



LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.C.A. DEGREE EXAMINATION – COMPUTER APPLICATIONS

FIFTH SEMESTER – NOVEMBER 2016

CA 5955 - NEURAL NETWORKS USING MATLAB

Date: 14-11-2016
Time: 09:00-12:00

Dept. No.

Max. : 100 Marks

Part-A

Answer ALL Questions

(10 * 2= 20)

1. What is knowledge based processing?
2. Compare symmetrical and asymmetrical connections.
3. Explain the node properties of a neural network.
4. Define ART network.
5. Distinguish between open system and closed system
6. What is a Version space approach?
7. What are the different kinds of connectionist representation?
8. Write the features of Parallel models.
9. What is Adaptive clustering
10. What is a static neural network?

Part – B

Answer ALL Questions

(5 * 8= 40)

11. a) Explain Hopfield network algorithm for Autoassociation model.

(or)

- b) In a single layer perceptron, unit 1 receives inputs from units 2 and 3 given that

$$W_{1,2} = -3 \quad W_{1,3} = 2 \quad X_2 = 1 \quad X_3 = 1 \quad \Theta_1 = 1 \quad \eta = 0.3 \quad \text{Calculate } O_1$$

12. a) Write short notes on ID3 algorithm.

(or)

- b) Explain Decision tree based Neural network in detail.

13. a) Write short notes on Probabilistic Neural network.

(or)

- b) Explain version spaces and COBWEB algorithm in detail.

14. a) Explain Hybrid network models in detail.

(or)

- b) Explain Parallel network models in detail

15. a) Explain Time-Delay neural networks in detail.

(or)

- b) Explain Static Neural Network in detail.

Part – C

Answer any TWO Questions

(2 * 20= 40)

16. Discuss the different classification models for perceptron in detail -20 Marks.

17. a) Discuss Neural network learning by Backpropagation algorithm.

b) Discuss Graph based approaches in Neural network

18. a) Explain Kohonen's self-organizing nets in detail

b) Use the ID3 algorithm to build a decision tree for classifying the following objects:

Class	Size	Color	Surface
A	Small	Yellow	Smooth
A	Medium	Red	Smooth
A	Medium	Red	Smooth
B	Big	Red	Rough
B	Medium	Yellow	Rough
B	Medium	Yellow	Rough
