NeuraMorph

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Contents

Introduction

NeuraMorph is a C library providing structures and functions to implement a neural network.

It uses the `PBErr`, `PBMath`, `GSet` library.

1 Definitions

2 Interface

```
// ============ NEURAMORPH.H ================
```

```
#ifndef NEURAMORPH_H
#define NEURAMORPH_H

// ================= Include =================

#include <stdlib.h>
#include <stdio.h>
#include <math.h>
#include <string.h>
#include <stdbool.h>
#include "pberr.h"
#include "pbmath.h"
#include "gset.h"
#include "gdataset.h"
#include "bcurve.h"

// ----- NeuraMorphUnit

// ================= Data structure ===================

typedef struct NeuraMorphUnit {

  // Input indices in parent NeuraMorph
  VecLong* iInputs;

  // Output indices in parent NeuraMorph
  VecLong* iOutputs;

  // Lowest and highest values for filtering inputs
  VecFloat* lowFilters;
  VecFloat* highFilters;

  // Lowest and highest values of outputs
  VecFloat* lowOutputs;
  VecFloat* highOutputs;

  // Vector to memorize the output values
  VecFloat* outputs;

  // Transfer function
  BBody* transfer;

  // Working variable to avoid reallocation of memory at each Evaluate()
  VecFloat* unitInputs;

  // Variable to memorize the value of the unit during training
  float value;

} NeuraMorphUnit;

// ================ Functions declaration ====================

// Create a new NeuraMorphUnit between the input 'iInputs' and the
// outputs 'iOutputs'
NeuraMorphUnit* NeuraMorphUnitCreate(
  const VecLong* iInputs,
  const VecLong* iOutputs);

// Free the memory used by the NeuraMorphUnit 'that'
void NeuraMorphUnitFree(NeuraMorphUnit** that);

// Get the input indices of the NeuraMorphUnit 'that'
```

```
#if BUILDMODE != 0
static inline
#endif
const VecLong* NMUnitIInputs(const NeuraMorphUnit* that);

// Get the output indices of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
const VecLong* NMUnitIOutputs(const NeuraMorphUnit* that);

// Get the output values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMUnitOutputs(const NeuraMorphUnit* that);

// Calculate the outputs for the 'inputs' with the NeuraMorphUnit 'that'
// Update 'that->outputs'
void NMUnitEvaluate(
  NeuraMorphUnit* that,
  const VecFloat* inputs);

// Get the number of input values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbInputs(const NeuraMorphUnit* that);

// Get the number of output values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbOutputs(const NeuraMorphUnit* that);

// Get the number of coefficients in the transfer function of
// the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbCoeffs(const NeuraMorphUnit* that);

// Get the value of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
float NMUnitGetValue(const NeuraMorphUnit* that);

// Set the value of the NeuraMorphUnit 'that' to 'val'
#if BUILDMODE != 0
static inline
#endif
void NMUnitSetValue(
  NeuraMorphUnit* that,
            float val);

// Print the NeuraMorphUnit 'that' on the 'stream'
void NMUnitPrint(
  const NeuraMorphUnit* that,
                 FILE* stream);
#define NMUnitPrintln(T, S) \
  do {NMUnitPrint(T, S);fprintf(S, "\n");} while (false)
```

```
// ----- NeuraMorph

// ================= Data structure ===================

typedef struct NeuraMorph {

  // Number of inputs and outputs
  long nbInput;
  long nbOutput;

  // Inputs and outputs values
  VecFloat* inputs;
  VecFloat* outputs;

  // Internal values
  VecFloat* hiddens;

  // Lowest and highest values for internal values
  VecFloat* lowHiddens;
  VecFloat* highHiddens;

  // Flag to memorize if the outputs are to be seen as one hot encoding
  bool flagOneHot;

  // GSet of NeuraMorphUnit
  GSet units;

} NeuraMorph;

// ================ Functions declaration ====================

// Create a new NeuraMorph with 'nbInput' inputs and 'nbOutput' outputs
NeuraMorph* NeuraMorphCreate(
  long nbInput,
  long nbOutput);

// Free the memory used by the NeuraMorph 'that'
void NeuraMorphFree(NeuraMorph** that);

// Get the number of input values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbInput(const NeuraMorph* that);

// Get the number of output values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbOutput(const NeuraMorph* that);

// Get the input values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
VecFloat* NMInputs(NeuraMorph* that);

// Get the output values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
```

```
const VecFloat* NMOutputs(const NeuraMorph* that);

// Get the hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMHiddens(const NeuraMorph* that);

// Get the lowest bound of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMLowHiddens(const NeuraMorph* that);

// Get the highest bound of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMHighHiddens(const NeuraMorph* that);

// Get the number of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbHidden(const NeuraMorph* that);

// Set the number of hidden values of the NeuraMorph 'that' to 'nb'
#if BUILDMODE != 0
static inline
#endif
void NMSetNbHidden(
  NeuraMorph* that,
         long nb);

// Get the flag for one hot encoding of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
bool NMGetFlagOneHot(const NeuraMorph* that);

// Set the flag for one hot encoding of the NeuraMorph 'that' to 'flag'
#if BUILDMODE != 0
static inline
#endif
void NMSetFlagOneHot(
  NeuraMorph* that,
         bool flag);

// Add one NeuraMorphUnit with input and output indices 'iInputs'
// and 'iOutputs' to the NeuraMorph 'that'
// Return the created NeuraMorphUnit
NeuraMorphUnit* NMAddUnit(
     NeuraMorph* that,
  const VecLong* iInputs,
  const VecLong* iOutputs);

// Remove the NeuraMorphUnit 'unit' from the NeuraMorph 'that'
// The NeuraMorphUnit is not freed
void NMRemoveUnit(
      NeuraMorph* that,
  NeuraMorphUnit* unit);
```

```
// Burry the NeuraMorphUnits in the 'units' set into the
// NeuraMorph 'that'
// 'units' is empty after calling this function
// The NeuraMorphUnits iOutputs must point toward the NeuraMorph
// outputs
// NeuraMorphUnits' iOutputs are redirected toward new hidden values
// 'that->hiddens' is resized as necessary
void NMBurryUnits(
  NeuraMorph* that,
        GSet* units);

// Get a new vector with indices of the outputs in the NeuraMorph 'that'
VecLong* NMGetVecIOutputs(const NeuraMorph* that);

// Evaluate the NeuraMorph 'that' on the 'inputs' values
void NMEvaluate(
  NeuraMorph* that,
    VecFloat* inputs);

// ----- NeuraMorphTrainer

// ================= Data structure ==================

typedef struct NeuraMorphTrainer {

  // Trained NeuraMorph
  NeuraMorph* neuraMorph;

  // Training dataset
  GDataSetVecFloat* dataset;

  // Index of the dataset's category used for training and evaluation
  unsigned int iCatTraining;
  unsigned int iCatEval;

  // Depth of the training
  short depth;

  // Order of the transfer function of NeuraMorphUnit
  int order;

  // Maximum number of inputs per NeuraMorphUnit
  int nbMaxInputsUnit;

  // Threshold used to discard weakest units during training
  // in [0.0,1.0]
  float weakUnitThreshold;

  // Maximum number of unit kept at each depth
  int nbMaxUnitDepth;

  // Max level of division of values' range
  short maxLvlDiv;

  // Precomputed values to train the NeuraMorphUnit
  VecFloat** preCompInp;
  VecFloat** preCompOut;

  // Lowest and highest values for input values in the training
  // dataset
  VecFloat* lowInputs;
  VecFloat* highInputs;
```

```
  // Variable to store the result of the last evaluation
  VecFloat3D resEval;

} NeuraMorphTrainer;

// ================ Functions declaration ====================

// Create a static NeuraMorphTrainer for the NeuraMorph 'neuraMorph' and the
// GDataSet 'dataset'
// Default depth: 2
// Default iCatTraining: 0
// Default weakUnitThreshold: 0.9
NeuraMorphTrainer NeuraMorphTrainerCreateStatic(
        NeuraMorph* neuraMorph,
  GDataSetVecFloat* dataset);

// Free the memory used by the static NeuraMorphTrainer 'that'
void NeuraMorphTrainerFreeStatic(NeuraMorphTrainer* that);

// Run the training process for the NeuraMorphTrainer 'that'
void NMTrainerRun(NeuraMorphTrainer* that);

// Run the evaluation process for the NeuraMorphTrainer 'that'
void NMTrainerEval(NeuraMorphTrainer* that);

// Get the depth of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
short NMTrainerGetDepth(const NeuraMorphTrainer* that);

// Set the depth of the NeuraMorphTrainer 'that' to 'depth'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetDepth(
  NeuraMorphTrainer* that,
               short depth);

// Get the maxLvlDiv of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
short NMTrainerGetMaxLvlDiv(const NeuraMorphTrainer* that);

// Set the maxLvlDiv of the NeuraMorphTrainer 'that' to 'lvl'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetMaxLvlDiv(
  NeuraMorphTrainer* that,
               short lvl);

// Get the order of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetOrder(const NeuraMorphTrainer* that);

// Set the order of the NeuraMorphTrainer 'that' to 'order'
#if BUILDMODE != 0
```

```
static inline
#endif
void NMTrainerSetOrder(
  NeuraMorphTrainer* that,
                int order);

// Get the nbMaxUnitDepth of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetNbMaxUnitDepth(const NeuraMorphTrainer* that);

// Set the nbMaxUnitDepth of the NeuraMorphTrainer 'that' to 'nbMaxUnitDepth'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetNbMaxUnitDepth(
  NeuraMorphTrainer* that,
                int nbMaxUnitDepth);

// Get the nbMaxInputsUnit of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetNbMaxInputsUnit(const NeuraMorphTrainer* that);

// Set the nbMaxInputsUnit of the NeuraMorphTrainer 'that' to 'order'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetNbMaxInputsUnit(
  NeuraMorphTrainer* that,
                int nbMaxInputsUnit);

// Get the weakness threshold of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
float NMTrainerGetWeakThreshold(const NeuraMorphTrainer* that);

// Set the weakness threshold of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetWeakThreshold(
  NeuraMorphTrainer* that,
