

## AMORE++

pre-alpha (active development aiming to release a beta version this summer (2011) )

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6.40	<a href="#">pkg/AMORE/src/dia/Reciprocal.h File Reference</a>	209
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# Chapter 1

## The AMORE++ package

### 1.1 Introduction

Here you will find the documentation of the C++ component of the AMORE++ R package.

The AMORE++ package is a new version of the publicly available AMORE package for neural network training and simulation under R

### 1.2 Motivation

Since the release of the previous version of the AMORE many things have changed in the R programming world.

The advent of the Reference Classes and of packages like Rcpp, inline and RUnit compel us to write a better version of the package in order to provide a more useful framework for neural network training and simulation.

### 1.3 Road Map

This project is currently very active and the development team intends to provide a beta version as soon as this summer (2011)



## Chapter 2

# Class Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

ActivationFunction . . . . .	9
ArcTan . . . . .	19
Cosine . . . . .	41
Elliot . . . . .	47
Exponential . . . . .	53
Gauss . . . . .	59
Identity . . . . .	65
Logistic . . . . .	74
RadialBasis . . . . .	105
Reciprocal . . . . .	117
Sine . . . . .	147
Square . . . . .	153
Tanh . . . . .	159
Threshold . . . . .	166
Con . . . . .	32
Container< T > . . . . .	38
SimpleContainer< T > . . . . .	122
Iterator< T > . . . . .	71
SimpleContainerIterator< T > . . . . .	130
NeuralCreator . . . . .	90
SimpleNeuralCreator . . . . .	137
NeuralFactory . . . . .	91
MLPfactory . . . . .	84
ArcTanFactory . . . . .	21
CosineFactory . . . . .	44
ElliotFactory . . . . .	50
ExponentialFactory . . . . .	56
GaussFactory . . . . .	62

IdentityFactory . . . . .	68
LogisticFactory . . . . .	76
ReciprocalFactory . . . . .	119
SineFactory . . . . .	150
SquareFactory . . . . .	156
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ThresholdFactory . . . . .	169
RBFfactory . . . . .	113
RadialBasisFactory . . . . .	107
NeuralNetwork . . . . .	93
SimpleNetwork . . . . .	135
Neuron . . . . .	95
SimpleNeuron . . . . .	139
PredictBehavior . . . . .	101
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RBFbehavior . . . . .	110
TrainingBehavior . . . . .	172
AdaptBehavior . . . . .	11
ADAPTgd . . . . .	14
ADAPTgdwm . . . . .	16
BatchBehavior . . . . .	24
BATCHgd . . . . .	27
BATCHgdwm . . . . .	29

## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">ActivationFunction</a> (Class <a href="#">ActivationFunction</a> - )	9
<a href="#">AdaptBehavior</a> (Class <a href="#">AdaptBehavior</a> - )	11
<a href="#">ADAPTgd</a> (Class <a href="#">ADAPTgd</a> - )	14
<a href="#">ADAPTgdwm</a> (Class <a href="#">ADAPTgdwm</a> - )	16
<a href="#">ArcTan</a> (Class <a href="#">ArcTan</a> - )	19
<a href="#">ArcTanFactory</a> (Class <a href="#">ArcTanFactory</a> - )	21
<a href="#">BatchBehavior</a> (Class <a href="#">BatchBehavior</a> - )	24
<a href="#">BATCHgd</a> (Class <a href="#">BATCHgd</a> - )	27
<a href="#">BATCHgdwm</a> (Class <a href="#">BATCHgdwm</a> - )	29
<a href="#">Con</a> (Class <a href="#">Con</a> - )	32
<a href="#">Container&lt; T &gt;</a> (Class <a href="#">Container</a> - )	38
<a href="#">Cosine</a> (Class <a href="#">Cosine</a> - )	41
<a href="#">CosineFactory</a> (Class <a href="#">CosineFactory</a> - )	44
<a href="#">Elliot</a> (Class <a href="#">Elliot</a> - )	47
<a href="#">ElliotFactory</a> (Class <a href="#">ElliotFactory</a> - )	50
<a href="#">Exponential</a> (Class <a href="#">Exponential</a> - )	53
<a href="#">ExponentialFactory</a> (Class <a href="#">ExponentialFactory</a> - )	56
<a href="#">Gauss</a> (Class <a href="#">Gauss</a> - )	59
<a href="#">GaussFactory</a> (Class <a href="#">GaussFactory</a> - )	62
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<a href="#">IdentityFactory</a> (Class <a href="#">IdentityFactory</a> - )	68
<a href="#">Iterator&lt; T &gt;</a> (Class <a href="#">Iterator</a> - )	71
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<a href="#">NeuralCreator</a> (Class <a href="#">NeuralCreator</a> - )	90
<a href="#">NeuralFactory</a> (Class <a href="#">NeuralFactory</a> - )	91
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Neuron (Class <a href="#">Neuron</a> - ) . . . . .	95
PredictBehavior (Class <a href="#">PredictBehavior</a> - ) . . . . .	101
RadialBasis (Class <a href="#">RadialBasis</a> - ) . . . . .	105
RadialBasisFactory (Class <a href="#">RadialBasisFactory</a> - ) . . . . .	107
RBFbehavior (Class <a href="#">RBFbehavior</a> - ) . . . . .	110
RBFfactory (Class <a href="#">RBFfactory</a> - ) . . . . .	113
Reciprocal (Class <a href="#">Reciprocal</a> - ) . . . . .	117
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SimpleContainer< T > (Class <a href="#">SimpleContainer</a> - ) . . . . .	122
SimpleContainerIterator< T > (Class <a href="#">SimpleContainerIterator</a> - ) . . . . .	130
SimpleNetwork (Class <a href="#">SimpleNetwork</a> - ) . . . . .	135
SimpleNeuralCreator (Class <a href="#">SimpleNeuralCreator</a> - ) . . . . .	137
SimpleNeuron (Class <a href="#">SimpleNeuron</a> - ) . . . . .	139
Sine (Class <a href="#">Sine</a> - ) . . . . .	147
SineFactory (Class <a href="#">SineFactory</a> - ) . . . . .	150
Square (Class <a href="#">Square</a> - ) . . . . .	153
SquareFactory (Class <a href="#">SquareFactory</a> - ) . . . . .	156
Tanh (Class <a href="#">Tanh</a> - ) . . . . .	159
TanhFactory (Class <a href="#">TanhFactory</a> - ) . . . . .	163
Threshold (Class <a href="#">Threshold</a> - ) . . . . .	166
ThresholdFactory (Class <a href="#">ThresholdFactory</a> - ) . . . . .	169
TrainingBehavior (Class <a href="#">TrainingBehavior</a> - ) . . . . .	172



## Chapter 4

# File Index

### 4.1 File List

Here is a list of all files with brief descriptions:

pkg/AMORE/src/ActivationFunction.cpp	175
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pkg/AMORE/src/Con.cpp	180
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pkg/AMORE/src/Identity.cpp	223
pkg/AMORE/src/IdentityFactory.cpp	223
pkg/AMORE/src/Iterator.cpp	225
pkg/AMORE/src/IteratorInterface.cpp	225
pkg/AMORE/src/MLPbehavior.cpp	226
pkg/AMORE/src/MLPfactory.cpp	227
pkg/AMORE/src/NeuralNetwork.cpp	228
pkg/AMORE/src/Neuron.cpp	228
pkg/AMORE/src/PredictBehavior.cpp	229
pkg/AMORE/src/SimpleContainer.cpp	230
pkg/AMORE/src/SimpleContainerIterator.cpp	231
pkg/AMORE/src/SimpleNetwork.cpp	233
pkg/AMORE/src/SimpleNeuralCreator.cpp	233
pkg/AMORE/src/SimpleNeuron.cpp	234
pkg/AMORE/src/Tanh.cpp	235
pkg/AMORE/src/TanhFactory.cpp	236
pkg/AMORE/src/dia/ActivationFunction.h	182
pkg/AMORE/src/dia/AdaptBehavior.h	183
pkg/AMORE/src/dia/ADAPTgd.h	184
pkg/AMORE/src/dia/ADAPTgdwm.h	184
pkg/AMORE/src/dia/ArcTan.h	185
pkg/AMORE/src/dia/ArcTanFactory.h	186
pkg/AMORE/src/dia/BatchBehavior.h	186
pkg/AMORE/src/dia/BATCHgd.h	187
pkg/AMORE/src/dia/BATCHgdwm.h	188

pkg/AMORE/src/dia/Con.h	190
pkg/AMORE/src/dia/Container.h	190
pkg/AMORE/src/dia/Cosine.h	191
pkg/AMORE/src/dia/CosineFactory.h	191
pkg/AMORE/src/dia/Elliot.h	192
pkg/AMORE/src/dia/ElliotFactory.h	193
pkg/AMORE/src/dia/Exponential.h	193
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pkg/AMORE/src/dia/Gauss.h	195
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pkg/AMORE/src/dia/IdentityFactory.h	197
pkg/AMORE/src/dia/Iterator.h	199
pkg/AMORE/src/dia/Logistic.h	199
pkg/AMORE/src/dia/LogisticFactory.h	200
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pkg/AMORE/src/dia/MLPfactory.h	202
pkg/AMORE/src/dia/NeuralCreator.h	203
pkg/AMORE/src/dia/NeuralFactory.h	203
pkg/AMORE/src/dia/NeuralNetwork.h	204
pkg/AMORE/src/dia/Neuron.h	205
pkg/AMORE/src/dia/PredictBehavior.h	206
pkg/AMORE/src/dia/RadialBasis.h	206
pkg/AMORE/src/dia/RadialBasisFactory.h	207
pkg/AMORE/src/dia/RBFbehavior.h	207
pkg/AMORE/src/dia/RBFfactory.h	208
pkg/AMORE/src/dia/Reciprocal.h	209
pkg/AMORE/src/dia/ReciprocalFactory.h	210
pkg/AMORE/src/dia/SimpleContainer.h	210
pkg/AMORE/src/dia/SimpleContainerIterator.h	211
pkg/AMORE/src/dia/SimpleNetwork.h	212
pkg/AMORE/src/dia/SimpleNeuralCreator.h	213
pkg/AMORE/src/dia/SimpleNeuron.h	214
pkg/AMORE/src/dia/Sine.h	215
pkg/AMORE/src/dia/SineFactory.h	216
pkg/AMORE/src/dia/Square.h	217
pkg/AMORE/src/dia/SquareFactory.h	217
pkg/AMORE/src/dia/Tanh.h	218
pkg/AMORE/src/dia/TanhFactory.h	219
pkg/AMORE/src/dia/Threshold.h	221
pkg/AMORE/src/dia/ThresholdFactory.h	221
pkg/AMORE/src/dia/TrainingBehavior.h	222

## Chapter 5

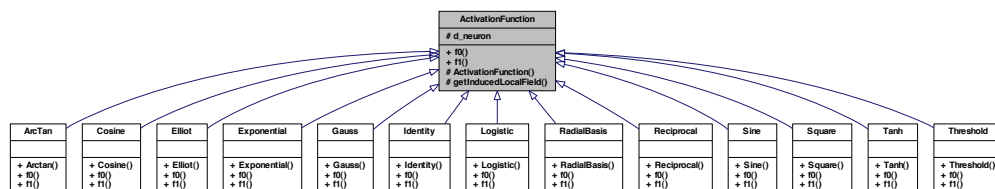
# Class Documentation

### 5.1 ActivationFunction Class Reference

class [ActivationFunction](#) -

```
#include <ActivationFunction.h>
```

Inheritance diagram for ActivationFunction:



#### Public Member Functions

- virtual double [f0](#) ()=0
- virtual double [f1](#) ()=0

#### Protected Member Functions

- [ActivationFunction](#) ([NeuronPtr](#) neuronPtr)
- double [getInducedLocalField](#) ()

#### Protected Attributes

- [NeuronWeakPtr](#) [d\\_neuron](#)

### 5.1.1 Detailed Description

class [ActivationFunction](#) -

Definition at line 4 of file ActivationFunction.h.

### 5.1.2 Constructor & Destructor Documentation

#### 5.1.2.1 `ActivationFunction::ActivationFunction ( NeuronPtr neuronPtr )` `[protected]`

Definition at line 11 of file ActivationFunction.cpp.

```

        d_neuron(neuronPtr)
    {
    }

```

### 5.1.3 Member Function Documentation

#### 5.1.3.1 `virtual double ActivationFunction::f0 ( )` `[pure virtual]`

Implemented in [ArcTan](#), [Cosine](#), [Elliot](#), [Exponential](#), [Gauss](#), [Identity](#), [Logistic](#), [RadialBasis](#), [Reciprocal](#), [Sine](#), [Square](#), [Tanh](#), and [Threshold](#).

#### 5.1.3.2 `virtual double ActivationFunction::f1 ( )` `[pure virtual]`

Implemented in [ArcTan](#), [Cosine](#), [Elliot](#), [Exponential](#), [Gauss](#), [Identity](#), [Logistic](#), [RadialBasis](#), [Reciprocal](#), [Sine](#), [Square](#), [Tanh](#), and [Threshold](#).

#### 5.1.3.3 `double ActivationFunction::getInducedLocalField ( )` `[protected]`

Definition at line 17 of file ActivationFunction.cpp.

References `d_neuron`.

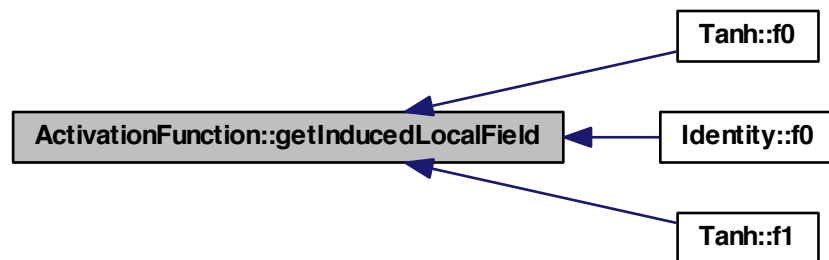
Referenced by `Tanh::f0()`, `Identity::f0()`, and `Tanh::f1()`.

```

{
    NeuronPtr neuronPtr(d_neuron.lock());
    return neuronPtr->getInducedLocalField();
}

```

Here is the caller graph for this function:



### 5.1.4 Member Data Documentation

#### 5.1.4.1 `NeuronWeakPtr ActivationFunction::d_neuron` [protected]

Definition at line 7 of file `ActivationFunction.h`.

Referenced by `getInducedLocalField()`.

The documentation for this class was generated from the following files:

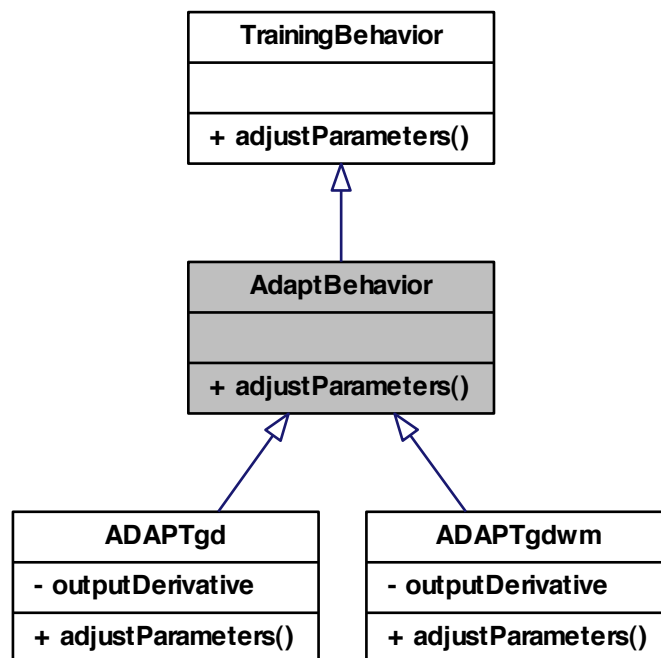
- `pkg/AMORE/src/dia/ActivationFunction.h`
- `pkg/AMORE/src/ActivationFunction.cpp`

## 5.2 AdaptBehavior Class Reference

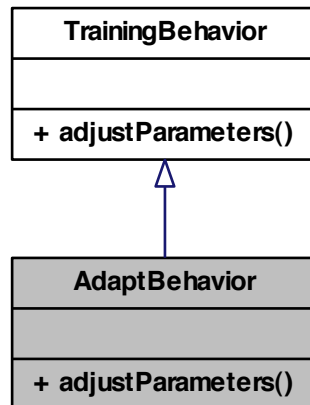
class `AdaptBehavior` -

```
#include <AdaptBehavior.h>
```

Inheritance diagram for AdaptBehavior:



Collaboration diagram for AdaptBehavior:



### Public Member Functions

- virtual void [adjustParameters](#) ()=0

#### 5.2.1 Detailed Description

class [AdaptBehavior](#) -

Definition at line 5 of file [AdaptBehavior.h](#).

#### 5.2.2 Member Function Documentation

5.2.2.1 virtual void [AdaptBehavior::adjustParameters](#) ( ) `[pure virtual]`

Reimplemented from [TrainingBehavior](#).

Implemented in [ADAPTgd](#), and [ADAPTgdwm](#).

The documentation for this class was generated from the following file:

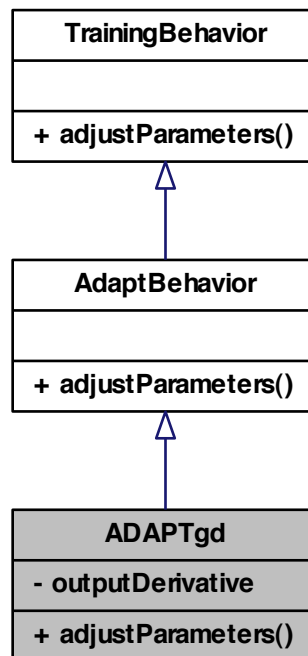
- [pkg/AMORE/src/dia/AdaptBehavior.h](#)

### 5.3 ADAPTgd Class Reference

class [ADAPTgd](#) -

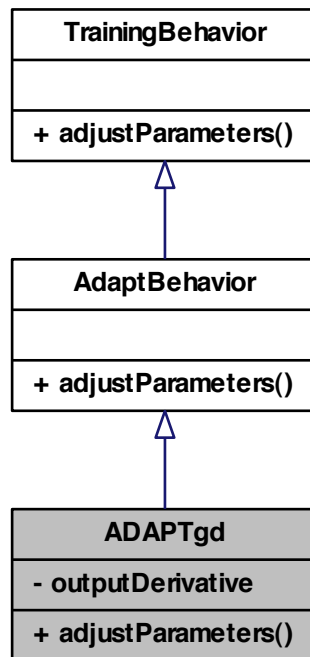
```
#include <ADAPTgd.h>
```

Inheritance diagram for ADAPTgd:





Collaboration diagram for ADAPTgd:



#### Public Member Functions

- void [adjustParameters](#) ()

#### Private Attributes

- double [outputDerivative](#)

#### 5.3.1 Detailed Description

class [ADAPTgd](#) -

Definition at line 5 of file ADAPTgd.h.

#### 5.3.2 Member Function Documentation

5.3.2.1 void ADAPTgd::adjustParameters ( ) [virtual]

Implements [AdaptBehavior](#).

### 5.3.3 Member Data Documentation

5.3.3.1 double ADAPTgd::outputDerivative [private]

Definition at line 8 of file ADAPTgd.h.

The documentation for this class was generated from the following file:

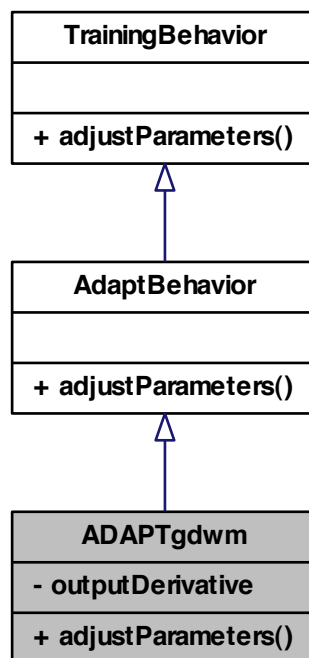
- pkg/AMORE/src/dia/[ADAPTgd.h](#)

## 5.4 ADAPTgdwm Class Reference

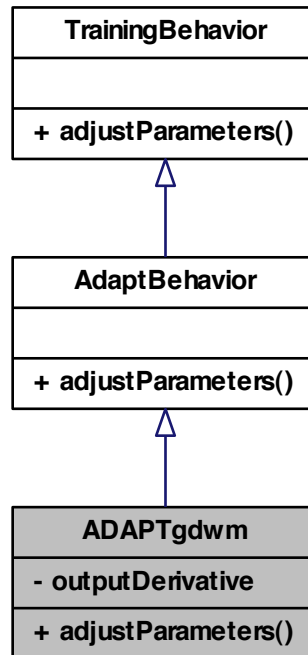
class [ADAPTgdwm](#) -

#include <ADAPTgdwm.h>

Inheritance diagram for ADAPTgdwm:



Collaboration diagram for ADAPTgdwm:



#### Public Member Functions

- void [adjustParameters](#) ()

#### Private Attributes

- double [outputDerivative](#)

#### 5.4.1 Detailed Description

class [ADAPTgdwm](#) -

Definition at line 5 of file ADAPTgdwm.h.

#### 5.4.2 Member Function Documentation

5.4.2.1 void ADAPTgdwm::adjustParameters ( ) [virtual]

Implements [AdaptBehavior](#).

### 5.4.3 Member Data Documentation

5.4.3.1 double ADAPTgdwm::outputDerivative [private]

Definition at line 8 of file ADAPTgdwm.h.

The documentation for this class was generated from the following file:

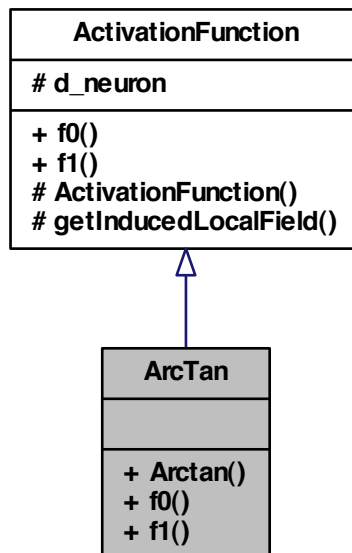
- pkg/AMORE/src/dia/[ADAPTgdwm.h](#)

## 5.5 ArcTan Class Reference

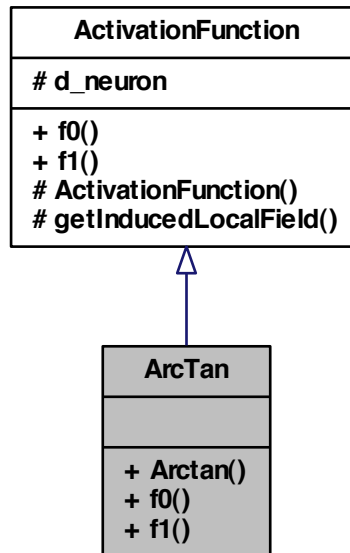
class [ArcTan](#) -

```
#include <ArcTan.h>
```

Inheritance diagram for ArcTan:



Collaboration diagram for ArcTan:



## Public Member Functions

- [Arctan](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

### 5.5.1 Detailed Description

class [ArcTan](#) -

Definition at line 5 of file ArcTan.h.

### 5.5.2 Member Function Documentation

5.5.2.1 [ArcTan::Arctan](#) ( [NeuronPtr](#) neuronPtr )

5.5.2.2 double [ArcTan::f0](#) ( ) [virtual]

Implements [ActivationFunction](#).

5.5.2.3 `double ArcTan::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

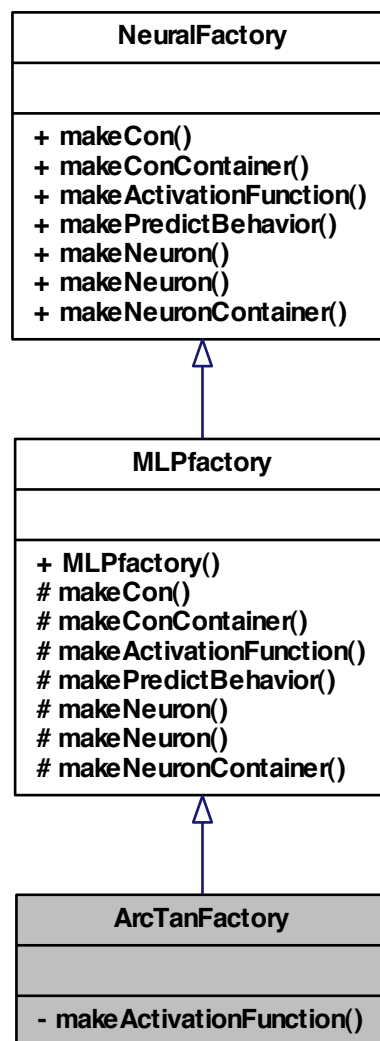
- `pkg/AMORE/src/dia/ArcTan.h`

## 5.6 ArcTanFactory Class Reference

class [ArcTanFactory](#) -

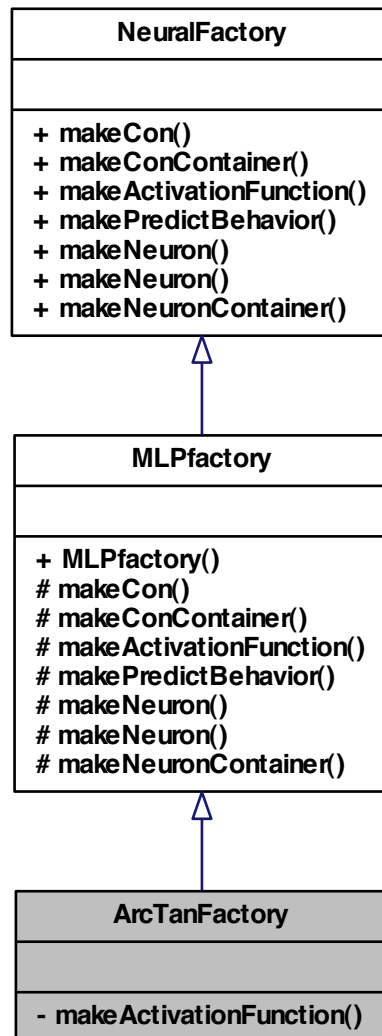
```
#include <ArcTanFactory.h>
```

Inheritance diagram for ArcTanFactory:





Collaboration diagram for ArcTanFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.6.1 Detailed Description

class [ArcTanFactory](#) -

Definition at line 5 of file ArcTanFactory.h.

### 5.6.2 Member Function Documentation

**5.6.2.1** `ActivationFunctionPtr ArcTanFactory::makeActivationFunction ( NeuronPtr  
neuronPtr ) [private, virtual]`

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

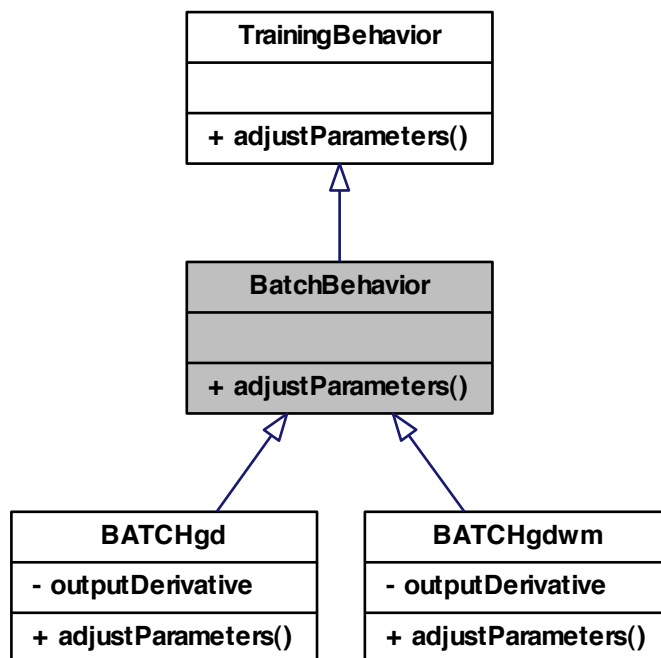
- pkg/AMORE/src/dia/[ArcTanFactory.h](#)

## 5.7 BatchBehavior Class Reference

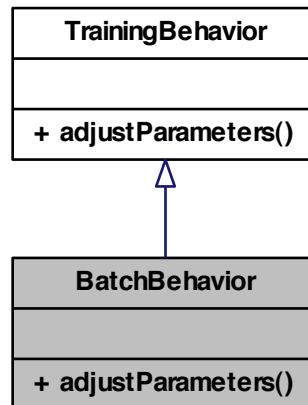
class [BatchBehavior](#) -

`#include <BatchBehavior.h>`

Inheritance diagram for BatchBehavior:



Collaboration diagram for BatchBehavior:



## Public Member Functions

- virtual void [adjustParameters](#) ()=0

### 5.7.1 Detailed Description

class [BatchBehavior](#) -

Definition at line 5 of file [BatchBehavior.h](#).

### 5.7.2 Member Function Documentation

#### 5.7.2.1 virtual void [BatchBehavior::adjustParameters](#) ( ) [pure virtual]

Reimplemented from [TrainingBehavior](#).

Implemented in [BATCHgd](#), and [BATCHgdwm](#).

The documentation for this class was generated from the following file:

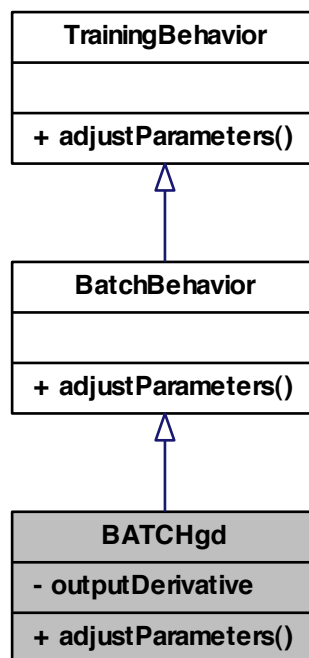
- [pkg/AMORE/src/dia/BatchBehavior.h](#)

## 5.8 BATCHgd Class Reference

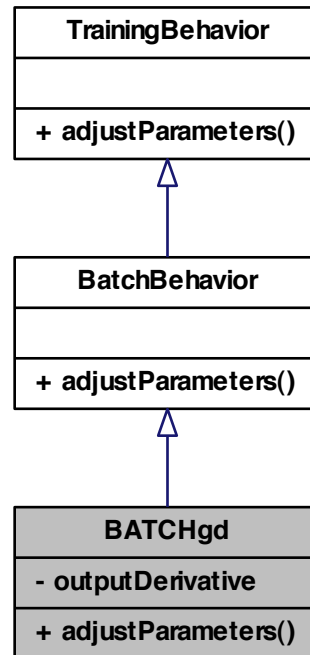
class [BATCHgd](#) -

```
#include <BATCHgd.h>
```

Inheritance diagram for BATCHgd:



Collaboration diagram for BATCHgd:



### Public Member Functions

- void [adjustParameters](#) ()

### Private Attributes

- double [outputDerivative](#)

### 5.8.1 Detailed Description

class [BATCHgd](#) -

Definition at line 5 of file BATCHgd.h.

### 5.8.2 Member Function Documentation

5.8.2.1 void BATCHgd::adjustParameters ( ) [virtual]

Implements [BatchBehavior](#).

### 5.8.3 Member Data Documentation

5.8.3.1 double BATCHgd::outputDerivative [private]

Definition at line 8 of file BATCHgd.h.

