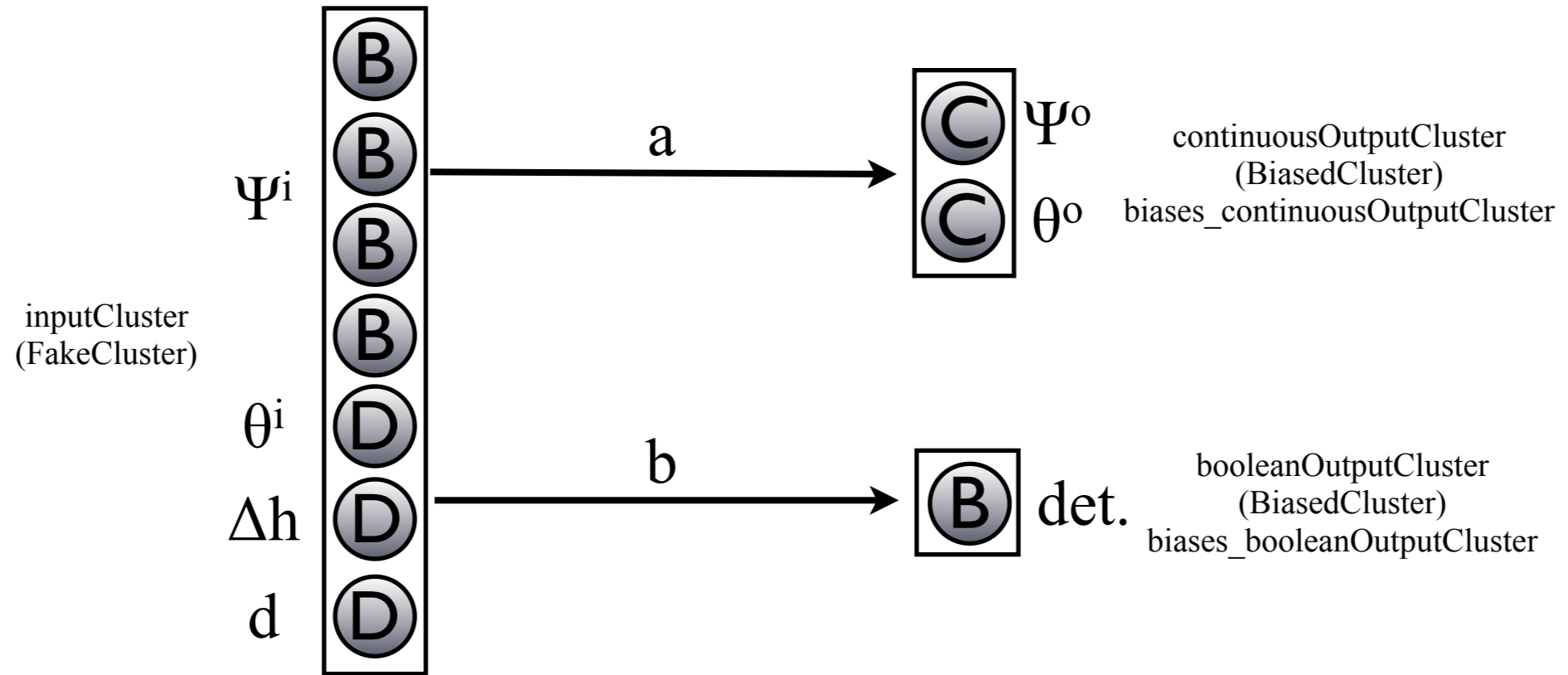


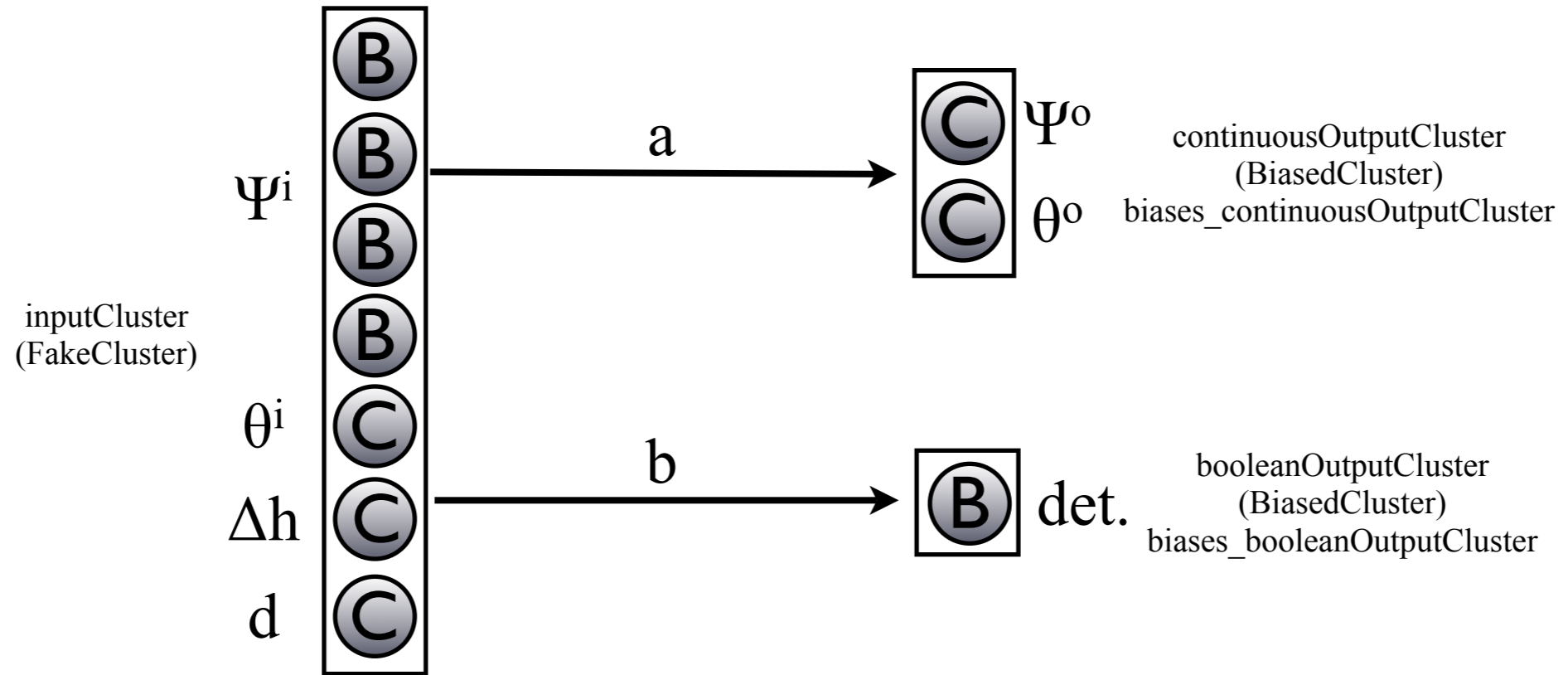
NN Architecture #0 (no roll)



a) `inputToContinuousOutputLinker`
(DotLinker)
[weights_inputToContinuousOutputLinker]
7 to 2

b) `inputToBooleanOutputLinker`
(DotLinker)
[weights_inputToBooleanOutputLinker]
7 to 1

