```
\%\% Q1 Using MATLAB, generate a matrix called pn that encodes the 4 patterns on slide 35 as a 4
% data obtained on slide 51
pn = [1 \ 1 \ -1 \ -1 \ -1 \ -1 \ 1;
    -1 1 1 1 -1 -1 1 -1;
    -1 -1 1 1 1 -1 -1 -1;
    1 -1 -1 1 -1 1 -1 1];
%% Q2 Call the function w = memstor(pn) to create a Hopfield network (an 8x8 matrix) from the
w = memstor(pn)
w = 8 \times 8
              -4
                   -2
                        -2
                                   -2
              0
                   -2
                        -2
                             -2
   -4
         0
              0
                   2
                        2
                             -2
                                        -4
   -2
        -2
             2
                  0
                        0
                              0
                                   0
                                        -2
   -2
        -2
             2
                  0
                        0
                             0
                                 0
                                        -2
   2
                                        2
        -2
             -2
                  0
                        0
                                  0
                              0
   -2
         2
              2
                   0
                                   0
                                        -2
                        0
                              0
    4
         0
             -4
                   -2
                              2
                                   -2
                                        0
                        -2
%% Q3 Compute the Goodness Value for for all possible patterns (goodness.m is in the slide set
g = goodness(w)
ans = 256 \times 9
   -1
        -1
              -1
                   -1
                        -1
                             -1
                                  -1
                                        -1
                                            -12
        -1
             -1
                   -1
                        -1
                                  -1
                                        -1
                                             -4
    1
                             -1
   -1
             -1
                                        -1
                                             -4
         1
                   -1
                        -1
                             -1
                                  -1
         1
                  -1
                             -1
    1
             -1
                        -1
                                  -1
                                        -1
                                             4
                             -1
   -1
        -1
             1
                  -1
                        -1
                                  -1
                                        -1
                                             -4
        -1
             1
                  -1
                        -1
                                           -12
   1
                             -1
                                  -1
                                        -1
             1
   -1
        1
                  -1
                        -1
                             -1
                                  -1
                                        -1
                                            4
                  -1
   1
        1
             1
                        -1
                             -1
                                  -1
                                        -1
                                            -4
   -1
        -1
             -1
                  1
                        -1
                             -1
                                  -1
                                        -1
                                             -4
    1
        -1
             -1
                   1
                        -1
                             -1
                                  -1
                                             -4
g = 256 \times 1
  -12
   -4
   -4
    4
   -4
   -12
    4
   -4
   -4
   -4
\%\% Q4 Generate a boxplot or histogram that shows the distribution of Goodness values across al.
```

figure
boxplot(g)

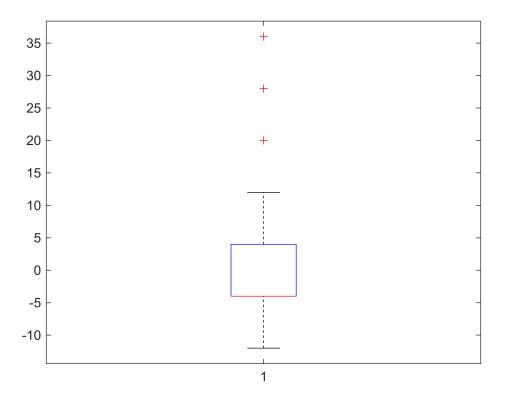
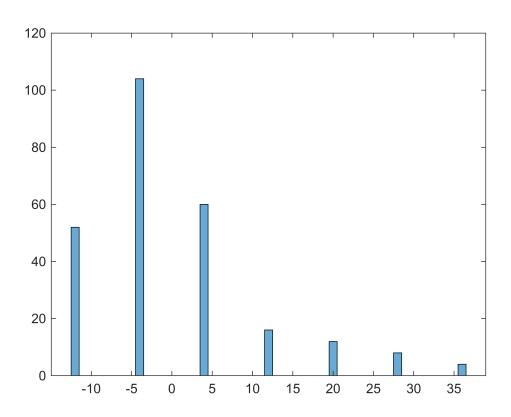


figure
histogram(g)



