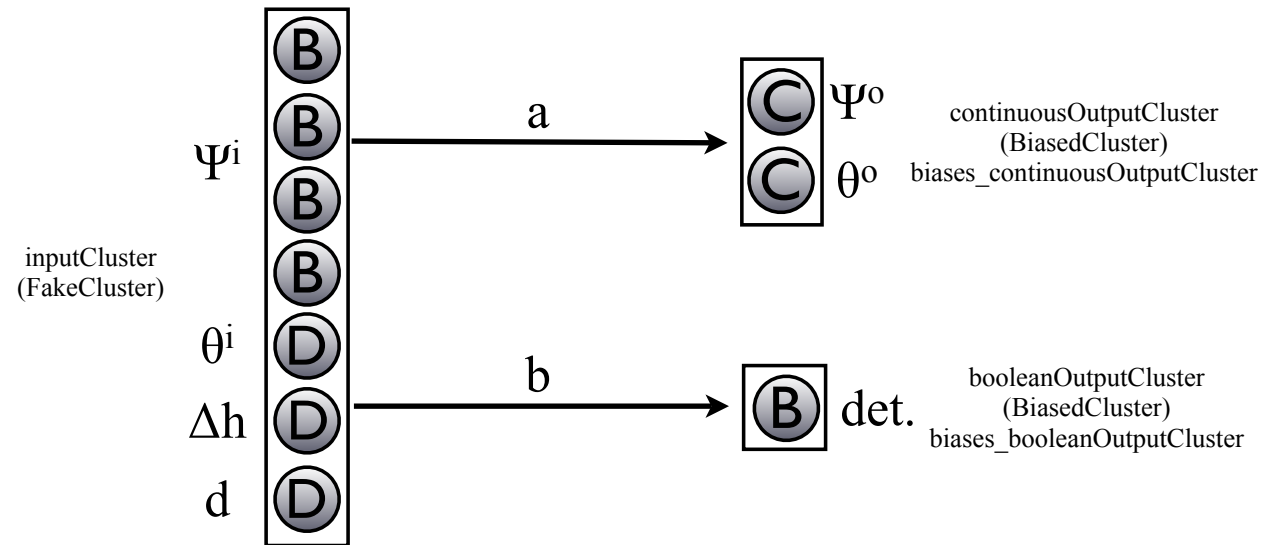


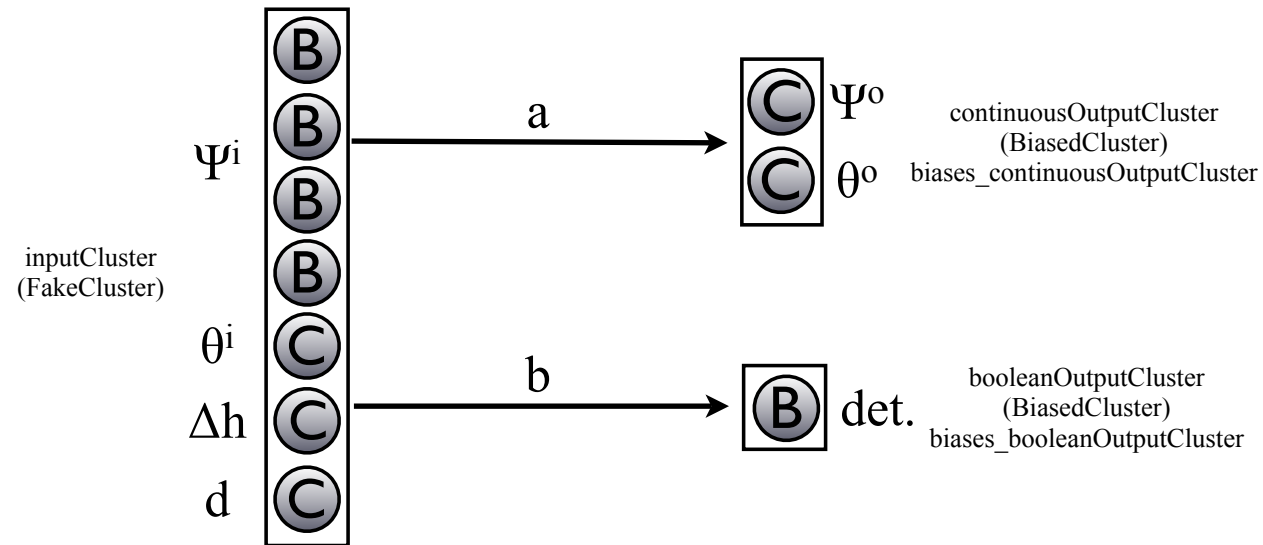
NN Architecture #1 (no roll)



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

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

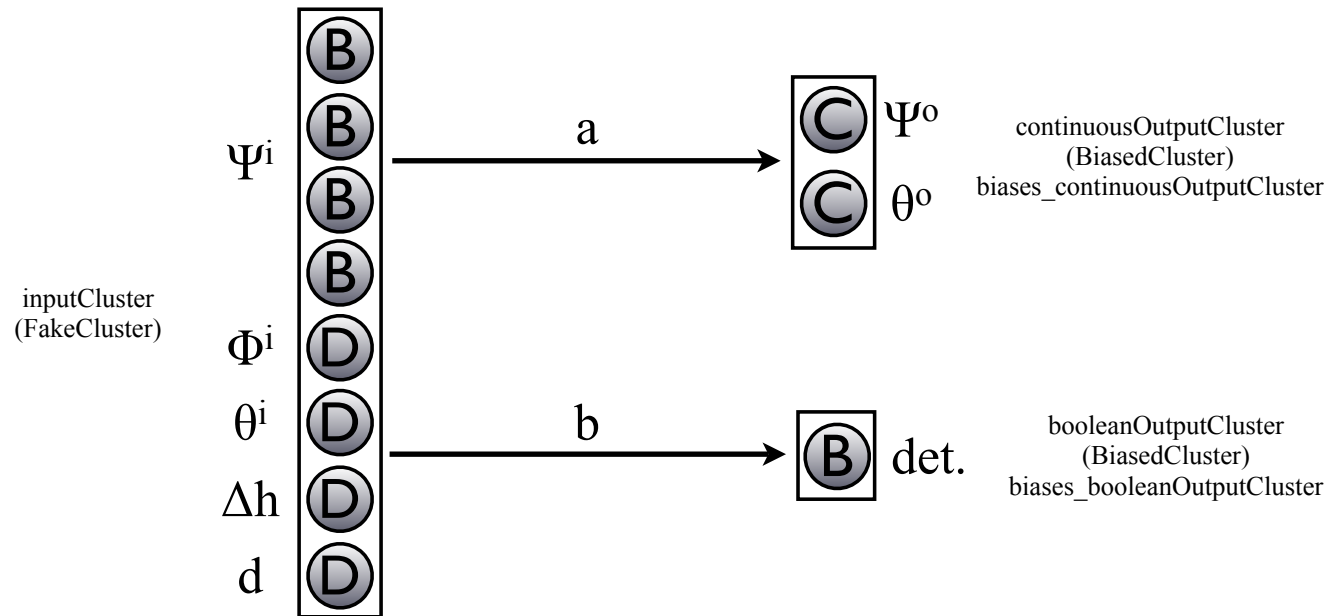
NN Architecture #2 (no roll)