              float weakUnitThreshold);

// Get the index of the training category of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned int NMTrainerGetICatTraining(const NeuraMorphTrainer* that);

// Set the index of the training category of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetICatTraining(
  NeuraMorphTrainer* that,
```

```
        unsigned int iCatTraining);

// Get the index of the evaluation category of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned int NMTrainerGetICatEval(const NeuraMorphTrainer* that);

// Set the index of the evaluation category of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetICatEval(
  NeuraMorphTrainer* that,
        unsigned int iCatEval);

// Get the NeuraMorph of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
NeuraMorph* NMTrainerNeuraMorph(const NeuraMorphTrainer* that);

// Get the GDataSet of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
GDataSetVecFloat* NMTrainerDataset(const NeuraMorphTrainer* that);

// Get the result of the last evaluation of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat3D* NMTrainerResEval(const NeuraMorphTrainer* that);

// ================ static inliner ====================

#if BUILDMODE != 0
#include "neuramorph-inline.c"
#endif

#endif
```

3 Code

3.1 neuramorph.c

```
// ============ NEURAMORPH.C ================

// ================= Include =================

#include "neuramorph.h"
#if BUILDMODE == 0
#include "neuramorph-inline.c"
#endif

// ----- NeuraMorphUnit
```

```
// ================ Functions declaration ====================

// Update the low and high of the hiddens of the NeuraMorph 'that' with
// the low and high of its units
void NMUpdateLowHighHiddens(NeuraMorph* that);

// ================ Functions implementation ====================

// Create a new NeuraMorphUnit between the input 'iInputs' and the
// outputs 'iOutputs'
NeuraMorphUnit* NeuraMorphUnitCreate(
  const VecLong* iInputs,
  const VecLong* iOutputs) {

#if BUILDMODE == 0

  if (iInputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iInputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (iOutputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iOutputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Allocate memory for the NeuraMorphUnit
  NeuraMorphUnit* that =
    PBErrMalloc(
      NeuraMorphErr,
      sizeof(NeuraMorphUnit));

  // Get the number of inputs (including the constant) and outputs
  long nbIn = VecGetDim(iInputs);
  long nbOut = VecGetDim(iOutputs);

  // Init properties
  that->iInputs = VecClone(iInputs);
  that->iOutputs = VecClone(iOutputs);
  that->lowFilters = VecFloatCreate(nbIn);
  that->highFilters = VecFloatCreate(nbIn);
  that->lowOutputs = NULL;
  that->highOutputs = NULL;
  that->outputs = VecFloatCreate(nbOut);
  VecShort2D dim = VecShortCreateStatic2D();
  VecSet(
    &dim,
    0,
    nbIn);
  VecSet(
```

```
    &dim,
    1,
    nbOut);
  that->transfer = NULL;
  that->unitInputs = VecFloatCreate(nbIn);
  that->value = 0.0;

  // Return the new NeuraMorphUnit
  return that;

}

// Free the memory used by the NeuraMorphUnit 'that'
void NeuraMorphUnitFree(NeuraMorphUnit** that) {

  // Check the input
  if (that == NULL || *that == NULL) {

    return;

  }

  // Free memory
  VecFree(&((*that)->iInputs));
  VecFree(&((*that)->iOutputs));
  VecFree(&((*that)->lowFilters));
  VecFree(&((*that)->highFilters));
  if ((*that)->lowOutputs != NULL) {

    VecFree(&((*that)->lowOutputs));

  }

  if ((*that)->highOutputs != NULL) {

    VecFree(&((*that)->highOutputs));

  }

  VecFree(&((*that)->outputs));
  BBodyFree(&((*that)->transfer));
  VecFree(&((*that)->unitInputs));
  free(*that);
  *that = NULL;

}

// Calculate the outputs for the 'inputs' with the NeuraMorphUnit 'that'
// Update 'that->outputs'
void NMUnitEvaluate(
  NeuraMorphUnit* that,
  const VecFloat* inputs) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);
```

```
  }

  if (VecGetDim(inputs) != VecGetDim(that->iInputs)) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'inputs' has invalid dimension (%ld!=%ld)",
      VecGetDim(inputs),
      VecGetDim(that->iInputs));
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Reset the outputs
  VecFree(&(that->outputs));

  // Update the scaled inputs
  for (
    long iInput = 0;
    iInput < VecGetDim(that->unitInputs);
    ++iInput) {

    // Get the input value and its low/high filters
    float val =
      VecGet(
        inputs,
        iInput);
    float low =
      VecGet(
        that->lowFilters,
        iInput);
    float high =
      VecGet(
        that->highFilters,
        iInput);

    // Set the value in the unit inputs
    VecSet(
      that->unitInputs,
      iInput,
      (val - low) / (high - low));

  }

  // Apply the transfer function
  that->outputs =
    BBodyGet(
      that->transfer,
      that->unitInputs);

  // If the low and high values for outputs don't exist yet
  if (that->lowOutputs == NULL) {

    // Create the low and high values by cloning the current output
    that->lowOutputs = VecClone(that->outputs);
    that->highOutputs = VecClone(that->outputs);

  // Else, the low and high values for outputs exist
```

```
  } else {

    // Loop on the outputs
    for (
      long iOutput = 0;
      iOutput < VecGetDim(that->outputs);
      ++iOutput) {

      // Update the low and high values for this output
      float val =
        VecGet(
          that->outputs,
          iOutput);

      float curLow =
        VecGet(
          that->lowOutputs,
          iOutput);
      if (curLow > val) {

        VecSet(
          that->lowOutputs,
          iOutput,
          val);

      }

      float curHigh =
        VecGet(
          that->highOutputs,
          iOutput);
      if (curHigh < val) {

        VecSet(
          that->highOutputs,
          iOutput,
          val);

      }

    }

  }

}

// Print the NeuraMorphUnit 'that' on the 'stream'
void NMUnitPrint(
  const NeuraMorphUnit* that,
                 FILE* stream) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }
```

```
  if (stream == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'stream' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  VecPrint(
    NMUnitIInputs(that),
    stream);
  fprintf(
    stream,
    " -> ");
  VecPrint(
    NMUnitIOutputs(that),
    stream);
  fprintf(
    stream,
    " (%04.6f)",
    NMUnitGetValue(that));

}

// ----- NeuraMorph

// ================ Functions implementation ====================

// Create a new NeuraMorph with 'nbInput' inputs and 'nbOutput' outputs
NeuraMorph* NeuraMorphCreate(
  long nbInput,
  long nbOutput) {

  // Allocate memory for the NeuraMorph
  NeuraMorph* that =
    PBErrMalloc(
      NeuraMorphErr,
      sizeof(NeuraMorph));

  // Init properties
  that->nbInput = nbInput;
  that->nbOutput = nbOutput;
  that->inputs = VecFloatCreate(nbInput);
  that->outputs = VecFloatCreate(nbOutput);
  that->hiddens = NULL;
  that->lowHiddens = NULL;
  that->highHiddens = NULL;
  that->units = GSetCreateStatic();
  that->flagOneHot = false;

  // Return the NeuraMorph
  return that;

}

// Free the memory used by the NeuraMorph 'that'
void NeuraMorphFree(NeuraMorph** that) {
```

```
  // Check the input
  if (that == NULL || *that == NULL) {

    return;

  }

  // Free memory
  VecFree(&((*that)->inputs));
  VecFree(&((*that)->outputs));
  if ((*that)->hiddens != NULL) {

    VecFree(&((*that)->hiddens));
    VecFree(&((*that)->lowHiddens));
    VecFree(&((*that)->highHiddens));

  }

  while (GSetNbElem(&((*that)->units)) > 0) {

    NeuraMorphUnit* unit = GSetPop(&((*that)->units));
    NeuraMorphUnitFree(&unit);

  }

  free(*that);
  *that = NULL;

}

// Add one NeuraMorphUnit with input and output indices 'iInputs'
// and 'iOutputs' to the NeuraMorph 'that'
// Return the created NeuraMorphUnit
NeuraMorphUnit* NMAddUnit(
     NeuraMorph* that,
  const VecLong* iInputs,
  const VecLong* iOutputs) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (iInputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iInputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (iOutputs == NULL) {
```

```
    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iOutputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Create the NeuraMorphUnit
  NeuraMorphUnit* unit =
    NeuraMorphUnitCreate(
      iInputs,
      iOutputs);

  // Append the new NeuraorphUnit to the set of NeuraMorphUnit
  GSetAppend(
    &(that->units),
    unit);

  // Return the new unit
  return unit;

}

// Remove the NeuraMorphUnit 'unit' from the NeuraMorph 'that'
// The NeuraMorphUnit is not freed
void NMRemoveUnit(
      NeuraMorph* that,
  NeuraMorphUnit* unit) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Remove the NeuraorphUnit from the set of NeuraMorphUnit
  GSetRemoveAll(
    &(that->units),
    unit);

}

// Burry the NeuraMorphUnits in the 'units' set into the
// NeuraMorph 'that'
// 'units' is empty after calling this function
// The NeuraMorphUnits iOutputs must point toward the NeuraMorph
// outputs
// NeuraMorphUnits' iOutputs are redirected toward new hidden values
// 'that->hiddens' is resized as necessary
void NMBurryUnits(
```

```
  NeuraMorph* that,
        GSet* units) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Declare a variable to memorize the number of hidden values
  // to add
  long nbHiddenValues = 0;

  // While there are units to burry
  while (GSetNbElem(units) > 0) {

    // Get the unit
    NeuraMorphUnit* unit = GSetPop(units);

    // Loop on the iOutputs of the unit
    for (
      long iOutput = 0;
      iOutput < VecGetDim(NMUnitIOutputs(unit));
      ++iOutput) {

      long indice =
        VecGet(
          NMUnitIOutputs(unit),
          iOutput);
      VecSet(
        unit->iOutputs,
        iOutput,
        indice + nbHiddenValues);

    }

    // Append the unit to the set of NeuraMorphUnit
    GSetAppend(
      &(that->units),
      unit);

    // Update the number of new hidden values
    nbHiddenValues += VecGetDim(NMUnitIOutputs(unit));

  }

  // If there is already hidden values
  if (that->hiddens != NULL) {

    // Add the previous number of hidden values
