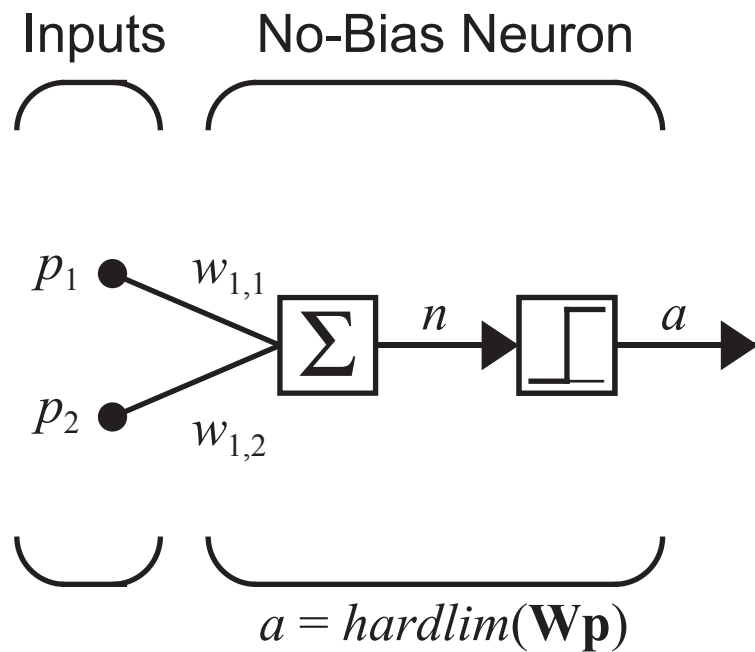
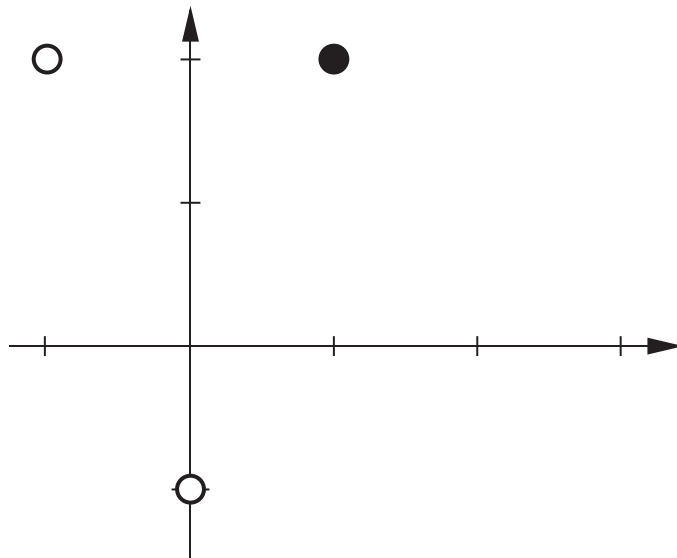
4

Learning Rule Test Problem



$$\{\mathbf{p}_1, \mathbf{t}_1\}, \{\mathbf{p}_2, \mathbf{t}_2\}, \dots, \{\mathbf{p}_Q, \mathbf{t}_Q\}$$

