

# Hierarchical Temporal Memory

Biological And Machine Intelligence

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August 28, 2019

LessWrong Community Weekend 2019

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What is Intelligence?

Biology Recap

Overview

Core Concepts

Hierarchy

Regions

Sparse Distributed

Representation

Learning

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Spatial Pooling

Temporal Pooling

Implications

Open Questions

Sources

# **Disclaimer:**

**Disclaimer: I don't really know what  
I'm talking about.**

# Epistemic status

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- Evolving theories

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- Hypotheses partially verified

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- Theories are constantly being updated

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- Evolving theories
- Hypotheses partially verified
- Theories are constantly being updated
- This is the newest information regarding this theory

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# Tests for Intelligence

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- Turing test

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- 'IQ' tests

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- Problem solving tests

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But dogs, monkeys and dolphins fail them.

# Tests for Intelligence

- Turing test
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- Problem solving tests
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But dogs, monkeys and dolphins fail them.

Focusing on human-like performance is  
**limiting.**

# Intelligence - Definition

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## Intelligence - Definition

Intelligence: The degree of flexibility in both learning and behaviour [1].

# Intelligence - Overview

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## Intelligence - Overview

---

Might not be best at specific task.

## Intelligence - Overview

Might not be best at specific task.

But can do a lot of different tasks quite well.

## Intelligence - Overview

Might not be best at specific task.

But can do a lot of different tasks quite well.

→ General solution.

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# The Human Brain in Numbers

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Neurons in brain (total)	86 billion (100%)
Neurons in cerebellum	69 billion (80%)
Rel. size of cerebellum	10% of brain
Neurons in cerebral cortex	16 billion (19%)
Rel. size of cerebral cortex	82% of brain
Neurons in brain stem	1 billion (1%)

Data from [2].

# The Human Brain

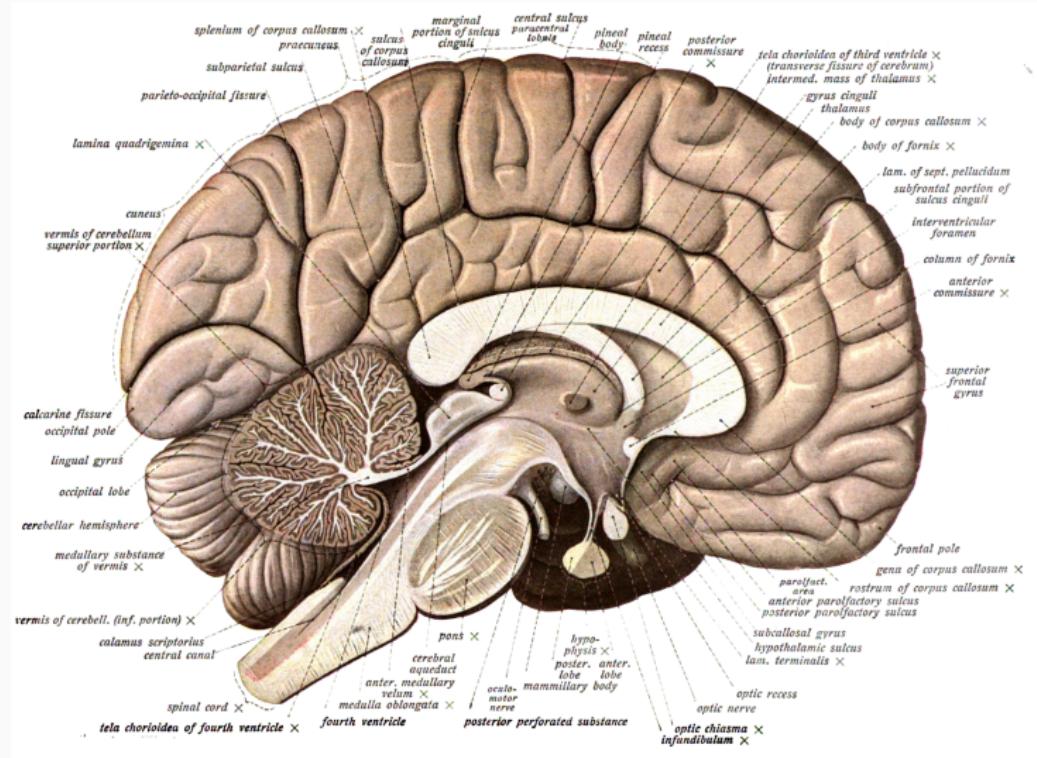
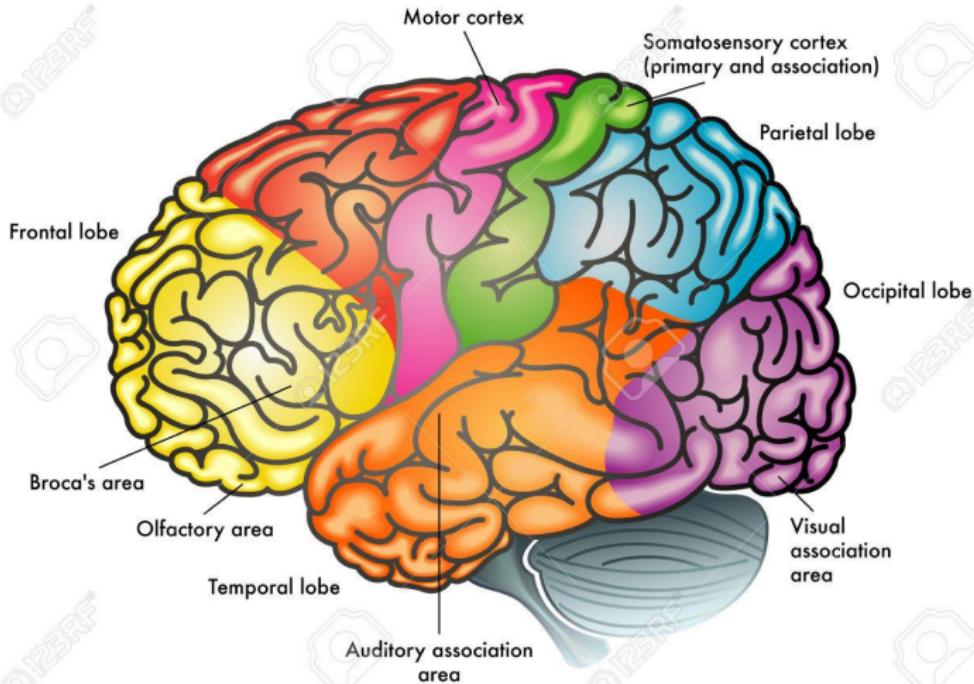