The documentation for this class was generated from the following file:

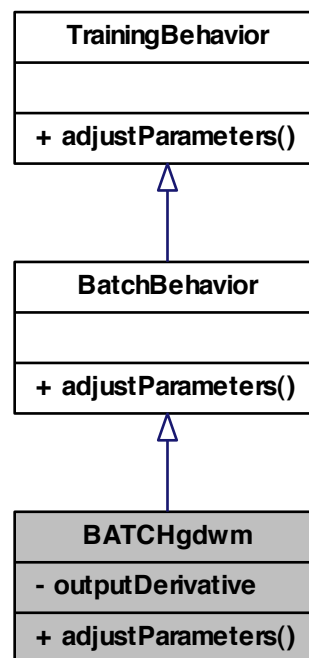
- pkg/AMORE/src/dia/[BATCHgd.h](#)

## 5.9 BATCHgdwm Class Reference

class [BATCHgdwm](#) -

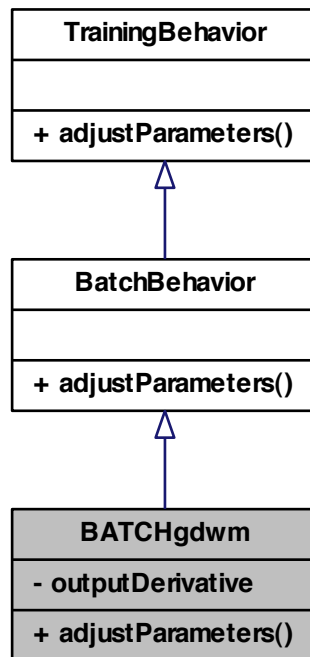
```
#include <BATCHgdwm.h>
```

Inheritance diagram for BATCHgdwm:





Collaboration diagram for BATCHgdwm:



### Public Member Functions

- void [adjustParameters](#) ()

### Private Attributes

- double [outputDerivative](#)

#### 5.9.1 Detailed Description

class [BATCHgdwm](#) -

Definition at line 5 of file BATCHgdwm.h.

#### 5.9.2 Member Function Documentation

5.9.2.1 void BATCHgdwm::adjustParameters ( ) [virtual]

Implements [BatchBehavior](#).

### 5.9.3 Member Data Documentation

5.9.3.1 double BATCHgdwm::outputDerivative [private]

Definition at line 8 of file BATCHgdwm.h.

The documentation for this class was generated from the following file:

- pkg/AMORE/src/dia/BATCHgdwm.h

## 5.10 Con Class Reference

class [Con](#) -

```
#include <Con.h>
```

### Public Member Functions

- [Con](#) ([Neuron](#) &neuron)  
*Constructor.*
- [Con](#) ([Neuron](#) &neuron, double weight)  
*Constructor.*
- [Handler Id](#) ()  
*A getter of the Id of the [Neuron](#) pointed by the from field.*
- [Neuron](#) & [getNeuron](#) ()  
*from field accessor.*
- void [setNeuron](#) ([Neuron](#) &neuron)
- double [getWeight](#) ()  
*weight field accessor.*
- void [setWeight](#) (double weight)
- void [show](#) ()  
*Pretty print of the [Con](#) information.*
- bool [validate](#) ()  
*Object validator.*

### Private Attributes

- [NeuronRef](#) d\_neuron
- double d\_weight

### 5.10.1 Detailed Description

class [Con](#) -

Definition at line 3 of file Con.h.

### 5.10.2 Constructor & Destructor Documentation

#### 5.10.2.1 Con::Con ( [Neuron](#) & *neuron* )

Constructor.

Definition at line 19 of file Con.cpp.

```

        :
        d_neuron( boost::ref(neuron) ), d_weight(0)
    {
    }

```

#### 5.10.2.2 Con::Con ( [Neuron](#) & *neuron*, double *weight* )

Constructor.

Definition at line 30 of file Con.cpp.

```

        :
        d_neuron(boost::ref(neuron)), d_weight(weight)
    {
    }

```

### 5.10.3 Member Function Documentation

#### 5.10.3.1 [Neuron](#) & Con::getNeuron ( )

from field accessor.

This method allows access to the address stored in the private from field (a pointer to a [Neuron](#) object).\*

#### Returns

A pointer to the [Neuron](#) object referred to by the from field.

```

//=====
//Usage example:
//=====
// Data set up
NeuronPtr ptShNeuron ( new Neuron(1) );           // Neuron
Id is set 1
ConPtr ptShCon( new Con(ptShNeuron) );           // from p
oints to ptShNeuron and weight is set to 0

```

```
// Test
                                ptShNeuron = ptShCon->getFrom() ;
                                int result = ptShNeuron->getId();

// Now, result is equal to 1.
```

**See also**

`getId` and the unit test files, e.g., `runit.Cpp.Con.R`, for further examples.

Definition at line 56 of file `Con.cpp`.

References `d_neuron`.

```
{
    return d_neuron;
}
```

**5.10.3.2 double Con::getWeight ( )**

weight field accessor.

This method allows access to the value stored in the private field `weight`

**Returns**

The value of `weight` (double)

```
//=====
//Usage example:
//=====
// Data set up
                                std::vector<double> result;
                                NeuronPtr ptShNeuron ( new Neuron(16) );
                                /
/ Neuron Id is set to 16
                                ConPtr ptShCon( new Con(ptShNeuron, 12.4) ); // from poi
nts to ptShNeuron and weight is set to 12.4
// Test
                                result.push_back( ptShCon->getWeight() );
                                ptShCon->setWeight(2.2);
                                result.push_back( ptShCon->getWeight() );

// Now, result is a numeric vector that contains the values 12.4 and 2.2
.
```

**See also**

[setWeight](#) and the unit test files, e.g., `runit.Cpp.Con.R`, for further examples.

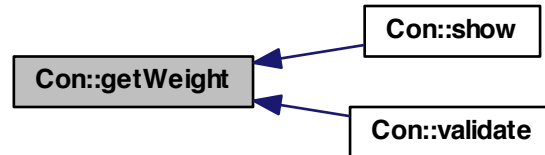
Definition at line 116 of file `Con.cpp`.

References `d_weight`.

Referenced by `show()`, and `validate()`.

```
{
    return d_weight;
}
```

Here is the caller graph for this function:



#### 5.10.3.3 int Con::Id ( )

A getter of the Id of the [Neuron](#) pointed by the from field.

This method gets the Id of the [Neuron](#) referred to by the from field

#### Returns

The value of the Id (an integer).

```

//=====
//Usage example:
//=====
// Data set up
NeuronPtr ptShNeuron ( new Neuron(16) );           // Neuron I
d is set to 16
ConPtr ptShCon( new Con(ptShNeuron) );             // from poi
nts to ptShNeuron and weight is set to 0
// Test
int result = ptShCon->getId();

// Now, result is equal to 16.
  
```

#### See also

getFrom, setFrom and the unit test files, e.g., runit.Cpp.Con.R, for further examples.

Definition at line 88 of file Con.cpp.

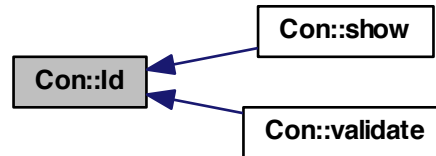
References [d\\_neuron](#).

Referenced by [show\(\)](#), and [validate\(\)](#).

```

{
    return d_neuron.get().getId();
}
  
```

Here is the caller graph for this function:



#### 5.10.3.4 void Con::setNeuron ( Neuron & neuron )

Definition at line 63 of file Con.cpp.

References `d_neuron`.

```
{  
    d_neuron=boost::ref(neuron);  
}
```

#### 5.10.3.5 void Con::setWeight ( double weight )

Definition at line 123 of file Con.cpp.

References `d_weight`.

```
{  
    d_weight=weight;  
}
```

#### 5.10.3.6 void Con::show ( )

Pretty print of the [Con](#) information.

This method outputs in the R terminal the contents of the [Con](#) fields.

#### Returns

true in case everything works without throwing an exception

#### See also

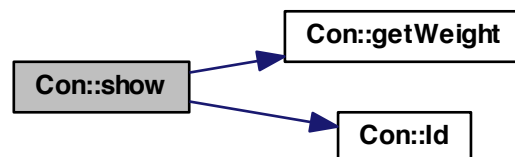
[setWeight](#) and the unit test files, e.g., `runit.Cpp.Con.R`, for usage examples.

Definition at line 135 of file Con.cpp.

References `getWeight()`, and `Id()`.

```
{
    int id = Id();
    if (id == NA_INTEGER)
    {
        Rprintf("From: NA\t Invalid Connection \n");
    }
    else
    {
        Rprintf("From:\t %d \t Weight= \t %lf \n", id , getWeight() );
    }
}
```

Here is the call graph for this function:



#### 5.10.3.7 bool Con::validate ( )

Object validator.

This method checks the object for internal coherence. A try / catch mechanism exits normal execution and returns control to the R terminal in case the contents of the [Con](#) object are identified as corrupted.

#### Returns

true in case the checks are Ok.

#### Exceptions

<i>An</i>	std::range error if weight or from are not finite.
-----------	--

Definition at line 155 of file Con.cpp.

References `getWeight()`, and `Id()`.

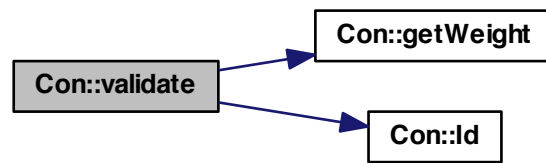
```
{
```

```

BEGIN_RCPP
if (! R_FINITE(getWeight()) ) throw std::range_error("weight is not finite.");
if (Id() == NA_INTEGER)
    throw std::range_error("fromId is not finite.");
return (true);
END_RCPP}

```

Here is the call graph for this function:



#### 5.10.4 Member Data Documentation

##### 5.10.4.1 NeuronRef Con::d\_neuron [private]

Definition at line 6 of file Con.h.

Referenced by getNeuron(), Id(), and setNeuron().

##### 5.10.4.2 double Con::d\_weight [private]

Definition at line 7 of file Con.h.

Referenced by getWeight(), and setWeight().

The documentation for this class was generated from the following files:

- pkg/AMORE/src/dia/[Con.h](#)
- pkg/AMORE/src/[Con.cpp](#)

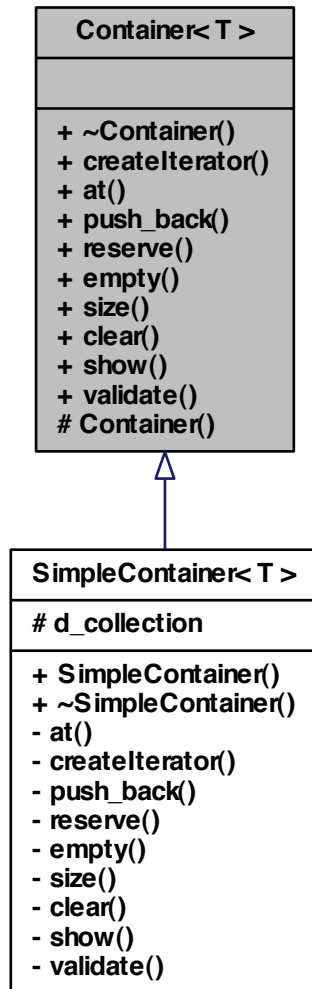
## 5.11 Container< T > Class Template Reference

class [Container](#) -

```
#include <Container.h>
```



Inheritance diagram for Container< T >:



### Public Member Functions

- virtual `~Container()`
- virtual `boost::shared_ptr< Iterator< T > > createIterator()`
- virtual `T at (size_type element)=0`
- virtual void `push_back (T const &const_reference)=0`
- virtual void `reserve (int n)=0`

- virtual bool [empty](#) ()=0
- virtual size\_type [size](#) ()=0
- virtual void [clear](#) ()=0
- virtual void [show](#) ()=0
- virtual bool [validate](#) ()=0

### Protected Member Functions

- [Container](#) ()

#### 5.11.1 Detailed Description

template<typename T>class Container< T >

class [Container](#) -

Definition at line 5 of file Container.h.

#### 5.11.2 Constructor & Destructor Documentation

5.11.2.1 template<typename T > **Container< T >::~~Container ( )** [virtual]

Definition at line 20 of file Container.cpp.

```
{  
}
```

5.11.2.2 template<typename T > **Container< T >::Container ( )** [protected]

Definition at line 14 of file Container.cpp.

```
{  
}
```

#### 5.11.3 Member Function Documentation

5.11.3.1 template<typename T > virtual T **Container< T >::at ( size\_type *element* )**  
[pure virtual]

Implemented in [SimpleContainer< T >](#).

5.11.3.2 template<typename T > virtual void **Container< T >::clear ( )** [pure  
virtual]

Implemented in [SimpleContainer< T >](#).

5.11.3.3 `template<typename T> virtual boost::shared_ptr< Iterator<T>> Container< T>::createIterator ( )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.4 `template<typename T> virtual bool Container< T>::empty ( )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.5 `template<typename T> virtual void Container< T>::push_back ( T const & const.reference )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.6 `template<typename T> virtual void Container< T>::reserve ( int n )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.7 `template<typename T> virtual void Container< T>::show ( )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.8 `template<typename T> virtual size_type Container< T>::size ( )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

5.11.3.9 `template<typename T> virtual bool Container< T>::validate ( )` [pure virtual]

Implemented in [SimpleContainer< T>](#).

The documentation for this class was generated from the following files:

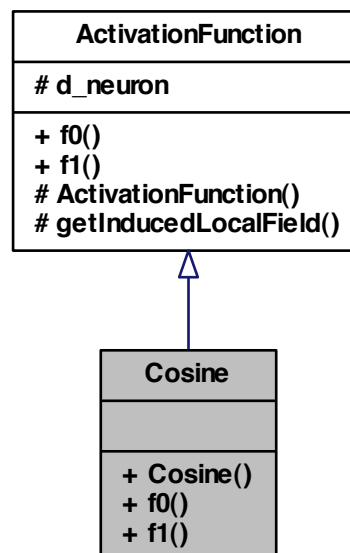
- pkg/AMORE/src/dia/[Container.h](#)
- pkg/AMORE/src/[Container.cpp](#)

## 5.12 Cosine Class Reference

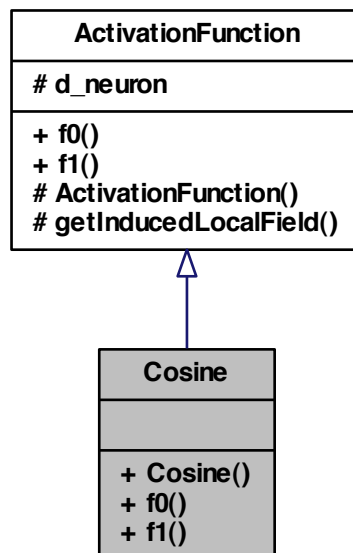
class [Cosine](#) -

```
#include <Cosine.h>
```

Inheritance diagram for Cosine:



Collaboration diagram for Cosine:



### Public Member Functions

- [Cosine](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.12.1 Detailed Description

class [Cosine](#) -

Definition at line 5 of file Cosine.h.

#### 5.12.2 Constructor & Destructor Documentation

5.12.2.1 [Cosine::Cosine](#) ( [NeuronPtr](#) neuronPtr )

#### 5.12.3 Member Function Documentation

5.12.3.1 `double Cosine::f0 ( )` [virtual]

Implements [ActivationFunction](#).

5.12.3.2 `double Cosine::f1 ( )` [virtual]

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

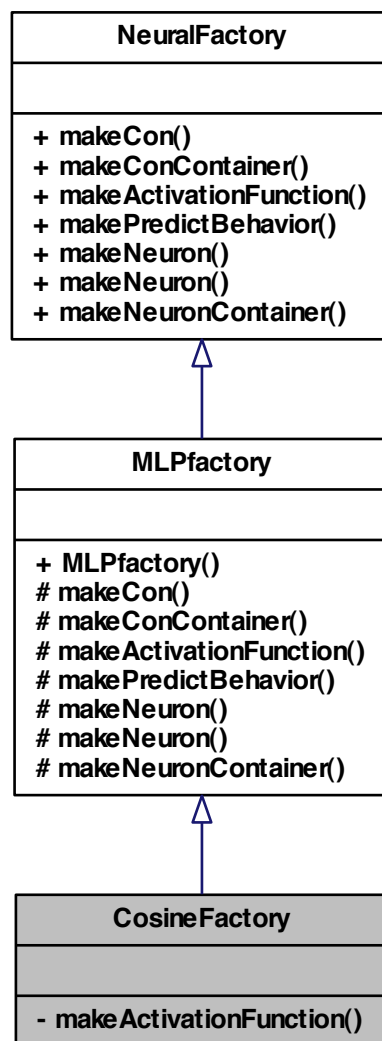
- `pkg/AMORE/src/dia/Cosine.h`

## 5.13 CosineFactory Class Reference

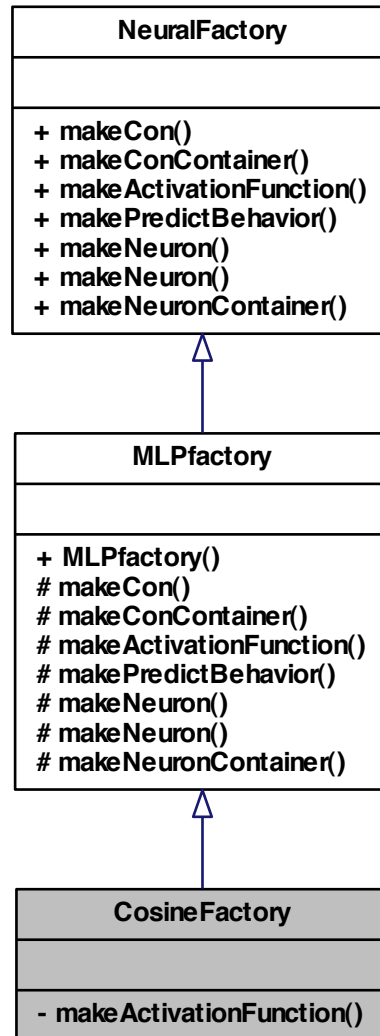
class [CosineFactory](#) -

```
#include <CosineFactory.h>
```

Inheritance diagram for CosineFactory:



Collaboration diagram for CosineFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)



### 5.13.1 Detailed Description

class [CosineFactory](#) -

Definition at line 5 of file [CosineFactory.h](#).

### 5.13.2 Member Function Documentation

**5.13.2.1** `ActivationFunctionPtr CosineFactory::makeActivationFunction ( NeuronPtr neuronPtr )` [private, virtual]

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

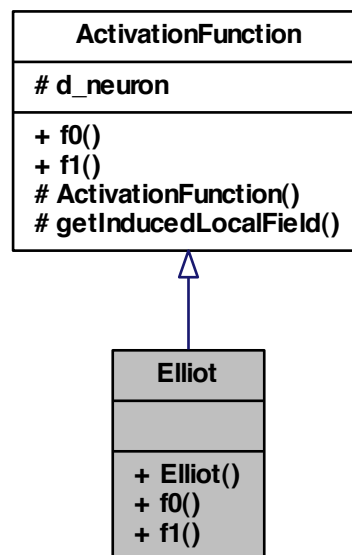
- [pkg/AMORE/src/dia/CosineFactory.h](#)

## 5.14 Elliot Class Reference

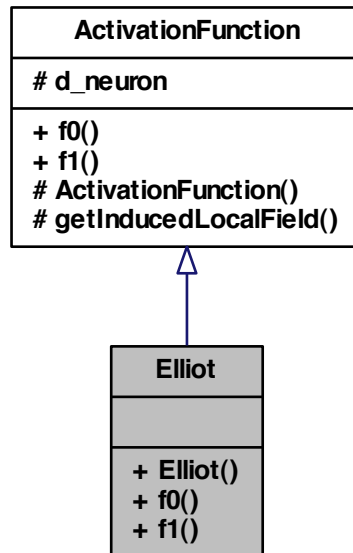
class [Elliot](#) -

```
#include <Elliot.h>
```

Inheritance diagram for Elliot:



Collaboration diagram for Elliot:



### Public Member Functions

- [Elliot](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.14.1 Detailed Description

class [Elliot](#) -

Definition at line 5 of file [Elliot.h](#).

#### 5.14.2 Constructor & Destructor Documentation

5.14.2.1 [Elliot::Elliot](#) ( [NeuronPtr](#) neuronPtr )

#### 5.14.3 Member Function Documentation

5.14.3.1 `double Elliot::f0 ( )` [virtual]

Implements [ActivationFunction](#).

5.14.3.2 `double Elliot::f1 ( )` [virtual]

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

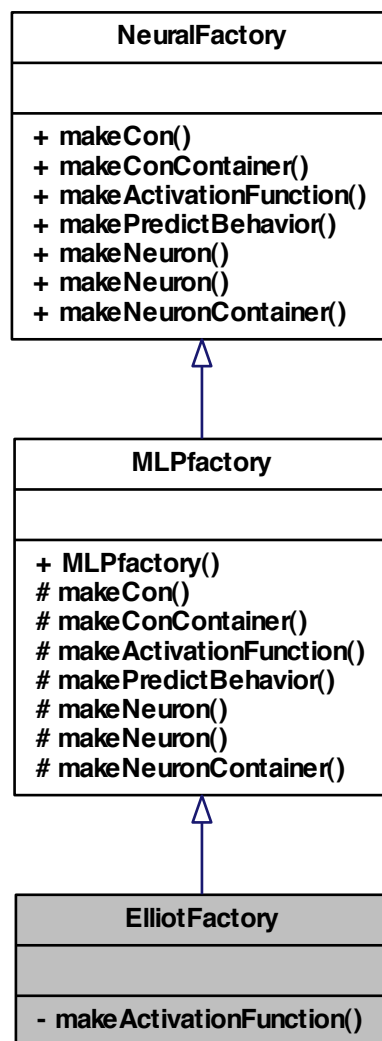
- pkg/AMORE/src/dia/[Elliot.h](#)

## 5.15 ElliotFactory Class Reference

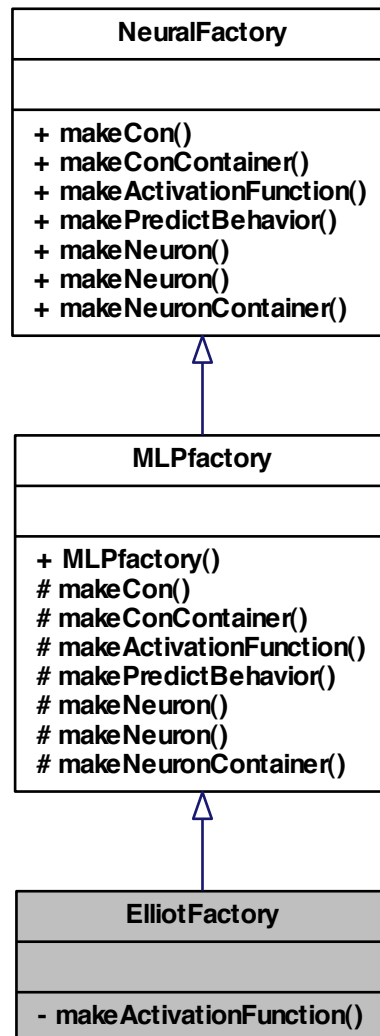
class [ElliotFactory](#) -

```
#include <ElliotFactory.h>
```

Inheritance diagram for ElliotFactory:



Collaboration diagram for ElliotFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) `makeActivationFunction` ([NeuronPtr](#) neuronPtr)

### 5.15.1 Detailed Description

class [ElliotFactory](#) -

Definition at line 5 of file ElliotFactory.h.

### 5.15.2 Member Function Documentation

**5.15.2.1** `ActivationFunctionPtr ElliotFactory::makeActivationFunction ( NeuronPtr  
neuronPtr ) [private, virtual]`

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

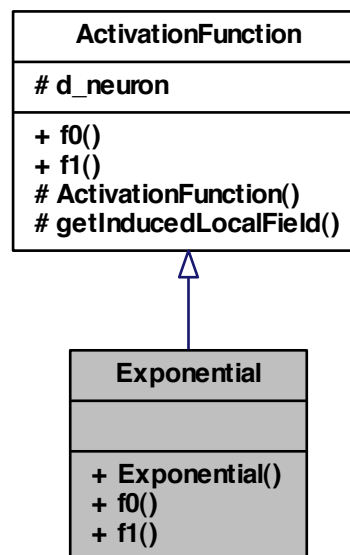
- [pkg/AMORE/src/dia/ElliotFactory.h](#)

## 5.16 Exponential Class Reference

class [Exponential](#) -

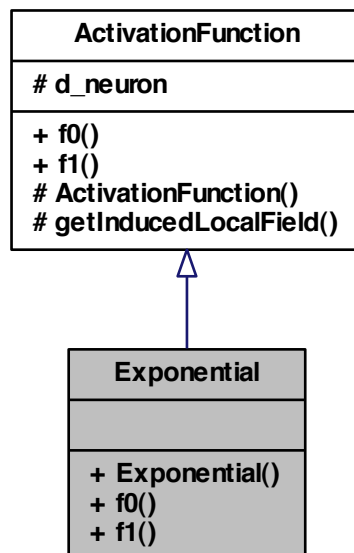
```
#include <Exponential.h>
```

Inheritance diagram for Exponential:





Collaboration diagram for Exponential:



### Public Member Functions

- [Exponential](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.16.1 Detailed Description

class [Exponential](#) -

Definition at line 5 of file `Exponential.h`.

#### 5.16.2 Constructor & Destructor Documentation

5.16.2.1 `Exponential::Exponential ( NeuronPtr neuronPtr )`

#### 5.16.3 Member Function Documentation

5.16.3.1 `double Exponential::f0 ( )` [virtual]

Implements [ActivationFunction](#).

5.16.3.2 `double Exponential::f1 ( )` [virtual]

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

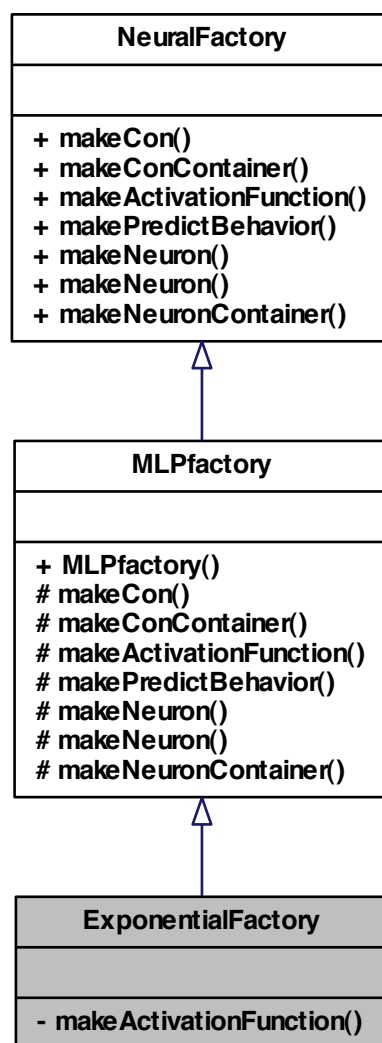
- `pkg/AMORE/src/dia/Exponential.h`

## 5.17 ExponentialFactory Class Reference

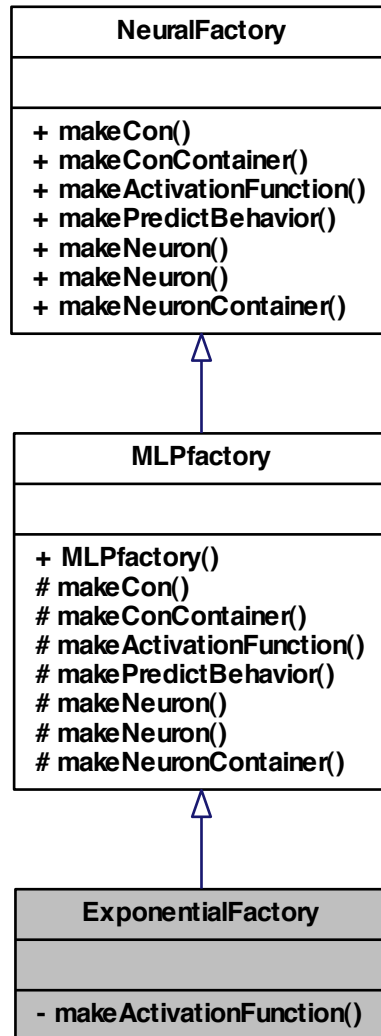
class [ExponentialFactory](#) -

```
#include <ExponentialFactory.h>
```

Inheritance diagram for ExponentialFactory:



Collaboration diagram for ExponentialFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.17.1 Detailed Description

class [ExponentialFactory](#) -

Definition at line 5 of file [ExponentialFactory.h](#).

### 5.17.2 Member Function Documentation

**5.17.2.1** `ActivationFunctionPtr ExponentialFactory::makeActivationFunction ( NeuronPtr  
neuronPtr ) [private, virtual]`

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

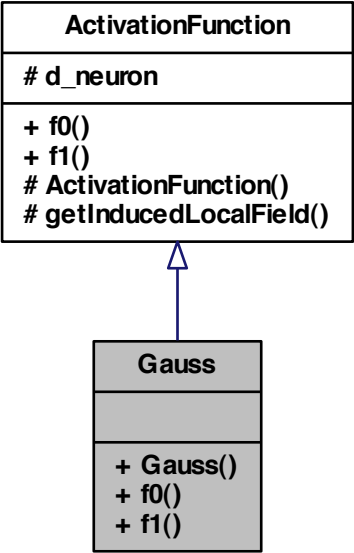
- [pkg/AMORE/src/dia/ExponentialFactory.h](#)

## 5.18 Gauss Class Reference

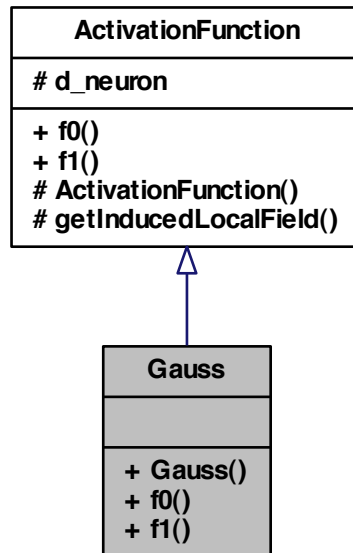
class [Gauss](#) -

```
#include <Gauss.h>
```

Inheritance diagram for Gauss:



Collaboration diagram for Gauss:



## Public Member Functions

- [Gauss](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

### 5.18.1 Detailed Description

class [Gauss](#) -

Definition at line 5 of file Gauss.h.

### 5.18.2 Constructor & Destructor Documentation

5.18.2.1 [Gauss::Gauss](#) ( [NeuronPtr](#) neuronPtr )

### 5.18.3 Member Function Documentation

5.18.3.1 `double Gauss::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.18.3.2 `double Gauss::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

- `pkg/AMORE/src/dia/Gauss.h`

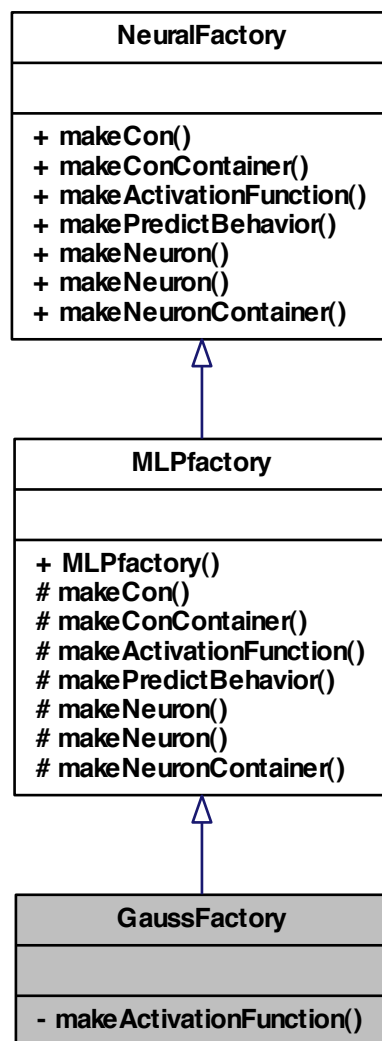
## 5.19 GaussFactory Class Reference

class [GaussFactory](#) -

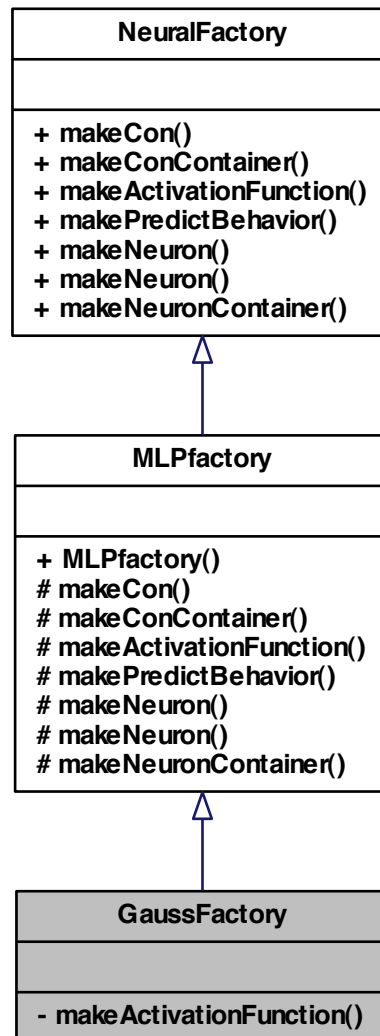
```
#include <GaussFactory.h>
```



Inheritance diagram for GaussFactory:



Collaboration diagram for GaussFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.19.1 Detailed Description

class [GaussFactory](#) -

Definition at line 5 of file GaussFactory.h.

