

Temporal Memory with 3 Stages

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Algorithm

A temporal memory composed of three triadic memory units, arranged in three stages:

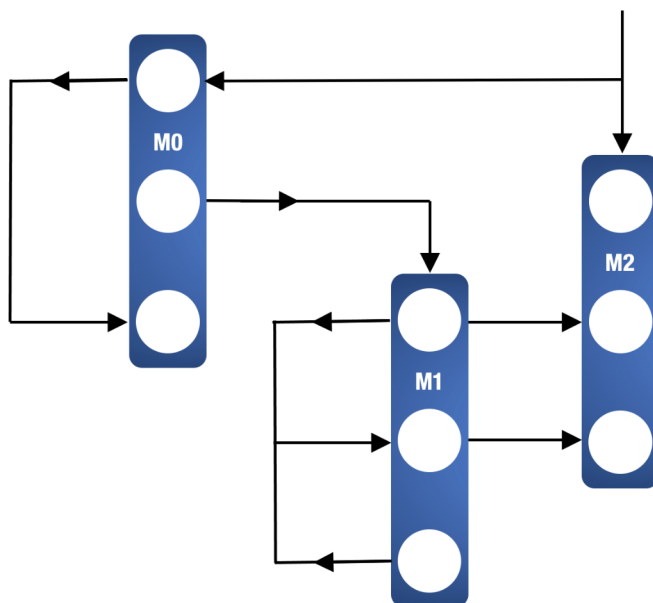
M0 is a bigram encoder, creating a unique code for each unique pair of consecutive inputs.

M1 creates a random context vector for a consecutive pair of bigrams, and feeds it back to the delayed input.

M2 learns the association of the current input and the output of M1.

The subcircuit consisting of M1 and M2 is equivalent to the elementary temporal memory algorithm described earlier.

The prediction step, not explicitly shown in the following circuit diagram, is a query on M2 performed at the moment its two bottom positions are filled with new values propagated from M1.



```

TemporalMemory[t_Symbol, {n_Integer, p_Integer}] :=
Module[{M0, M1, M2, overlap, i, y, c, u, v, prediction},

TriadicMemory[M0, {n, p}] ; (* encodes bigrams *)
TriadicMemory[M1, {n, p}] ; (* encodes context *)
TriadicMemory[M2, {n, p}]; (* stores predictions *)

overlap[a_SparseArray, b_SparseArray] := Total[BitAnd[a, b]];

(*initialize state variables with null vectors*)
i = y = c = u = v = prediction = M1[0];

t[inp_] := Module[{x, j, bigram},

(*flush circuit state variables
if input is zero (used for sequence termination)*)
If[Total[inp] === 0, Return[i = y = c = u = v = prediction = M1[0]]];

j = i;

bigram = M0[i = inp, j, _];

If[overlap[M0[i, _, bigram], j] < p, M0[i, j, bigram = M0[]]];

(* bundle previous input with previous context *)
x = BitOr[y, c];

y = bigram;

(* store new prediction if necessary *)
If[prediction != i, M2[u, v, i]];

(*create new random context if necessary*)
If[overlap[M1[_ , y, c = M1[x, y, _]], x] < p, M1[x, y, c = M1[]]];

prediction = M2[u = x, v = y, _]

]
];

```

Configuration

```

Get[ $UserBaseDirectory <> "/TriadicMemory/triadicmemoryC.m"]

n = 500; p = 5;

```

```
TemporalMemory[ T, {n, p}];
```

Encoder / Decoder

```
Encoder[ e_Symbol, {n_Integer, p_Integer} ] := Module[ {code},

  e[Null] = SparseArray[{0}, {n}];
  e[{}] = Null;

  e[x_SparseArray] := Module[ {s},
    s = e[ Flatten[x["NonzeroPositions"]] // Sort];
    If[ Head[s] === SparseArray,
      ToString[Sort[Flatten[x["NonzeroPositions"]]]], s];

  e[s_] := e[s] = Module[ {r},
    r = SparseArray[ RandomSample[ Range[n], p] → Table[1, {p}], {n}];

    e[ Sort[Flatten[r["NonzeroPositions"]]]] = s; r];

];

Encoder[ e, {n, p}]
```

Test function

```
temporalmemorytest[ s_String, repetitions_Integer] := Module[{b, symb},
  a = Flatten[Join[ Table[ Characters[s], repetitions]]];
  b = e /@ T /@ e /@ a;
  Row[ Style#[[1]], If[#[[1]] === #[[2]], Black, Red]] & /@
    Transpose[ {a, Most[Prepend[b, Null]]}]

];
```

Timing

```
timing[ s_String, repetitions_Integer] := Module[{ch, b, symb},
  a = Flatten[Join[ Table[ Characters[s], repetitions]]];
  AbsoluteTiming[ T /@ e /@ a;][[1]]
];

timing[ "!@#%$^&", 1000]
11.9422
```

Tests

The following tests are run in a single session. The temporal memory processes a stream of characters with repeating patterns, at each step making a prediction for the next character. Correct

