

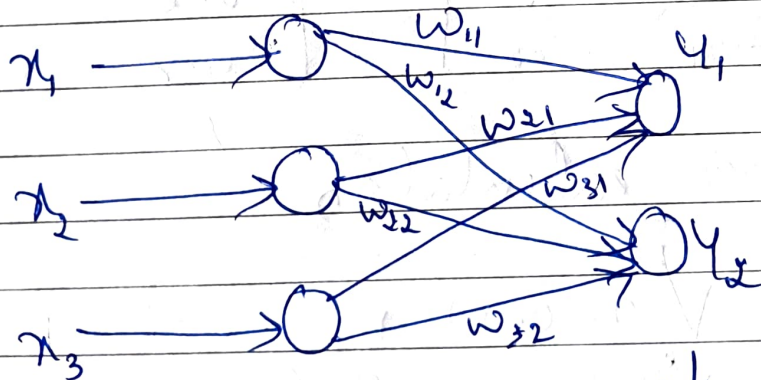
# Kohonen Self Organizing Map

## Algorithm.

- 1) Initialize the weights  $w_{ij}$  to random values.  
Assume the learning rate  $\alpha$ .
- 2) Calculate the square of the Euclidean distance for each  $j=1$  to  $m$   
$$D(j) = \sqrt{\sum_{i=1}^n \sum_{j=1}^m (x_i - w_{ij})^2}$$
- 3) Find the winning vector/unit  $j$ , so that  $D(j)$  is the minimum for that i/p vector.
- 4) Adjust the weights for all  $i$  units within a specific neighborhood of  $j$  for all  $i$ .

$$w_{ij}(n) = w_{ij}(0) + \alpha (x_i - w_{ij}(0))$$

- 5) Update the learning rate  $\alpha$  using the formula  
$$\alpha(i+1) = 0.5 \alpha(i)$$
  
 $i \rightarrow \text{iteration}$

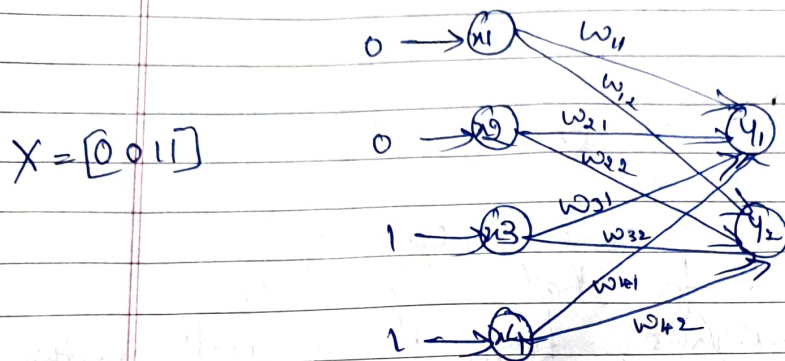


i/p layer

o/p layer / cluster layer

Constant KSOFM to cluster gives 2 vectors  
 $[0011]$ ,  $[1000]$ . No. of clusters to be formed is  
 2. Assume an initial learning rate of 0.5  
 $[00110]$   $[00001]$

$$n = 4 \quad \& \quad m = 2.$$



Initialize weights ~~any~~ randomly b/w 0.41

$$w_{ij}^{(0)} = \begin{bmatrix} w_{11} & w_{12} \\ w_{21} & w_{22} \\ w_{31} & w_{32} \\ w_{41} & w_{42} \end{bmatrix} = \begin{bmatrix} 0.2 & 0.9 \\ 0.4 & 0.7 \\ 0.6 & 0.5 \\ 0.8 & 0.3 \end{bmatrix}$$

$$X = [0011]$$

Distance calculation

for  $j=1$ , i.e.  $y_1$

$$D(1) = \sqrt{(0-0.2)^2 + (0-0.4)^2 + (1-0.6)^2 + (1-0.8)^2}$$

$$D(1) = \sqrt{0.4} = 0.6324$$

for  $j=2$  i.e.  $y_2$

$$D(2) = \sqrt{(0-0.9)^2 + (0-0.7)^2 + (1-0.5)^2 + (1-0.3)^2}$$

$$D(2) = \sqrt{2.04} = 1.428$$

Since  $D(1) < D(2)$   $\therefore$   $D(1)$  is the winning unit

# Weight Adjustment

$$w_{11}(n) = 0.2 + 0.5(0 - 0.2) = 0.1 \quad \text{no. of iterations}$$

$$w_{21}(n) = 0.2$$

$$w_{31}(n) = 0.8$$

$$w_{41}(n) = 0.9$$

$$\begin{aligned} \alpha(t+1) &= 0.5 \alpha(t) \\ \alpha(1) &= 0.5 \times \alpha(0) \\ &= 0.5 \times 0.5 \\ &= 0.25 \end{aligned}$$

$$X = \begin{bmatrix} 1 & 0 & 0 & 0 \end{bmatrix} \rightarrow D_1 = 2.2, D_2 = 0.84, D_2 \text{ is winning}$$

$$w_{12} = 0.95, w_{22} = 0.35, w_{32} = 0.25, w_{42} = 0.15$$