### 5.19.2 Member Function Documentation

**5.19.2.1** `ActivationFunctionPtr GaussFactory::makeActivationFunction ( NeuronPtr neuronPtr )` [private, virtual]

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

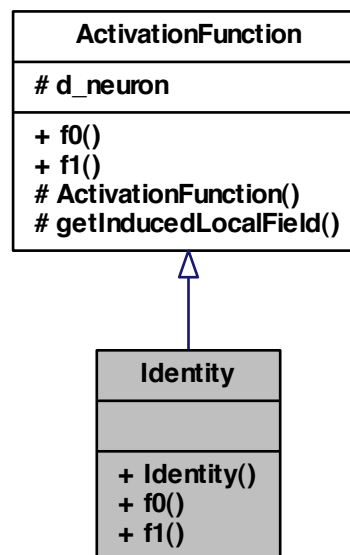
- `pkg/AMORE/src/dia/GaussFactory.h`

## 5.20 Identity Class Reference

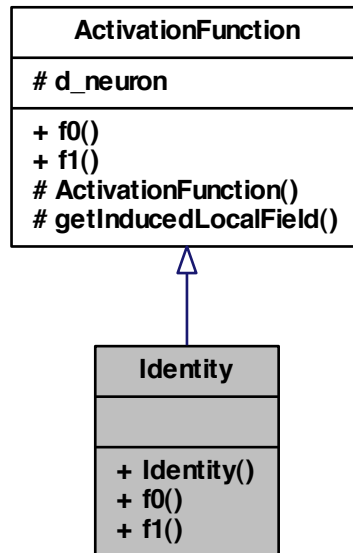
class [Identity](#) -

```
#include <Identity.h>
```

Inheritance diagram for Identity:



Collaboration diagram for Identity:



### Public Member Functions

- [Identity](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.20.1 Detailed Description

class [Identity](#) -

Definition at line 5 of file Identity.h.

#### 5.20.2 Constructor & Destructor Documentation

##### 5.20.2.1 Identity::Identity ( [NeuronPtr](#) neuronPtr )

Definition at line 12 of file Identity.cpp.

```

: ActivationFunction(neuronPtr) {

```

```
}
```

### 5.20.3 Member Function Documentation

#### 5.20.3.1 `double Identity::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

Definition at line 16 of file `Identity.cpp`.

References `ActivationFunction::getInducedLocalField()`.

```
    {  
    return getInducedLocalField() ;  
    }
```

Here is the call graph for this function:



#### 5.20.3.2 `double Identity::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

Definition at line 20 of file `Identity.cpp`.

```
    {  
    return 1 ;  
    }
```

The documentation for this class was generated from the following files:

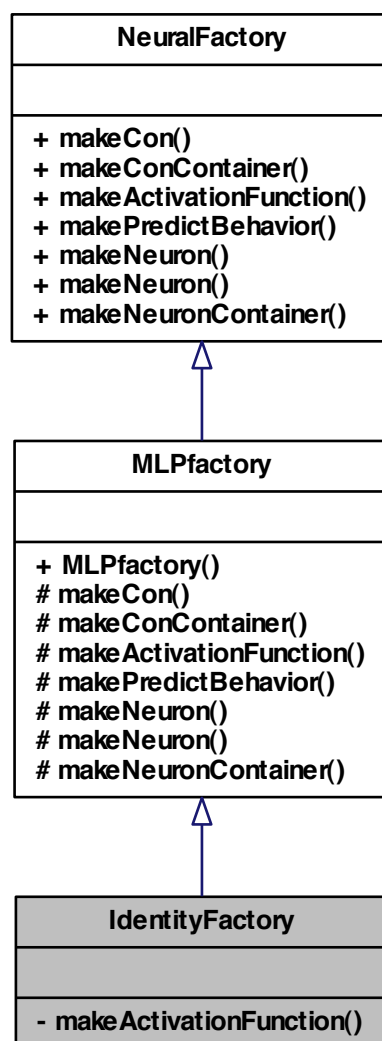
- `pkg/AMORE/src/dia/Identity.h`
- `pkg/AMORE/src/Identity.cpp`

## 5.21 IdentityFactory Class Reference

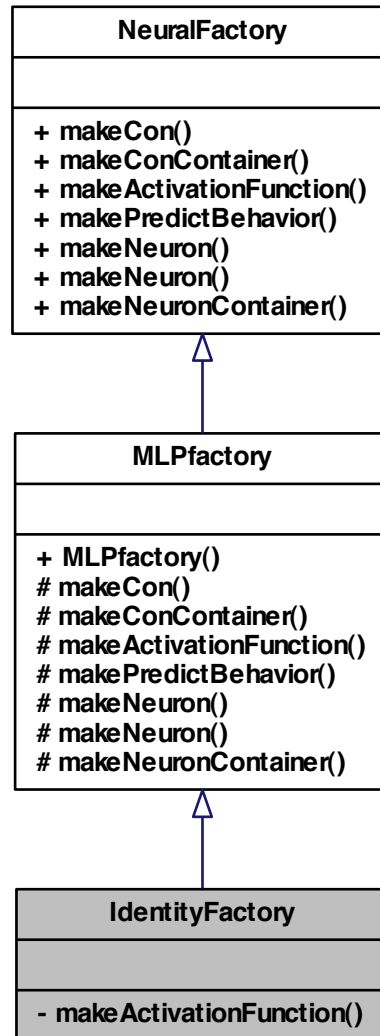
class [IdentityFactory](#) -

```
#include <IdentityFactory.h>
```

Inheritance diagram for IdentityFactory:



Collaboration diagram for IdentityFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)



### 5.21.1 Detailed Description

class [IdentityFactory](#) -

Definition at line 5 of file IdentityFactory.h.

### 5.21.2 Member Function Documentation

#### 5.21.2.1 `ActivationFunctionPtr IdentityFactory::makeActivationFunction ( NeuronPtr neuronPtr )` [private, virtual]

Implements [MLPfactory](#).

Definition at line 17 of file IdentityFactory.cpp.

```
{  
    ActivationFunctionPtr activationFunctionPtr(new Identity(neuronPtr));  
    return activationFunctionPtr;  
}
```

The documentation for this class was generated from the following files:

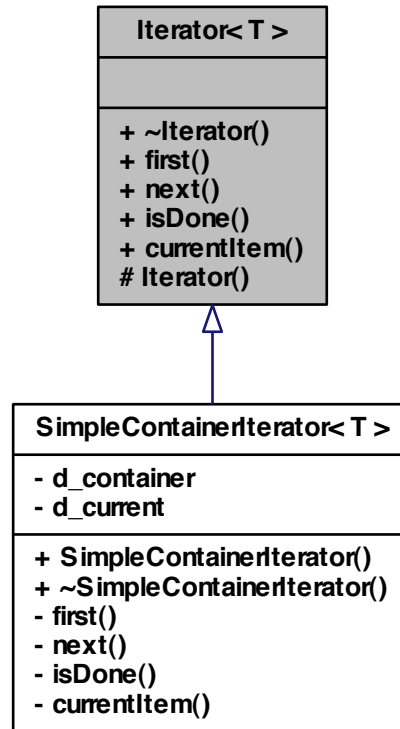
- [pkg/AMORE/src/dia/IdentityFactory.h](#)
- [pkg/AMORE/src/IdentityFactory.cpp](#)

## 5.22 Iterator< T > Class Template Reference

class [Iterator](#) -

#include <Iterator.h>

Inheritance diagram for `Iterator< T >`:



### Public Member Functions

- virtual `~Iterator()`
- virtual void `first()`=0
- virtual void `next()`=0
- virtual bool `isDone()`=0
- virtual T `currentItem()`=0

### Protected Member Functions

- `Iterator()`

### 5.22.1 Detailed Description

```
template<typename T>class Iterator< T >
```

class [Iterator](#) -

Definition at line 5 of file Iterator.h.

### 5.22.2 Constructor & Destructor Documentation

5.22.2.1 `template<typename T > Iterator< T >::~~Iterator ( ) [virtual]`

Definition at line 20 of file Iterator.cpp.

```
{  
}
```

5.22.2.2 `template<typename T > Iterator< T >::Iterator ( ) [protected]`

Definition at line 14 of file Iterator.cpp.

```
{  
}
```

### 5.22.3 Member Function Documentation

5.22.3.1 `template<typename T > virtual T Iterator< T >::currentItem ( ) [pure virtual]`

Implemented in [SimpleContainerIterator< T >](#).

5.22.3.2 `template<typename T > virtual void Iterator< T >::first ( ) [pure virtual]`

Implemented in [SimpleContainerIterator< T >](#).

5.22.3.3 `template<typename T > virtual bool Iterator< T >::isDone ( ) [pure virtual]`

Implemented in [SimpleContainerIterator< T >](#).

5.22.3.4 `template<typename T > virtual void Iterator< T >::next ( ) [pure virtual]`

Implemented in [SimpleContainerIterator< T >](#).

The documentation for this class was generated from the following files:

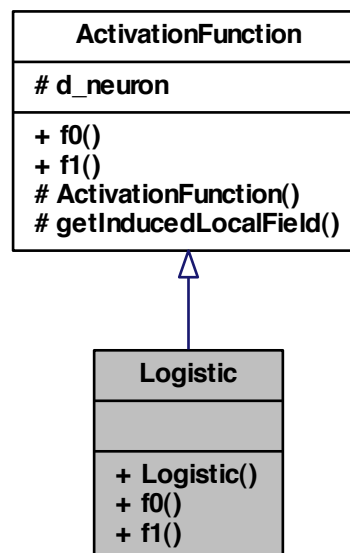
- pkg/AMORE/src/dia/[Iterator.h](#)
- pkg/AMORE/src/[Iterator.cpp](#)

## 5.23 Logistic Class Reference

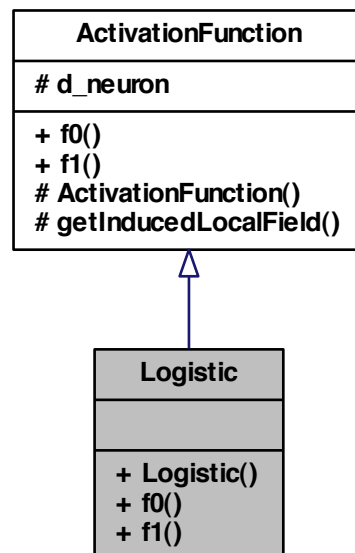
class [Logistic](#) -

```
#include <Logistic.h>
```

Inheritance diagram for Logistic:



Collaboration diagram for Logistic:



### Public Member Functions

- [Logistic](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.23.1 Detailed Description

class [Logistic](#) -

Definition at line 5 of file Logistic.h.

#### 5.23.2 Constructor & Destructor Documentation

5.23.2.1 [Logistic::Logistic](#) ( [NeuronPtr](#) neuronPtr )

#### 5.23.3 Member Function Documentation

5.23.3.1 `double Logistic::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.23.3.2 `double Logistic::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

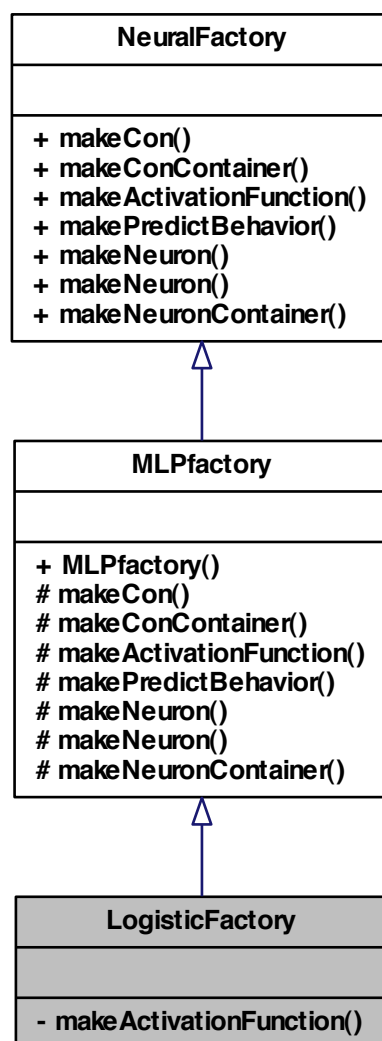
- [pkg/AMORE/src/dia/Logistic.h](#)

## 5.24 LogisticFactory Class Reference

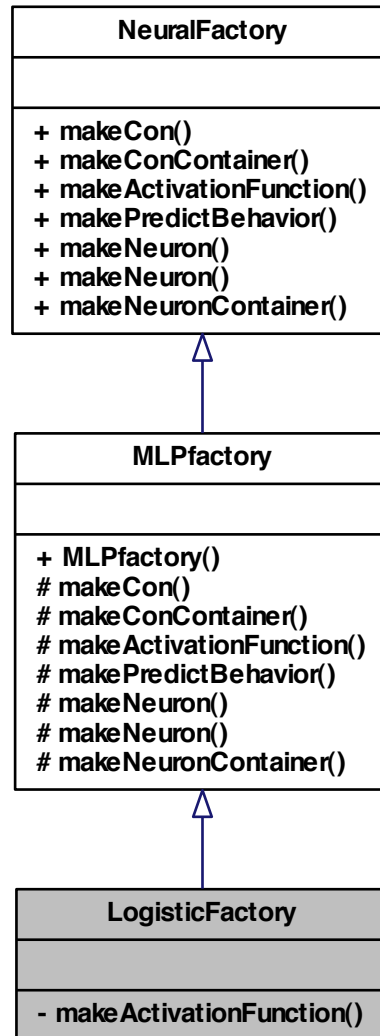
class [LogisticFactory](#) -

```
#include <LogisticFactory.h>
```

Inheritance diagram for LogisticFactory:



Collaboration diagram for LogisticFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction \(NeuronPtr neuronPtr\)](#)



### 5.24.1 Detailed Description

class [LogisticFactory](#) -

Definition at line 5 of file LogisticFactory.h.

### 5.24.2 Member Function Documentation

**5.24.2.1** `ActivationFunctionPtr LogisticFactory::makeActivationFunction ( NeuronPtr neuronPtr )` [private, virtual]

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

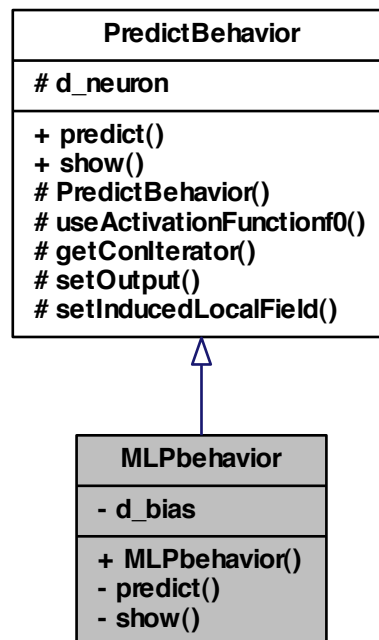
- [pkg/AMORE/src/dia/LogisticFactory.h](#)

## 5.25 MLPbehavior Class Reference

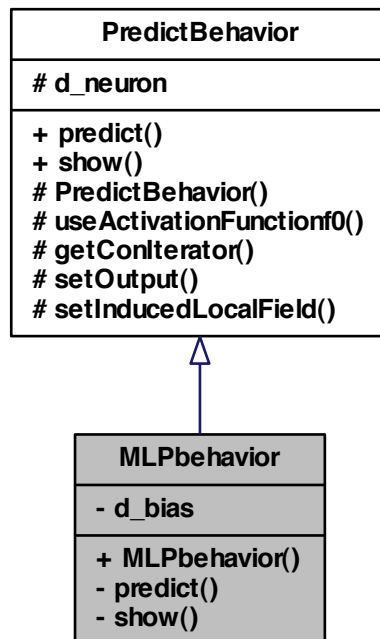
class [MLPbehavior](#) -

```
#include <MLPbehavior.h>
```

Inheritance diagram for MLPbehavior:



Collaboration diagram for MLPbehavior:



### Public Member Functions

- [MLPbehavior](#) ([NeuronPtr](#) neuronPtr)

### Private Member Functions

- void [predict](#) ()
- void [show](#) ()

### Private Attributes

- double [d\\_bias](#)

### Friends

- class [MLPfactory](#)

### 5.25.1 Detailed Description

class [MLPbehavior](#) -

Definition at line 5 of file MLPbehavior.h.

### 5.25.2 Constructor & Destructor Documentation

#### 5.25.2.1 MLPbehavior::MLPbehavior ( [NeuronPtr neuronPtr](#) )

Definition at line 13 of file MLPbehavior.cpp.

```

        PredictBehavior(neuronPtr) , d_bias(0.0)
    {
    }

```

### 5.25.3 Member Function Documentation

#### 5.25.3.1 void MLPbehavior::predict ( ) [private, virtual]

Implements [PredictBehavior](#).

Definition at line 19 of file MLPbehavior.cpp.

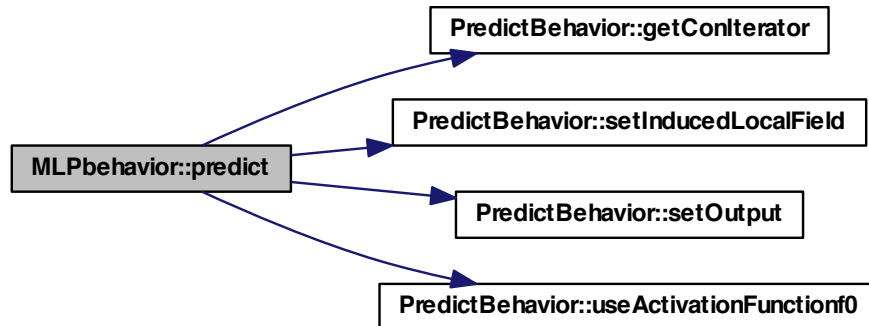
References [d\\_bias](#), [PredictBehavior::getConIterator\(\)](#), [PredictBehavior::setInducedLocalField\(\)](#), [PredictBehavior::setOutput\(\)](#), and [PredictBehavior::useActivationFunctionf0\(\)](#).

```

{
    double accumulator(d_bias);
    ConIteratorPtr conIterator = getConIterator();
    double weight;
    double incomingSignalValue;
    for (conIterator->first(); !conIterator->isDone(); conIterator->next())
    {
        weight = conIterator->currentItem()->getWeight();
        incomingSignalValue = conIterator->currentItem()->getNeuron().getOutput();
        accumulator += weight * incomingSignalValue;
    }
    setInducedLocalField(accumulator);
    setOutput (
        useActivationFunctionf0());
}

```

Here is the call graph for this function:



#### 5.25.3.2 void MLPbehavior::show( ) [private, virtual]

Implements [PredictBehavior](#).

Definition at line 38 of file `MLPbehavior.cpp`.

References `d_bias`.

```

{
    Rprintf("\n bias: %lf", d_bias);
}

```

### 5.25.4 Friends And Related Function Documentation

#### 5.25.4.1 friend class MLPfactory [friend]

Definition at line 11 of file `MLPbehavior.h`.

### 5.25.5 Member Data Documentation

#### 5.25.5.1 double MLPbehavior::d\_bias [private]

Definition at line 8 of file `MLPbehavior.h`.

Referenced by `MLPfactory::makeNeuron()`, `predict()`, and `show()`.

The documentation for this class was generated from the following files:

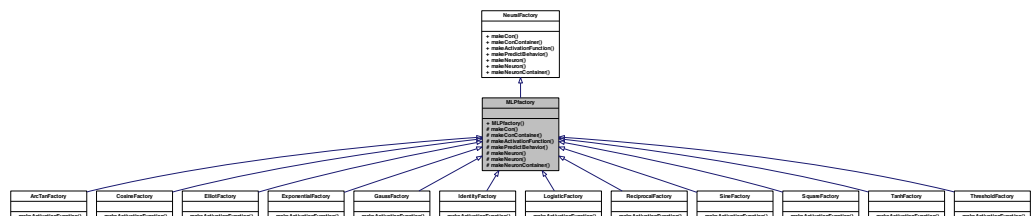
- pkg/AMORE/src/dia/MLPbehavior.h
- pkg/AMORE/src/MLPbehavior.cpp

## 5.26 MLPfactory Class Reference

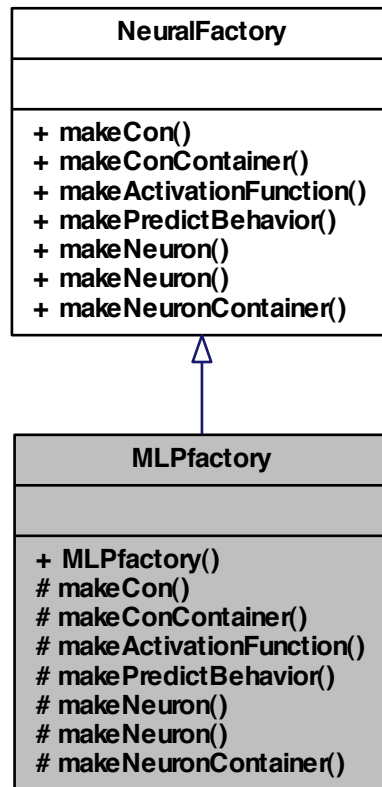
class MLPfactory -

```
#include <MLPfactory.h>
```

Inheritance diagram for MLPfactory:



Collaboration diagram for MLPfactory:



### Public Member Functions

- [MLPfactory](#) ()

### Protected Member Functions

- [ConPtr](#) `makeCon` ([Neuron](#) &neuron, double weight)
- [ConContainerPtr](#) `makeConContainer` ()
- virtual [ActivationFunctionPtr](#) `makeActivationFunction` ([NeuronPtr](#) neuronPtr)=0
- [PredictBehaviorPtr](#) `makePredictBehavior` ([NeuronPtr](#) neuronPtr)
- [NeuronPtr](#) `makeNeuron` ([Handler](#) Id)
- [NeuronPtr](#) `makeNeuron` ([Handler](#) Id, [NeuronIteratorPtr](#) neuronIteratorPtr, double totalAmountOfParameters)

- [NeuronContainerPtr makeNeuronContainer](#) ()

### 5.26.1 Detailed Description

class [MLPfactory](#) -

Definition at line 5 of file MLPfactory.h.

### 5.26.2 Constructor & Destructor Documentation

#### 5.26.2.1 MLPfactory::MLPfactory ( )

Definition at line 13 of file MLPfactory.cpp.

```
{
}
```

### 5.26.3 Member Function Documentation

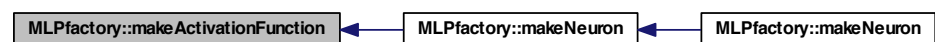
#### 5.26.3.1 virtual [ActivationFunctionPtr](#) MLPfactory::makeActivationFunction ( [NeuronPtr](#) *neuronPtr* ) [protected, pure virtual]

Implements [NeuralFactory](#).

Implemented in [ArcTanFactory](#), [CosineFactory](#), [ElliotFactory](#), [ExponentialFactory](#), [GaussFactory](#), [IdentityFactory](#), [LogisticFactory](#), [ReciprocalFactory](#), [SineFactory](#), [SquareFactory](#), [TanhFactory](#), and [ThresholdFactory](#).

Referenced by [makeNeuron\(\)](#).

Here is the caller graph for this function:



#### 5.26.3.2 [ConPtr](#) MLPfactory::makeCon ( [Neuron](#) & *neuron*, double *weight* ) [protected, virtual]

Implements [NeuralFactory](#).

Definition at line 19 of file MLPfactory.cpp.

Referenced by [makeNeuron\(\)](#).



```
{
    ConPtr conPtr(new Con(neuron, weight));
    return conPtr;
}
```

Here is the caller graph for this function:



### 5.26.3.3 ConContainerPtr MLPfactory::makeConContainer ( ) [protected, virtual]

Implements [NeuralFactory](#).

Definition at line 26 of file MLPfactory.cpp.

```
{
    ConContainerPtr conContainerPtr(new SimpleContainer<ConPtr> );
    return conContainerPtr;
}
```

### 5.26.3.4 NeuronPtr MLPfactory::makeNeuron ( Handler Id ) [protected, virtual]

Implements [NeuralFactory](#).

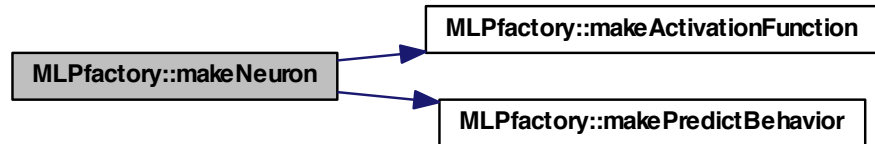
Definition at line 40 of file MLPfactory.cpp.

References [makeActivationFunction\(\)](#), and [makePredictBehavior\(\)](#).

Referenced by [makeNeuron\(\)](#).

```
{
    NeuronPtr neuronPtr(new SimpleNeuron(*this));
    neuronPtr->setId(Id);
    neuronPtr->setPredictBehavior(makePredictBehavior(neuronPtr));
    neuronPtr->setActivationFunction(makeActivationFunction(neuronPtr));
    return neuronPtr;
}
```

Here is the call graph for this function:



Here is the caller graph for this function:



**5.26.3.5** `NeuronPtr MLPfactory::makeNeuron ( Handler Id, NeuronIteratorPtr  
neuronIteratorPtr, double totalAmountOfParameters )` [protected,  
virtual]

Implements [NeuralFactory](#).

Definition at line 50 of file `MLPfactory.cpp`.

References `MLPbehavior::d_bias`, `makeCon()`, and `makeNeuron()`.

```

{
    RNGScope scope;

    NeuronPtr neuronPtr (makeNeuron (Id));

    double extreme = sqrt (3 / totalAmountOfParameters);
    double weight;
    for (neuronIteratorPtr->first(); !neuronIteratorPtr->isDone(); neuronIteratorPtr->next())
    {
        weight =as<double>(runif(1, -extreme, extreme));
        neuronPtr->addCon (makeCon (*neuronIteratorPtr->currentItem(), weight));
    }
}

```

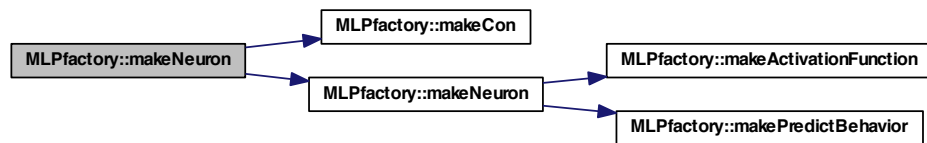
```

MLPbehavior* mlpBehavior = dynamic_cast<MLPbehavior*>(neuronPtr->d_predictBehav
ior.get()) ;
mlpBehavior->d_bias=as<double>(runif(1, -extreme, extreme));

return neuronPtr;
}

```

Here is the call graph for this function:



#### 5.26.3.6 NeuronContainerPtr MLPfactory::makeNeuronContainer ( ) [protected, virtual]

Implements [NeuralFactory](#).

Definition at line 72 of file MLPfactory.cpp.

```

{
    NeuronContainerPtr neuronContainerPtr(new SimpleContainer<NeuronPtr> );
    return neuronContainerPtr;
}

```

#### 5.26.3.7 PredictBehaviorPtr MLPfactory::makePredictBehavior ( NeuronPtr neuronPtr ) [protected, virtual]

Implements [NeuralFactory](#).

Definition at line 33 of file MLPfactory.cpp.

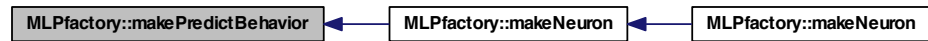
Referenced by makeNeuron().

```

{
    PredictBehaviorPtr predictBehaviorPtr(new MLPbehavior(neuronPtr));
    return predictBehaviorPtr;
}

```

Here is the caller graph for this function:



The documentation for this class was generated from the following files:

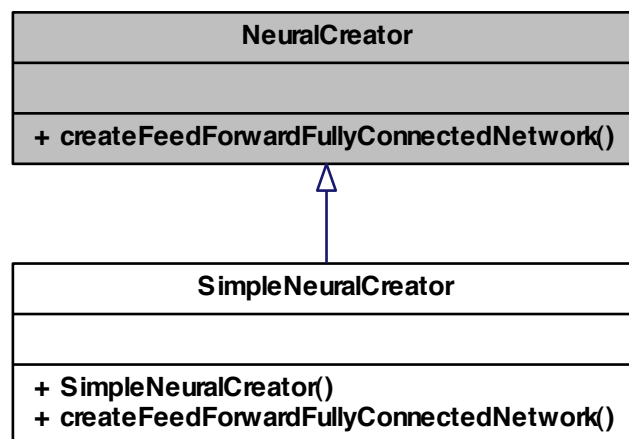
- [pkg/AMORE/src/dia/MLPfactory.h](#)
- [pkg/AMORE/src/MLPfactory.cpp](#)

## 5.27 NeuralCreator Class Reference

class [NeuralCreator](#) -

```
#include <NeuralCreator.h>
```

Inheritance diagram for NeuralCreator:



## Public Member Functions

- virtual [NeuralNetworkPtr](#) [createFeedForwardFullyConnectedNetwork](#) ([NeuralFactoryPtr](#) neuralFactoryPtr)=0

### 5.27.1 Detailed Description

class [NeuralCreator](#) -

Definition at line 4 of file [NeuralCreator.h](#).

### 5.27.2 Member Function Documentation

5.27.2.1 virtual [NeuralNetworkPtr](#) [NeuralCreator::createFeedForwardFullyConnectedNetwork](#) ([NeuralFactoryPtr](#) neuralFactoryPtr ) [pure virtual]

Implemented in [SimpleNeuralCreator](#).

The documentation for this class was generated from the following file:

- pkg/AMORE/src/dia/[NeuralCreator.h](#)

## 5.28 NeuralFactory Class Reference

class [NeuralFactory](#) -

```
#include <NeuralFactory.h>
```

Inheritance diagram for [NeuralFactory](#):



## Public Member Functions

- virtual [ConPtr](#) [makeCon](#) ([Neuron](#) &neuron, double weight)=0
- virtual [ConContainerPtr](#) [makeConContainer](#) ()=0
- virtual [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)=0
- virtual [PredictBehaviorPtr](#) [makePredictBehavior](#) ([NeuronPtr](#) neuronPtr)=0
- virtual [NeuronPtr](#) [makeNeuron](#) ([Handler](#) Id)=0

- virtual [NeuronPtr](#) [makeNeuron](#) ([Handler](#) Id, [NeuronIteratorPtr](#) neuronIteratorPtr, double totalAmountOfParameters)=0
- virtual [NeuronContainerPtr](#) [makeNeuronContainer](#) ()=0

### 5.28.1 Detailed Description

class [NeuralFactory](#) -

Definition at line 4 of file NeuralFactory.h.