    nbHiddenValues += VecGetDim(that->hiddens);

    // Free memory
    VecFree(&(that->hiddens));
```

```
    VecFree(&(that->lowHiddens));
    VecFree(&(that->highHiddens));

  }

  // If there are hidden values after burrying
  if (nbHiddenValues > 0) {

    // Resize the hiddens value vector
    that->hiddens = VecFloatCreate(nbHiddenValues);
    that->lowHiddens = VecFloatCreate(nbHiddenValues);
    that->highHiddens = VecFloatCreate(nbHiddenValues);

    // Update the low and high of the hiddens with the low and high
    // of the units
    NMUpdateLowHighHiddens(that);

  }

}

// Get a new vector with indices of the outputs in the NeuraMorph 'that'
VecLong* NMGetVecIOutputs(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Allocate memory for the result
  VecLong* iOutputs = VecLongCreate(NMGetNbOutput(that));

  // Loop on indices
  for (
    long iOutput = 0;
    iOutput < NMGetNbOutput(that);
    ++iOutput) {

    // Set the indice of this output
    VecSet(
      iOutputs,
      iOutput,
      iOutput + NMGetNbHidden(that));

  }

  // Return the result
  return iOutputs;

}

// Update the low and high of the hiddens of the NeuraMorph 'that' with
// the low and high of its units
```

```
void NMUpdateLowHighHiddens(NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Loop on the units
  GSetIterForward iter =
    GSetIterForwardCreateStatic(&(that->units));
  do {

    // Get the unit
    NeuraMorphUnit* unit = GSetIterGet(&iter);

    // Loop on the iOutputs of the unit
    for (
      long iOutput = 0;
      iOutput < VecGetDim(NMUnitIOutputs(unit));
      ++iOutput) {

      // Get the indice
      long indice =
        VecGet(
          NMUnitIOutputs(unit),
          iOutput);

      // If the indice points to a hidden value
      if (indice < NMGetNbHidden(that)) {

        // If the low and high exist
        if (
          unit->lowOutputs != NULL &&
          unit->highOutputs != NULL) {

          // Update the low and high
          float low =
            VecGet(
              unit->lowOutputs,
              iOutput);
          float high =
            VecGet(
              unit->highOutputs,
              iOutput);
          VecSet(
            that->lowHiddens,
            indice,
            low);
          VecSet(
            that->highHiddens,
            indice,
            high);
```

```
        }

      }

    }

  } while (GSetIterStep(&iter));

}

// Evaluate the NeuraMorph 'that' on the 'inputs' values
void NMEvaluate(
  NeuraMorph* that,
    VecFloat* inputs) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (inputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'inputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (VecGetDim(inputs) != VecGetDim(that->inputs)) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'inputs' has invalid size (%ld==%ld)",
      VecGetDim(inputs),
      VecGetDim(that->inputs));
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Copy the inputs into the internal inputs
  VecCopy(
    that->inputs,
    inputs);

  // Reset the internal outputs
  VecSetNull(that->outputs);

  // If there are no units
  if (GSetNbElem(&(that->units)) == 0) {
```

```
  // Nothing else to do
  return;

}

// Loop on the units
GSetIterForward iter = GSetIterForwardCreateStatic(&(that->units));
do {

  // Get the unit
  NeuraMorphUnit* unit = GSetIterGet(&iter);

  // Allocate memory for inputs sent to the unit
  VecFloat* unitInputs = VecFloatCreate(NMUnitGetNbInputs(unit));

  // Loop on the input indices of the unit
  for (
    long iInput = 0;
    iInput < NMUnitGetNbInputs(unit);
    ++iInput) {

    // Get the input indice
    long indiceInput =
      VecGet(
        NMUnitIInputs(unit),
        iInput);

    // Declare a variable to memorize the input value
    float val = 0.0;

    // If this indice points toward an input
    if (indiceInput < NMGetNbInput(that)) {

      // Get the input value of the NeuraMorph for this indice
      val =
        VecGet(
          NMInputs(that),
          indiceInput);

    // Else, the indice points toward a hidden value
    } else {

      // Get the hidden value of the NeuraMorph for this indice
      val =
        VecGet(
          that->hiddens,
          indiceInput - NMGetNbInput(that));

    }

    // Set the input value for the unit for this indice
    VecSet(
      unitInputs,
      iInput,
      val);

  }

  // Evaluate the unit
  NMUnitEvaluate(
    unit,
    unitInputs);
```

```
  // Free the memory used by the unit input
  VecFree(&unitInputs);

  // Loop on the output indices of the unit
  for (
    long iOutput = 0;
    iOutput < NMUnitGetNbOutputs(unit);
    ++iOutput) {

    // Get the output value of the unit for this indice
    float val =
      VecGet(
        NMUnitOutputs(unit),
        iOutput);

    // Get the output indice
    long indiceOutput =
      VecGet(
        NMUnitIOutputs(unit),
        iOutput);

    // If the indice points toward a hidden
    if (indiceOutput < NMGetNbHidden(that)) {

      // Set the hidden value of the NeuraMorph for this indice
      VecSet(
        that->hiddens,
        indiceOutput,
        val);

    // Else, the indice points toward an output
    } else {

      // Set the output value of the NeuraMorph for this indice
      VecSet(
        that->outputs,
        indiceOutput - NMGetNbHidden(that),
        val);

    }

  }

} while (GSetIterStep(&iter));

// If the NeuraMorph is a one hot encoder
if (NMGetFlagOneHot(that) == true) {

  // Get the one hot
  long oneHot = VecGetIMaxVal(that->outputs);

  // Convert the output values
  VecSetAll(
    that->outputs,
    -1.0);
  VecSet(
    that->outputs,
    oneHot,
    1.0);

}
```

```
}

// ----- NeuraMorphTrainer

// ================ Functions declaration ====================

// Return true if the vector 'v' is a valid indices configuration
// i.e. v[i]<v[j] for all i<j
bool NMTrainerIsValidInputConfig(
  const VecLong* v,
           long iMinInput);

// Train a new NeuraMorphUnit with the interface defined by 'iInputs'
// and 'iOutputs', and add it to the set, sorted on its value
// If 'lastUnit' is true, the NeuraMorphUnit will be the last one in
// its NeuraMorph
void NMTrainerTrainUnit(
  NeuraMorphTrainer* that,
              GSet* trainedUnits,
      const VecLong* iInputs,
      const VecLong* iOutputs,
               bool lastUnit);

// Precompute the values of the NeuraMorph for each sample of the
// GDataset for the NeuraMorphTrainer 'that'
void NMTrainerPrecomputeValues(NeuraMorphTrainer* that);

// Free the precomputed values of the NeuraMorphTrainer 'that'
void NMTrainerFreePrecomputed(NeuraMorphTrainer* that);

// ================ Functions implemetation ====================

// Create a static NeuraMorphTrainer for the NeuraMorph 'neuraMorph' and the
// GDataSet 'dataset'
// Default depth: 2
// Default iCatTraining: 0
// Default weakUnitThreshold: 0.9
NeuraMorphTrainer NeuraMorphTrainerCreateStatic(
        NeuraMorph* neuraMorph,
  GDataSetVecFloat* dataset) {

#if BUILDMODE == 0

  if (neuraMorph == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'neuraMorph' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (dataset == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'dataset' is null");
    PBErrCatch(NeuraMorphErr);
```

```
  }

#endif

  // Declare the new NeuraMorphTrainer
  NeuraMorphTrainer that;

  // Init properties
  that.neuraMorph = neuraMorph;
  that.dataset = dataset;
  that.depth = 2;
  that.order = 1;
  that.nbMaxUnitDepth = 2;
  that.maxLvlDiv = 2;
  that.nbMaxInputsUnit =
    MAX(
      GDSGetNbOutputs(dataset),
      2);
  that.iCatTraining = 0;
  that.iCatEval = 1;
  that.weakUnitThreshold = 0.9;
  that.preCompInp = NULL;
  that.lowInputs = NULL;
  that.highInputs = NULL;
  that.resEval = VecFloatCreateStatic3D();

  // Return the NeuraMorphTrainer
  return that;

}

// Free the memory used by the static NeuraMorphTrainer 'that'
void NeuraMorphTrainerFreeStatic(NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  VecFree(&(that->lowInputs));
  VecFree(&(that->highInputs));

}

// Run the training process for the NeuraMorphTrainer 'that'
void NMTrainerRun(NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
```

```
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Declare a variable to memorize the minimum index needed in the
  // inputs of the new unit to ensure we do not train twice the same
  // unit
  long iMinInput = 0;

  // Loop on training depth
  for (
    short iDepth = 1;
    iDepth <= NMTrainerGetDepth(that);
    ++iDepth) {

    printf(
      "Depth %d/%d...\n",
      iDepth,
      NMTrainerGetDepth(that));

    // Get the number of available inputs for the new unit
    long nbAvailInputs =
      NMGetNbInput(NMTrainerNeuraMorph(that)) +
      NMGetNbHidden(NMTrainerNeuraMorph(that));

    printf(
      "Nb available inputs: %ld\n",
      nbAvailInputs);

    // Precompute the values to speed up the training
    NMTrainerPrecomputeValues(that);

    // Get the output indices
    VecLong* iOutputs = NMGetVecIOutputs(NMTrainerNeuraMorph(that));

    // Declare a set to memorize the trained units
    GSet trainedUnits = GSetCreateStatic();

    // Set a flag to memorize if we are at the last depth
    bool isLastDepth = (iDepth == NMTrainerGetDepth(that));

    // Get the number of inputs per unit
    long nbMaxInputsUnit =
      MIN(
        nbAvailInputs,
        NMTrainerGetNbMaxInputsUnit(that));

    // Loop on the number of inputs for the new unit
    for (
      long nbUnitInputs = 1;
      nbUnitInputs <= nbMaxInputsUnit;
      ++nbUnitInputs) {

      printf(
        "Train units with %04ld input(s)\n",
        nbUnitInputs);

      // Loop on the possible input configurations for the new units
```

```
  VecLong* iInputs = VecLongCreate(nbUnitInputs);
  VecLong* iInputsBound = VecLongCreate(nbUnitInputs);
  VecSetAll(
    iInputsBound,
    nbAvailInputs);
  bool hasStepped = true;
  do {

    bool isValidInputConfig =
      NMTrainerIsValidInputConfig(
        iInputs,
        iMinInput);
    if (isValidInputConfig == true) {

      // Train the unit
      NMTrainerTrainUnit(
        that,
        &trainedUnits,
        iInputs,
