

# Part 1: OOP Concept

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## 1. Objective

- 1) Be able to implement Objects and Classes.
- 2) Understand the concept of Encapsulation in OOP.

## 2. Instruction

- 1) Create a Java Project named “2110215\_Midterm\_Part1”.
- 2) Copy all folders in “toStudent/Part1\_toStudent” to your project directory **src** folder.
  - a. Copy **saved\_weights.txt** to your **project's src folder** also.
- 3) You are required to implement the following classes (details for each class is given in Sections 3 and 4).
  - a. Neuron (package container)
  - b. NeuronDemo (package container)
  - c. Layer (package container)
- 4) JUnit for testing is in package test
- 5) Same UML as **umlQ1.png** in root folder of your project.
- 6) Export jar file (**q1.jar**) that **includes your source code and your .class files** and put it in **root** folder of your project. **YOU MUST EXPORT JAR FILE. IF YOU DO NOT, YOUR CODE WILL NOT BE MARKED.**

## 3. Problem Statement

You are implementing parts of a program that predicts a number in a picture. In this program, when a user runs the main class in the Main package, the user will be greeted with this.

```
Network loaded successfully from src/saved_weights.txt  
Input filename from sample folder:
```

The /image folder contains 4 pictures to choose from. After inputting the file name that is in the “/image” folder, the image of that file will be loaded with the ImageProcessor class and the program will predict the number that appears in the image.

```
Network loaded successfully from src/saved_weights.txt  
Input filename from sample folder: image_7  
The prediction is: 7. Confidence: 0.969660  
  
Process finished with exit code 0
```

The prediction uses neural network. The model is loaded with the data in the “src/saved\_weights.txt” file using the implemented save/load method in the Network class.

## 4. Implementation Details

### 4.1) Package util

#### 4.1.1) Class Activation

```
/* ALREADY PROVIDED */
```

This class contains functions commonly used with neural networks.

### Methods

Name	Description
+ <u>double sigmoid(double x)</u>	Computes the sigmoid activation function.
+ <u>double tanh(double val)</u>	Computes the hyperbolic tangent (tanh) activation function.
+ <u>double relu(double val)</u>	Computes the Rectified Linear Unit (ReLU) activation function.
+ <u>double sigmoidDerivative(double x)</u>	Computes the derivative of the sigmoid activation function.
+ <u>double tanhDerivative(double val)</u>	Computes the derivative of the hyperbolic tangent (tanh) activation function.
+ <u>double reluDerivative(double val)</u>	Computes the derivative of the Rectified Linear Unit (ReLU) activation function.

## 4.2) Package container

### 4.2.1) Class Neuron

**You must implement this class from scratch.**

This class represents a basic unit in a neural network, handling inputs, weights, bias, and output. The class also includes methods to update weights and bias during training.

### Fields

Name	Description
- <u>double minWeightValue</u>	min weight value of the neuron. This field is shared amongst all Neurons.
- <u>double maxWeightValue</u>	max weight value of the neuron. This field is shared amongst all Neurons.
- double[] weights	weights of the neuron. It is an array of double.
- double gradient	gradient of the neuron.

- double bias	bias of the neuron.
- double value	value of the neuron.

### Constructors

Name	Description
+ Neuron(double[] weights, double bias)	Create a new Neuron. Set the instance variables using the given parameters. Set the gradient and value to 0.
+ Neuron(double value)	Create a new Neuron. Set the value according to the given parameter.  Set bias and gradient to -1. Set weights to null.

### Methods

Name	Description
+ <u>void setRangeWeight(double min, double max)</u>	This method will change the min weight value and max weight value using the given parameters.
+ getter setter for each appropriate variable	

#### 4.2.2) Class NeuronDemo

**You must implement this class from scratch.**

This class is used just for quickly checking the Neuron.

### Field

Name	Description
- Neuron n	A Neuron

### Constructors (no constructor)

### Methods

Name	Description
+ public void demonstrate()	<p>Set the instance variable n to be a Neuron with weights = {0.2,0.3,0.4} and bias equals to 0.2</p> <p>Set the following properties of n:</p> <ul style="list-style-type: none"><li>● minimum weight value to 0.1</li><li>● maximum weight value to 0.7</li><li>● gradient to 0.6</li><li>● value to 1</li></ul>
+ getter setter for variable n	

### 4.2.2) Class Layer

**You must implement this class from scratch.**

This class represents a group of neurons. It provides functionality for initializing neurons with random weights and biases, as well as applying activation functions to the output of neurons within the layer.

### Fields

Name	Description
- Neuron[] neurons	all neurons of this layer.

