CocoSOC3 Source code

'%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% V E R S I O N D U P R O G R A M M E %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

' %

' 3 December 2020 %

' %

'%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Option Explicit ' VB avertira quand un nom de variable créé dans le code ne figure pas dans les déclarations ci-dessous

Option Base 1 ' Affecte la valeur 1 au plus bas niveau d'indice d'un tableau. La seule autre valeur possible est 0

'CHOICES:

'Emergence and compatibility do not operate at present but would do if the values in these subroutines were changed from 1

Const Test = 0 'put to 0 to avoid preloading a winning pattern; REMEMBER to alter testcompatibilitysub in Initialize

Const MetaLoop = 1 'Allows the program to run for a long time if greater than one

Const NowNextWeighting = 1 'Changes the relative importance of the Now and Next connections when filling the Activity Register

'Const CyclePermission = 1 '=0 for no cycling and = 1 for cycling - now a variable depending on success/failure

Const CycleLength = 1000 'typically set to 4 to cause cycling every 4 lines of Activity Register

Const ForcedOutputProbability = 2 'OutputLacking goes up by 1 for each line where there is no output (it is reset by detection of output)

'if the counter, OutputLacking, > ForcedOutputProbability Then OutputNeeded

Const NoiseLevel = 0 'for noise to cause insertion of a random element into the ActivityRegister,

'NoiseLevel has to be greater than R50 which is random between 1 and 20 (hence NoiseLevel has to be greater than 0

Const MutationThreshold = 90 'mutation threshold is only usedin the PunishMutate routines, range is from 1 to 100,

'high means few mutations are inserted during punishing MutationNow Int((100 \* Rnd) + 1) < MutationThreshold then no punishing

Const ActivatePunish = 1 'If ActivatePunish = 0 then the punish routines are disabled

Const ActivateReward = 1 'If ActivateReward = 0 then the reward routines are disabled

Const KeepInputSameForThisNumber = 1 'Typically 1 for immediate cycling of inputs

Const NowTooBiasedLimit = 10 'typically = Knumber / 2

Const NextTooBiasedLimit = 10

Const RemoveInputByCoco = 0 'if there is a real input, a second artefactual one is removed

Const Enumber = 1000 ' Ces 4 paramètres étant cités dans des Dim

Const Anumber = 4 ' exemple :'Dim DownT1/ime (Enumber), il est impossible

Const Knumber = 30 ' pour l'instant de les charger à partir de l'écran

Const DowntimeNumber = 16 ' Feuille principale

Const EndOfActivityRegister = 25000 'REMOVE and restore to 150

Const RepeatRewardPunish = 10

Const InputRange = 3

Const OutputRange = 3

Const InputTotalMax = 6

Const OutputRangeMax = 50

Const OutputRangeMin = 100

'END OF CHOICES

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 05-06-2008 - Déclarations pour séquences Maurice Affichages %%%%%%%%%%%%%%%%%%%%%%%%%%

'%

Dim Spy, Esp, Esp1, xe, ye As Integer ' Pour diverses séquences Maurice '%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Dim Temp1 As Integer

