

**Betreff:** 3 Phases**Datum:** Samstag, 21. Oktober 2023 um 21:04:41 Mitteleuropäische Sommerzeit**Von:** Hugo Pristauz**An:** emv@fnet.cc, Walter Eder, Hugo Pristauz (Bluenetics)**Anlagen:** PNG-Bild, PNG-Bild[9], PNG-Bild[80], PNG-Bild[81], PNG-Bild[55], PNG-Bild[5], PNG-Bild[40], PNG-Bild[34], PNG-Bild[97], PNG-Bild[59], image001.png

## 3 Phases

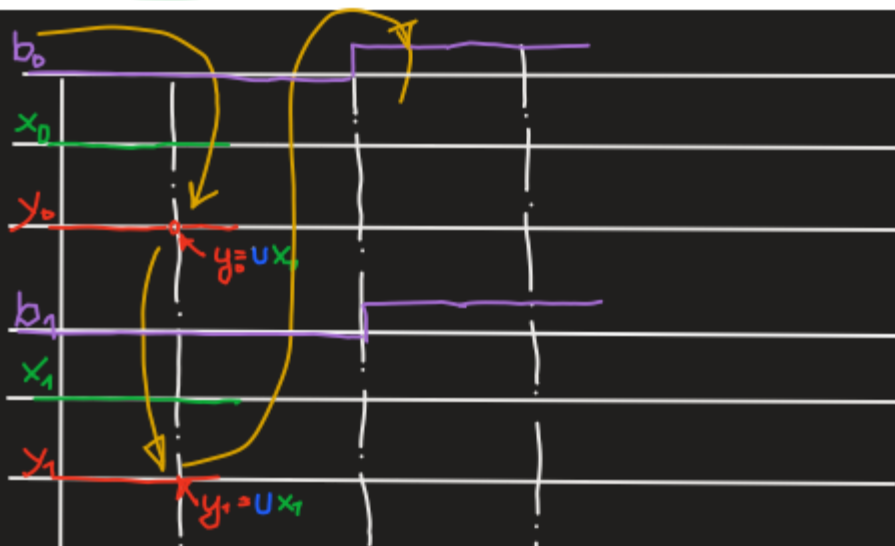
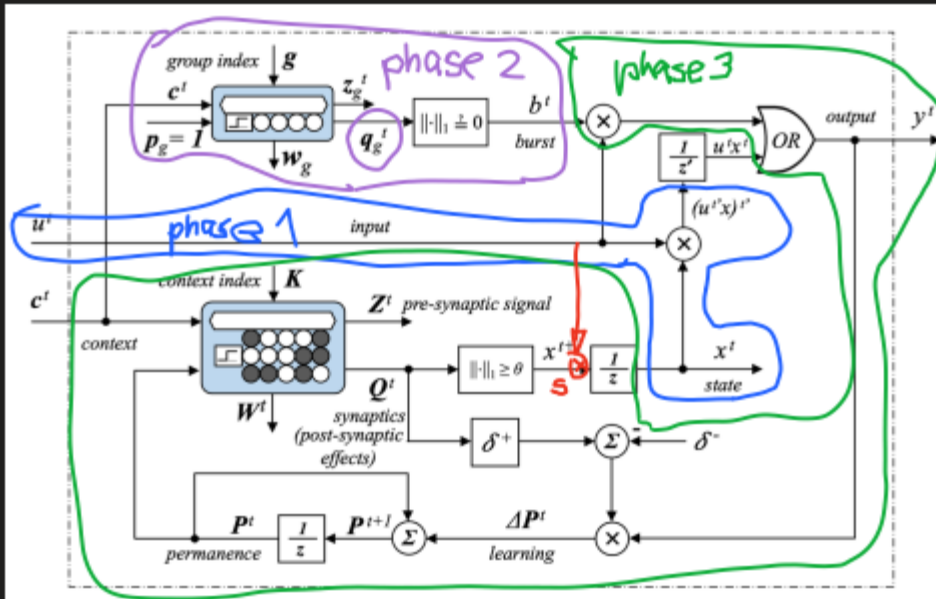
Samstag, 21. Oktober 2023  
18:31