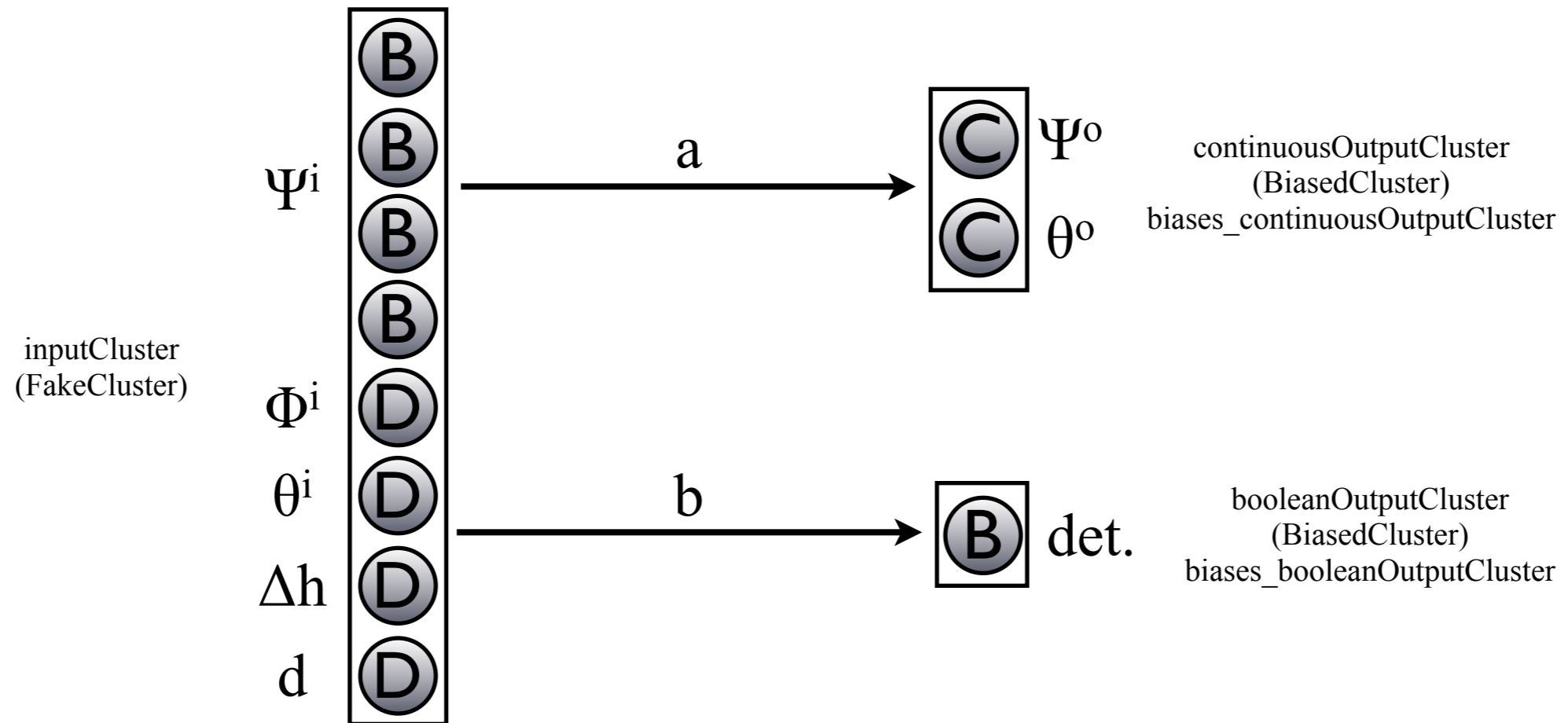
NN Architecture #1 (no roll)



a) inputToContinuousOutputLinker
(DotLinker)
[weights_inputToContinuousOutputLinker]
7 to 2

b) inputToBooleanOutputLinker
(DotLinker)
[weights_inputToBooleanOutputLinker]
7 to 1

