

SOFT COMPUTING LABORATORY

LAB MANUAL

Academic Year : 2018 -2019
Course Code : BCS208
Regulations : IARE -R18
Semester : II
Branch : CSE

PreparedBy

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DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

INSTITUTE OF AERONAUTICAL ENGINEERING

(Autonomous)

Dundigal, Hyderabad – 500 043



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COMPUTER SCIENCE AND ENGINEERING

1. PROGRAM OUTCOMES:

M.TECH-PROGRAM OUTCOMES(POS)	
PO1	Analyze a problem, identify and define computing requirements, design and implement appropriate solutions
PO2	Solve complex heterogeneous data intensive analytical based problems of real time scenario using state of the art hardware/software tools
PO3	Demonstrate a degree of mastery in emerging areas of CSE/IT like IoT, AI, Data Analytics, Machine Learning, cyber security, etc.
PO4	Write and present a substantial technical report/document
PO5	Independently carry out research/investigation and development work to solve practical problems
PO6	Function effectively on teams to establish goals, plan tasks, meet deadlines, manage risk and produce deliverables
PO7	Engage in life-long learning and professional development through self-study, continuing education, professional and doctoral level studies.

2. PROGRAM SPECIFIC OUTCOMES:

PROGRAM SPECIFIC OUTCOMES(PEO's)	
PEO1	Independently design and develop computer software systems and products based on sound theoretical principles and appropriate software development skills.
PEO2	Demonstrate knowledge of technological advances through active participation in life-long
PEO3	Accept to take up responsibilities upon employment in the areas of teaching, research, and software development.
PEO4	Exhibit technical communication, collaboration and mentoring skills and assume roles both as team members and as team leaders in an organization.

3. ATTAINMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

S. No	Experiment	Program Outcomes Attained
1	Create a perceptron with appropriate number of inputs and outputs. Train it using fixed increment learning algorithm until no change in weights is required. Output the final weights	PO1
2	Write a program to implement artificial neural network without back propagation. Write a program to implement artificial neural network with back propagation.	PO2
3	Implement Union, Intersection, Complement and Difference operations on fuzzy sets. Also create fuzzy relation by Cartesian product of any two fuzzy sets and perform max-min composition on any two fuzzy relations.	PO3
4	Implement travelling sales person problem (tsp) using genetic algorithms.	PO4
5	Plot the correlation plot on dataset and visualize giving an overview of relationships among data on soya bins data. Analysis of covariance: variance (ANOVA), if data have categorical variables on iris data.	PO4
6	Implement linear regression and multi-regression for a set of data points	PO5
7	Implement crisp partitions for real-life iris dataset	PO5
8	Write a program to implement Hebb's rule Write a program to implement Delta rule.	PO7
9	Write a program to implement logic gates.	PO4
10	Implement svm classification by fuzzy concepts.	PO3

SYLLABUS:

II Semester: CSE

Course Code	Category	Hours / Week			Credits	Maximum Marks		
		L	T	P		C	CIA	SEE
BCSB19	Core	0	0	4	2	30	70	100
Contact Classes: Nil		Total Tutorials: Nil		Total Practical Classes: 36		Total Classes: 36		

OBJECTIVES:

The course should enable the students to:

- I. Understand Fuzzy concepts
- II. Learn neural networks with back propagation and without preparation
- III. Learn the operators of genetic algorithms
- IV. Practice on crisp partitions