- Function function	Our “function” of this layer.
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### Constructors

Name	Description
+ Layer(int inNeurons, int nNeurons, Function function)	<p>Create a new layer. Set the value of the function field according to the given parameter.</p> <p>Set neurons as a new array with length equal to nNeurons.</p> <p>For each neuron in neurons, prepare a weights array with the length equal to the value of “inNeurons”.</p> <p>Then, for each data in that weights array, set its value using “<i>GenRandom.randomDouble</i>” with Neurons’ minWeightValue and maxWeightValue.</p> <p>After finishing the weights array for each neuron, create the corresponding neuron object, with weights being the weights array and bias being the result of “<i>GenRandom.randomDouble</i>” on 0 and 1.</p> <p>Don’t forget to put the created Neuron into the Layer’s Neuron array.</p> <p>Hint:</p> <p>See GenRandom class to see the basic implementation of this utility.</p> <p>“<i>GenRandom.randomDouble(double min, double max)</i>”</p>

+ Layer(double[] input)	<p>This constructor initializes the neurons array with the length equal to input's length.</p> <p>Then, initialize each neuron in the array with the value from the same position in the input.</p> <p>For example, the 3<sup>rd</sup> Neuron (in neurons) is initialized using the 3<sup>rd</sup> value stored in the input array.</p> <p>Finally, set the "function" variable to null.</p>
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### Methods

Name	Description
+ double applyActivation(double x)	<p>This method applies the "function" with "x". It returns the result from applying the function (use class Activation).</p> <p>First, check if the "function" is legal. Only SIGMOID, TANH, RELU are legal (see class Function).</p> <p>If the "function" is illegal, throw an IllegalArgumentException, with message "Unknown activation function: " + function.</p> <p>Otherwise, return the calculated result from applying the function.</p>
+ double applyActivationDerivative(double x)	<p>This method computes the derivative of the "function", using x as input. It returns the result from applying the function derivative on x (use class Activation).</p>

	<p>First, check if the “function derivative” is legal. Only SIGMOID, TANH, RELU are legal (see class Function).</p> <p>If the “function” is illegal, throw an IllegalArgumentException, with message "Unknown activation function: " + function.</p> <p>Otherwise, return the calculated result from applying the function.</p>
+ getter setter for each appropriate variables	

#### 4.2.3) Class Data

*/\* ALREADY PROVIDED \*/*

This class represents a dataset, storing input data and corresponding outputs as arrays of double values. You do not need to know anything about this class.

#### 4.2.4) Class Network

*/\* ALREADY PROVIDED \*/*

The Network class encapsulates the functionality for constructing and training a neural network, comprising layers of neurons. You do not need to know anything about this class.

### 4.3) package main

#### 4.3.1) Class Main: The main class

This class is given, **YOU MUST NOT IMPLEMENT THIS CLASS.**



Name	Description
+ static void main(String[] args)	

## 5. Scoring Criteria (40 marks, will be scaled to 10)

### Class Neuron 12 mark(s)

- testConstructorWeighted 2 mark(s)
- testConstructorValue 2 mark(s)
- testWeightRange 1 mark(s)
- testGetAndSetWeights 1 mark(s)
- testGetAndSetBias 1 mark(s)
- testGetAndSetValue 1 mark(s)
- testGetAndSetGradient 1 mark(s)
- testConstructorEmptyWeights 1 mark(s)
- testConstructorNegativeBias 1 mark(s)
- testConstructorNegativeValue 1 mark(s)

### Class Layer 13 mark(s)

- testConstructorWithFunction 5 mark(s)
- testConstructorWithInput 2 mark(s)
- testApplyActivationSigmoid 0.5 mark(s)
- testApplyActivationException 1 mark(s)
- testApplyActivationDerivativeSigmoid 0.5 mark(s)
- testApplyDerivativeException 1 mark(s)
- testApplyActivationTanh 0.5 mark(s)
- testApplyActivationDerivativeTanh 0.5 mark(s)
- testApplyActivationRelu 0.5 mark(s)
- testApplyActivationDerivativeRelu 0.5 mark(s)
- testSetNeurons 0.5 mark(s)
- testSetFunction 0.5 mark(s)

Class NeuronDemo

5 marks

- testDemonstrate

5 mark(s)

\* Full Score from Coding Section is 30 mark(s)

UML of all implemented class (png file only -> umlQ1.png) saved in your project root folder

10 mark(s)

- Classes Neuron, Layer, NeuronDemo must be shown.
- class details must be correct.

The project folder must also contain .jar file,

- name it **q1.jar**.
- the .jar file must have the source code inside
- the .jar file must have the .class files
- **OTHERWISE THIS QUESTION WILL NOT BE GRADED**