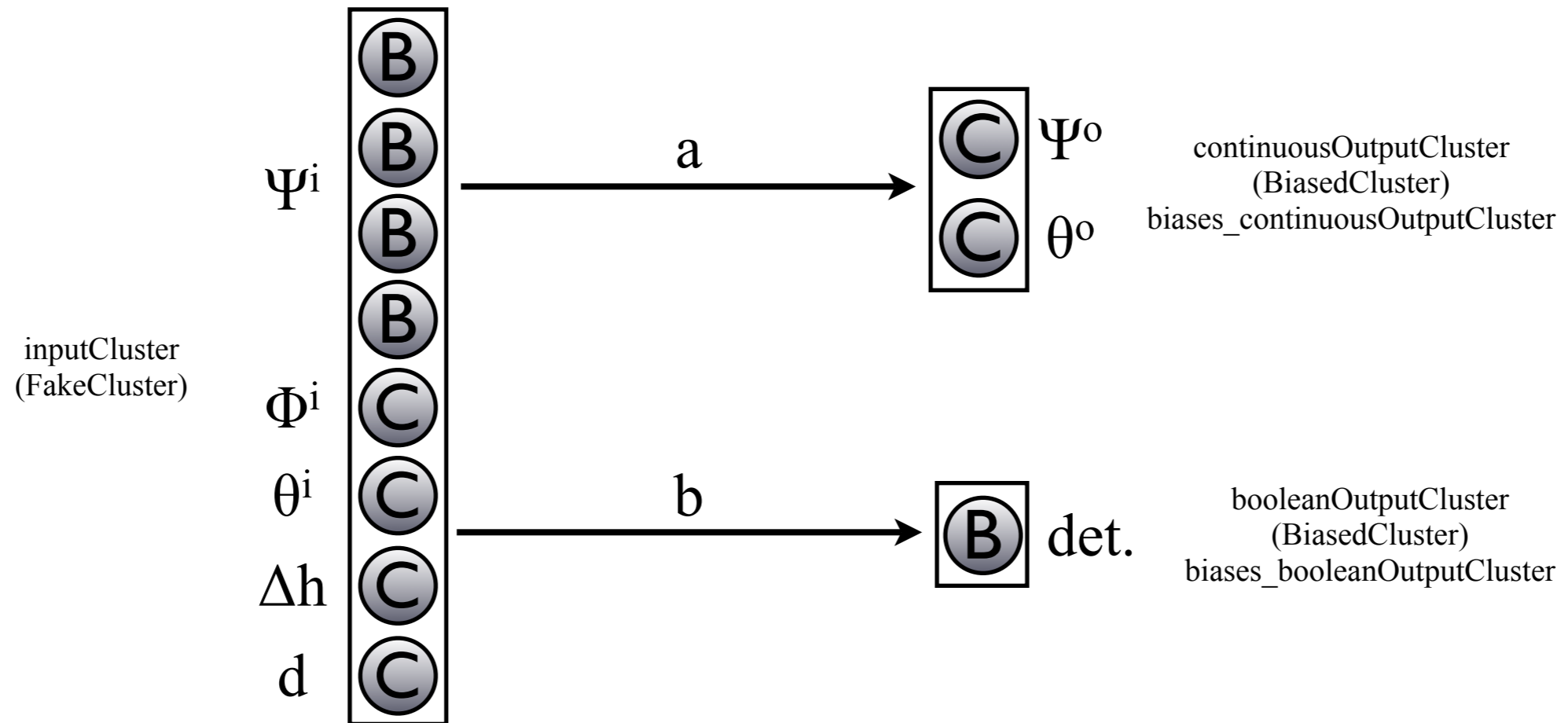
NN Architecture #2 (roll bound to yaw)



a) inputToContinuousOutputLinker
 (DotLinker)
 [weights_inputToContinuousOutputLinker]
 8 to 2

b) inputToBooleanOutputLinker
 (DotLinker)
 [weights_inputToBooleanOutputLinker]
 8 to 1

