AIML 425 Assignment 3

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I. Introduction II. THEORY III. EXPERIMENTS IV. CONCLUSION

STATEMENT

The code and report of the Assignment was solely completed by myself (Thompson James). The complete source code can be found here https://gitea.james-server.duckdns. org/james/AIML425_assignment_3, with a link to a colab notebook found here: TODO. A complete run through of the notebook takes about an hour to complete on a university lab machine.

I completed my work using the following tools:

- Jupyter Notebook [1] and JupyterText [2]: For interactive development and hosting.
- LATEX [?]: For writing the report.
- VSCode [3]: As IDE.
- JAX [4] and Flax [5]: For implementing the neural network and training logic.
- Matplotlib [6] and Pandas [7]: For data visualization and management.

REFERENCES

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- [3] "Microsoft/vscode," Microsoft, Jul. 2025.
- [4] J. Bradbury, R. Frostig, P. Hawkins, M. J. Johnson, C. Leary, D. Maclaurin, G. Necula, A. Paszke, J. VanderPlas, S. Wanderman-Milne, and Q. Zhang, "JAX: Composable transformations of Python+NumPy programs," 2018.
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- [6] J. D. Hunter, "Matplotlib: A 2D graphics environment," Computing in Science & Engineering, vol. 9, no. 3, pp. 90-95, 2007.
- [7] The pandas development team, "Pandas-dev/pandas: Pandas."