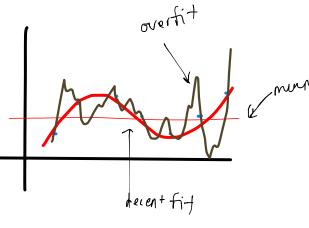
Only one autput -> only I A node

a second prece of output would require another summation variable (A node)

Slow because # pottern nodes = # inputs

Weights going to pattern units are the training data itself





Overfitting

Pattern-loyer nodes/wts process the incoming patterns as:

simply subtract each input pattern/element from the corresponding

64, then take either the squares of these differences or

absolute values of the difference across all weights

$$I = \sum_{i=1}^{n} |w_{ij} - X_{i}| \qquad \text{or} \qquad I = \sum_{i=1}^{n} (w_{ij} - X_{i})^{n}$$

"het in put" The net input is fed into an activation function (exponential: f(I;)= exp

Summation Units (A and B): see board for how to cet these (equal to out put)
uts for A, I for B

Both A, B perform a simple dor product between the wt vector and the output signal from the pattern units

The two dot products go directly + he output layer.

A output
B output

* Road poper for thursday

When you have multi-dimensional output:

1. The wts of A become corresponding components of the output vector

Yeither Sum A for I autiful or add an wottput node

- 2. Set the weights prior to the pattern modes to the centroid of the cluster
- 3. Also, change how you set the was on the summation layer nodes. The B-units art as counters. For example, each time a training pattern appears for cluster 3, the wt from the third pattern-layer node to the B-summation node increment by one.

In effect, the Brode keeps track of relative liklihood of the pottern falling into a particular cluster 4. The A unit was also change are value of the duster, but they keep track of the sum of the desired output of the training pattern

Scaling

Common to divide each component of the input vector by one exclidean len of the vector.

* the following thrisdy

