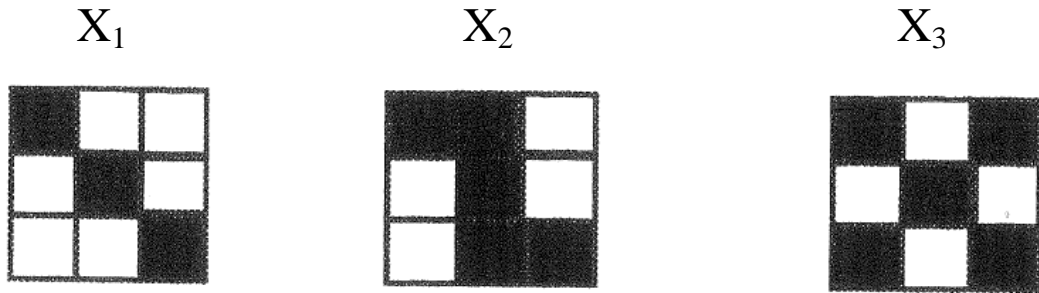


Example from Lecture 7

Three input patterns



can be represented as binary vectors using “1” for a black pixel, and “0” for a white pixel, as

$$X_1 = (1,0,0,0,1,0,0,0,1)$$

$$X_2 = (1,1,0,0,1,0,0,1,1)$$

$$X_3 = (1,0,1,0,1,0,1,0,1)$$