        iOutputs,
        isLastDepth);

      }

    // Step to the next input configuration
    hasStepped =
      VecStep(
        iInputs,
        iInputsBound);

  } while (hasStepped);

  // Free memory
  VecFree(&iInputs);
  VecFree(&iInputsBound);

}

// If this is the last depth
if (isLastDepth == true) {

  // Add the best of all units to the NeuraMorph
  NeuraMorphUnit* bestUnit = GSetDrop(&trainedUnits);
  GSetAppend(
    &(NMTrainerNeuraMorph(that)->units),
    bestUnit);

  printf("Add the last unit\n");
  NMUnitPrintln(
    bestUnit,
    stdout);

  // Discard all other units
  while (GSetNbElem(&trainedUnits) > 0) {

    NeuraMorphUnit* unit = GSetPop(&trainedUnits);
    NeuraMorphUnitFree(&unit);

  }

// Else, this is not the last depth
} else {
```

```
      // Get the value of the weakest and strongest units
      float weakVal = GSetElemGetSortVal(GSetHeadElem(&trainedUnits));
      float strongVal = GSetElemGetSortVal(GSetTailElem(&trainedUnits));

      // Get the threshold to discard the weakest units
      float threshold =
        weakVal + (strongVal - weakVal) *
        NMTrainerGetWeakThreshold(that);

      // Discard the weakest units
      long nbTrainedUnits = GSetNbElem(&trainedUnits);
      while (
        GSetElemGetSortVal(GSetHeadElem(&trainedUnits)) < threshold
        || GSetNbElem(&trainedUnits) > NMTrainerGetNbMaxUnitDepth(that)) {

        NeuraMorphUnit* unit = GSetPop(&trainedUnits);
        NeuraMorphUnitFree(&unit);

      }

      // Displayed the burried units
      printf(
        "Burry %ld out of %ld unit(s)\n",
        GSetNbElem(&trainedUnits),
        nbTrainedUnits);
      GSetIterForward iter = GSetIterForwardCreateStatic(&trainedUnits);
      do {

        NeuraMorphUnit* unit = GSetIterGet(&iter);
        NMUnitPrintln(
          unit,
          stdout);

      } while (GSetIterStep(&iter));

      // Burry the remaining units
      NMBurryUnits(
        NMTrainerNeuraMorph(that),
        &trainedUnits);

    }

    // Update the minimum index of a valid configuration
    iMinInput = nbAvailInputs;

    // Free memory
    VecFree(&iOutputs);
    NMTrainerFreePrecomputed(that);

  }

}

// Return true if the vector 'v' is a valid indices configuration
// i.e. v[i]<v[j] for all i<j and there exists i such as
// v[i]>=iMinInput
bool NMTrainerIsValidInputConfig(
  const VecLong* v,
            long iMinInput) {

#if BUILDMODE == 0
```

```
  if (v == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'v' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  bool noveltyCond = false;
  long a =
    VecGet(
      v,
      0);
  if (a >= iMinInput) {

    noveltyCond = true;

  }

  for (
    long i = 1;
    i < VecGetDim(v);
    ++i) {

    long b =
      VecGet(
        v,
        i);
    if (a >= b) {

      return false;

    }

    a = b;

    if (a >= iMinInput) {

      noveltyCond = true;

    }

  }

  return noveltyCond;

}

// Train a new NeuraMorphUnit with the interface defined by 'iInputs'
// and 'iOutputs', and add it to the set, sorted on its value
// If 'lastUnit' is true, the NeuraMorphUnit will be the last one in
// its NeuraMorph
void NMTrainerTrainUnit(
  NeuraMorphTrainer* that,
              GSet* trainedUnits,
      const VecLong* iInputs,
      const VecLong* iOutputs,
```

```
                bool lastUnit) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (trainedUnits == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'trainedUnits' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (iInputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iInputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (iOutputs == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'iOutputs' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Get the number of inputs
  long nbInputs = VecGetDim(iInputs);

  // Loop on the division levels
  // (None for the last unit)
  VecShort* curDivLvl = VecShortCreate(nbInputs);
  VecShort* divLvlBound = VecShortCreate(nbInputs);
  if (lastUnit == true) {

    VecSetAll(
      divLvlBound,
      0);

  } else {

    VecSetAll(
```

```
    divLvlBound,
    NMTrainerGetMaxLvlDiv(that));

}

bool flagStepDivLvl = true;
do {

  // Get the bounds for the number of division for each input
  // at current levels
  VecShort* divBound = VecShortCreate(nbInputs);
  for (
    long iInput = nbInputs;
    iInput--;) {

    short lvl =
      VecGet(
        curDivLvl,
        iInput);
    short bound =
      powi(
        2,
        lvl);
    VecSet(
      divBound,
      iInput,
      bound);

  }

  // Loop on the combination of divisions
  VecShort* curDiv = VecShortCreate(nbInputs);
  bool flagStepDiv = true;
  do {

    // Create the unit
    NeuraMorphUnit* unit =
      NeuraMorphUnitCreate(
        iInputs,
        iOutputs);

    // Loop on the inputs of the unit
    for (
      long iInput = nbInputs;
      iInput--;) {

      // Get the indice of this input in the NeuraMorph
      short jInput =
        VecGet(
          NMUnitIInputs(unit),
          iInput);

      // Declare variables to memorize the lowest and highest
      // values for this input
      float low = 0.0;
      float high = 0.0;

      // If this input is an input in the NeuraMorph
      if (jInput < NMGetNbInput(NMTrainerNeuraMorph(that))) {

        low =
          VecGet(
```

```
        that->lowInputs,
        jInput);
    high =
      VecGet(
        that->highInputs,
        jInput);

  // Else, this input is an hidden value in the NeuraMorph
  } else {

    low =
      VecGet(
        NMLowHiddens(NMTrainerNeuraMorph(that)),
        jInput - NMGetNbInput(NMTrainerNeuraMorph(that)));
    high =
      VecGet(
        NMHighHiddens(NMTrainerNeuraMorph(that)),
        jInput - NMGetNbInput(NMTrainerNeuraMorph(that)));

  }

  // Get the filter values for the current division
  float lowFilter =
    low + (high - low) *
    (float)VecGet(
      curDiv,
      iInput) /
    (float)VecGet(
      divBound,
      iInput);
  float highFilter =
    low + (high - low) *
    (float)(VecGet(
      curDiv,
      iInput) + 1) /
    (float)VecGet(
      divBound,
      iInput);

  // Set the filter values in the unit
  VecSet(
    unit->lowFilters,
    iInput,
    lowFilter);
  VecSet(
    unit->highFilters,
    iInput,
    highFilter);

}

// Declare two GSets to extract the filtered samples
GSetVecFloat trainingInputs = GSetVecFloatCreateStatic();
GSetVecFloat trainingOutputs = GSetVecFloatCreateStatic();

// Loop on the samples of the dataset
long nbSample =
  GDSGetSizeCat(
    NMTrainerDataset(that),
    NMTrainerGetICatTraining(that));
for (
  long iSample = 0;
```

```
iSample < nbSample;
++iSample) {

// Create the sample's inputs for this unit
VecFloat* sampleInputs = VecFloatCreate(nbInputs);

// If all the input values are within the bound of the unit
bool flag = true;
for (
  long iInput = nbInputs;
  flag && iInput--;) {

  float low =
    VecGet(
      unit->lowFilters,
      iInput);
  float high =
    VecGet(
      unit->highFilters,
      iInput);
  short jInput =
    VecGet(
      iInputs,
      iInput);
  float val =
    VecGet(
      that->preCompInp[iSample],
      jInput);
  if (
    val < low ||
    val > high) {

    flag = false;

  }

  // Simultaneously, scale the inputs values toward the unit
  // input space
  val = (val - low) / (high - low);
  VecSet(
    sampleInputs,
    iInput,
    val);

}

if (flag) {

  // Add this sample to the training set for the current unit
  GSetAppend(
    &trainingInputs,
    sampleInputs);
  GSetAppend(
    &trainingOutputs,
    that->preCompOut[iSample]);

} else {

  // Free memory
  VecFree(&sampleInputs);

}
```

```
  }

  // If we have enough samples to train the unit on the current
  // combination of divisions
  if (GSetNbElem(&trainingInputs) >= NMUnitGetNbInputs(unit)) {

    // Calculate the transfer function
    float bias = 0.0;
    unit->transfer =
      BBodyFromPointCloud(
        NMTrainerGetOrder(that),
        &trainingInputs,
        &trainingOutputs,
        &bias);

    // If we could calculate the transfer function
    if (unit->transfer != NULL) {

      // Set the value of the unit
      float corrRange =
        (float)GSetNbElem(&trainingInputs) /
        (float)GDSGetSizeCat(
          NMTrainerDataset(that),
          NMTrainerGetICatTraining(that));
      NMUnitSetValue(
        unit,
        -1.0 * bias / corrRange);

      // Add the unit to the set of trained units
      GSetAddSort(
        trainedUnits,
        unit,
        NMUnitGetValue(unit));

    // Else, we couldn't calculate the transfer function
    } else {

      // Free memory
      NeuraMorphUnitFree(&unit);

    }

  }

  // Free memory
  while (GSetNbElem(&trainingInputs) > 0) {

    VecFloat* v = GSetPop(&trainingInputs);
    VecFree(&v);

  }

  GSetFlush(&trainingOutputs);

  // Move to the next combination of divisions
  flagStepDiv =
    VecStep(
      curDiv,
      divBound);

} while (flagStepDiv);
```

```
    // Free memory
    VecFree(&curDiv);
    VecFree(&divBound);

    // Move to the next division level
    flagStepDivLvl =
      VecStep(
        curDivLvl,
        divLvlBound);

  } while (flagStepDivLvl);

  // Free memory
  VecFree(&curDivLvl);
  VecFree(&divLvlBound);

}

// Precompute the values of the NeuraMorph for each sample of the
// GDataset for the NeuraMorphTrainer 'that'
void NMTrainerPrecomputeValues(NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Get the number of samples
  long nbSample =
    GDSGetSizeCat(
      NMTrainerDataset(that),
      NMTrainerGetICatTraining(that));

  // Allocate memory
  that->preCompInp =
    PBErrMalloc(
      NeuraMorphErr,
      nbSample * sizeof(VecFloat*));
  that->preCompOut =
    PBErrMalloc(
      NeuraMorphErr,
      nbSample * sizeof(VecFloat*));

  // Reset the low and high values for input
  VecFree(&(that->lowInputs));
  VecFree(&(that->highInputs));

  // Get the size of the precomputed vector
  long sizeInp =
    NMGetNbInput(NMTrainerNeuraMorph(that)) +
    NMGetNbHidden(NMTrainerNeuraMorph(that));
```

```
// Loop on the samples
long iSample = 0;
bool flagStep = true;
GDSReset(
  NMTrainerDataset(that),
