

by trial and error or using past experience. In this paper, we propose a method for adaptation of these two threshold values. The proposed method have been tested on number of problems and shown through simulations that the network generated by the survival algorithm when threshold values are adapted has lesser number of weights and neurons, comparing to the network generated by the first version of the algorithm reported earlier. Experimentation shows that the adaptive survival algorithm has nearly the same degree of

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generalization as the non-adaptive version.					
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