

18 Graphs and neurons – Part 2 — Answers

Answers

Work through these after trying the questions yourself.

18.1 Edges.

18.2 Pathfinding, game playing, or state-space search (any one).

18.3 A weight.

18.4 An activation function.

18.5 A state or place (a point in the graph) joined to others by edges.

18.6 Weighted sum = $2.0 \times 0.5 + 3.0 \times 1.0 = 1.0 + 3.0 = 4.0$.

18.7 The nodes are the junctions or places in the city; the edges are the roads joining them. A weight on an edge could be the road's length or the time it takes to drive — so the “shortest path” can mean the fastest route, not just the shortest distance.