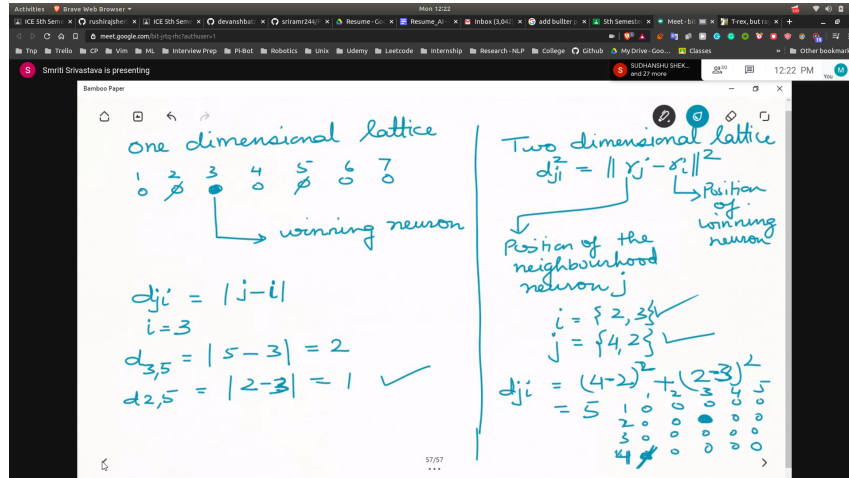


## SOM



## How 1-D SOM Learn 2-D Topology

- simulation
- 100 neurons chosen
- organised in 1-d lattice
- network is to be trained with a 2 dimensional input vector  $x$  ### Steps
- input data is coming randomly from a 2d topology
- $x = [x_1, x_2]^T$  -> each data point is 2 dimension
- $w_i$  -> is also 2-dimensional
- Training
- for 6000 iteration
- $m = 2$
- $x = [x_1 \ x_2]^T$
- $w_j = [w_{j1} \ w_{j2}]^T \ j=1, 2 \dots 100$
- weights are initialized from random set

Training is done for 6000 ite

$$m = 2$$

$$x = [x_1 \ x_2]^t$$

$$w_j = [w_{j1} \ w_{j2}]^t \quad j = 1, 2 \dots 100$$

Weights are initialized from a random set

Input  $x$  ( $0 < x_1 < 1$ ) & ( $0 < x_2 < 1$ )

Training is done for 6000 ite

$$m = 2$$

$$x = [x_1 \ x_2]^t$$

$$w_j = [w_{j1} \ w_{j2}]^t \quad j = 1, 2 \dots 100$$

Weights are initialized from a random set

Input  $x$  ( $0 < x_1 < 1$ ) & ( $0 < x_2 < 1$ )

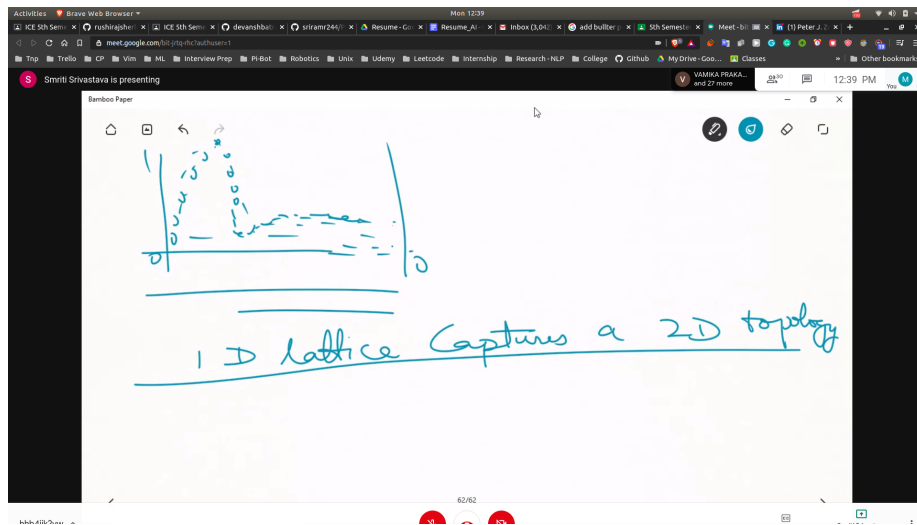


Figure 1: prc3