  NMTrainerGetICatTraining(that));
do {

  // Get a clone of the sample's inputs
  VecFloat* inputs =
    GDSGetSampleInputs(
      NMTrainerDataset(that),
      NMTrainerGetICatTraining(that));

  // Update the low and high input values
  if (that->lowInputs == NULL) {

    that->lowInputs = VecClone(inputs);
    that->highInputs = VecClone(inputs);

  } else {

    for (
      long iInput = 0;
      iInput < VecGetDim(inputs);
      ++iInput) {

      float val =
        VecGet(
          inputs,
          iInput);

      float curLow =
        VecGet(
          that->lowInputs,
          iInput);
      if (curLow > val) {

        VecSet(
          that->lowInputs,
          iInput,
          val);

      }

      float curHigh =
        VecGet(
          that->highInputs,
          iInput);
      if (curHigh < val) {

        VecSet(
          that->highInputs,
          iInput,
          val);

      }

    }

  }
```

```
  // Get a clone of the sample's outputs
  that->preCompOut[iSample] =
    GDSGetSampleOutputs(
      NMTrainerDataset(that),
      NMTrainerGetICatTraining(that));

  // Run the NeuraMorph on the sample
  NMEvaluate(
    NMTrainerNeuraMorph(that),
    inputs);

  // Allocate memory for the precomputed vector
  that->preCompInp[iSample] = VecFloatCreate(sizeInp);

  // Copy the inputs and hidden values into the precomputed vector
  for (
    long i = NMGetNbInput(NMTrainerNeuraMorph(that));
    i--;) {

    float val =
      VecGet(
        NMInputs(NMTrainerNeuraMorph(that)),
        i);
    VecSet(
      that->preCompInp[iSample],
      i,
      val);

  }

  for (
    long i = NMGetNbHidden(NMTrainerNeuraMorph(that));
    i--;) {

    float val =
      VecGet(
        NMHiddens(NMTrainerNeuraMorph(that)),
        i);
    VecSet(
      that->preCompInp[iSample],
      i + NMGetNbInput(NMTrainerNeuraMorph(that)),
      val);

  }

  // Free memory
  VecFree(&inputs);

  // Move to the next sample
  ++iSample;
  flagStep =
    GDSStepSample(
      NMTrainerDataset(that),
      NMTrainerGetICatTraining(that));

} while (flagStep);

// Finally, update the hiddens bound if any
if (NMGetNbHidden(NMTrainerNeuraMorph(that)) > 0) {

  NMUpdateLowHighHiddens(NMTrainerNeuraMorph(that));
```

```
  }

}

// Free the precomputed hidden values of the NeuraMorphTrainer 'that'
void NMTrainerFreePrecomputed(NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // If the hidden values are not precomputed
  if (that->preCompInp == NULL) {

    // Stop here
    return;

  }

  // Get the number of samples
  long nbSample =
    GDSGetSizeCat(
      NMTrainerDataset(that),
      NMTrainerGetICatTraining(that));

  // Free memory
  for (
    long iSample = nbSample;
    iSample--;) {

    VecFree(that->preCompInp + iSample);
    VecFree(that->preCompOut + iSample);

  }

  free(that->preCompInp);
  that->preCompInp = NULL;
  free(that->preCompOut);
  that->preCompOut = NULL;

}

// Run the evaluation process for the NeuraMorphTrainer 'that'
void NMTrainerEval(NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
```

```
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  // Declare a variable to calculate the result of evaluation
  float minBias = 0.0;
  float avgBias = 0.0;
  float maxBias = 0.0;

  // Loop on the evaluation samples
  long iSample = 0;
  bool flagStep = true;
  GDSReset(
    NMTrainerDataset(that),
    NMTrainerGetICatEval(that));
  do {

    // Get a clone of the sample's inputs and outputs
    VecFloat* inputs =
      GDSGetSampleInputs(
        NMTrainerDataset(that),
        NMTrainerGetICatEval(that));
    VecFloat* outputs =
      GDSGetSampleOutputs(
        NMTrainerDataset(that),
        NMTrainerGetICatEval(that));

    // Run the NeuraMorph on the sample
    NMEvaluate(
      NMTrainerNeuraMorph(that),
      inputs);

    // Display the result
    printf(
      "%02ld ",
      iSample);
    VecPrint(
      inputs,
      stdout);
    printf(" -> ");
    VecPrint(
      outputs,
      stdout);
    printf(" : ");
    VecPrint(
      NMOutputs(NMTrainerNeuraMorph(that)),
      stdout);
    printf(" ");
    float bias =
      VecDist(
        outputs,
        NMOutputs(NMTrainerNeuraMorph(that)));
    printf(
      "%f\n",
      bias);

    // Update the result of evaluation
    avgBias += bias;
    if (iSample == 0) {
```

```
      minBias = bias;
      maxBias = bias;

    } else {

      minBias =
        MIN(
          bias,
          minBias);
      maxBias =
        MAX(
          bias,
          maxBias);

    }

    // Free memory
    VecFree(&inputs);
    VecFree(&outputs);

    // Move to the next sample
    ++iSample;
    flagStep =
      GDSStepSample(
        NMTrainerDataset(that),
        NMTrainerGetICatEval(that));

  } while (flagStep);

  // Memorize the result of evaluation
  avgBias /=
    (float)GDSGetSizeCat(
      NMTrainerDataset(that),
      NMTrainerGetICatEval(that));
  VecSet(
    &(that->resEval),
    0,
    minBias);
  VecSet(
    &(that->resEval),
    1,
    avgBias);
  VecSet(
    &(that->resEval),
    2,
    maxBias);

}
```

3.2 neuramorph-inline.c

```
// ============ NEURAMORPH-INLINE.C ================

// ----- NeuraMorphUnit

// ================ Functions implementation ====================

// Get the input indices of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
```

```
static inline
#endif
const VecLong* NMUnitIInputs(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->iInputs;

}

// Get the output indices of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
const VecLong* NMUnitIOutputs(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->iOutputs;

}

// Get the output values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMUnitOutputs(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);
```

```
  }

#endif

  return that->outputs;

}

// Get the number of input values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbInputs(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return VecGetDim(that->iInputs);

}

// Get the number of output values of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbOutputs(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return VecGetDim(that->iOutputs);

}

// Get the number of coefficients in the transfer function of
// the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
long NMUnitGetNbCoeffs(const NeuraMorphUnit* that) {
```

```
#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return BBodyGetNbCtrl(that->transfer);

}

// Get the value of the NeuraMorphUnit 'that'
#if BUILDMODE != 0
static inline
#endif
float NMUnitGetValue(const NeuraMorphUnit* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->value;

}

// Set the value of the NeuraMorphUnit 'that' to 'val'
#if BUILDMODE != 0
static inline
#endif
void NMUnitSetValue(
  NeuraMorphUnit* that,
            float val) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }
```

```
#endif

  that->value = val;

}

// ----- NeuraMorph

// ================ Functions implementation ====================

// Get the number of input values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbInput(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->nbInput;

}

// Get the number of output values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbOutput(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->nbOutput;

}

// Get the input values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
```

```
#endif
VecFloat* NMInputs(NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->inputs;

}

// Get the output values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMOutputs(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->outputs;

}

// Get the hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMHiddens(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }
```

```
#endif

  return that->hiddens;

}

// Get the number of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
long NMGetNbHidden(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  long nb = 0;
  if (that->hiddens != NULL) {

    nb = VecGetDim(that->hiddens);

  }

  return nb;

}

// Set the number of hidden values of the NeuraMorph 'that' to 'nb'
#if BUILDMODE != 0
static inline
#endif
void NMSetNbHidden(
  NeuraMorph* that,
         long nb) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (nb <= 0) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
```

```
      NeuraMorphErr->_msg,
      "'nb' is invalid (%ld>0)",
      nb);
    PBErrCatch(NeuraMorphErr);

  }

#endif

  if (that->hiddens != NULL) {

    VecFree(&(that->hiddens));

  }

  that->hiddens = VecFloatCreate(nb);

}

// Get the lowest bound of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMLowHiddens(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->lowHiddens;

}

// Get the highest bound of hidden values of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
const VecFloat* NMHighHiddens(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif
```

```
  return that->highHiddens;

}

// Get the flag for one hot encoding of the NeuraMorph 'that'
#if BUILDMODE != 0
static inline
#endif
bool NMGetFlagOneHot(const NeuraMorph* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->flagOneHot;

}

// Set the flag for one hot encoding of the NeuraMorph 'that' to 'flag'
#if BUILDMODE != 0
static inline
#endif
void NMSetFlagOneHot(
  NeuraMorph* that,
         bool flag) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->flagOneHot = flag;

}

// ----- NeuraMorphTrainer

// ================ Functions implementation ====================

// Get the depth of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
```

```
#endif
short NMTrainerGetDepth(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->depth;

}

// Set the depth of the NeuraMorphTrainer 'that' to 'depth'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetDepth(
  NeuraMorphTrainer* that,
               short depth) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (depth < 1) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'depth' is invalid (%d>=1)",
      depth);
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->depth = depth;

}

// Get the maxLvlDiv of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
