

Symbol	Typ	Titel
G	Sektion	PHYSICS
G06	Klasse	COMPUTING; CALCULATING; COUNTING (score computers for games A63B 71/06 , A63D 15/20 , A63F 1/18; combinations of writing implements with computing devices B43K 29/08)
G06N	Unterklasse	COMPUTER SYSTEMS BASED ON SPECIFIC COMPUTATIONAL MODELS [7]
G06N 1/00	Hauptgruppe	Computer systems not provided for in groups G06N 3/00 to G06N 7/00 [7]
G06N 3/00	Hauptgruppe	Computer systems based on biological models (analogue computers simulating functional aspects of living beings G06G 7/60) [7]
G06N 3/02	1-Punkt Untergruppe	. 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]
G06N 3/04	2-Punkt Untergruppe	. . Architecture, e.g. interconnection topology [7]
G06N 3/06	2-Punkt Untergruppe	. . Physical realisation, i.e. hardware implementation of neural networks, neurons or parts of neurons [7]
G06N 3/063	3-Punkt Untergruppe	. . . using electronic means [7]
G06N 3/067	3-Punkt Untergruppe	. . . using optical means [7]
G06N 3/08	2-Punkt Untergruppe	. . Learning methods [7]
G06N 3/10	2-Punkt Untergruppe	. . Simulation on general purpose computers [7]
G06N 3/12	1-Punkt Untergruppe	. using genetic models [7]
G06N 5/00	Hauptgruppe	Computer systems utilizing knowledge based models [7]
G06N 5/02	1-Punkt Untergruppe	. Knowledge representation [7]
G06N 5/04	1-Punkt Untergruppe	. Inference methods or devices [7]
G06N 7/00	Hauptgruppe	Computer systems based on specific mathematical models [7]
G06N 7/02	1-Punkt Untergruppe	. using fuzzy logic (G06N 3/00 , G06N 5/00 take precedence ; for adaptive control G05B 13/00) [7]
G06N 7/04	2-Punkt Untergruppe	. . Physical realisation [7]
G06N 7/06	2-Punkt Untergruppe	. . Simulation on general purpose computers [7]
G06N 7/08	1-Punkt Untergruppe	. using chaos models or non-linear system models [7]