

Perceptrons and XOR

Austin Smith

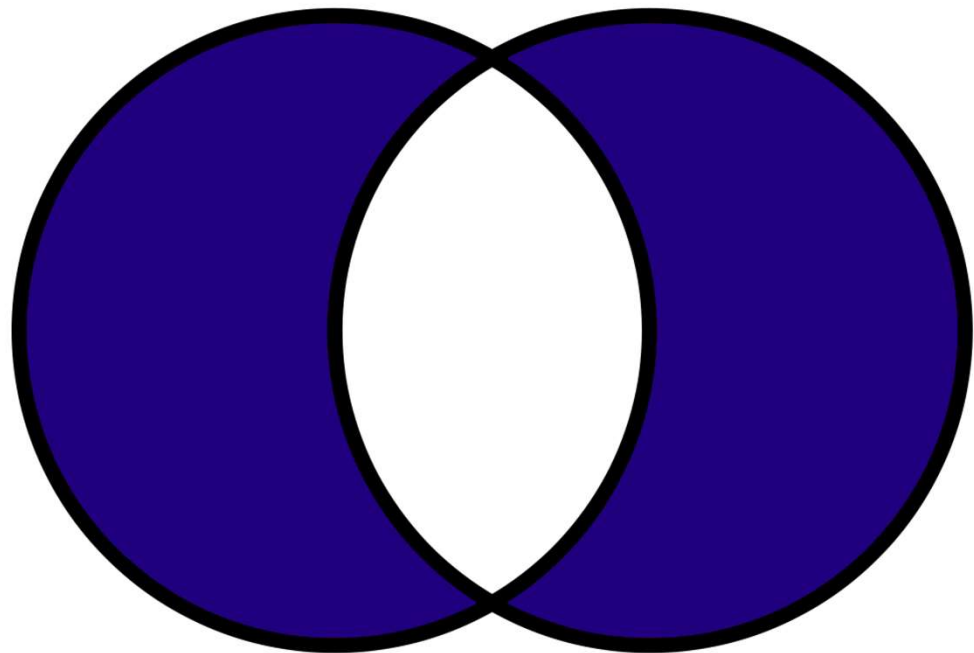
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Overview

- Terms and review
- History
- Example

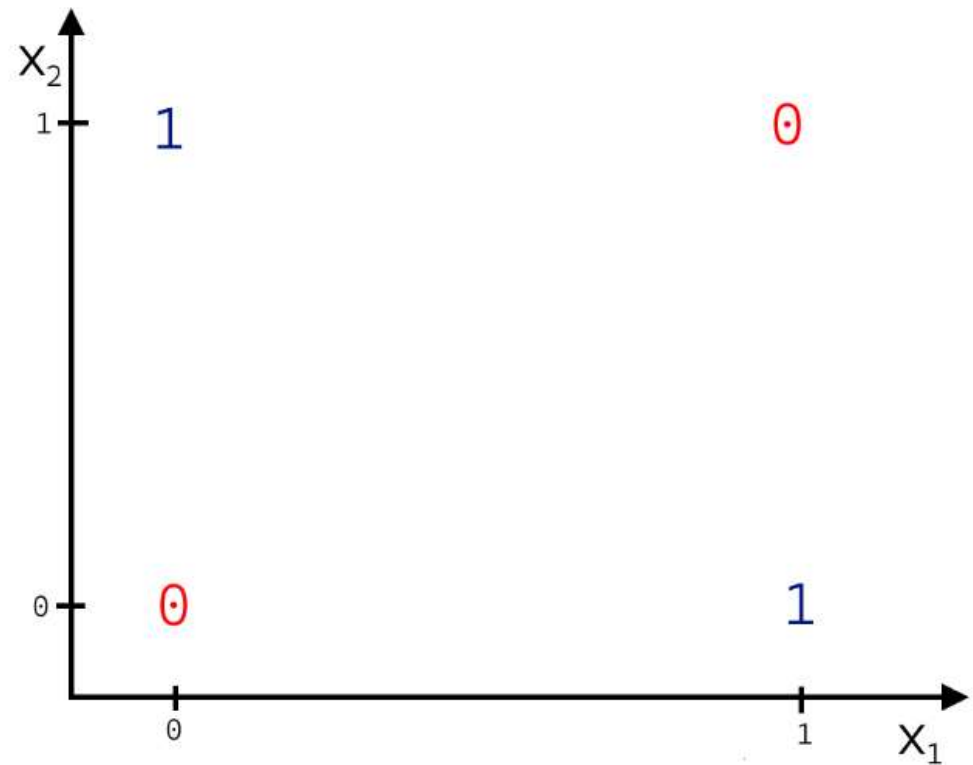
What is XOR?

