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```
% FML_LAB_Q7: Auto-Associative Memory for Character Recognition (A-E)
% Author: ARISH
% Stores 5 characters as 10x7 binary images, trains using Hebbian rule,
% and tests recognition under noise levels from 5% to 50%.
```

```
clear; clc;
```

Create 5 characters as 10x7 binary images

Each character is manually defined as a 10x7 matrix (0/1) You can replace these with actual font bitmaps or use image processing

```
A = [0 0 1 1 1 0 0;
      0 1 0 0 0 1 0;
      1 0 0 0 0 0 1;
      1 0 0 0 0 0 1;
      1 1 1 1 1 1 1;
      1 0 0 0 0 0 1;
      1 0 0 0 0 0 1;
      1 0 0 0 0 0 1;
      1 0 0 0 0 0 1;
      1 0 0 0 0 0 1];
```

```
B = [1 1 1 1 1 0 0;
      1 0 0 0 0 1 0;
      1 0 0 0 0 1 0;
      1 1 1 1 1 0 0;
      1 0 0 0 0 1 0;
      1 0 0 0 0 1 0;
      1 0 0 0 0 1 0;
      1 0 0 0 0 1 0;
      1 0 0 0 0 1 0;
      1 1 1 1 1 0 0;
      0 0 0 0 0 0 0];
```

```
C = [0 0 1 1 1 1 0;
      0 1 0 0 0 0 1;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0;
      1 0 0 0 0 0 0];
```

```

        0 1 0 0 0 0 1;
        0 0 1 1 1 1 0];

D = [1 1 1 1 0 0 0;
     1 0 0 0 1 0 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 0 1 0;
     1 0 0 0 1 0 0;
     1 1 1 1 0 0 0];

E = [1 1 1 1 1 1 1;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 1 1 1 1 0 0;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 0 0 0 0 0 0;
     1 1 1 1 1 1 1];

chars = cat(3, A, B, C, D, E);
labels = 'ABCDE';

```

Convert to bipolar vectors

```

N = size(chars,1) * size(chars,2); % 70 pixels
P = size(chars,3);                % 5 characters
X = zeros(N, P);                  % each column is a pattern

for i = 1:P
    bin = chars(:, :, i);
    X(:, i) = 2*bin(:) - 1; % convert 0/1 to -1/+1
end

```

Train auto-associative memory (Hebbian)

```

W = zeros(N,N);
for i = 1:P
    W = W + X(:, i) * X(:, i)'; % outer product
end
W = W / N;                      % normalize
W(1:N+1:end) = 0;               % zero diagonal (optional)

```

Recognition test with noise

```

noise_levels = [0.05 0.1 0.2 0.3 0.4 0.5]; % 5% to 50%
sgn = @(v) 2*(v>=0) - 1;

```

```

hamming = @(a,b) sum(a~=b);

fprintf('Recognition under noise:\n');
for nl = noise_levels
    fprintf('\nNoise level: %.0f%%\n', nl*100);
    for i = 1:P
        x_orig = X(:,i);
        x_noised = x_orig;
        flip_idx = randperm(N, round(nl*N));
        x_noised(flip_idx) = -x_noised(flip_idx); % flip bits

        % Retrieval
        x_retrieved = sgn(W * x_noised);

        % Compare with all stored patterns
        dists = zeros(1,P);
        for j = 1:P
            dists(j) = hamming(x_retrieved, X(:,j));
        end
        [~, recog] = min(dists);
        fprintf('Input: %c → Recognized: %c (Hamming: %d)\n', ...
            labels(i), labels(recog), dists(recog));
    end
end

```

Recognition under noise:

Noise level: 5%

```

Input: A → Recognized: A (Hamming: 9)
Input: B → Recognized: B (Hamming: 6)
Input: C → Recognized: C (Hamming: 4)
Input: D → Recognized: D (Hamming: 3)
Input: E → Recognized: E (Hamming: 1)

```

Noise level: 10%

```

Input: A → Recognized: A (Hamming: 6)
Input: B → Recognized: B (Hamming: 6)
Input: C → Recognized: C (Hamming: 4)
Input: D → Recognized: D (Hamming: 3)
Input: E → Recognized: E (Hamming: 1)

```

Noise level: 20%

```

Input: A → Recognized: A (Hamming: 0)
Input: B → Recognized: B (Hamming: 6)
Input: C → Recognized: C (Hamming: 4)
Input: D → Recognized: D (Hamming: 7)
Input: E → Recognized: E (Hamming: 6)

```

Noise level: 30%

```

Input: A → Recognized: A (Hamming: 0)
Input: B → Recognized: D (Hamming: 6)
Input: C → Recognized: C (Hamming: 0)
Input: D → Recognized: D (Hamming: 3)
Input: E → Recognized: E (Hamming: 1)

```

Noise level: 40%

Input: A → Recognized: A (Hamming: 8)

Input: B → Recognized: D (Hamming: 9)

Input: C → Recognized: D (Hamming: 7)

Input: D → Recognized: D (Hamming: 3)

Input: E → Recognized: E (Hamming: 8)

Noise level: 50%

Input: A → Recognized: A (Hamming: 39)

Input: B → Recognized: E (Hamming: 8)

Input: C → Recognized: B (Hamming: 2)

Input: D → Recognized: B (Hamming: 8)

Input: E → Recognized: A (Hamming: 41)

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