

TSP

$$E = \frac{A}{2} \sum_{\text{city}_x} \sum_i \sum_{j \neq i} v_i^x v_j^x$$

$$+ \frac{B}{2} \sum_i \sum_{\substack{x \\ \text{city}}} \sum_{\substack{y \neq x \\ \text{city}}} v_i^y v_i^x$$

$$+ \frac{C}{2} \left(\sum_x \sum_i v_i^x - n \right)^2$$

$$+ \frac{D}{2} \sum_x \sum_{y \neq x} \sum_i d_{xy} v_i^x (v_{i+1}^y + v_{i-1}^y)$$

(note: mod n
+, -)

(for 10 city problem)

Hopfield $A = B = 500$

$C = 200$

$D = 500$

+ a couple other parameters,
(gain, n')

TSP - Energy Function

$$E = -\frac{1}{2} \sum_i \sum_{j \neq i} v_i w_{ij} v_j - \sum_i \overset{\text{input}}{I_i} v_i + \sum_i \overset{\text{threshold}}{U_i} v_i$$

- Comparable Continuous version.
- Set w_{ij} so that minimizing E minimizes problem.

TSD

$$E = \frac{A}{2} \sum_{X=1}^n \sum_{i=1}^n \sum_{\substack{j=1 \\ j \neq i}}^n v_{x_i} v_{x_j}$$

(row 1)

$$+ \frac{B}{2} \sum_{i=1}^n \sum_{X=1}^n \sum_{\substack{Y=1 \\ Y \neq X}}^n v_{x_i} v_{y_i}$$

(col 1)

$$+ \frac{C}{2} \left(\sum_{X=1}^n \sum_{i=1}^n v_{x_i} - n \right)^2$$

(exactly n)

$$+ \frac{D}{2} \sum_{X=1}^n \sum_{\substack{Y=1 \\ Y \neq X}}^n \sum_{i=1}^n d_{xy} v_{x_i} (v_{y,i+1} + v_{y,i-1})$$

(min. distance)

HOPFIELD NET

Convergence (Energy Function)

$$E = -\frac{1}{2} \sum_i \sum_j w_{ij} x_i x_j - \sum_i x_i y_i + \sum_i \theta_i y_i$$

$$\Delta E = - \left[\sum_j y_j w_{ij} + x_i - \theta_i \right] \Delta y_i$$

$$\begin{pmatrix} \vec{x} = \text{input} \\ \vec{y} = \text{activation} \\ \vec{w} = \text{weights} \end{pmatrix}$$

values of the u_{X_i} equal to

When the network has reached a minimum point, however, has it reached a minimum point, much like a ball on a slight nudge, the ball would roll away. However, the ball would roll away by adding a random noise δu_{xi} is the random noise. The nudge determines the different random-noise different final stable states. Earlier in this section, we saw that the best solution is to find the best solution. Simulated trials have shown that the minimum distance. The network would evolve

how both the power and also illustrates a general finding an appropriate most difficult part of the

BAM network simulator
 implementation of bidirec-
 tness, this is a relatively
 ing the general nature of
 connections in a sequential
 structures needed to over-
 our basic simulator. We
 ns needed to implement