### 5.28.2 Member Function Documentation

5.28.2.1 virtual [ActivationFunctionPtr](#) [NeuralFactory::makeActivationFunction](#) ([NeuronPtr](#) *neuronPtr*) [pure virtual]

Implemented in [ArcTanFactory](#), [CosineFactory](#), [ElliotFactory](#), [ExponentialFactory](#), [GaussFactory](#), [IdentityFactory](#), [LogisticFactory](#), [MLPfactory](#), [RadialBasisFactory](#), [RBFfactory](#), [ReciprocalFactory](#), [SineFactory](#), [SquareFactory](#), [TanhFactory](#), and [ThresholdFactory](#).

5.28.2.2 virtual [ConPtr](#) [NeuralFactory::makeCon](#) ([Neuron &](#) *neuron*, double *weight*) [pure virtual]

Implemented in [MLPfactory](#).

5.28.2.3 virtual [ConContainerPtr](#) [NeuralFactory::makeConContainer](#) ( ) [pure virtual]

Implemented in [MLPfactory](#), and [RBFfactory](#).

Referenced by [Neuron::Neuron\(\)](#).

Here is the caller graph for this function:



5.28.2.4 `virtual NeuronPtr NeuralFactory::makeNeuron ( Handler Id ) [pure virtual]`

Implemented in [MLPfactory](#), and [RBFfactory](#).

5.28.2.5 `virtual NeuronPtr NeuralFactory::makeNeuron ( Handler Id, NeuronIteratorPtr neuronIteratorPtr, double totalAmountOfParameters ) [pure virtual]`

Implemented in [MLPfactory](#), and [RBFfactory](#).

5.28.2.6 `virtual NeuronContainerPtr NeuralFactory::makeNeuronContainer ( ) [pure virtual]`

Implemented in [MLPfactory](#), and [RBFfactory](#).

5.28.2.7 `virtual PredictBehaviorPtr NeuralFactory::makePredictBehavior ( NeuronPtr neuronPtr ) [pure virtual]`

Implemented in [MLPfactory](#).

The documentation for this class was generated from the following file:

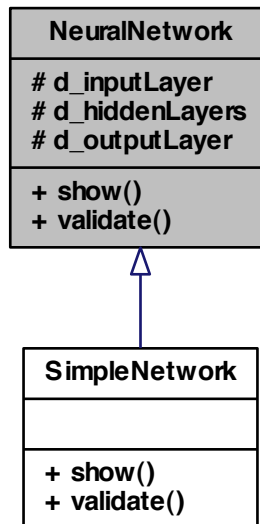
- [pkg/AMORE/src/dia/NeuralFactory.h](#)

## 5.29 NeuralNetwork Class Reference

class [NeuralNetwork](#) -

```
#include <NeuralNetwork.h>
```

Inheritance diagram for NeuralNetwork:



### Public Member Functions

- void [show](#) ()
- bool [validate](#) ()

### Protected Attributes

- [LayerPtr d\\_inputLayer](#)
- [boost::shared\\_ptr< Container< LayerPtr > > d\\_hiddenLayers](#)
- [LayerPtr d\\_outputLayer](#)

#### 5.29.1 Detailed Description

class [NeuralNetwork](#) -

Definition at line 3 of file NeuralNetwork.h.

#### 5.29.2 Member Function Documentation



5.29.2.1 `void NeuralNetwork::show ( )`

Reimplemented in [SimpleNetwork](#).

5.29.2.2 `bool NeuralNetwork::validate ( )`

Reimplemented in [SimpleNetwork](#).

### 5.29.3 Member Data Documentation

5.29.3.1 `boost::shared_ptr< Container< LayerPtr > >`  
`NeuralNetwork::d_hiddenLayers` [protected]

Definition at line 7 of file NeuralNetwork.h.

5.29.3.2 `LayerPtr NeuralNetwork::d_inputLayer` [protected]

Definition at line 6 of file NeuralNetwork.h.

5.29.3.3 `LayerPtr NeuralNetwork::d_outputLayer` [protected]

Definition at line 8 of file NeuralNetwork.h.

The documentation for this class was generated from the following file:

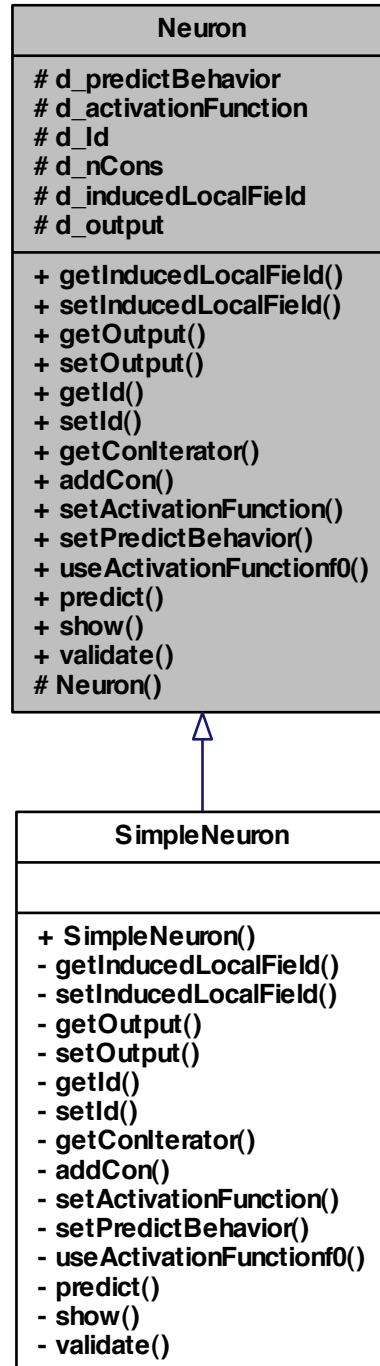
- `pkg/AMORE/src/dia/NeuralNetwork.h`

## 5.30 Neuron Class Reference

class [Neuron](#) -

```
#include <Neuron.h>
```

Inheritance diagram for Neuron:



### Public Member Functions

- virtual double [getInducedLocalField](#) ()=0
- virtual void [setInducedLocalField](#) (double inducedLocalField)=0
- virtual double [getOutput](#) ()=0
- virtual void [setOutput](#) (double output)=0
- virtual [Handler](#) [getId](#) ()=0
- virtual void [setId](#) ([Handler](#) Id)=0
- virtual [ConIteratorPtr](#) [getConIterator](#) ()=0
- virtual void [addCon](#) ([ConPtr](#) conPtr)=0
- virtual void [setActivationFunction](#) ([ActivationFunctionPtr](#) activationFunctionPtr)=0
- virtual void [setPredictBehavior](#) ([PredictBehaviorPtr](#) predictBehaviorPtr)=0
- virtual double [useActivationFunction0](#) ()=0
- virtual void [predict](#) ()=0
- virtual void [show](#) ()=0
- virtual bool [validate](#) ()=0

### Protected Member Functions

- [Neuron](#) ([NeuralFactory](#) &neuralFactory)

### Protected Attributes

- [PredictBehaviorPtr](#) d\_predictBehavior
- [ActivationFunctionPtr](#) d\_activationFunction
- [Handler](#) d\_Id
- [ConContainerPtr](#) d\_nCons
- double d\_inducedLocalField
- double d\_output

### Friends

- class [MLPfactory](#)

#### 5.30.1 Detailed Description

class [Neuron](#) -

Definition at line 3 of file Neuron.h.

### 5.30.2 Constructor & Destructor Documentation

#### 5.30.2.1 `Neuron::Neuron ( NeuralFactory & neuralFactory )` `[protected]`

Definition at line 10 of file `Neuron.cpp`.

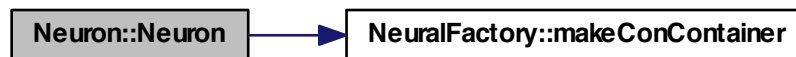
References `d_nCons`, and `NeuralFactory::makeConContainer()`.

```

        :
        d_Id(NA_INTEGER), d_inducedLocalField(0.0), d_output(0.0)
    {
        d_nCons = neuralFactory.makeConContainer();
    }

```

Here is the call graph for this function:



### 5.30.3 Member Function Documentation

#### 5.30.3.1 `virtual void Neuron::addCon ( ConPtr conPtr )` `[pure virtual]`

Implemented in [SimpleNeuron](#).

#### 5.30.3.2 `virtual ConIteratorPtr Neuron::getConIterator ( )` `[pure virtual]`

Implemented in [SimpleNeuron](#).

#### 5.30.3.3 `virtual Handler Neuron::getId ( )` `[pure virtual]`

Implemented in [SimpleNeuron](#).

#### 5.30.3.4 `virtual double Neuron::getInducedLocalField ( )` `[pure virtual]`

Implemented in [SimpleNeuron](#).

#### 5.30.3.5 `virtual double Neuron::getOutput ( )` `[pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.6 `virtual void Neuron::predict ( ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.7 `virtual void Neuron::setActivationFunction ( ActivationFunctionPtr  
activationFunctionPtr ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.8 `virtual void Neuron::setId ( Handler Id ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.9 `virtual void Neuron::setInducedLocalField ( double inducedLocalField ) [pure  
virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.10 `virtual void Neuron::setOutput ( double output ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.11 `virtual void Neuron::setPredictBehavior ( PredictBehaviorPtr predictBehaviorPtr )  
[pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.12 `virtual void Neuron::show ( ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.13 `virtual double Neuron::useActivationFunction0 ( ) [pure virtual]`

Implemented in [SimpleNeuron](#).

5.30.3.14 `virtual bool Neuron::validate ( ) [pure virtual]`

Implemented in [SimpleNeuron](#).

### 5.30.4 Friends And Related Function Documentation

#### 5.30.4.1 friend class **MLPfactory** [friend]

Definition at line 15 of file Neuron.h.

### 5.30.5 Member Data Documentation

#### 5.30.5.1 **ActivationFunctionPtr Neuron::d\_activationFunction** [protected]

Definition at line 7 of file Neuron.h.

Referenced by `SimpleNeuron::setActivationFunction()`, and `SimpleNeuron::useActivationFunctionf0()`.

#### 5.30.5.2 **Handler Neuron::d\_Id** [protected]

Definition at line 9 of file Neuron.h.

Referenced by `SimpleNeuron::getId()`, and `SimpleNeuron::setId()`.

#### 5.30.5.3 **double Neuron::d\_inducedLocalField** [protected]

Definition at line 11 of file Neuron.h.

Referenced by `SimpleNeuron::getInducedLocalField()`, and `SimpleNeuron::setInducedLocalField()`.

#### 5.30.5.4 **ConContainerPtr Neuron::d\_nCons** [protected]

Definition at line 10 of file Neuron.h.

Referenced by `SimpleNeuron::addCon()`, `SimpleNeuron::getConliterator()`, `Neuron()`, and `SimpleNeuron::show()`.

#### 5.30.5.5 **double Neuron::d\_output** [protected]

Definition at line 12 of file Neuron.h.

Referenced by `SimpleNeuron::getOutput()`, `SimpleNeuron::setOutput()`, and `SimpleNeuron::show()`.

#### 5.30.5.6 **PredictBehaviorPtr Neuron::d\_predictBehavior** [protected]

Definition at line 6 of file Neuron.h.

Referenced by `SimpleNeuron::predict()`, `SimpleNeuron::setPredictBehavior()`, and `SimpleNeuron::show()`.

The documentation for this class was generated from the following files:

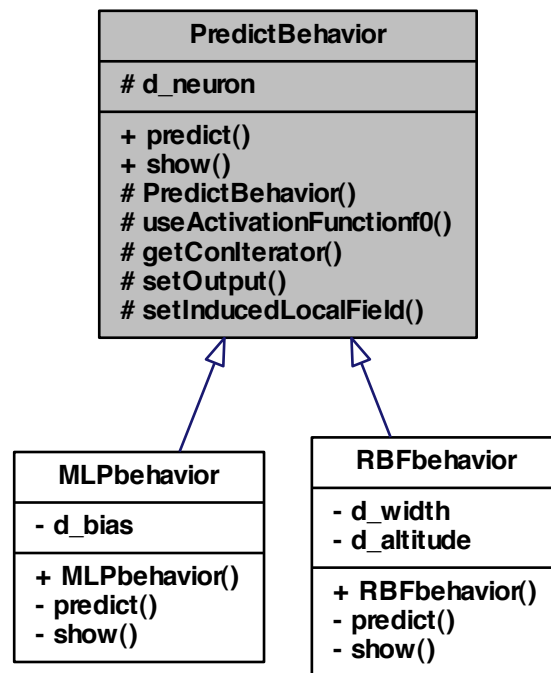
- pkg/AMORE/src/dia/[Neuron.h](#)
- pkg/AMORE/src/[Neuron.cpp](#)

## 5.31 PredictBehavior Class Reference

class [PredictBehavior](#) -

```
#include <PredictBehavior.h>
```

Inheritance diagram for PredictBehavior:



### Public Member Functions

- virtual void [predict](#) ()=0
- virtual void [show](#) ()=0

## Protected Member Functions

- [PredictBehavior](#) ([NeuronPtr](#) neuronPtr)
- double [useActivationFunction0](#) ()
- [ConlteratorPtr](#) [getConlterator](#) ()
- void [setOutput](#) (double output)
- void [setInducedLocalField](#) (double inducedLocalField)

## Protected Attributes

- [NeuronWeakPtr](#) d\_neuron

### 5.31.1 Detailed Description

class [PredictBehavior](#) -

Definition at line 4 of file PredictBehavior.h.

### 5.31.2 Constructor & Destructor Documentation

#### 5.31.2.1 [PredictBehavior::PredictBehavior](#) ( [NeuronPtr](#) neuronPtr ) [protected]

Definition at line 11 of file PredictBehavior.cpp.

```

                                :
{
    d_neuron(neuronPtr)
}

```

### 5.31.3 Member Function Documentation

#### 5.31.3.1 [ConlteratorPtr](#) [PredictBehavior::getConlterator](#) ( ) [protected]

Definition at line 25 of file PredictBehavior.cpp.

References [d\\_neuron](#).

Referenced by [MLPbehavior::predict\(\)](#).

```

{
    NeuronPtr neuronPtr( d_neuron.lock() ) ;
    return neuronPtr->getConlterator();
}

```



Here is the caller graph for this function:



**5.31.3.2** `virtual void PredictBehavior::predict ( )` [pure virtual]

Implemented in [MLPbehavior](#), and [RBFbehavior](#).

**5.31.3.3** `void PredictBehavior::setInducedLocalField ( double inducedLocalField )`  
[protected]

Definition at line 39 of file `PredictBehavior.cpp`.

References `d_neuron`.

Referenced by `MLPbehavior::predict()`.

```
{  
    NeuronPtr neuronPtr( d_neuron.lock() ) ;  
    return neuronPtr->setInducedLocalField(inducedLocalField);  
}
```

Here is the caller graph for this function:



**5.31.3.4** `void PredictBehavior::setOutput ( double output )` [protected]

Definition at line 32 of file `PredictBehavior.cpp`.

References `d_neuron`.

Referenced by MLPbehavior::predict().

```
{  
    NeuronPtr neuronPtr( d_neuron.lock() ) ;  
    return neuronPtr->setOutput(output);  
}
```

Here is the caller graph for this function:



**5.31.3.5** `virtual void PredictBehavior::show ( )` [pure virtual]

Implemented in [MLPbehavior](#), and [RBFbehavior](#).

**5.31.3.6** `double PredictBehavior::useActivationFunction0 ( )` [protected]

Definition at line 17 of file PredictBehavior.cpp.

References `d_neuron`.

Referenced by MLPbehavior::predict().

```
{  
    NeuronPtr neuronPtr( d_neuron.lock() ) ;  
    return neuronPtr->useActivationFunction0();  
}
```

Here is the caller graph for this function:



### 5.31.4 Member Data Documentation

#### 5.31.4.1 NeuronWeakPtr PredictBehavior::d\_neuron [protected]

Definition at line 7 of file PredictBehavior.h.

Referenced by getConlterator(), setInducedLocalField(), setOutput(), and useActivationFunctionf0().

The documentation for this class was generated from the following files:

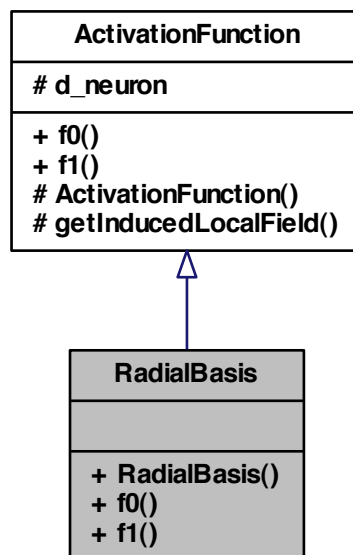
- pkg/AMORE/src/dia/PredictBehavior.h
- pkg/AMORE/src/PredictBehavior.cpp

## 5.32 RadialBasis Class Reference

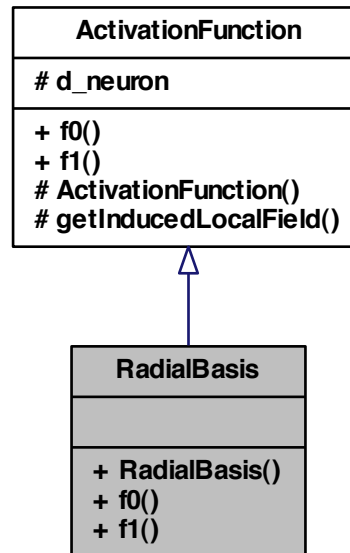
class [RadialBasis](#) -

```
#include <RadialBasis.h>
```

Inheritance diagram for RadialBasis:



Collaboration diagram for RadialBasis:



## Public Member Functions

- [RadialBasis](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

### 5.32.1 Detailed Description

class [RadialBasis](#) -

Definition at line 5 of file RadialBasis.h.

### 5.32.2 Constructor & Destructor Documentation

5.32.2.1 [RadialBasis::RadialBasis](#) ( [NeuronPtr](#) neuronPtr )

### 5.32.3 Member Function Documentation

5.32.3.1 `double RadialBasis::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.32.3.2 `double RadialBasis::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

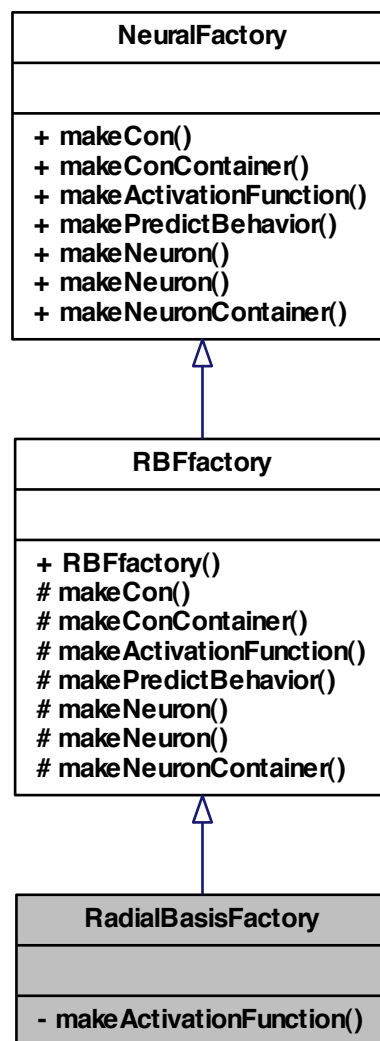
- `pkg/AMORE/src/dia/RadialBasis.h`

## 5.33 RadialBasisFactory Class Reference

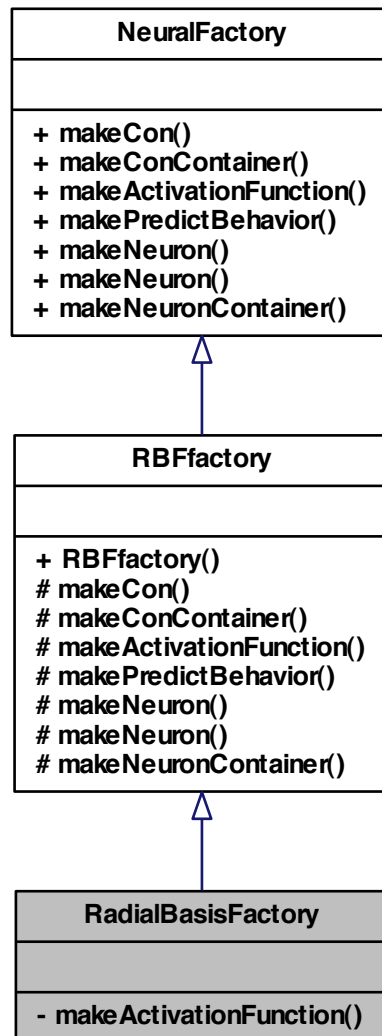
class [RadialBasisFactory](#) -

```
#include <RadialBasisFactory.h>
```

Inheritance diagram for RadialBasisFactory:



Collaboration diagram for RadialBasisFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.33.1 Detailed Description

class [RadialBasisFactory](#) -

Definition at line 5 of file RadialBasisFactory.h.

### 5.33.2 Member Function Documentation

**5.33.2.1** `ActivationFunctionPtr RadialBasisFactory::makeActivationFunction ( NeuronPtr neuronPtr )` [private, virtual]

Implements [RBFfactory](#).

The documentation for this class was generated from the following file:

- pkg/AMORE/src/dia/[RadialBasisFactory.h](#)

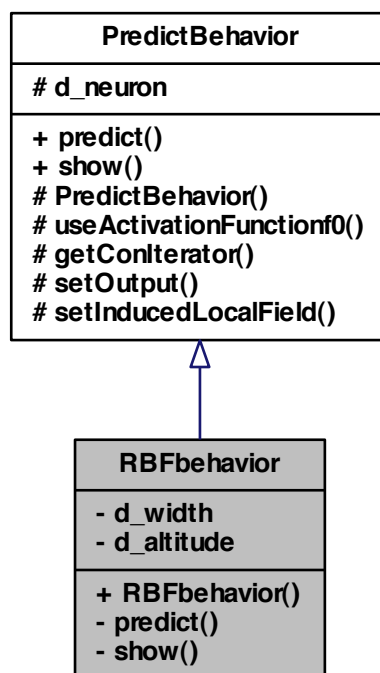
## 5.34 RBFbehavior Class Reference

class [RBFbehavior](#) -

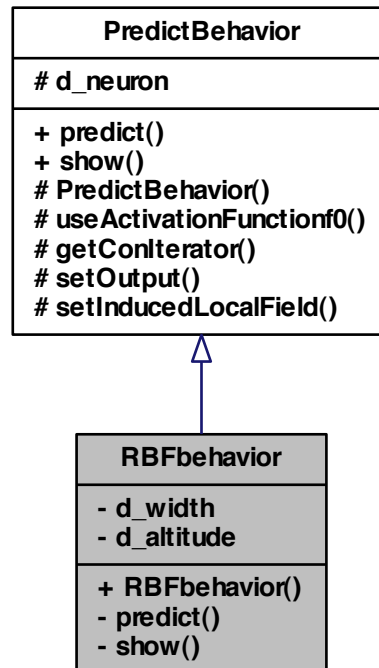
`#include <RBFbehavior.h>`



Inheritance diagram for RBFbehavior:



Collaboration diagram for RBFbehavior:



### Public Member Functions

- [RBFbehavior](#) ([NeuronPtr](#) neuronPtr)

### Private Member Functions

- void [predict](#) ()
- void [show](#) ()

### Private Attributes

- double [d\\_width](#)
- double [d\\_altitude](#)

### 5.34.1 Detailed Description

class [RBFbehavior](#) -

Definition at line 5 of file RBFbehavior.h.

### 5.34.2 Constructor & Destructor Documentation

5.34.2.1 [RBFbehavior::RBFbehavior](#) ( [NeuronPtr](#) *neuronPtr* )

### 5.34.3 Member Function Documentation

5.34.3.1 [void RBFbehavior::predict](#) ( ) [private, virtual]

Implements [PredictBehavior](#).

5.34.3.2 [void RBFbehavior::show](#) ( ) [private, virtual]

Implements [PredictBehavior](#).

### 5.34.4 Member Data Documentation

5.34.4.1 [double RBFbehavior::d\\_altitude](#) [private]

Definition at line 9 of file RBFbehavior.h.

5.34.4.2 [double RBFbehavior::d\\_width](#) [private]

Definition at line 8 of file RBFbehavior.h.

The documentation for this class was generated from the following file:

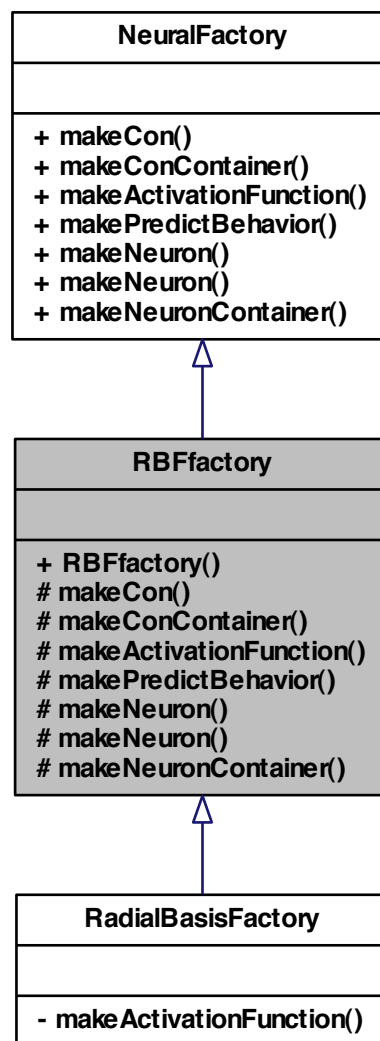
- [pkg/AMORE/src/dia/RBFbehavior.h](#)

## 5.35 RBFfactory Class Reference

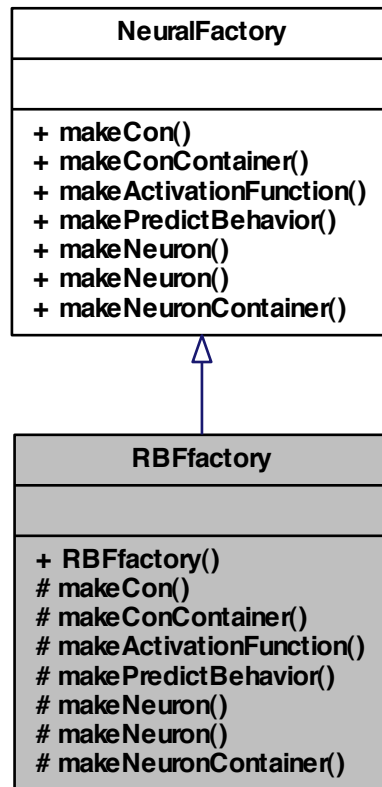
class [RBFfactory](#) -

```
#include <RBFfactory.h>
```

Inheritance diagram for RBFactory:



Collaboration diagram for RBFactory:



### Public Member Functions

- [RBFactory\(\)](#)

### Protected Member Functions

- [ConPtr](#) **makeCon** ([Neuron](#) \*neuron, double weight)
- [ConContainerPtr](#) **makeConContainer** ()
- virtual [ActivationFunctionPtr](#) **makeActivationFunction** ([NeuronPtr](#) neuronPtr)=0
- [PredictBehaviorPtr](#) **makePredictBehavior** ()
- [NeuronPtr](#) **makeNeuron** ([Handler](#) Id)
- [NeuronPtr](#) **makeNeuron** ([Handler](#) Id, [NeuronIteratorPtr](#) neuronIteratorPtr, double totalAmountOfParameters)

- [NeuronContainerPtr makeNeuronContainer](#) ( )

### 5.35.1 Detailed Description

class [RBFactory](#) -

Definition at line 5 of file [RBFactory.h](#).

### 5.35.2 Constructor & Destructor Documentation

5.35.2.1 [RBFactory::RBFactory](#) ( )

### 5.35.3 Member Function Documentation

5.35.3.1 **virtual ActivationFunctionPtr** [RBFactory::makeActivationFunction](#) ( **NeuronPtr** *neuronPtr* ) [protected, pure virtual]

Implements [NeuralFactory](#).

Implemented in [RadialBasisFactory](#).

5.35.3.2 **ConPtr** [RBFactory::makeCon](#) ( **Neuron** \* *neuron*, double *weight* ) [protected]

5.35.3.3 **ConContainerPtr** [RBFactory::makeConContainer](#) ( ) [protected, virtual]

Implements [NeuralFactory](#).

5.35.3.4 **NeuronPtr** [RBFactory::makeNeuron](#) ( **Handler** *Id* ) [protected, virtual]

Implements [NeuralFactory](#).

5.35.3.5 **NeuronPtr** [RBFactory::makeNeuron](#) ( **Handler** *Id*, **NeuronIteratorPtr** *neuronIteratorPtr*, double *totalAmountOfParameters* ) [protected, virtual]

Implements [NeuralFactory](#).

5.35.3.6 **NeuronContainerPtr** [RBFactory::makeNeuronContainer](#) ( ) [protected, virtual]

Implements [NeuralFactory](#).

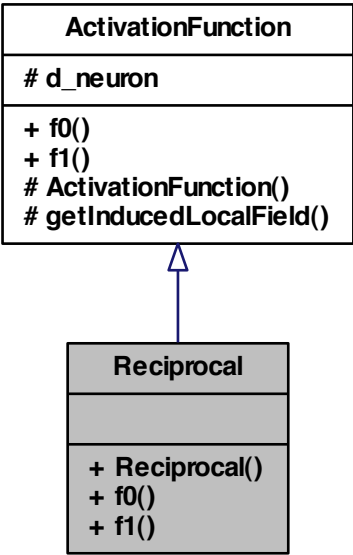
5.35.3.7 PredictBehaviorPtr RBFFactory::makePredictBehavior ( ) [protected]

The documentation for this class was generated from the following file:

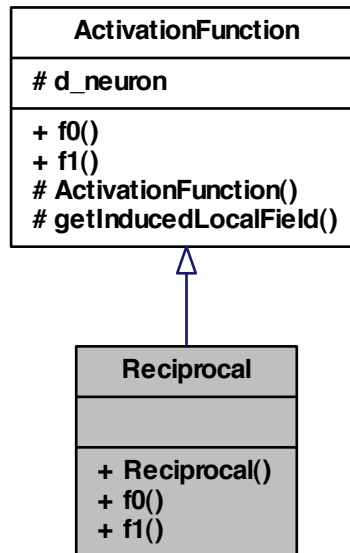
- pkg/AMORE/src/dia/[RBFFactory.h](#)

5.36 Reciprocal Class Reference

class [Reciprocal](#) -  
#include <Reciprocal.h>  
Inheritance diagram for Reciprocal:



Collaboration diagram for Reciprocal:



## Public Member Functions

- [Reciprocal](#) ([NeuronPtr](#) neuronPtr)
- void [f0](#) ()
- void [f1](#) ()

### 5.36.1 Detailed Description

class [Reciprocal](#) -

Definition at line 5 of file `Reciprocal.h`.

### 5.36.2 Constructor & Destructor Documentation

5.36.2.1 `Reciprocal::Reciprocal ( NeuronPtr neuronPtr )`

### 5.36.3 Member Function Documentation



5.36.3.1 void Reciprocal::f0 ( ) [virtual]

Implements [ActivationFunction](#).

