TASK 2: Initializing the weight vector map: Every vector in the map will be initialized with three values corresponding to the RGB values. SOMs are computationally expensive and should be initialized carefully so less iterations are needed. Three weight vector maps will be tested, one map having all randomly dispersed values, another having red, green, blue, and black initialized at the corners of the map fading toward the center, and lastly having red, green, and blue initialized equidistant from the center.

TASK 2 Demo Outline: "Initializing the weight vector map"
(setf map '()) ;create an empty list
(create map 16) ;give the list 16-squared empty list elements
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(visualize map) ;displays the map-list as a grid
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(setf map (init map random)) ;assigns each list in the map-list to have three elements a red, green, and blue value RANDOMLY
(visualize map) ;displays the map-list as a grid
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(setf map (init map four-corners)) ;assigns each list in the map-list to have three elements a red, green, and blue value to have red, green, blue, and black initialized at the four corners of the map and have them fade away radially.
(visualize map) ;displays the map-list as a grid
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(setf map (init map equidistant-from-center)) ;assigns each list in the map-list to have three elements a red, green, and blue value to have red, green, and blue initialized equidistant from the center of the map and have them fade away radially.
(visualize map) ;displays the map-list as a grid
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