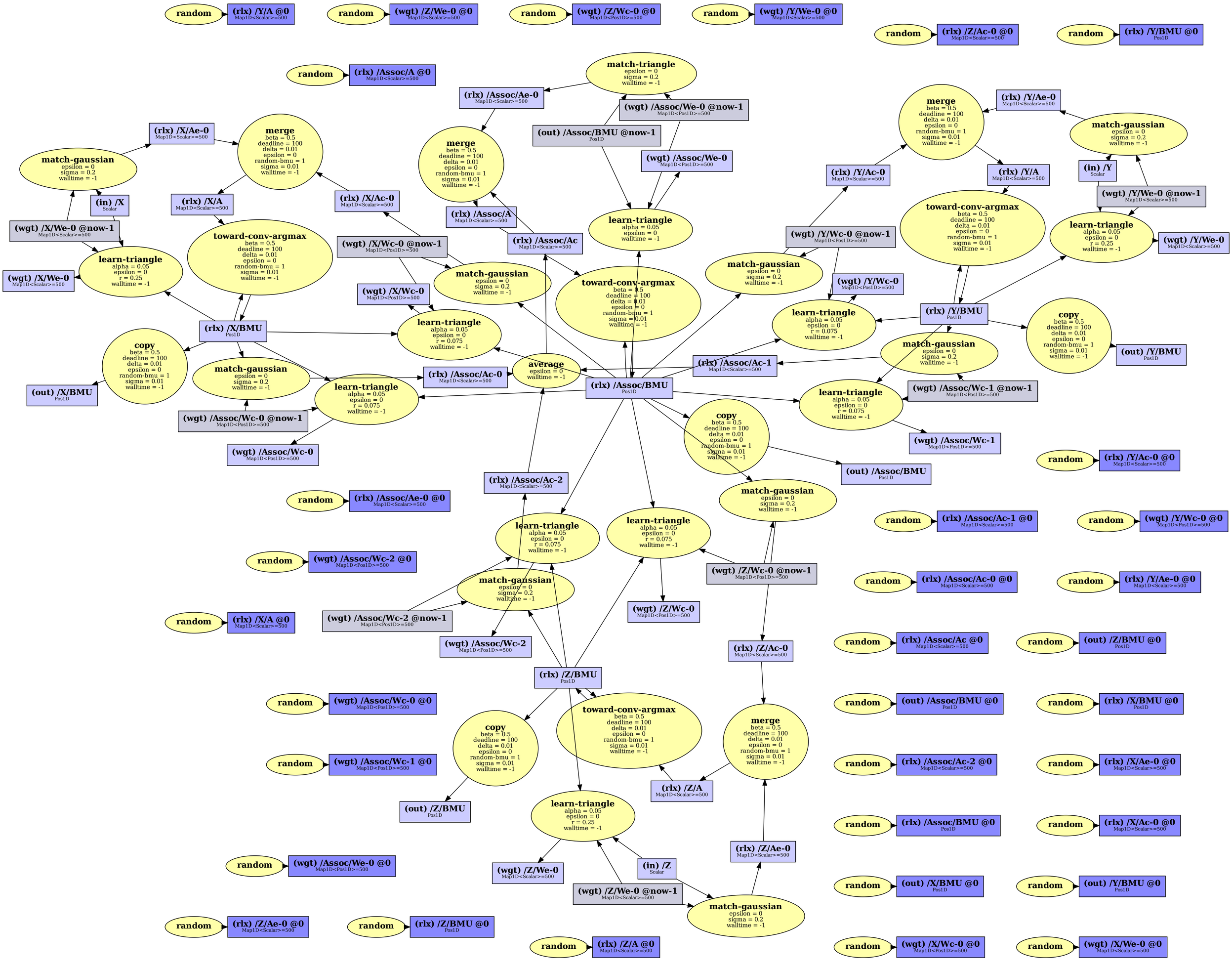
random
(rlx) /Y/A @0
Map1D<Scalar>=500
random
(wgt) /Z/We-0 @0
Map1D<Scalar>=500
random
(wgt) /Z/Wc-0 @0
Map1D<Pos1D>=500
random
(wgt) /Y/We-0 @0
Map1D<Scalar>=500
random
(rlx) /Z/Ac-0 @0
Map1D<Scalar>=500
random
(rlx) /Y/BMU @0
Pos1D
random
(rlx) /Assoc/A @0
Map1D<Scalar>=500
match-triangle
epsilon = 0
sigma = 0.2
walltime = -1
(rlx) /Assoc/Ae-0
Map1D<Scalar>=500
(wgt) /Assoc/We-0 @now-1
Map1D<Pos1D>=500
merge
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
(rlx) /Y/Ae-0
Map1D<Scalar>=500
(rlx) /X/Ae-0
Map1D<Scalar>=500
merge
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
(out) /Assoc/BMU @now-1
Pos1D
(wgt) /Assoc/We-0
Map1D<Pos1D>=500
match-gaussian
epsilon = 0
sigma = 0.2
walltime = -1
(rlx) /Y/Ac-0
Map1D<Scalar>=500
(rlx) /Y/A
Map1D<Scalar>=500
(in) /Y
Scalar
(in) /X
Scalar
(rlx) /X/A
Map1D<Scalar>=500
(rlx) /X/Ac-0
Map1D<Scalar>=500
(rlx) /Assoc/A
Map1D<Scalar>=500
learn-triangle
alpha = 0.05
epsilon = 0
walltime = -1
toward-conv-argmax
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
(wgt) /Y/We-0 @now-1
Map1D<Scalar>=500
(wgt) /X/We-0 @now-1
Map1D<Scalar>=500
(wgt) /X/Wc-0 @now-1
Map1D<Pos1D>=500
(rlx) /Assoc/Ac
Map1D<Scalar>=500
(wgt) /Y/Wc-0 @now-1
Map1D<Pos1D>=500
learn-triangle
alpha = 0.05
epsilon = 0
r = 0.25
walltime = -1
(wgt) /Y/We-0
Map1D<Scalar>=500
(wgt) /X/We-0
Map1D<Scalar>=500
(wgt) /X/Wc-0
Map1D<Pos1D>=500
(wgt) /Y/Wc-0
Map1D<Pos1D>=500
(rlx) /X/BMU
Pos1D
(rlx) /Y/BMU
Pos1D
copy
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
(out) /Y/BMU
Pos1D
(out) /X/BMU
Pos1D
(rlx) /Assoc/Ac-1
Map1D<Scalar>=500
(rlx) /Assoc/Ac-0
Map1D<Scalar>=500
average
epsilon = 0
walltime = -1
(rlx) /Assoc/BMU
Pos1D
(wgt) /Assoc/Wc-1 @now-1
Map1D<Pos1D>=500
(wgt) /Assoc/Wc-0 @now-1
Map1D<Pos1D>=500
(wgt) /Assoc/Wc-1
Map1D<Pos1D>=500