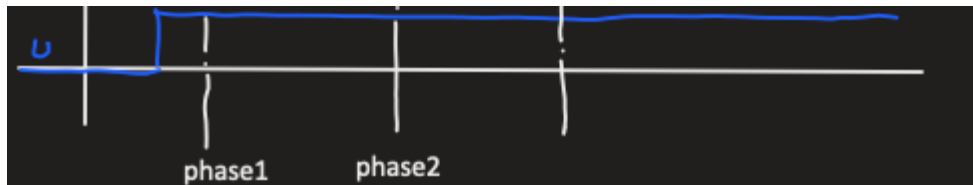


configure and initialize the cell  
for each time step  $t = 0, 1, 2, \dots$

- excited predictive cells become active  $y = u \cdot x$   
 $u=1 \wedge x=1 \rightarrow y=1$
- a cell recognizes its group as *bursting*, if it does not contain *excited predictive* cells
- *excited* cells in a *bursting group* become *active*
- a cell transitions into a *predictive* cell iff the norm of the current *synaptics* exceeds a threshold
- all synapses of *activated* cells learn (change permanences), all synapses of non-excited cells do not
- a synapse of an *activated* cell is *reinforced*, if the connected cell *fires through it*, otherwise it is *penalized*.

- *excited*, when its input is activated ( $u^t = 1$ )
- *predictive*, when its state is activated ( $x^t = 1$ )
- *active*, when its output is activated ( $y^t = 1$ )





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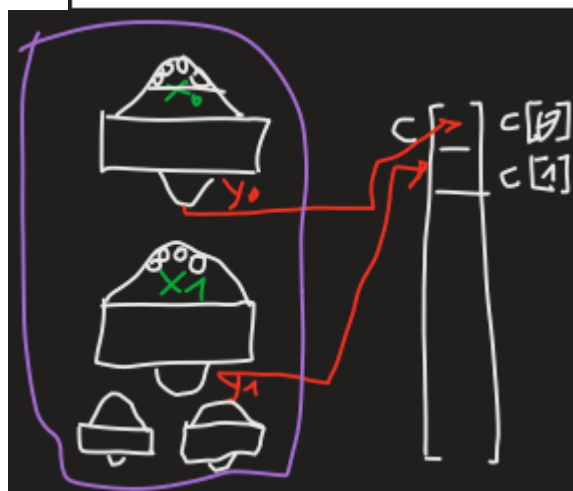
iteration: 0 (phase 1)
k: 0, g: [0, 1, 2, 3], eta: 0.5
K: [ 1 3 5 7 9; 1 2 3 4 5]
P: [ .52 .62 .44 .27 0; 0 .61 .65 0 0]
u: 1
x: 0
y: 0
c: [0, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```

```

iteration: 0 (phase 1)
k: 1, g: [0, 1, 2, 3], eta: 0.5
K: [ 0 3 4 5 6; 5 6 7 8 9]
P: [ .12 .32 .17 .77 .88; 0 .31 .55 .65 0]
u: 1
x: 0
y: 0
c: [0, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```



Iteration 0 / Phase 2

```

iteration: 0 (phase 2)
k: 0, g: [0, 1, 2, 3], eta: 0.5
K: [ 1 3 5 7 9; 1 2 3 4 5]
P: [ .52 .62 .44 .27 0; 0 .61 .65 0 0]
b: 1 (q: [0, 0, 0, 0], ||q||=0)
u: 1
x: 0
y: 0
c: [0, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```

