2.8

No of active input units in each digit and Ge

0 – 12 0.335

1 – 13 0.335

2 – 15 0.67

3- 15 0.726

4- 14 0.279

5- 16 0.782

6- 15 0.67

7- 11 0.335

8- 17 0.949

9 – 15 0.670

* Do Init and Test Trial to see the 0 input again. If you hover over the RecvUnit with your mouse, you should see it has a value of Ge = .3352... To apply the above equation, you should have observed that 0 has 6 units in common with 8, and N = 35 (7\*5), so that is about .1714. Next, we need to apply the Alpha correction factor, which we set to be the activity level of the 8, which is 17 of the 35 units active. Thus, we should get:

Ge = (1 / (17 / 35)) \* (6 / 35) = .3529...

for 0

Calculated Ge = 0.3529

Multiplying this value with 0.95(clipping max value) we get

Ge = 0.335