Image from [3].

# The Human Brain - Different Areas



## Cortical Column

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“There is nothing visual about the visual cortex, and nothing auditory about the auditory cortex”

- Vernon Mountcastle

# Cortical Column

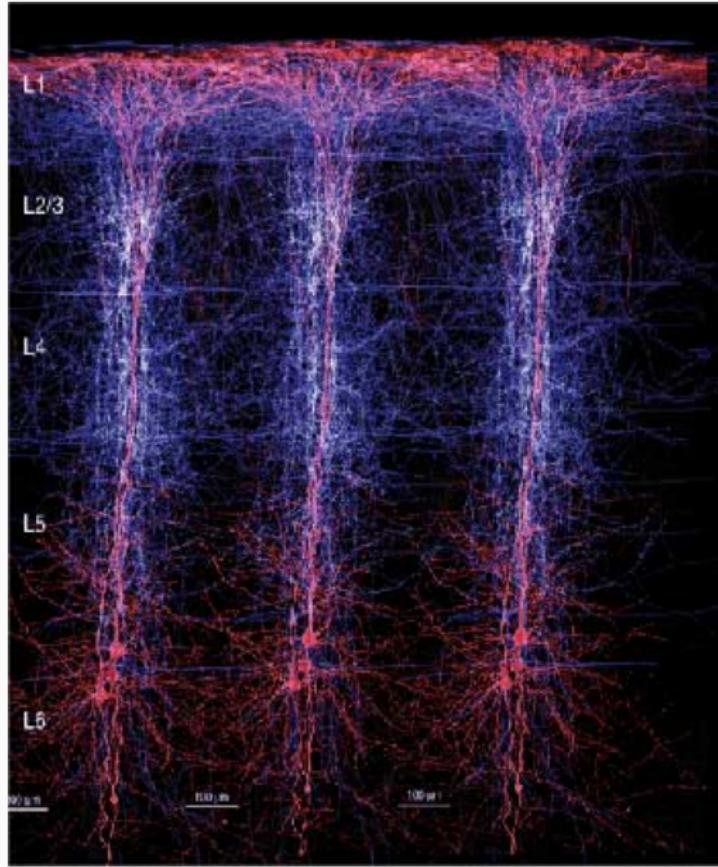


Image from [4].

