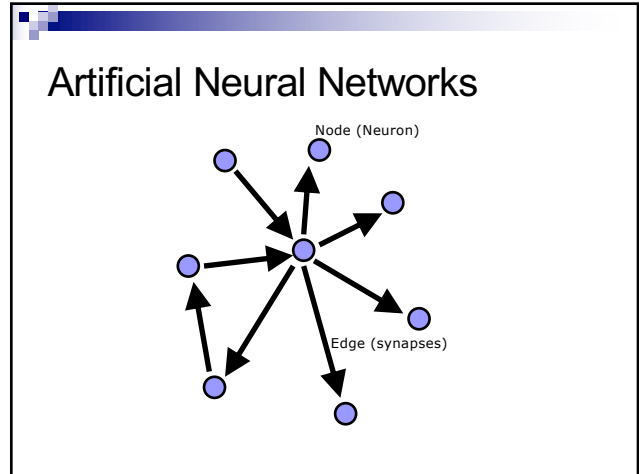


# Perceptron Learning

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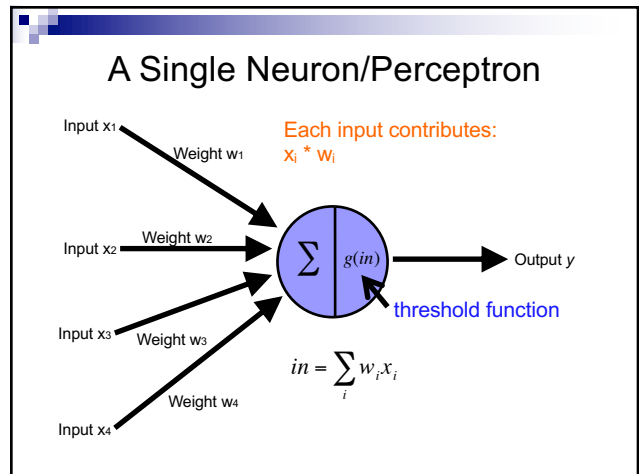


Node A (neuron) → Weight  $w$  → Node B (neuron)

$W$  is the strength of signal sent between A and B.

If A fires and  $w$  is **positive**, then A **stimulates** B.

If A fires and  $w$  is **negative**, then A **inhibits** B.



## Training neural networks

$x_1$	$x_2$	$x_3$	$x_1$ and $x_2$
0	0	0	1
0	1	0	0
1	0	0	1
1	1	0	0
0	0	1	1
0	1	1	1
1	0	1	1
1	1	1	0

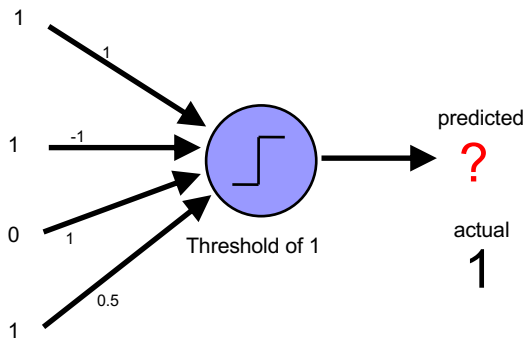
1. start with some initial weights and thresholds
2. show examples repeatedly to NN
3. update weights/thresholds by comparing NN output to actual output

## Perceptron learning algorithm

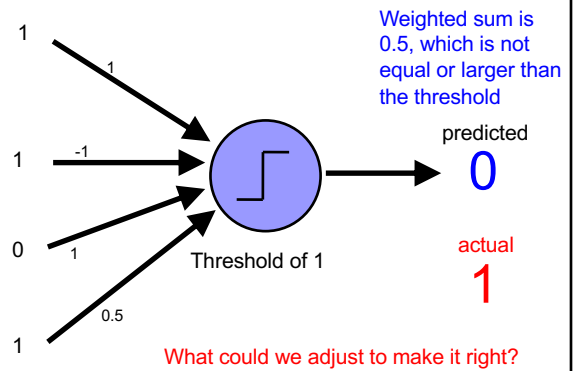
repeat until you get all examples right:

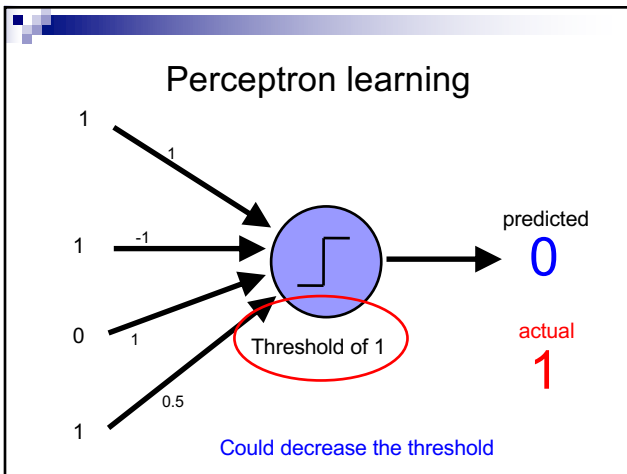
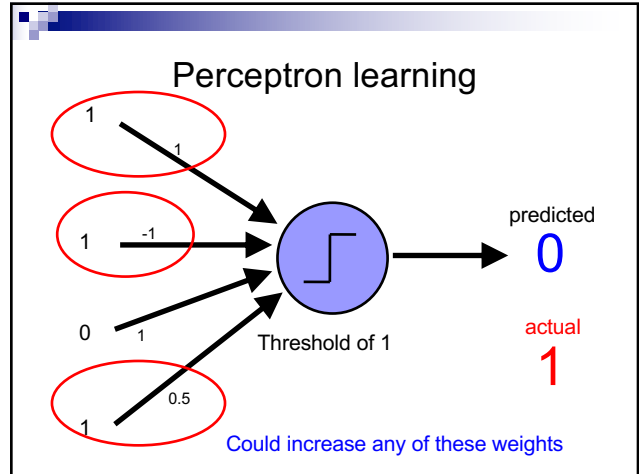
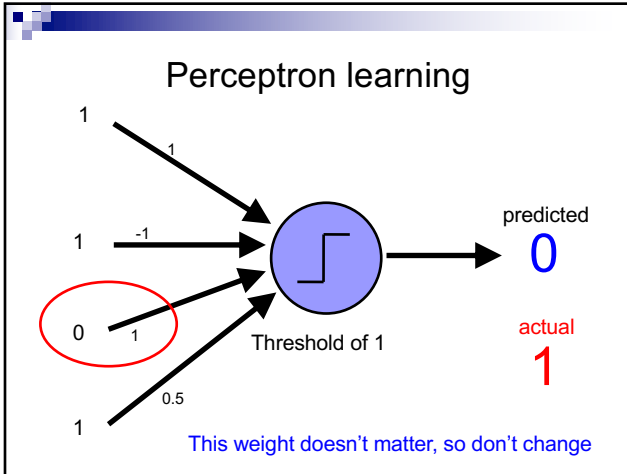
- for each "training" example:
  - calculate current prediction on example
  - if *wrong*:
    - update weights and threshold towards getting this example correct

## Perceptron learning



## Perceptron learning





### Perceptron update rule

- if *wrong*:
  - update weights and threshold towards getting this example correct

↓

- if *wrong*:
 
$$w_i = w_i + \Delta w_i$$

$$\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$$

### Perceptron learning

Threshold of 1

predicted 0  
actual 1

$$w_i = w_i + \Delta w_i$$

$$\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$$

What does this do in this case?

### Perceptron learning

Threshold of 1

predicted 0  
actual 1

$$w_i = w_i + \Delta w_i$$

$$\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$$

causes us to increase the weights!

### Perceptron learning

Threshold of 1

predicted 1  
actual 0

$$w_i = w_i + \Delta w_i$$

$$\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$$

What if predicted = 1 and actual = 0?

### Perceptron learning

Threshold of 1

predicted 1  
actual 0

$$w_i = w_i + \Delta w_i$$

$$\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$$

We're over the threshold, so want to decrease weights:  
actual - predicted = -1

### Perceptron learning

$w_i = w_i + \Delta w_i$   
 $\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$

Threshold of 1

predicted 0  
actual 1

What does this do?

### Perceptron learning

$w_i = w_i + \Delta w_i$   
 $\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$

Threshold of 1

predicted 0  
actual 1

Only adjust those weights that actually contributed!

### Perceptron learning

$w_i = w_i + \Delta w_i$   
 $\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$

Threshold of 1

predicted 0  
actual 1

What does this do?