5.36.3.2 void Reciprocal::f1 ( ) [virtual]

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

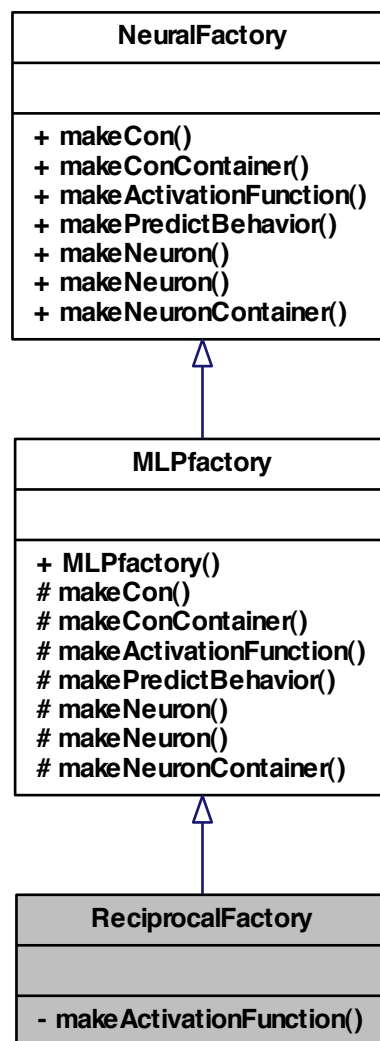
- pkg/AMORE/src/dia/[Reciprocal.h](#)

## 5.37 ReciprocalFactory Class Reference

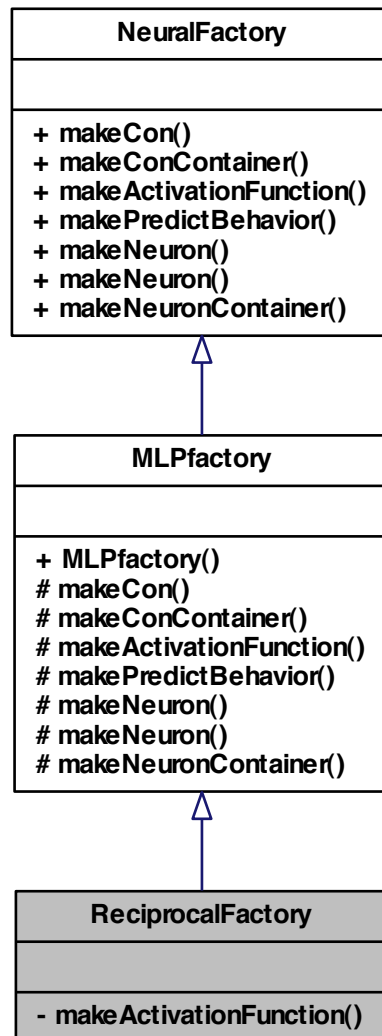
class [ReciprocalFactory](#) -

```
#include <ReciprocalFactory.h>
```

Inheritance diagram for ReciprocalFactory:



Collaboration diagram for ReciprocalFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.37.1 Detailed Description

class [ReciprocalFactory](#) -

Definition at line 5 of file ReciprocalFactory.h.

### 5.37.2 Member Function Documentation

#### 5.37.2.1 **ActivationFunctionPtr** ReciprocalFactory::makeActivationFunction ( **NeuronPtr** *neuronPtr* ) [private, virtual]

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

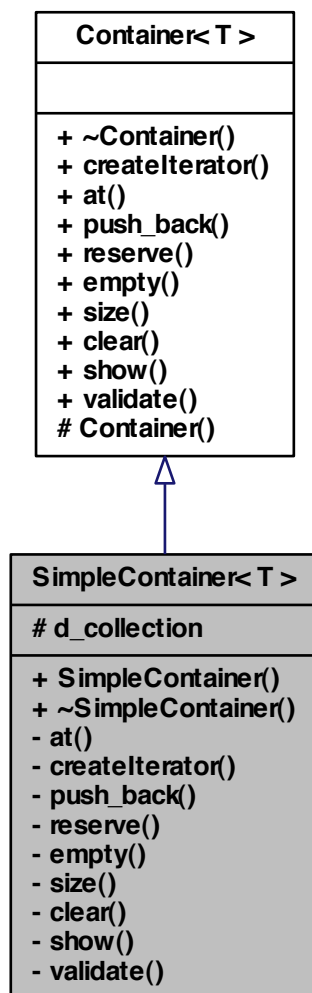
- pkg/AMORE/src/dia/[ReciprocalFactory.h](#)

## 5.38 SimpleContainer< T > Class Template Reference

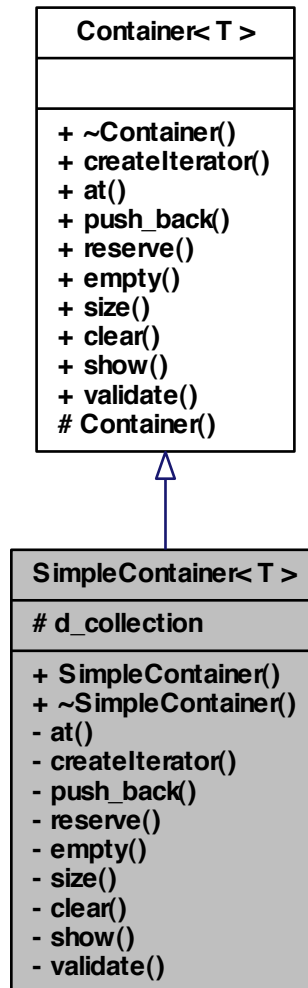
class [SimpleContainer](#) -

```
#include <SimpleContainer.h>
```

Inheritance diagram for SimpleContainer< T >:



Collaboration diagram for SimpleContainer< T >:



## Public Member Functions

- [SimpleContainer](#) ()
- [~SimpleContainer](#) ()

### Protected Attributes

- `std::vector< T > d_collection`

### Private Member Functions

- `T at (size_type element)`  
*Append a shared\_ptr at the end of collection.*
- `boost::shared_ptr< iterator< T > > createIterator ()`
- `void push_back (T const &const_reference)`
- `void reserve (int n)`
- `bool empty ()`
- `size_type size ()`  
*Returns the size or length of the vector.*
- `void clear ()`
- `void show ()`  
*Pretty print of the SimpleContainer<T>*
- `bool validate ()`  
*Object validator.*

### Friends

- class `SimpleContainerIterator< T >`

#### 5.38.1 Detailed Description

```
template<typename T>class SimpleContainer< T >
```

class `SimpleContainer` -

Definition at line 6 of file SimpleContainer.h.

#### 5.38.2 Constructor & Destructor Documentation

5.38.2.1 `template<typename T > SimpleContainer< T >::SimpleContainer ( )`

Definition at line 11 of file SimpleContainer.cpp.

```
{
}
```

### 5.38.2.2 `template<typename T> SimpleContainer<T>::~SimpleContainer ( )`

Definition at line 17 of file SimpleContainer.cpp.

```
{
}
```

### 5.38.3 Member Function Documentation

#### 5.38.3.1 `template<typename T> T SimpleContainer<T>::at ( size_type element )` [private, virtual]

Append a shared\_ptr at the end of collection.

Implements push\_back for the [Container](#) class

#### Parameters

<i>TsharedPtr</i>	A shared_ptr pointer to be inserted at the end of collection
-------------------	--

```
//=====
//Usage example:
//=====
// Data set up
Neuron N1, N2, N3;
Container<Con> conContainer;
std::vector<ConPtr> vc;
std::vector<int> result;
N1.setId(10);
N2.setId(20);
N3.setId(30);

// Test
ConPtr ptCon( new Con(&N1, 1.13) ); // Create new Con
and initialize ptCon
conContainer.push_back(ptCon); //
/ push_back
ptCon.reset( new Con(&N2, 2.22) ); // create
new Con and assign to ptCon
conContainer.push_back(ptCon); //
/ push_back
ptCon.reset( new Con(&N3, 3.33) ); // create
new Con and assign to ptCon
conContainer.push_back(ptCon); //
/ push_back

vc = conContainer.load();

result.push_back(vc.at(0)->getId());
result.push_back(vc.at(1)->getId());
result.push_back(vc.at(2)->getId());

// After execution of this code, result contains a numeric vector with va
lues 10, 20 and 30.
```

#### See also

C++ documentation for `std::vector::push_back` and the unit test files, e.g., `runit.Cpp.Container.R`, for usage examples.



Implements [Container< T >](#).

Definition at line 69 of file SimpleContainer.cpp.

```
{  
    return d_collection.at(element);  
}
```

**5.38.3.2** `template<typename T> void SimpleContainer< T >::clear ( )` [private, virtual]

Implements [Container< T >](#).

Definition at line 182 of file SimpleContainer.cpp.

```
{  
    d_collection.clear();  
}
```

**5.38.3.3** `template<typename T> boost::shared_ptr< Iterator< T > > SimpleContainer< T >::createIterator ( )` [private, virtual]

Implements [Container< T >](#).

Definition at line 23 of file SimpleContainer.cpp.

```
{  
    boost::shared_ptr< SimpleContainerIterator<T> > iteratorPtr( new  
        SimpleContainerIterator<T> ());  
    iteratorPtr->d_container = this;  
    iteratorPtr->d_current= 0;  
    return iteratorPtr;  
}
```

**5.38.3.4** `template<typename T> bool SimpleContainer< T >::empty ( )` [private, virtual]

Implements [Container< T >](#).

Definition at line 168 of file SimpleContainer.cpp.

```
{  
    return (d_collection.empty());  
}
```

**5.38.3.5** `template<typename T> void SimpleContainer<T>::push_back ( T const & const_reference )` [private, virtual]

Implements [Container<T>](#).

Definition at line 77 of file SimpleContainer.cpp.

```
{
    d_collection.push_back(reference);
}
```

**5.38.3.6** `template<typename T> void SimpleContainer<T>::reserve ( int n )` [private, virtual]

Implements [Container<T>](#).

Definition at line 175 of file SimpleContainer.cpp.

```
{
    d_collection.reserve(n);
}
```

**5.38.3.7** `template<typename T> void SimpleContainer<T>::show ( )` [private, virtual]

Pretty print of the SimpleContainer<T>

This method outputs in the R terminal the contents of Container::collection.

### Returns

true in case everything works without throwing an exception

\*

```

//=====
//Usage example:
//=====
// Data set up
ContainerNeuronPtr      neuronContainerPtr( new
Container<Neuron>() );
ContainerConPtr conContainerPtr( new Container<Con>() );
ConPtr ptC;
NeuronPtr ptN;
int ids[] = {10, 20, 30};
double weights[] = {1.13, 2.22, 3.33 };

for (int i=0; i<=2 ; i++) {
    /
    / Let's create a vector with three neurons
    ptN.reset( new Neuron( ids[i] ) );
    neuronContainerPtr->push_back(ptN);
}

```

```

        for (int i=0; i<=2 ; i++) {
/ and a vector with three connections
        ptC.reset( new Con( neuronContainerPtr->load().at
(i), weights[i]) );
        conContainerPtr->push_back(ptC);
    }

    // Test
    conContainerPtr->show() ;

    // The output at the R terminal would display:
    //
    //      # From:  10      Weight=      1.130000
    //      # From:  20      Weight=      2.220000
    //      # From:  30      Weight=      3.330000
    //

```

**See also**

The unit test files, e.g., `runit.Cpp.Container.R`, for usage examples.

Implements [Container< T >](#).

Definition at line 127 of file `SimpleContainer.cpp`.

```

{
    boost::shared_ptr< Iterator <T> > itr = createIterator();
    for ( itr->first(); !itr->isDone(); itr->next() ) {
        itr->currentItem()->show();
    }
}

```

### 5.38.3.8 `template<typename T> size_type SimpleContainer< T >::size ( )` `[private, virtual]`

Returns the size or length of the vector.

This method returns the size of the vector. In the classes derived from `SimpleContainer<T>` this is aliased as `numOfCons`, `numOfNeurons` and `numOfLayers`. The unit test files, e.g., `runit.Cpp.Container.R`, for usage examples.

Implements [Container< T >](#).

Definition at line 160 of file `SimpleContainer.cpp`.

```

{
    return d_collection.size();
}

```

### 5.38.3.9 `template<typename T> bool SimpleContainer< T >::validate ( )` `[private, virtual]`

Object validator.

This method checks the object for internal coherence. This method calls the `validate` method for each element in collection,

**See also**

The unit test files, e.g., `runit.Cpp.Container.R`, for usage examples.

Implements [Container< T >](#).

Definition at line 142 of file `SimpleContainer.cpp`.

```
{
    boost::shared_ptr< Iterator <T> > itr = createIterator();
    for ( itr->first(); !itr->isDone(); itr->next() ) {
        itr->currentItem()->validate();
    }
    return true;
}
```

**5.38.4 Friends And Related Function Documentation**

**5.38.4.1** `template<typename T > friend class SimpleContainerIterator< T >`  
`[friend]`

Definition at line 12 of file `SimpleContainer.h`.

**5.38.5 Member Data Documentation**

**5.38.5.1** `template<typename T > std::vector< T > SimpleContainer< T >::d_collection`  
`[protected]`

Definition at line 9 of file `SimpleContainer.h`.

The documentation for this class was generated from the following files:

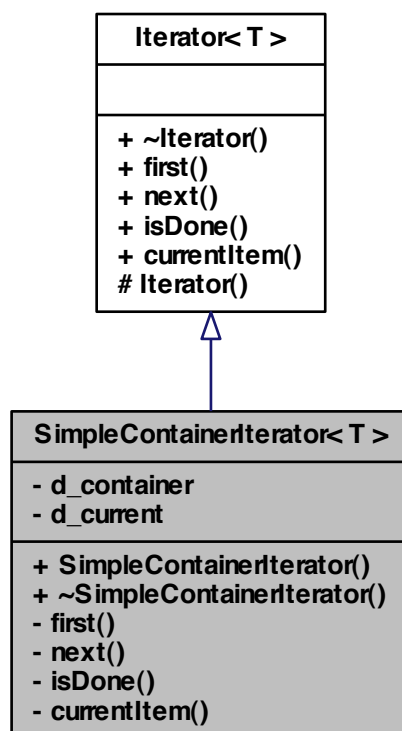
- `pkg/AMORE/src/dia/`[SimpleContainer.h](#)
- `pkg/AMORE/src/`[SimpleContainer.cpp](#)

**5.39 SimpleContainerIterator< T > Class Template Reference**

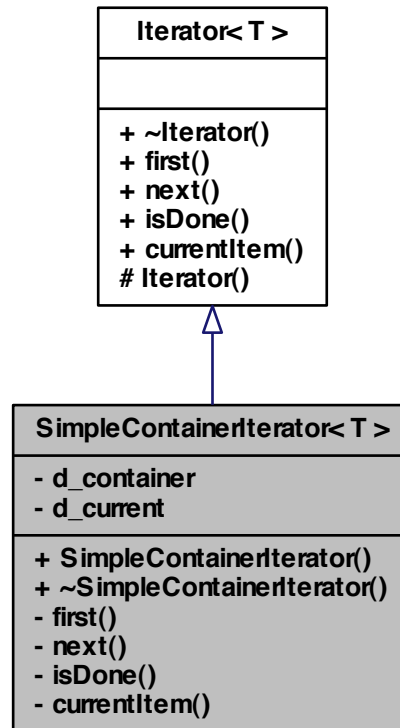
class [SimpleContainerIterator](#) -

`#include <SimpleContainerIterator.h>`

Inheritance diagram for SimpleContainerIterator< T >:



Collaboration diagram for SimpleContainerIterator< T >:



### Public Member Functions

- [SimpleContainerIterator](#) ()
- [~SimpleContainerIterator](#) ()

### Private Member Functions

- void [first](#) ()
- void [next](#) ()
- bool [isDone](#) ()
- T [currentItem](#) ()

### Private Attributes

- [Container< T > \\* d\\_container](#)
- [size\\_type d\\_current](#)

### Friends

- class [SimpleContainer< T >](#)

#### 5.39.1 Detailed Description

`template<typename T>class SimpleContainerIterator< T >`

class [SimpleContainerIterator](#) -

Definition at line 6 of file SimpleContainerIterator.h.

#### 5.39.2 Constructor & Destructor Documentation

5.39.2.1 `template<typename T > SimpleContainerIterator< T >::SimpleContainerIterator ( )`

Definition at line 4 of file SimpleContainerIterator.cpp.

```
{  
}
```

5.39.2.2 `template<typename T > SimpleContainerIterator< T >::~~SimpleContainerIterator ( )`

Definition at line 9 of file SimpleContainerIterator.cpp.

```
{  
}
```

#### 5.39.3 Member Function Documentation

5.39.3.1 `template<typename T > T SimpleContainerIterator< T >::currentItem ( )`  
[private, virtual]

Implements [Iterator< T >](#).

Definition at line 37 of file SimpleContainerIterator.cpp.

```
{
    if (isDone()) throw std::range_error("SimpleContainerIterator::currentItem
    Error: IteratorOutOfBounds");
    return d_container->at(d_current);
}
```

#### 5.39.3.2 `template<typename T> void SimpleContainerIterator< T>::first ( )` [private, virtual]

Implements [Iterator< T>](#).

Definition at line 15 of file SimpleContainerIterator.cpp.

```
{
    d_current = 0;
}
```

#### 5.39.3.3 `template<typename T> bool SimpleContainerIterator< T>::isDone ( )` [private, virtual]

Implements [Iterator< T>](#).

Definition at line 29 of file SimpleContainerIterator.cpp.

```
{
    bool IteratorIsDone(d_current == d_container->size());
    return IteratorIsDone;
}
```

#### 5.39.3.4 `template<typename T> void SimpleContainerIterator< T>::next ( )` [private, virtual]

Implements [Iterator< T>](#).

Definition at line 22 of file SimpleContainerIterator.cpp.

```
{
    ++d_current;
}
```

### 5.39.4 Friends And Related Function Documentation

#### 5.39.4.1 `template<typename T> friend class SimpleContainer< T> [friend]`

Definition at line 13 of file SimpleContainerIterator.h.



## 5.39.5 Member Data Documentation

5.39.5.1 `template<typename T> Container<T>* SimpleContainerIterator< T  
>::d_container [private]`

Definition at line 9 of file SimpleContainerIterator.h.

5.39.5.2 `template<typename T> size_type SimpleContainerIterator< T>::d_current  
[private]`

Definition at line 10 of file SimpleContainerIterator.h.

The documentation for this class was generated from the following files:

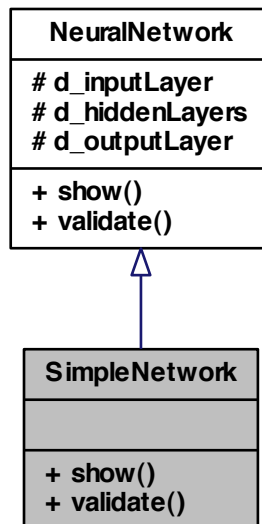
- [pkg/AMORE/src/dia/SimpleContainerIterator.h](#)
- [pkg/AMORE/src/SimpleContainerIterator.cpp](#)

## 5.40 SimpleNetwork Class Reference

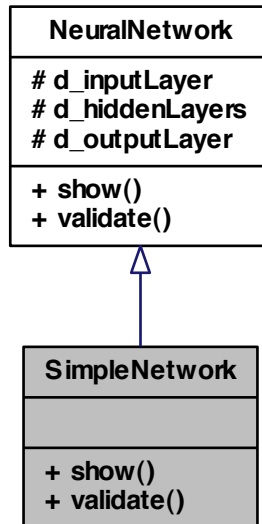
class [SimpleNetwork](#) -

```
#include <SimpleNetwork.h>
```

Inheritance diagram for SimpleNetwork:



Collaboration diagram for SimpleNetwork:



### Public Member Functions

- void [show](#) ()
- bool [validate](#) ()

#### 5.40.1 Detailed Description

class [SimpleNetwork](#) -

Definition at line 5 of file SimpleNetwork.h.

#### 5.40.2 Member Function Documentation

##### 5.40.2.1 void SimpleNetwork::show ( )

Reimplemented from [NeuralNetwork](#).

##### 5.40.2.2 bool SimpleNetwork::validate ( )

Reimplemented from [NeuralNetwork](#).

The documentation for this class was generated from the following file:

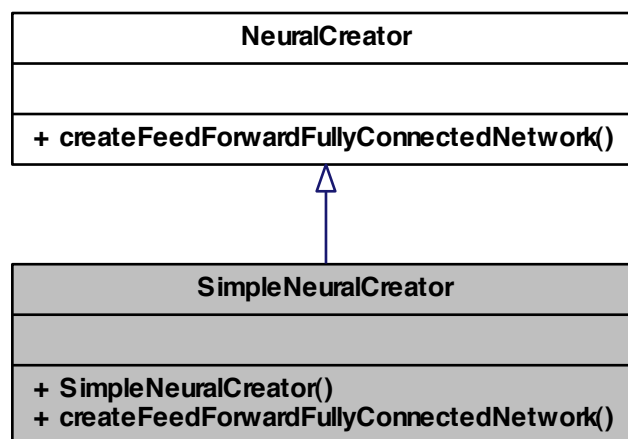
- [pkg/AMORE/src/dia/SimpleNetwork.h](#)

## 5.41 SimpleNeuralCreator Class Reference

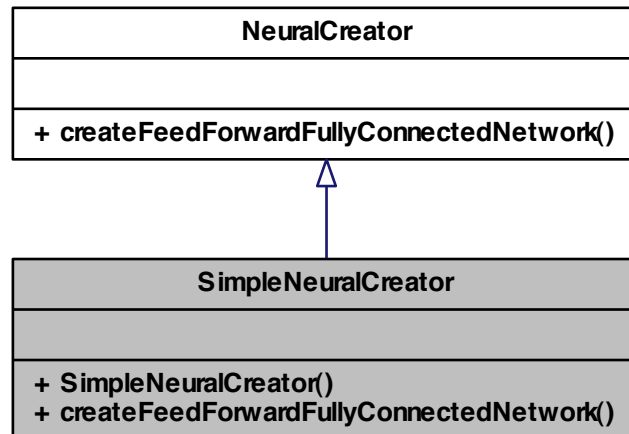
class [SimpleNeuralCreator](#) -

```
#include <SimpleNeuralCreator.h>
```

Inheritance diagram for SimpleNeuralCreator:



Collaboration diagram for SimpleNeuralCreator:



## Public Member Functions

- [SimpleNeuralCreator](#) ()
- [NeuralNetworkPtr createFeedForwardFullyConnectedNetwork](#) ([NeuralFactoryPtr](#) neuralFactoryPtr)

### 5.41.1 Detailed Description

class [SimpleNeuralCreator](#) -

Definition at line 5 of file SimpleNeuralCreator.h.

### 5.41.2 Constructor & Destructor Documentation

#### 5.41.2.1 SimpleNeuralCreator::SimpleNeuralCreator ( )

Definition at line 15 of file SimpleNeuralCreator.cpp.

```
{  
}
```

### 5.41.3 Member Function Documentation

#### 5.41.3.1 NeuralNetworkPtr SimpleNeuralCreator::createFeedForwardFullyConnectedNetwork ( NeuralFactoryPtr *neuralFactoryPtr* ) [virtual]

Implements [NeuralCreator](#).

Definition at line 22 of file SimpleNeuralCreator.cpp.

```
{  
    NeuralNetworkPtr n;  
    return n ; // change this, does'n make sense  
}
```

The documentation for this class was generated from the following files:

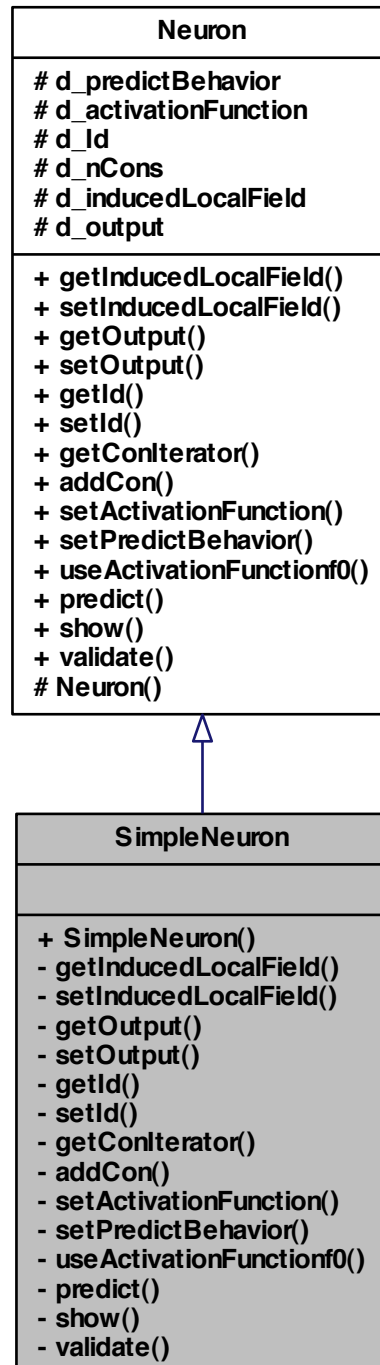
- [pkg/AMORE/src/dia/SimpleNeuralCreator.h](#)
- [pkg/AMORE/src/SimpleNeuralCreator.cpp](#)

## 5.42 SimpleNeuron Class Reference

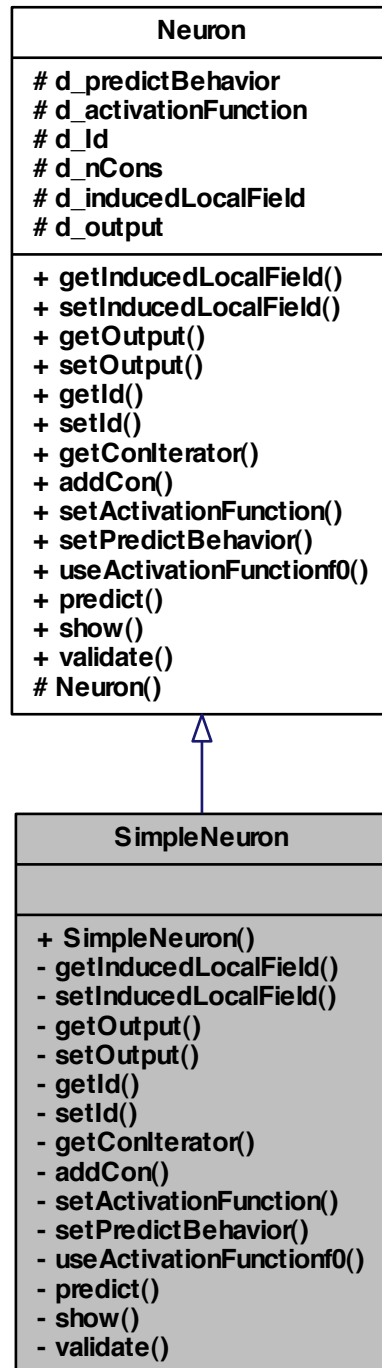
class [SimpleNeuron](#) -

```
#include <SimpleNeuron.h>
```

Inheritance diagram for SimpleNeuron:



Collaboration diagram for SimpleNeuron:



## Public Member Functions

- [SimpleNeuron](#) ([NeuralFactory](#) &neuralFactory)

## Private Member Functions

- double [getInducedLocalField](#) ()
- void [setInducedLocalField](#) (double inducedLocalField)
- double [getOutput](#) ()
- void [setOutput](#) (double output)
- [Handler](#) [getId](#) ()
- void [setId](#) ([Handler](#) Id)
- [ConlteratorPtr](#) [getConlterator](#) ()
- void [addCon](#) ([ConPtr](#) conPtr)
- void [setActivationFunction](#) ([ActivationFunctionPtr](#) activationFunctionPtr)
- void [setPredictBehavior](#) ([PredictBehaviorPtr](#) predictBehaviorPtr)
- double [useActivationFunction0](#) ()
- void [predict](#) ()
- void [show](#) ()
- bool [validate](#) ()

### 5.42.1 Detailed Description

class [SimpleNeuron](#) -

Definition at line 5 of file SimpleNeuron.h.

### 5.42.2 Constructor & Destructor Documentation

#### 5.42.2.1 [SimpleNeuron::SimpleNeuron](#) ( [NeuralFactory](#) & *neuralFactory* )

Definition at line 10 of file SimpleNeuron.cpp.

```

SimpleNeuron (neuralFactory)
{
}
:

```

### 5.42.3 Member Function Documentation

#### 5.42.3.1 void [SimpleNeuron::addCon](#) ( [ConPtr](#) *conPtr* ) [private, virtual]

Implements [Neuron](#).

Definition at line 59 of file SimpleNeuron.cpp.

References [Neuron::d\\_nCons](#).



```
{  
    d_nCons->push_back( conPtr) ;  
}
```

#### 5.42.3.2 ConlteratorPtr SimpleNeuron::getConlterator( ) [private, virtual]

Implements [Neuron](#).

Definition at line 53 of file SimpleNeuron.cpp.

References [Neuron::d\\_nCons](#).

```
{  
    return d_nCons->createIterator();  
}
```

#### 5.42.3.3 Handler SimpleNeuron::getId( ) [private, virtual]

Implements [Neuron](#).

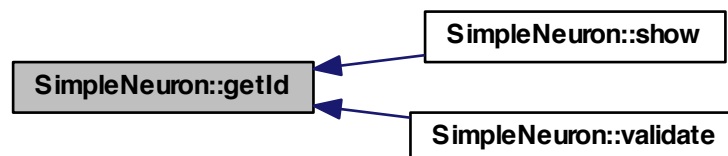
Definition at line 41 of file SimpleNeuron.cpp.

References [Neuron::d\\_Id](#).

Referenced by [show\(\)](#), and [validate\(\)](#).

```
{  
    return d_Id;  
}
```

Here is the caller graph for this function:



#### 5.42.3.4 double SimpleNeuron::getInducedLocalField( ) [private, virtual]

Implements [Neuron](#).

Definition at line 17 of file SimpleNeuron.cpp.

References `Neuron::d_inducedLocalField`.

```
{  
    return d_inducedLocalField;  
}
```

#### 5.42.3.5 `double SimpleNeuron::getOutput ( )` [private, virtual]

Implements [Neuron](#).

Definition at line 29 of file SimpleNeuron.cpp.

References `Neuron::d_output`.

```
{  
    return d_output;  
}
```

#### 5.42.3.6 `void SimpleNeuron::predict ( )` [private, virtual]

Implements [Neuron](#).

Definition at line 83 of file SimpleNeuron.cpp.

References `Neuron::d_predictBehavior`.

```
{  
    d_predictBehavior->predict();  
}
```

#### 5.42.3.7 `void SimpleNeuron::setActivationFunction ( ActivationFunctionPtr activationFunctionPtr )` [private, virtual]

Implements [Neuron](#).

Definition at line 65 of file SimpleNeuron.cpp.

References `Neuron::d_activationFunction`.

```
{  
    d_activationFunction = activationFunctionPtr;  
}
```

#### 5.42.3.8 `void SimpleNeuron::setId ( Handler Id )` [private, virtual]

Implements [Neuron](#).

Definition at line 47 of file SimpleNeuron.cpp.

References `Neuron::d_Id`.

```
{  
    d_Id = Id;  
}
```

**5.42.3.9** void SimpleNeuron::setInducedLocalField ( double *inducedLocalField* )  
[private, virtual]

Implements [Neuron](#).

Definition at line 23 of file SimpleNeuron.cpp.

References [Neuron::d\\_inducedLocalField](#).

```
{  
    d_inducedLocalField = inducedLocalField;  
}
```

**5.42.3.10** void SimpleNeuron::setOutput ( double *output* ) [private, virtual]

Implements [Neuron](#).

Definition at line 35 of file SimpleNeuron.cpp.

References [Neuron::d\\_output](#).

```
{  
    d_output = output;  
}
```

**5.42.3.11** void SimpleNeuron::setPredictBehavior ( [PredictBehaviorPtr](#) *predictBehaviorPtr* )  
[private, virtual]

Implements [Neuron](#).

Definition at line 71 of file SimpleNeuron.cpp.

References [Neuron::d\\_predictBehavior](#).

```
{  
    d_predictBehavior = predictBehaviorPtr;  
}
```

**5.42.3.12** void SimpleNeuron::show ( ) [private, virtual]

Implements [Neuron](#).

Definition at line 89 of file SimpleNeuron.cpp.

References [Neuron::d\\_nCons](#), [Neuron::d\\_output](#), [Neuron::d\\_predictBehavior](#), and [getId\(\)](#).

```

{
    int id = getId();
    Rprintf("\n-----\n");
    if (id == NA_INTEGER)
    {
        Rprintf("\n Id: NA, Invalid neuron Id");
    }
    else
    {
        Rprintf("\n Id: %d", id);
    }
    Rprintf("\n-----\n");
    d_predictBehavior->show();
    Rprintf("\n output: %lf", d_output);
    Rprintf("\n-----\n");
    if (d_nCons->size() == 0)
    {
        Rprintf("\n No connections defined");
    }
    else
    {
        d_nCons->show();
    }
    Rprintf("\n-----\n");
}

```

Here is the call graph for this function:



#### 5.42.3.13 double SimpleNeuron::useActivationFunction0 ( ) [private, virtual]

Implements [Neuron](#).