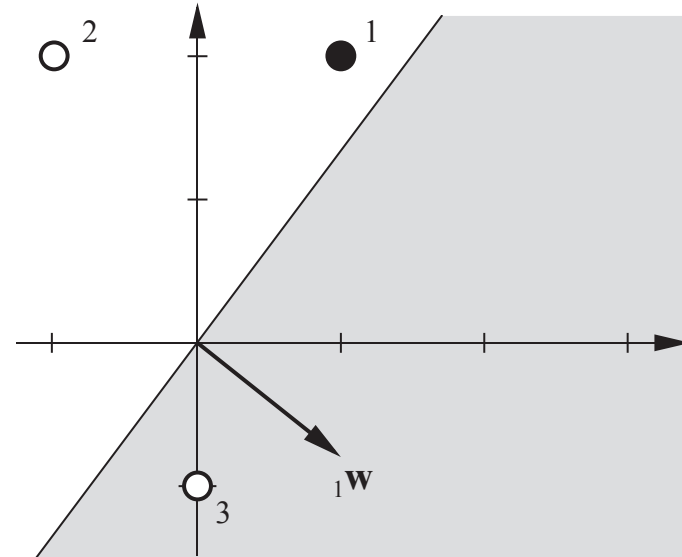
$$\left\{ \mathbf{p}_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}, t_1 = 1 \right\} \quad \left\{ \mathbf{p}_2 = \begin{bmatrix} -1 \\ 2 \end{bmatrix}, t_2 = 0 \right\} \quad \left\{ \mathbf{p}_3 = \begin{bmatrix} 0 \\ -1 \end{bmatrix}, t_3 = 0 \right\}$$





Random initial weight:

$${}_1\mathbf{w} = \begin{bmatrix} 1.0 \\ -0.8 \end{bmatrix}$$



Present \mathbf{p}_1 to the network:

$$a = \text{hardlim}({}_1\mathbf{w}^T \mathbf{p}_1) = \text{hardlim}\left(\begin{bmatrix} 1.0 & -0.8 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix}\right)$$

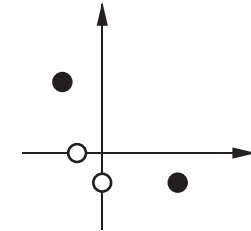
$$a = \text{hardlim}(-0.6) = 0$$

Incorrect Classification.

Tentative Learning Rule

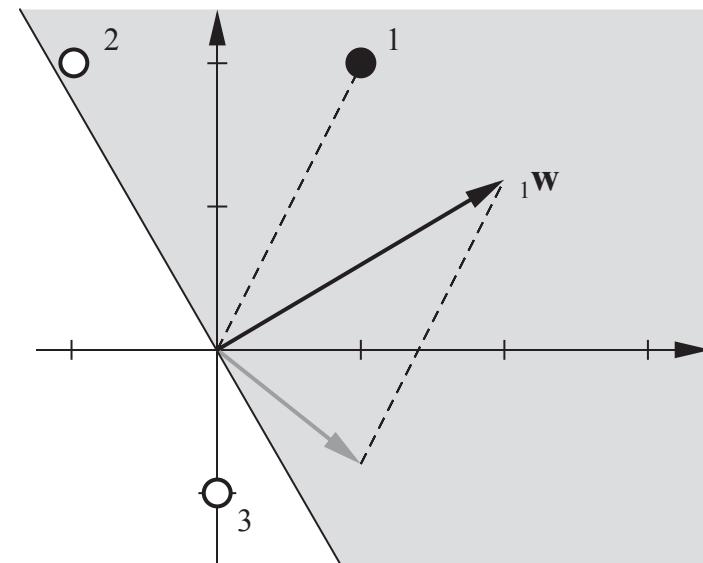


- Set ${}_1\mathbf{w}$ to \mathbf{p}_1 \times
– Not stable
- Add \mathbf{p}_1 to ${}_1\mathbf{w}$ \checkmark



Tentative Rule: If $t = 1$ and $a = 0$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} + \mathbf{p}$

$${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} + \mathbf{p}_1 = \begin{bmatrix} 1.0 \\ -0.8 \end{bmatrix} + \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 2.0 \\ 1.2 \end{bmatrix}$$



