This program has four schemes, which are Tsetlin, Krinsky, Krylov and LRI. Tsetlin, Kinsky and Krylov share same state while Tsetlin use possibility vector as state. Tsetlin is showing best accuracy when we do 1000 events as learning chance. Krinsky and Krylov are the second best. The LRI are the worse accrue scheme when we run 1000 events to learn.

The best scheme is Tsetlin when we provide 1000 event for program to learn. After running 100 times the 1000-events experiment, the accuracy is 90.05% and the average time is 1.4515 mins. Tsetlin use two integers to store the state, which is control action, and the score of the LA. It also uses an ArrayList to store ‘memory’.

Krinsky is the second best as well as Krylov when we provide 1000 event for program to learn. The accuracy is 83.61% and the average time is 1.4659mins. Same to Tsetlin, Krinsky have two attributes, which are state and score. It also uses an ArrayList to store data.

Krylov is, as well, the second best. The accuracy is 85.51% and the time is 1.8182mins. It has same two attributes like Tsetlin and Krinsky. What’s more, it has a possibility number to help in penalty situation. It also uses an ArrayList to store records.

LRI shows the worse accuracy in this situation. The accuracy is 71.82% and the time is 1.6013mins. it has two attributes which are state and an ArrayList store possibility vector. The parameter is 0.9 when we in reward situation. It is because the wait times does not have much different. Hence, I have to reduce the penalty to avoid wrong learning.