

YRM71, YS591 – Mathematical Neuroscience

Project 2: Associative memory

A short oral presentation is required in addition to turn in a short writeup that describes the problem you investigated, why it is interesting, and results.

Assignment

1. Perform computer simulation of associative memory in a neural network of $n = 1000$ neurons, $m = 80$ and 200 memory items. Reproduce the Figure 1 and Figure 2 shown in Amari & Maginu (1988).

If you want to perform computer simulation of a huge number of neurons (e.g. $n = 10000$), you don't need to use two dimensional array $\mathbf{w}[i][j]$ since

$$\begin{aligned} x_i(t+1) &= \operatorname{sgn} \left(\sum_{j=1}^n w_{ij} x_j(t) \right) \\ &= \operatorname{sgn} \left(\sum_{j=1}^n \frac{1}{n} \sum_{\alpha=1}^m x_i^\alpha x_j^\alpha x_j(t) \right) \\ &= \operatorname{sgn} \left(\sum_{j=1}^n \sum_{\alpha=1}^m x_i^\alpha x_j^\alpha x_j(t) \right). \end{aligned}$$

Computer Experiment Procedure

1. Generate a set of random memories, $\mathbf{x}^\alpha, \alpha = 1, 2, \dots, m$ (e.g. $m = 80, 200$).
2. Set weight connections $w_{ij}, i, j = 1, 2, \dots, n$ (e.g. $n = 1000$).
3. Set an initial state $\mathbf{x}(0)$ which resembles somewhat state \mathbf{x}^1 by taking first a elements flipped $(\overbrace{x_1^1, \dots, x_a^1}^a, x_{a+1}^1, \dots, x_n^1)$. (e.g. $a = 0, 25, 50, 75, \dots$)
 Remark: When $a = \frac{n}{2}$, direction cosine $s(\mathbf{x}(0), \mathbf{x}^1)$ is 0.
4. Updates the network state, $\mathbf{x}(t+1) = T_W \mathbf{x}(t)$, 20 times, for example.
5. Draw a graph with t in horizontal axis and the direction cosine $s(\mathbf{x}(t), \mathbf{x}^1)$ in vertical axis.
6. Repeat these from 3. with different a .

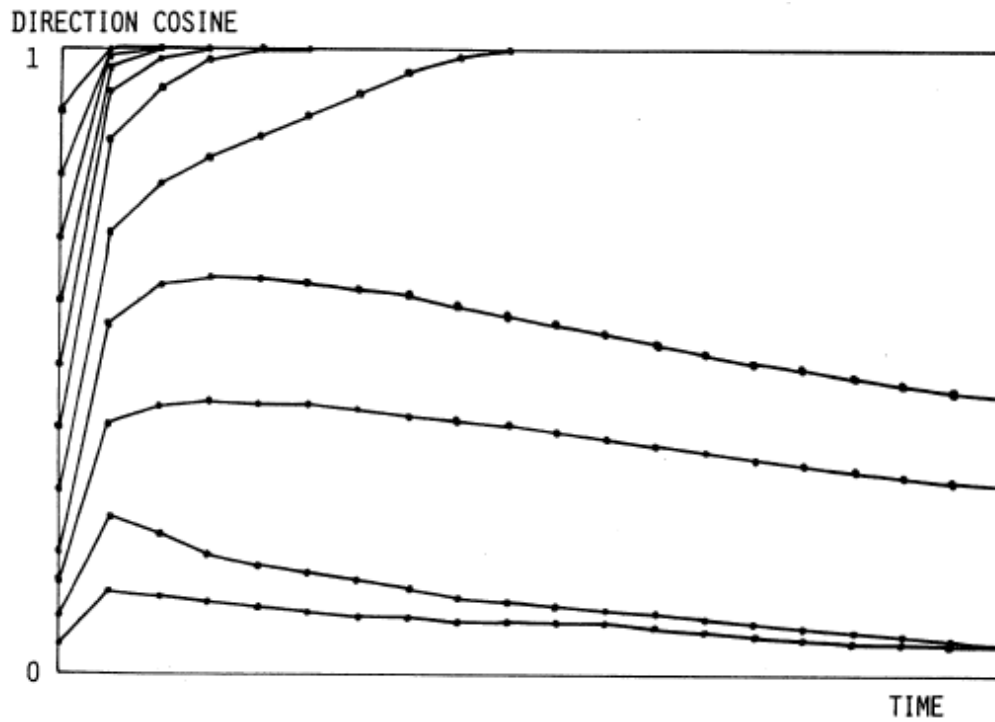


FIGURE 1. Dynamic behaviors of recalling processes; simulation with $n = 5000$, $m = 400$, $r = 0.08$.