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

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

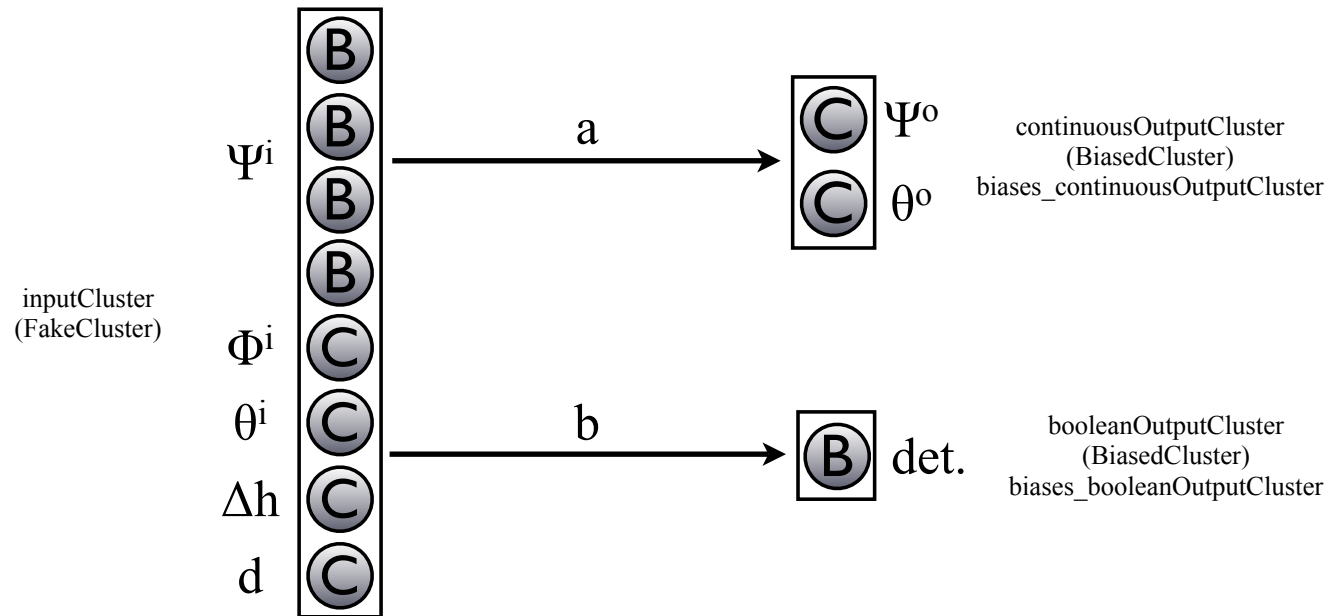
NN Architecture #3(roll bound to yaw)



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

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

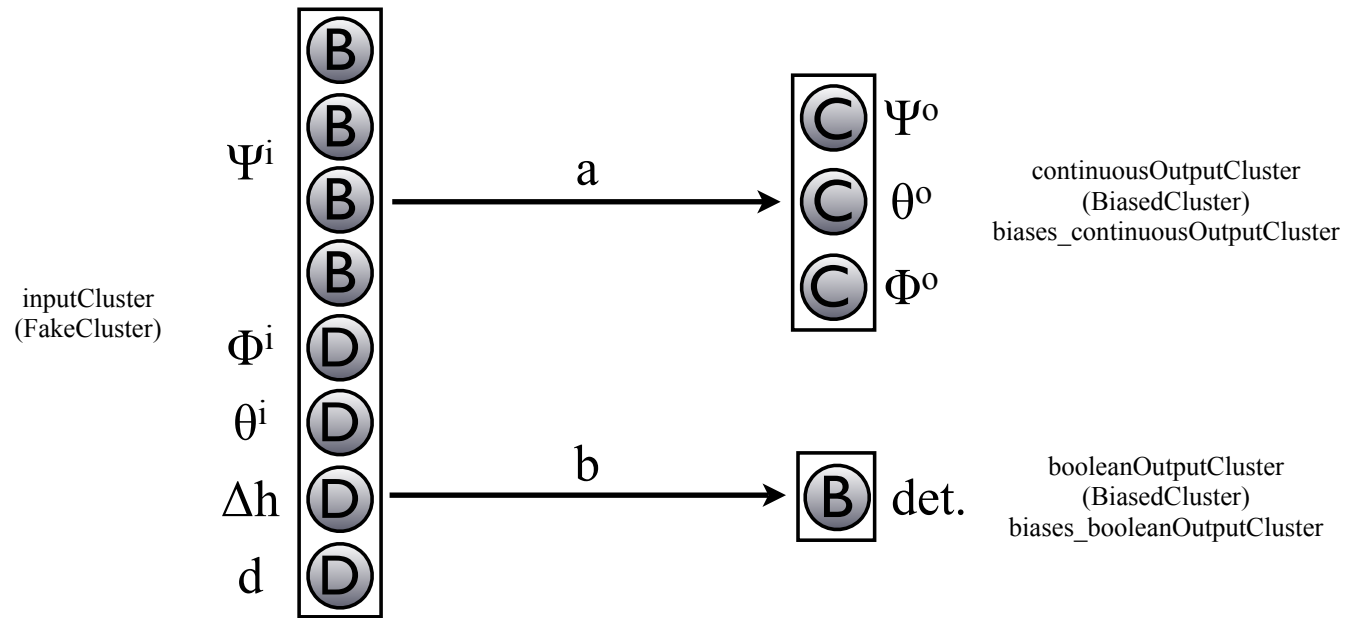
NN Architecture #4 (roll bound to yaw)



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

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

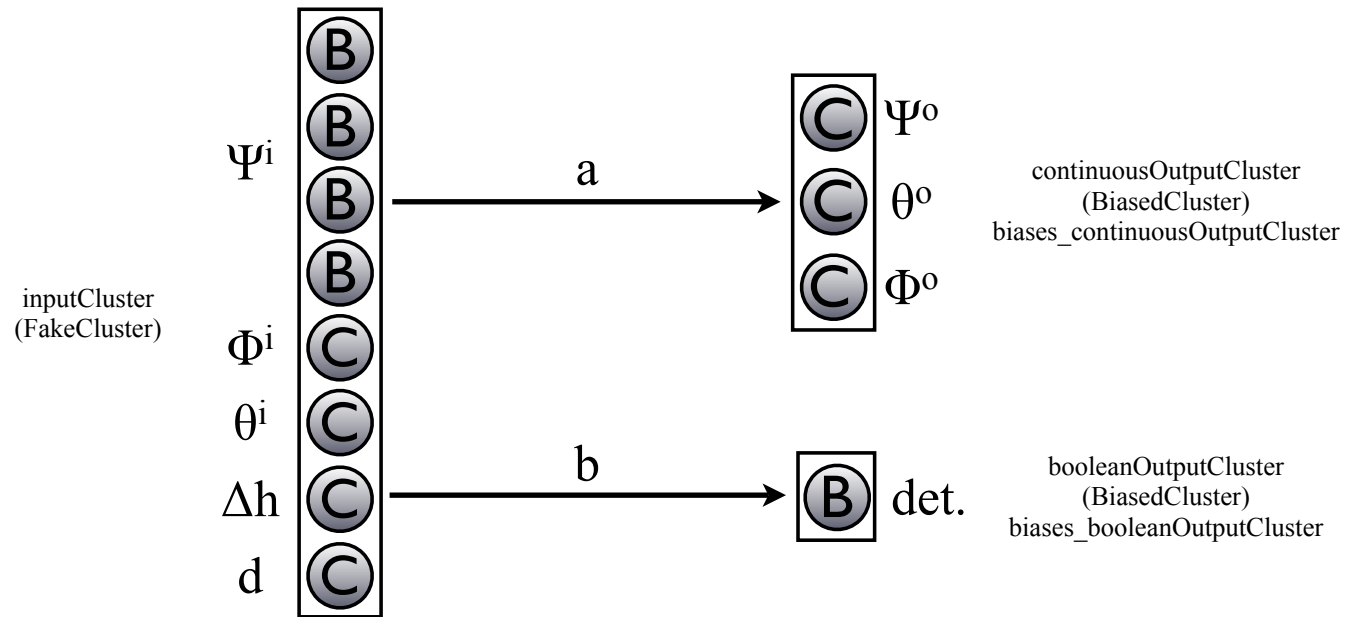
NN Architecture #5 (independent roll)



