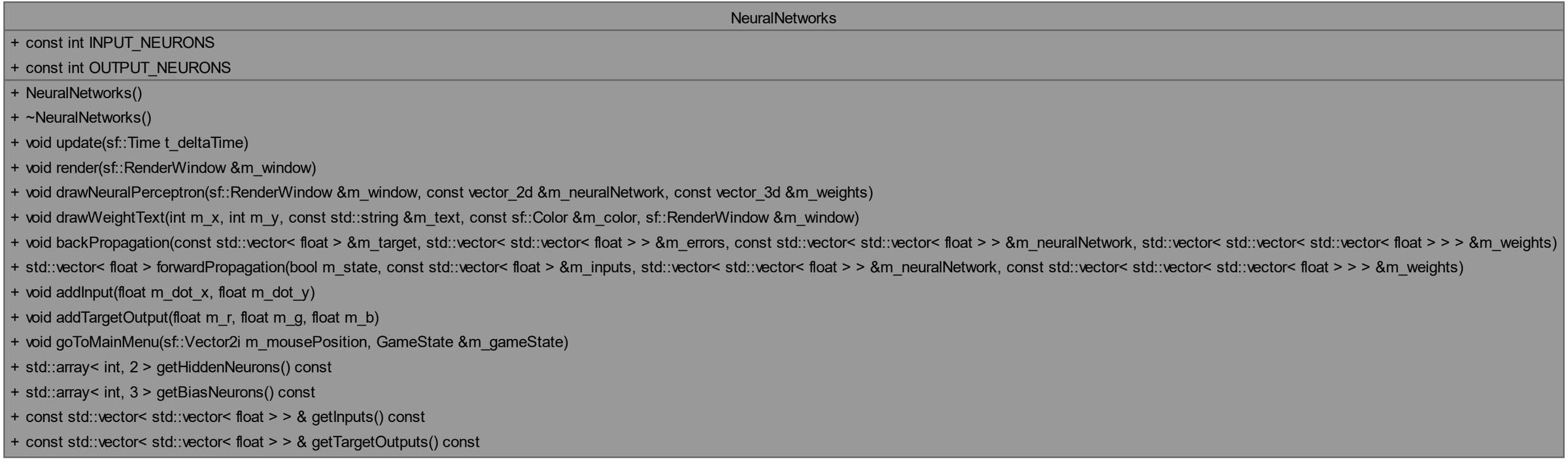
NeuralNetworks
+ const int INPUT_NEURONS
+ const int OUTPUT_NEURONS
+ NeuralNetworks()
+ ~NeuralNetworks()
+ void update(sf::Time t_deltaTime)
+ void render(sf::RenderWindow &m_window)
+ void drawNeuralPerceptron(sf::RenderWindow &m_window, const vector_2d &m_neuralNetwork, const vector_3d &m_weights)
+ void drawWeightText(int m_x, int m_y, const std::string &m_text, const sf::Color &m_color, sf::RenderWindow &m_window)
+ void backPropagation(const std::vector< float > &m_target, std::vector< std::vector< float > > &m_errors, const std::vector< std::vector< float > > &m_neuralNetwork, std::vector< std::vector< std::vector< float > > > &m_weights)
+ std::vector< float > forwardPropagation(bool m_state, const std::vector< float > &m_inputs, std::vector< std::vector< float > > &m_neuralNetwork, const std::vector< std::vector< std::vector< float > > > &m_weights)
+ void addInput(float m_dot_x, float m_dot_y)
+ void addTargetOutput(float m_r, float m_g, float m_b)
+ void goToMainMenu(sf::Vector2i m_mousePosition, GameState &m_gameState)
+ std::array< int, 2 > getHiddenNeurons() const
+ std::array< int, 3 > getBiasNeurons() const
+ const std::vector< std::vector< float > > & getInputs() const
+ const std::vector< std::vector< float > > & getTargetOutputs() const