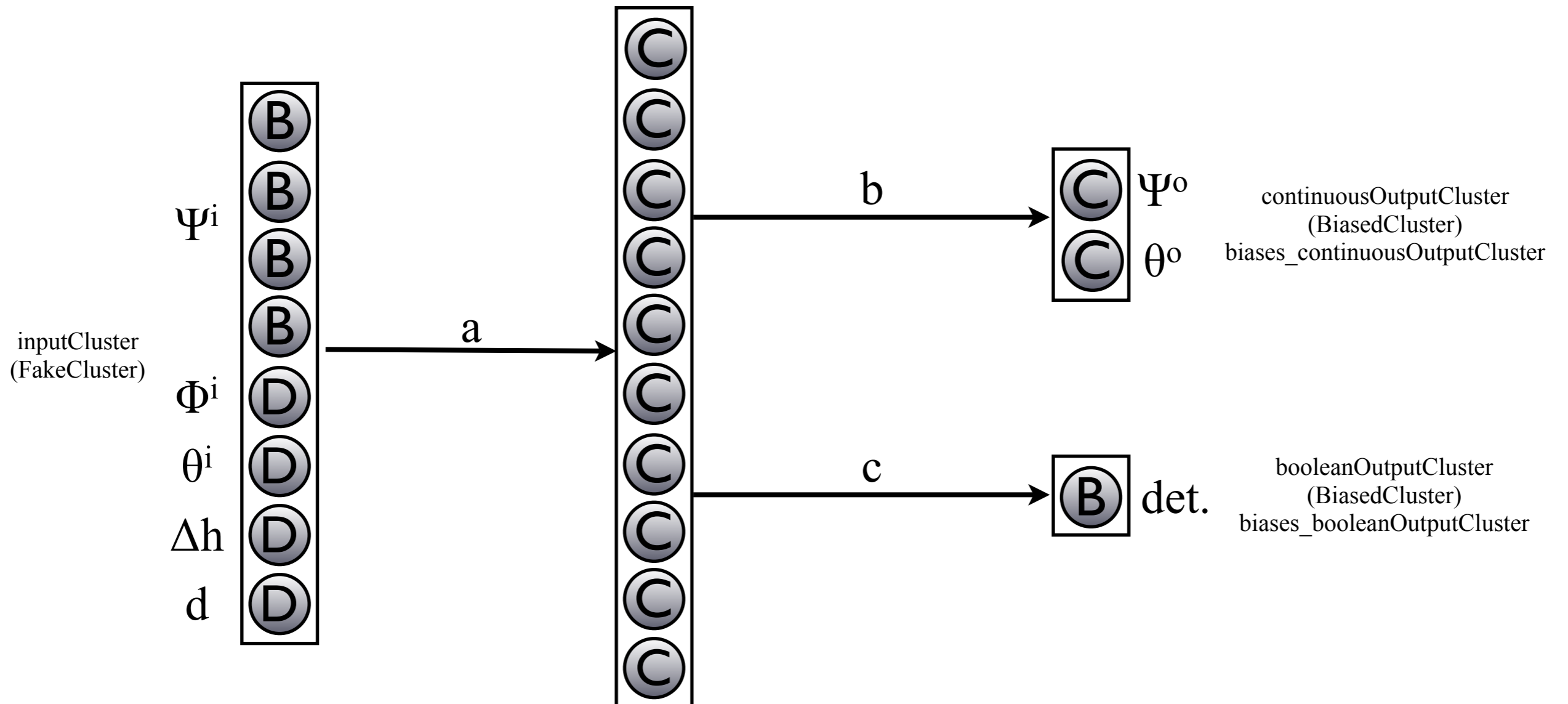
NN Architecture #3 (roll bound to yaw)



a) inputToContinuousOutputLinker
 (DotLinker)
 [weights_inputToContinuousOutputLinker]
 8 to 2

b) inputToBooleanOutputLinker
 (DotLinker)
 [weights_inputToBooleanOutputLinker]
 8 to 1

NN Architecture #4 (roll bound to yaw)