- eXclusive OR



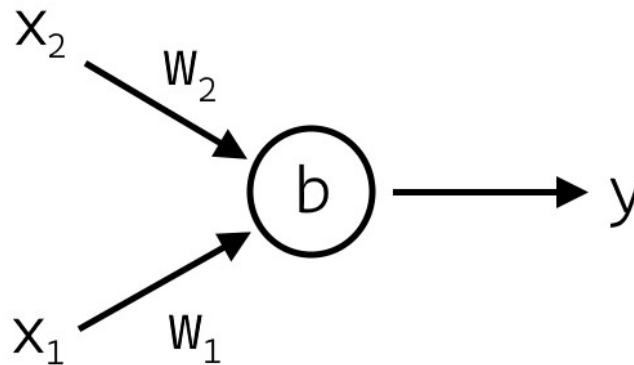
What is XOR?

x_1	x_2	$XOR(x_1, x_2)$
0	0	0
0	1	1
1	0	1
1	1	0



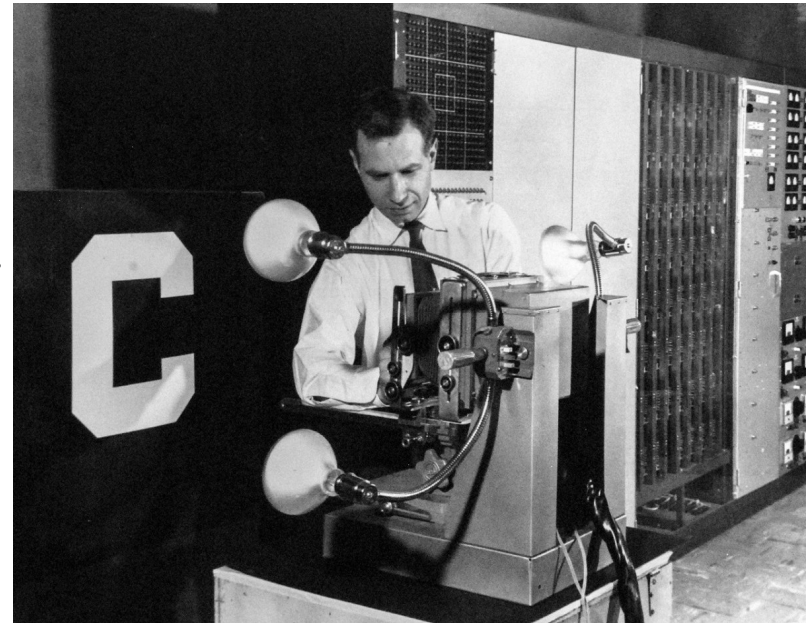
What is a perceptron?

- A perceptron is a single artificial neuron
- Multilayered perceptron is a feed-forward neural net
- x_i inputs, w_i weights, b_i biases, y output



History

- Frank Rosenblatt (1928–1971)
 - Psychologist and Neurobiologist
 - Developed the Perceptron (1957)
- *Principles of Neurodynamics: Perceptrons and the Theory of Brain Mechanisms* (1962)
 - Trial and error learning devices work!
 - Unlimited hidden layers can solve any classification problem



History

- The Mark 1 Perceptron
 - 400 input nodes
 - 512 layer 2 nodes
 - 8 output nodes
- Marvin Minsky (1927–2016)
 - Mathematician
- *Perceptrons: An Introduction to Computational Geometry* (1969)