(wgt) /Assoc/Wc-0
Map1D<Pos1D>=500
(out) /Assoc/BMU
Pos1D
random
(rlx) /Y/Ac-0 @0
Map1D<Scalar>=500
(rlx) /Assoc/Ac-2
Map1D<Scalar>=500
random
(rlx) /Assoc/Ae-0 @0
Map1D<Scalar>=500
random
(rlx) /Assoc/Ac-1 @0
Map1D<Scalar>=500
random
(wgt) /Y/Wc-0 @0
Map1D<Pos1D>=500
random
(wgt) /Assoc/Wc-2 @0
Map1D<Pos1D>=500
(wgt) /Z/Wc-0 @now-1
Map1D<Pos1D>=500
random
(rlx) /Assoc/Ac-0 @0
Map1D<Scalar>=500
random
(rlx) /Y/Ae-0 @0
Map1D<Scalar>=500
random
(rlx) /X/A @0
Map1D<Scalar>=500
(wgt) /Assoc/Wc-2 @now-1
Map1D<Pos1D>=500
(wgt) /Z/Wc-0
Map1D<Pos1D>=500
(wgt) /Assoc/Wc-2
Map1D<Pos1D>=500
(rlx) /Z/Ac-0
Map1D<Scalar>=500
random
(rlx) /Assoc/Ac @0
Map1D<Scalar>=500
random
(out) /Z/BMU @0
Pos1D
(rlx) /Z/BMU
Pos1D
random
(wgt) /Assoc/Wc-0 @0
Map1D<Pos1D>=500
random
(out) /Assoc/BMU @0
Pos1D
random
(rlx) /X/BMU @0
Pos1D
toward-conv-argmax
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
copy
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
merge
beta = 0.5
deadline = 100
delta = 0.01
epsilon = 0
random-bmu = 1
sigma = 0.01
walltime = -1
random
(wgt) /Assoc/Wc-1 @0
Map1D<Pos1D>=500
random
(rlx) /Assoc/Ac-2 @0
Map1D<Scalar>=500
random
(rlx) /X/Ae-0 @0
Map1D<Scalar>=500
(rlx) /Z/A
Map1D<Scalar>=500
(out) /Z/BMU
Pos1D
learn-triangle
alpha = 0.05
epsilon = 0
r = 0.25
walltime = -1
random
(rlx) /Assoc/BMU @0
Pos1D
random
(rlx) /X/Ac-0 @0
Map1D<Scalar>=500
(rlx) /Z/Ae-0
Map1D<Scalar>=500
random
(wgt) /Assoc/We-0 @0
Map1D<Pos1D>=500
(wgt) /Z/We-0
Map1D<Scalar>=500
(in) /Z
Scalar
(wgt) /Z/We-0 @now-1
Map1D<Scalar>=500
random
(out) /X/BMU @0
Pos1D
random
(out) /Y/BMU @0
Pos1D
match-gaussian
epsilon = 0
sigma = 0.2
walltime = -1
random
(rlx) /Z/Ae-0 @0
Map1D<Scalar>=500
random
(rlx) /Z/BMU @0
Pos1D
random
(rlx) /Z/A @0
Map1D<Scalar>=500
random
(wgt) /X/Wc-0 @0
Map1D<Pos1D>=500
random
(wgt) /X/We-0 @0
Map1D<Scalar>=500