# 6E3091

#### 6E3091

## B. Tech. VI Semester (Main/Back) Exam. May/June, 2013 ELECTRONICS & COMMUNICATION ENGINEERING # 6EC6.0

### NEURAL NETWORKS

Time: 3 Hours

Min. Passing Marks: 24

Maximum Marks: 80

#### Instruction to Candidates:

Attempt any five questions, selecting one question from each unit. All questions carry equal marks. (Schematic diagrams must be shown wherever necessary. Any data you feel missing suitably be assumed and stated clearly. Units of quantities used/calculated must be stated clearly.)

#### ् Unit-'I' े

1. (a) Draw the structure of a biological neuron and develop the artificial neural network from it.

[8]

(b) What is significance of weight used in artificial neural network? And define the activation function.[8]

#### OR

1. Realize the OR, AND and Ex-OR gate using Mc-Culloch Pit's model of ANN. [16]

#### (Unit-'II')

2. Explain the different types of learning and compare them. [16]

#### OR

- 2. (a) Using the Hebb rule, find the weight required to perform classifications: vector (1111) and (-11-1-1) are members of class (with target value 1); vectors (111-1) and (1-1-11) are not members of class (with target value 1).
  - (b) Using each of the training X vectors as input, test the response of net. [16]

#### (Unit-'III')

3. Develop a perception for the AND function with binary and bipolar targets without bias up to 2 epochs (take first with (0,0) and next without (0,0).

3. Compare the operations of the AND gate functions with Hebb's net bipolar inputs and targets using Hebb's net and perception net. [16]

#### [Unit-'IV']

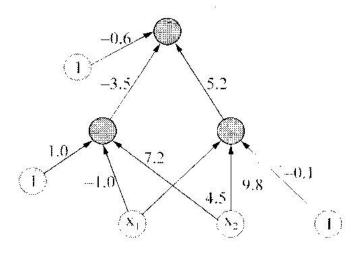
4. Explain Back propagation Rule and architecture of it and training algorithm. [16]

#### OR

4. Explain output representation and decision Rule in detail for multilayer perceptron model. [16]

#### **『Unit-'V'**》

5. Generate a neural net using BPN algorithm for XOR logic function. The architecture and values of initial weights and biases are as. [16]



#### OR

**5.** Explain Kohonen's Self Organizing Feature Map (SOM) and architecture and training algorithm.

[16]

[16]

OR