tions

defined for our simulation
into layers, with
have decided that the

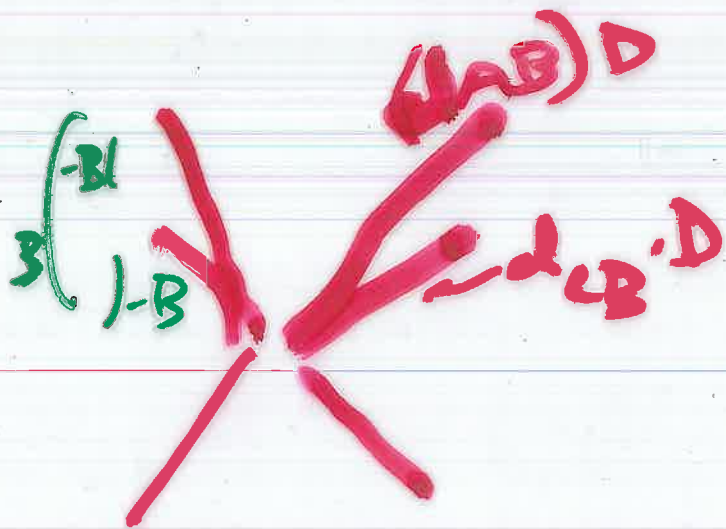


Figure 4.12 This sequence of diagrams illustrates the convergence of the Hopfield network for a 10-city TSP tour. The output values, v_{xi} , are represented as squares at each location in the output-unit matrix. The size of the square is proportional to the magnitude of the output value. (a, b, c) At the intermediate steps, the system has not yet settled on a valid tour. The magnitude of the output values for these intermediate steps can be thought of as the current estimate of the confidence that a particular city will end up in a particular position on the tour. (d) The network has stabilized on the valid tour, D-H-I-F-G-E-A-J-C-B. Source: Reprinted with permission of Springer-Verlag, Heidelberg, from J. J. Hopfield and D. W. Tank, "Neural computation of decisions in optimization problems." *Biological Cybernetics*, 52:141-152, 1985.



Lateral inhibition : Same row
Different neurons

Weight $-A$



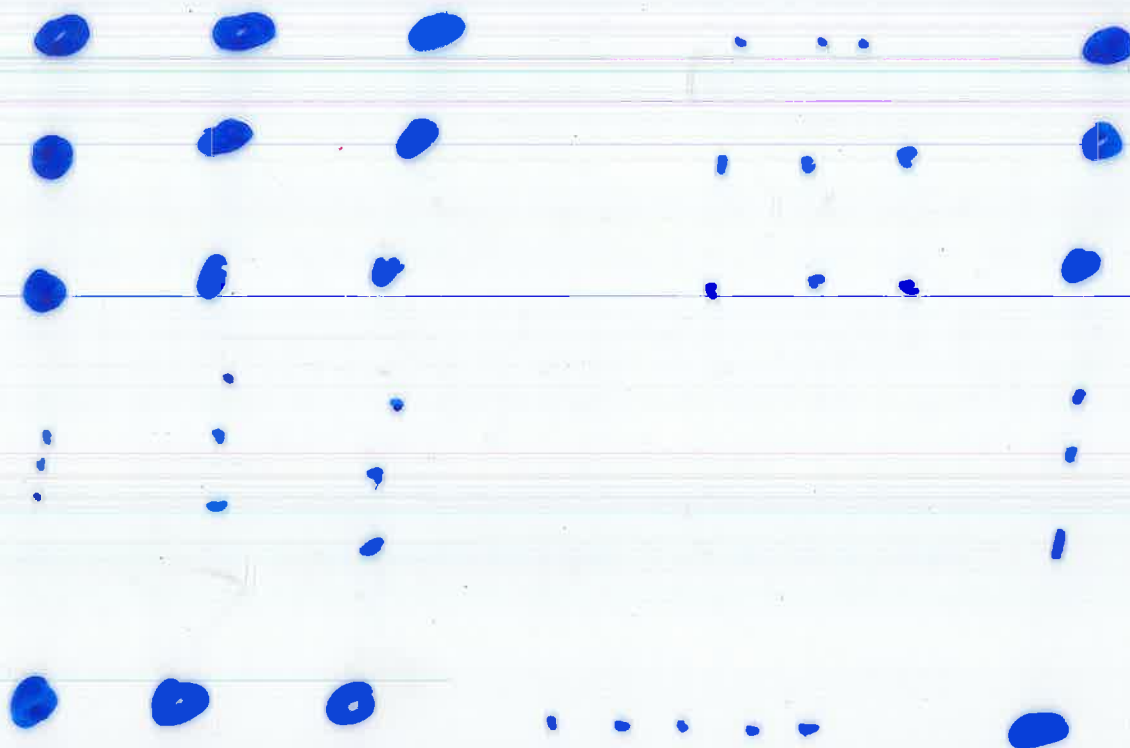
Vertical inhibition: Same row
different neurons
weight $-B$

