



text





- Question: how do you deal with time varying inputs?
- We can represent time **<u>explicitly</u>** or **<u>implicitly</u>**.
- The tapper represented time explicitly by recording a signal as a function of time.
 - Analysis is then static on a signal f(t) where t happens to be time (or, in the discrete domain, on a vector).
 - Shortcomings?

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- This appears to be a common aspect of human intelligence.
 - A precursor to recognition, hypothesis formation, etc.
- Several mechanisms can be used.
 The tapper illustrated an essentially statistical approach
 Supervised?
 - Nice methods based on Bayes rule

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Kohonen learning

For each training example $s^{}_i$ Compute distance d between $s^{}_i$ and each node $n^{}_j$. d = sqrt(($[s^{}_i][w^{}_i]^T$)²)

Find node with min distance For each node close to n: D(n,n') < Kupdate weights: $w_i = w_i + c(s_i - w_i)$ Make *c* and *K* smaller.

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