$g = [c[g[0]], c[g[1]], \dots, c[g[3]]]$

$g = [0, 1, 2, 3]$

# create inactive neuron 0

k0 = 0 # index of our cell

```

g = [0,1,2,3] # group indices
K0 = torch.tensor([[1,3,5,7,9],[1,2,3,4,5]])
P0 = torch.tensor([[0.52,0.62,0.44,0.27,0],[0,0.61,0.65,0,0]])

# create inactive neuron 1

k1 = 1 # index of our cell
g = [0,1,2,3] # group indices
K1 = torch.tensor([[0,3,4,5,6],[5,6,7,8,9]])
P1 = torch.tensor([[0.12,0.32,0.17,0.77,0.88],[0,0.31,0.55,0.65,0]])

# create an inactive neuron

mon = Monitor(2,7,verbose=1)
cell0 = Cell(mon,k0,g,K0,P0)
cell1 = Cell(mon,k1,g,K1,P1)

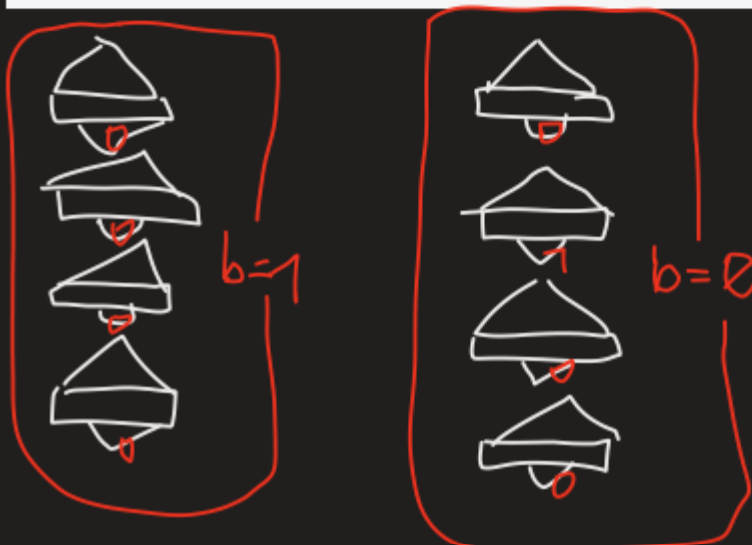
```

```

def burst(self,c):
    q = []
    for k in range(0,len(self.g)):
        qk = c[self.g[k]]
        q.append(qk)
    b = int(sum(q) == 0) # burst state
    return b,q

```

*[0..4] = 0,1,2,3*



```

iteration: 0 (phase 2)
k: 1 , g: [0, 1, 2, 3] , eta: 0.5
K: [ 0 3 4 5 6; 5 6 7 8 9]
P: [ .12 .32 .17 .77 .88; 0 .31 .55 .65 0]
b: 1 (q: [0, 0, 0, 0] , ||q||=0)
u: 1
x: 0
y: 0
c: [0, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```

## iteration 0 / phase 3

```

iteration: 0 cell: #0 Ellipsis (phase 3)
k: 0 , g: [0, 1, 2, 3] , eta: 0.5
K: [ 1 3 5 7 9; 1 2 3 4 5]
P: [ .52 .62 .44 .27 0; 0 .61 .65 0 0]
b: 1 (q: [0, 0, 0, 0] , ||q||=0)
u: 1
x: 0 (-> 0)
y: 1
c: [1, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```

```

iteration: 1 cell: #1 (phase 3)
k: 1 , g: [0, 1, 2, 3] , eta: 0.5
K: [ 0 3 4 5 6; 5 6 7 8 9]
P: [ .12 .32 .17 .77 .88; 0 .31 .55 .65 0]
b: 1 (q: [0, 0, 0, 0] , ||q||=0)
u: 1
x: 0 (-> 1)
y: 1
c: [1, 1, 0, 0, 1, 1, 1, 1, 0, 1]

