

Abstract

Artificial Neural Network is one of the technologies which have developed because of Information Technology development itself. Nowadays, more and more large companies are implementing Artificial Neural Network to support their needs. Artificial neural networks are a method of information processing and computation that takes benefit of today's technology. Mimicking the processes present in biological neurons, Artificial Neural Networks are used to predict and learn from a given set of data information. At data analysis neural networks are more robust than statistical methods because of their capability to handle small variations of parameters and noise. Through this ability, Artificial Neural Network can predict more accurately.

Keywords: Artificial Neural Network

Abstrak

Jaringan Saraf Tiruan adalah salah satu teknologi yang berkembang karena pengaruh besar dari perkembangan dunia teknologi informasi itu sendiri. Belakangan ini, semakin banyak perusahaan-perusahaan besar yang mengimplementasikan Artificial Neural Network untuk menunjang keperluan mereka. Artificial Neural Network adalah suatu metoda dari pemrosesan informasi dan komputasi yang mengambil keuntungan dari teknologi terkini. Meniru dari proses pada saraf biologis, Artificial Neural Network dipakai untuk memprediksi dan belajar dari kumpulan data yang telah diberikan sebelumnya. Pada tahap penganalisaan data, Artificial Neural Network lebih tangguh daripada metode statistik tradisional karena kemampuannya untuk mengatasi varian yang kecil dari parameter-parameter dan gangguan. Melalui kemampuan ini, Artificial Neural Network dapat memprediksi dengan lebih akurat.

Kata Kunci: Jaringan Syaraf Tiruan

Table of Contents

PERNYATAAN PUBLIKASI LAPORAN PENELITIAN.....	3
PERNYATAAN ORISINALITAS LAPORAN PENELITIAN	4
Preface.....	5
Abstract.....	7
Abstrak.....	8
Table of Contents.....	9
Table of Figures	10
Table of Tables	11
Chapter I: Introduction.....	12
I.1 Problem Occurred.....	12
I.2 Goals	12
I.3 Report Boundaries	13
Chapter II: Artificial Neural Network Background	14
II.1 Artificial Neural Network Definition	14
II.2. Historical Background	15
II. 3. Advantages and Disadvantages	16
II. 4 Choosing Artificial Neural Network.....	16
Chapter III: Implementation	18
III.1 Analogy to the Brain	18
III.2 Artificial Neurons and How They Work.....	19
III.3 Artificial Network Operations.....	21
III.4 Mathematical Model of Artificial Neural Network.....	23
III.5 Training Artificial Neural Network	24
III.6 Firing Rule.....	27
III.7 Artificial Neural Network Example / Implementation in Optical Character Recognition	28
III.8 Artificial Neural Network Example / Implementation in Pattern Recognition.....	29
III.9 Artificial Neural Network vs. Traditional Computing.....	31
III.9 Applications of Artificial Neural Network.....	33
III.10 Artificial Neural Network Vendors.....	35
Chapter IV: Conclusion	37
References.....	38
Appendix: Personal Information	39

Table of Figures

Figure 1 Sample Model of Neural Network.....	15
Figure 2 An Example of Simple Neuron.....	20
Figure 3 Simple Neural Network Diagram.....	21
Figure 4 Mathematical Model of Artificial Neural Network.....	23
Figure 5 Interval Activity Model of A Neuron.....	23
Figure 6 Threshold Function.....	24
Figure 7 Piecewise-Linear Function.....	24
Figure 8 Sigmoid Function.....	24
Figure 9 Supervised Learning Diagram.....	25
Figure 10 Multilayer Perceptron Method.....	26
Figure 11 Learning Neural Network Diagram.....	26
Figure 12 Demonstration Diagram of OCR using ANN.....	27
Figure 12 Demonstration Diagram of OCR using ANN.....	29
Figure 13 Input Output Pattern Recognition Example.....	30
Figure 14 Input Output Example, no. 1.....	30
Figure 15 Input Output Example, no. 2.....	31
Figure 16 Input Output Example, no. 3.....	31

Table of Tables

Table 1, Before Firing Rule Applied Table.....	27
Table 2, After Firing Rule Applied Table.....	28
Table 3, After Firing Rule Applied Table.....	30
Table 4, Middle Neuron.....	30
Table 5, Bottom Neuron.....	30
Table 6, Basic Difference between ANN Computing and Traditional Computing.....	32