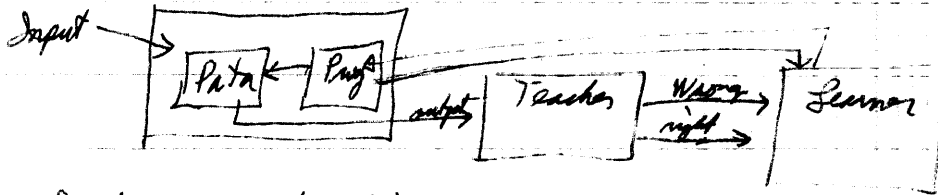
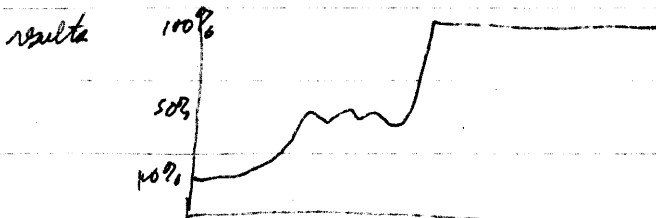


Friedberg - Learning Machine. Aug 15, 1958



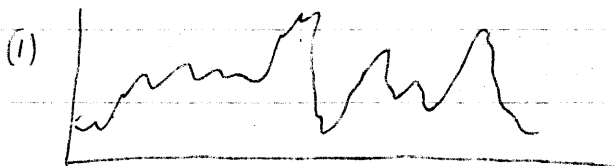
Input: some data put in  
 Prog operates on it  
 Output: contents of data box

1st part: duplicating a bit from one box to another, also must do so in right time.



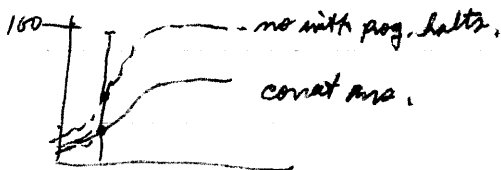
~~it~~ jumps to 100% (prog. is not changed after a correct run.)

- Tests:
- (1) spoil some of teacher's reports (omit them) - equiv. to "covering hole"
  - (2) "blindfolding prog." spoils feedback.



seems to jump to 100% as result of chance.

The initial rise to 50% is more promising.



next test: use reading a prog. halt as success  
still works with inverter 70% of time  
but doesn't work with no feedback.

ii Principle of reinforcement is not enough by itself - there need to be other principles

speed  $\sim 5000$ ,  $\text{mm}/\text{min}$

90% of time is in Prog P only 10% in T+L