Q5 Using hopupdate.m and the Necker cube weights (both from the slide set), run a Hopfield net for many iterations and interpret the result. (show a printout of the final activities -- a plot is great, just numbers is sufficient)

```
clear;
% Necker cube obtained from slide 17
        1.0
              1.0
                     0.0
                           1.0
                                 0.0
                                      0.0
                                            0.0 - 1.5
                                                        0.0 - 1.5
                                                                    0.0
                                                                          0.0
                                                                                0.0
                                                                                      0.0
                                                                                            0.0;
                      1.0
                            0.0
                                  1.0
                                        0.0
                                                    0.0 - 1.5
                                                               0.0 - 1.5
                                                                                 0.0
                                             0.0
                                                                           0.0
    1.0
          0.0
                0.0
                      1.0
                            0.0
                                  0.0
                                        1.0
                                              0.0 - 1.5
                                                         0.0 - 1.5
                                                                     0.0
                                                                           0.0
                                                                                 0.0
                                                                                             0.0;
    0.0
          1.0
                1.0
                      0.0
                            0.0
                                  0.0
                                        0.0
                                              1.0
                                                    0.0 - 1.5
                                                               0.0 - 1.5
                                                                                 0.0
                                                                                       0.0
                                                                                             0.0;
                                                                           0.0
    1.0
          0.0
                0.0
                      0.0
                            0.0
                                  1.0
                                        1.0
                                              0.0
                                                    0.0
                                                          0.0
                                                               0.0
                                                                     0.0 - 1.5
                                                                                 0.0 - 1.5
                            1.0
                                              1.0
    0.0
                0.0
                      0.0
                                  0.0
                                        0.0
                                                    0.0
                                                         0.0
                                                               0.0
                                                                     0.0
                                                                           0.0 - 1.5
    0.0 0.0
                1.0
                      0.0
                            1.0
                                  0.0
                                        0.0
                                              1.0
                                                    0.0
                                                         0.0
                                                               0.0
                                                                     0.0 - 1.5
                                                                                 0.0 - 1.5
    0.0
                0.0
                      1.0
                            0.0
                                  1.0
                                        1.0
                                              0.0
                                                    0.0
                                                          0.0
                                                               0.0
                                                                           0.0 - 1.5
                                                                                       0.0 - 1.5;
                                                                     0.0
           0.0 - 1.5
                      0.0
                            0.0 0.0
                                        0.0
                                              0.0
                                                     0.0
                                                          1.0
                                                                1.0
                                                                      0.0
                                                                           1.0
                0.0 - 1.5
                            0.0
                                  0.0
                                        0.0
                                              0.0
                                                   1.0
                                                         0.0
                                                               0.0
                                                                     1.0
                                                                                 1.0
                                                                           0.0
                                                                                       0.0
           0.0 -1.5
                       0.0
                             0.0
                                               0.0
                                                          0.0
                                                                0.0
                                   0.0
                                         0.0
                                                     1.0
                                                                      1.0
                                                                            0.0
                                                                                  0.0
                                                                                        1.0
                                                                                              0.0;
                0.0 -1.5
    0.0 - 1.5
                            0.0
                                  0.0
                                       0.0
                                              0.0
                                                    0.0
                                                          1.0
                                                               1.0
                                                                     0.0
                                                                           0.0
                                                                                 0.0
                                                                                       0.0
          0.0
                0.0
                      0.0 - 1.5
                                  0.0 - 1.5
                                              0.0
                                                    1.0
                                                          0.0
                                                               0.0
                                                                     0.0
                                                                           0.0
                                                                                 1.0
                                                                                       1.0
                                                                                             0.0;
                                        0.0 - 1.5
                                                         1.0
    0.0
                0.0
                      0.0
                            0.0 - 1.5
                                                               0.0
                                                                     0.0
                                                                           1.0
                                                                                 0.0
                                                    0.0
                                                                                       0.0
                                                                                             1.0;
    0.0
                      0.0 - 1.5
                                  0.0 - 1.5
                                             0.0
                                                    0.0
                                                               1.0
          0.0
                0.0
                                                          0.0
                                                                     0.0
                                                                           1.0
                                                                                 0.0
                                                                                       0.0
                                                                                             1.0;
                      0.0
                            0.0 - 1.5
                                       0.0 - 1.5
                                                    0.0
                                                          0.0
                                                               0.0
                                                                     1.0
                                                                           0.0
                                                                                 1.0
                                                                                       1.0
                                                                                             0.01;
iv = rand(16,16)-0.5; % generate a initial value of a random matrix of [-1, 1]
h = hopupdate(w, iv, 100)
h = 16 \times 16
   -1.0000
            -0.1819
                      -0.0954
                                -0.1065
                                          0.1834
                                                   -0.1226
                                                             -0.3001
                                                                       0.3507 ...
  -1.0000
            -0.3808
                      -0.0516
                                0.1714
                                          0.2040
                                                   -0.2840
                                                             -0.0930
                                                                       0.0606
             0.4398
                                         -0.0577
                                                             0.2487
  -1.0000
                      -0.1342
                                0.2413
                                                    0.2904
                                                                       0.4296
  -1.0000
             0.1456
                       0.2635
                                0.0201
                                         -0.4804
                                                    0.4493
                                                             0.3256
                                                                       0.1967
                                         -0.1691
  -1.0000
            -0.0205
                       0.1279
                                -0.1523
                                                   -0.1724
                                                             0.2900
                                                                       0.0828
                                         -0.0757
                                                             -0.1815
                                                                       0.3154
  -1.0000
             0.1393
                       0.2720
                                -0.3500
                                                    0.1713
  -1.0000
             0.0447
                       0.4329
                                0.0861
                                         -0.2297
                                                   -0.0614
                                                             0.0341
                                                                       0.3790
  -1.0000
             0.1473
                       0.4727
                                -0.2379
                                         -0.3029
                                                    0.3335
                                                             -0.4100
                                                                       0.4889
   -1.0000
             0.0439
                      -0.3080
                               -0.4555
                                          0.3217
                                                    0.2689
                                                             -0.3883
                                                                      -0.4995
   -1.0000
             0.2210
                      -0.3611
                                0.2549
                                         -0.0701
                                                   -0.3327
                                                             -0.3637
                                                                       0.3654
```

```
%% Q6 Replicate the TSP example from the slides using a set of 6 random cities (instead of 7)
locations=rand(6,2); %creates 6 random locations
scatter(locations(:,1),locations(:,2));
```

```
1
       0
0.9
8.0
0.7
0.6
0.5
                                     0
0.4
0.3
                                                   0
0.2
                                          0
0.1
                0.5
                             0.6
                                          0.7
                                                        0.8
                                                                     0.9
  0.4
```

```
dmat=squareform(pdist(locations)); %computes the distance matrix
tspmat=hopfieldwts(6,45,dmat);
iacn(.05*rand(6,6),0.2*rand(6,6),tspmat,.05,100000)
```

```
ans = 6 \times 6
    0.0000
               0.0000
                          0.0000
                                     0.0000
                                                1.0000
                                                           0.0000
    0.0000
               0.0000
                          1.0000
                                     0.0000
                                                0.0000
                                                           0.0000
               1.0000
                          0.0000
    0.0000
                                     0.0000
                                                0.0000
                                                           0.0000
               0.0000
    1.0000
                          0.0000
                                     0.0000
                                                0.0000
                                                           0.0000
    0.0000
               0.0000
                          0.0000
                                     1.0000
                                                0.0000
                                                           0.0000
               0.0000
    0.0000
                          0.0000
                                     0.0000
                                                0.0000
                                                           1.0000
```

