Clustering with Monadic Memory

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This notebook demonstrates how to use Monadic Memory for clustering/pooling a large number of SDRs.

Monadic Memory Algorithm

```
MonadicMemory[f_Symbol, {n_Integer, p_Integer}] :=
 Module[ {overlap, D1, D2, items = 0},
  DyadicMemory[D1, {n, p}];
  DyadicMemory[D2, {n, p}];
  overlap[a_SparseArray, b_SparseArray] := Total[BitAnd[a, b]];
  (* random SDR *)
  f[] := SparseArray[RandomSample[Range[n], p] \rightarrow Table[1, p], {n}];
  (* store and recall x *)
  f[x_SparseArray] := Module[{r, hidden},
    r = D2[D1[D2[D1[x]]]];
    If[HammingDistance[x, r] < p, Return[r]];</pre>
    items++;
    hidden = f[];
    D1[x \rightarrow hidden]; D2[hidden \rightarrow x];
    х
   ];
  f["Items"] := items;
 ]
```

Noise

Visualization

Configuration

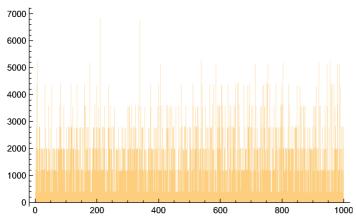
Get[\$UserBaseDirectory <> "/TriadicMemory/dyadicmemoryC.m"]

```
n = 1000;
p = 20;
MonadicMemory[M, {n, p}];
```

Generate Test Data

```
Generate k=100 random SDRs ("classes")
k = 100;
classes = Table[M[], k];
For each class, make 1000 variations with 4 random bits changed
data = RandomSample[
   Flatten[Table[SDRNoise[SDRNoise[#, -4], 4], 1000] & /@ classes, 1]];
pos[x_SparseArray] := Sort[Flatten[x["NonzeroPositions"]]];
Export["data.tsv", pos /@ data];
```

Visualize the distribution of SDR bits in the dataset:



Write data set to a Monadic Memory

```
M /@ data; // AbsoluteTiming
{155.345, Null}
```

Number of hidden vectors created in the Monadic Memory (slightly more than the number of classes)

```
M["Items"]
105
```

Write dataset again

```
out = M /@ data; // AbsoluteTiming
{144.324, Null}
```

The number of stored items has slightly increased (the algorithm keeps learning during recall)

```
M["Items"]
```

106

Number of recalled items (same as length of dataset)

Length[out]

100 000

Number of **different** items in output -- this is the number of clusters found. Each SDR from the original dataset has been mapped to a representative SDR from one of the clusters found.

Union[pos /@ out] // Length

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