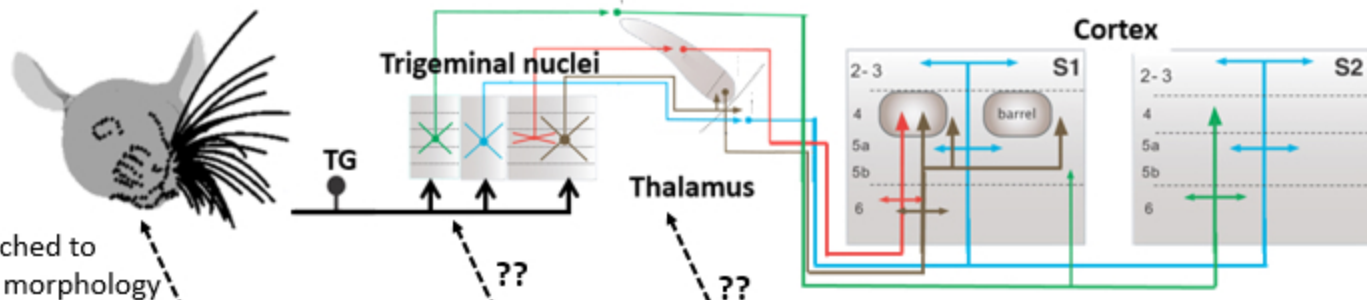


a)

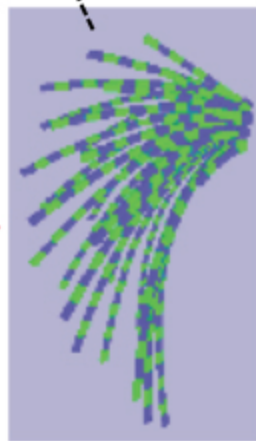


Matched to  
real morphology



Input Shapes

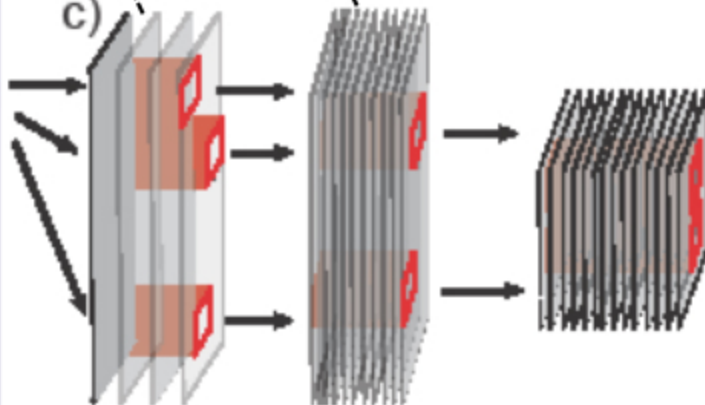
b)



Artificial Vibrissal Array

Swipes

c)



Task-Optimized  
Neural Network  
Architecture(s)

d)

"Cube"

"Chair"

"Duck"

Shape Category  
Recognition  
Output