Memory consists of a nT0 martingale process + nF features. (Ignoring C because not simulating cycles.)

Currently, I build the Hopfield net on a full timeline of all patterns with a small baseline alpha. (Creates noise.)

In order to make the flood be future-related only, I reset the Martingale process after the flood.

# Properties

Baseline noise is proportional to the baselineAlpha in the Agent.

Decay time is proportional to the MemoryTimeline proportion of martingaleBits and to the proportion of nT0 to nF.