

# **Conceituação de Sistemas Dinâmicos Simbólicos parcialmente observáveis e Redes Neurais Recorrentes**

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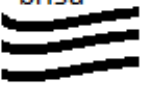

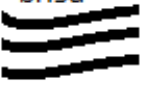


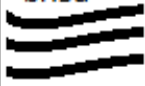


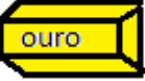
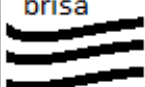











# Objetivos

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Criar um modelo matemático preditivo do número de neurônios mínimos de uma rede neural recorrente para a resolução de um problema simbólico.

- Realizar medição de resultados:
  - Mundo de Wumpus
  - Travessia do campo minado

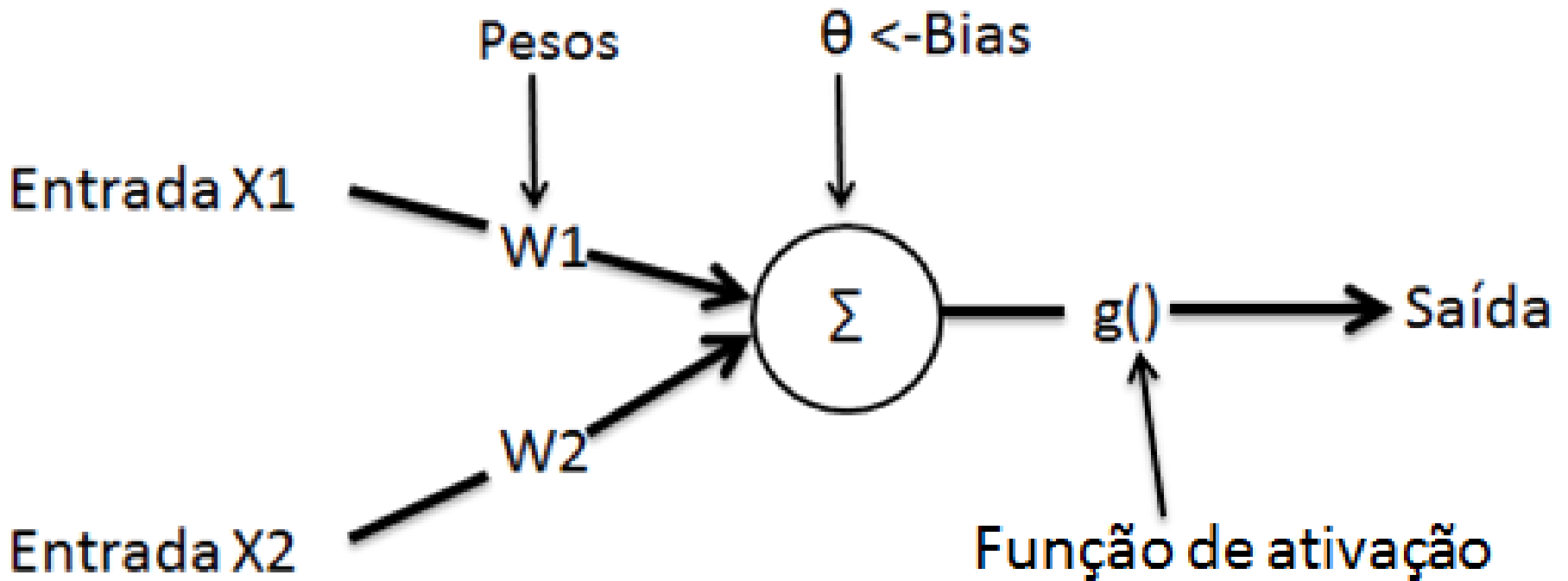
# Mundo de Wumpus

 agente			brisa 	poço 	brisa 
		brisa 		brisa 	
	brisa 	poço 	brisa 		 ouro
	brisa 	brisa 		fedor 	
brisa 	poço 	brisa 	fedor 	wumpus 	fedor 
poço 	brisa 			fedor 	

