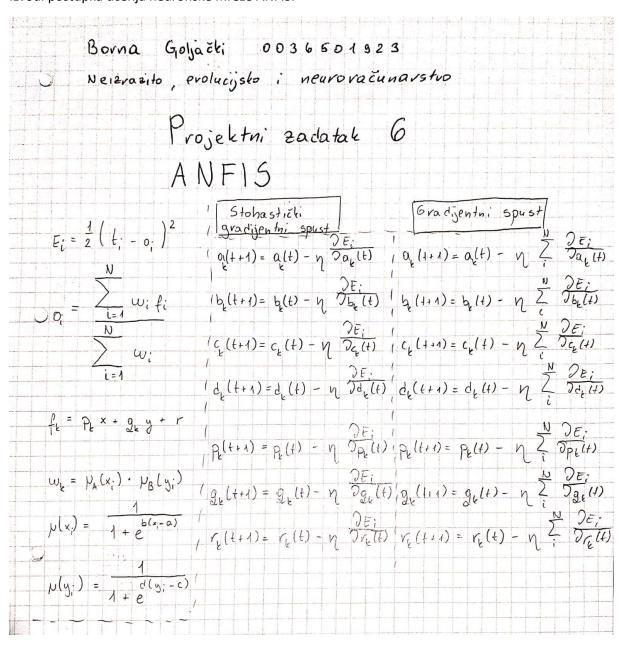
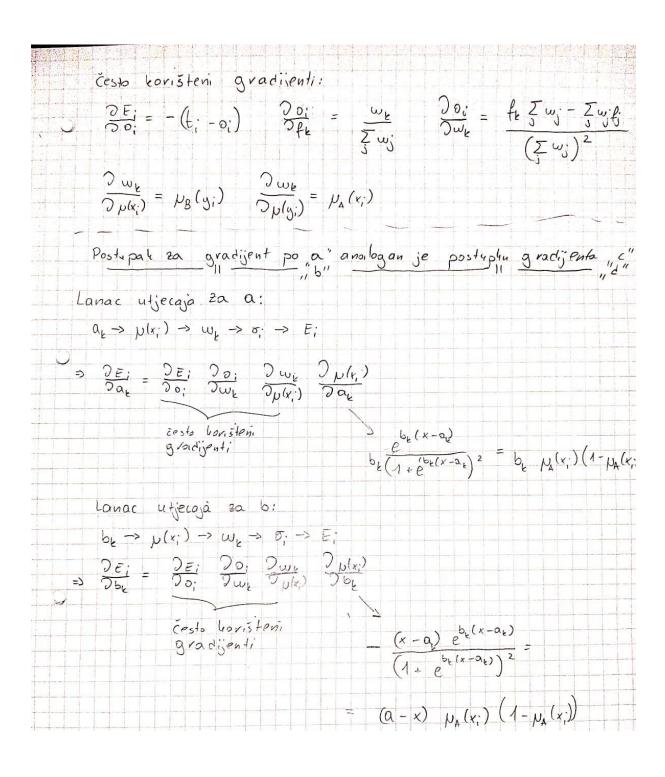
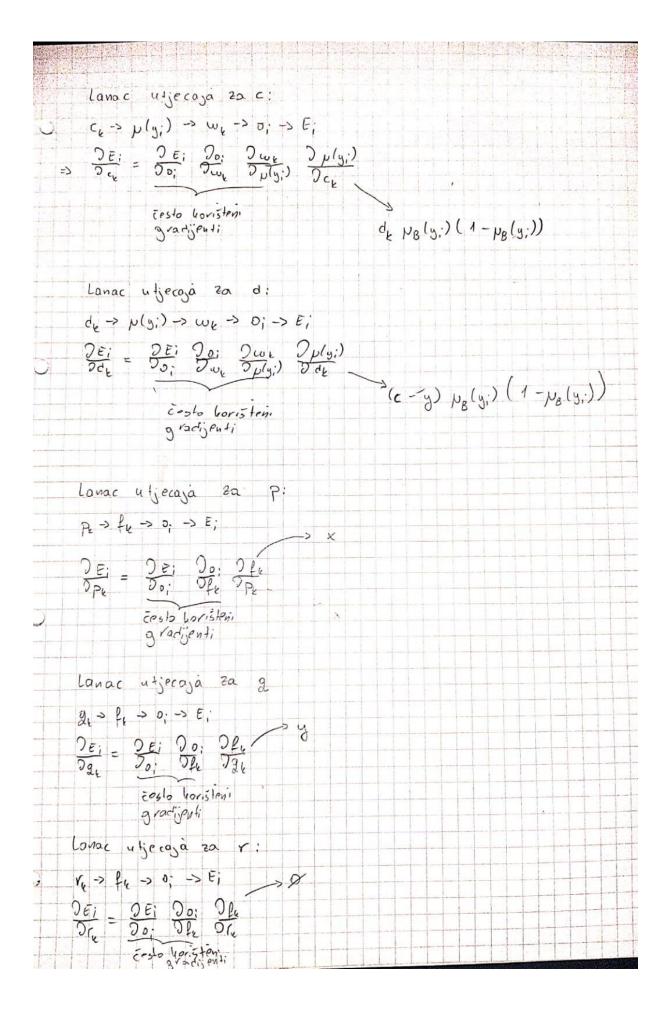
PROJEKTNI ZADATAK 6 ANFIS

