

CS 5000: Theory of Computability

Assignment 3

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Learning Objectives

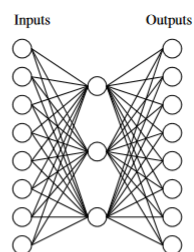
1. ANNs
2. Backpropagation

Problem 1 (5 points)

Implement the three-layer ANN shown in Fig. 1 from Chapter 4 of Tom Mitchell's text on machine learning. The ANN is trained to approximate the identity function that maps eight binary strings with exactly one 1 to themselves. Your implementation should include the class `ANN.java` or `ANN.py`. The class should implement three methods: `build()`, `train(numIterations)`, and `fit(input)`.

The `build()` method constructs the three-layer network in Fig. 1. The `train(numIterations)` method takes the number of iterations and uses the backpropagation algorithm to train the ANN for the specified number of iterations. You can also implement another version of this method, `train(error)`, that keeps training the ANN until the error drops below the value specified by the parameter. Finally, the method `fit(input)` takes a 8-bit binary string as input and returns the output binary string, i.e., the values in the 8 output nodes. For simplicity, you can represent the inputs and outputs as integer arrays. But this is just a recommendation.

Fig. 2 shows a trained ANN for this problem from Chapter 4 of Mitchell's text. Your ANN's weight do not have to be exactly equal to these. So long

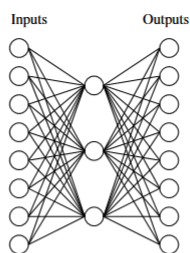


A target function:

Input	Output
10000000	→ 10000000
01000000	→ 01000000
00100000	→ 00100000
00010000	→ 00010000
00001000	→ 00001000
00000100	→ 00000100
00000010	→ 00000010
00000001	→ 00000001

Figure 1: ANN before training.

A network:



Learned hidden layer representation:

Input		Hidden		Output
		Values		
10000000	→	.89 .04 .08	→	10000000
01000000	→	.01 .11 .88	→	01000000
00100000	→	.01 .97 .27	→	00100000
00010000	→	.99 .97 .71	→	00010000
00001000	→	.03 .05 .02	→	00001000
00000100	→	.22 .99 .99	→	00000100
00000010	→	.80 .01 .98	→	00000010
00000001	→	.60 .94 .01	→	00000001

Figure 2: ANN after training.

as your ANN maps each 8-binary string with exactly one 1 to itself, it is correct.

Also, implement the methods `save()` and `restore()`. The method `save()` should save the trained network into a file. If you use Python, you can use the pickle package. If you use JAVA, you may want to try `ObjectOutputStream.writeObject()` and `ObjectInputStream.readObject()`.

What to Submit

Submit your `ANN.py` or `ANN.java` via Canvas.

Happy Hacking!