LIST OF EXPERIMENTS

Week-1	PERCEPTRON
Create a perceptron with appropriate number of inputs and outputs. Train it using fixed increment learning algorithm until no change in weights is required. Output the final weights	
Week-2	ARTIFICIAL NEURAL NETWORKS
Write a program to implement artificial neural network without back propagation. Write a program to implement artificial neural network with back propagation.	
Week-3	FUZZY SETS
Implement Union, Intersection, Complement and Difference operations on fuzzy sets. Also create fuzzy relation by Cartesian product of any two fuzzy sets and perform max-min composition on any two fuzzy relations.	
Week-4	GENETIC ALGORITHMS
Implement travelling sales person problem (TSP) using genetic algorithms.	
Week-5	COVARIANCE
Plot the correlation plot on dataset and visualize giving an overview of relationships among data on soya bins data. Analysis of covariance: variance (ANOVA), if data have categorical variables on iris data.	
Week-6	DATA FITTING BY REGRESSION
Implement linear regression and multi-regression for a set of data points.	
Week-7	CRISP MODEL
Implement crisp partitions for real-life iris dataset.	
Week-8	PERCEPTRON RULE
Write a program to implement Hebb's rule Write a program to implement Delta rule.	

Week-9	LOGIC GATES
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Write a program to implement logic gates.

Week-10	CLASSIFICATION
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Implement SVM classification by Fuzzy concepts.

Reference Books:

D.K Prathikar, "Soft Computing", Narosa Publishing House, New Delhi, 2008.

Web References:

1. <https://ldrp.ac.in/images/syllabus/BE-Computer/802-3%20soft%20computing.pdf>[http://itmgoi.in/download/CSE%20&%20IT/Soft%20Computing%20IT%20\(IT-802\).pdf](http://itmgoi.in/download/CSE%20&%20IT/Soft%20Computing%20IT%20(IT-802).pdf)
2. <http://mirlab.org/jang/book/>

SOFTWARE AND HARDWARE REQUIREMENTS FOR 18 STUDENTS:

SOFTWARE: Python

HARDWARE: 18 numbers of Intel Desktop Computers with 4 GB RAM

INDEX

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WEEK-1

DESCRIPTION: Write a program of Perceptron Training Algorithm.

Algorithm :

Start with a randomly chosen weight vector w_0 ;
Let $k=1$;
While there exists input vector that are misclassified by: W_{k-1} do
Let i be a misclassified input vector
Let $X_k = \text{class}(ij)$, implying that $W_{k-1} \cdot X_k < 0$
Update the weight vector to $W_k = W_{k-1} + nX_k$;
increment k ;
End while;

Program :

```
#include<conio.h>
#include<iostream.h>
Void main( ) {
clrscr();
int in[3],d,w[3],a=0;
for(inti=0;i<3,i++)
{
cout<<"\n initialize the weight vector w"<<i;
cin>>w[i] }
for(i=0;i<3:i++){
{
cout<<"\n enter the input vector i"<<i;
cin>>in[i];
}
cout<<"\n enter the desined output";
cin>>d;
intans=1;
while(ans= = 1)
{
for (a= 0, i==0;i<3;i++)
{
a = a + w[i] * in[i];
}
clrscr();
cout<<"\n desired output is"<<d;
cout<<"\n actual output is "<<a;
int e;
e=d-a;
cout<<"\n error is "<<e;
cout<<"\n press 1 to adjust weight else 0";
cin>>ans;
if (e<0)
{
for(i=0;i<3;i++)
{
w[i]=w[i]-1;
}
```

```
}  
else if (e>0)  
{  
for(i=0;i<3;i++)  
{  
w[i]=w[i]+1;  
}  
}  
}  
getch();  
  
}
```

OUTPUT:

Desire output is 2

Actual output is 17

Error is -15

Press 1 to adjust weight else 0

WEEK-2

DESCRIPTION: Write a program for Back Propagation Algorithm

PROGRAM:

```
# include <iostream.h>
#include <conio.h>
void main ()
{
inti ;
float delta, com, coeff = 0.1;
struct input
{
floatval,out,wo, wi;
int top;
} s[3] ;
cout<< "\n Enter the i/p value to target o/p" << "\t";
for (i=0; i<3 ; i++)
cin>> s [i], val>> s[i], top);
i = 0;
do
{
if (i == 0)
{
W0 = -1.0;
W1 = -0.3;
}
else
{
W0 = del [i - 1], W0 ;
W1 = del [i - 1] , Wi ;
}
del [i]. aop = w0 + (wi * del [i]. val);
del [i].out = del [i]. aop);
delta = (top – del [i]. out) * del [i].out * (1 – del [i].out);
corr = coeff * delta * del [i].[out];
del [i].w0 = w1 + corr;
del [i]. w1 = w1 + corr;
i++;
}While ( i != 3)
cout<< "VALUE"<<"Target"<<"Actual"<<"w0" <<"w1"<<"\n;
for (i=0; i=3; i++)
{
cout<< s [i].val<< s[i].top<<s[i].out << s[i]. w0<< s[i]. w1;
cout<< "\n";
}
getch ();
}
```