%% Q7 Download the matlab programs in the module. Try running tsp.m which runs a constraint says

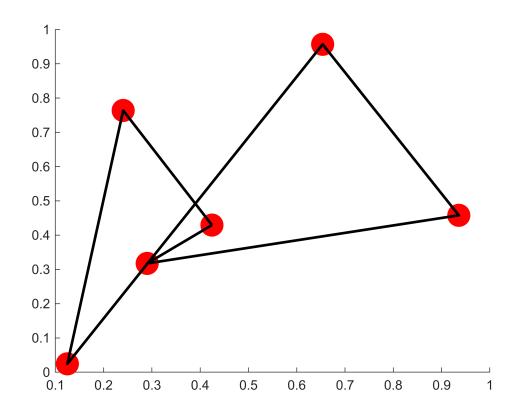
- tsp.m generates a set of random locations and finds a path through them -- the network does
- The user (you) can set the number of locations and the magnitude of the inhibition in the fi
- After running it, you can run it subsequent trials to find a different route for the same se
- If the programs does not converge on several trials, try increasing the "inhib" parameter (1: %)

clear;

% We'll need the professor provided .m files to run below tsp;

```
loc = 2 \times 6
                           0.2902
                                       0.6537
                                                   0.9357
    0.4243
                0.1249
                                                              0.2405
    0.4294
                0.0244
                           0.3175
                                       0.9569
                                                   0.4579
                                                              0.7639
dm = 6 \times 6
                0.5036
                           0.1747
                                       0.5753
                                                   0.5122
                                                              0.3817
```

```
0.5036
                         0.3365
                                    1.0720
                                               0.9194
                                                         0.7484
                                    0.7355
                                               0.6606
                                                         0.4491
    0.1747
              0.3365
                              0
                                                         0.4561
              1.0720
                         0.7355
                                         0
                                               0.5732
    0.5753
                         0.6606
              0.9194
                                    0.5732
                                                         0.7596
    0.5122
                                                    0
              0.7484
                         0.4491
                                    0.4561
    0.3817
                                               0.7596
revdist = 6 \times 6
    0.0111
              0.0840
                         2.5000
                                    0.0645
                                               0.0811
                                                         0.1658
    0.0840
              0.0111
                         0.2419
                                    0.0272
                                               0.0321
                                                         0.0419
    2.5000
              0.2419
                         0.0111
                                    0.0430
                                               0.0507
                                                         0.1088
                         0.0430
                                    0.0111
                                               0.0649
    0.0645
              0.0272
                                                         0.1049
                         0.0507
                                    0.0649
                                               0.0111
                                                         0.0410
    0.0811
              0.0321
    0.1658
              0.0419
                         0.1088
                                    0.1049
                                               0.0410
                                                         0.0111
apattern = 6×6
                         0.0000
             -0.0000
                                    0.0000
                                               0.0000
                                                        -0.0000
    1.0000
    0.0000
             -0.0000
                         0.0000
                                   -0.0000
                                               1.0000
                                                         0.0000
    0.0000
              1.0000
                         0.0000
                                    0.0000
                                              -0.0000
                                                         0.0000
   -0.0000
              -0.0000
                        -0.0000
                                    1.0000
                                               0.0000
                                                         0.0000
    0.0000
              -0.0000
                         1.0000
                                   -0.0000
                                              -0.0000
                                                         -0.0000
                         0.0000
                                    0.0000
   -0.0000
              0.0000
                                              -0.0000
                                                         1.0000
s = 6 \times 1
     1
     3
     5
     4
     2
     6
t = 3.6107
```