```

```
short NMTrainerGetMaxLvlDiv(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->maxLvlDiv;

}

// Set the maxLvlDiv of the NeuraMorphTrainer 'that' to 'lvl'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetMaxLvlDiv(
  NeuraMorphTrainer* that,
               short lvl) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (lvl < 0) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'lvl' is invalid (%d>=0)",
      lvl);
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->maxLvlDiv = lvl;

}

// Get the order of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetOrder(const NeuraMorphTrainer* that) {
```

```
#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->order;

}

// Set the order of the NeuraMorphTrainer 'that' to 'order'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetOrder(
  NeuraMorphTrainer* that,
                int order) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (order < 1) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'order' is invalid (%d>=1)",
      order);
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->order = order;

}

// Get the nbMaxInputsUnit of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetNbMaxInputsUnit(const NeuraMorphTrainer* that) {
```

```
#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->nbMaxInputsUnit;

}

// Set the nbMaxInputsUnit of the NeuraMorphTrainer 'that' to 'order'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetNbMaxInputsUnit(
  NeuraMorphTrainer* that,
                int nbMaxInputsUnit) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

  if (nbMaxInputsUnit < 2) {

    NeuraMorphErr->_type = PBErrTypeInvalidArg;
    sprintf(
      NeuraMorphErr->_msg,
      "'nbMaxInputsUnit' is invalid (%d>=2)",
      nbMaxInputsUnit);
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->nbMaxInputsUnit = nbMaxInputsUnit;

}

// Get the NeuraMorph of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
NeuraMorph* NMTrainerNeuraMorph(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0
```

```
  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->neuraMorph;

}

// Get the GDataSet of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
GDataSetVecFloat* NMTrainerDataset(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->dataset;

}

// Get the index of the training category of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned int NMTrainerGetICatTraining(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->iCatTraining;
```

```
}

// Set the index of the training category of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetICatTraining(
  NeuraMorphTrainer* that,
        unsigned int iCatTraining) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->iCatTraining = iCatTraining;

}

// Get the index of the evaluation category of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
unsigned int NMTrainerGetICatEval(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->iCatEval;

}

// Set the index of the evaluation category of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetICatEval(
  NeuraMorphTrainer* that,
        unsigned int iCatEval) {
```

```
#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->iCatEval = iCatEval;

}

// Get the weakness threshold of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
float NMTrainerGetWeakThreshold(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->weakUnitThreshold;

}

// Set the weakness threshold of the NeuraMorphTrainer 'that'
// to 'iCat'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetWeakThreshold(
  NeuraMorphTrainer* that,
               float weakUnitThreshold) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);
```

```
  }

#endif

  that->weakUnitThreshold = weakUnitThreshold;

}

// Get the nbMaxUnitDepth of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
int NMTrainerGetNbMaxUnitDepth(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return that->nbMaxUnitDepth;

}

// Set the nbMaxUnitDepth of the NeuraMorphTrainer 'that' to 'nbMaxUnitDepth'
#if BUILDMODE != 0
static inline
#endif
void NMTrainerSetNbMaxUnitDepth(
  NeuraMorphTrainer* that,
                 int nbMaxUnitDepth) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  that->nbMaxUnitDepth = nbMaxUnitDepth;

}

// Get the result of the last evaluation of the NeuraMorphTrainer 'that'
#if BUILDMODE != 0
static inline
#endif
```

```
const VecFloat3D* NMTrainerResEval(const NeuraMorphTrainer* that) {

#if BUILDMODE == 0

  if (that == NULL) {

    NeuraMorphErr->_type = PBErrTypeNullPointer;
    sprintf(
      NeuraMorphErr->_msg,
      "'that' is null");
    PBErrCatch(NeuraMorphErr);

  }

#endif

  return &(that->resEval);

}
```

4 Makefile

```
# Build mode
# 0: development (max safety, no optimisation)
# 1: release (min safety, optimisation)
# 2: fast and furious (no safety, optimisation)
BUILD_MODE?=0

all: pbmake_wget main

# Automatic installation of the repository PBMake in the parent folder
pbmake_wget:
if [ ! -d ../PBMake ]; then wget https://github.com/BayashiPascal/PBMake/archive/master.zip; unzip master.zip; rm -f

# Makefile definitions
MAKEFILE_INC=../PBMake/Makefile.inc
include $(MAKEFILE_INC)

# Rules to make the executable
repo=neuramorph
$($(repo)_EXENAME): \
$($(repo)_EXENAME).o \
$($(repo)_EXE_DEP) \
$($(repo)_DEP)
$(COMPILER) `echo "$($(repo)_EXE_DEP) $($(repo)_EXENAME).o" | tr ' ' '\n' | sort -u` $(LINK_ARG) $($(repo)_LINK_ARG)

$($(repo)_EXENAME).o: \
$($(repo)_DIR)/$($(repo)_EXENAME).c \
$($(repo)_INC_H_EXE) \
$($(repo)_EXE_DEP)
$(COMPILER) $(BUILD_ARG) $($(repo)_BUILD_ARG) `echo "$($(repo)_INC_DIR)" | tr ' ' '\n' | sort -u` -c $($(repo)_DIR)/$
```

5 Unit tests

```
#include <stdlib.h>
#include <stdio.h>
```

```
#include <time.h>
#include <string.h>
#include <time.h>
#include <unistd.h>
#include <sys/time.h>
#include "neuramorph.h"

void UnitTestNeuraMorphUnitCreateFree() {

  VecLong* iIn = VecLongCreate(3);
  VecSet(
    iIn,
    0,
    0);
  VecSet(
    iIn,
    1,
    1);
  VecSet(
    iIn,
    2,
    2);
  VecLong* iOut = VecLongCreate(2);
  VecSet(
    iOut,
    0,
    0);
  VecSet(
    iOut,
    1,
    1);
  NeuraMorphUnit* unit =
    NeuraMorphUnitCreate(
      iIn,
      iOut);
  bool isSame =
    ISEQUALF(
      unit->value,
      0.0);
  if (
    VecGetDim(unit->outputs) != 2 ||
    VecGetDim(unit->lowFilters) != 3 ||
    VecGetDim(unit->highFilters) != 3 ||
    VecGetDim(unit->unitInputs) != 3 ||
    isSame != true ||
    unit->lowOutputs != NULL ||
    unit->highOutputs != NULL) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphUnitCreate failed (1)");
    PBErrCatch(NeuraMorphErr);

  }

  isSame =
    VecIsEqual(
      unit->iInputs,
      iIn);
  if (isSame == false) {
```

```
    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphUnitCreate failed (2)");
    PBErrCatch(NeuraMorphErr);

  }

  isSame =
    VecIsEqual(
      unit->iOutputs,
      iOut);
  if (isSame == false) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphUnitCreate failed (3)");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphUnitFree(&unit);
  if (unit != NULL) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphUnitFree failed");
    PBErrCatch(NeuraMorphErr);

  }

  VecFree(&iIn);
  VecFree(&iOut);
  printf("UnitTestNeuraMorphUnitCreateFree OK\n");

}

void UnitTestNeuraMorphUnitGetSetPrint() {

  VecLong* iIn = VecLongCreate(3);
  VecLong* iOut = VecLongCreate(2);
  NeuraMorphUnit* unit =
    NeuraMorphUnitCreate(
      iIn,
      iOut);

  if (NMUnitIInputs(unit) != unit->iInputs) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMUnitIInputs failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMUnitIOutputs(unit) != unit->iOutputs) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
```

```
    NeuraMorphErr->_msg,
    "NMUnitIOutputs failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMUnitOutputs(unit) != unit->outputs) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMUnitOutputs failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMUnitGetNbInputs(unit) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMUnitGetNbInputs failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMUnitGetNbOutputs(unit) != 2) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMUnitGetNbOutputs failed");
  PBErrCatch(NeuraMorphErr);

}

bool isSame =
  ISEQUALF(
    NMUnitGetValue(unit),
    0.0);
if (isSame != true) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMUnitGetValue failed");
  PBErrCatch(NeuraMorphErr);

}

NMUnitSetValue(
  unit,
  0.5);
isSame =
  ISEQUALF(
    NMUnitGetValue(unit),
    0.5);
if (isSame != true) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
```

```
      "NMUnitSetValue failed");
    PBErrCatch(NeuraMorphErr);

  }

  NMUnitPrintln(
    unit,
    stdout);

  NeuraMorphUnitFree(&unit);
  VecFree(&iIn);
  VecFree(&iOut);
  printf("UnitTestNeuraMorphUnitGetSetPrint OK\n");

}

void UnitTestNeuraMorphUnitEvaluate() {

  VecLong* iIn = VecLongCreate(3);
  VecLong* iOut = VecLongCreate(2);
  NeuraMorphUnit* unit =
    NeuraMorphUnitCreate(
      iIn,
      iOut);

  for (
    long iInput = 3;
    iInput--;) {

    VecSet(
      unit->lowFilters,
      iInput,
      0.0);
    VecSet(
      unit->highFilters,
      iInput,
      2.0);

  }

  VecShort2D dim = VecShortCreateStatic2D();
  VecSet(
    &dim,
    0,
    3);
  VecSet(
    &dim,
    1,
    2);
  unit->transfer =
    BBodyCreate(
      1,
      &dim);
  unit->transfer->_ctrl[0]->_val[0] = 1.0;
  unit->transfer->_ctrl[0]->_val[1] = 2.0;

  VecFloat* inputs = VecFloatCreate(3);
  VecSet(
    inputs,
    0,
    1.0);
  VecSet(
```

```
  inputs,
  1,
  3.0);
VecSet(
  inputs,
  2,
  1.5);

NMUnitEvaluate(
  unit,
  inputs);

float check[2];
check[0] = -0.0625;
check[1] = -0.125;
VecFloat2D checkHigh = VecFloatCreateStatic2D();
VecSet(
  &checkHigh,
  0,
  check[0]);
VecSet(
  &checkHigh,
  1,
  check[1]);
VecFloat2D checkLow = checkHigh;
for (
  long iOutput = 2;
  iOutput--;) {

  float v =
    VecGet(
      unit->outputs,
      iOutput);
  bool same =
    ISEQUALF(
      v,
      check[iOutput]);
  if (same == false) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMUnitEvaluate failed (1)");