Zadatak 1
Izvodi postupka učenja neuronske mreže ANFIS.



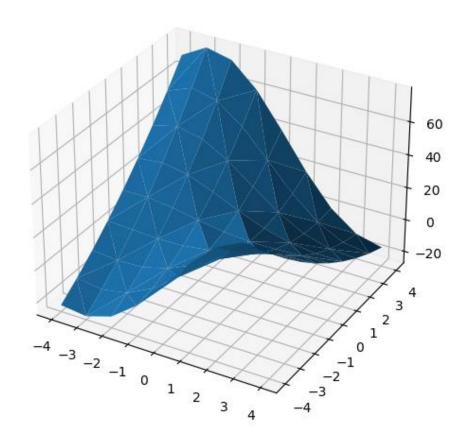




Cijeli 1202i za gradijeut:
$ \begin{array}{cccccccccccccccccccccccccccccccccccc$
$*_{A} = * \cdot \mu_{B}(y_{i}) \qquad *_{B} = * \cdot \mu_{A}(x_{i})$
$a_{i}(t+1) = a_{i}(t) + y + y + x + b_{i}(x, y)(1 - \mu_{A}(x, y))$
$b_{k}(t+1) = b_{k}(t) + \eta \cdot *_{A} \cdot (a_{k} - x_{i}) \mu_{A}(x_{i}) (1 - \mu_{A}(x_{i}))$
$C_{k}(1+1) = C_{k}(1+1) + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1 + 1$
$d_{\ell}(t+1) = d_{\ell}(t) + \eta **_{\mathcal{B}}(c-g) \mu_{\mathcal{B}}(g) (1-\mu_{\mathcal{B}}(g))$
$\mathcal{S} \equiv (t, -0;) \cdot \frac{\omega_{i}}{2\omega_{i}}$
$P(++1) = P(+) + M \cdot Q \cdot X$
3(++1) = 3(+) = n.6. %.
$r_{i}(t+1) = r_{i}(t) + r_{i} \cdot \sigma$

Zadatak 3:

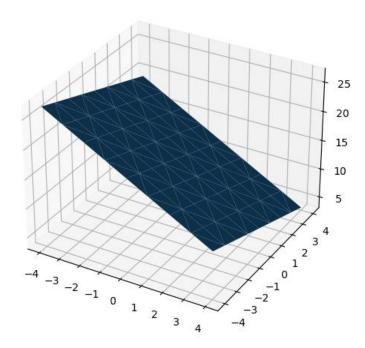
Graf koji prikazuje kako izgleda zadana funkcija nad zadanom domenom.

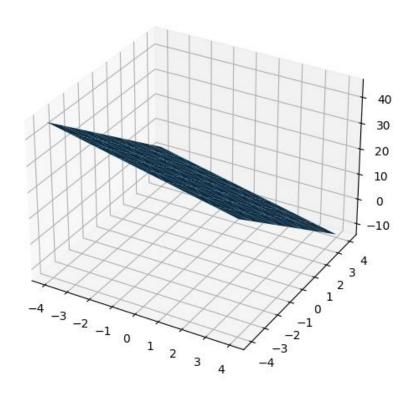


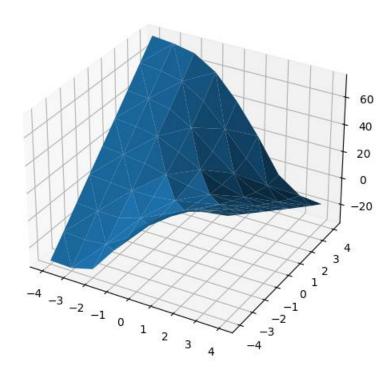
Zadatak 4:

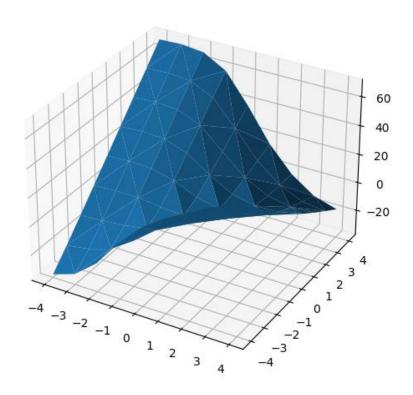
Jedno pravilo

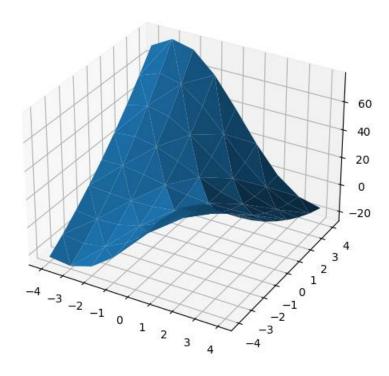
SGD

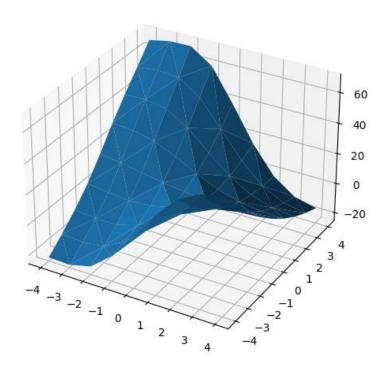






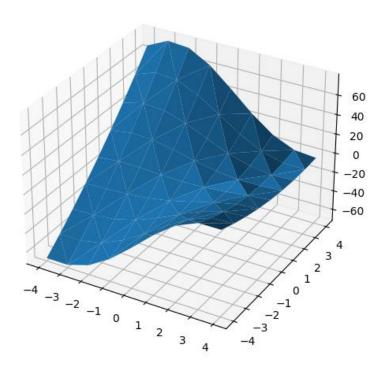


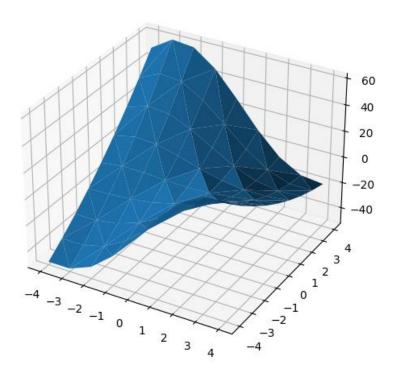




Graf odstupanja naučene funkcije (prava vrijednost – naučena vrijednost) Jedno pravilo

SGD

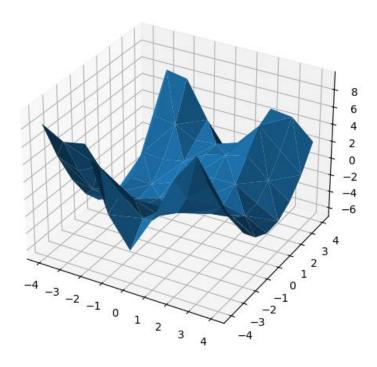


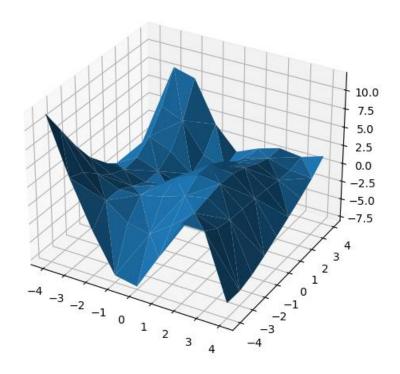


Graf odstupanja naučene funkcije (prava vrijednost – naučena vrijednost)

