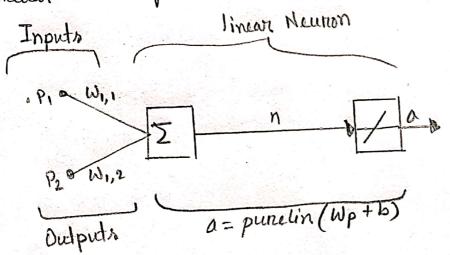
Its Simulation with concurrent Inputs in a Static

In the simplest situation for simulating a notwork occur when the network to be simulated in static. In this case, you need not to be network to be simulated in static. In this case, you need not to be concerned about whether on not the input vectors occur in a concerned about whether on not the inputs as concurrent. particular time sequence, so you can treat the inputs as concurrent.



Suppone that the network simulation data set consists of q=4 concurrent vectors:

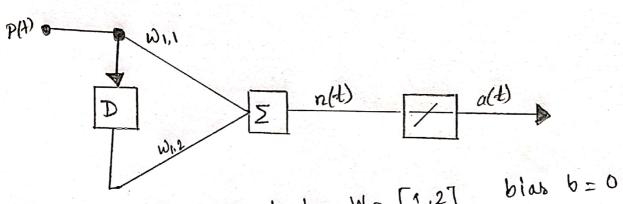
concurrent vectors,
$$P_{1} = \begin{bmatrix} 2 \\ 2 \end{bmatrix} \qquad P_{2} = \begin{bmatrix} 2 \\ 1 \end{bmatrix} \qquad P_{3} = \begin{bmatrix} 2 \\ 3 \end{bmatrix} \qquad P_{4} = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$$

Given W = [2 2] and b = [0]

Applying $y = \omega x + b$ we get

1 Simulation with Soquential Inputs in a Dynamie Wetwork

When a network contains delays, the input to the notwork would normally be a sequence of input vectors that occur in a centain time order. To illustrate this case, the next figure shows a simple notwork that contains one delay.



Assign the weight matrix to be W= [1,2]

Assign by ways that, the input sequence in:

Suppose that, the input sequence in:

$$P_1 = [1]$$
, $P_2 = [2]$, $P_3 = [3]$, $P_4 = [4]$

Time span,

 $T_1 = [0]$, $T_2 = [1]$ $T_3 = [2]$ $T_4 = [3]$
 $P_1' = [0]$ $P_2' = [1]$ $P_2' = [2]$ $P_4' = [4]$
 $A_1 = W * P_1' + b = [1, 2] [0] = 1$
 $A_2 = W * P_2' + 0 = [1, 2] [1] = 4$
 $A_3 = W * P_3' + 0 = [1, 2] [2] = 7$
 $A_4 = W * P_4' + 0 = [1, 2] [4] = 10$

1 Simulation with Consument Inputs in a Dynamic Wetwork

Let, t=time span

$$P_1(1) = [2]$$
 $P_1(2) = [2]$ $P_1(3) = [3]$ $P_1(4) = 4$

$$P_{1}(1) = [2]$$
 $P_{1}(2) = [2]$ $P_{2}(3) = [2]$ $P_{2}(4) = 1$
 $P_{2}(1) = [4]$ $P_{2}(2) = [3]$ $P_{3}(3) = [2]$ $P_{4}(4) = 3$

$$P_{2}(1) = [4] \quad P_{2}(2) = [3] \quad P_{2}(3) = [2] \quad P_{2}(4) = 3$$

$$P_{3}(1) = [0] \quad P_{2}(2) = [1] \quad P_{3}(3) = [2] \quad P_{3}(4) = 3$$

$$P_{4}(1) = [0] \quad P_{2}(2) = [4] \quad P_{3}(3) = [3] \quad P_{3}(4) = 3$$

$$P_{4}(1) = [0] \quad P_{2}(2) = [4] \quad P_{3}(3) = [3] \quad P_{3}(4) = 3$$

$$f_{\mathcal{L}}(1) = [0]$$
 $f_{\mathcal{L}}(2) = [0]$

$$f_{\mathcal{L}}(1) = [0]$$

$$f_{\mathcal{L}}(2) = [0]$$

$$f_{\mathcal$$

$$P_{n}(m) = \begin{bmatrix} P_{n}(m) \\ T_{n}(m) \end{bmatrix}$$

$$P_{2}'(1) = \begin{bmatrix} 1 \\ 0 \end{bmatrix}$$
 .: $A_{1}'(1) = \begin{bmatrix} 1 \\ 2 \end{bmatrix} * \begin{bmatrix} 0 \\ 0 \end{bmatrix} = 1$