    PBErrCatch(NeuraMorphErr);

  }

}

bool sameLow =
  VecIsEqual(
    &checkLow,
    unit->lowOutputs);
bool sameHigh =
  VecIsEqual(
    &checkHigh,
    unit->highOutputs);
if (
  sameLow == false ||
  sameHigh == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
```

```
    sprintf(
      NeuraMorphErr->_msg,
      "NMUnitEvaluate failed (2)");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphUnitFree(&unit);
  VecFree(&iIn);
  VecFree(&iOut);
  VecFree(&inputs);
  printf("UnitTestNeuraMorphUnitEvaluate OK\n");

}

void UnitTestNeuraMorphUnit() {

  UnitTestNeuraMorphUnitCreateFree();
  UnitTestNeuraMorphUnitGetSetPrint();
  UnitTestNeuraMorphUnitEvaluate();
  printf("UnitTestNeuraMorphUnit OK\n");

}

void UnitTestNeuraMorphCreateFree() {

  NeuraMorph* nm =
    NeuraMorphCreate(
      3,
      2);
  if (
    nm->nbInput != 3 ||
    nm->nbOutput != 2 ||
    nm->flagOneHot != false ||
    VecGetDim(nm->inputs) != 3 ||
    VecGetDim(nm->outputs) != 2 ||
    nm->hiddens != NULL ||
    GSetNbElem(&(nm->units)) != 0) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphCreate failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphFree(&nm);
  if (nm != NULL) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphFree failed");
    PBErrCatch(NeuraMorphErr);

  }

  printf("UnitTestNeuraMorphCreateFree OK\n");

}
```

```
void UnitTestNeuraMorphGetSet() {

  NeuraMorph* nm =
    NeuraMorphCreate(
      3,
      2);
  if (NMGetNbInput(nm) != 3) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMGetNbInput failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMGetNbOutput(nm) != 2) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMGetNbOutput failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMGetNbHidden(nm) != 0) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMGetNbHidden failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMGetFlagOneHot(nm) != false) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMGetFlagOneHot failed");
    PBErrCatch(NeuraMorphErr);

  }

  NMSetNbHidden(
    nm,
    5);
  if (NMGetNbHidden(nm) != 5) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMSetNbHidden failed");
    PBErrCatch(NeuraMorphErr);

  }

  NMSetFlagOneHot(
    nm,
    true);
```

```
if (NMGetFlagOneHot(nm) != true) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMSetFlagOneHot failed");
  PBErrCatch(NeuraMorphErr);

}

VecLong* iOuts = NMGetVecIOutputs(nm);
VecLong2D checkOuts =
  VecLongCreateStatic2D();
VecSet(
  &checkOuts,
  0,
  5);
VecSet(
  &checkOuts,
  1,
  6);
bool isSame =
  VecIsEqual(
    &checkOuts,
    iOuts);
if (isSame == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMGetVecIOutputs failed");
  PBErrCatch(NeuraMorphErr);

}

VecFree(&iOuts);

if (NMInputs(nm) != nm->inputs) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMInputs failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMOutputs(nm) != nm->outputs) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMOutputs failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMHiddens(nm) != nm->hiddens) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
```

```
      "NMHiddens failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMLowHiddens(nm) != nm->lowHiddens) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMLowHiddens failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMHighHiddens(nm) != nm->highHiddens) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMHighHiddens failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphFree(&nm);

  printf("UnitTestNeuraMorphGetSet OK\n");

}

void UnitTestNeuraMorphAddRemoveUnit() {

  VecLong3D iInputs = VecLongCreateStatic3D();
  VecSet(
    &iInputs,
    0,
    0);
  VecSet(
    &iInputs,
    1,
    1);
  VecSet(
    &iInputs,
    2,
    2);
  VecLong2D iOutputs = VecLongCreateStatic2D();
  VecSet(
    &iOutputs,
    0,
    0);
  VecSet(
    &iOutputs,
    1,
    1);

  NeuraMorph* nm =
    NeuraMorphCreate(
      3,
      2);

  NeuraMorphUnit* unit =
```

```
    NMAddUnit(
      nm,
      (VecLong*)&iInputs,
      (VecLong*)&iOutputs);

  bool isSameA =
    VecIsEqual(
      &iInputs,
      unit->iInputs);
  bool isSameB =
    VecIsEqual(
      &iOutputs,
      unit->iOutputs);
  if (
    GSetNbElem(&(nm->units)) != 1 ||
    GSetHead(&(nm->units)) != unit ||
    isSameA == false ||
    isSameB == false) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMAddUnit failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphFree(&nm);

  nm =
    NeuraMorphCreate(
      3,
      2);

  unit =
    NMAddUnit(
      nm,
      (VecLong*)&iInputs,
      (VecLong*)&iOutputs);

  NMRemoveUnit(
    nm,
    unit);

  if (GSetNbElem(&(nm->units)) != 0) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NMRemoveUnit failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphUnitFree(&unit);
  NeuraMorphFree(&nm);

  printf("UnitTestNeuraMorphAddRemoveUnit OK\n");

}

void UnitTestNeuraMorphBurryUnitsEvaluate() {
```

```
VecLong3D iInputs = VecLongCreateStatic3D();
VecSet(
  &iInputs,
  0,
  0);
VecSet(
  &iInputs,
  1,
  1);
VecSet(
  &iInputs,
  2,
  2);
VecLong2D iOutputs = VecLongCreateStatic2D();
VecSet(
  &iOutputs,
  0,
  0);
VecSet(
  &iOutputs,
  1,
  1);

NeuraMorph* nm =
  NeuraMorphCreate(
    3,
    2);

NeuraMorphUnit* unitA =
  NeuraMorphUnitCreate(
    (VecLong*)&iInputs,
    (VecLong*)&iOutputs);

NeuraMorphUnit* unitB =
  NeuraMorphUnitCreate(
    (VecLong*)&iInputs,
    (VecLong*)&iOutputs);

for (
  long iInput = 3;
  iInput--;) {

  VecSet(
    unitA->lowFilters,
    iInput,
    0.0);
  VecSet(
    unitA->highFilters,
    iInput,
    2.0);
  VecSet(
    unitB->lowFilters,
    iInput,
    0.0);
  VecSet(
    unitB->highFilters,
    iInput,
    2.0);

}
```

```
VecShort2D dim = VecShortCreateStatic2D();
VecSet(
  &dim,
  0,
  3);
VecSet(
  &dim,
  1,
  2);
unitA->transfer =
  BBodyCreate(
    1,
    &dim);
unitA->transfer->_ctrl[0]->_val[0] = 1.0;
unitA->transfer->_ctrl[0]->_val[1] = 2.0;
unitB->transfer =
  BBodyCreate(
    1,
    &dim);
unitB->transfer->_ctrl[0]->_val[0] = 2.0;
unitB->transfer->_ctrl[0]->_val[1] = 1.0;

float x = 1.0;
float y = 0.5;
float z = 1.5;
VecFloat* evalInputs = VecFloatCreate(3);
VecSet(
  evalInputs,
  0,
  x);
VecSet(
  evalInputs,
  1,
  y);
VecSet(
  evalInputs,
  2,
  z);

NMUnitEvaluate(
  unitA,
  evalInputs);
NMUnitEvaluate(
  unitB,
  evalInputs);

GSet units = GSetCreateStatic();
GSetAppend(
  &units,
  unitA);
GSetAppend(
  &units,
  unitB);

NMBurryUnits(
  nm,
  &units);

if (
  GSetNbElem(&units) != 0 ||
  nm->hiddens == NULL ||
  VecGetDim(nm->hiddens) != 4) {
```

```
  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMBurryUnits failed (1)");
  PBErrCatch(NeuraMorphErr);

}

VecLong2D checkA = VecLongCreateStatic2D();
VecSet(
  &checkA,
  0,
  0);
VecSet(
  &checkA,
  1,
  1);
VecLong2D checkB = VecLongCreateStatic2D();
VecSet(
  &checkB,
  0,
  2);
VecSet(
  &checkB,
  1,
  3);

bool isSameA =
  VecIsEqual(
    &checkA,
    unitA->iOutputs);
bool isSameB =
  VecIsEqual(
    &checkB,
    unitB->iOutputs);
if (
  isSameA == false ||
  isSameB == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMBurryUnits failed (2)");
  PBErrCatch(NeuraMorphErr);

}

float checkLowAa =
  VecGet(
    unitA->lowOutputs,
    0);
checkLowAa -=
  VecGet(
    nm->lowHiddens,
    0);
bool isSameLowAa =
  ISEQUALF(
    checkLowAa,
    0.0);
float checkLowAb =
  VecGet(
```

```
    unitA->lowOutputs,
    1);
checkLowAb -=
  VecGet(
    nm->lowHiddens,
    1);
bool isSameLowAb =
  ISEQUALF(
    checkLowAb,
    0.0);
float checkLowBa =
  VecGet(
    unitB->lowOutputs,
    0);
checkLowBa -=
  VecGet(
    nm->lowHiddens,
    2);
bool isSameLowBa =
  ISEQUALF(
    checkLowBa,
    0.0);
float checkLowBb =
  VecGet(
    unitB->lowOutputs,
    1);
checkLowBb -=
  VecGet(
    nm->lowHiddens,
    3);
bool isSameLowBb =
  ISEQUALF(
    checkLowBb,
    0.0);
float checkHighAa =
  VecGet(
    unitA->lowOutputs,
    0);
checkHighAa -=
  VecGet(
    nm->lowHiddens,
    0);
bool isSameHighAa =
  ISEQUALF(
    checkHighAa,
    0.0);
float checkHighAb =
  VecGet(
    unitA->lowOutputs,
    1);
checkHighAb -=
  VecGet(
    nm->lowHiddens,
    1);
bool isSameHighAb =
  ISEQUALF(
    checkHighAb,
    0.0);
float checkHighBa =
  VecGet(
    unitB->lowOutputs,
    0);
```

```
checkHighBa -=
  VecGet(
    nm->lowHiddens,
    2);
bool isSameHighBa =
  ISEQUALF(
    checkHighBa,
    0.0);
float checkHighBb =
  VecGet(
    unitB->lowOutputs,
    1);
checkHighBb -=
  VecGet(
    nm->lowHiddens,
    3);
bool isSameHighBb =
  ISEQUALF(
    checkHighBb,
    0.0);
if (
  isSameLowAa == false ||
  isSameLowAb == false ||
  isSameLowBa == false ||
  isSameLowBb == false ||
  isSameHighAa == false ||
  isSameHighAb == false ||
  isSameHighBa == false ||
  isSameHighBb == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMBurryUnits failed (3)");
  PBErrCatch(NeuraMorphErr);

}

VecSet(
  &iInputs,
  0,
  3);
VecSet(
  &iInputs,
  1,
  4);
VecSet(
  &iInputs,
  2,
  5);
VecSet(
  &iOutputs,
  0,
  4);
VecSet(
  &iOutputs,
  1,
  5);
NeuraMorphUnit* unitC =
  NMAddUnit(
    nm,
    (VecLong*)&iInputs,
```

```
    (VecLong*)&iOutputs);

for (
  long iInput = 3;
  iInput--;) {

  VecSet(
    unitC->lowFilters,
    iInput,
    0.0);
  VecSet(
    unitC->highFilters,
    iInput,
    20.0);

}

unitC->transfer =
  BBodyCreate(
    1,
    &dim);
unitC->transfer->_ctrl[0]->_val[0] = -1.0;
unitC->transfer->_ctrl[0]->_val[1] = -2.0;

NMEvaluate(
  nm,
  evalInputs);
float checkAout[2];
checkAout[0] =
  0.09375 -
  VecGet(
    nm->hiddens,
    0);
checkAout[1] =
  0.1875 -
  VecGet(
    nm->hiddens,
    1);
float checkBout[2];
checkBout[0] =
  0.1875 -
  VecGet(
    nm->hiddens,
    2);
checkBout[1] =
  0.09375 -
  VecGet(
    nm->hiddens,
    3);

bool isSameAa =
  ISEQUALF(
    checkAout[0],
    0.0);
bool isSameAb =
  ISEQUALF(
    checkAout[1],
    0.0);
bool isSameBa =
  ISEQUALF(
    checkBout[0],
    0.0);
```

```
bool isSameBb =
  ISEQUALF(
    checkBout[1],
    0.0);
if (
  isSameAa == false ||
  isSameAb == false ||
  isSameBa == false ||
  isSameBb == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NMEvaluate failed (1)");