Second Input Vector

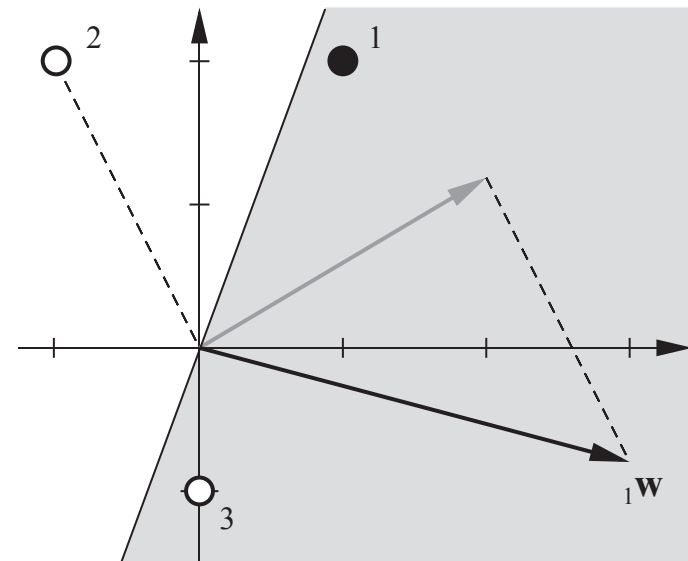


$$a = \text{hardlim}({}_1\mathbf{w}^T \mathbf{p}_2) = \text{hardlim}\left(\begin{bmatrix} 2.0 & 1.2 \end{bmatrix} \begin{bmatrix} -1 \\ 2 \end{bmatrix}\right)$$

$$a = \text{hardlim}(0.4) = 1 \quad (\text{Incorrect Classification})$$

Modification to Rule: If $t = 0$ and $a = 1$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} - \mathbf{p}$

$${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} - \mathbf{p}_2 = \begin{bmatrix} 2.0 \\ 1.2 \end{bmatrix} - \begin{bmatrix} -1 \\ 2 \end{bmatrix} = \begin{bmatrix} 3.0 \\ -0.8 \end{bmatrix}$$



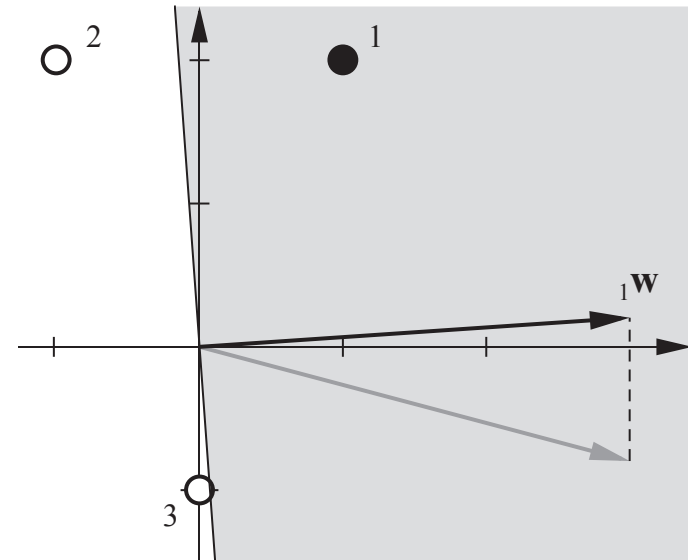
Third Input Vector



$$a = \text{hardlim}({}_1\mathbf{w}^T \mathbf{p}_3) = \text{hardlim}\left(\begin{bmatrix} 3.0 & -0.8 \end{bmatrix} \begin{bmatrix} 0 \\ -1 \end{bmatrix}\right)$$

$$a = \text{hardlim}(0.8) = 1 \quad (\text{Incorrect Classification})$$

$${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} - \mathbf{p}_3 = \begin{bmatrix} 3.0 \\ -0.8 \end{bmatrix} - \begin{bmatrix} 0 \\ -1 \end{bmatrix} = \begin{bmatrix} 3.0 \\ 0.2 \end{bmatrix}$$



Patterns are now correctly classified.

$$\text{If } t = a, \text{ then } {}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old}.$$

Unified Learning Rule



If $t = 1$ and $a = 0$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} + \mathbf{p}$

If $t = 0$ and $a = 1$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} - \mathbf{p}$

If $t = a$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old}$

$$e = t - a$$

If $e = 1$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} + \mathbf{p}$

If $e = -1$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} - \mathbf{p}$

If $e = 0$, then ${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old}$

$${}_1\mathbf{w}^{new} = {}_1\mathbf{w}^{old} + e\mathbf{p} = {}_1\mathbf{w}^{old} + (t - a)\mathbf{p}$$

$$b^{new} = b^{old} + e$$

A bias is a weight with an input of 1.