$$P_{2}'(1) = \begin{bmatrix} 4 \\ 0 \end{bmatrix} = \begin{bmatrix} 4 \\ 0 \end{bmatrix} = 4$$

$$P_{1}'(2) = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$
 : $A_{1}'(2) = \begin{bmatrix} 1 \\ 2 \end{bmatrix} * \begin{bmatrix} 2 \\ 1 \end{bmatrix} = 4$

$$P_{1}(2) = \begin{bmatrix} 1 \\ 1 \end{bmatrix} \qquad \therefore A_{1}(2) = \begin{bmatrix} 1 \\ 2 \end{bmatrix} * \begin{bmatrix} 3 \\ 4 \end{bmatrix} = 11$$

$$P_{1}(2) = \begin{bmatrix} 1 \\ 4 \end{bmatrix} \qquad \therefore A_{2}(2) = \begin{bmatrix} 1 \\ 2 \end{bmatrix} * \begin{bmatrix} 3 \\ 4 \end{bmatrix} = 11$$

$$A(2) = [4 \ 11]$$

$$P_{2}'(3) = \begin{bmatrix} 3 \\ 2 \end{bmatrix} \quad \therefore A_{1}'(3) = \begin{bmatrix} 1 & 2 \end{bmatrix} * \begin{bmatrix} 9 \\ 2 \end{bmatrix} = 7$$

$$P_{2}'(3) = \begin{bmatrix} 2 \\ 3 \end{bmatrix} \quad \therefore A_{2}'(3) = \begin{bmatrix} 1 & 2 \end{bmatrix} * \begin{bmatrix} 2 \\ 3 \end{bmatrix} = 8$$

$$\therefore A(3) = \begin{bmatrix} 7 & 8 \end{bmatrix}$$

$$P_{1}'(4) = \begin{bmatrix} 4 \\ 3 \end{bmatrix} \quad \therefore A_{1}'(4) = \begin{bmatrix} 1 & 2 \end{bmatrix} * \begin{bmatrix} 4 \\ 3 \end{bmatrix} = 10$$

$$P_{2}'(4) = \begin{bmatrix} 4 \\ 2 \end{bmatrix} \quad \therefore A_{2}'(4) = \begin{bmatrix} 1 & 2 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} = 5$$

$$\therefore A(4) = \begin{bmatrix} 10 & 5 \end{bmatrix}$$

The resulting network output would be $A = \left\{ \begin{bmatrix} 1 & 4 \end{bmatrix} \begin{bmatrix} 4 & 1 \end{bmatrix} \begin{bmatrix} 7 & 8 \end{bmatrix} \begin{bmatrix} 10 & 5 \end{bmatrix} \right\}$

In Incremental Training of Static Network

Suppose we want to train the network to create the linear function t = 2P, +P2

$$P_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$
, $P_2 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$, $P_3 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$, $P_4 = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$

The targets would be
$$t_1 = [4]$$
, $t_2 = [5]$ $t_3 = [7]$, $t_4 = [7]$

weight
$$w_0 = [0 \ 0]$$
 bias $b_0 = 0$

$$a_1 = \begin{bmatrix} 0 & 6 \end{bmatrix} \begin{bmatrix} 1 \\ 2 \end{bmatrix} + 0 = 0$$

$$4\omega = 0.1 * 4 * \begin{bmatrix} 1 \\ 2 \end{bmatrix} = \begin{bmatrix} 0.4 \\ 0.8 \end{bmatrix}$$