OUTPUT:

Back Propagation network

- 1. Load data**
- 2. Learn from the data**
- 3. Compute output pattern**
- 4. Make new data file**
- 5. Save data**
- 6. Print data**
- 7. Change learning rate**
- 8. Exit**

Enter your Choice (1-8)

WEEK-3

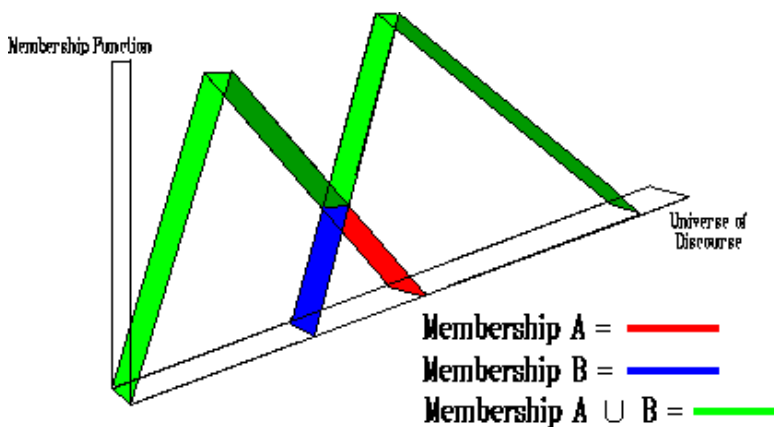
Fuzzy Logic:

Fuzzy logic is an organized method for dealing with imprecise data. It is a multivalued logic that allows intermediate values to be defined between conventional solutions. In classical set theory, the membership of elements in a set is assessed in binary terms according to a bivalent condition — an element either belongs or does not belong to the set. By contrast, fuzzy set theory permits the gradual assessment of the membership of elements in a set; this is described with the aid of a membership function valued in the real unit interval [0, 1]. Bivalent Set Theory can be somewhat limiting if we wish to describe a 'humanistic' problem mathematically.

1. Union:

Union of two fuzzy sets is denoted as

$$\mu_{A \cup B}(x) = \max(\mu_A(x), \mu_B(x))$$

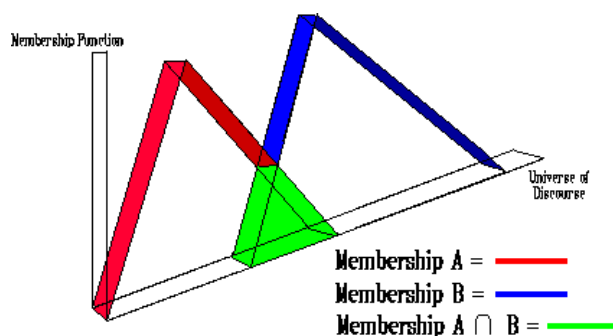


Example

$$\tilde{A} \cup \tilde{B} = \{(x_1, 0.4), (x_2, 0.7), (x_3, 1), (x_4, 0.2)\}$$

2. Intersection

Intersection of two fuzzy sets \tilde{A} and \tilde{B} is denoted by $\tilde{A} \cap \tilde{B}$ and is defined as,