# Cortical Column

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- Everywhere in the Brain

# Cortical Column

---

- Everywhere in the Brain
- 80-120 up to 200-400 Neurons

# Cortical Column

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- Everywhere in the Brain
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- Smallest symbol unit

# Cortical Column

- Everywhere in the Brain
- 80-120 up to 200-400 Neurons
- Smallest symbol unit
- Activity has meaning

# Neuron - Number of Connections

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Min. n. of connections	1'000
Avg. n. of connections	7'000
Max. n. of connections	10'000

## Neuron - Number of Connections

Min. n. of connections	1'000
Avg. n. of connections	7'000
Max. n. of connections	10'000
Firing Rate	20-250 Hz (453 Hz [5])

Connection data from [2] and firing rate from [6].

## Neuron - Spike Frequencies

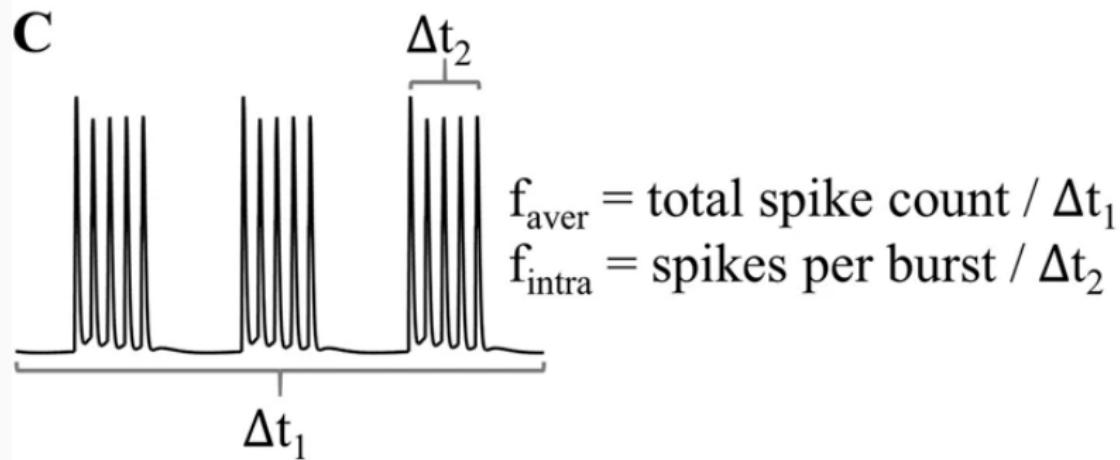


Image adapted from [7].

# Neuron - Overview

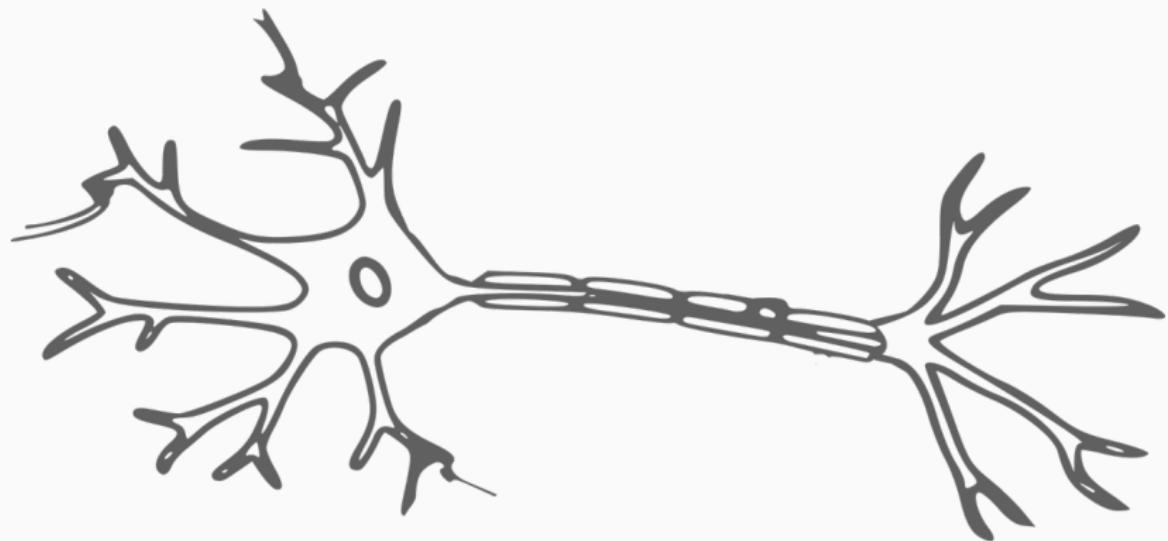


Image from [8].