- Virar (direita/esquerda)
- Seguir adiante
- Voltar pra casa
- Atirar flecha
- Pegar ouro

$E = \{\text{brisa}(v/f), \text{fedor}(v/f), \text{resplendor}(v/f), \text{impacto}(v/f), \text{grito}(v/f)\}$

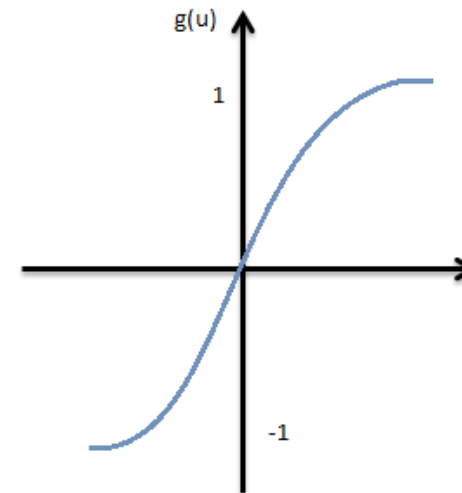
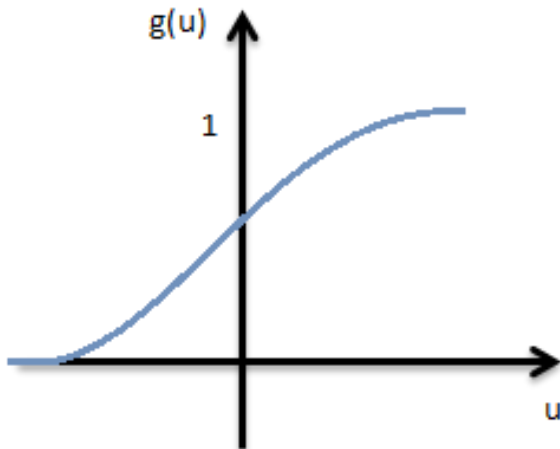
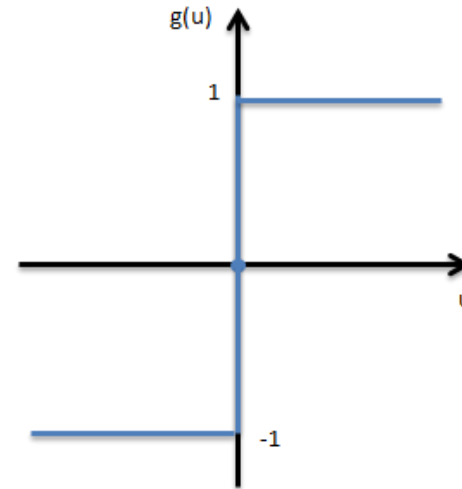
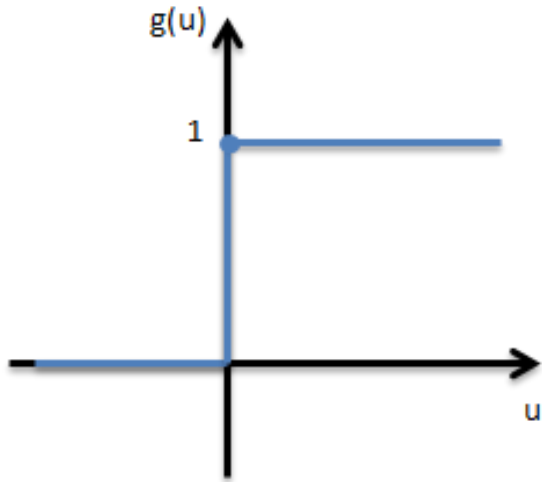
# Neurônio



