**How many memories can be kept in memory?**

With 5 memories [happyworld, clubspade, printtrash, handheart, computersum], err\_printtrash can’t be recovered perfectly:

With 6 memories [happyworld, clubspade, printtrash, handheart, computersum, winhelp], err\_printtrash still can’t be recovered perfectly and handheart and happyworld can’t either:



Removing computersum allows all memories to be recovered again.

**Steps to convergence:**

Image = err\_clubspade.bmp

Images in memory: [happyworld.bmp, clubspade.bmp, printtrash.bmp]

|  |  |
| --- | --- |
| **Number of nodes** | **Image** |
| 1 |  |
| 501 |  |
| 1001 |  |
| 1501 |  |
| 2001 |  |
| 2501 |  |
| 3001 |  |

**Why some memories work and others don’t**

It seems that memory retrieval works if the patterns are orthogonal and it doesn’t work well when the patterns aren’t. However, if the patterns aren’t too far off, recovery can still work.