To update the i th row of the weight matrix:

$${}_i\mathbf{w}^{new} = {}_i\mathbf{w}^{old} + e_i\mathbf{p}$$

$$b_i^{new} = b_i^{old} + e_i$$

Matrix form:

$$\mathbf{W}^{new} = \mathbf{W}^{old} + \mathbf{e}\mathbf{p}^T$$

$$\mathbf{b}^{new} = \mathbf{b}^{old} + \mathbf{e}$$

Apple/Banana Example



Training Set

$$\left\{ \mathbf{p}_1 = \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix}, t_1 = \boxed{1} \right\} \quad \left\{ \mathbf{p}_2 = \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix}, t_2 = \boxed{0} \right\}$$

Initial Weights

$$\mathbf{W} = [0.5 \ -1 \ -0.5] \quad b = 0.5$$

First Iteration

$$a = \text{hardlim}(\mathbf{W}\mathbf{p}_1 + b) = \text{hardlim} \left([0.5 \ -1 \ -0.5] \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix} + 0.5 \right)$$

$$a = \text{hardlim}(-0.5) = 0 \quad e = t_1 - a = 1 - 0 = 1$$

$$\mathbf{W}^{new} = \mathbf{W}^{old} + e\mathbf{p}^T = [0.5 \ -1 \ -0.5] + (1)[-1 \ 1 \ -1] = [-0.5 \ 0 \ -1.5]$$

$$b^{new} = b^{old} + e = 0.5 + (1) = 1.5$$



$$a = \text{hardlim}(\mathbf{W}\mathbf{p}_2 + b) = \text{hardlim}\left(\begin{bmatrix} -0.5 & 0 & -1.5 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} + (1.5)\right)$$

$$a = \text{hardlim}(2.5) = 1$$

$$e = t_2 - a = 0 - 1 = -1$$

$$\mathbf{W}^{new} = \mathbf{W}^{old} + e\mathbf{p}^T = \begin{bmatrix} -0.5 & 0 & -1.5 \end{bmatrix} + (-1)\begin{bmatrix} 1 & 1 & -1 \end{bmatrix} = \begin{bmatrix} -1.5 & -1 & -0.5 \end{bmatrix}$$

$$b^{new} = b^{old} + e = 1.5 + (-1) = 0.5$$



$$a = \mathit{hardlim}(\mathbf{W}\mathbf{p}_1 + b) = \mathit{hardlim}\left(\begin{bmatrix} -1.5 & -1 & -0.5 \end{bmatrix} \begin{bmatrix} -1 \\ 1 \\ -1 \end{bmatrix} + 0.5\right)$$

$$a = \mathit{hardlim}(1.5) = 1 = t_1$$

$$a = \mathit{hardlim}(\mathbf{W}\mathbf{p}_2 + b) = \mathit{hardlim}\left(\begin{bmatrix} -1.5 & -1 & -0.5 \end{bmatrix} \begin{bmatrix} 1 \\ 1 \\ -1 \end{bmatrix} + 0.5\right)$$

$$a = \mathit{hardlim}(-1.5) = 0 = t_2$$



The perceptron rule will always converge to weights which accomplish the desired classification, assuming that such weights exist.



Linear Decision Boundary

$${}_1\mathbf{w}^T \mathbf{p} + b = 0$$

Linearly Inseparable Problems