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

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

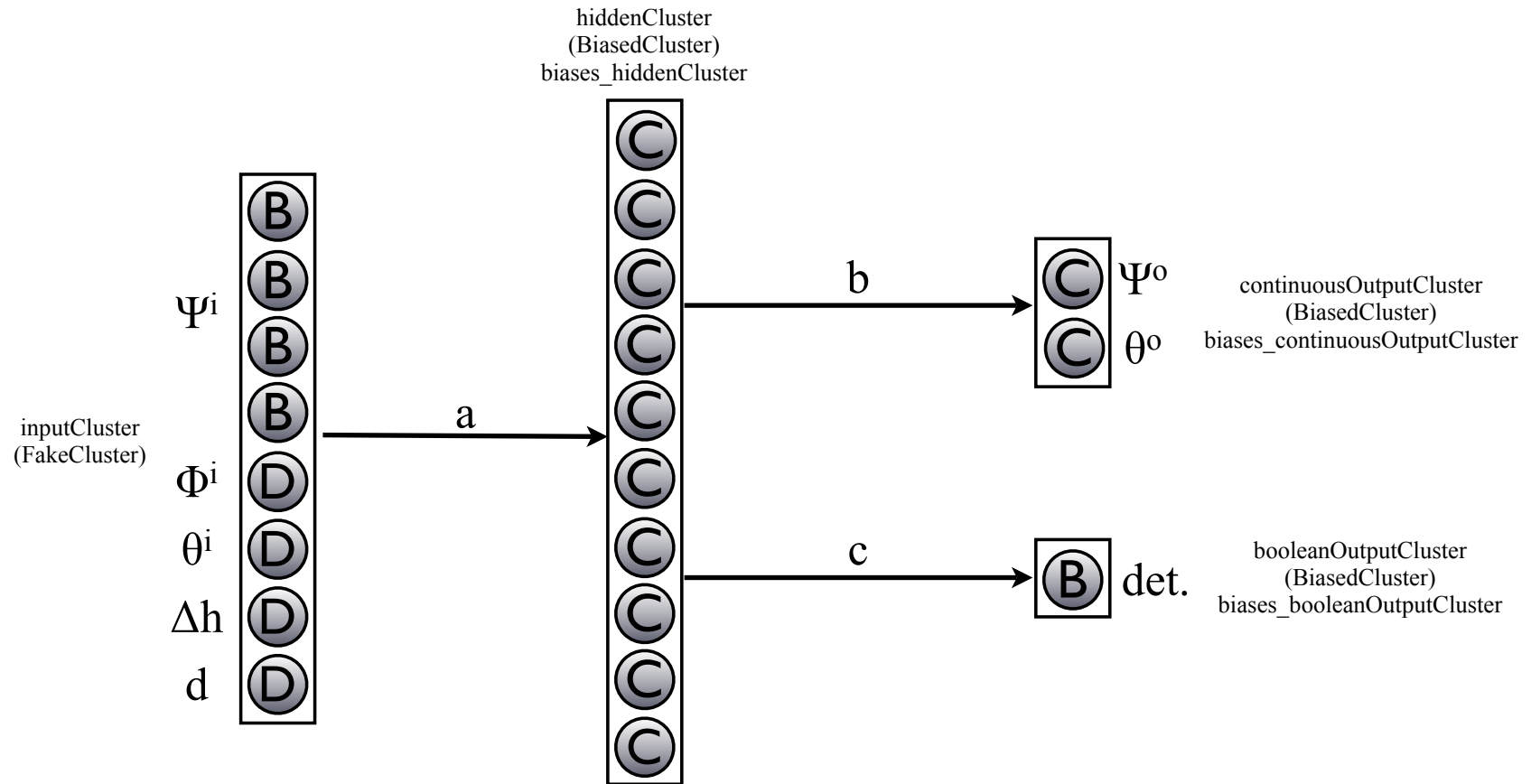
NN Architecture #6 (independent roll)



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

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

NN Architecture #7 (roll bound to yaw)