```

## process W,Q,Z,L

```

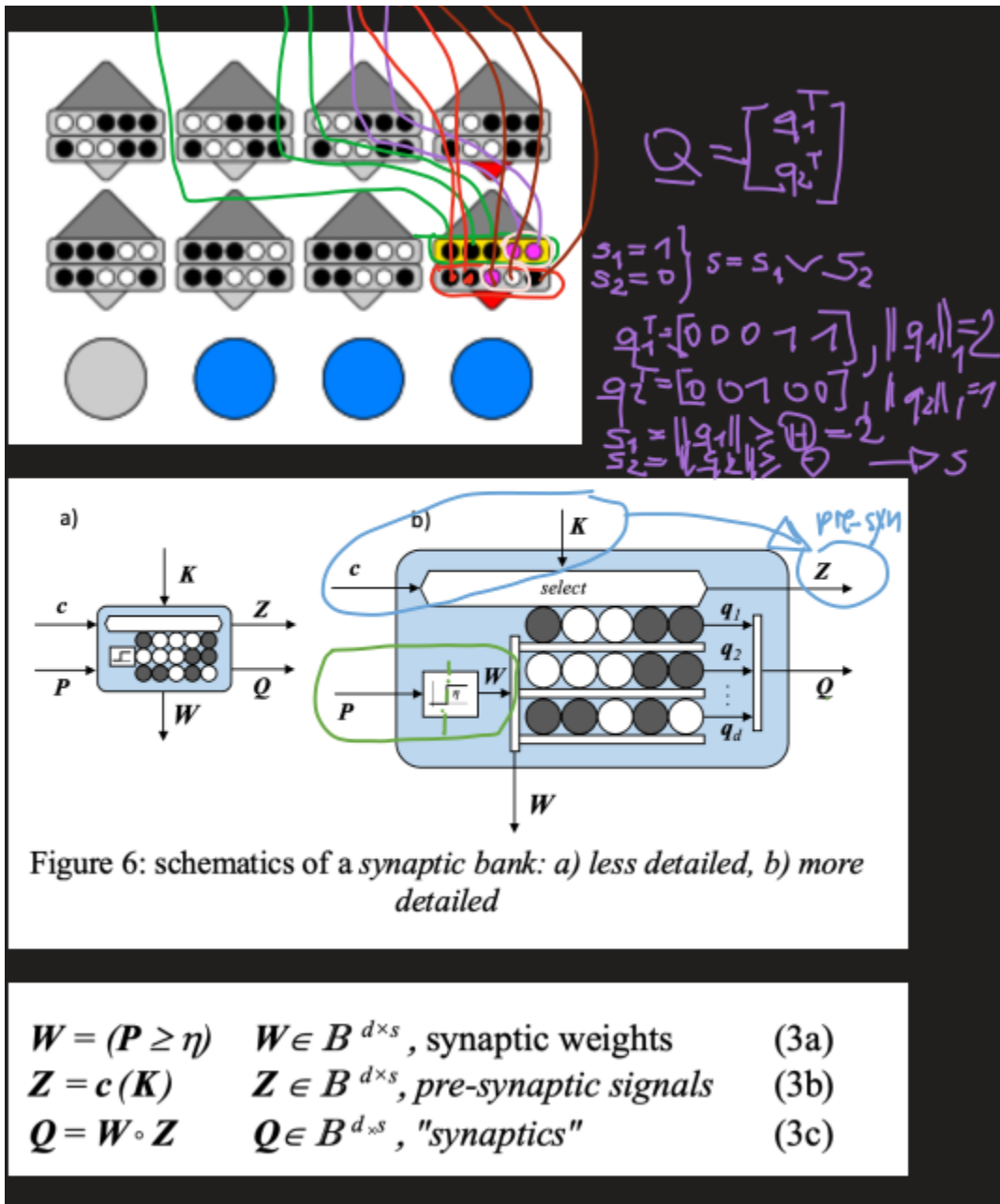
iteration: 0 cell: #0 (phase 3)
k: 0 , g: [0, 1, 2, 3] , eta: 0.5
K: [ 1 3 5 7 9; 1 2 3 4 5]
P: [ .52 .62 .44 .27 0; 0 .61 .65 0 0]
b: 1 (q: [0, 0, 0, 0] , ||q||=0)
W: [ 1 1 0 0 0; 0 1 1 0 0]
Z: [ 0 0 1 1 1; 0 0 0 1 1]
Q: [ 0 0 0 0 0; 0 0 0 0 0]
L: [ 0 0 0 0 0; 0 0 0 0 0]
D: [ 0 0 0 0 0; 0 0 0 0 0]
s: 0 (||Q||=0, theta:2)
u: 1
x: 0 (-> 0)
y: 1
c: [1, 0, 0, 0, 1, 1, 1, 1, 0, 1]

```

```

iteration: 1 cell: #1 (phase 3)
k: 1 , g: [0, 1, 2, 3] , eta: 0.5
K: [ 0 3 4 5 6; 5 6 7 8 9]
P: [ .12 .32 .17 .77 .88; 0 .31 .55 .65 0]
b: 1 (q: [0, 0, 0, 0] , ||q||=0)
W: [ 0 0 0 1 1; 0 0 1 1 0]
Z: [ 1 0 1 1 1; 1 1 1 0 1]
Q: [ 0 0 0 1 1; 0 0 1 0 0]
L: [ 1 1 1 1 1; 0 0 0 0 0]
D: [ -.02 -.02 -.02 .02 .02; 0 0 0 0 0]
s: 1 (||Q||=2, theta:2)
u: 1
x: 0 (-> 1)
y: 1
c: [1, 1, 0, 0, 1, 1, 1, 1, 0, 1]

```



Erstellt mit OneNote.

Gruesse / servus / regards



Hugo Pristauz  
CTO & Co-Founder Bluenetics  
Mobile: +43 650 730 3003  
LinkedIn: [bit.ly/hugopristauz](https://bit.ly/hugopristauz)

UID: ATU 7320 4819 | FN: 489296d | FB-Gericht: Innsbruck | Sitz: A-6112 Wattens