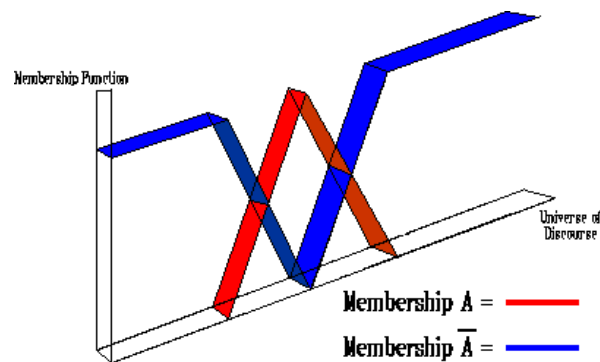
$$\mu_{A \cap B}(x) = \min(\mu_A(x), \mu_B(x))$$

Example $\tilde{A} \cap \tilde{B} = \{(x_1, 0.1), (x_2, 0.3), (x_3, 1), (x_4, 0)\}$

3) Compliment

Complement of a fuzzy set \tilde{A} denoted by \tilde{A}^c and is defined as,

Example $\tilde{A}^c = \{(x_1, 0.9), (x_2, 0.3), (x_3, 0), (x_4, 1)\}$



Implementation of fuzzy relations (Max-Min Composition)

Consider two fuzzy relation; $R (X \times Y)$ and $S (Y \times Z)$, then a relation $T (X \times Z)$, can be expressed as max-min composition

$$T = R \circ S$$

$$\mu_T(x, z) = \max\text{-min} [\mu_R(x, y), \mu_S(y, z)] = \vee [\mu_R(x, y) \wedge \mu_S(y, z)]$$

If algebraic product is adopted, then max-product composition is adopted:

$$T = R \circ S$$

$$\mu_T(x, z) = \max [\mu_R(x, y) \cdot \mu_S(y, z)] = \vee [\mu_R(x, y) \cdot \mu_S(y, z)]$$

The max-min composition can be interpreted as indicating the strength of the existence of relation between the elements of X and Z . Calculations of $(R \circ S)$ are almost similar to matrix multiplication.

Max-Min Composition:

Let X, Y and Z be universal sets and let R and Q be relations that relate them as,

$$R = \{(x, y) | x \in X, y \in Y, R \subset X \times Y\}$$

$$Q = \{(y, z) | y \in Y, z \in Z, Q \subset Y \times Z\}$$

Then S will be a relation that relates elements of X with elements of Z as,

$$S = R \circ Q$$

$$S = \{ (x, z) | x \in X, z \in Z, S \subset X \times Z$$

Max min composition is then defined as,

WEEK-4

Description: Implement Travelling sales person using genetic Algorithm

PROGRAM:

```
import java.util.*;
import java.text.*;
class TSP
{
int weight[][],n,tour[],finalCost;
final int INF=1000;
public TSP()
{
Scanner s=new Scanner(System.in);
System.out.println("Enter no. of nodes:=>");
n=s.nextInt();
weight=new int[n][n];
tour=new int[n-1];
for(int i=0;i<n;i++)

{
for(int j=0;j<n;j++)
{
if(i!=j)
{
System.out.print("Enter weight of "+(i+1)+" to "+(j+1)+":=>");
weight[i][j]=s.nextInt();
}
}
}
System.out.println();
System.out.println("Starting node assumed to be node 1.");
eval();
}
public int COST(int currentNode,int inputSet[],int setSize)
{
if(setSize==0)
return weight[currentNode][0];
int min=INF,minindex=0;
int setToBePassedOnToNextCallOfCOST[]=new int[n-1];
for(int i=0;i<setSize;i++)
{
int k=0;//initialise new set
for(int j=0;j<setSize;j++)
{
if(inputSet[i]!=inputSet[j])
setToBePassedOnToNextCallOfCOST[k++]=inputSet[j];
}
int temp=COST(inputSet[i],setToBePassedOnToNextCallOfCOST,setSize-1);
```

```

if((weight[currentNode][inputSet[i]]+temp) < min)
{
min=weight[currentNode][inputSet[i]]+temp;
minindex=inputSet[i];
}
}
return min;
}
public int MIN(int currentNode,int inputSet[],int setSize)
{
if(setSize==0)
return weight[currentNode][0];
int min=INF,minindex=0;
int setToBePassedOnToNextCallOfCOST[]=new int[n-1];
for(int i=0;i<setSize;i++)//considers each node of inputSet
{
int k=0;
for(int j=0;j<setSize;j++)
{
if(inputSet[i]!=inputSet[j])
setToBePassedOnToNextCallOfCOST[k++]=inputSet[j];
}
int temp=COST(inputSet[i],setToBePassedOnToNextCallOfCOST,setSize-1);
if((weight[currentNode][inputSet[i]]+temp) < min)
{
min=weight[currentNode][inputSet[i]]+temp;
minindex=inputSet[i];
}
}
return minindex;
}
public void eval()
{
int dummySet[]=new int[n-1];
for(int i=1;i<n;i++)
dummySet[i-1]=i;
finalCost=COST(0,dummySet,n-1);
constructTour();
}
public void constructTour()
{
int previousSet[]=new int[n-1];
int nextSet[]=new int[n-2]; for(int i=1;i<n;i++)
previousSet[i-1]=i;
int setSize=n-1;
tour[0]=MIN(0,previousSet,setSize);
for(int i=1;i<n-1;i++)
{
int k=0;
for(int j=0;j<setSize;j++)
{
if(tour[i-1]!=previousSet[j])