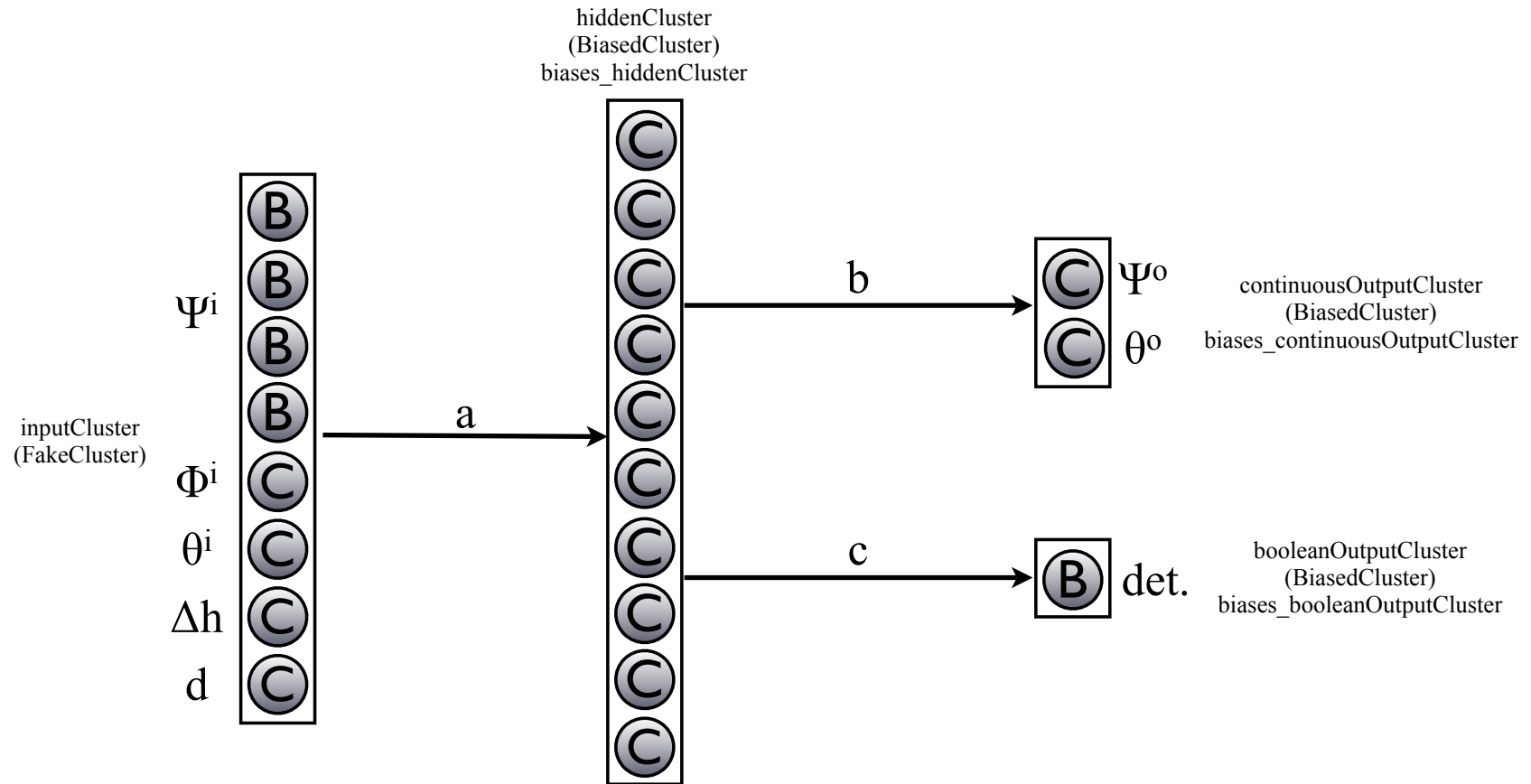


a) inputToHiddenLinker
(DotLinker)
[weights_inputToHiddenLinker]
8 to 10

b) hiddenToContinuousOutputLinker
(DotLinker)
[weights_hiddenToContinuousOutputLinker]
10 to 2

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

NN Architecture #8 (roll bound to yaw)

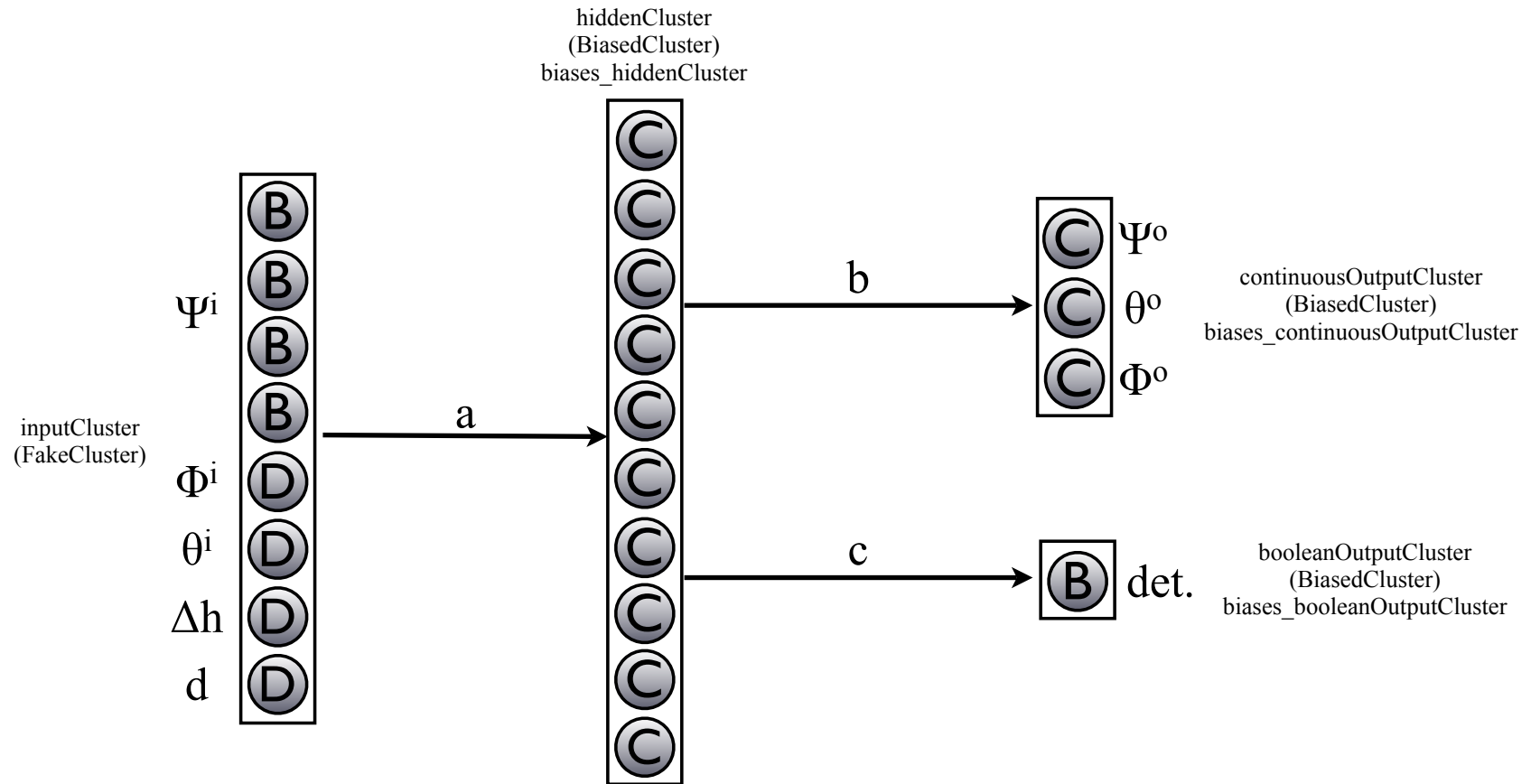


a) inputToHiddenLinker
(DotLinker)
[weights_inputToHiddenLinker]
8 to 10

b) hiddenToContinuousOutputLinker
(DotLinker)
[weights_hiddenToContinuousOutputLinker]
10 to 2

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

NN Architecture #9 (independent roll)