$$4\omega = 0.1 *4 * L2] = [0.8]$$

 $\omega_1 = 4\omega^T + \omega_0 = [0.4 0.8] + [0 0] = [0.4 0.8]$

$$a_2 = [0.4 \ 0.8] * [2] + 0.4 = 2$$

$$l_2 = 5 \cdot 2 = 0$$
 $4\omega = 0.1 \times 3 \times \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 0.6 \\ 0.3 \end{bmatrix}^T = \begin{bmatrix} 0.6 \\ 0.3 \end{bmatrix}$

$$W_2 = [0.4 \ 0.8] + [0.6 \ 0.3] = [1 \ 1.7]$$

$$a_3 = [1 \ 1 \ 1] * [3] + 0.7$$

$$e_3 = 7-6 = 1$$

 $e_3 = 7-6 = 1$
 $e_4 = 0.2 \times 1 \times \begin{bmatrix} 2 \\ 3 \end{bmatrix} = \begin{bmatrix} 0.2 \\ 0.3 \end{bmatrix}^T = \begin{bmatrix} 0.2 \\ 0.3 \end{bmatrix}^T = \begin{bmatrix} 0.2 \\ 0.3 \end{bmatrix}$
 $e_3 = \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} + \begin{bmatrix} 0.2 & 0.3 \end{bmatrix} = \begin{bmatrix} 1.2 & 1.4 \end{bmatrix}$
 $e_3 = \begin{bmatrix} 1 & 1 & 1 \end{bmatrix} + \begin{bmatrix} 0.2 & 0.3 \end{bmatrix} = \begin{bmatrix} 1.2 & 1.4 \end{bmatrix}$
 $e_4 = 0.1 \times 1 + 0.7 = 0.8$

$$a_4 = \begin{bmatrix} 1.2 & 1.4 \end{bmatrix} \begin{bmatrix} 3 \\ 1 \end{bmatrix} + 0.8$$

= $5 + 0.8$
= 5.8

$$a = [0]$$
 [2] [6] [5.8]
 $e = [4]$ [3] [1] [1.2]

田 Incremental Training with Dynamic Notworks

To train the network incrementally, present the inputs and targets as elements of cell arrays, Here are the initial input Pi and the inputs P and targets T as elements of cell annays.

Initial weight Wo=[0 0] learning nate = 0.1

the input matrix will be

$$P_{n} = \begin{bmatrix} P_{n} \\ P_{m-1} \end{bmatrix}$$

$$P_{1} = \begin{bmatrix} 2 \\ 4 \end{bmatrix} \qquad P_{2} = \begin{bmatrix} 3 \\ 2 \end{bmatrix} \qquad P_{3} = \begin{bmatrix} 4 \\ 3 \end{bmatrix}$$

$$\therefore \alpha_1 = \begin{bmatrix} 0 & 0 \end{bmatrix} \begin{bmatrix} 2 \\ 1 \end{bmatrix} = 0$$

$$Q_1 = 04(3-0) = 3$$
 $4W = 0.1 * 3 * [\frac{2}{1}] = [0.6]^{T} = [0.6] 0.3]$
 $W_1 = [0.6] 0.3] + [0.6] = [0.6]$

$$0_{2} = \begin{bmatrix} 0.6 & 0.3 \end{bmatrix} * \begin{bmatrix} 3 \\ 2 \end{bmatrix} = \begin{bmatrix} -8 \\ 1.8 + 0.6 \end{bmatrix} = 2.4$$

$$0_{2} = \begin{bmatrix} 0.6 & 0.3 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} = \begin{bmatrix} 0.78 \\ 0.52 \end{bmatrix} = \begin{bmatrix} 0.78 & 0.52 \end{bmatrix}$$

$$10 = 0.1 * 2.6 * \begin{bmatrix} 2 \\ 2 \end{bmatrix} = \begin{bmatrix} 0.78 \\ 0.52 \end{bmatrix} = \begin{bmatrix} 0.78 \\ 0.52 \end{bmatrix}$$

$$10.78 = \begin{bmatrix} 0.78 \\ 0.52 \end{bmatrix} + \begin{bmatrix} 0.6 \\ 0.3 \end{bmatrix} = \begin{bmatrix} 0.38 \\ 0.82 \end{bmatrix}$$
Separativity Consequence.

$$a_3 = [1.38 \ 0.82] [\frac{4}{3}] = 7.98$$
 $a_3 = [7.98] = 0.98$
 $a_4 = [0] [2.4] [7.98]$
 $a_5 = [3] [2.6] [-0.98]$