Dva pravila

SGD

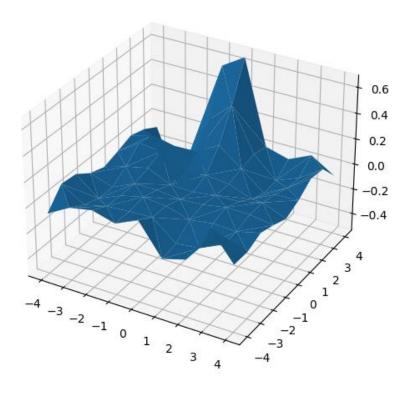


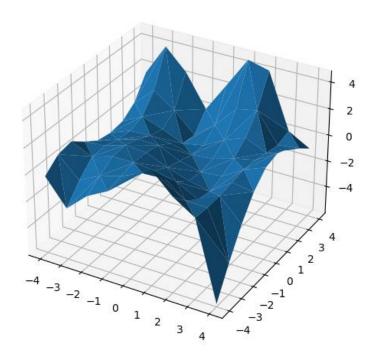


Graf odstupanja naučene funkcije (prava vrijednost – naučena vrijednost)

Optimalni broj pravila

SGD

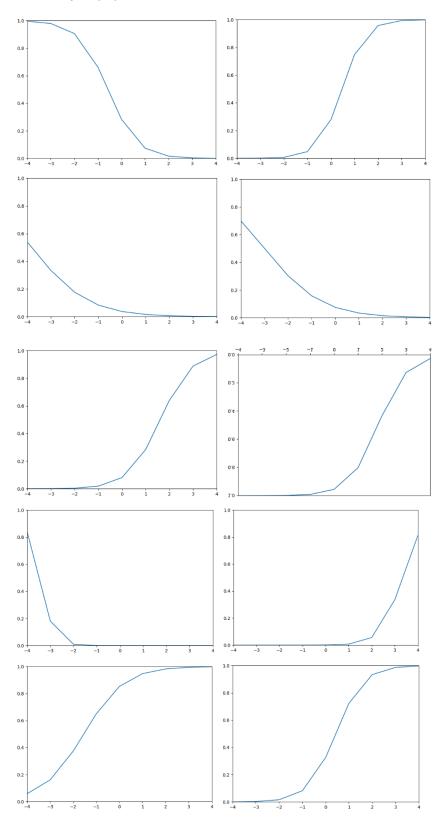




Zadatak 5

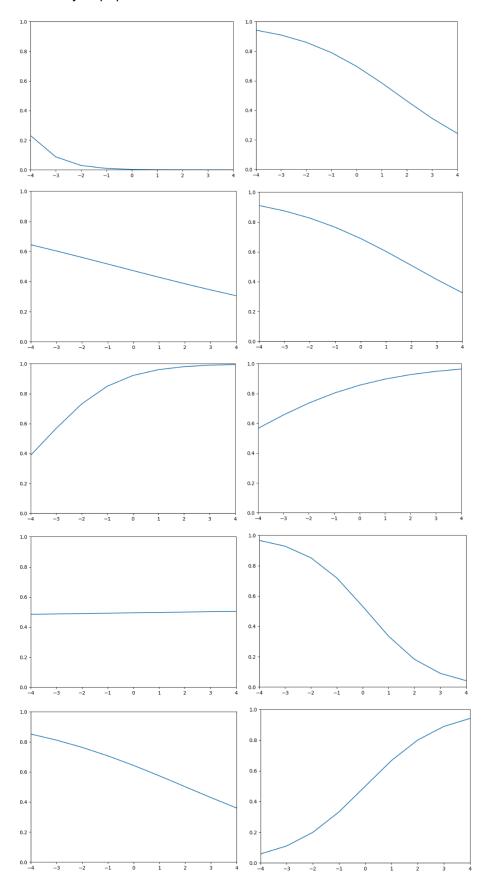
Optimalni broj pravila

Grafovi mjera pripadnosti za čvor A



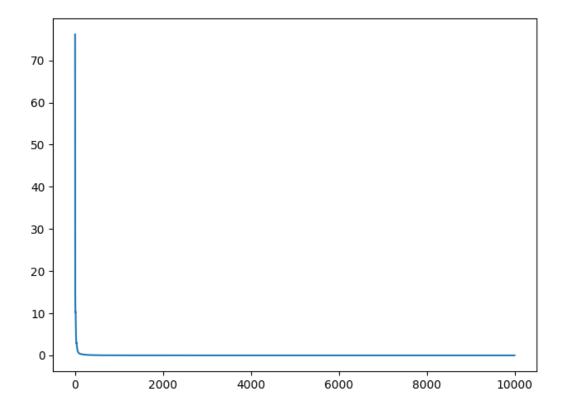
Optimalni broj pravila

