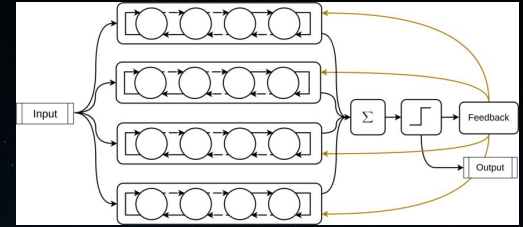


Tsetlin Machines

A very brief introduction



Why use Tsetlin Machines?

- + Highly accurate algorithms
- + Powerful computational platforms
- Escalating computational costs
- Ever more complicated models

layer name	output size	18-layer	34-layer	50-layer	101-layer	152-layer
conv1	112×112	7×7, 64, stride 2				
conv2_x	56×56	3×3 max pool, stride 2				
		$\begin{bmatrix} 3 \times 3, 64 \\ 3 \times 3, 64 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 64 \\ 3 \times 3, 64 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 64 \\ 3 \times 3, 64 \\ 1 \times 1, 256 \end{bmatrix} \times 3$
conv3_x	28×28	$\begin{bmatrix} 3 \times 3, 128 \\ 3 \times 3, 128 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 128 \\ 3 \times 3, 128 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 4$	$\begin{bmatrix} 1 \times 1, 128 \\ 3 \times 3, 128 \\ 1 \times 1, 512 \end{bmatrix} \times 8$
conv4_x	14×14	$\begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 256 \\ 3 \times 3, 256 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 6$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 23$	$\begin{bmatrix} 1 \times 1, 256 \\ 3 \times 3, 256 \\ 1 \times 1, 1024 \end{bmatrix} \times 36$
conv5_x	7×7	$\begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 2$	$\begin{bmatrix} 3 \times 3, 512 \\ 3 \times 3, 512 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$	$\begin{bmatrix} 1 \times 1, 512 \\ 3 \times 3, 512 \\ 1 \times 1, 2048 \end{bmatrix} \times 3$
	1×1	average pool, 1000-d fc, softmax				
FLOPs		1.8×10 ⁹	3.6×10 ⁹	3.8×10 ⁹	7.6×10 ⁹	11.3×10 ⁹

ures for ImageNet. Building blocks are shown in brackets (see also Fig. 5), with the numbers of block



Home / Innovation / Security

"Skynet" is real, and it could flag you as a terrorist

If you visit airports or swap SIM cards often, you might be flagged by "Skynet."

Image from: https://pytorch.org/hub/pytorch_vision_resnet/

Tsetlin machines are:

- Universal function approximators (like NNs)
 - Rule-based (like decision trees)
 - Summation-based (like naïve Bayes)
 - Low energy and memory footprint (hardware-near)
-

**A general-purpose,
interpretable, and
low-energy machine
learning approach**

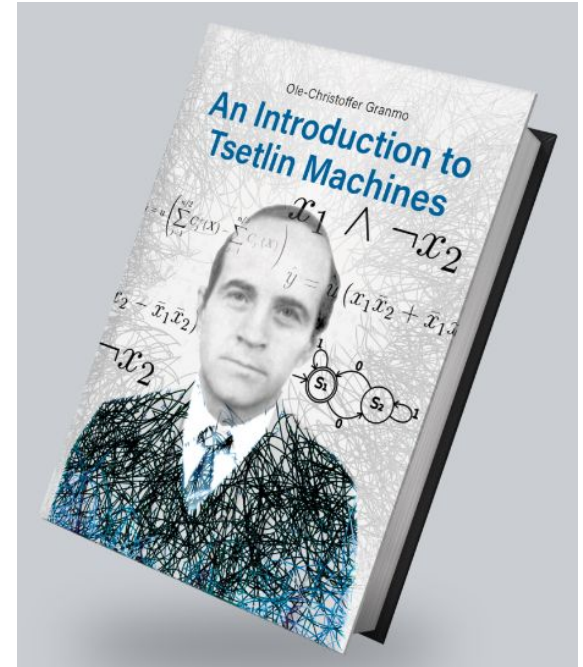
(apparently)

Is it possible?

How do Tsetlin machines work?

Picked up this book.

My “mini” research prior to engagement with a client project



<https://tsetlinmachine.org/>

1. Data Booleanisation

By making suitable boolean
features

Turn inputs into **boolean** features

- Computers can understand it (IF, ELSE, AND etc.)
 - Humans get it too (TRUE or FALSE statements)
 - Use the features and logical operators to make a clause
-

2. Build Clauses (rules)

Boolean literals with operators,
combined

Randomly select a set of features
from the input:

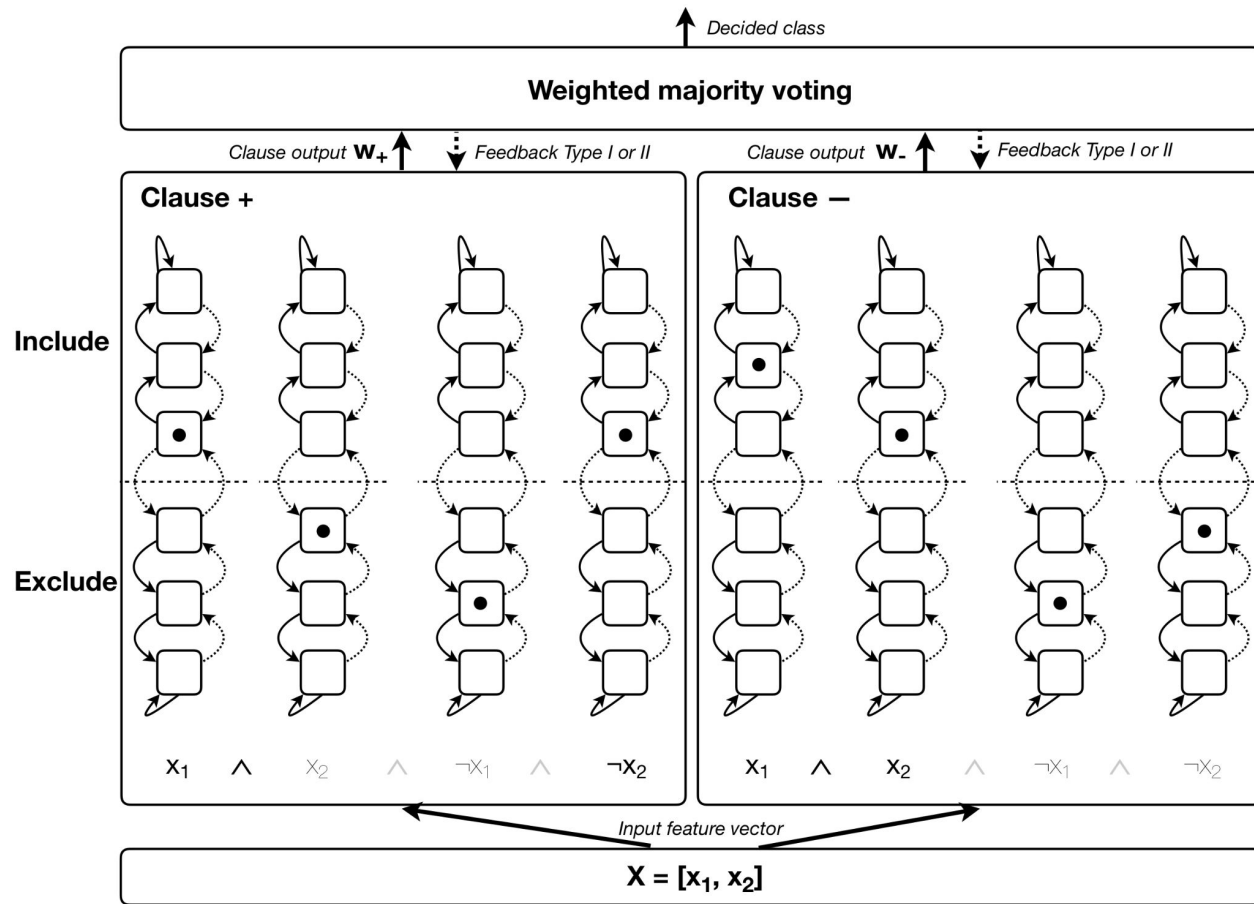
- Build IF-THEN **rules** based on observations (e.g. *If Four Wheels and Transports People THEN Car*)
 - Include **literals** (features and negated features together)
 - Each rule belongs to a **class** of objects, and learns to recognise objects of that class
-

3. Count, vote and co-ordinate

Include the best clauses and
exclude the rest

The Tsetlin training process:

- Count the number of times a clause is satisfied by a given input
 - A majority vote among the rules decides the output
 - The uniqueness of the pattern per class is also important
 - Coordinate with data dissection using a vote margin
-



What data types can it handle?

- * sequential
- * temporal
- * time series
- * text
- * images
- * videos
- * audio

I tried it out with simple regression ->

```
def __create_tsetlin_machine_regression_model() -> RegressionTsetlinMachine:
    """
    Create a Tsetlin Machine regression model for time series prediction.
    """
    logging.info("Creating Tsetlin Machine regression model...")
    tm = RegressionTsetlinMachine(
        __number_of_clauses,
        __s,
        __number_of_state_bits,
        number_of_targets=1,
        weighted_clauses=True,
    )
    return tm
```

```
def __train_tsetlin_machine_regression_model(t_model, X_train, y_train):
    """
    Train a Tsetlin Machine regression model.
    """
    t_model.fit(X_train, y_train, epochs=__number_of_epochs)
    return t_model
```

```
def __predict_with_tsetlin_machine_regression_model(
    model: Model, data: Dataset, X_test: pd.DataFrame
) -> PredictionData:
    """
    Predict with a Tsetlin Machine regression model.
    """
    title = f"{data.subset_column_name} forecast for {data.subset_row_name}"
    return PredictionData(
        values=model.predict(X_test),
        prediction_column_name=None,
        ground_truth_values=X_test,
        confidence_columns=None,
```

Conclusion

Warrants further exploration!

Potential large-scale impact in:

- AI and ethics?
- Computing and climate change?



"...Yet simplicity has been difficult to implement in modern life because it is against the spirit of a certain brand of people who seek sophistication so they can justify their profession."

Find out more

<https://tsetlinmachine.org/>

<https://github.com/cair/pyTsetlinMachine>

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