1 Batch Training with Static Natwork

for botch training

$$P_1 = \begin{bmatrix} 1 \\ 2 \end{bmatrix}$$
 $P_2 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$
 $P_3 = \begin{bmatrix} 2 \\ 3 \end{bmatrix}$
 $P_4 = \begin{bmatrix} 3 \\ 1 \end{bmatrix}$
 $T = \begin{bmatrix} 4 & 5 & 7 & 7 \end{bmatrix}$
 $W = \begin{bmatrix} 0 & 0 \end{bmatrix}$
 $b = 0$

loanning toole = 0.01

 $a_1 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_1 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_1 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_1 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_2 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_2 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_2 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 2 \end{bmatrix} + 0 = 0$
 $a_3 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 3 \end{bmatrix} + 0 = 0$
 $a_3 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 3 \end{bmatrix} + 0 = 0$
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 $a_4 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 3 \end{bmatrix} + 0 = 0$
 $a_4 = \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 0 & 0 \\ 3 \end{bmatrix} * \begin{bmatrix} 0 & 0 \end{bmatrix} * \begin{bmatrix} 0 & 0 \\ 0 & 0 \end{bmatrix}$

$$04 = [0 \ 0] * [3] + 0 = 0$$

$$24 = 7 - 0 = 7$$

$$4W4 = 0.01 * 7 * [3] = [0.21] = [0.21]$$

$$4P4 = 0.01 \times 2 = 0.07$$

$$\omega = 4\omega_1 + 4\omega_2 + 4\omega_3 + 4\omega_4$$

$$= [0.04 0.08] + [0.10 0.05] + [0.14 0.21] + [0.21 0.07]$$

$$= [0.49 0.41]$$

$$b = 4b_1 + 4b_2 + 4b_3 + 4b_4$$

$$= 0.04 + 0.05 + 0.07 + 0.07$$

$$= 0.230$$

Initial
$$P_1 = [1]$$

Input vector $P = [2 \ 304]$
bias = 0.02

Weight = [0 0]

Tanget $T = [3 \ 5 \ 6]$

Calculation of final epoch:

$$P_1 = \begin{bmatrix} 2 \\ 1 \end{bmatrix}$$

$$\therefore a_1 = \begin{bmatrix} 0 \ 0 \end{bmatrix} * \begin{bmatrix} 2 \\ 1 \end{bmatrix} + 0 = 0$$

$$e_1 = 3$$

$$4\omega_1 = 0.02 * 3 * \begin{bmatrix} 2 \\ 1 \end{bmatrix} = \begin{bmatrix} 0.12 \ 0.06 \end{bmatrix}^T = \begin{bmatrix} 0.12 \ 0.06 \end{bmatrix}$$

$$P_2 = \begin{bmatrix} 9 \\ 2 \end{bmatrix}$$

$$\therefore a_1 = \begin{bmatrix} 0 \ 0 \end{bmatrix} * \begin{bmatrix} 3 \\ 2 \end{bmatrix} + 0 = 0$$

$$e_2 = 0$$

$$e_3 = 0$$

$$e_4 = \begin{bmatrix} 0.02 * 5 * * \\ 2 \end{bmatrix}$$

$$\therefore a_3 = \begin{bmatrix} 0 \ 0 \end{bmatrix} * \begin{bmatrix} 4 \\ 2 \end{bmatrix} + 0 = 0$$

$$e_3 = 6$$

$$4\omega_2 = 0.02 * 6 * \begin{bmatrix} 4 \\ 3 \end{bmatrix} = \begin{bmatrix} 0.48 \ 0.36 \end{bmatrix}$$

$$\therefore a_3 = \begin{bmatrix} 0 \ 0 \end{bmatrix} * \begin{bmatrix} 4 \\ 3 \end{bmatrix} = \begin{bmatrix} 0.48 \ 0.36 \end{bmatrix}$$

$$\therefore a_4 = 0.02 * 6 * \begin{bmatrix} 4 \\ 3 \end{bmatrix} = \begin{bmatrix} 0.48 \ 0.36 \end{bmatrix}$$

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