TSP

n cities

location

n^2 neurons
in tour



city

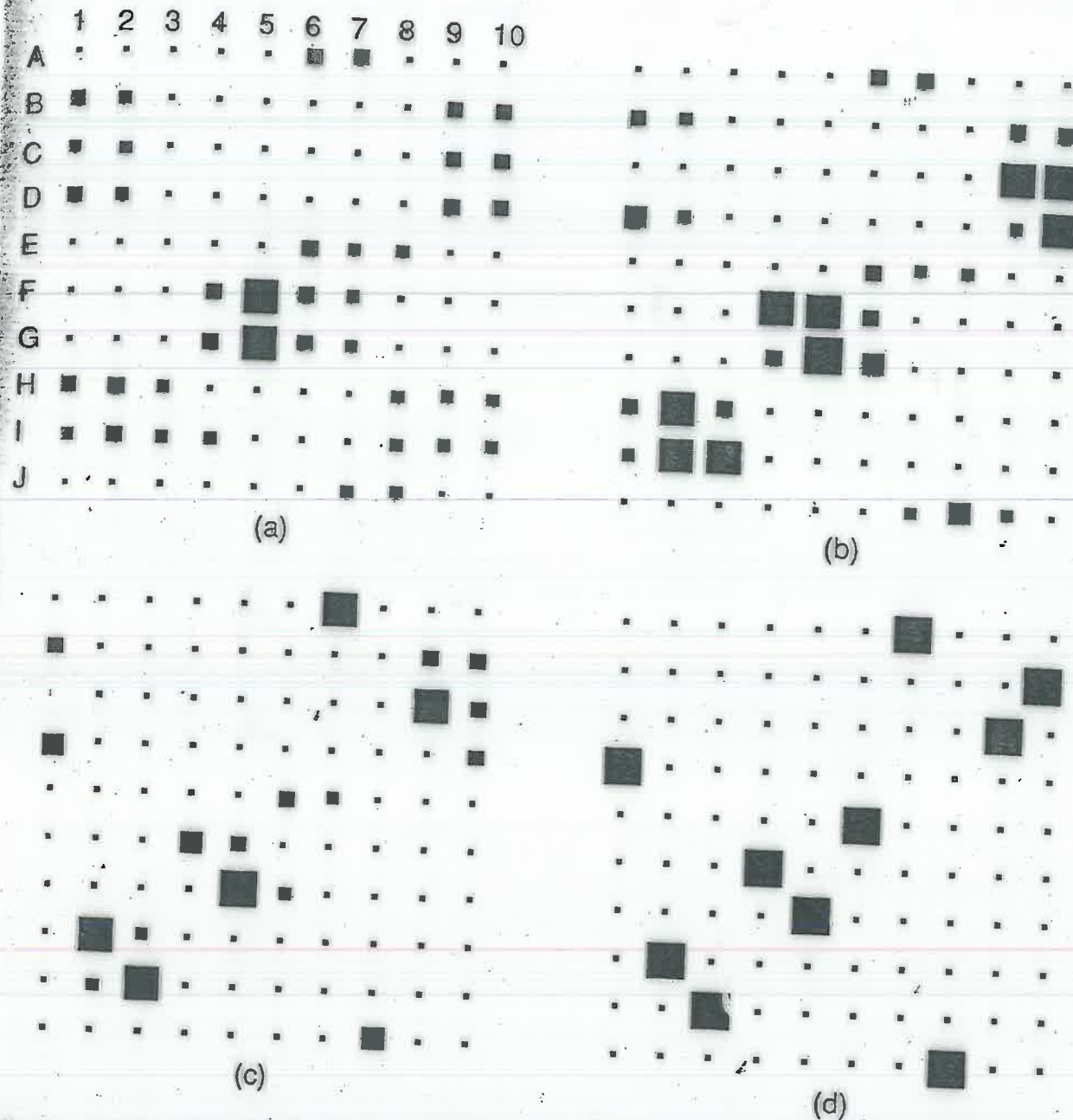


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Global inhibition - C
(Keep $\neq 0$)