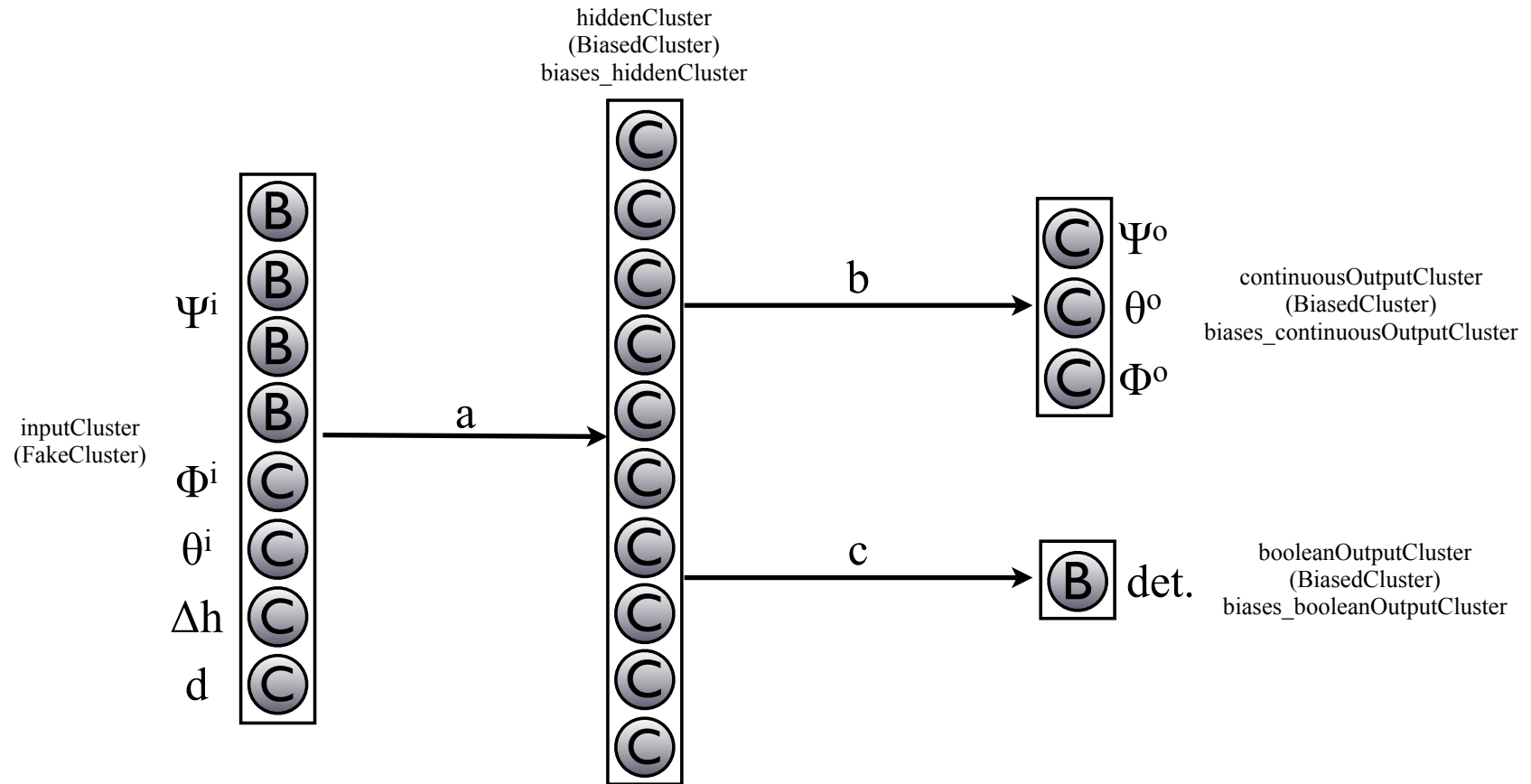


a) inputToHiddenLinker
(DotLinker)
[weights_inputToHiddenLinker]
8 to 10

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

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

NN Architecture #10 (independent roll)