Definition at line 77 of file SimpleNeuron.cpp.

References [Neuron::d\\_activationFunction](#).

```

{
    return d_activationFunction->f0();
}

```

#### 5.42.3.14 bool SimpleNeuron::validate ( ) [private, virtual]

Implements [Neuron](#).

Definition at line 118 of file SimpleNeuron.cpp.

References `getId()`.

```
{
    BEGIN_RCPP
    if (getId() == NA_INTEGER ) throw std::range_error("[C++ SimpleNeuron::validate
    ]: Error, Id is NA.");
    // nCons.validate();
    return (TRUE);
END_RCPP}
```

Here is the call graph for this function:



The documentation for this class was generated from the following files:

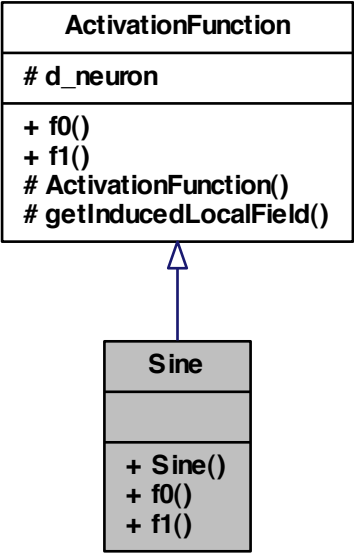
- [pkg/AMORE/src/dia/SimpleNeuron.h](#)
- [pkg/AMORE/src/SimpleNeuron.cpp](#)

## 5.43 Sine Class Reference

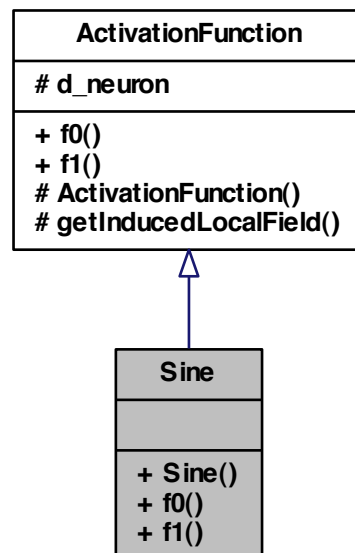
class [Sine](#) -

```
#include <Sine.h>
```

Inheritance diagram for Sine:



Collaboration diagram for Sine:



### Public Member Functions

- [Sine](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

### 5.43.1 Detailed Description

class [Sine](#) -

Definition at line 5 of file Sine.h.

### 5.43.2 Constructor & Destructor Documentation

5.43.2.1 [Sine::Sine](#) ( [NeuronPtr](#) neuronPtr )

### 5.43.3 Member Function Documentation

5.43.3.1 `double Sine::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.43.3.2 `double Sine::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

- `pkg/AMORE/src/dia/Sine.h`

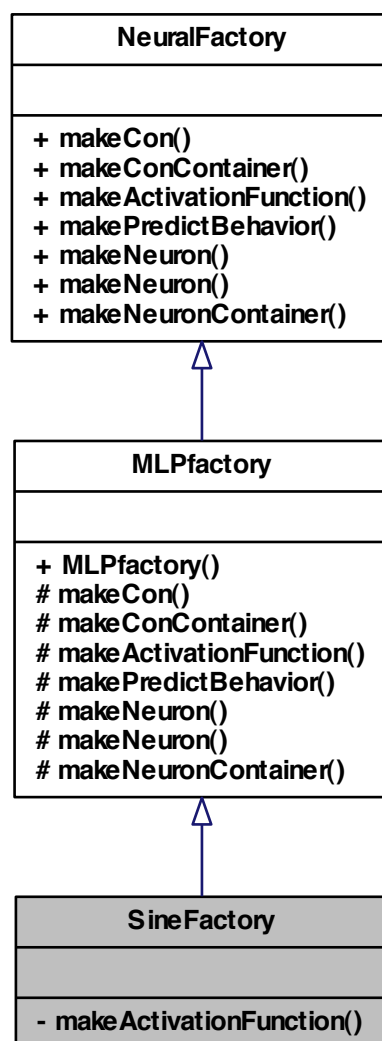
## 5.44 SineFactory Class Reference

class [SineFactory](#) -

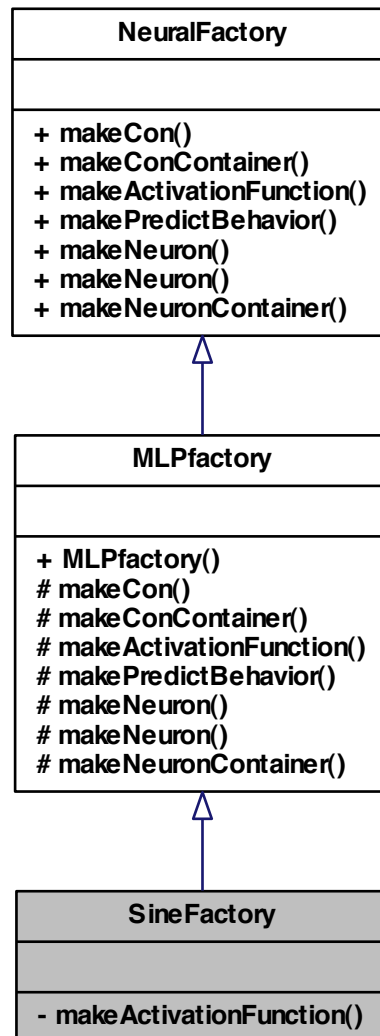
```
#include <SineFactory.h>
```



Inheritance diagram for SineFactory:



Collaboration diagram for SineFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.44.1 Detailed Description

class [SineFactory](#) -

Definition at line 5 of file SineFactory.h.

### 5.44.2 Member Function Documentation

**5.44.2.1** `ActivationFunctionPtr SineFactory::makeActivationFunction ( NeuronPtr  
neuronPtr )` [private, virtual]

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

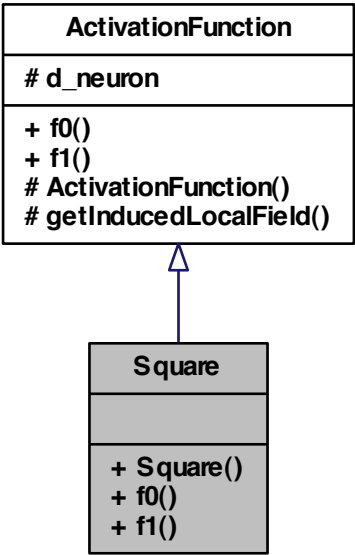
- [pkg/AMORE/src/dia/SineFactory.h](#)

## 5.45 Square Class Reference

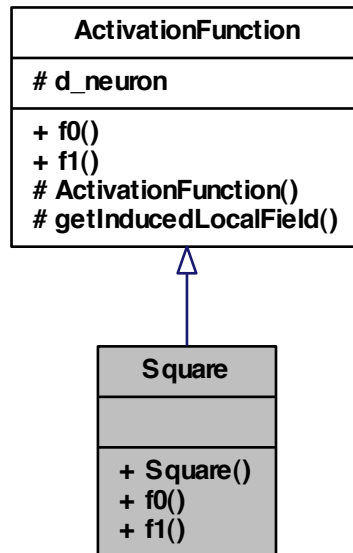
class [Square](#) -

```
#include <Square.h>
```

Inheritance diagram for Square:



Collaboration diagram for Square:



### Public Member Functions

- [Square](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.45.1 Detailed Description

class [Square](#) -

Definition at line 5 of file Square.h.

#### 5.45.2 Constructor & Destructor Documentation

5.45.2.1 [Square::Square](#) ( [NeuronPtr](#) neuronPtr )

#### 5.45.3 Member Function Documentation

5.45.3.1 `double Square::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.45.3.2 `double Square::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

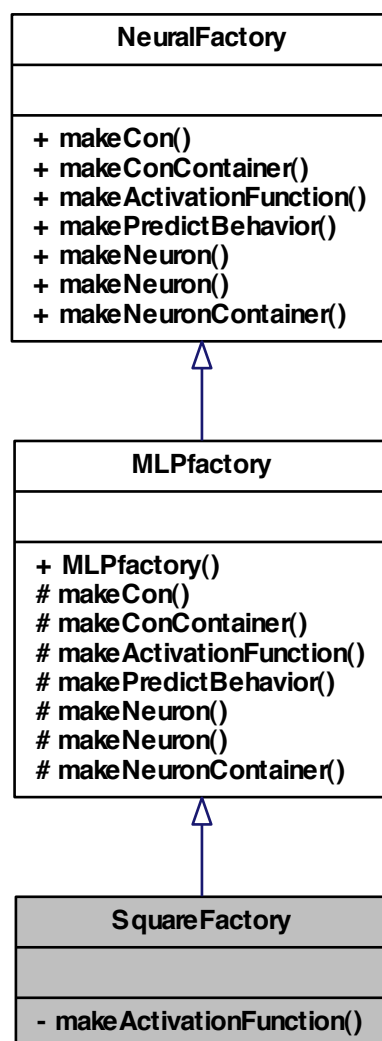
- `pkg/AMORE/src/dia/Square.h`

## 5.46 SquareFactory Class Reference

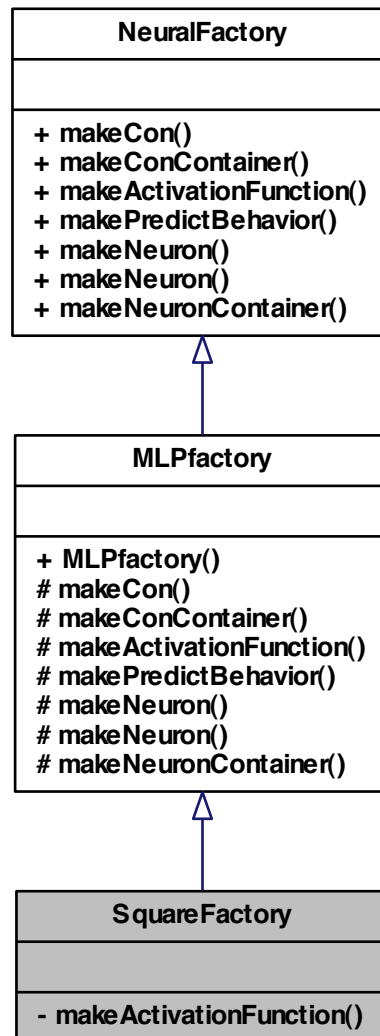
class [SquareFactory](#) -

```
#include <SquareFactory.h>
```

Inheritance diagram for SquareFactory:



Collaboration diagram for SquareFactory:



### Private Member Functions

- [ActivationFunctionPtr makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)



### 5.46.1 Detailed Description

class [SquareFactory](#) -

Definition at line 5 of file SquareFactory.h.

### 5.46.2 Member Function Documentation

**5.46.2.1** `ActivationFunctionPtr SquareFactory::makeActivationFunction ( NeuronPtr  
neuronPtr ) [private, virtual]`

Implements [MLPfactory](#).

The documentation for this class was generated from the following file:

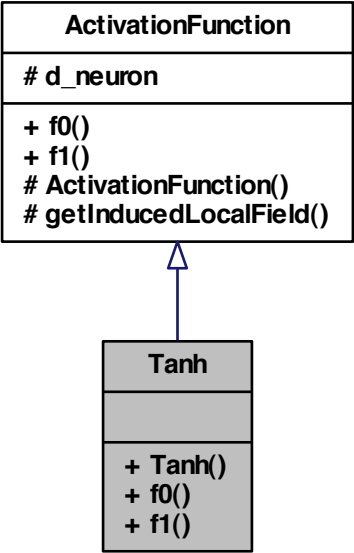
- pkg/AMORE/src/dia/[SquareFactory.h](#)

## 5.47 Tanh Class Reference

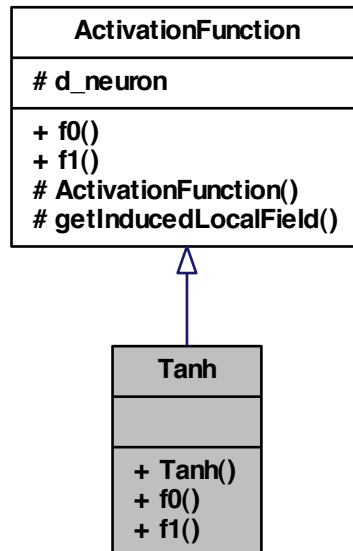
class [Tanh](#) -

```
#include <Tanh.h>
```

Inheritance diagram for Tanh:



Collaboration diagram for Tanh:



### Public Member Functions

- [Tanh](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

#### 5.47.1 Detailed Description

class [Tanh](#) -

Definition at line 5 of file Tanh.h.

#### 5.47.2 Constructor & Destructor Documentation

##### 5.47.2.1 Tanh::Tanh ( [NeuronPtr](#) neuronPtr )

Definition at line 12 of file Tanh.cpp.

```

: ActivationFunction(neuronPtr) {

```

```
}
```

### 5.47.3 Member Function Documentation

#### 5.47.3.1 `double Tanh::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

Definition at line 16 of file Tanh.cpp.

References [ActivationFunction::getInducedLocalField\(\)](#).

```
{  
    return tanh(getInducedLocalField());  
}
```

Here is the call graph for this function:



#### 5.47.3.2 `double Tanh::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

Definition at line 21 of file Tanh.cpp.

References [ActivationFunction::getInducedLocalField\(\)](#).

```
{  
    double tanhx ( tanh(getInducedLocalField()) );  
    return (1-tanhx*tanhx) ; // TODO consider speeding up the calculation by using  
        caller.d_output instead of tanhx  
}
```

Here is the call graph for this function:



The documentation for this class was generated from the following files:

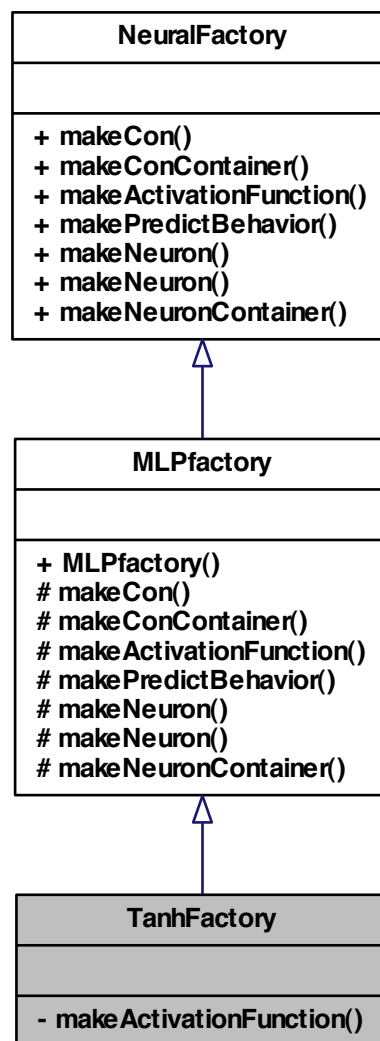
- pkg/AMORE/src/dia/[Tanh.h](#)
- pkg/AMORE/src/[Tanh.cpp](#)

## 5.48 TanhFactory Class Reference

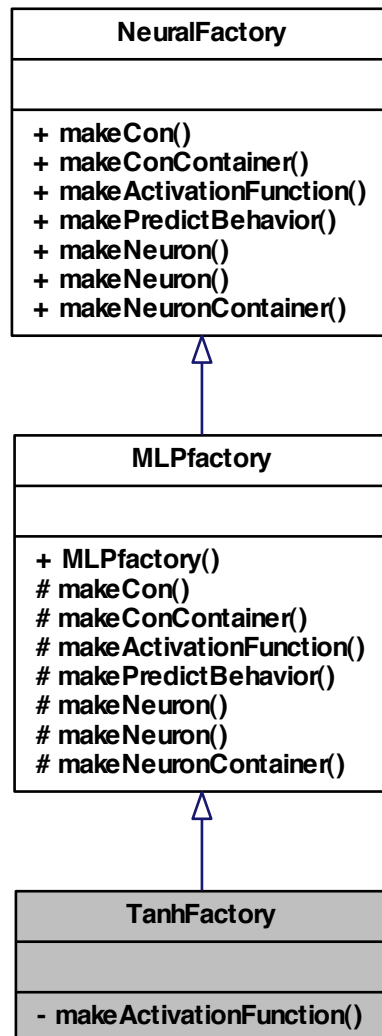
class [TanhFactory](#) -

```
#include <TanhFactory.h>
```

Inheritance diagram for TanhFactory:



Collaboration diagram for TanhFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.48.1 Detailed Description

class [TanhFactory](#) -

Definition at line 5 of file TanhFactory.h.

### 5.48.2 Member Function Documentation

#### 5.48.2.1 `ActivationFunctionPtr TanhFactory::makeActivationFunction ( NeuronPtr neuronPtr )` `[private, virtual]`

Implements [MLPfactory](#).

Definition at line 17 of file TanhFactory.cpp.

```
{  
    ActivationFunctionPtr activationFunctionPtr(new Tanh(neuronPtr));  
    return activationFunctionPtr;  
}
```

The documentation for this class was generated from the following files:

- pkg/AMORE/src/dia/[TanhFactory.h](#)
- pkg/AMORE/src/[TanhFactory.cpp](#)

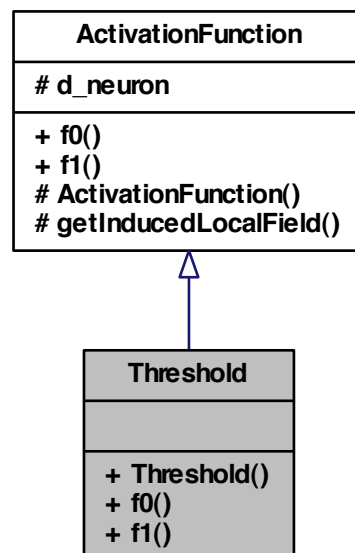
## 5.49 Threshold Class Reference

class [Threshold](#) -

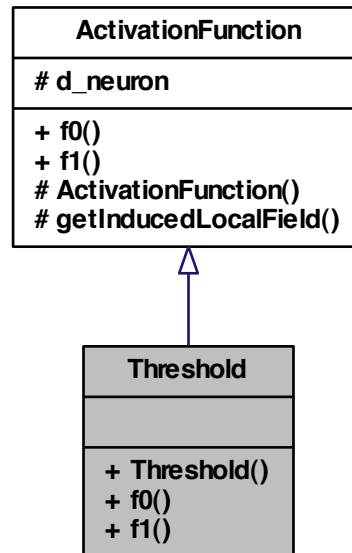
#include <Threshold.h>



Inheritance diagram for Threshold:



Collaboration diagram for Threshold:



## Public Member Functions

- [Threshold](#) ([NeuronPtr](#) neuronPtr)
- double [f0](#) ()
- double [f1](#) ()

### 5.49.1 Detailed Description

class [Threshold](#) -

Definition at line 5 of file Threshold.h.

### 5.49.2 Constructor & Destructor Documentation

5.49.2.1 [Threshold::Threshold](#) ( [NeuronPtr](#) neuronPtr )

### 5.49.3 Member Function Documentation

5.49.3.1 `double Threshold::f0 ( ) [virtual]`

Implements [ActivationFunction](#).

5.49.3.2 `double Threshold::f1 ( ) [virtual]`

Implements [ActivationFunction](#).

The documentation for this class was generated from the following file:

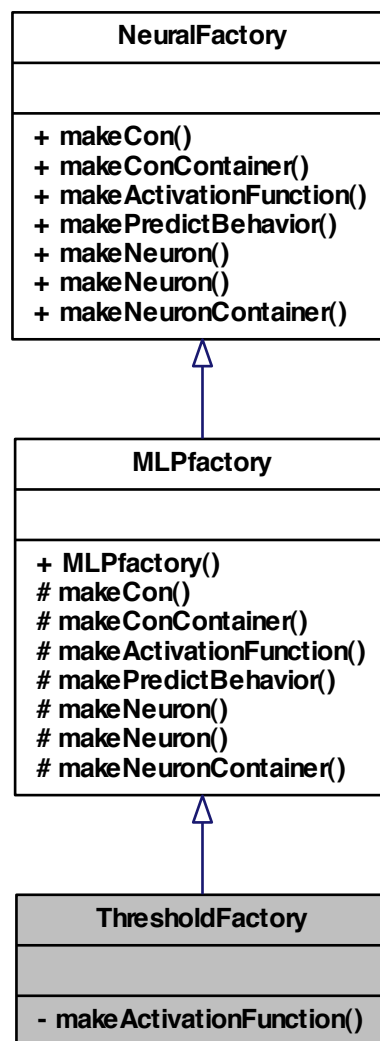
- `pkg/AMORE/src/dia/Threshold.h`

## 5.50 ThresholdFactory Class Reference

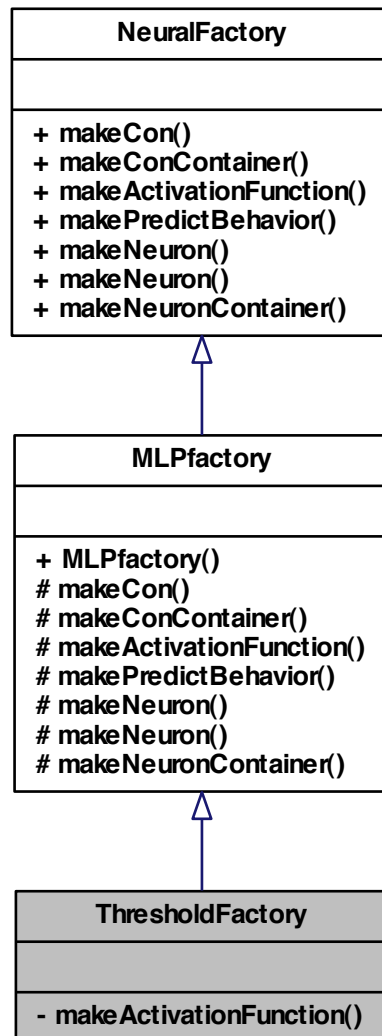
class [ThresholdFactory](#) -

```
#include <ThresholdFactory.h>
```

Inheritance diagram for ThresholdFactory:



Collaboration diagram for ThresholdFactory:



### Private Member Functions

- [ActivationFunctionPtr](#) [makeActivationFunction](#) ([NeuronPtr](#) neuronPtr)

### 5.50.1 Detailed Description

class [ThresholdFactory](#) -

Definition at line 5 of file ThresholdFactory.h.

### 5.50.2 Member Function Documentation

5.50.2.1 **ActivationFunctionPtr** ThresholdFactory::makeActivationFunction ( **NeuronPtr** *neuronPtr* ) [private, virtual]

Implements [MLPFactory](#).

The documentation for this class was generated from the following file:

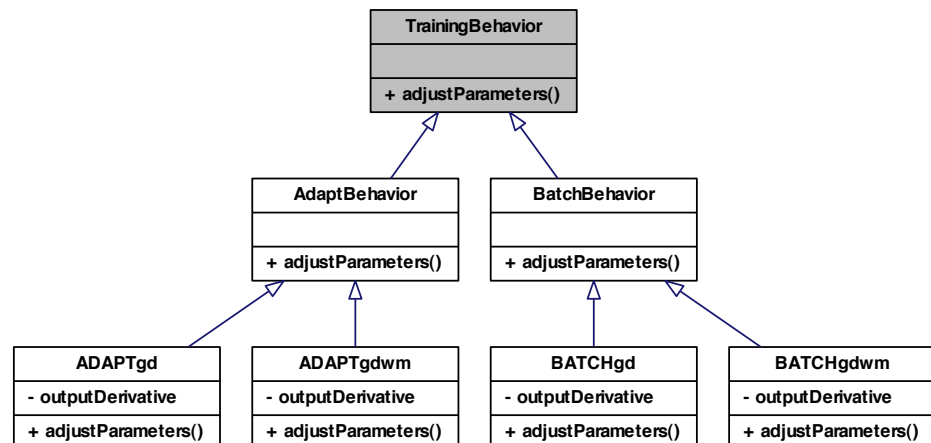
- pkg/AMORE/src/dia/[ThresholdFactory.h](#)

## 5.51 TrainingBehavior Class Reference

class [TrainingBehavior](#) -

```
#include <TrainingBehavior.h>
```

Inheritance diagram for TrainingBehavior:



### Public Member Functions

- void [adjustParameters](#) ()

### 5.51.1 Detailed Description

class [TrainingBehavior](#) -

Definition at line 4 of file TrainingBehavior.h.

### 5.51.2 Member Function Documentation

#### 5.51.2.1 void TrainingBehavior::adjustParameters ( )

Reimplemented in [AdaptBehavior](#), [ADAPTgd](#), [ADAPTgdwm](#), [BatchBehavior](#), [BATCHgd](#), and [BATCHgdwm](#).

The documentation for this class was generated from the following file:

- pkg/AMORE/src/dia/[TrainingBehavior.h](#)





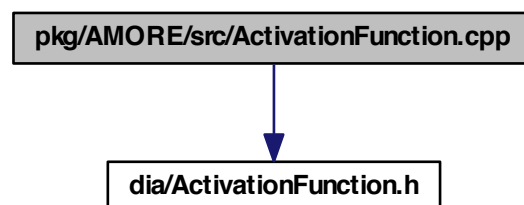
## Chapter 6

# File Documentation

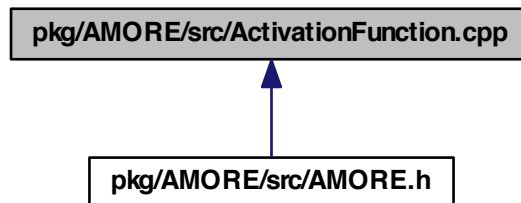
### 6.1 pkg/AMORE/src/ActivationFunction.cpp File Reference

```
#include "dia/ActivationFunction.h"
```

Include dependency graph for ActivationFunction.cpp:



This graph shows which files directly or indirectly include this file:

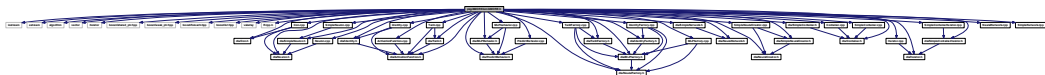


## 6.2 pkg/AMORE/src/AMORE.h File Reference

```
#include <iostream>
#include <sstream>
#include <algorithm>
#include <vector>
#include <iterator>
#include <boost/shared_ptr.hpp>
#include <boost/weak_ptr.hpp>
#include <boost/foreach.hpp>
#include <boost/ref.hpp>
#include <valarray>
#include <Rcpp.h>
#include "dia/Con.h"
#include "dia/ActivationFunction.h"
#include "dia/Tanh.h"
#include "dia/Identity.h"
#include "dia/PredictBehavior.h"
#include "dia/MLPBehavior.h"
#include "dia/Neuron.h"
#include "dia/SimpleNeuron.h"
#include "dia/NeuralFactory.h"
```

```
#include "dia/MLPfactory.h"
#include "dia/TanhFactory.h"
#include "dia/IdentityFactory.h"
#include "dia/NeuralNetwork.h"
#include "dia/SimpleNetwork.h"
#include "dia/NeuralCreator.h"
#include "dia/SimpleNeuralCreator.h"
#include "dia/Container.h"
#include "dia/SimpleContainer.h"
#include "dia/Iterator.h"
#include "dia/SimpleContainerIterator.h"
#include "Con.cpp"
#include "ActivationFunction.cpp"
#include "Tanh.cpp"
#include "Identity.cpp"
#include "PredictBehavior.cpp"
#include "MLPbehavior.cpp"
#include "Neuron.cpp"
#include "SimpleNeuron.cpp"
#include "MLPfactory.cpp"
#include "TanhFactory.cpp"
#include "IdentityFactory.cpp"
#include "NeuralNetwork.cpp"
#include "SimpleNetwork.cpp"
#include "SimpleNeuralCreator.cpp"
#include "Container.cpp"
#include "Iterator.cpp"
#include "SimpleContainer.cpp"
#include "SimpleContainerIterator.cpp"
```

Include dependency graph for AMORE.h:



## Defines

- `#define` [foreach](#) BOOST\_FOREACH
- `#define` [size\\_type](#) unsigned int

## Typedefs

- `typedef` int [Handler](#)
- `typedef` boost::reference\_wrapper< [PredictBehavior](#) > [ActivationFunctionRef](#)
- `typedef` boost::reference\_wrapper< [PredictBehavior](#) > [PredictBehaviorRef](#)
- `typedef` boost::reference\_wrapper< [TrainingBehavior](#) > [TrainingBehaviorRef](#)
- `typedef` boost::reference\_wrapper< [Neuron](#) > [NeuronRef](#)
- `typedef` boost::shared\_ptr< [ActivationFunction](#) > [ActivationFunctionPtr](#)
- `typedef` boost::shared\_ptr< [PredictBehavior](#) > [PredictBehaviorPtr](#)
- `typedef` boost::shared\_ptr< [Neuron](#) > [NeuronPtr](#)
- `typedef` boost::shared\_ptr< [Con](#) > [ConPtr](#)
- `typedef` boost::shared\_ptr< [NeuralNetwork](#) > [NeuralNetworkPtr](#)
- `typedef` boost::shared\_ptr< [Iterator](#)< [NeuronPtr](#) > > [NeuronIteratorPtr](#)
- `typedef` boost::shared\_ptr< [Iterator](#)< [ConPtr](#) > > [ConIteratorPtr](#)
- `typedef` boost::shared\_ptr< [Container](#)< [NeuronPtr](#) > > [LayerPtr](#)
- `typedef` boost::shared\_ptr< [Container](#)< [NeuronPtr](#) > > [NeuronContainerPtr](#)
- `typedef` boost::shared\_ptr< [Container](#)< [ConPtr](#) > > [ConContainerPtr](#)
- `typedef` boost::shared\_ptr< [NeuralFactory](#) > [NeuralFactoryPtr](#)
- `typedef` boost::shared\_ptr< [NeuralCreator](#) > [NeuralCreatorPtr](#)
- `typedef` boost::weak\_ptr< [Neuron](#) > [NeuronWeakPtr](#)

## 6.2.1 Define Documentation

### 6.2.1.1 `#define` [foreach](#) BOOST\_FOREACH

Definition at line 68 of file AMORE.h.

### 6.2.1.2 `#define` [size\\_type](#) unsigned int

Definition at line 71 of file AMORE.h.

## 6.2.2 Typedef Documentation

### 6.2.2.1 `typedef` boost::shared\_ptr<[ActivationFunction](#)> [ActivationFunctionPtr](#)

Definition at line 83 of file AMORE.h.

### 6.2.2.2 `typedef` boost::reference\_wrapper<[PredictBehavior](#)> [ActivationFunctionRef](#)

Definition at line 77 of file AMORE.h.

**6.2.2.3** `typedef boost::shared_ptr< Container<ConPtr> > ConContainerPtr`

Definition at line 95 of file AMORE.h.

**6.2.2.4** `typedef boost::shared_ptr< Iterator<ConPtr> > ConIteratorPtr`

Definition at line 91 of file AMORE.h.

**6.2.2.5** `typedef boost::shared_ptr<Con> ConPtr`

Definition at line 86 of file AMORE.h.

**6.2.2.6** `typedef int Handler`

Definition at line 74 of file AMORE.h.

**6.2.2.7** `typedef boost::shared_ptr< Container<NeuronPtr> > LayerPtr`

Definition at line 93 of file AMORE.h.

**6.2.2.8** `typedef boost::shared_ptr< NeuralCreator > NeuralCreatorPtr`

Definition at line 98 of file AMORE.h.

**6.2.2.9** `typedef boost::shared_ptr< NeuralFactory > NeuralFactoryPtr`

Definition at line 97 of file AMORE.h.