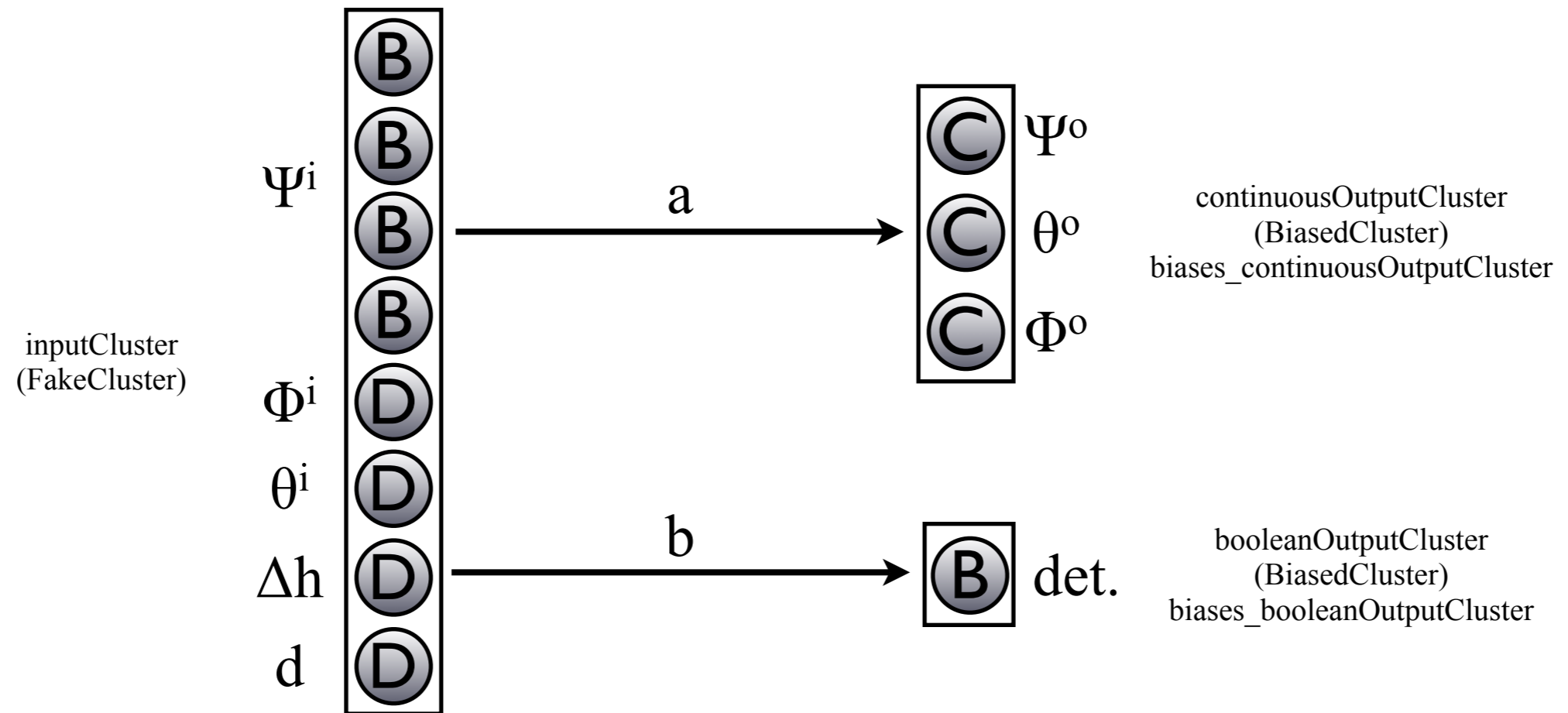


a) inputToHiddenLinker
(DotLinker)
[weights_inputToHiddenLinker]
8 to 10

b) hiddenToContinuousOutputLinker
(DotLinker)
[weights_hiddenToContinuousOutputLinker]
10 to 1

c) hiddenToBooleanOutputLinker
(DotLinker)
[weights_hiddenToBooleanOutputLinker]
10 to 1

