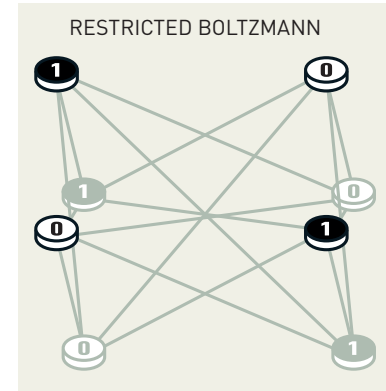
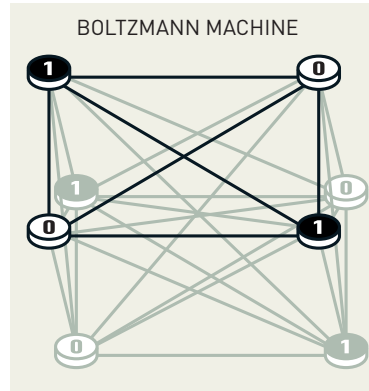
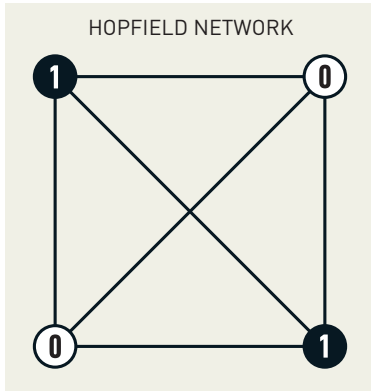


# Different types of network



John Hopfield's associative memory is built so that all the nodes are connected to each other. Information is fed in and read out from all the nodes.

Geoffrey Hinton's Boltzmann machine is often constructed in two layers, where information is fed in and read out using a layer of *visible* nodes. They are connected to *hidden* nodes, which affect how the network functions in its entirety.

In a restricted Boltzmann machine, there are no connections between nodes in the same layer. The machines are frequently used in a chain, one after the other. After training the first restricted Boltzmann machine, the content of the hidden nodes is used to train the next machine, and so on.