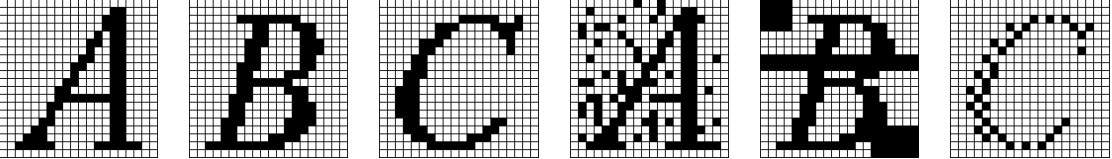

Figure 18.3 Bitmapped images of letters from the alphabet: The first three are clean version that are used as patterns to be stored. The last three are used as seed images that the associative memory must use to recall one of the first three.

Figure from *The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation*. Copyright © 1998–2000 by Gary William Flake. All rights reserved. Permission granted for educational, scholarly, and personal use provided that this notice remains intact and unaltered. No part of this work may be reproduced for commercial purposes without prior written permission from the MIT Press.