Assignment #4

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Code can be found at `https://github.com/0xSteve/learning_automata_simulator`

1 Question 1

In this section we will examine some code snippets from the first question.

Listing 1: Testbench code for the Tsetlin.

```
    c2 = 0.7
    c1 = 0.05
    for i in range(0, 7):
        print("c1 = " + str(c1) + ", c2 = " + str(c2) + ", N = 13.")
        a = la.Tsetlin(13, 2, [c1, c2])
        a.simulate(50, 30001)
        b = ala.Tsetlin.stationary_probability_analytic([c1, c2], 13)
        c = ala.Tsetlin.number_of_states_estimate([c1, c2])
        print("Tsetlin P1(infinity) = " + str(b) + "(Analytic)")
        print("Tsetlin P1(infinity) = " + str(a.action_average[0]) + "(Simulated)")
        print("Tsetlin # of states required = " + str(c) + "(Estimate)")
        c1 += 0.1
        c1 = round(c1, 2)
```

This excerpt of code generates the entire quantity of required code for this question. As can be seen in the following code-snippet.

Listing 2: Testbench output.

```
c1 = 0.05, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9999999890725503(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 3(Estimate)
c1 = 0.15, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9999778874501014(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 4(Estimate)
c1 = 0.25, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9990142374252533(Analytic)
Tsetlin P1(infinity) = 0.999998000067(Simulated)
Tsetlin # of states required = 6(Estimate)
c1 = 0.35, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9865794150962881(Analytic)
Tsetlin P1(infinity) = 0.999797340089(Simulated)
Tsetlin # of states required = 9(Estimate)
c1 = 0.45, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9151468144874294(Analytic)
Tsetlin P1(infinity) = 0.980783973868(Simulated)
Tsetlin # of states required = 18(Estimate)
c1 = 0.55, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.7453193640776348(Analytic)
Tsetlin P1(infinity) = 0.786514449518(Simulated)
Tsetlin # of states required = 0(Estimate)
c1 = 0.65, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.5680008401435711(Analytic)
Tsetlin P1(infinity) = 0.570874970834(Simulated)
Tsetlin # of states required = 0(Estimate)
```

Now that it is seen working as one would expect, considering rounding errors from python 3.6, it is time to take a look at the useful snippets of code governing the functionality of the Tsetlin, and Krylov automata.

Listing 3: Tsetlin core code.

```
     def next_state_on_reward(self):
        '''Find the next state of the learner, given that the teacher
           rewarded.'''
        if (self.current_state mod (self.N / self.R) != 1):
            self.current_state -= 1

    def next_state_on_penalty(self):
        '''Find the next state of the learner, given that the teacher
           penalized.'''
        if(self.current_state mod (self.N / self.R) != 0):
            self.current_state += 1
        elif(self.current_state mod (self.N / self.R) == 0):
            # Don't really add states, just cycle through N, 2N, 4N, etc.
            if(self.current_state != self.N):
                a = (self.N / self.R) mod self.N
                self.current_state = a + self.current_state
            else:
                self.current_state = self.N / self.R

    # Determine the next state as the teacher.
    def environment_response(self):
        '''Determine the next state of the learner from the perspective
        of the teacher.'''
        response = uniform(0, 1)
        penalty_index = 1
        if(self.current_state <= self.n):
            self.actions[0] += 1
            penalty_index = 0
        else:
            self.actions[1] += 1

        if(response > self.c[penalty_index]):
            # Reward.
            self.next_state_on_reward()
        else:
            # Penalty.
            self.next_state_on_penalty()
```

The above is the core code of the Tsetlin machine, governing state translations and action choices. Essentially, whenever it is in the range 1 to N, it chooses action α_1 and α_2 otherwise. This code is essentially the same for the Krylov machine, which we will see in the next section.

2 Question 2

Listing 4: testbench for the Krylov 2-action.

```
    for i in range(0, 7):
    print("c1 = " + str(c1) + ", c2 = " + str(c2) + ", N = 13.")
    a = la.Tsetlin(13, 2, [c1/2, c2/2])
    a.simulate(50, 30001)
    b = ala.Tsetlin.stationary_probability_analytic([c1, c2], 13)
    c = ala.Tsetlin.number_of_states_estimate([c1, c2])
    d = la.Krylov(13, 2, [c1, c2])
    d.simulate(10, 50000)
    e = ala.Tsetlin.stationary_probability_analytic([c1, c2], 13)
    f = ala.Tsetlin.number_of_states_estimate([c1, c2])
    print("Tsetlin P1(infinity) = " + str(b) + "(Analytic)")
    print("Tsetlin P1(infinity) = " + str(a.action_average[0]) + "(Simulated)")
    print("Tsetlin # of states required = " + str(c) + "(Estimate)")
    print("Krylov P1(infinity) = " + str(e) + "(Analytic)")
    print("Krylov P1(infinity) = " + str(d.action_average[0]) + "(Simulated)")
    print("Krylov # of states required = " + str(f) + "(Estimate)")
```

```
    c1 += 0.1
    c1 = round(c1, 2)
```

As can be seen from the code, this test bench looks very similar to the test bench of question 1, however, note the c vector for the Tsetlin automaton is now $c_1/2$, $c_2/2$. As is expected, both automata behave in the same manner. as can be seen from the output code snippet.