```

```
nextSet[k++]=previousSet[j];
}
--setSize;
tour[i]=MIN(tour[i-1],nextSet,setSize);
for(int j=0;j<setSize;j++)
previousSet[j]=nextSet[j];
}
display();
}
public void display()
{
System.out.println();
System.out.print("The tour is 1-");
for(int i=0;i<n-1;i++)
System.out.print((tour[i]+1)+"-");
System.out.print("1");
System.out.println();
System.out.println("The final cost is "+finalCost);
}
}
class TSPExp
{
public static void main(String args[])
{
TSP obj=new TSP();
}
}
```


OUTPUT :

Enter no. of nodes:=>

5

Enter weight of 1 to 2:=>4

Enter weight of 1 to 3:=>6

Enter weight of 1 to 4:=>3

Enter weight of 1 to 5:=>7

Enter weight of 2 to 1:=>3

Enter weight of 2 to 3:=>1

Enter weight of 2 to 4:=>7

Enter weight of 2 to 5:=>4

Enter weight of 3 to 1:=>7

Enter weight of 3 to 2:=>4

Enter weight of 3 to 4:=>3

Enter weight of 3 to 5:=>6

Enter weight of 4 to 1:=>8

Enter weight of 4 to 2:=>5

Enter weight of 4 to 3:=>3

Enter weight of 4 to 5:=>2

Enter weight of 5 to 1:=>4

Enter weight of 5 to 2:=>3

Enter weight of 5 to 3:=>2

Enter weight of 5 to 4:=>1

Starting node assumed to be node 1.

The tour is 1-2-3-4-5-1

The final cost is 14

WEEK-5

COVARIANCE

Plot the correlation plot on dataset and visualize giving an overview of relationships among data on soya bins data. Analysis of covariance: variance (ANOVA), if data have categorical variables on iris data.

PROBLEM DEFINATION:

a) Plot the correlation plot on dataset and visualize giving an overview of relationships among data on iris data.

SOURCE CODE:

```
Image(x=seq(dim(x)[2])
Y<-seq(dim(y)[2])
Z=COR,xlab="xcolumn",ylab="y column")
Library(ggplot2)
Data(iris)
Iris$species<-NULL
Iplotcorr(iris,reorder=TRUE
```