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→ Learning Algorithms

## What is HTM?

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- biologically constrained **theory of intelligence**
  - originally described in "On Intelligence"
  - **based on neuroscience** of the brain
- Learning Algorithms (of the brain)

# Not Included in HTM

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## Not Included in HTM

---

- Firing rhythms

## Not Included in HTM

---

- Firing rhythms
- Emotions

## Not Included in HTM

---

- Firing rythms
- Emotions
- Basic Behaviours

## Not Included in HTM

---

- Firing rythms
- Emotions
- Basic Behaviours
- Sleep (yet)

# The brain as Prediction Machine

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- Prediction of future sensory input

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- 'Anticipating' events

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- Hierarchies of Concepts

# The brain as Prediction Machine

- Prediction of future sensory input
- 'Anticipating' events
- multiple connected regions
- Invariant representations
- Hierarchies of Concepts
- A sense of location

# Attributes of HTM Algorithms

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- can store, learn, infer and recall higher-order sequences

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# Attributes of HTM Algorithms

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- tested and implemented in software

## Attributes of HTM Algorithms

- can store, learn, infer and recall higher-order sequences
- learns unsupervised time-based patterns in unlabeled data on continuous streams
- robust against noise
- can learn multiple patterns at once
- suited for prediction, anomaly detection, classification
- tested and implemented in software
- commercially used (anomaly detection, NLP)

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# Why Hierarchy?

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## Why Hierarchy?

---

If there is a connection cost, hierarchies are more efficient [9].

## Why Hierarchy?

---

If there is a connection cost, hierarchies are more efficient [9].

Especially when tasks change regularly.

## Why Hierarchy? II

---

## Why Hierarchy? II

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- Reduced Training Time

## Why Hierarchy? II

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- Reduced Training Time
- Reduced Memory Usage

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- Introduce Generalizations

## Why Hierarchy? II

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- Reduced Training Time
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- Introduce Generalizations
- Learned patterns are recombined at higher levels

## Why Hierarchy? II

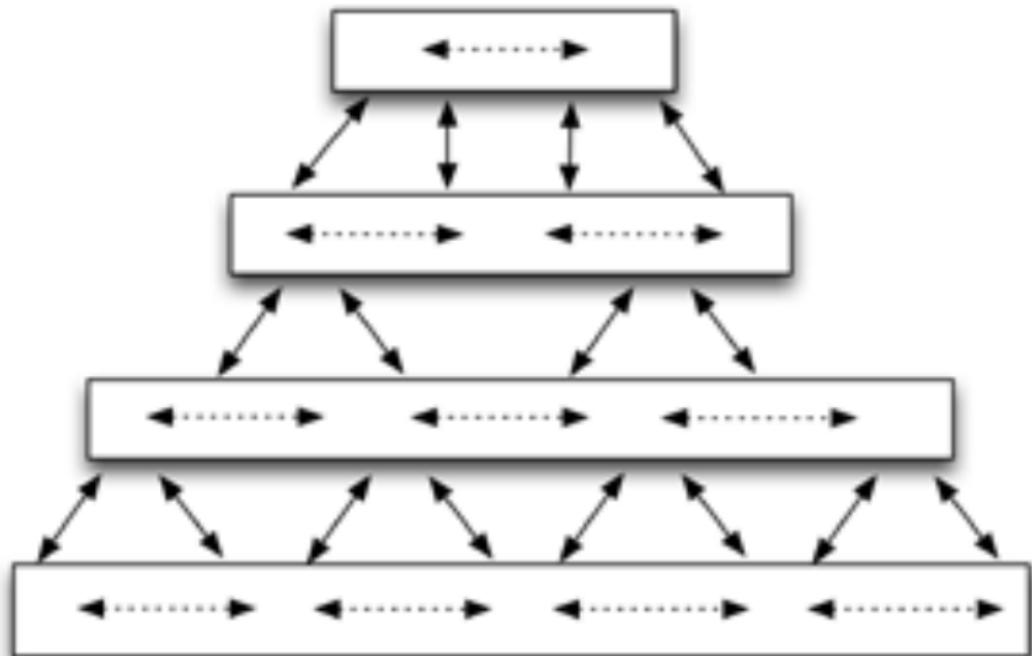
---

- Reduced Training Time
- Reduced Memory Usage
- Introduce Generalizations
- Learned patterns are recombined at higher levels
- Transfer Learning