%% Attachments % scraped from lecture slides

```
function mem=memstor(pats)
% each row of the matrix pats is a pattern
[np nd]= size(pats);
mem=zeros(nd);
for i=1:nd
    for j=1:nd
        if (i~=j)
            for k=1:np
                mem(i,j)=mem(i,j)+pats(k,i)*pats(k,j);
            end
       end
    end
end
end
function gvals = goodness( hopnet )
%calculates goodness for all patterns in a Hopfield Network
gvals=[];
pmat=[];
netsize=size(hopnet,1);
for k=0:(2^netsize-1)
    pvec=2*de2bi(k,netsize)-1; % need package
    %pvec=pvec([end:-1:1]);
    pmat=[pmat;pvec];
    g=0;
    for i=1:(netsize-1)
        for j=(i+1):netsize
            g=g+hopnet(i,j)*pvec(i)*pvec(j);
        end
    end
    gvals=[gvals, g];
end
gvals=gvals';
[pmat,gvals]
end
function hmtx=hopfieldwts(nc,mag,distances)
% nc = number of cities
% mag = magnitude of constraint (usually between 10 and 50)
% matrix is [target (city, position), source (target, position) ]
hmtx=zeros(nc,nc,nc,nc);
mdist=max(max(distances));
nsd=10.0 ;
revdist=10*(mdist-distances+1).*(mdist-distances+1)/(mdist*mdist);
%revdist=0.1+10*exp(-distances.*distances/(mdist*mdist/(nsd*nsd)));
%revdist=0.1./(0.1+distances.*distances);
for j=1:nc
    hmtx(j,:,j,:)=mag*(eye(nc)-1);
```

```
hmtx(:,j,:,j)=mag*(eye(nc)-1);
end
for j=2:nc
    for k=1:(j-1)
        % for each distance in the matrix distances
        for m1=1:nc
            m2=1+mod(m1,nc);
            hmtx(j,m1,k,m2) = revdist(j,k);
            hmtx(k,m1,j,m2) = revdist(j,k);
            hmtx(j,m2,k,m1) = revdist(j,k);
            hmtx(k,m2,j,m1) = revdist(j,k);
        end
    end
end
end
function finalact=iacn(extin,initact,conmat,dt,niter)
finalact=initact;
for k=1:niter
    finalact=iaciter(extin,finalact,conmat,dt);
end
end
function newact=iaciter(extinp,oldact,cmat,lr)
% Interactive activation model
% extinp -- ext input to each node
% oldact -- prev activity matrix (courses, times)
% cmat is the constraint matrix
% newact is the activity after a single iteration
% lr is the learning rate -- MUST BE < 1
del=mul4d2d(cmat,oldact) + extinp ; % netinputs to each hypothesis node
ldel = 2./exp(-del) - 1.0; % squashes input to [-1 +1]
newact = oldact + lr*(ldel>0).*(1-oldact) - lr*(ldel<0).*oldact;</pre>
end
function outm=mul4d2d(m4d,m2d)
newdim=prod(size(m2d));
m4d2=reshape(m4d,newdim,newdim);
m2d1=reshape(m2d, newdim, 1);
penout=m4d2*m2d1;
outm=reshape(penout, size(m2d));
end
function newact = hopupdate( hmat,oldact,niter )
% hopfield updates for a fixed number of iterations
% (not the traditional stopping criterion)
newact=oldact ;
for ii=1:niter
    rrownum=randi(size(hmat,1),1); % fixed irand()
    % FIXME There's something terrible wrong in this asynchronous correction
```

```
% But I'll leave it as the slide provided for now
if (hmat(rrownum,:)*newact'>0)
    newact(rrownum)=1;
else
    newact(rrownum)=-1;
end
end
```