**6.2.2.10** `typedef boost::shared_ptr<NeuralNetwork> NeuralNetworkPtr`

Definition at line 87 of file AMORE.h.

**6.2.2.11** `typedef boost::shared_ptr< Container<NeuronPtr> > NeuronContainerPtr`

Definition at line 94 of file AMORE.h.

**6.2.2.12** `typedef boost::shared_ptr< Iterator<NeuronPtr> > NeuronIteratorPtr`

Definition at line 90 of file AMORE.h.

**6.2.2.13    typedef boost::shared\_ptr<Neuron> NeuronPtr**

Definition at line 85 of file AMORE.h.

**6.2.2.14    typedef boost::reference\_wrapper<Neuron> NeuronRef**

Definition at line 80 of file AMORE.h.

**6.2.2.15    typedef boost::weak\_ptr<Neuron> NeuronWeakPtr**

Definition at line 100 of file AMORE.h.

**6.2.2.16    typedef boost::shared\_ptr<PredictBehavior> PredictBehaviorPtr**

Definition at line 84 of file AMORE.h.

**6.2.2.17    typedef boost::reference\_wrapper<PredictBehavior> PredictBehaviorRef**

Definition at line 78 of file AMORE.h.

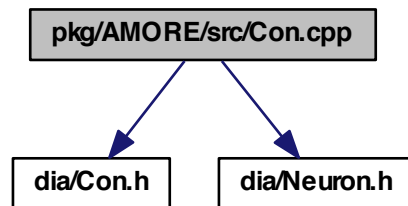
**6.2.2.18    typedef boost::reference\_wrapper<TrainingBehavior> TrainingBehaviorRef**

Definition at line 79 of file AMORE.h.

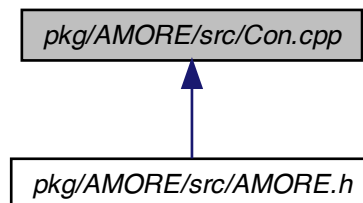
## **6.3    pkg/AMORE/src/Con.cpp File Reference**

```
#include "dia/Con.h"  
#include "dia/Neuron.h"
```

Include dependency graph for Con.cpp:



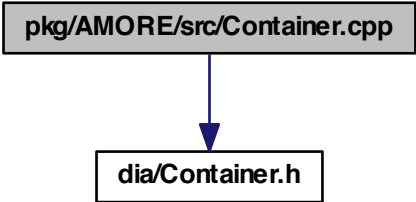
This graph shows which files directly or indirectly include this file:



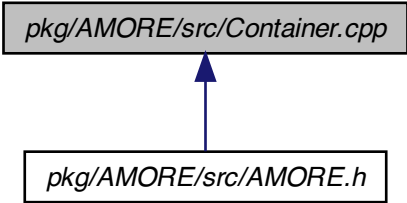
## 6.4 pkg/AMORE/src/Container.cpp File Reference

```
#include "dia/Container.h"
```

Include dependency graph for Container.cpp:

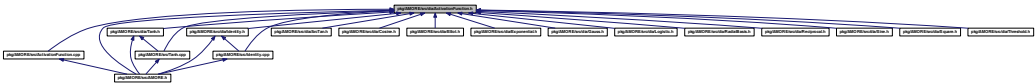


This graph shows which files directly or indirectly include this file:



6.5 pkg/AMORE/src/dia/ActivationFunction.h File Reference

This graph shows which files directly or indirectly include this file:



Classes

- class [ActivationFunction](#)

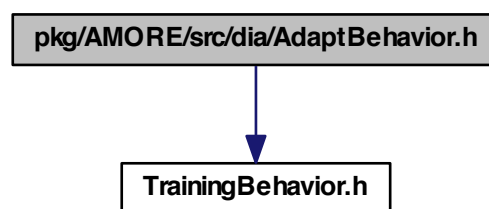


class [ActivationFunction](#) -

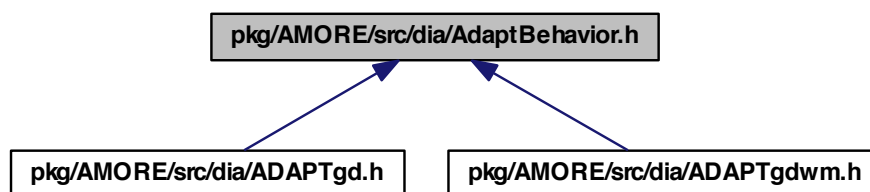
## 6.6 pkg/AMORE/src/dia/AdaptBehavior.h File Reference

```
#include "TrainingBehavior.h"
```

Include dependency graph for AdaptBehavior.h:



This graph shows which files directly or indirectly include this file:



### Classes

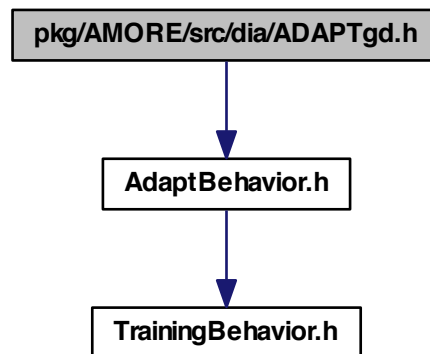
- class [AdaptBehavior](#)

class [AdaptBehavior](#) -

## 6.7 pkg/AMORE/src/dia/ADAPTgd.h File Reference

```
#include "AdaptBehavior.h"
```

Include dependency graph for ADAPTgd.h:



### Classes

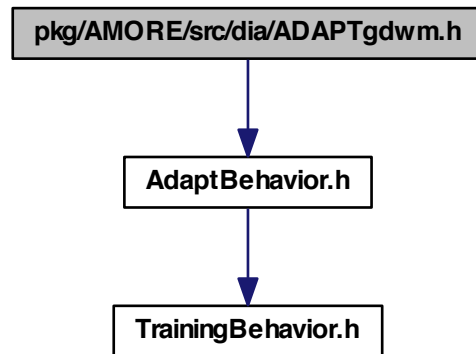
- class [ADAPTgd](#)

*class [ADAPTgd](#) -*

## 6.8 pkg/AMORE/src/dia/ADAPTgdwm.h File Reference

```
#include "AdaptBehavior.h"
```

Include dependency graph for ADAPTgdwm.h:



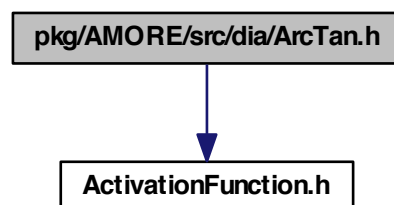
## Classes

- class [ADAPTgdwm](#)  
*class [ADAPTgdwm](#) -*

## 6.9 pkg/AMORE/src/dia/ArcTan.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for ArcTan.h:



## Classes

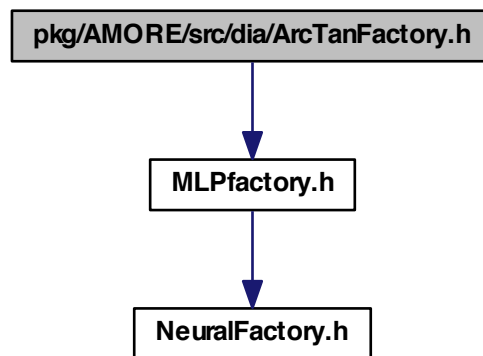
- class [ArcTan](#)

*class [ArcTan](#) -*

## 6.10 pkg/AMORE/src/dia/ArcTanFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for ArcTanFactory.h:



## Classes

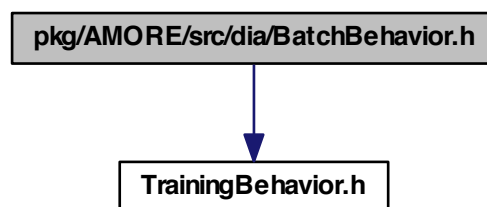
- class [ArcTanFactory](#)

*class [ArcTanFactory](#) -*

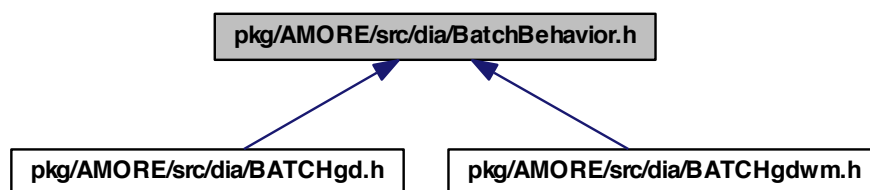
## 6.11 pkg/AMORE/src/dia/BatchBehavior.h File Reference

```
#include "TrainingBehavior.h"
```

Include dependency graph for BatchBehavior.h:



This graph shows which files directly or indirectly include this file:



## Classes

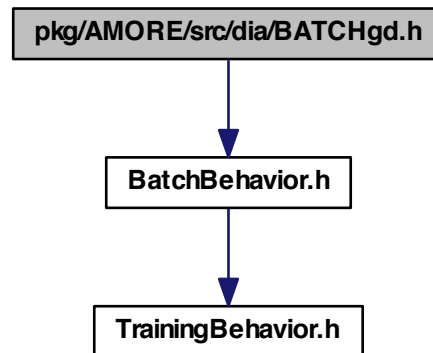
- class [BatchBehavior](#)

*class [BatchBehavior](#) -*

## 6.12 pkg/AMORE/src/dia/BATCHgd.h File Reference

```
#include "BatchBehavior.h"
```

Include dependency graph for BATCHgd.h:



## Classes

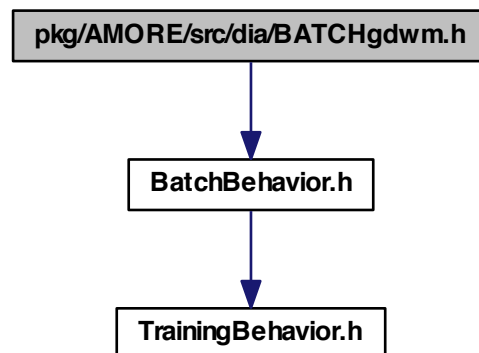
- class [BATCHgd](#)

*class [BATCHgd](#) -*

## 6.13 pkg/AMORE/src/dia/BATCHgdwm.h File Reference

```
#include "BatchBehavior.h"
```

Include dependency graph for BATCHgdwm.h:



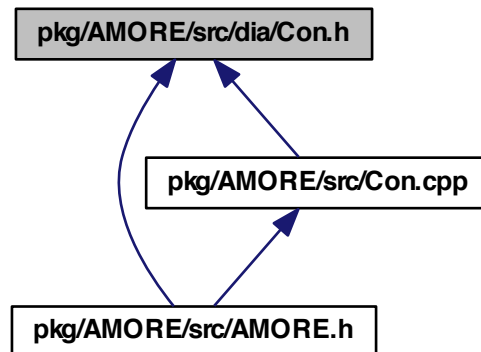
## Classes

- class `BATCHgdwm`

*class `BATCHgdwm` -*

## 6.14 pkg/AMORE/src/dia/Con.h File Reference

This graph shows which files directly or indirectly include this file:



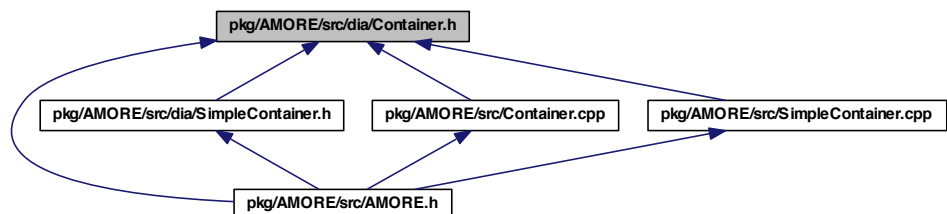
### Classes

- class [Con](#)

*class [Con](#) -*

## 6.15 pkg/AMORE/src/dia/Container.h File Reference

This graph shows which files directly or indirectly include this file:





## Classes

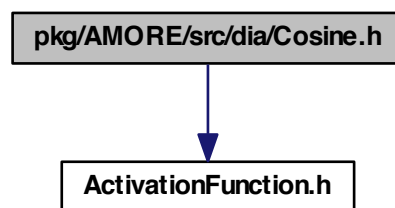
- class [Container< T >](#)

*class [Container](#) -*

## 6.16 pkg/AMORE/src/dia/Cosine.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Cosine.h:



## Classes

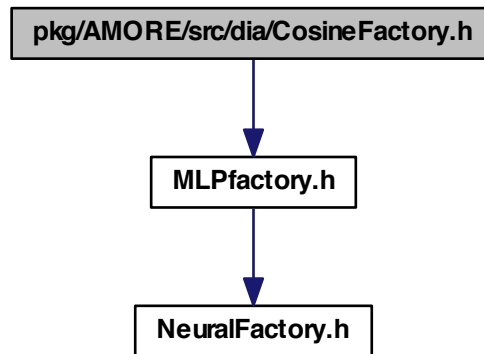
- class [Cosine](#)

*class [Cosine](#) -*

## 6.17 pkg/AMORE/src/dia/CosineFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for CosineFactory.h:



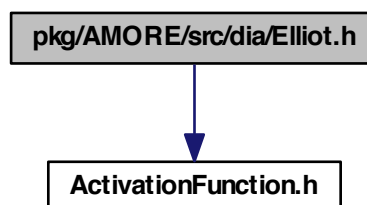
## Classes

- class [CosineFactory](#)  
*class [CosineFactory](#) -*

## 6.18 pkg/AMORE/src/dia/Elliot.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Elliot.h:



## Classes

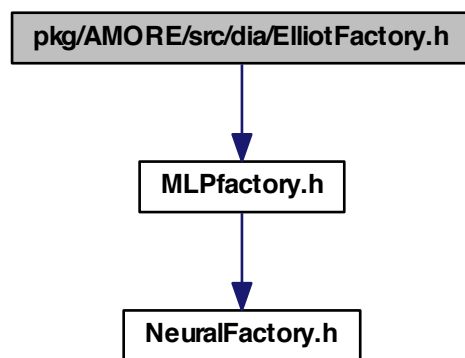
- class [Elliot](#)

*class [Elliot](#) -*

## 6.19 pkg/AMORE/src/dia/ElliotFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for ElliotFactory.h:



## Classes

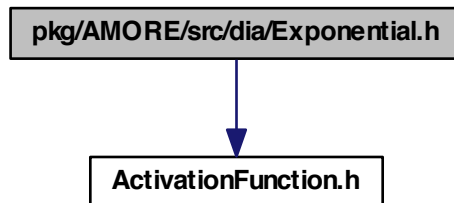
- class [ElliotFactory](#)

*class [ElliotFactory](#) -*

## 6.20 pkg/AMORE/src/dia/Exponential.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Exponential.h:



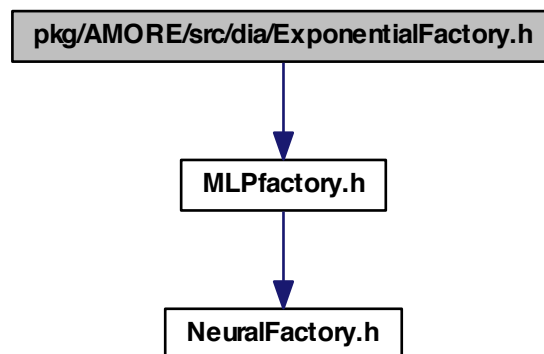
## Classes

- class [Exponential](#)  
*class [Exponential](#) -*

## 6.21 pkg/AMORE/src/dia/ExponentialFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for ExponentialFactory.h:



## Classes

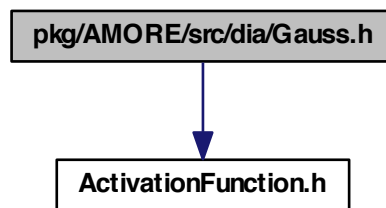
- class [ExponentialFactory](#)

*class [ExponentialFactory](#) -*

## 6.22 pkg/AMORE/src/dia/Gauss.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Gauss.h:



## Classes

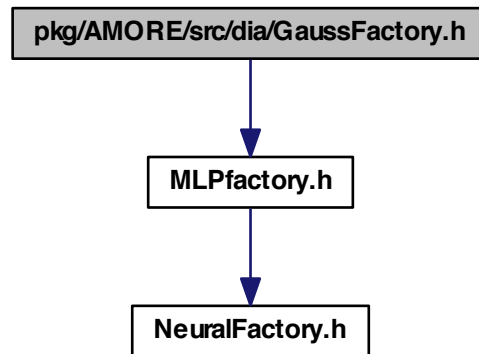
- class [Gauss](#)

*class [Gauss](#) -*

## 6.23 pkg/AMORE/src/dia/GaussFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for GaussFactory.h:



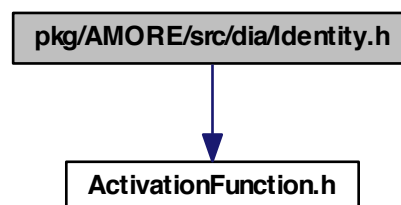
## Classes

- class [GaussFactory](#)  
*class [GaussFactory](#) -*

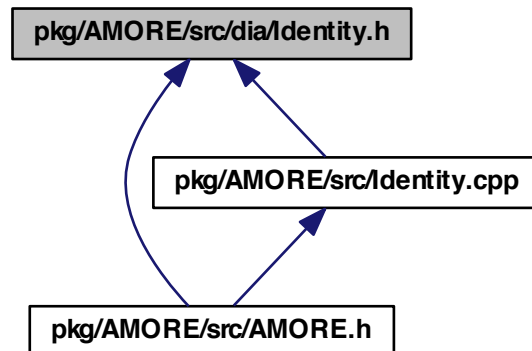
## 6.24 pkg/AMORE/src/dia/Identity.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Identity.h:



This graph shows which files directly or indirectly include this file:



## Classes

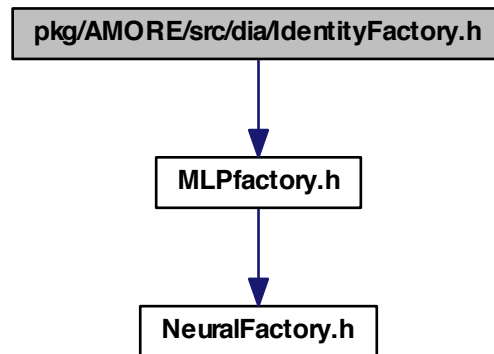
- class `Identity`

*class `Identity` -*

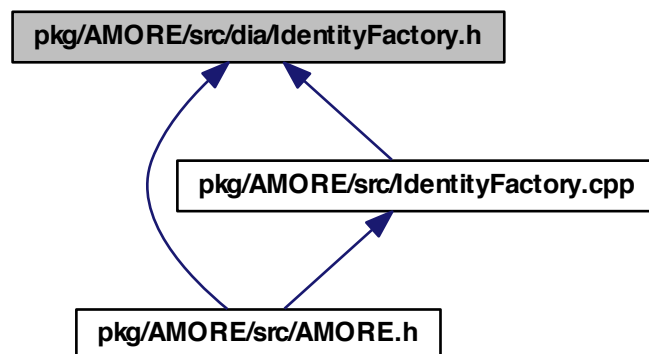
## 6.25 pkg/AMORE/src/dia/IdentityFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for IdentityFactory.h:



This graph shows which files directly or indirectly include this file:



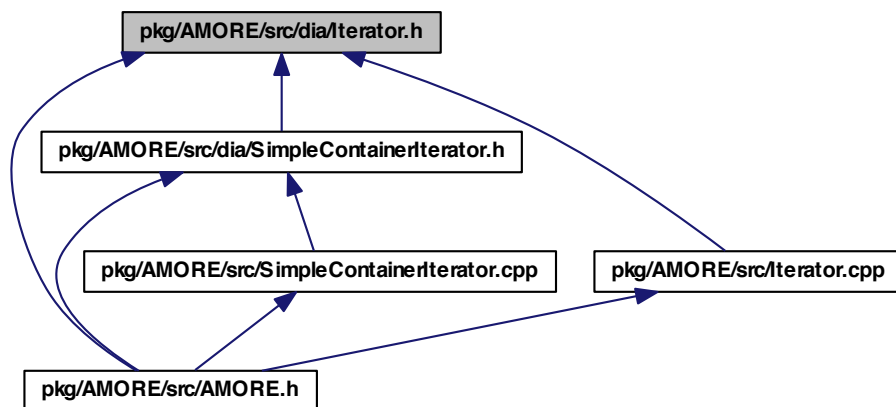
## Classes

- class [IdentityFactory](#)  
*class IdentityFactory -*



## 6.26 pkg/AMORE/src/dia/Iterator.h File Reference

This graph shows which files directly or indirectly include this file:



### Classes

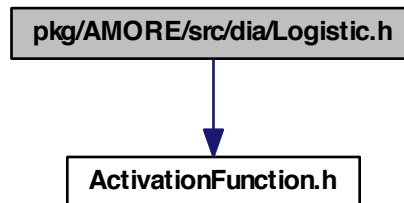
- class `Iterator< T >`

*class `Iterator` -*

## 6.27 pkg/AMORE/src/dia/Logistic.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Logistic.h:



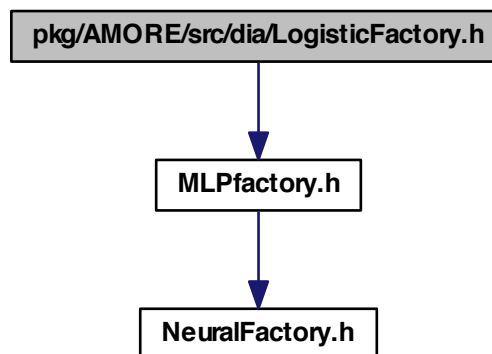
## Classes

- class [Logistic](#)  
*class [Logistic](#) -*

## 6.28 pkg/AMORE/src/dia/LogisticFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for LogisticFactory.h:



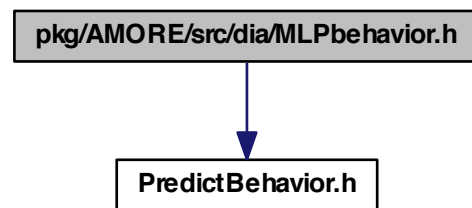
## Classes

- class [LogisticFactory](#)  
*class [LogisticFactory](#) -*

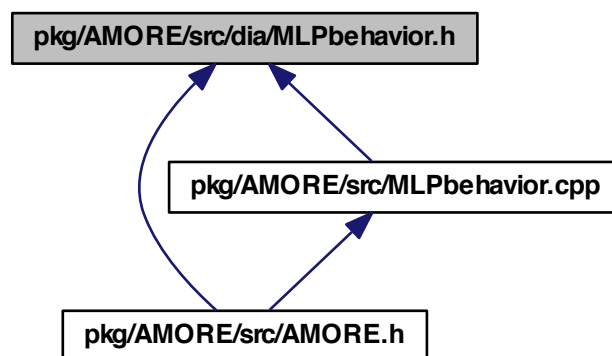
## 6.29 pkg/AMORE/src/dia/MLPbehavior.h File Reference

```
#include "PredictBehavior.h"
```

Include dependency graph for MLPbehavior.h:



This graph shows which files directly or indirectly include this file:



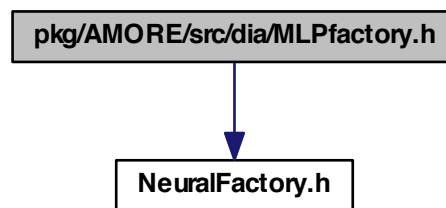
## Classes

- class [MLPbehavior](#)  
*class MLPbehavior -*

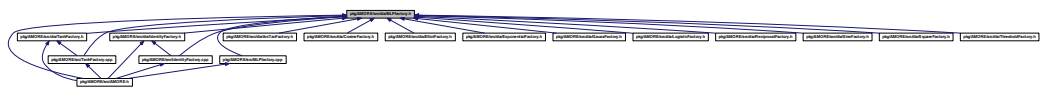
## 6.30 pkg/AMORE/src/dia/MLPfactory.h File Reference

```
#include "NeuralFactory.h"
```

Include dependency graph for MLPfactory.h:



This graph shows which files directly or indirectly include this file:

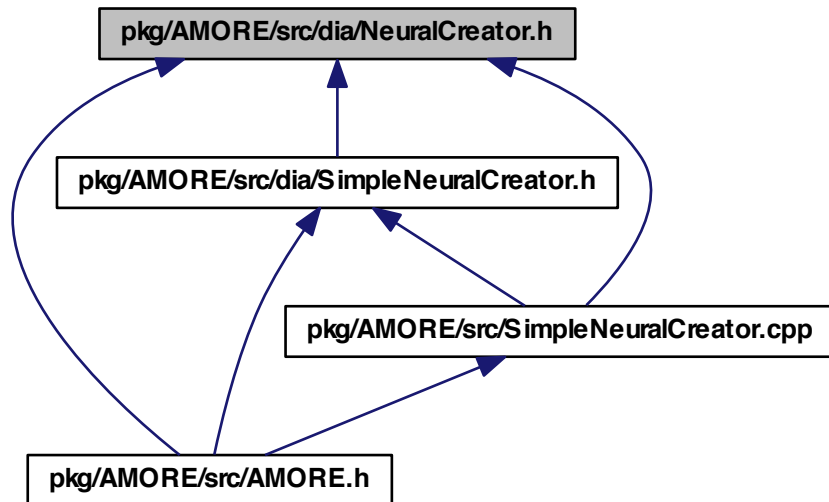


## Classes

- class [MLPfactory](#)  
*class MLPfactory -*

## 6.31 pkg/AMORE/src/dia/NeuralCreator.h File Reference

This graph shows which files directly or indirectly include this file:

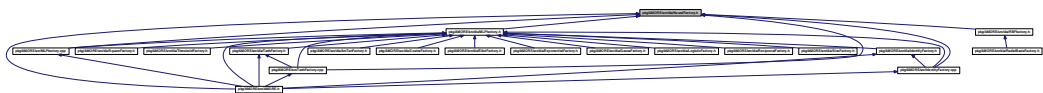


### Classes

- class [NeuralCreator](#)  
*class [NeuralCreator](#) -*

## 6.32 pkg/AMORE/src/dia/NeuralFactory.h File Reference

This graph shows which files directly or indirectly include this file:



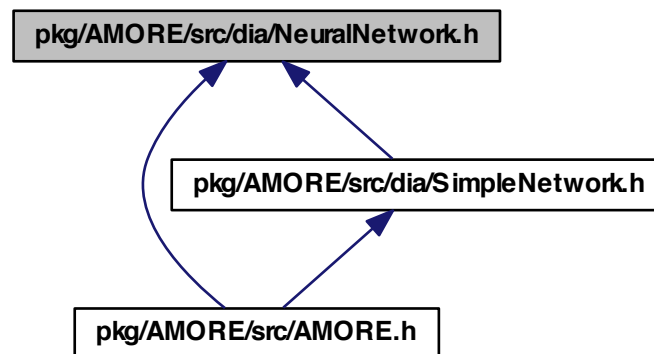
### Classes

- class [NeuralFactory](#)

class [NeuralFactory](#) -

### 6.33 pkg/AMORE/src/dia/NeuralNetwork.h File Reference

This graph shows which files directly or indirectly include this file:



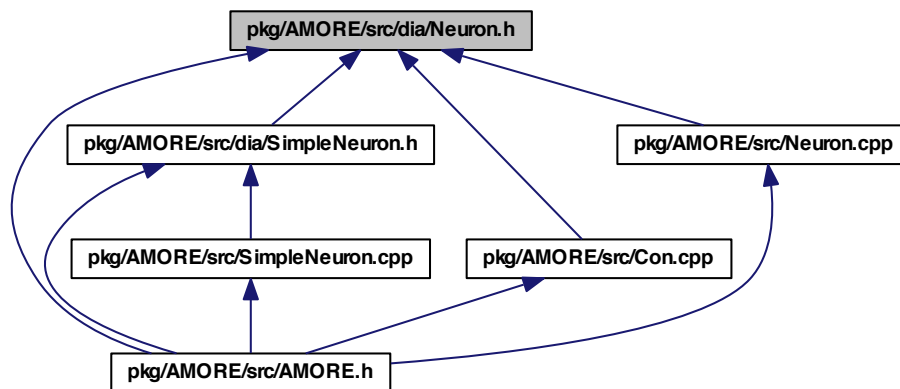
#### Classes

- class [NeuralNetwork](#)

class [NeuralNetwork](#) -

## 6.34 pkg/AMORE/src/dia/Neuron.h File Reference

This graph shows which files directly or indirectly include this file:



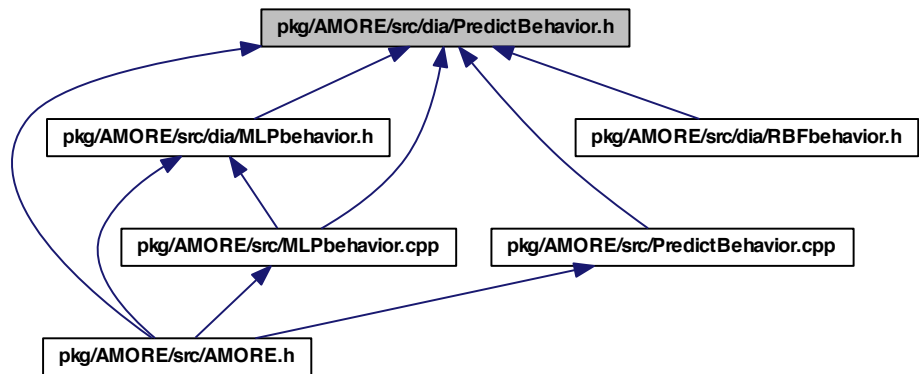
### Classes

- class [Neuron](#)

*class* [Neuron](#) -

### 6.35 pkg/AMORE/src/dia/PredictBehavior.h File Reference

This graph shows which files directly or indirectly include this file:



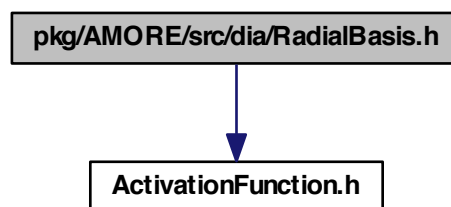
#### Classes

- class `PredictBehavior`  
*class `PredictBehavior` -*

### 6.36 pkg/AMORE/src/dia/RadialBasis.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for `RadialBasis.h`:





## Classes

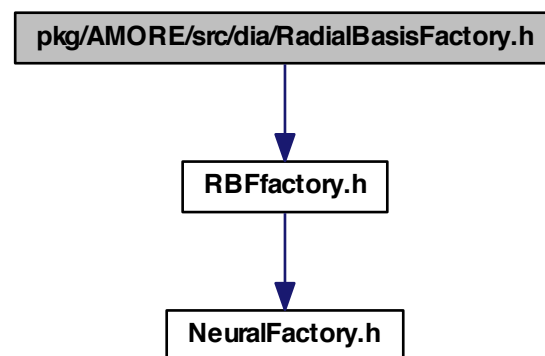
- class [RadialBasis](#)

*class [RadialBasis](#) -*

## 6.37 pkg/AMORE/src/dia/RadialBasisFactory.h File Reference

```
#include "RBFactory.h"
```

Include dependency graph for RadialBasisFactory.h:



## Classes

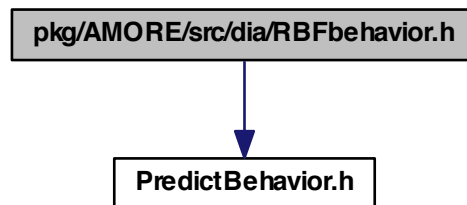
- class [RadialBasisFactory](#)

*class [RadialBasisFactory](#) -*

## 6.38 pkg/AMORE/src/dia/RBFbehavior.h File Reference

```
#include "PredictBehavior.h"
```

Include dependency graph for RBFbehavior.h:



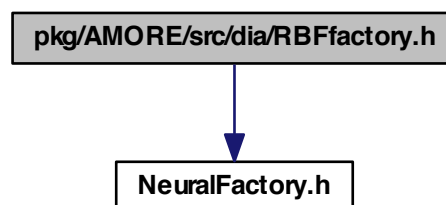
## Classes

- class [RBFbehavior](#)  
*class [RBFbehavior](#) -*

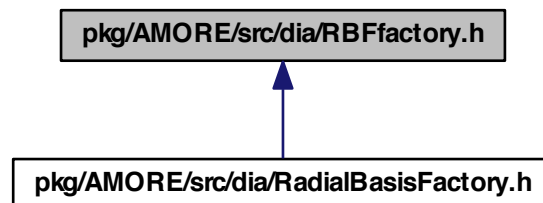
## 6.39 pkg/AMORE/src/dia/RBFfactory.h File Reference

```
#include "NeuralFactory.h"
```

Include dependency graph for RBFfactory.h:



This graph shows which files directly or indirectly include this file:



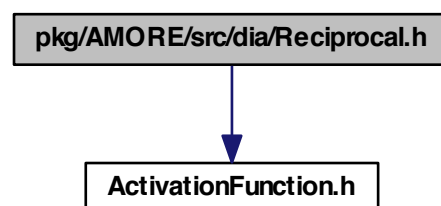
#### Classes

- class [RBFfactory](#)  
*class [RBFfactory](#) -*

## 6.40 pkg/AMORE/src/dia/Reciprocal.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Reciprocal.h:



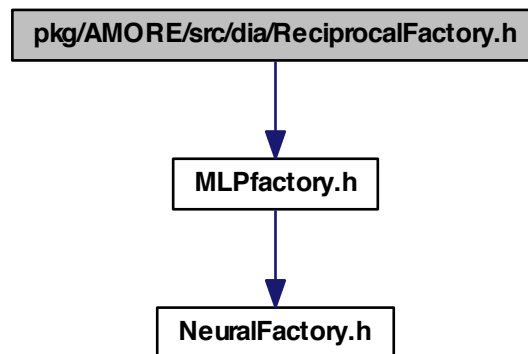
#### Classes

- class [Reciprocal](#)  
*class [Reciprocal](#) -*

## 6.41 pkg/AMORE/src/dia/ReciprocalFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for ReciprocalFactory.h:



### Classes

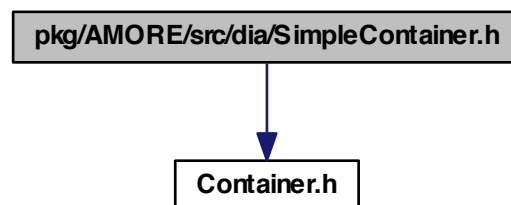
- class [ReciprocalFactory](#)

*class [ReciprocalFactory](#) -*

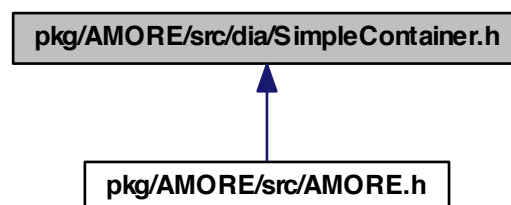
## 6.42 pkg/AMORE/src/dia/SimpleContainer.h File Reference

```
#include "Container.h"
```

Include dependency graph for SimpleContainer.h:



This graph shows which files directly or indirectly include this file:



## Classes

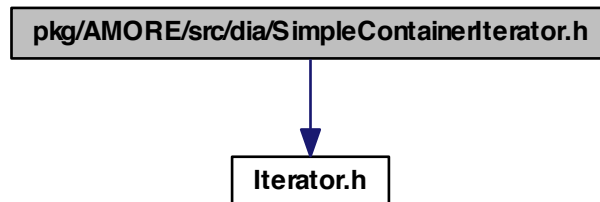
- class [SimpleContainer< T >](#)

*class [SimpleContainer](#) -*

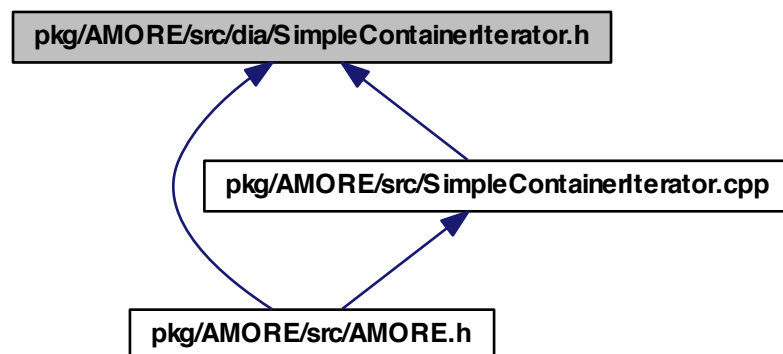
## 6.43 pkg/AMORE/src/dia/SimpleContainerIterator.h File Reference

```
#include "Iterator.h"
```

Include dependency graph for SimpleContainerIterator.h:



This graph shows which files directly or indirectly include this file:



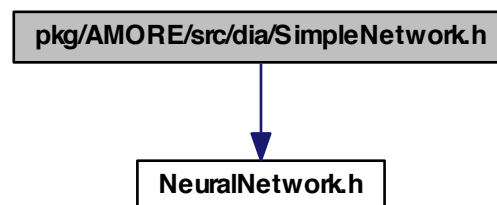
## Classes

- class [SimpleContainerIterator< T >](#)  
     class [SimpleContainerIterator](#) -

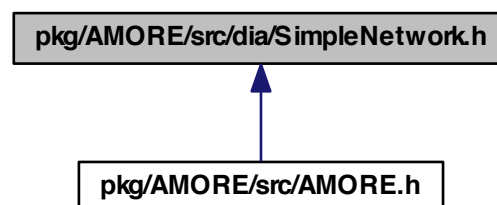
## 6.44 pkg/AMORE/src/dia/SimpleNetwork.h File Reference

```
#include "NeuralNetwork.h"
```

Include dependency graph for SimpleNetwork.h:



This graph shows which files directly or indirectly include this file:



## Classes

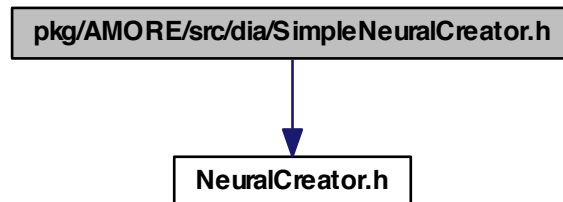
- class [SimpleNetwork](#)

*class [SimpleNetwork](#) -*

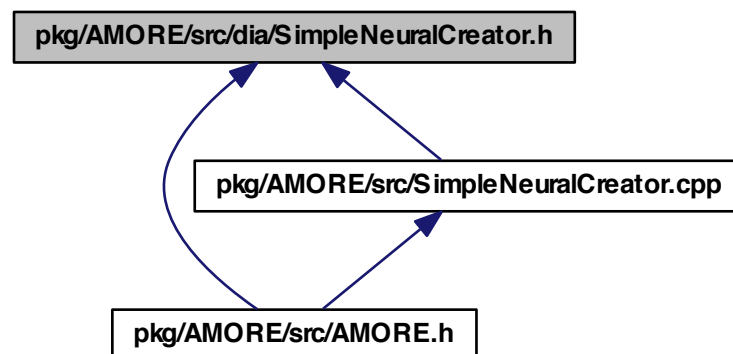
## 6.45 pkg/AMORE/src/dia/SimpleNeuralCreator.h File Reference

```
#include "NeuralCreator.h"
```

Include dependency graph for SimpleNeuralCreator.h:



This graph shows which files directly or indirectly include this file:



## Classes

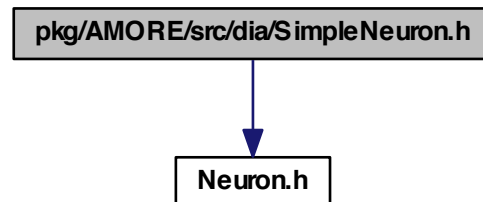
- class [SimpleNeuralCreator](#)  
*class [SimpleNeuralCreator](#) -*

## 6.46 pkg/AMORE/src/dia/SimpleNeuron.h File Reference

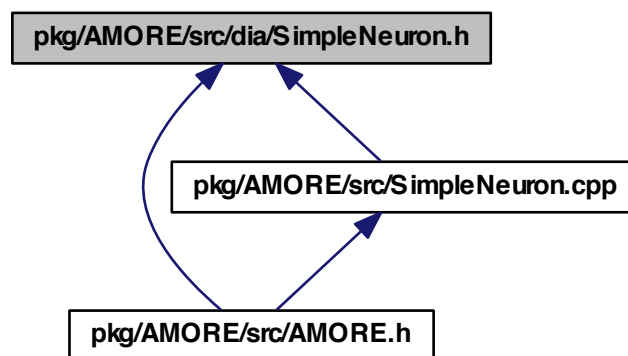
```
#include "Neuron.h"
```



Include dependency graph for SimpleNeuron.h:



This graph shows which files directly or indirectly include this file:



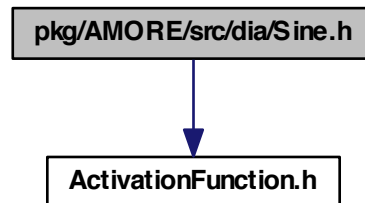
## Classes

- class [SimpleNeuron](#)  
*class [SimpleNeuron](#) -*

## 6.47 pkg/AMORE/src/dia/Sine.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Sine.h:



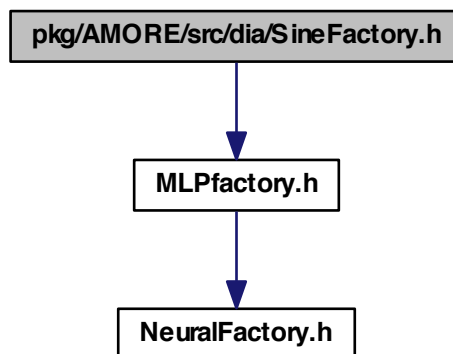
## Classes

- class [Sine](#)  
*class [Sine](#) -*

## 6.48 pkg/AMORE/src/dia/SineFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for SineFactory.h:



## Classes

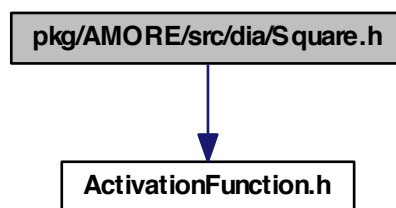
- class [SineFactory](#)

*class [SineFactory](#) -*

## 6.49 pkg/AMORE/src/dia/Square.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Square.h:



## Classes

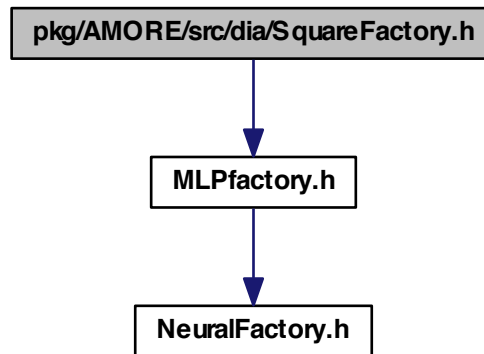
- class [Square](#)

*class [Square](#) -*

## 6.50 pkg/AMORE/src/dia/SquareFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for SquareFactory.h:



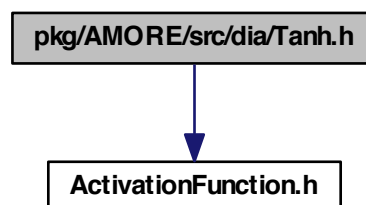
## Classes

- class [SquareFactory](#)  
*class [SquareFactory](#) -*

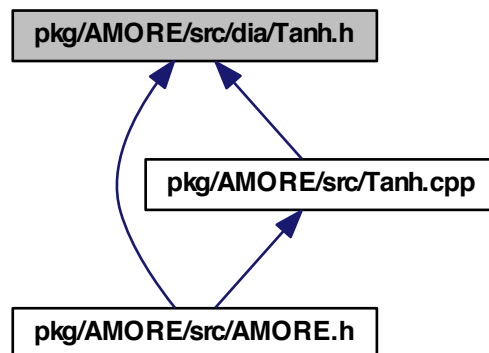
## 6.51 pkg/AMORE/src/dia/Tanh.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Tanh.h:



This graph shows which files directly or indirectly include this file:



## Classes

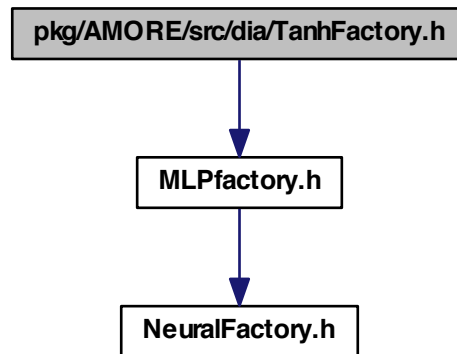
- class [Tanh](#)

*class [Tanh](#) -*

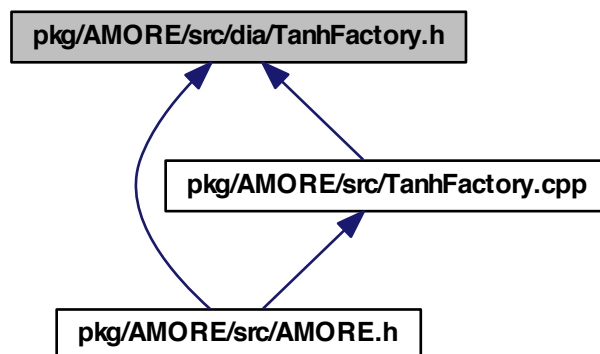
## 6.52 pkg/AMORE/src/dia/TanhFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for TanhFactory.h:



This graph shows which files directly or indirectly include this file:



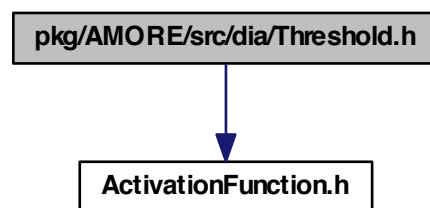
## Classes

- class [TanhFactory](#)  
*class [TanhFactory](#) -*

## 6.53 pkg/AMORE/src/dia/Threshold.h File Reference

```
#include "ActivationFunction.h"
```

Include dependency graph for Threshold.h:



### Classes

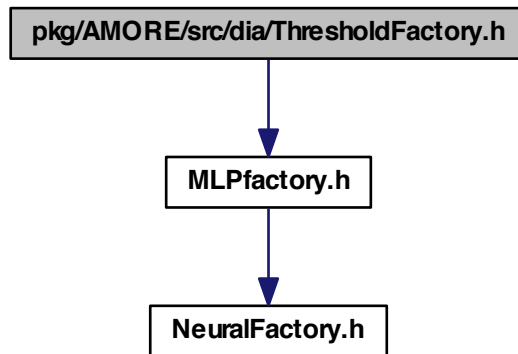
- class [Threshold](#)

*class [Threshold](#) -*

## 6.54 pkg/AMORE/src/dia/ThresholdFactory.h File Reference

```
#include "MLPfactory.h"
```

Include dependency graph for ThresholdFactory.h:

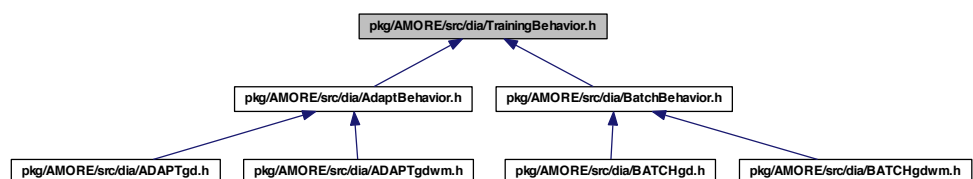


## Classes

- class [ThresholdFactory](#)  
*class [ThresholdFactory](#) -*

## 6.55 pkg/AMORE/src/dia/TrainingBehavior.h File Reference

This graph shows which files directly or indirectly include this file:



## Classes

- class [TrainingBehavior](#)  
*class [TrainingBehavior](#) -*

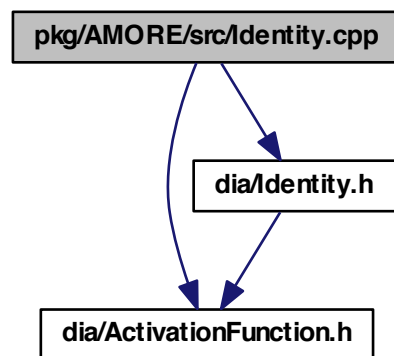


## 6.56 pkg/AMORE/src/Identity.cpp File Reference

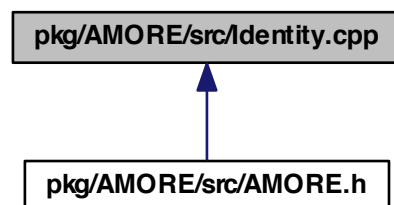
```
#include "dia/ActivationFunction.h"
```

```
#include "dia/Identity.h"
```

Include dependency graph for Identity.cpp:



This graph shows which files directly or indirectly include this file:

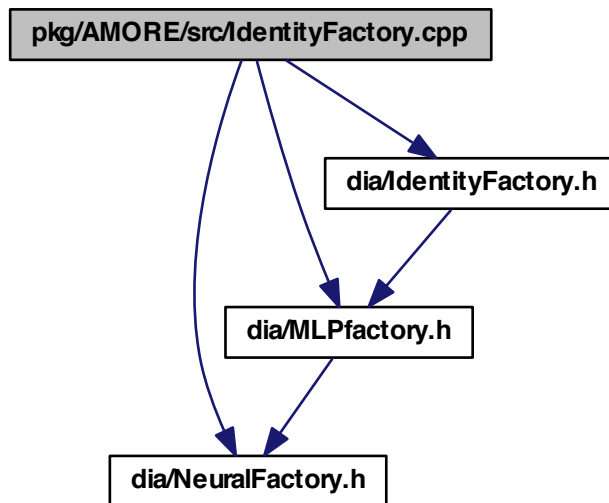


## 6.57 pkg/AMORE/src/IdentityFactory.cpp File Reference

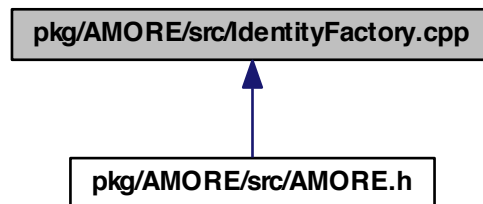
```
#include "dia/NeuralFactory.h"
```

```
#include "dia/MLPfactory.h"  
#include "dia/IdentityFactory.h"
```

Include dependency graph for IdentityFactory.cpp:



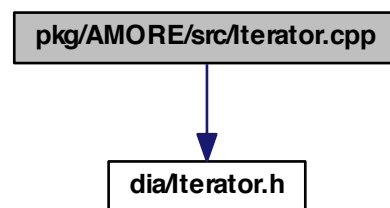
This graph shows which files directly or indirectly include this file:



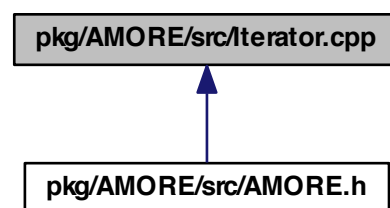
## 6.58 pkg/AMORE/src/Iterator.cpp File Reference

```
#include "dia/Iterator.h"
```

Include dependency graph for Iterator.cpp:



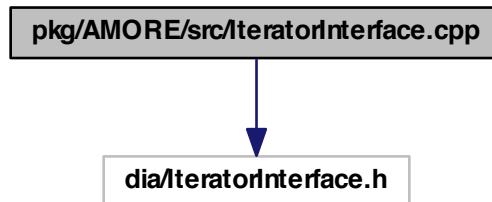
This graph shows which files directly or indirectly include this file:



## 6.59 pkg/AMORE/src/IteratorInterface.cpp File Reference

```
#include "dia/IteratorInterface.h"
```

Include dependency graph for IteratorInterface.cpp:

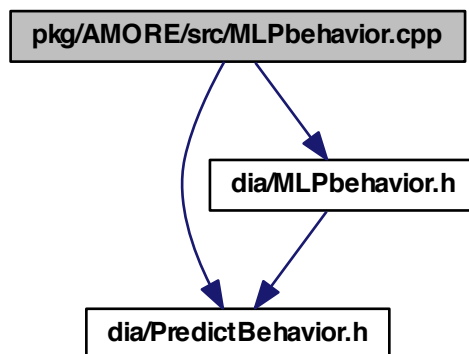


## 6.60 pkg/AMORE/src/MLPbehavior.cpp File Reference

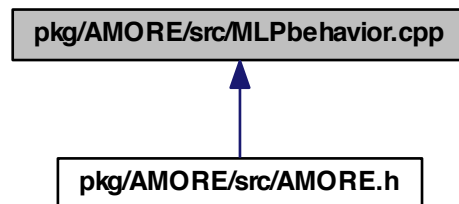
```
#include "dia/PredictBehavior.h"
```

```
#include "dia/MLPbehavior.h"
```

Include dependency graph for MLPbehavior.cpp:



This graph shows which files directly or indirectly include this file:

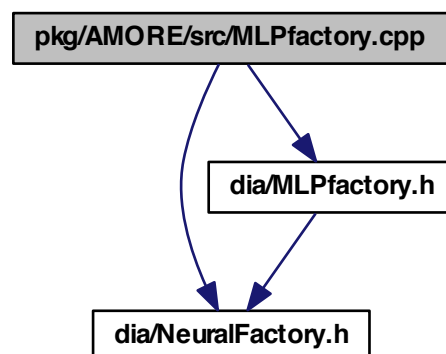


## 6.61 pkg/AMORE/src/MLPfactory.cpp File Reference

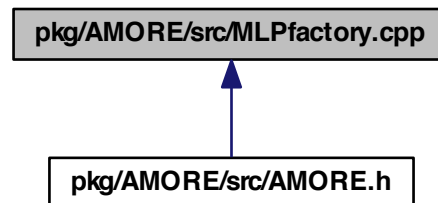
```
#include "dia/NeuralFactory.h"
```

```
#include "dia/MLPfactory.h"
```

Include dependency graph for MLPfactory.cpp:

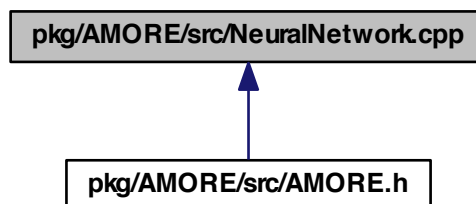


This graph shows which files directly or indirectly include this file:



## 6.62 pkg/AMORE/src/NeuralNetwork.cpp File Reference

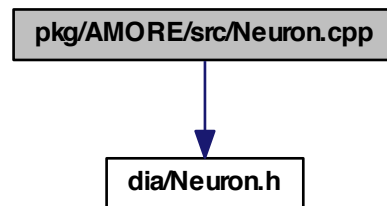
This graph shows which files directly or indirectly include this file:



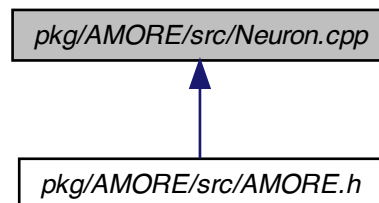
## 6.63 pkg/AMORE/src/Neuron.cpp File Reference

```
#include "dia/Neuron.h"
```

Include dependency graph for Neuron.cpp:



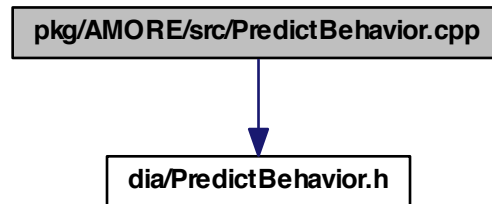
This graph shows which files directly or indirectly include this file:



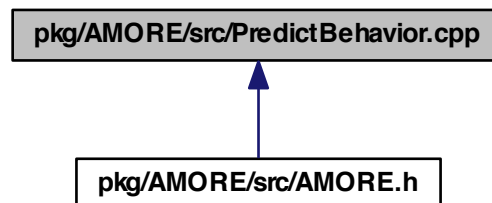
## 6.64 pkg/AMORE/src/PredictBehavior.cpp File Reference

```
#include "dia/PredictBehavior.h"
```

Include dependency graph for PredictBehavior.cpp:



This graph shows which files directly or indirectly include this file:

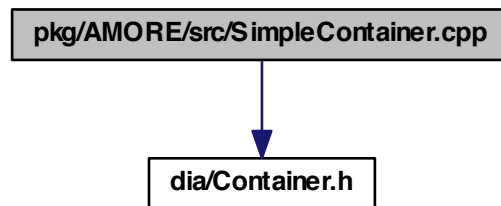


## 6.65 pkg/AMORE/src/SimpleContainer.cpp File Reference

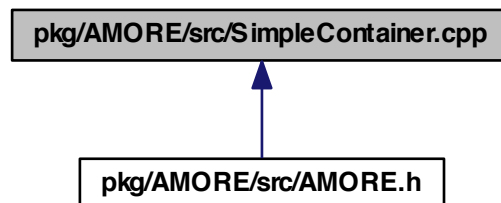
```
#include "dia/Container.h"
```



Include dependency graph for SimpleContainer.cpp:



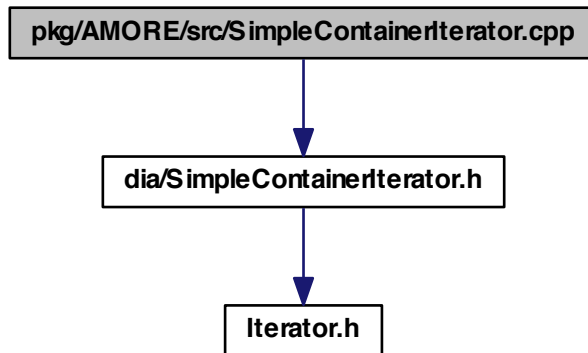
This graph shows which files directly or indirectly include this file:



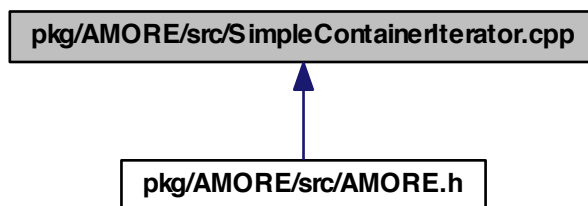
## 6.66 pkg/AMORE/src/SimpleContainerIterator.cpp File Reference

```
#include "dia/SimpleContainerIterator.h"
```

Include dependency graph for SimpleContainerIterator.cpp:

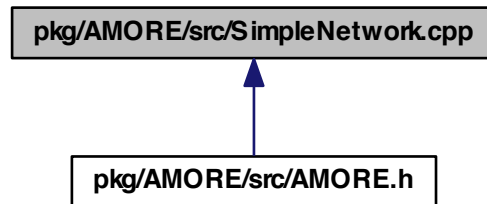


This graph shows which files directly or indirectly include this file:



## 6.67 pkg/AMORE/src/SimpleNetwork.cpp File Reference

This graph shows which files directly or indirectly include this file:

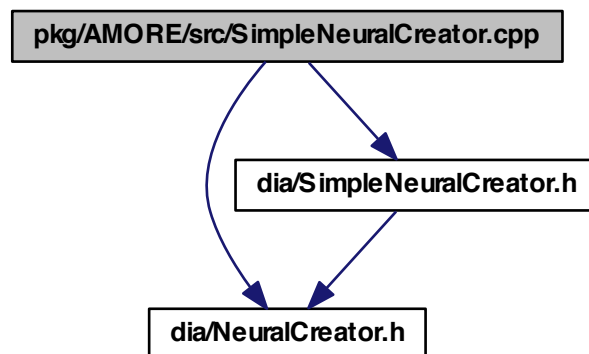


## 6.68 pkg/AMORE/src/SimpleNeuralCreator.cpp File Reference

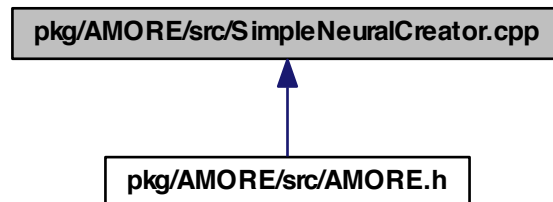
```
#include "dia/NeuralCreator.h"
```

```
#include "dia/SimpleNeuralCreator.h"
```

Include dependency graph for SimpleNeuralCreator.cpp:



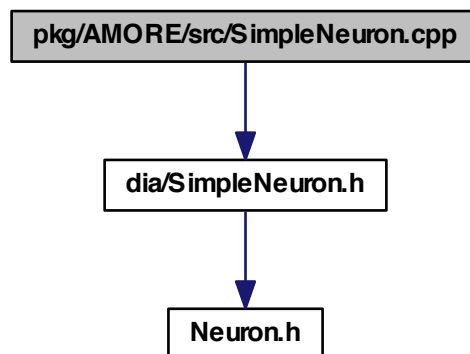
This graph shows which files directly or indirectly include this file:



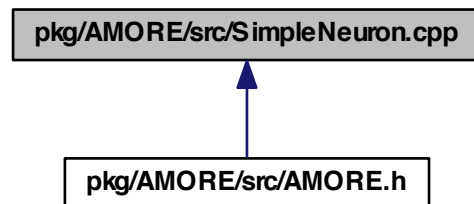
## 6.69 pkg/AMORE/src/SimpleNeuron.cpp File Reference

```
#include "dia/SimpleNeuron.h"
```

Include dependency graph for SimpleNeuron.cpp:



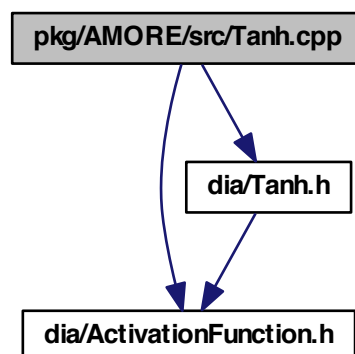
This graph shows which files directly or indirectly include this file:



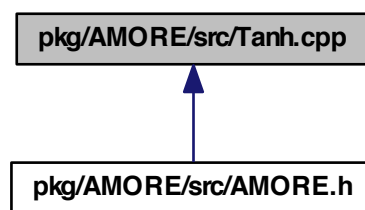
## 6.70 pkg/AMORE/src/Tanh.cpp File Reference

```
#include "dia/ActivationFunction.h"  
#include "dia/Tanh.h"
```

Include dependency graph for Tanh.cpp:



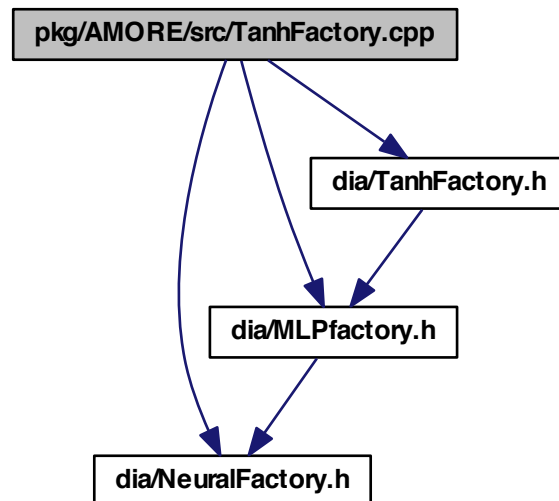
This graph shows which files directly or indirectly include this file:



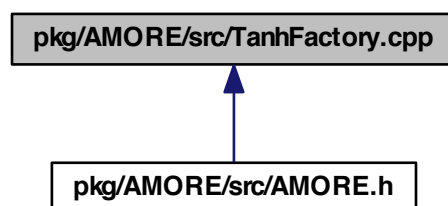
### 6.71 pkg/AMORE/src/TanhFactory.cpp File Reference

```
#include "dia/NeuralFactory.h"  
#include "dia/MLPfactory.h"  
#include "dia/TanhFactory.h"
```

Include dependency graph for TanhFactory.cpp:



This graph shows which files directly or indirectly include this file:



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