Dim Temp2 As Integer

Dim Temp3 As Integer

Dim Temp4 As Integer

Dim Temp5 As Integer

Dim Temp6 As Integer

Dim Temp7 As Integer

Dim Temp8 As Integer

Dim Temp9 As Integer

Dim Temp10 As Integer

Dim Temp11 As Integer

Dim Temp12 As Integer

Dim Temp13 As Integer

Dim Temp14 As Integer

Dim Temp15 As Integer

Dim Temp16 As Integer

Dim Temp17 As Integer

Dim Temp18 As Integer

Dim Temp19 As Integer

Dim Temp20 As Integer

Dim ConnectivityNow(Enumber) As Integer

Dim ConnectivityNext(Enumber) As Integer

Dim HighestNextConn(Enumber, 2) As Integer

Dim TempHighestNextConn(2) As Integer

Dim TempHighestNowConn(2) As Integer

Dim HighestNowConn(Enumber, 2) As Integer

Dim BinNow(500) As Integer

Dim BinNext(500) As Integer

Dim BinnedScore As Integer

Dim ZeroNow As Integer

Dim ZeroNext As Integer

Dim RunWithoutInput As Integer

Dim ScrambleLowestNumber As Integer

Dim MarkScrambleLowestStart As Integer

Dim TempScrambleLowestAddress As Integer

Dim TempScrambleLowestScore As Integer

Dim UnusedElement(Enumber, 2) As Integer

Dim LowestUsedElement(Enumber, 2) As Integer

Dim TempUnusedElement(2) As Integer

Dim UsedElement(Enumber, 2) As Integer

Dim HighestUsedElement(Enumber, 2) As Integer

Dim TempUsedElement(2) As Integer

Dim SpareLink(Enumber, Enumber) As Integer

Dim LinkFrom As Integer

Dim LinkTo As Integer

Dim MatrixNow(Enumber, Enumber) As Integer

Dim MatrixNext(Enumber, Enumber) As Integer

Dim TempMatrixNow(Enumber, Enumber) As Integer

Dim TempMatrixNext(Enumber, Enumber) As Integer

Dim ValueOfMatrixNow As Integer

Dim ValueOfMatrixNext As Integer

Dim OutputFrequency(Enumber) As Integer

Dim LineChoice As Integer

Dim CitedElement As Integer

Dim CitingElement As Integer

Dim InputA(InputRange) As Integer

Dim OutputA(OutputRange) As Integer

Dim OutputNowScore(Enumber) As Integer

Dim OutputNeeded As Integer

Dim DontOverwriteNow As Integer

Dim DontOverwriteNext As Integer

Dim DontOverwriteNextOverlap As Integer

Dim CompatibilityTable(Enumber, Enumber) As Integer

Dim FirstElement As Integer

Dim SecondElement As Integer

Dim CounterForPreviousSuccess As Integer

Dim RewardDecision As Integer

Dim PositionAR1 As Integer

Dim PositionNow1 As Integer

Dim OtherPositionsAR1 As Integer

Dim PositionAR2 As Integer

Dim PositionNext1 As Integer

Dim OtherPositionsAR2 As Integer

Dim PositionAR3 As Integer

Dim PositionNext3 As Integer

Dim OtherPositionsAR3 As Integer

Dim PositionAR4 As Integer

Dim PositionNext4 As Integer

Dim OtherPositionsAR4 As Integer

Dim PositionAR5 As Integer

Dim PositionNext5 As Integer

Dim OutputLacking As Integer

Dim ForcedOutputPosition As Integer

Dim MutationFrequency As Integer

Dim MutationPosition As Integer

Dim MutationElement As Integer

Dim MutatedElement As Integer

Dim MutationNow As Integer

Dim MutationNext As Integer

Dim MutationOverlap As Integer

Dim Downtime(Enumber) As Integer

Dim ConstantInput As Integer

Dim InputTotal As Integer

'for Activity register need to indicate linenumber

Dim linenumber As Integer

Dim NewLineNumber As Integer

Dim Activity(EndOfActivityRegister, Anumber) As Integer

Dim Element(Enumber, 2 \* Knumber) As Integer

Dim SignElement(Enumber, Enumber) As Integer

Dim Sign As Integer

'Calculate most frequent elements

Dim NextScoreRegister(Enumber) As Integer

Dim NowScoreRegister(Enumber) As Integer

Dim EmergentNextScoreRegister(Enumber) As Integer

Dim EmergentNowScoreRegister(Enumber) As Integer

Dim HighestNext(Enumber, 2) As Integer

