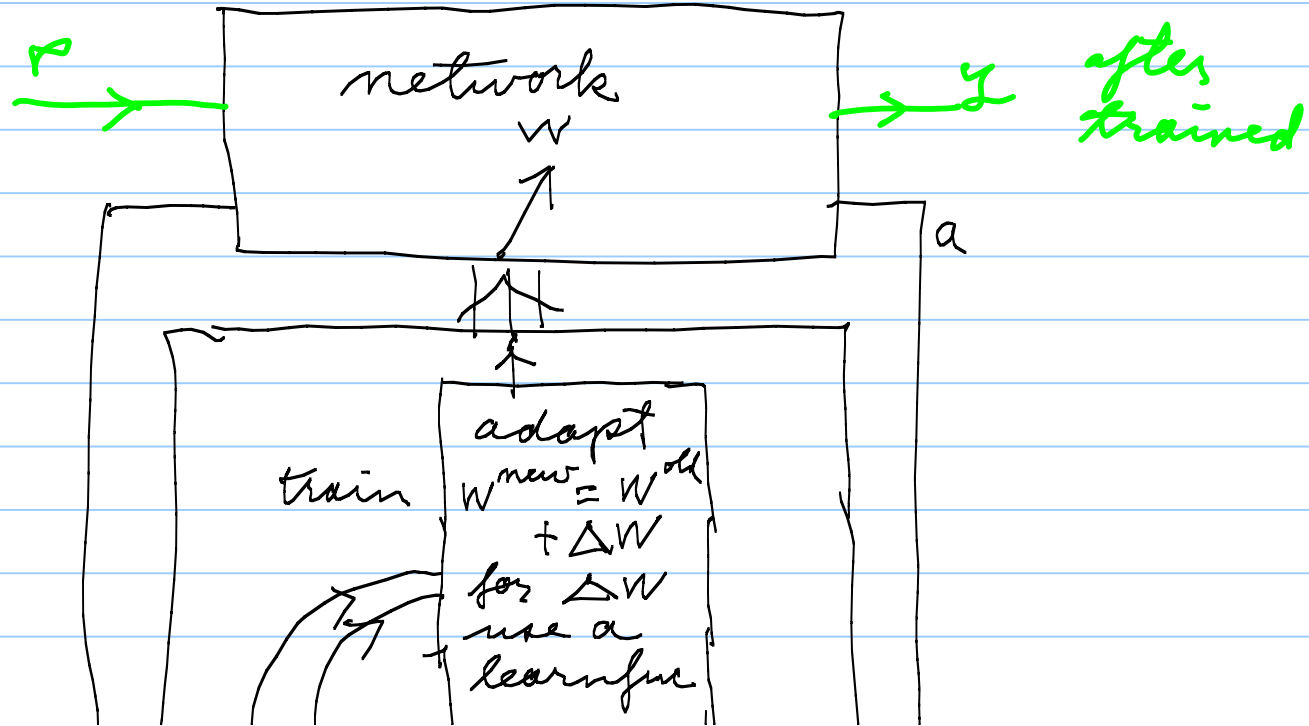
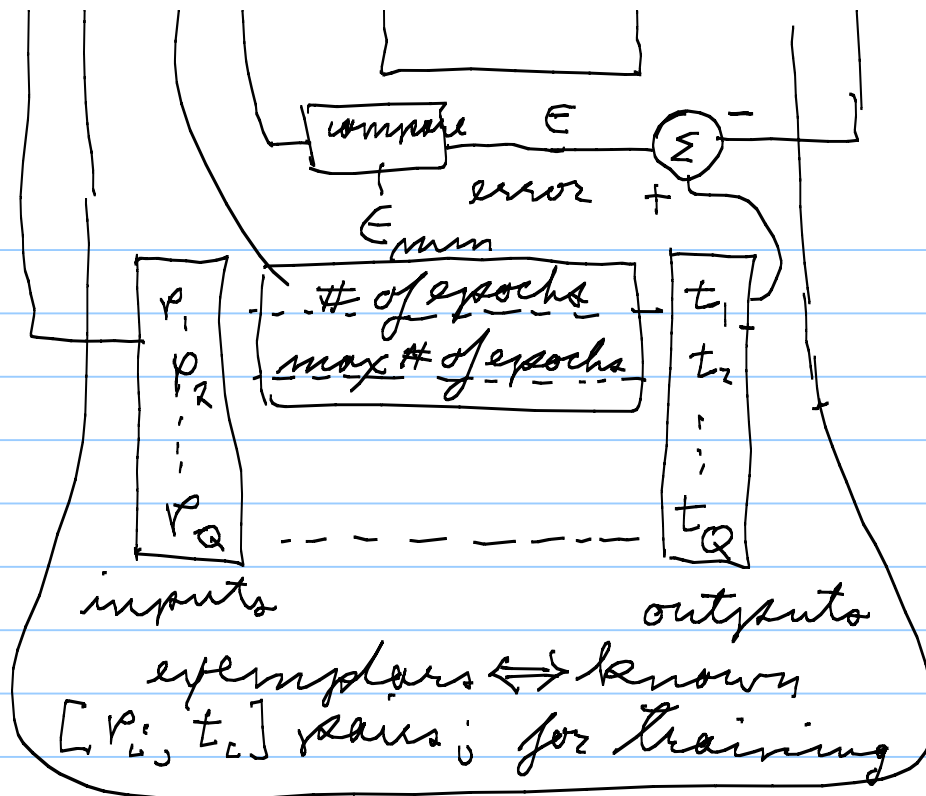


