

TASK 2: Initializing the weight vector map: Every vector in the map will be initialized with three values corresponding to the RGB values. SOMs are computationally expensive and should be initialized carefully so less iterations are needed. Three weight vector maps will be tested, one map having all randomly dispersed values, another having red, green, blue, and black initialized at the corners of the map fading toward the center, and lastly having red, green, and blue initialized equidistant from the center.

TASK 2 Demo Outline: "Initializing the weight vector map"

1. Create a method to initialize the grid as an NxN sized grid with the RGB vectors initialized randomly
2. Create a method to initialize the grid as an NxN sized grid with the RGB vectors initialized so that red, green, blue, and black are fading in radially from the corners
3. Create a method to initialize the grid as an NxN sized grid with the RGB vectors initialized so that red, green, and blue are circles fading out radially