



In the real system, there are approx 200 input nodes and multiple networks – one per object that the system may be trained to recognize.

Nodes are simply neurons with 1-sided links that interface to the outside world.

The system uses backwards propagation for training, the 2 outputs are “yes” and “no”, with the one yielding the highest value being the correct response.

Each link in the network has a weighting between 0.0 and 1.0, all input data and all output data is made up of arrays of values between 0.0 and 1.0.