Listing 5: testbench output for the Krylov 2-action.

```
c1 = 0.05, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9999999890725503(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 3(Estimate)
Krylov P1(infinity) = 0.9999999890725503(Analytic)
Krylov P1(infinity) = 1.0(Simulated)
Krylov # of states required = 3(Estimate)
c1 = 0.15, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9999778874501014(Analytic)
Tsetlin P1(infinity) = 0.999999333356(Simulated)
Tsetlin # of states required = 4(Estimate)
Krylov P1(infinity) = 0.9999778874501014(Analytic)
Krylov P1(infinity) = 1.0(Simulated)
Krylov # of states required = 4(Estimate)
c1 = 0.25, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9990142374252533(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 6(Estimate)
Krylov P1(infinity) = 0.9990142374252533(Analytic)
Krylov P1(infinity) = 1.0(Simulated)
Krylov # of states required = 6(Estimate)
c1 = 0.35, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9865794150962881(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 9(Estimate)
Krylov P1(infinity) = 0.9865794150962881(Analytic)
Krylov P1(infinity) = 1.0(Simulated)
Krylov # of states required = 9(Estimate)
c1 = 0.45, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.9151468144874294(Analytic)
Tsetlin P1(infinity) = 1.0(Simulated)
Tsetlin # of states required = 18(Estimate)
Krylov P1(infinity) = 0.9151468144874294(Analytic)
Krylov P1(infinity) = 1.0(Simulated)
Krylov # of states required = 18(Estimate)
c1 = 0.55, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.7453193640776348(Analytic)
Tsetlin P1(infinity) = 0.983473884204(Simulated)
Tsetlin # of states required = 0(Estimate)
Krylov P1(infinity) = 0.7453193640776348(Analytic)
Krylov P1(infinity) = 0.999998(Simulated)
Krylov # of states required = 0(Estimate)
c1 = 0.65, c2 = 0.7, N = 13.
Tsetlin P1(infinity) = 0.5680008401435711(Analytic)
Tsetlin P1(infinity) = 0.670734975501(Simulated)
Tsetlin # of states required = 0(Estimate)
Krylov P1(infinity) = 0.5680008401435711(Analytic)
Krylov P1(infinity) = 0.870114(Simulated)
Krylov # of states required = 0(Estimate)
```

Observing the code for the Krylov machine, one notices that most of the code is inherited from the Tsetlin machine, except the state translations. It is incredible, that the only major distinction is that a penalty is treated as a penalty with 50% probability and a success otherwise. Literally, all other code for the Krylov machine is inherited from the Tsetlin.

Listing 6: Krylov core code.

```
def next_state_on_penalty(self):
        '''Find the next state of the learner, given that the teacher
           penalized.'''

        # If this number is greater than 0.5, then penalize the learner.
        is_penalty = uniform(0, 1)

        if(is_penalty >= 0.5):
            Tsetlin.next_state_on_penalty(self)
        else:
            Tsetlin.next_state_on_reward(self)
```

3 Question 3

Since the code snippets for the L_{R-I} automaton do not shed any insight into the operation of the machine, the test bench has been omitted from within, however it is available on github. This automaton was quite challenging.

First let us consider state changes in the L_{R-I}, since there really are no states, but instead just an interval, $\{0, 1\}$, of possibilities. Consider the following code-snippet.

Listing 7: State Translation in the L_{R-I} automaton.

```
 def next_state_on_penalty(self):
        '''Do nothing, other than pick a action.'''
        self.last_action = self.action_index()

    def next_state_on_reward(self):
        '''increase probabilities by a factor of k.'''
        # so if action 1 is chosen increase by k*p1,
        # otherwise increase p1 by (1-k)p2.
        self.last_action = self.action_index()
        # print("the next action is " + str(self.last_action))
        if(self.last_action == 2):
            # Increase by kp1
            self.p[0] = self.p[0] * self.k
            self.p[1] = 1 - self.p[0]
        else:
            # increase by (1-k)p2
            self.p[0] = 1 - self.p[1] * self.k
            self.p[1] = 1 - self.p[0]
```

It can be seen from the code-snippet, above, that on penalty the probabilities are not updated. Only an action is updated, and the machine continues. The action is governed by the cumulative distribution function of the action probability vector, as follows:

Listing 8: Action selection in the L_{R-I} automaton.

```
def find_action_distribution(self):
        action_distribution = []
        sigma = 0
        for i in range(len(self.p)):
            sigma += self.p[i]
            action_distribution.append(sigma)
        return action_distribution

    def action_index(self):
        is_action = uniform(0, 1)
        action_distribution = self.find_action_distribution()
        for i in range(len(action_distribution)):
            if(is_action < action_distribution[i]):
                if(i == 0):
                    self.act1 += 1
                    return 1
        self.act2 += 1
        return 2
```