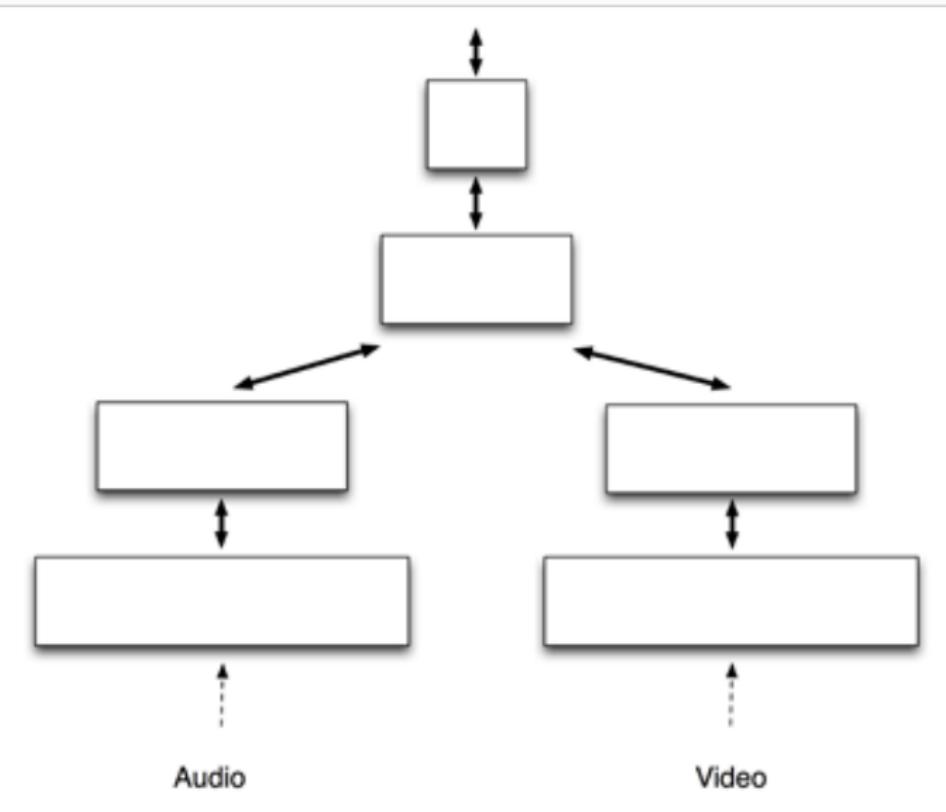
# What Hierarchy

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# What Hierarchy



# Example Application



# How Many Levels?

---

## How Many Levels?

---

- They always learn the best representation

## How Many Levels?

---

- They always learn the best representation
- Tradeoff between depth and layer size

## How Many Levels?

---

- They always learn the best representation
- Tradeoff between depth and layer size
- Simple problems can be solved with one region

