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A Mini-Project Report on “NEURAL NETWORK”

Submitted in partial fulfillment for the Computer Graphics Laboratory with Mini-Project (18CSL67) course of Sixth Semester of Bachelor of Engineering in Computer Science & Engineering during the academic year 2021-22.

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~~ CERTIFICATE ~~



*Certified that the mini-project work entitled “**NEURAL NETWORK**” is a bonafide work carried out by **KARAN M.N (4MH19CS037)** & **K.M.CHAITHRASHREE (4MH18CS039)** for the Computer Graphics Laboratory with Mini-Project (18CSL67) of Sixth Semester in Computer Science & Engineering under Visvesvaraya Technological University, Belgavi during academic year 2021-22. It is certified that all corrections/suggestions indicated for Internal Assignment have been incorporated in the report. The report has been approved as it satisfies the course requirements.*

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~~~ ABSTRACT ~~~

In this project we will Observe Neural Network is one of the basic building blocks of Deep Learning. It is the fundamental algorithm that forms the basis of complex and advanced Deep Learning.

Deep Learning and Artificial Intelligence has shaped the modern technology and is certainly going to revolutionize the future.

In this project we try to visualize this very basic framework using OpenGL. OpenGL is a computer graphics library on which many rendering and visualization softwares are built.

The human brain is the inspiration behind neural network architecture. Human brain cells, called neurons, form a complex, highly interconnected network and send electrical signals to each other to help humans process information. Similarly, an artificial neural network is made of artificial neurons that work together to solve a problem. Artificial neurons are software modules, called nodes, and artificial neural networks are software programs or algorithms that, at their core, use computing systems to solve mathematical calculations.

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