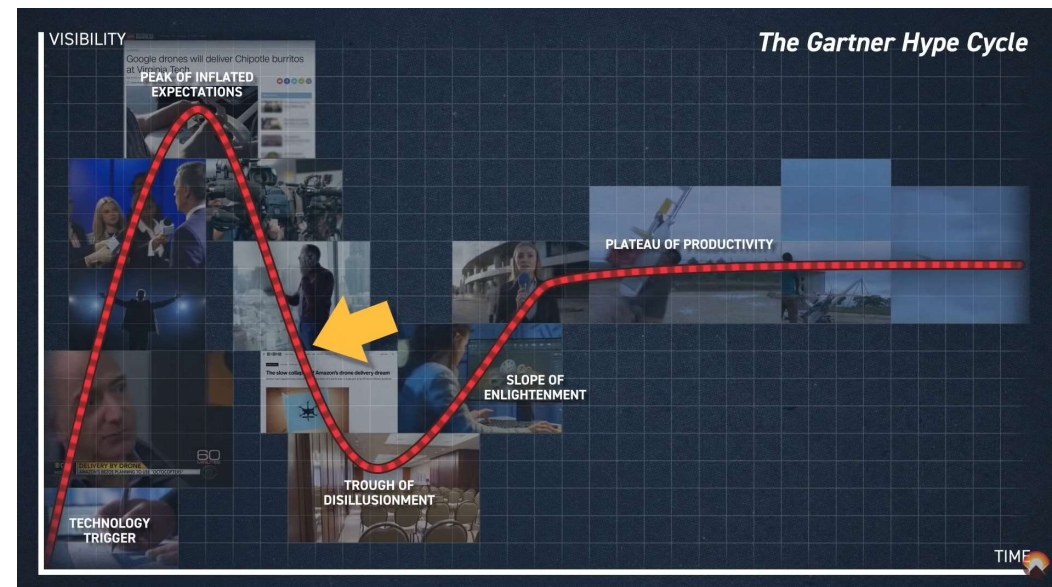
Perceptrons: An Introduction to Computational Geometry (1969)

- Presented a pessimistic view on contemporary research
- Looked only at limited networks
- Local connected neurons
 - Physical hardware construction
 - Poor computing power
- Results of these restrictions prevent classifications including XOR



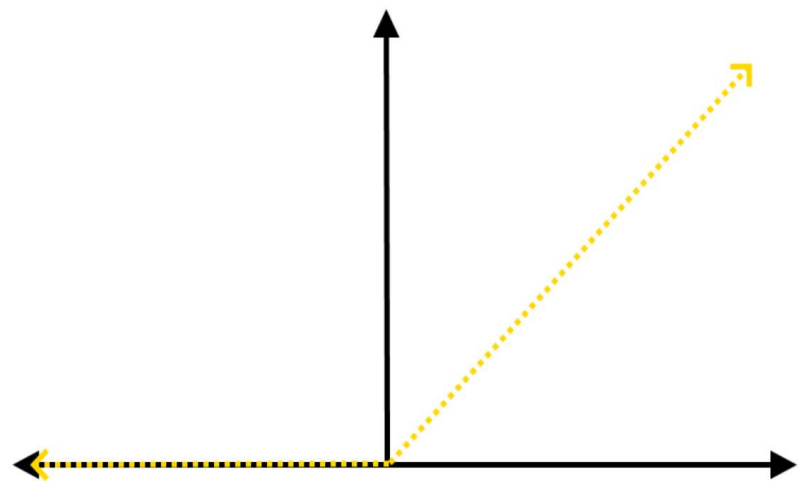
First Winter

- 1973–1980
- Possibly a result of *Perceptrons*
 - Non-linear functions can not be modeled by linear functions
 - Combinatorial explosion
- Other factors:
 - Funding cuts
 - Trough of disillusionment