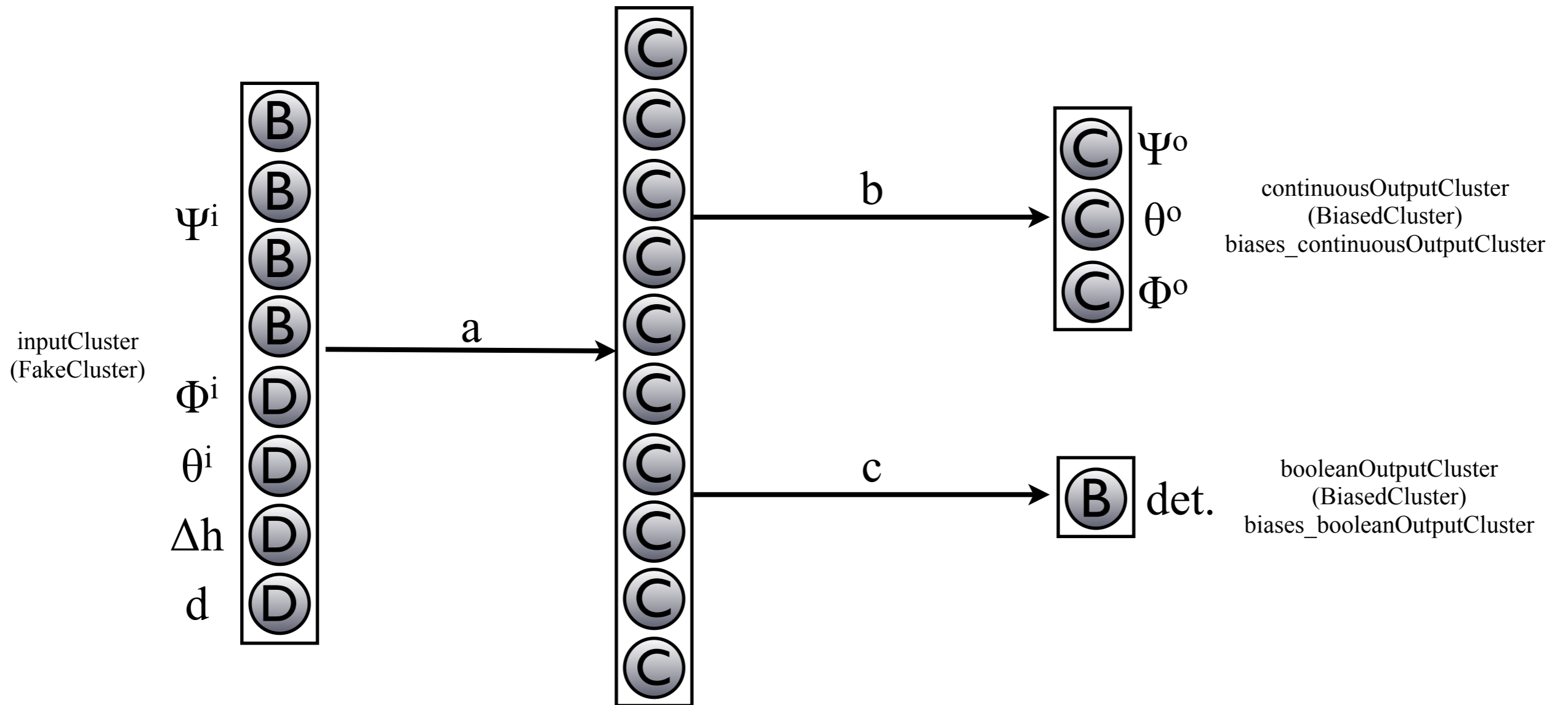
NN Architecture #5 (independent roll)



a) inputToContinuousOutputLinker
(DotLinker)
[weights_inputToContinuousOutputLinker]
8 to 3

b) inputToBooleanOutputLinker
(DotLinker)
[weights_inputToBooleanOutputLinker]
8 to 1

NN Architecture #6 (independent roll)



a) `inputToHiddenLinker (DotLinker)`
`[weights_inputToHiddenLinker]`
 8 to 10

b) `hiddenToContinuousOutputLinker (DotLinker)`
`[weights_hiddenToContinuousOutputLinker]`
 10 to 3

c) `hiddenToBooleanOutputLinker (DotLinker)`
`[weights_hiddenToBooleanOutputLinker]`
 10 to 1