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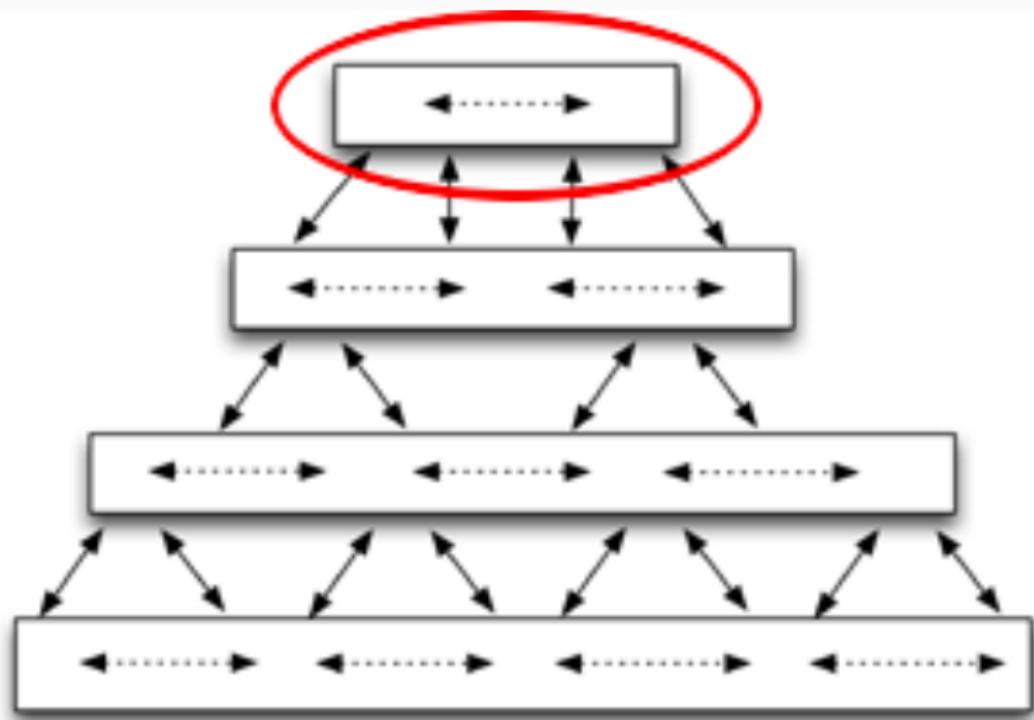
Open Questions

Sources

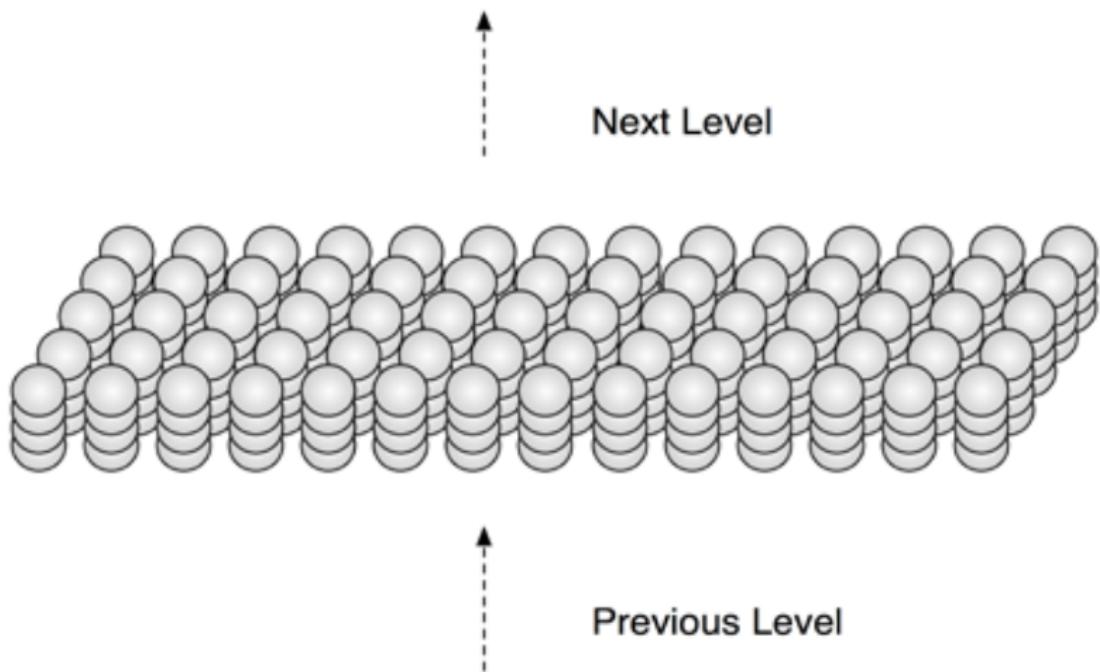
# Region - Introduction

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## Region - Details



## Region - Attributes

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---

- All Regions do basically the same

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- All Regions do basically the same
- Based on Biological Regions in the Brain

## Region - Attributes

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- All Regions do basically the same
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- HTM Regions are similar to Layer 3 of the Neocortex

## Region - Attributes

- All Regions do basically the same
- Based on Biological Regions in the Brain
- HTM Regions are similar to Layer 3 of the Neocortex
- Can do Inference and Prediction even on complex data

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# Data Saving - Computer Science Solution

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What is 01100101?