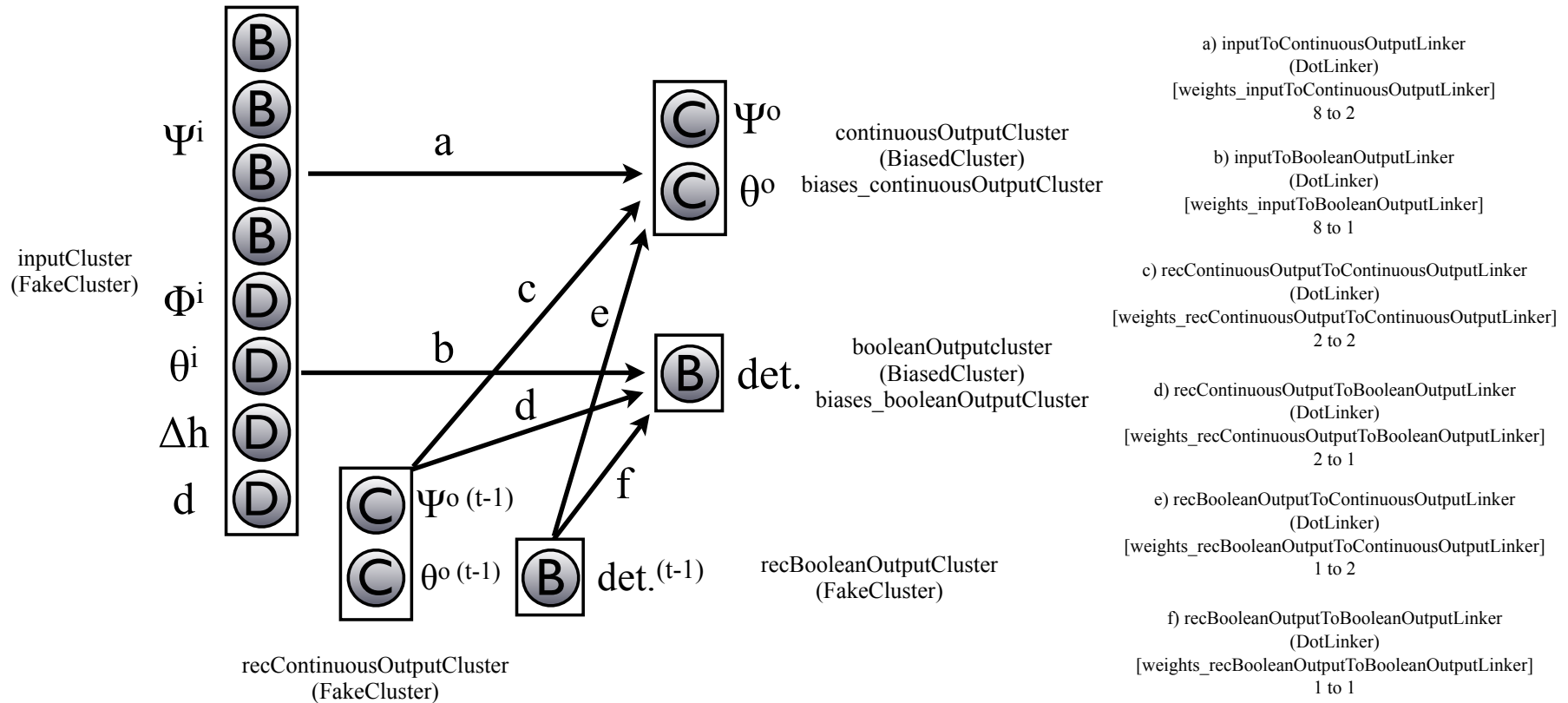


a) inputToHiddenLinker
(DotLinker)
[weights_inputToHiddenLinker]
8 to 10

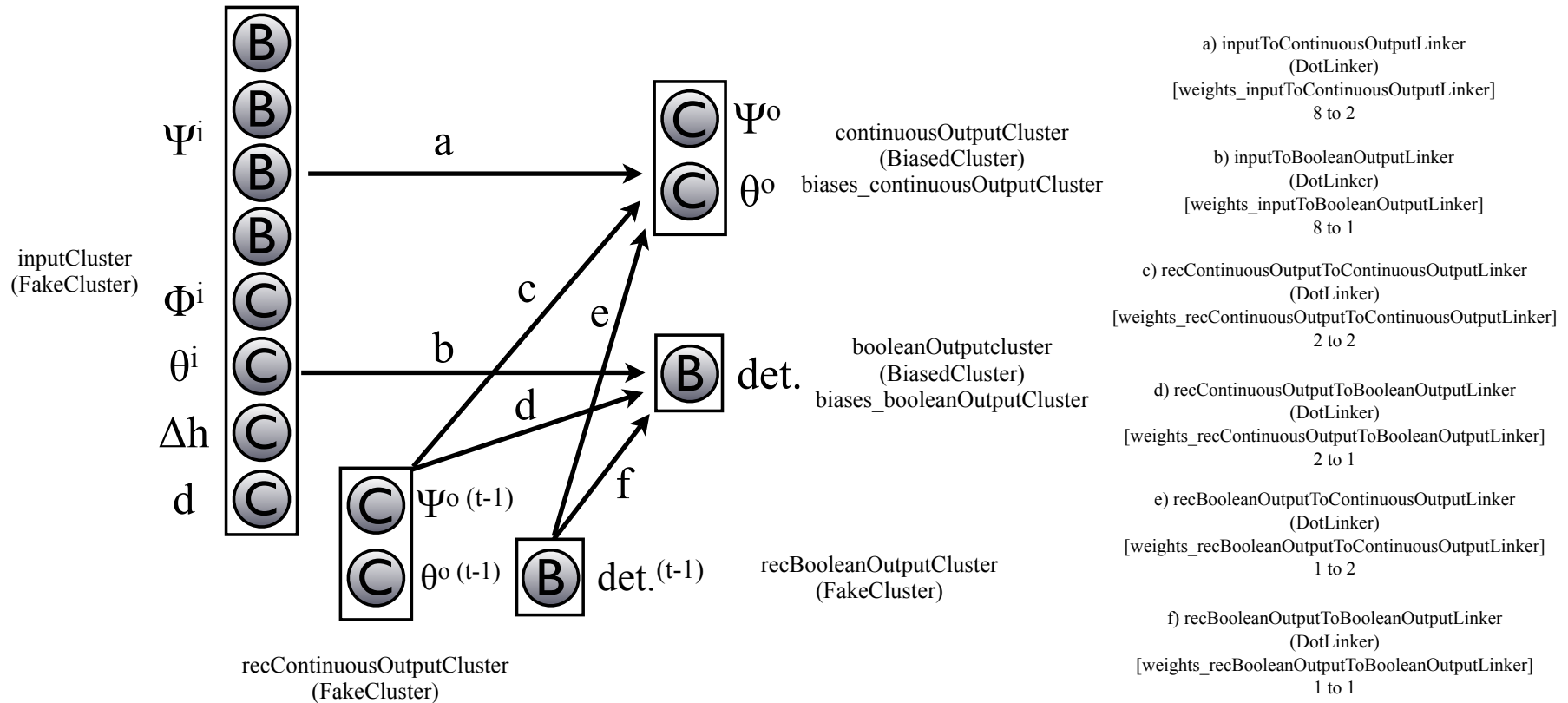
b) hiddenToContinuousOutputLinker
(DotLinker)
[weights_hiddenToContinuousOutputLinker]
10 to 3

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

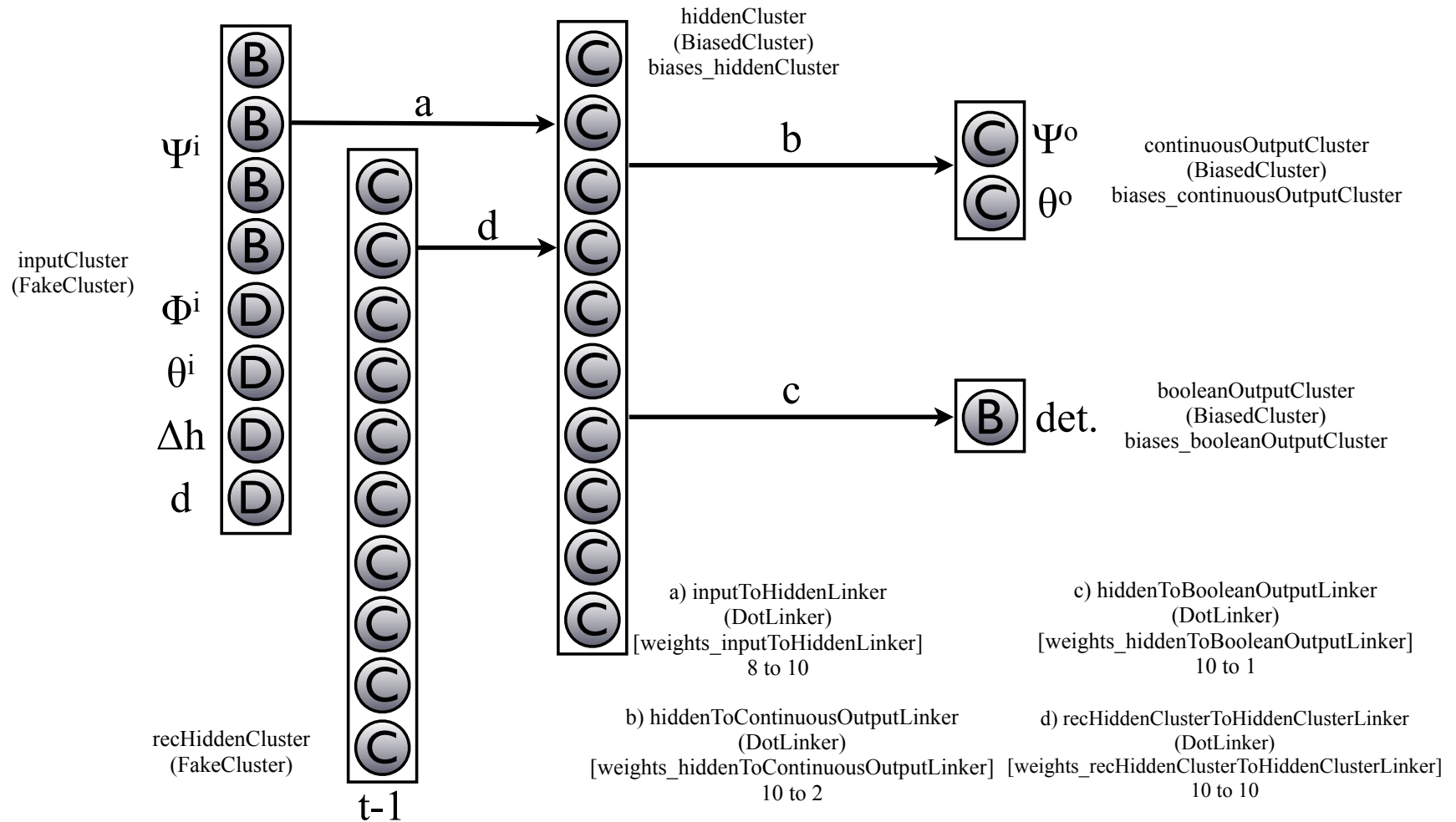
NN Architecture #11 (roll bound to yaw)



