Marks: 100

x is a real number in the range 0 to 2N find N bits V_0 , V_1 , ..., V_{N-1} , so that the binary representation formed with the N outputs is as close as possible to the input value. V_0 is the LSB and V_{N-1} is the MSB. Assume that the input Use a Hopfield net to build an A/D converter. Given an analog input x, the task is to

(a) Suggest a Lyapunov or energy function for the task. Hint: What is the representation

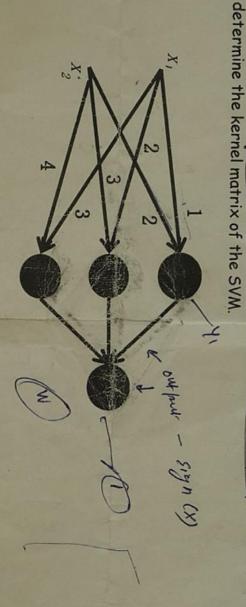
(b) Determine the weights and external current (offset) input J_i for each neuron.

network uses a sigmoid activation function of the form A Neural Network is shown in Fig. 2 that implements a classifier. Each neuron in the

y = 1/1 + exp(-net)

Note that the first layer has mapped the inputs into a larger number of neuron outputs for the SVM that has a one-to-one correspondence with the neural network's first layer 1 + exp(-net). In order to keep the comparison fair, we would like to use a kernel function The output neuron has a sgn activation function, i.e. y = sign(x) (with values -1 and 1).

Determine the map $\phi(x)$ for the neural net. If we have two input patterns (0.5, -1) and (1, 1),



of the kernel function K, where $K_{ij} = \phi(x^i)^T \phi(x^j)$, where $\mu = \frac{1}{M} \sum_{j=1}^M \phi(x^j)$. Determine an expression for (a) the norm of the mean of the image vectors, i.e. $|\mu|$ in terms A set of M vectors x', i = 1, 2, ..., M is mapped to a higher dimension using a map $\phi(x)$.

9 Similarly, determine the value of 1021, i.e. the norm of the variance vector.

ordinates of the vector (16, 16) in the ke nel PCA space the projection of this vector onto the kernel principal components. That is, determine the co-A set of points is provided in the file majq4.txt. Given a new vector (16, 16), determine (20)

patterns (0, 2), (0, -2), (2, 2), (4, 4), (-2, -2), (-4, -4)? What would be the steady state weight vector if Oja's rule were used for the

(10)

Q. 6. Class 1: w x + b = 0 Determine the optimal (SVM) linear separating plane in the form for the points (0, -2), (-2, -2); Class -1: (2, -2), (2, 2), (-2, 2)