What is 01100101? Could be either one of:

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- Booleans  
(False, True, True, False, ...)

What is 01100101? Could be either one of:

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- Integer (101)

What is 01100101? Could be either one of:

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- Float (3328)

What is 01100101? Could be either one of:

- Booleans  
(False, True, True, False,...)
- Integer (101)
- Float (3328)
- (Byte-) String ('e')

What is 01100101? Could be either one of:

- Booleans  
(False, True, True, False,...)
- Integer (101)
- Float (3328)
- (Byte-) String ('e')
- Pointer to something else

What is 01100101? Could be either one of:

- Booleans  
(False, True, True, False,...)
- Integer (101)
- Float (3328)
- (Byte-) String ('e')
- Pointer to something else
- Part of some other Datastructure

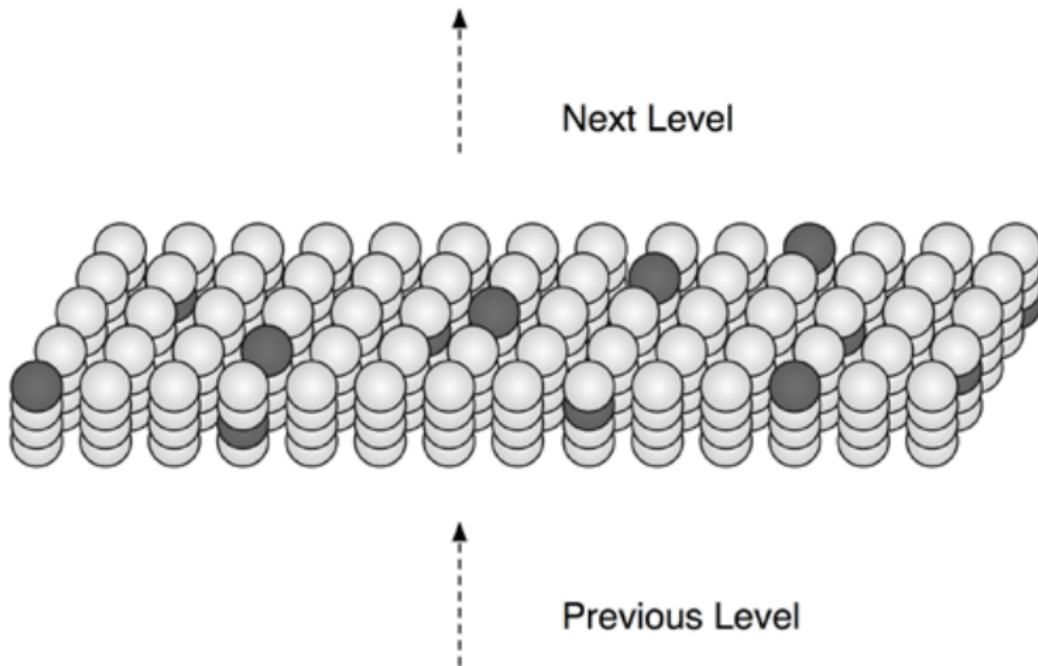
**Biologically, this does not work out.**

**Biologically, this does not work out.**

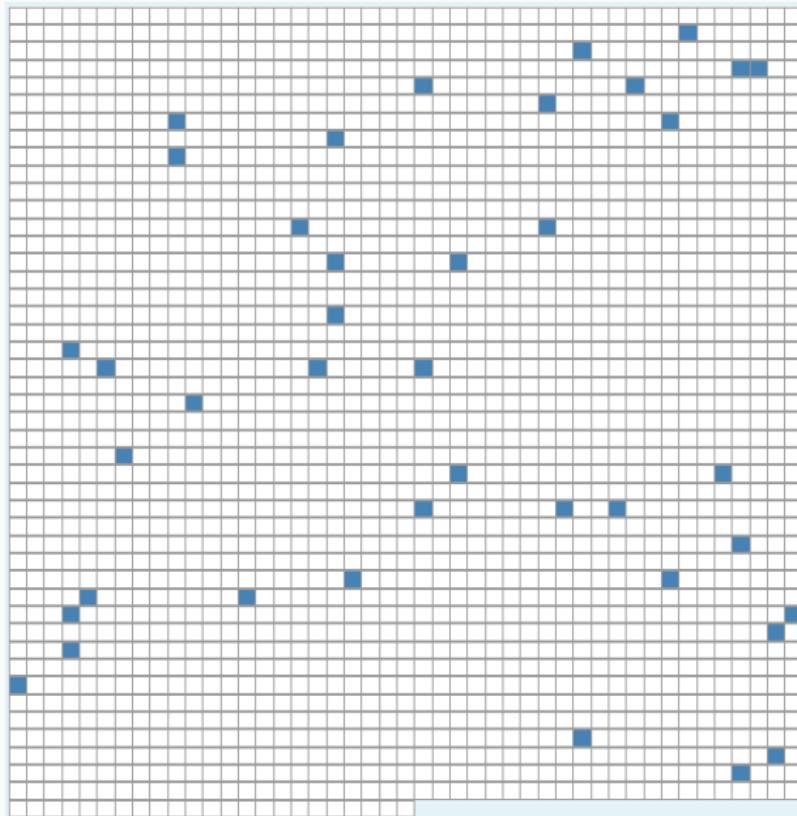
**We use only 10% of our Brain, right?**