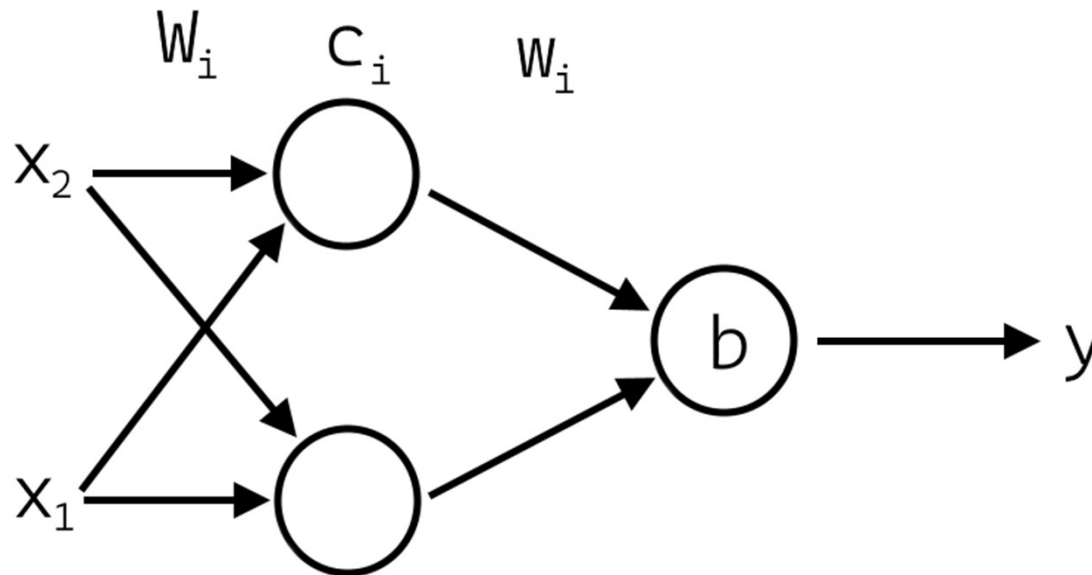
Quick History of ReLU

- Unnamed in 1980
 - Fukushima
- 1986 threshold function
 - Hinton
- 2000 ReLU
 - Hahnloser
 - Biological motivations
 - mathematical justifications
- 2010 ReLU
 - Nair and Hinton
 - Popularized the usage of ReLU



How to do XOR

- Add another layer, with non-local connections!
- Hidden layer with weights W_i and biases c_i



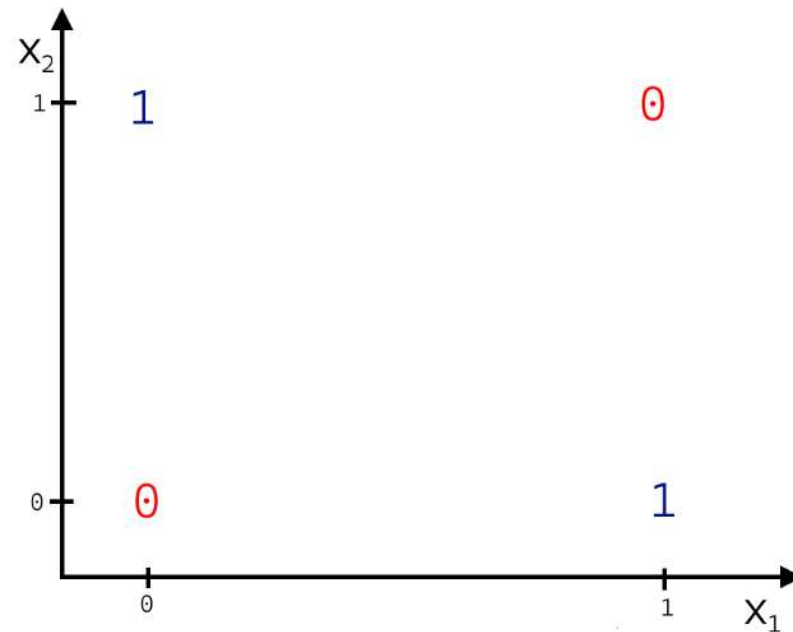
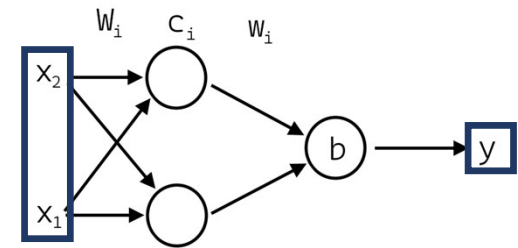
Example