  PBErrCatch(NeuraMorphErr);

}

x =
  VecGet(
    nm->hiddens,
    0);
y =
  VecGet(
    nm->hiddens,
    1);
z =
  VecGet(
    nm->hiddens,
    2);
float checkCout[2];
checkCout[0] =
  -0.976738 -
  VecGet(
    unitC->outputs,
    0);
checkCout[1] =
  -1.953476 -
  VecGet(
    unitC->outputs,
    1);

bool isSameCa =
  ISEQUALF(
    checkCout[0],
    0.0);
bool isSameCb =
  ISEQUALF(
    checkCout[1],
    0.0);
bool isSameCc =
  VecIsEqual(
    unitC->outputs,
    nm->outputs);
if (
  isSameCa == false ||
  isSameCb == false ||
  isSameCc == false) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
```

```
      "NMEvaluate failed (2)");
    PBErrCatch(NeuraMorphErr);

  }

  VecFree(&evalInputs);
  NeuraMorphFree(&nm);

  printf("UnitTestNeuraMorphBurryUnitsEvaluate OK\n");

}

void UnitTestNeuraMorph() {

  UnitTestNeuraMorphCreateFree();
  UnitTestNeuraMorphGetSet();
  UnitTestNeuraMorphAddRemoveUnit();
  UnitTestNeuraMorphBurryUnitsEvaluate();
  printf("UnitTestNeuraMorph OK\n");

}

void UnitTestNeuraMorphTrainerCreateFree() {

  GDataSetVecFloat dataset =
    GDataSetVecFloatCreateStaticFromFile("./Datasets/iris.json");
  NeuraMorph* nm =
    NeuraMorphCreate(
      GDSGetNbInputs(&dataset),
      GDSGetNbOutputs(&dataset));
  NeuraMorphTrainer trainer =
    NeuraMorphTrainerCreateStatic(
      nm,
      &dataset);
  bool isSame =
    ISEQUALF(
      trainer.weakUnitThreshold,
      0.9);
  if (
    trainer.neuraMorph != nm ||
    trainer.depth != 2 ||
    trainer.order != 1 ||
    trainer.nbMaxUnitDepth != 2 ||
    trainer.maxLvlDiv != 2 ||
    trainer.nbMaxInputsUnit != GDSGetNbOutputs(&dataset) ||
    isSame != true ||
    trainer.iCatTraining != 0 ||
    trainer.iCatEval != 1 ||
    trainer.dataset != &dataset) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerCreateStatic failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphTrainerFreeStatic(&trainer);
  NeuraMorphFree(&nm);
  GDataSetVecFloatFreeStatic(&dataset);
```

```
  printf("UnitTestNeuraMorphTrainerCreateFree OK\n");

}

void UnitTestNeuraMorphTrainerGetSet() {

  GDataSetVecFloat dataset =
    GDataSetVecFloatCreateStaticFromFile("./Datasets/iris.json");
  NeuraMorph* nm =
    NeuraMorphCreate(
      GDSGetNbInputs(&dataset),
      GDSGetNbOutputs(&dataset));
  NeuraMorphTrainer trainer =
    NeuraMorphTrainerCreateStatic(
      nm,
      &dataset);
  if (NMTrainerGetDepth(&trainer) != 2) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerGetDepth failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMTrainerGetOrder(&trainer) != 1) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerGetOrder failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMTrainerGetNbMaxUnitDepth(&trainer) != 2) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerGetNbMaxUnitDepth failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMTrainerGetMaxLvlDiv(&trainer) != 2) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerGetMaxLvlDiv failed");
    PBErrCatch(NeuraMorphErr);

  }

  if (NMTrainerGetNbMaxInputsUnit(&trainer) != GDSGetNbOutputs(&dataset)) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerGetNbMaxInputsUnit failed");
```

```
  PBErrCatch(NeuraMorphErr);

}

if (NMTrainerGetICatTraining(&trainer) != 0) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerGetICatTraining failed");
  PBErrCatch(NeuraMorphErr);

}

if (NMTrainerGetICatEval(&trainer) != 1) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerGetICatEval failed");
  PBErrCatch(NeuraMorphErr);

}

bool isSame =
  ISEQUALF(
    NMTrainerGetWeakThreshold(&trainer),
    0.9);
if (isSame != true) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerGetWeakThreshold failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetDepth(
  &trainer,
  3);
if (NMTrainerGetDepth(&trainer) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetDepth failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetNbMaxUnitDepth(
  &trainer,
  3);
if (NMTrainerGetNbMaxUnitDepth(&trainer) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetNbMaxUnitDepth failed");
  PBErrCatch(NeuraMorphErr);
```

```
}

NMTrainerSetOrder(
  &trainer,
  3);
if (NMTrainerGetOrder(&trainer) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetOrder failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetNbMaxInputsUnit(
  &trainer,
  GDSGetNbOutputs(&dataset) + 1);
if (NMTrainerGetNbMaxInputsUnit(&trainer) != GDSGetNbOutputs(&dataset) + 1) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetNbMaxInputsUnit failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetICatTraining(
  &trainer,
  3);
if (NMTrainerGetICatTraining(&trainer) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetICatTraining failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetICatEval(
  &trainer,
  4);
if (NMTrainerGetICatEval(&trainer) != 4) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
    "NeuraMorphTrainerSetICatEval failed");
  PBErrCatch(NeuraMorphErr);

}

NMTrainerSetMaxLvlDiv(
  &trainer,
  3);
if (NMTrainerGetMaxLvlDiv(&trainer) != 3) {

  NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
  sprintf(
    NeuraMorphErr->_msg,
```

```
      "NeuraMorphTrainerSetMaxLvlDiv failed");
    PBErrCatch(NeuraMorphErr);

  }

  NMTrainerSetWeakThreshold(
    &trainer,
    0.5);
  isSame =
    ISEQUALF(
      NMTrainerGetWeakThreshold(&trainer),
      0.5);
  if (isSame != true) {

    NeuraMorphErr->_type = PBErrTypeUnitTestFailed;
    sprintf(
      NeuraMorphErr->_msg,
      "NeuraMorphTrainerSetWeakThreshold failed");
    PBErrCatch(NeuraMorphErr);

  }

  NeuraMorphTrainerFreeStatic(&trainer);
  NeuraMorphFree(&nm);
  GDataSetVecFloatFreeStatic(&dataset);

  printf("UnitTestNeuraMorphTrainerGetSet OK\n");

}

void UnitTestNeuraMorphTrainerRun() {

  srand(2);
  GDataSetVecFloat dataset =
    GDataSetVecFloatCreateStaticFromFile("./Datasets/iris.json");
  GDSShuffle(&dataset);
  VecShort2D split = VecShortCreateStatic2D();
  VecSet(
    &split,
    0,
    130);
  VecSet(
    &split,
    1,
    20);
  GDSSplit(
    &dataset,
    (VecShort*)&split);
  NeuraMorph* nm =
    NeuraMorphCreate(
      GDSGetNbInputs(&dataset),
      GDSGetNbOutputs(&dataset));
  NMSetFlagOneHot(
    nm,
    true);
  NeuraMorphTrainer trainer =
    NeuraMorphTrainerCreateStatic(
      nm,
      &dataset);

  NMTrainerSetWeakThreshold(
    &trainer,
```

```
    0.99);
  NMTrainerSetDepth(
    &trainer,
    3);
  NMTrainerSetMaxLvlDiv(
    &trainer,
    1);
  NMTrainerSetNbMaxInputsUnit(
    &trainer,
    GDSGetNbInputs(&dataset));
  NMTrainerSetOrder(
    &trainer,
    1);
  NMTrainerRun(&trainer);
  NMTrainerEval(&trainer);
  printf("Bias (min/avg/max): ");
  VecPrint(
    NMTrainerResEval(&trainer),
    stdout);
  printf("\n");

  NeuraMorphTrainerFreeStatic(&trainer);
  NeuraMorphFree(&nm);
  GDataSetVecFloatFreeStatic(&dataset);

  printf("UnitTestNeuraMorphTrainerRun OK\n");

}

void UnitTestNeuraMorphTrainer() {

  UnitTestNeuraMorphTrainerCreateFree();
  UnitTestNeuraMorphTrainerGetSet();
  UnitTestNeuraMorphTrainerRun();
  printf("UnitTestNeuraMorphTrainer OK\n");

}

void UnitTestAll() {

  UnitTestNeuraMorphUnit();
  UnitTestNeuraMorph();
  UnitTestNeuraMorphTrainer();
  printf("UnitTestAll OK\n");

}

int main() {

  UnitTestAll();

  // Return success code
  return 0;

}
```

6 Unit tests output

```
UnitTestNeuraMorphUnitCreateFree OK
```

```
<0,0,0> -> <0,0> (0.500000)
UnitTestNeuraMorphUnitGetSetPrint OK
UnitTestNeuraMorphUnitEvaluate OK
UnitTestNeuraMorphUnit OK
UnitTestNeuraMorphCreateFree OK
UnitTestNeuraMorphGetSet OK
UnitTestNeuraMorphAddRemoveUnit OK
UnitTestNeuraMorphBurryUnitsEvaluate OK
UnitTestNeuraMorph OK
UnitTestNeuraMorphTrainerCreateFree OK
UnitTestNeuraMorphTrainerGetSet OK
Depth 1/3...
Nb available inputs: 4
Train units with 0001 input(s)
Train units with 0002 input(s)
Train units with 0003 input(s)
Train units with 0004 input(s)
Burry 1 out of 15 unit(s)
<0,1,2,3> -> <0,1,2> (-3.347140)
Depth 2/3...
Nb available inputs: 7
Train units with 0001 input(s)
Train units with 0002 input(s)
Train units with 0003 input(s)
Train units with 0004 input(s)
Burry 1 out of 78 unit(s)
<2,3,5,6> -> <3,4,5> (-2.053272)
Depth 3/3...
Nb available inputs: 10
Train units with 0001 input(s)
Train units with 0002 input(s)
Train units with 0003 input(s)
Train units with 0004 input(s)
Add the last unit
<4,6,8,9> -> <6,7,8> (-1.552779)
00 <4.900,2.500,4.500,1.700> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
01 <5.100,3.800,1.600,0.200> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
02 <5.400,3.000,4.500,1.500> -> <-1.000,1.000,-1.000> : <-1.000,1.000,-1.000> 0.000000
03 <4.900,3.100,1.500,0.200> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
04 <7.000,3.200,4.700,1.400> -> <-1.000,1.000,-1.000> : <-1.000,1.000,-1.000> 0.000000
05 <5.000,2.300,3.300,1.000> -> <-1.000,1.000,-1.000> : <-1.000,1.000,-1.000> 0.000000
06 <6.400,2.900,4.300,1.300> -> <-1.000,1.000,-1.000> : <-1.000,1.000,-1.000> 0.000000
07 <7.700,3.800,6.700,2.200> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
08 <6.000,2.700,5.100,1.600> -> <-1.000,1.000,-1.000> : <-1.000,-1.000,1.000> 2.828427
09 <7.100,3.000,5.900,2.100> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
10 <6.400,2.800,5.600,2.100> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
11 <5.800,4.000,1.200,0.200> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
12 <5.800,2.700,5.100,1.900> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
13 <5.300,3.700,1.500,0.200> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
14 <5.600,2.500,3.900,1.100> -> <-1.000,1.000,-1.000> : <-1.000,1.000,-1.000> 0.000000
15 <6.300,2.500,5.000,1.900> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
16 <5.100,3.500,1.400,0.300> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
17 <4.800,3.000,1.400,0.300> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
18 <5.400,3.700,1.500,0.200> -> <1.000,-1.000,-1.000> : <1.000,-1.000,-1.000> 0.000000
19 <6.300,2.700,4.900,1.800> -> <-1.000,-1.000,1.000> : <-1.000,-1.000,1.000> 0.000000
Bias (min/avg/max): <0.000,0.141,2.828>
UnitTestNeuraMorphTrainerRun OK
UnitTestNeuraMorphTrainer OK
UnitTestAll OK
```