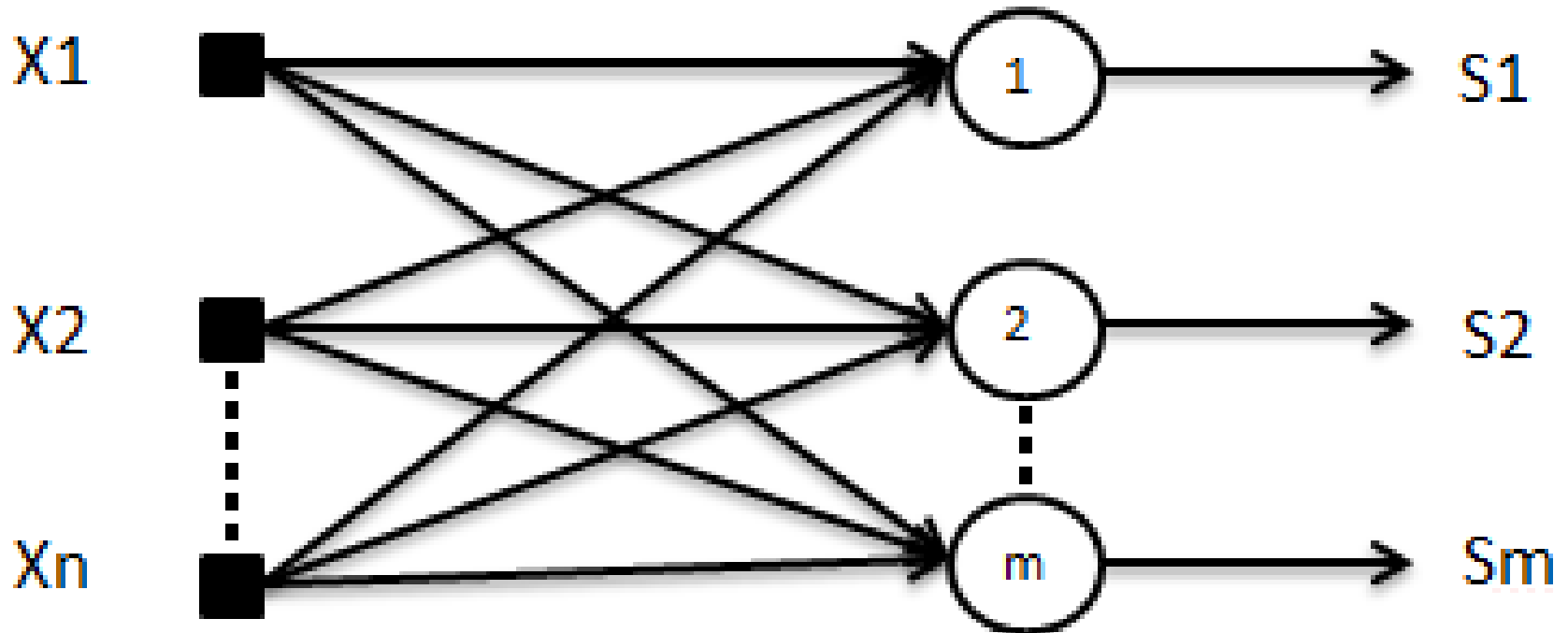
$$u = \sum_{i=0}^n w_i * x_i - \theta$$

$$y = g(u)$$

# Função de ativação

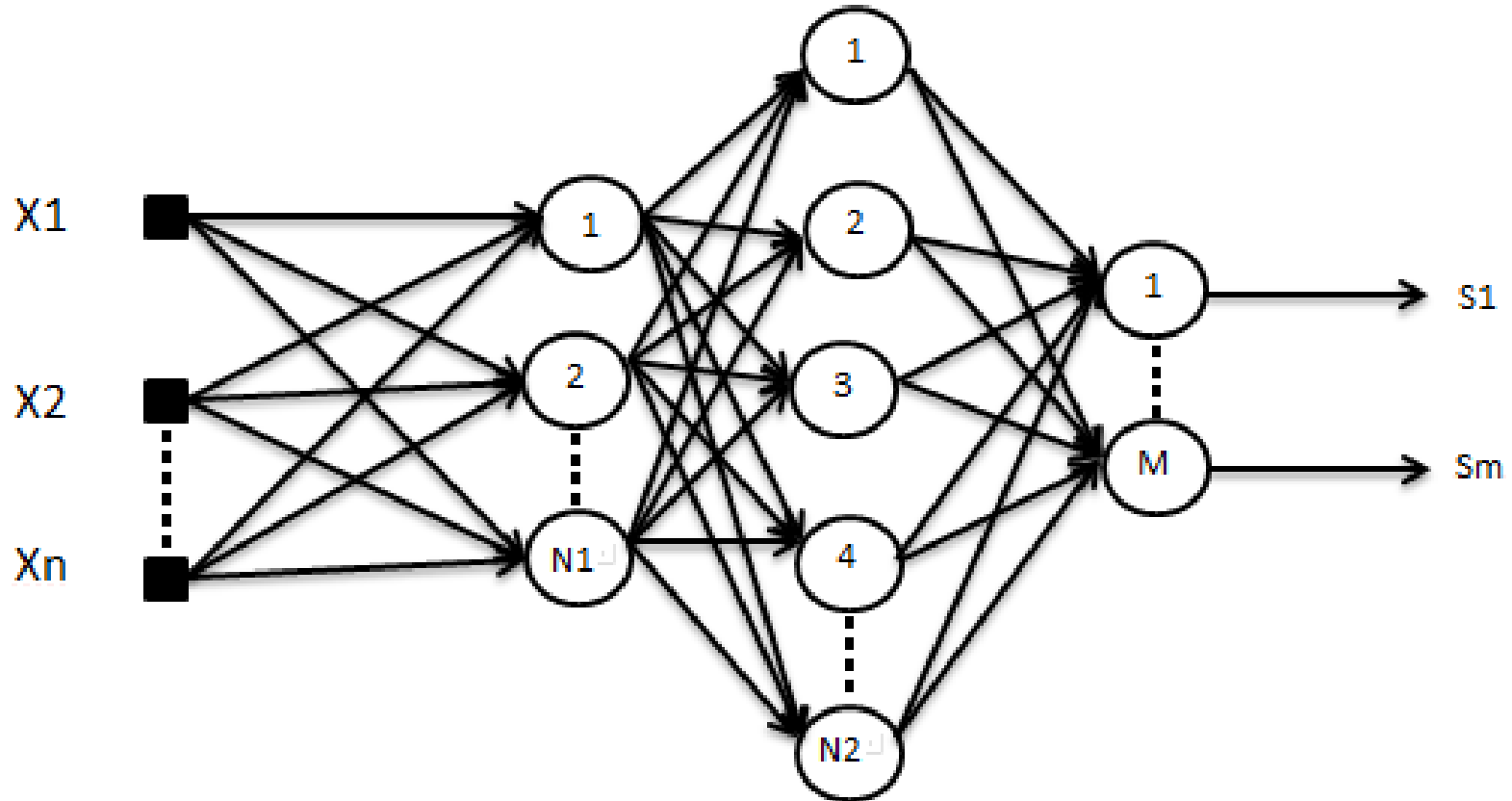


# Arquiteturas



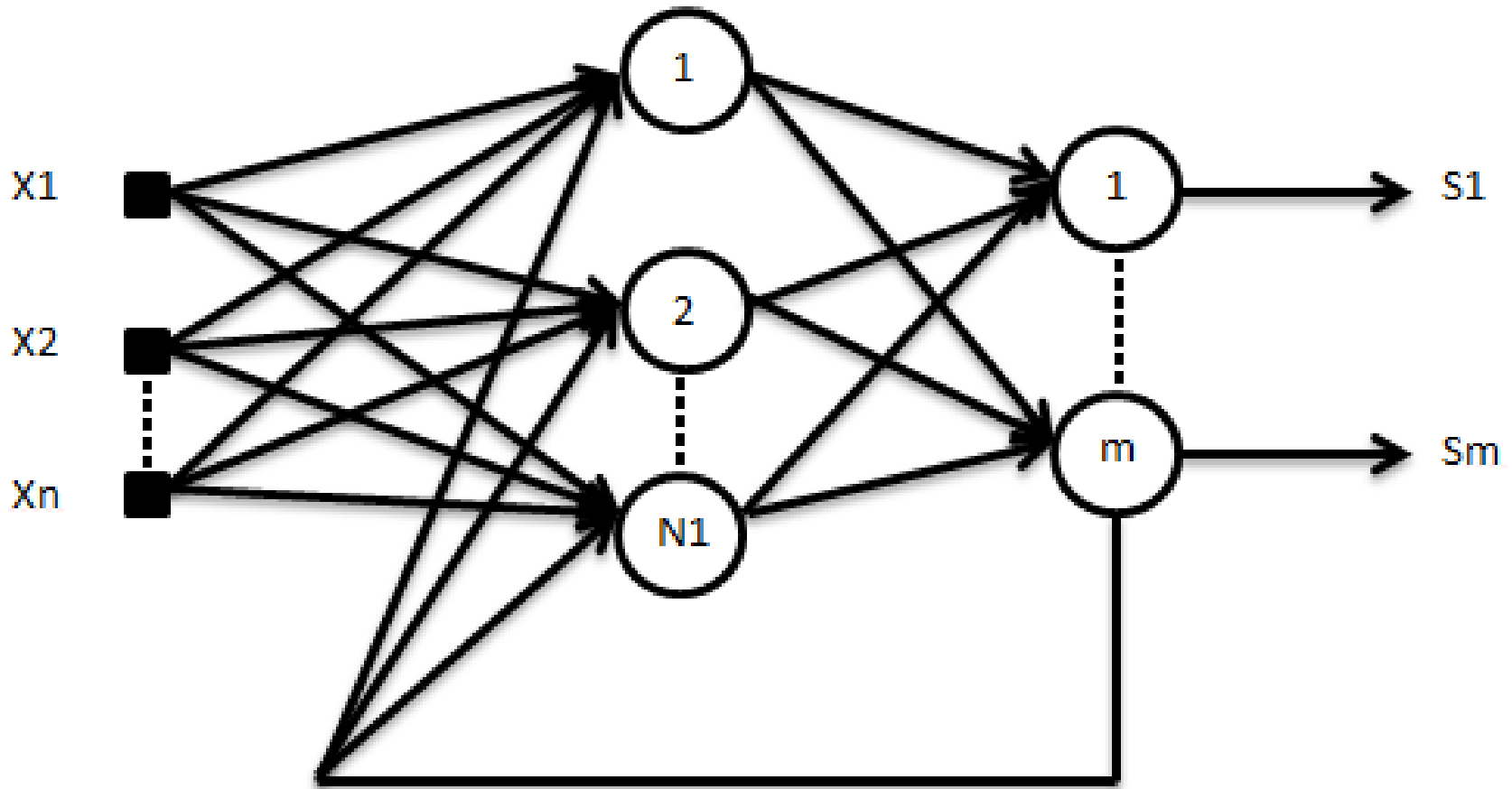
Feedforward de camada simples

# Arquiteturas



Feedforward de camadas múltiplas

# Arquiteturas



Recorrente ou Realimentada



# Treinamentos

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- Treinamento supervisionado
  - Aprendizagem usando lote de padrões
  - Aprendizagem usando padrão-por-padrão
  
- Treinamento não-supervisionado
  
- Treinamento com reforço

# Obrigado por sua atenção!

## **Contato:**

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**Applied**  
Computing  
Research Group