- Input:

$$\mathbf{x} = \begin{bmatrix} 0 & 0 \\ 0 & 1 \\ 1 & 0 \\ 1 & 1 \end{bmatrix}$$

- Goal:

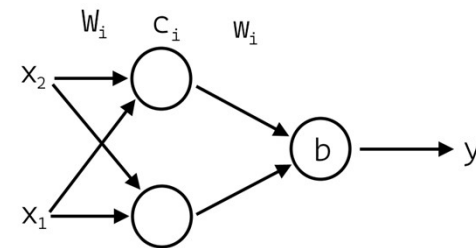
$$\mathbf{y} = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$



Example

- “Known” weights and Biases:

$$\mathbf{w} = \begin{bmatrix} 1 \\ -2 \end{bmatrix} \quad \mathbf{c} = \begin{bmatrix} 0 \\ -1 \end{bmatrix} \quad \mathbf{W} = \begin{bmatrix} 1 & 1 \\ 1 & 1 \end{bmatrix} \quad b = 0$$



- Function defining the network:

$$y = f(x; \mathbf{W}, \mathbf{c}, \mathbf{w}, b) = \mathbf{w}^T \max\{0, \mathbf{W}^T \mathbf{x} + \mathbf{c}\} + b$$

- ReLU activation function comes in the form of the $\max\{ \}$

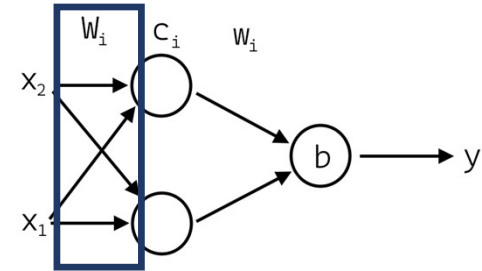
Example

$$\mathbf{XW} = \begin{bmatrix} 0 & 0 \\ 1 & 1 \\ 1 & 1 \\ 2 & 2 \end{bmatrix}$$

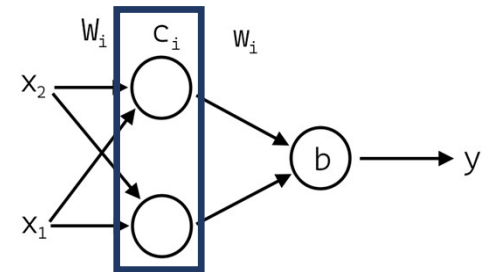
$$\mathbf{XW} + \mathbf{c} = \begin{bmatrix} 0 & -1 \\ 1 & 0 \\ 1 & 0 \\ 2 & 1 \end{bmatrix}$$

$$\max\{0, \mathbf{XW} + \mathbf{c}\} = \begin{bmatrix} 0 & 0 \\ 1 & 0 \\ 1 & 0 \\ 2 & 1 \end{bmatrix}$$