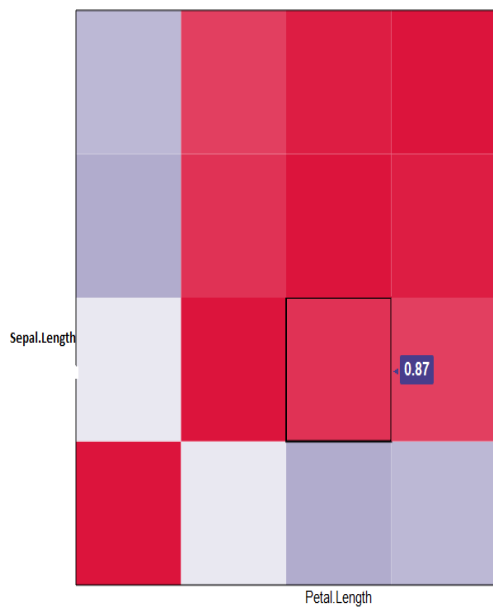
PROBLEM DEFINATION:

b) Analysis of covariance: variance (ANOVA), if data have categorical variables on iris data.

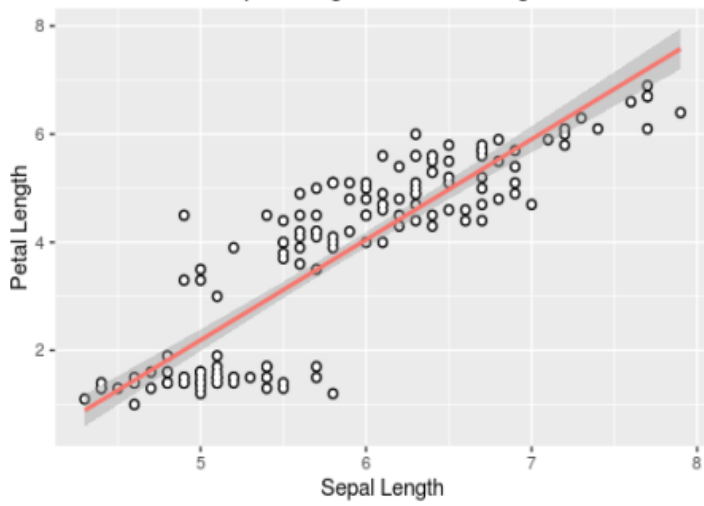
SOURCE CODE:

```
library(ggplot2)
data(iris)
str(iris)
ggplot(data=iris,aes(x=sepal.length,y=petal.length))+geom_point(size=2,colour="black")+geom_
point(size=1,colour="white")+geom_smooth(aes(colour="black"),method="lm")+ggtitle("sepal.le
ngthvspetal.length")+xlab("sepal.length")+ylab("petal.length")+theme(legend.position="none")
```

output:



Sepal Length vs Petal Length



WEEK- 6

DATA FITTING BY REGRESSION

PROBLEM DEFINATION

Apply multiple regressions, if data have a continuous independent variable. Apply on above dataset.

SOURCE CODE:

```
>mydata$rank<-factor(mydata$rank)
>mylogit<-glm(admit~gre+gpa+rank,data=mydata,family="binomial")
>summary(mylogit)
```

OUTPUT:

```
> mydata$rank <- factor(mydata$rank)
> mylogit <- glm(admit ~ gre + gpa + rank, data = mydata, family = "binomial")
> summary(mylogit)
```

```
Call:
glm(formula = admit ~ gre + gpa + rank, family = "binomial",
    data = mydata)
```

```
Deviance Residuals:
    Min       1Q   Median       3Q      Max
-1.6268  -0.8662  -0.6388   1.1490   2.0790
```

```
Coefficients:
            Estimate Std. Error z value Pr(>|z|)
(Intercept) -3.989979   1.139951  -3.500 0.000465 ***
gre           0.002264   0.001094   2.070 0.038465 *
gpa           0.804038   0.331819   2.423 0.015388 *
rank2        -0.675443   0.316490  -2.134 0.032829 *
rank3        -1.340204   0.345306  -3.881 0.000104 ***
rank4        -1.551464   0.417832  -3.713 0.000205 ***
```

```
---
Signif. codes:  0 '***' 0.001 '**' 0.01 '*' 0.05 '.' 0.1 ' ' 1
```

```
(Dispersion parameter for binomial family taken to be 1)
```

```
Null deviance: 499.98  on 399  degrees of freedom
Residual deviance: 458.52  on 394  degrees of freedom
AIC: 470.52
```

```
Number of Fisher Scoring iterations: 4
```

WEEK-7

DESCRIPTION: STUDY AND ANALYSIS OF CRISP LOGIC.

