# NML502 HW #3

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

# Problem 3

• Learning Rate: 0.001

• Max Number of Learning Steps: 1000

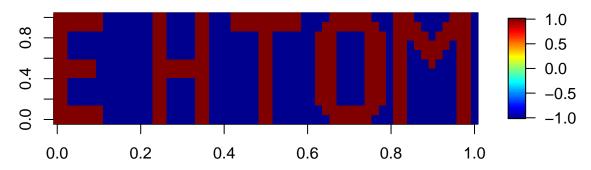
• Error Threshold: 0.0000001

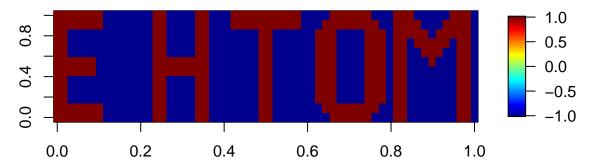
• Error Measure: As defined in errcorr.m

## Problem 3a

## Recall Accuracy

#### Original Input and Desired Output

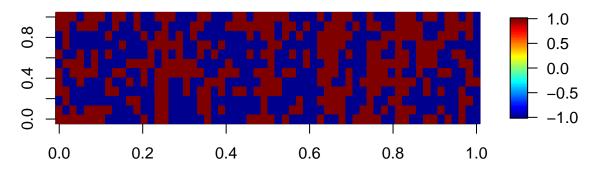




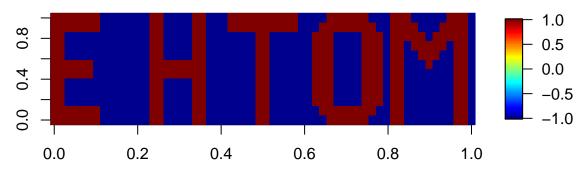
Problem 3b

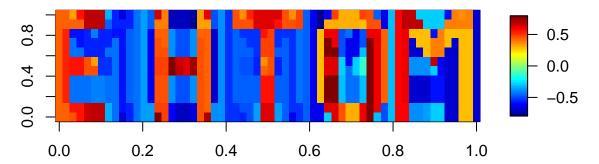
# 25% Input Corruption Recall Accuracy

## Original Input



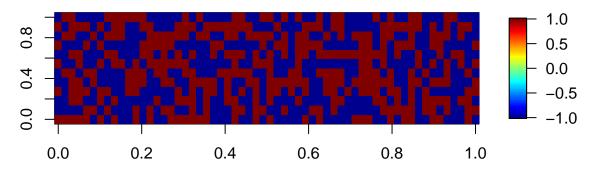
## Desired Output



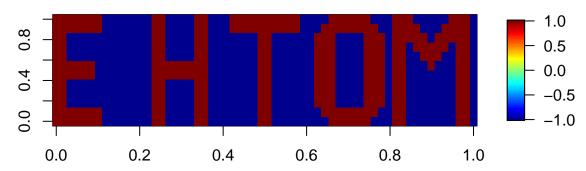


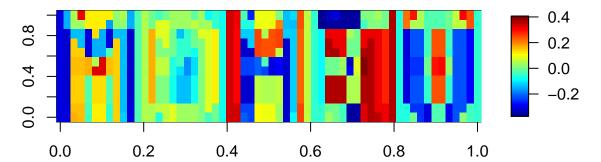
# 50% Input Corruption Recall Accuracy

# Original Input



## Desired Output

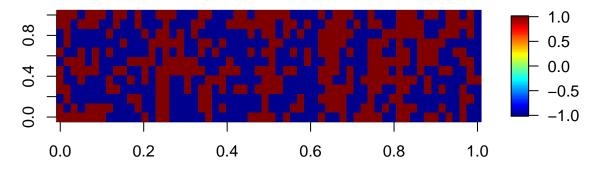




Problem 3c

# Corrupted Memory Recall Accuracy

## Original Input



## Desired Output