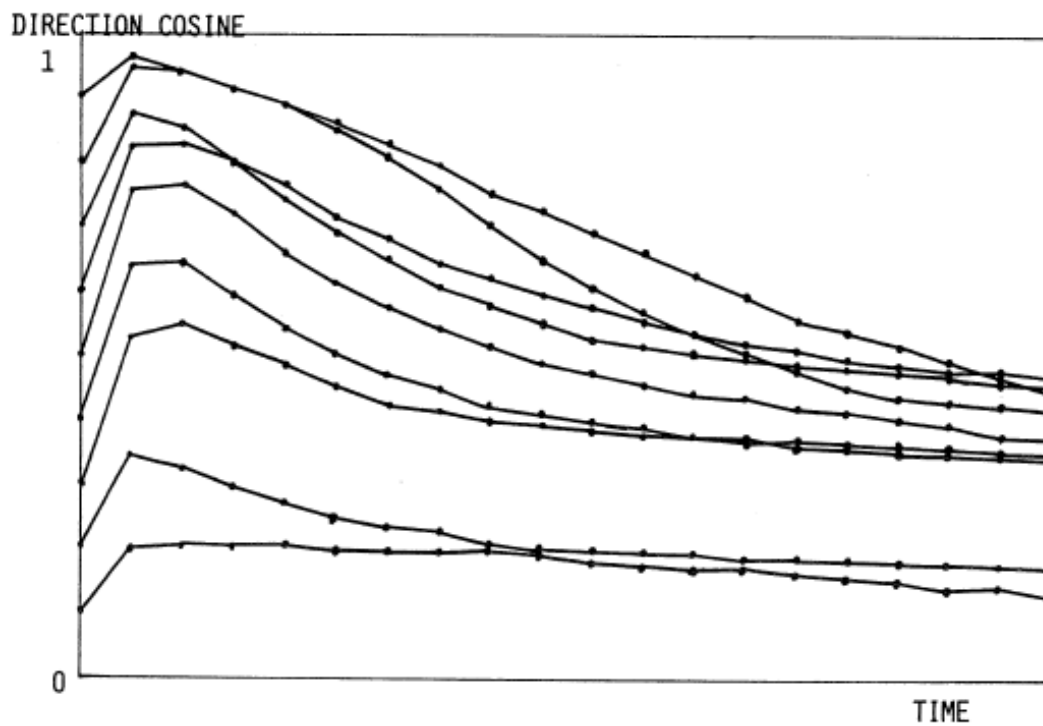


FIGURE 2. Dynamic behaviors of recalling processes; simulation with $n = 3000$, $m = 600$, $r = 0.2$.

Amari, S. & Maginu, K. Statistical neurodynamics of associative memory. *Neural Networks* 1, 63–73 (1988).

Associative Memory

Key words: parallel search, distributed/superimposed storage, content-addressable memory

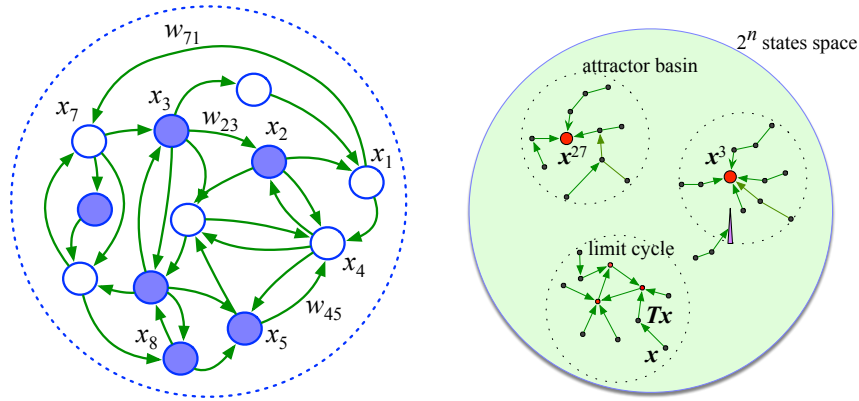
1. **Set up.** Network state: $\mathbf{x} = (x_1, x_2, \dots, x_n)$. $x_i \in \{-1, 1\}$, $i = 1, \dots, n$

A set of memories: $\{\mathbf{x}^1, \mathbf{x}^2, \dots, \mathbf{x}^m\}$, x_i^α takes -1,1 with probability $\frac{1}{2}$ independently.

Connection weights: $W = \{w_{ij}\}$, $w_{ij} = \frac{1}{n} \sum_{\alpha=1}^m x_i^\alpha x_j^\alpha$, $w_{ii} = 0$. ($w_{ij} = w_{ji}$)

Activity Dynamics: $\mathbf{x}(t+1) = T_W \mathbf{x}(t)$

$$x_i(t+1) = \text{sgn} \left(\sum_{j=1}^n w_{ij} x_j(t) \right), \quad \text{sgn}(u) = \begin{cases} 1, & u > 0 \\ -1, & u \leq 0 \end{cases}$$



2. **Hebb learning.** $\Delta w_{ij} = c x_i x_j$ ($c > 0$ is constant). Learning is *local*.
3. **Equilibrium states: $\mathbf{x} = T_W \mathbf{x}$ and Stable states.** Starting from any arbitrary initial state, the system reaches a stable state and ceases to evolve (or converge to cyclic states with period 2).
4. **Associative memory.** If started from an initial state which resembles somewhat state \mathbf{x}^β and which resembles other \mathbf{x}^α ($\alpha \neq \beta$) very little, the state will evolve to the state \mathbf{x}^β . The system correctly reconstructs an entire memory from any initial partial information, as long as the partial information was sufficient to identify a single memory.
5. **Direction Cosine** (Similarity between two states): $-1 \leq s \leq 1$

$$s(\mathbf{x}^\alpha, \mathbf{x}^\beta) = \cos \theta = \frac{\mathbf{x}^\alpha \cdot \mathbf{x}^\beta}{\|\mathbf{x}^\alpha\| \|\mathbf{x}^\beta\|} = \frac{1}{n} \sum_{i=1}^n x_i^\alpha x_i^\beta$$
6. **Spurious memory.** The storage of a set of assigned memories in $\{w_{ij}\}$ also produces a set of spurious stable states which were not inserted as memory states.
7. **Memory capacity:** $m \approx 0.14n$