

SECTION G — PHYSICS

G06 COMPUTING; CALCULATING; COUNTING

G06N COMPUTER SYSTEMS BASED ON SPECIFIC COMPUTATIONAL MODELS [7]

- | | |
|--|---|
| <p>3/00 Computer systems based on biological models
(analogue computers simulating functional aspects of living beings G06G 7/60) [7, 2006.01]</p> <p>3/02 • using neural network models (for adaptive control G05B 13/00; for image pattern matching G06K 9/00; for image data processing G06T 1/40; for phonetic pattern matching G10L 15/16) [7, 2006.01]</p> <p>3/04 • • Architecture, e.g. interconnection topology [7, 2006.01]</p> <p>3/06 • • Physical realisation, i.e. hardware implementation of neural networks, neurons or parts of neurons [7, 2006.01]</p> <p>3/063 • • • using electronic means [7, 2006.01]</p> <p>3/067 • • • using optical means [7, 2006.01]</p> <p>3/08 • • Learning methods [7, 2006.01]</p> <p>3/10 • • Simulation on general purpose computers [7, 2006.01]</p> <p>3/12 • using genetic models [7, 2006.01]</p> | <p>5/00 Computer systems utilizing knowledge based models [7, 2006.01]</p> <p>5/02 • Knowledge representation [7, 2006.01]</p> <p>5/04 • Inference methods or devices [7, 2006.01]</p> <p>7/00 Computer systems based on specific mathematical models [7, 2006.01]</p> <p>7/02 • using fuzzy logic (G06N 3/00, G06N 5/00 take precedence; for adaptive control G05B 13/00) [7, 2006.01]</p> <p>7/04 • • Physical realisation [7, 2006.01]</p> <p>7/06 • • Simulation on general purpose computers [7, 2006.01]</p> <p>7/08 • using chaos models or non-linear system models [7, 2006.01]</p> <p>99/00 Subject matter not provided for in other groups of this subclass [2010.01]</p> |
|--|---|