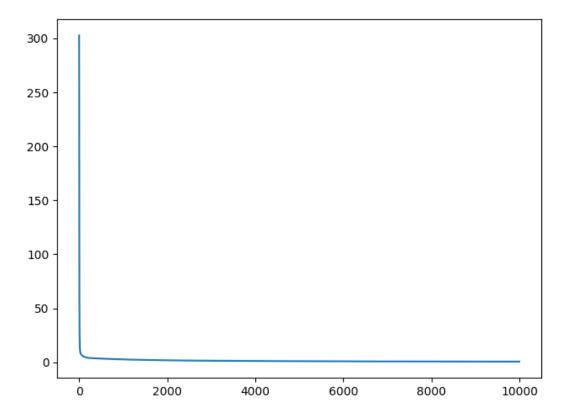
Grafovi mjera pripadnosti za čvor B



Zadatak 7
Graf kretanja pogreške ovisno o broju epohe

SGD

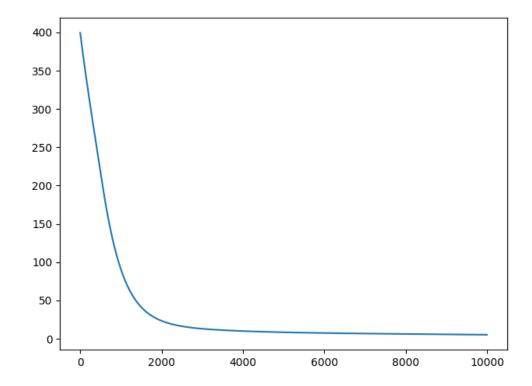


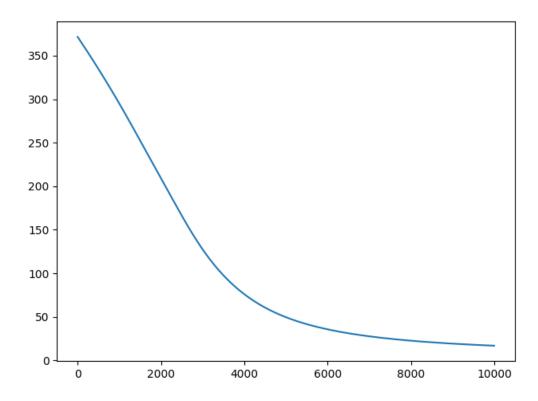


Zadatak 8
Grafovi za različite vrijednosti stope učenje eta.

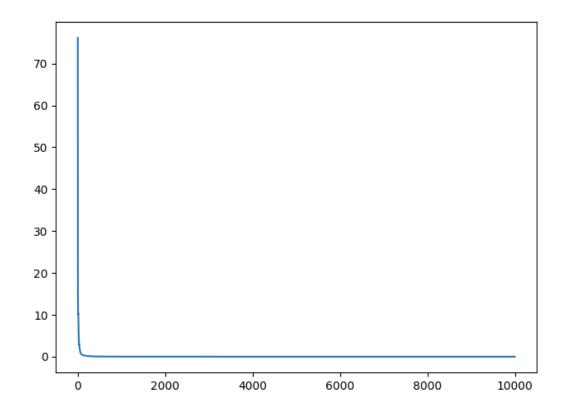
Eta – vrlo mala

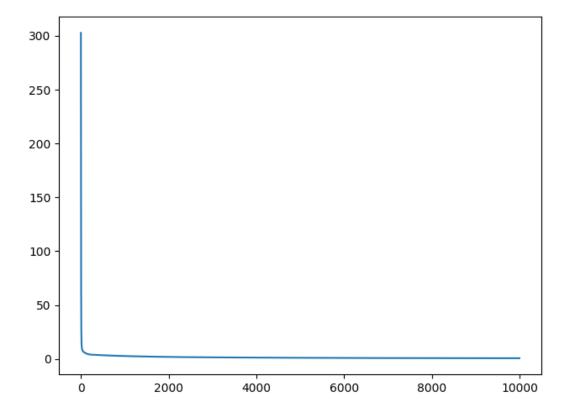
SGD





SGD





SGD