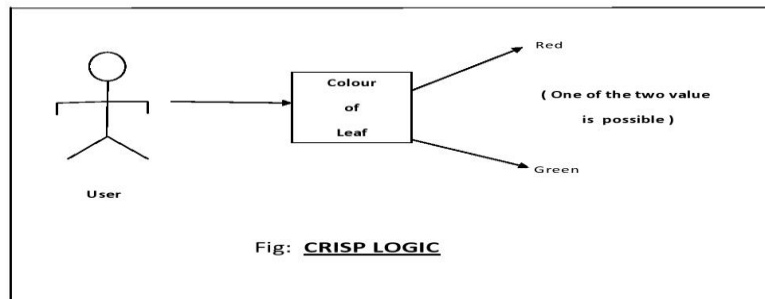
CRISP LOGIC :-

In older days, Crisp logic were used to handle the problem of binary value ie. 0 and 1.

Crisp logic is also known as traditional, conventional or binary logic.

Crisp logic have two valued logic first is true and other is false. Crisp logic is based on the reasoning which is exact and fixed. It is based on the logic of completely true and completely false.

We can defined completely true as one (1) and completely false as zero (0).



PROGRAM:

```
import net.sourceforge.jFuzzyLogic.FIS;
import net.sourceforge.jFuzzyLogic.rule.FuzzyRuleSet;
/**
 * Test parsing an FCL file
 * @author pcingola@users.sourceforge.net
 */
public class TestTipper {
    public static void main(String[] args) throws Exception {
        // Load from 'FCL' file
        String fileName = "fcl/tipper.fcl";
        FIS fis = FIS.load(fileName, true);
        // Error while loading?
        if (fis == null) {
            System.err.println("Can't load file: "
                + fileName + "");
        }
        return;
    }
}
```

```
// Show
fis.chart();
    // Set inputs
fis.setVariable("service", 3);
fis.setVariable("food", 7)
// Evaluate
fis.evaluate();
    // Show output variable's chart
fis.getVariable("tip").chartDefuzzifier(true);
    // Print ruleSet
System.out.println(fis);
    }
}
```

Week -8

DESCRIPTION: Write a program to implement Hebb's rule

PROGRAM:

```
#include<<iostream.h>>
#include<<conio.h>>
void main()
{
floatn,w,t,net,div,a,al;
cout<<"consider o single neuron percetron with a single i/p";
cin>>w;
cout<<"enter the learning cofficient";
cin>>d;
for (i=0;i<10;i++)
{
net = x+w;
if(wt<0)
a=0;
else
a=1;
div=at+a+w;
w=w+div;
cout<<"i+1 in fraction are i"<<a<<"change in weight"<<dw<<"adjustment at="<<w;
}
}
```


OUTPUT:

Consider 0 single neuron perceptron with a single i/p
Enter the learning Co-efficient 2
i+1 in fraction are i l change in weight 2 adjustment at 3i+1
In fraction are i l change in weigh 4 adjustment at i+1
In fraction are i l change in weight 8 adjustment at i= 15i+1
In fraction are i l change in weight 16 adjustment at=31i+1
In fraction are i l change in weight 32 adjustment at=63i+1
In fraction are i l change in weight 64 adjustment at=127i+1
In fraction are i l change in weight 128 adjustment at=255i+1
In fraction are i l change in weight 256 adjustment at=511i+1
In fraction are i l change in weight 512 adjustment at=1023i+1
In fraction are i l change in weight 1024 adjustment at=2047i+1
Consider 0 single neuron perceptron with a single i/p

DESCRIPTION: Write a program to implement of delta rule.