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Note Title

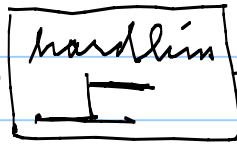
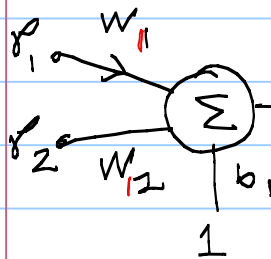
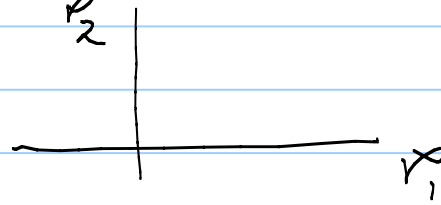
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perception learning sp. 4-12, 13
 2-vector input p_2

$$p = \begin{bmatrix} p_1 \\ p_2 \end{bmatrix}$$



$$a = \begin{cases} 1 & n \geq 0 \\ 0 & n < 0 \end{cases}$$

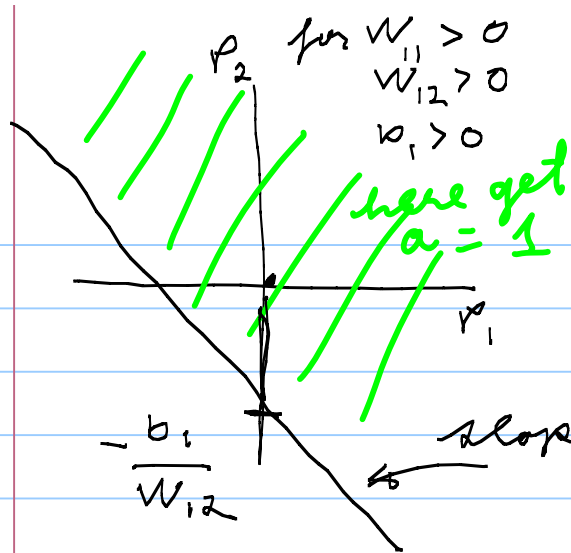
$$n = p_1 w_1 + p_2 w_2 + b_1$$

$$= Wp + b$$

1 neuron perceptron

switching surface is where $n=0$

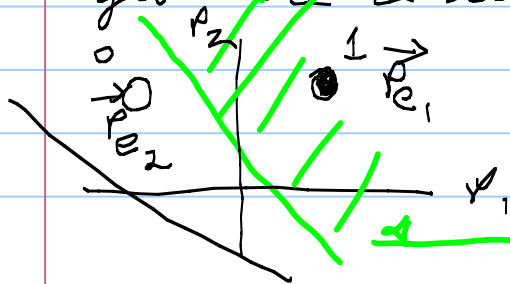
$$p_2 = (-w_{11} p_1 - b_1) / w_{12} \text{ a line for } p_2 \text{ vs } p_1$$



$n > 0$ for a 1
 pick a point (nice one here is $x_1 = x_2 = 0$); $n = b_1 > 0$
 gives a 1 as the output for the upper half plane

slope = $-\frac{W_{11}}{W_{12}}$

for exemplars know which inputs give a 1 & which a zero



need to move the separating surface

note: if exemplars such that can not separate by a line then can not train \Leftrightarrow exemplars are linearly separable

$n = Wp + b \Rightarrow$ if $n=0$ then one x_i is a linear combination of the others \Leftrightarrow in higher dimensions still need to be linearly separable to be able to train.

if can train only need 1 epoch if use "the perceptron training rule" see

p. 4-13

$$W^{\text{new}} = W^{\text{old}} + \epsilon p^T$$

superscript T = transpose

$$\epsilon = t - a$$

on p. 4-15 proves that if the exemplars are linearly separable then can train the network via one cycle through the exemplars