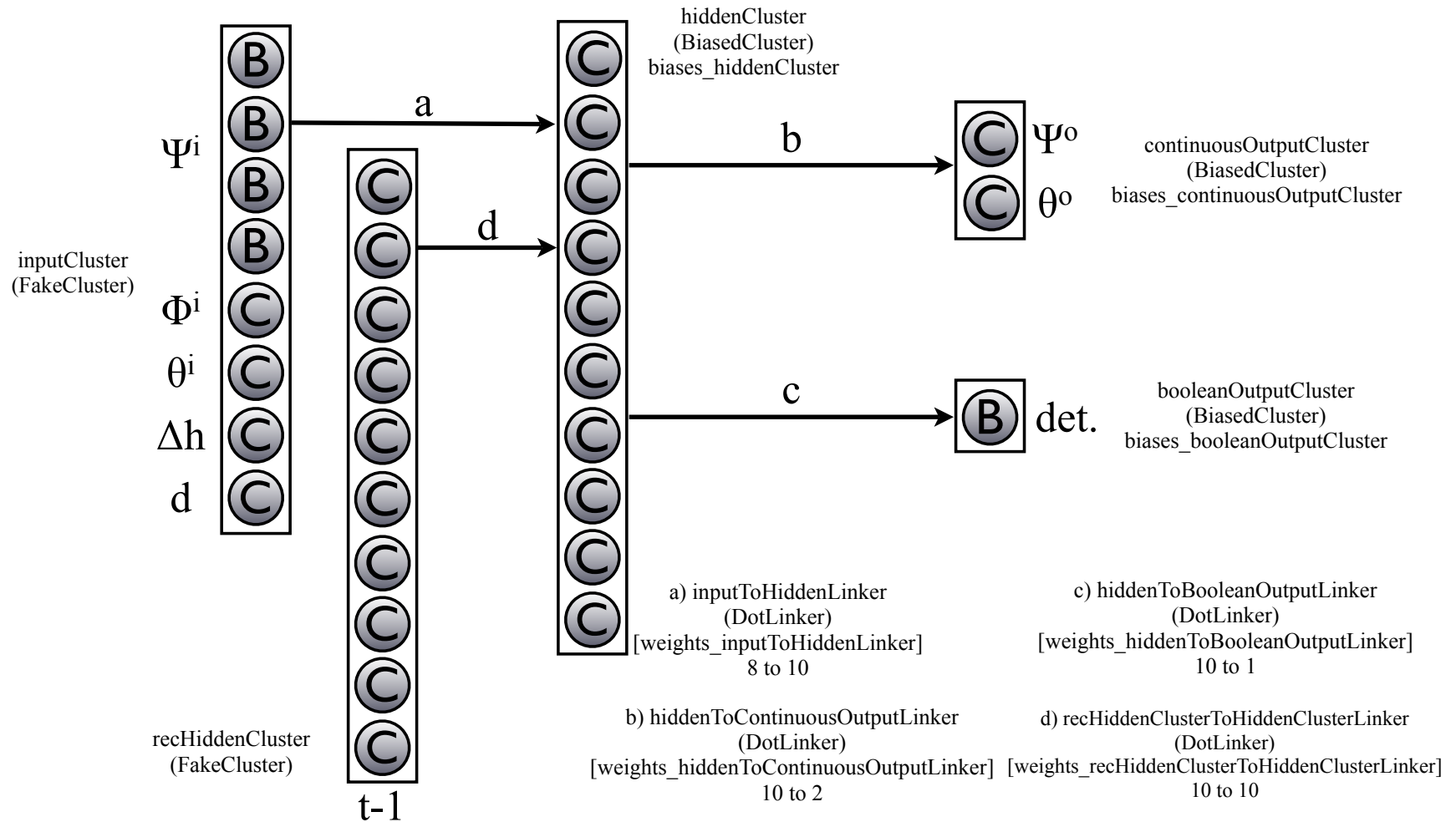
NN Architecture #12 (roll bound to yaw)



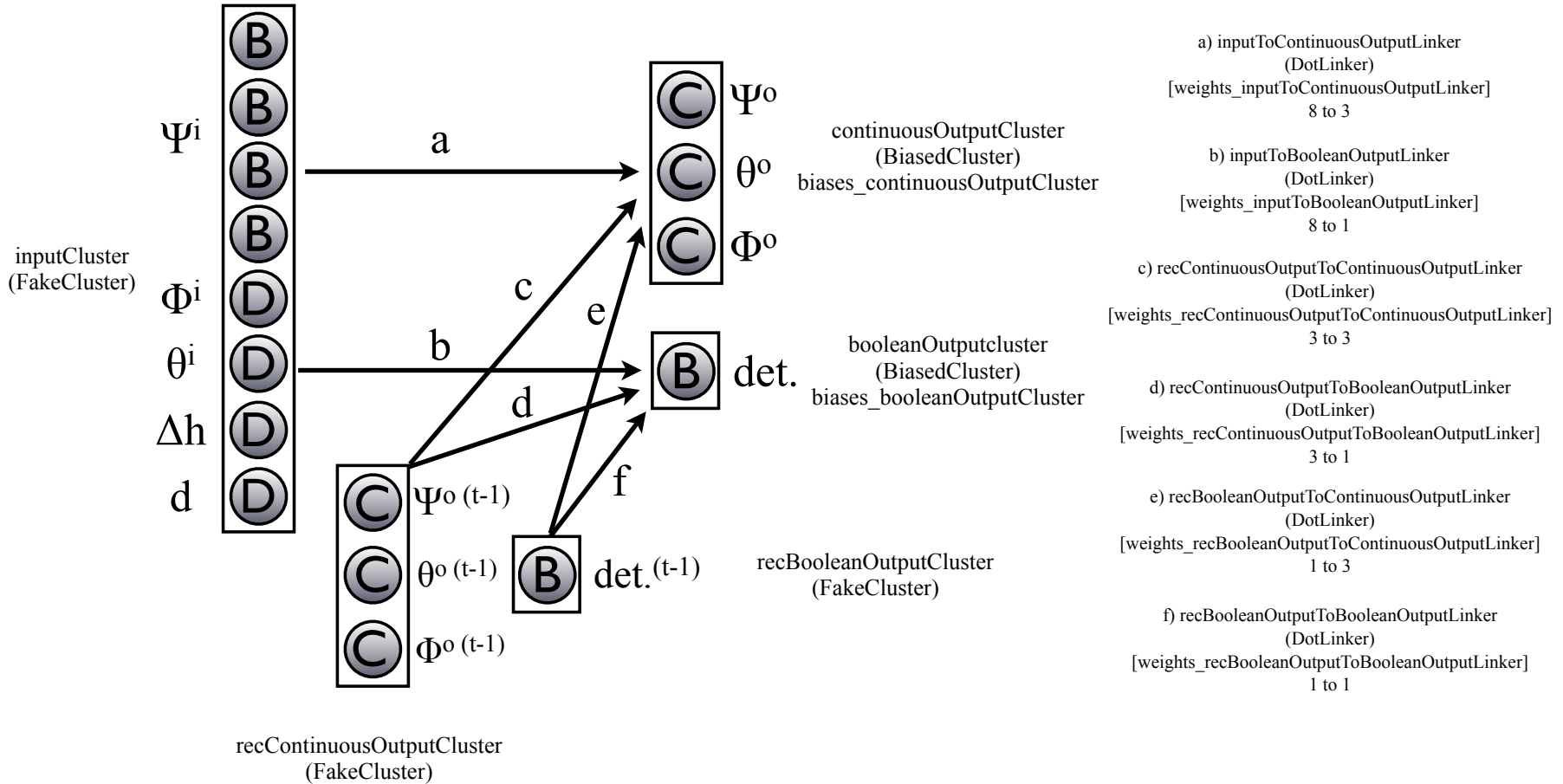
NN Architecture #13 (roll bound to yaw)