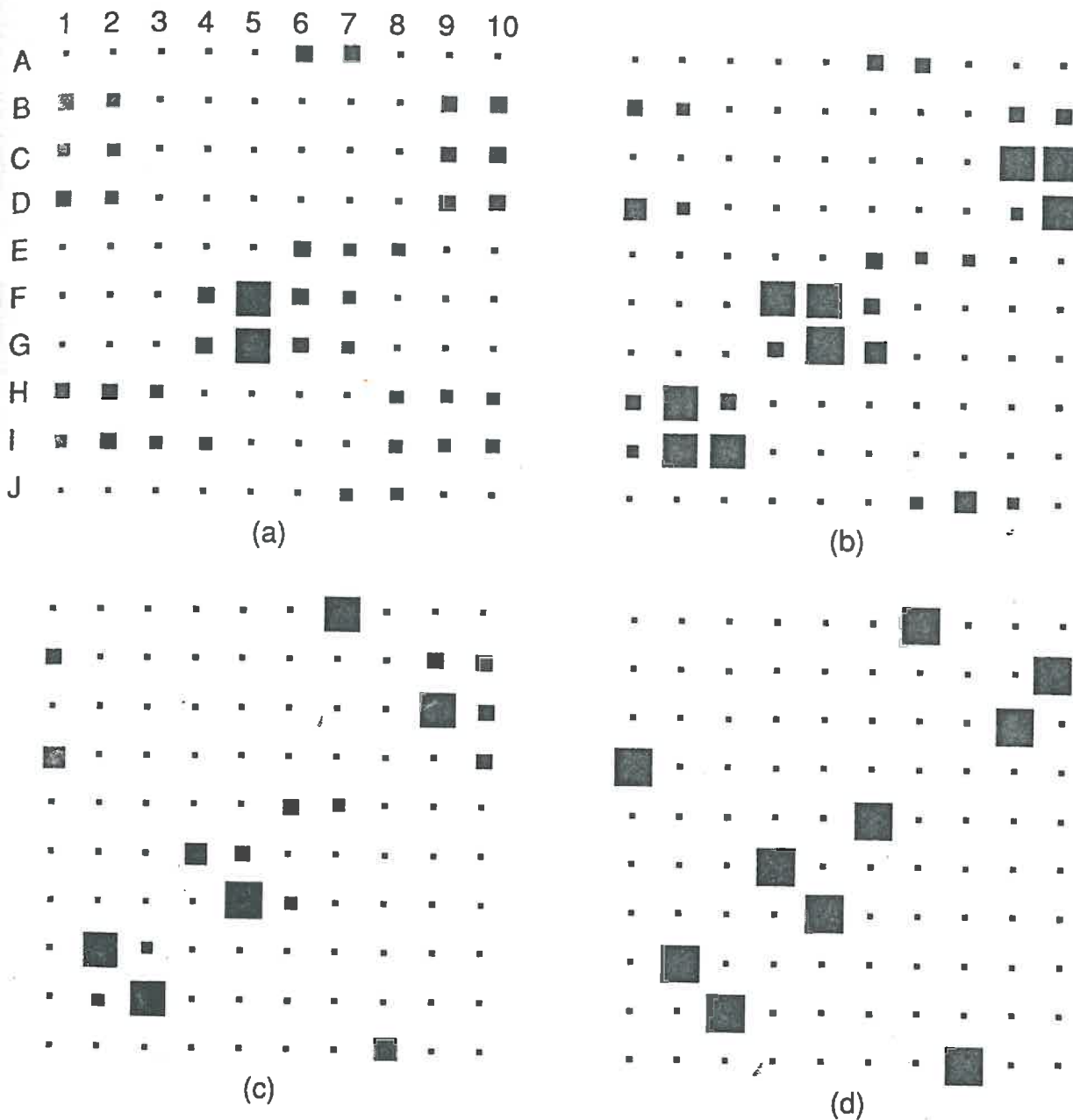


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