# Sparse Distributed Representation - Example

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# Sparse Distributed Representation - Example



# Sparse Distributed Representation - Introduction

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- Datastructure of the brain

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- Datastructure of the brain
- Sparse (around 2% are active)

# Sparse Distributed Representation - Introduction

- Datastructure of the brain
- Sparse (around 2% are active)
- Distributed (clusters are somewhat rare)

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- Datastructure of the brain
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- Inhibitory Mechanisms

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- Neuron states actually have 'meaning'

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- Datastructure of the brain
- Sparse (around 2% are active)
- Distributed (clusters are somewhat rare)
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- Neuron states actually have 'meaning'
- Combined, they give context as well

# Sparse Distributed Representation - Introduction

- Datastructure of the brain
- Sparse (around 2% are active)
- Distributed (clusters are somewhat rare)
- Inhibitory Mechanisms
- Neuron states actually have 'meaning'
- Combined, they give context as well
- Many mechanisms in the brain would not work otherwise

## The role of Time

---

Crucial for learning, inference and prediction.

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- Inference is hard on static information

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- Inference is hard on static information
- Predictions are somewhat inherently time-based

## The role of Time

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Crucial for learning, inference and prediction.

- Inference is hard on static information
- Predictions are somewhat inherently time-based
- Learning is hard without feedback

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# Learning

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- Learning is purely statistical

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- Looking for Spatial and Temporal Patterns

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- takes longer to learn high-level concepts with lower levels missing

# Learning

---

- Learning is purely statistical
- Looking for Spatial and Temporal Patterns
- Regions themselves are limited
- Automatically adjusts to size of allocated Memory
- Automatic On-Line learning
- takes longer to learn high-level concepts with lower levels missing
- only a precursor for inference and prediction

# Inference

---

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---

- Matching previously learned sequences

# Inference

---

- Matching previously learned sequences
- Example: recognizing a Melody

## Inference

---

- Matching previously learned sequences
- Example: recognizing a Melody
- There are only novel experiences

## Inference

---

- Matching previously learned sequences
- Example: recognizing a Melody
- There are only novel experiences
- Partial SDR matches

# Prediction

---

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- Matching stored sequences

# Prediction

---

- Matching stored sequences
- Can be thought of to be similar to a markov chain

## Prediction

---

- Matching stored sequences
- Can be thought of to be similar to a markov chain
- Takes up a considerable amount of memory

# Prediction

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- Matching stored sequences
- Can be thought of to be similar to a markov chain
- Takes up a considerable amount of memory
- Integral to how the brain works

# Prediction - Key Properties

---

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- Continuity

## Prediction - Key Properties

---

- Continuity
- Occurs everywhere

## Prediction - Key Properties

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## Prediction - Key Properties

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- Continuity
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# Prediction - Key Properties

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- Continuity
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- Context sensitivity
- Stability
- Anomaly Detection

## Prediction - Key Properties

---

- Continuity
- Occurs everywhere
- Context sensitivity
- Stability
- Anomaly Detection
- Noise robustness

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# Open Questions

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- Neuron fire frequency

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## Sources i

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The slides are online: <https://github.com/fkarg/things-to-talk-about/blob/master/htm/main.pdf>

Drop me a mail: fkarg10@gmail.com

## Sources ii

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