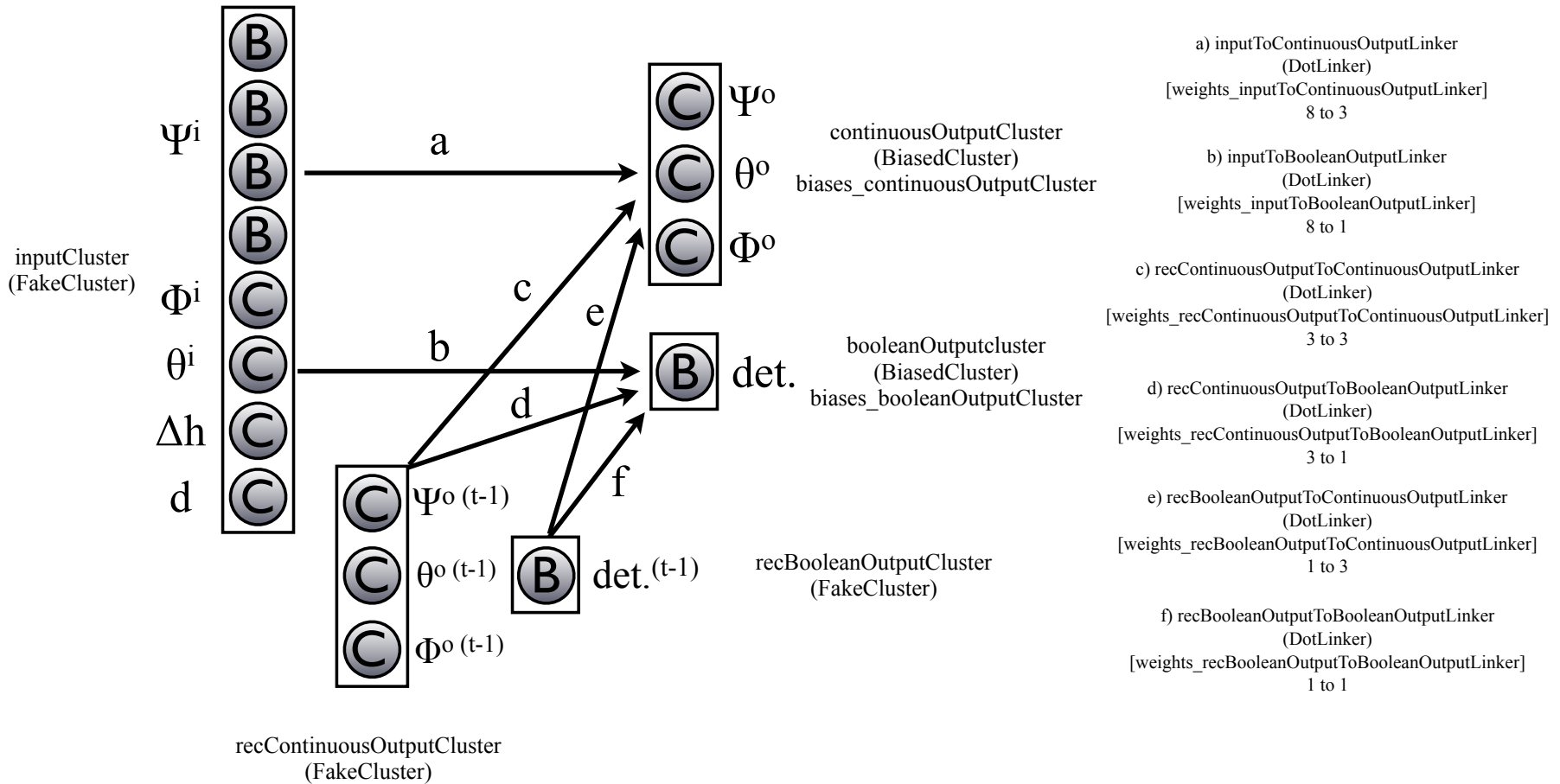
NN Architecture #14 (roll bound to yaw)



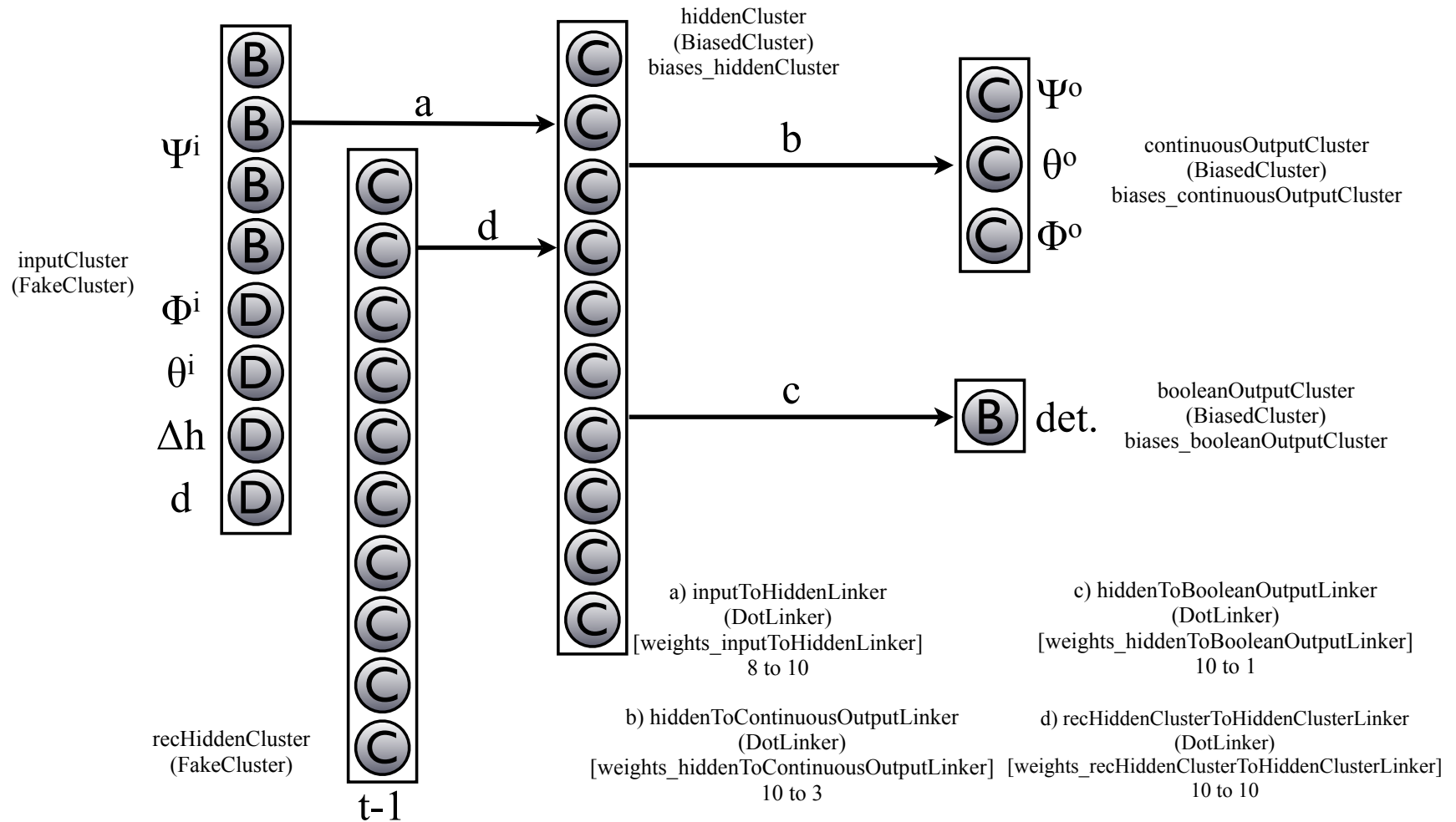
NN Architecture #15 (independent roll)



NN Architecture #16 (independent roll)



NN Architecture #17 (independent roll)



NN Architecture #18 (independent roll)