PROGRAM:

```
#include<<iostream.h>>
#include<<conio.h>>
void main()
{
clrscr( );
float input[3],d,weight[3],delta;
for(inti=0;i < 3 ; i++)
{
cout<<"\n initilize weight vector "<<i<<"\t";
cin>>input[i];
}
cout<<"\n enter the desired output\t";
cin>>d;
do
{
del=d-a;
if(del<0)
for(i=0 ;i<3 ;i++)
w[i]=w[i]-input[i];
else if(del>0)
for(i=0;i<3;i++)
weight[i]=weight[i]+input[i];
for(i=0;i<3;i++)
{
val[i]=del*input[i];
weight[+1]=weight[i]+val[i];
}
cout<<"\n value of delta is "<<del;
cout<<"\n weight have been adjusted";
}while(del ≠ 0)
if(del=0)
cout<<"\n output is correct";
}
```

OUTPUT:

Initialize weight vector 1
Initialize weight vector 2
Initialize weight vector 3
Enter desired output

Week-9

DESCRIPTION: Write a program to implement logic gates.

PROGRAM:

```
#include <iostream>
int main()
{
    char menu; //Menu control variable
    int result; //final output variable
    int dataValue1;
    int dataValue2;
    cout<< "enter your Boolean operator code: (A,O,N,X): ";
    cin>> menu;
    switch (menu) //Menu control variable
    {
        case 'A':
            cout<< "Enter first Boolean value:";
            cin>> dataValue1;
            cout<< "Enter second Boolean value:";
            cin>> dataValue2;
            if(dataValue1 == 1 && dataValue2 == 1)
            {
                result = 1;
            }
            else
            {
                result = 0;
            }
            cout<< "show result:" << result;
            break;
        case 'O':
            cout<< "Enter first Boolean value:";
            cin>> dataValue1;
            cout<< "Enter second Boolean value:";
            cin>> dataValue2;
            if(dataValue1 == 1 || dataValue2 == 1)
            {
                result = 1;
            }else
            {
                result = 0;
            }
            cout<< "show result:" << result;
            break;
        case 'N':
            cout<< "Enter first Boolean value:";
            cin>> dataValue1;
```

```
result = !dataValue1;
cout<< "show result:" << result;
break;
case 'X':
cout<< "Enter first Boolean value:";
cin>> dataValue1;
cout<< "Enter second Boolean value:";
cin>> dataValue2;
if(dataValue1 = !dataValue1)
{
result = 1;
}else
{
result = 0;
}
cout<< "show result:" << result;
break;
default:
result = 0;
break;
} //end switch
cin.ignore(2);
return 0;
} //end main
```

OUTPUT:

Enter your Boolean operator code :(A,O,N,X) : A

Enter First Boolean value :1

Enter Second Boolean value :1

Show Result :1

Enter your Boolean operator code :(A,O,N,X) : O

Enter First Boolean value :1

Enter Second Boolean value :0

Show Result :1

WEEK-10

Description : SVM Classification

Program:

```
#include<iostream.h>
#include<conio.h>
Void main( ) {
clrscr( );
int in[3],d,w[3],a=0;
for(inti=0;i<3,i++)
{
cout<<"\n initialize the weight vector w"<<i;
cin>>w[i] }
for(i=0;i<3:i++)
{
cout<<"\n enter the input vector i"<<i;
cin>>in[i];
}
cout<<"\n enter the desined output";
cin>>d;
intans=1;
while(ans= = 1)
{
for (a= 0, i==0;i<3;i++)
{
a = a + w[i] * in[i];
}
clrscr( );
cout<<"\n desired output is"<<d;
cout<<"\n actual output is "<<a;
int e;
e=d-a;
cout<<"\n error is "<<e;
cout<<"\n press 1 to adjust weight else 0";
cin>>ans;
if (e<0)
{
for(i=0;i<3;i++)
{
w[i]=w[i]-1;}
}
else if (e>0)
{
for(i=0;i<3:i++)
{
w[i]=w[i]+1;
}
}
}
getch( );
}
```

OUTPUT:

Desired output is 2

Actual output is 17

Error is -15

Press 1 to adjust weight else 0