The Mark I Perceptron (1957): A Physical Learning Machine
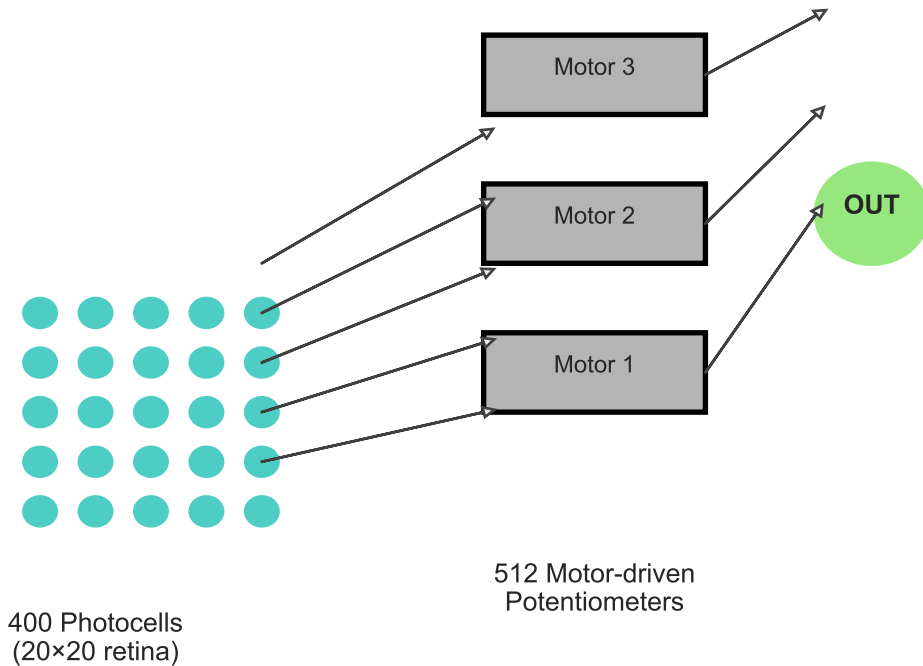
Mark I Perceptron Architecture

Motor 3

Motor 2

OUT

Motor 1

400 Photocells
(20×20 retina)

512 Motor-driven
Potentiometers

Physical Learning Process

1. Present pattern to photocells

2. Calculate weighted sum

3. Compare to desired output

4. Motors adjust potentiometers

5. Repeat until converged