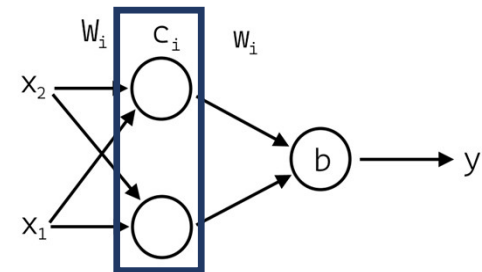
Apply weights



Add Biases



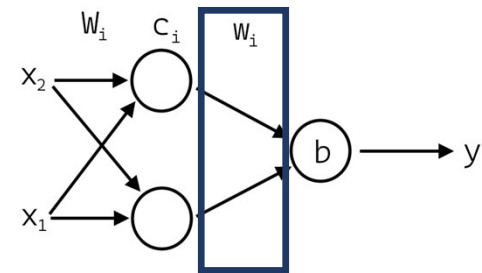
Apply ReLU



Example

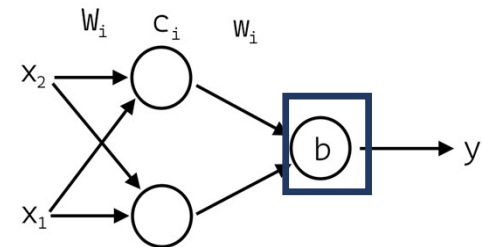
$$\mathbf{w}^T \max\{0, \mathbf{XW} + \mathbf{c}\} = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

Apply weights



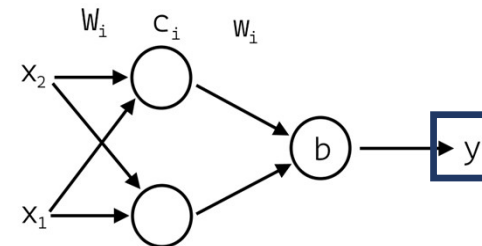
$$\mathbf{w}^T \max\{0, \mathbf{XW} + \mathbf{c}\} + 0 = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

Add Biases



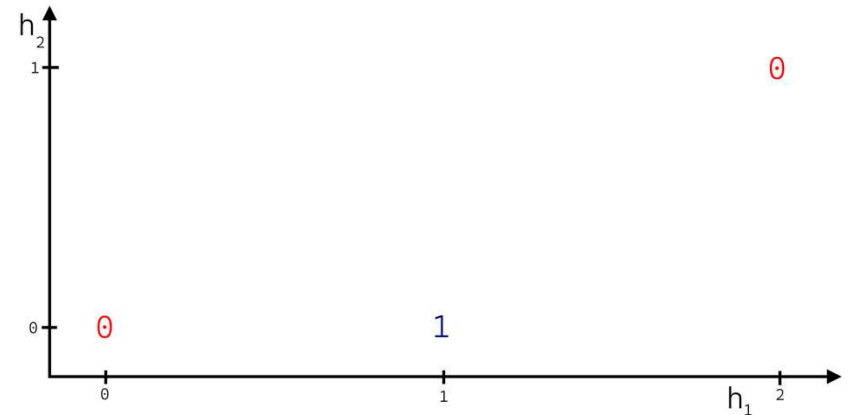
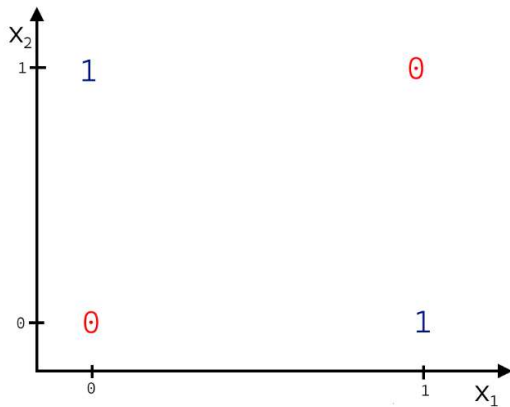
$$\mathbf{w}^T \max\{0, \mathbf{W}^T \mathbf{x} + \mathbf{c}\} + b = y = \begin{bmatrix} 0 \\ 1 \\ 1 \\ 0 \end{bmatrix}$$

No need to apply an activation function, we have our solution!



Example

- In the hidden layer, the input space is transformed to a space that can be solved linearly



Sources:

- [Slides on Frank Rosenblatt](#)
- [Perceptrons: An Introduction to Computational Geometry](#)
- [Deep Learning](#)
 - Chapter 6.1

Further resources:

- [Towards Data Science Python Example](#)
 - Implemented example worked though here in python with training
- “[A Sociological Study of the Official History of the Perceptrons Controversy](#)”
 - Further discussion of how *Perceptrons* influenced the field of ML and AI
- [Report detailing The Perceptron \(1957\)](#)