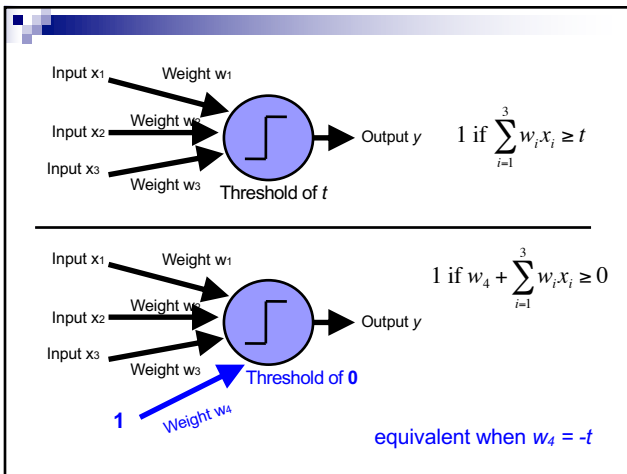
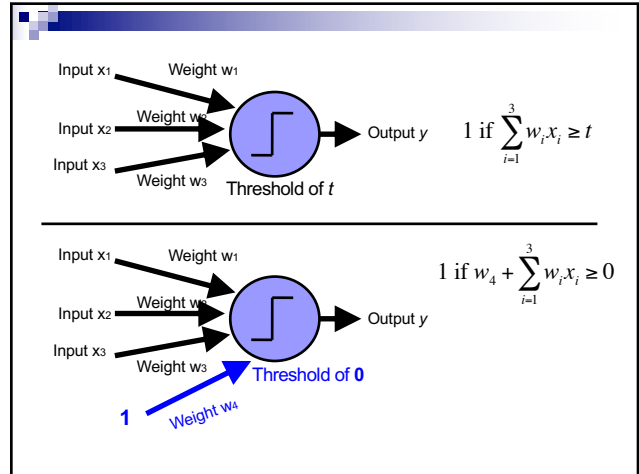
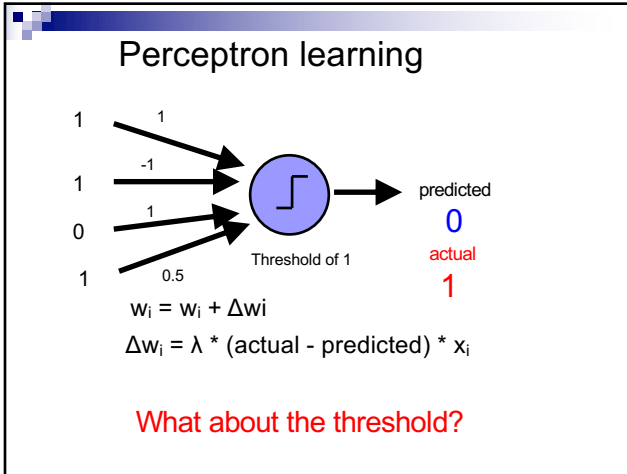
### Perceptron learning

$w_i = w_i + \Delta w_i$   
 $\Delta w_i = \lambda * (\text{actual} - \text{predicted}) * x_i$

Threshold of 1

predicted 0  
actual 1

“learning rate”: value between 0 and 1 (e.g 0.1)  
adjusts how abrupt the changes are to the model



### Perceptron learning algorithm

initialize weights of the model randomly

repeat until you get all examples right:

- for each "training" example (*in a random order*):
  - calculate current prediction on the example
  - if *wrong*:
 
$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

initialize with random weights

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

Right or wrong?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.3: output 1

Wrong

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.3: output 1

new weights?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.3: output 1

decrease (0-1=-1) all non-zero x<sub>i</sub> by 0.1

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.6: output 1

Right or wrong?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.6: output 1

Right. No update!



x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

Right or wrong?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.5: output 1

Wrong

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.5: output 1

new weights?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:

$$w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$$

sum = 0.5: output 1

decrease (0-1=-1) all non-zero x<sub>i</sub> by 0.1

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

0  $w_1 = 0.1$   
 0  $w_2 = 0.4$   
 1  $w_3 = -0.1$

Output y

Right or wrong?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

0  $w_1 = 0.1$   
 0  $w_2 = 0.4$   
 1  $w_3 = -0.1$

sum = -0.1: output 0

Output y

Right. No update!

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

0  $w_1 = 0.1$   
 1  $w_2 = 0.4$   
 1  $w_3 = -0.1$

Output y

Right or wrong?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

0  $w_1 = 0.1$   
 1  $w_2 = 0.4$   
 1  $w_3 = -0.1$

sum = 0.3: output 1

Output y

Wrong

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = 0.3: output 1

decrease (0-1=-1) all non-zero  $x_i$  by 0.1

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = 0.2: output 1

Right. No update!

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = -0.2: output 0

Right. No update!

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = -0.1: output 0

Right. No update!

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

Are they all right?

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = 0.1: output 1

Wrong

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = 0.1: output 1

decrease (0-1=-1) all non-zero  $x_i$  by 0.1

x1	x2	x1 and x2
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

sum = 0.1: output 1

Are they all right?

$x_1$	$x_2$	$x_1$ and $x_2$
0	0	0
0	1	0
1	0	0
1	1	1

$\lambda = 0.1$

if wrong:  
 $w_i = w_i + \lambda * (\text{actual} - \text{predicted}) * x_i$

We've learned AND!

## Perceptron learning

A few missing details, but not much more than this

Keeps adjusting weights as long as it makes mistakes

If the training data is **linearly separable** the perceptron learning algorithm is guaranteed to converge to the "correct" solution (where it gets all examples right)

## Optional parameters

See:

[http://www.cs.pomona.edu/~dkauchak/classes/cs51a/examples/optional\\_parameters.txt](http://www.cs.pomona.edu/~dkauchak/classes/cs51a/examples/optional_parameters.txt)