# NML502 HW #3

Elliot Smith, Eugen Hruska, Warum Suriyanarayana 1/31/2018

# Problem 3

### Problem a

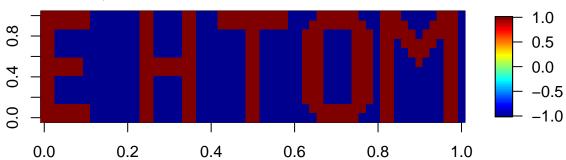
• Learning Rate: 0.001

• Max Number of Learning Steps: 1000

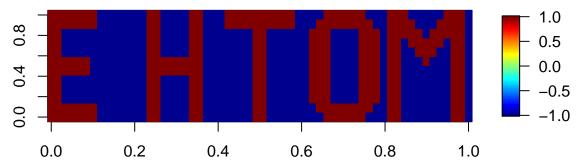
• Error Measure: As defined in errcorr.m

#### Recall Accuracy

## Original Input/Output



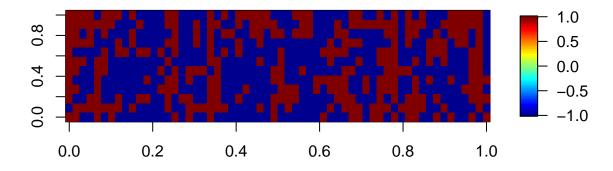
### Memory Recall



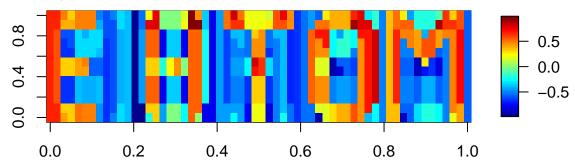
#### Problem b

25% Input Input Corruption

Original Input

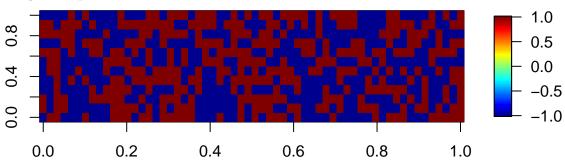


# Memory Recall



50% Input Input Corruption

# Original Input



## Memory Recall