Dim TempHighestNext(2) As Integer

Dim TempHighestNow(2) As Integer

Dim HighestNow(Enumber, 2) As Integer

'Dim TopNext As Integer

'Dim TopNow As Integer

Dim SavedHighestNext(Enumber, 2) As Integer

Dim SavedHighestNow(Enumber, 2) As Integer

Dim Bigloop0 As Long 'Byte

Dim Bigloop1 As Byte 'unused

Dim A As Integer

Dim E As Integer

Dim K As Integer 'for field within phase element

Dim L As Integer 'for field within phase element

Dim P As Integer 'for phase element

Dim Q As Integer 'for phase element

Dim S As Integer

Dim T As Integer

Dim RandomizeAgain As Integer

Dim InputTally As Integer

Dim JustTestingNow As Integer

Dim JustTestingNext1 As Integer

Dim JustTestingNext2 As Integer

Dim Filler As Integer

'Variables for using the Cycle routine

Dim CycleElement As Integer

Dim CycleStep As Integer

Dim Cycling As Integer

Dim CyclePermission As Integer

'Dim CycleLimit As Integer

'Variables for Scrambling Nows

Dim ScrambleNowNumber As Integer

Dim TempScrambleNowAddress As Integer

Dim TempScrambleNowScore As Integer

Dim MarkScrambleNowStart As Integer

'Variables for Scrambling Nexts

Dim ScrambleNextNumber As Integer

Dim TempScrambleNextAddress As Integer

Dim TempScrambleNextScore As Integer

Dim MarkScrambleNextStart As Integer

'Variables for Running Score (short term memory of successes)

Dim Adaptation As Integer

Dim UseAdaptation As Integer

Dim DeltaRunningScore As Integer

Dim TimeToUseRunningScore As Integer

Dim RunningScorePointer As Integer

Dim RunningScoreTotal1 As Integer

Dim RunningScoreTotal2 As Integer

Dim RunningScoreTotal As Integer

Dim RunningScore(20000) As Integer 'note that this was Enumber but crashes if Enumber is small

Dim RunningScoreAction As Integer

Dim IncrementRunningScore As Integer

Dim RunningScoreWindow As Integer

Dim RunningScoreLength As Integer

Dim SuccessTableWindow As Integer

Dim PresentResult As Integer

Dim SameResult As Integer

'Variables for neighbourhood connections

Dim MakeLocalConnection As Integer

Dim MakeDistalConnection As Integer

Dim TwoInputs As Integer

Dim MakeLocalNextConnection As Integer

Dim MakeDistalNextConnection As Integer

Dim MakeLocalNowConnection As Integer

Dim MakeDistalNowConnection As Integer

Dim MakeLocalOverlapConnection As Integer

Dim MakeDistalOverlapConnection As Integer

'Victor addition to Coco20atelier 7-6-2008

Dim ModuloRemainder As Integer

Dim WithinLocalNextRangeOutput As Integer

Dim WithinLocalNextRangeInput As Integer

Dim LinkNextOutput As Integer

Dim LinkNextInput As Integer

Dim ForceOutput As Integer

Dim DontForceOutput As Integer

'Variables for long term memory

Dim LTMemory(Enumber, Enumber) As Integer

'Victor addition to Coco 20 atelier 7-6-2008

'Variables for phase separation

Dim StuckInLoop As Integer

Dim StuckInDistalLoop As Integer

Dim StuckInLocalLoop As Integer

Dim NewModulusConnection As Integer

Dim ModulusRandomElement As Integer

Dim ModuloReceiver As Integer

Dim ModuloDonor As Integer

Dim ModuloGroup As Integer

'END Victor addition to Coco 20 atelier 7-6-2008

'Victor addition to Coco 20 atelier 28-6-2008

'This is to test for double entry in the Activity Register

Dim DoubleEntry As Integer

'END Victor addition to Coco 20 atelier 28-6-2008

Dim ZeroNSRTotal As Integer

Dim UnusedTopNow As Integer

Dim UnusedTopNext As Integer

Dim InitialTopNow As Integer

Dim InitialTopNext As Integer

'For rewarding and punishing

Dim RewardInputtoOutput As Integer

Dim PunishInputtoOutput As Integer

Dim RewardOutputtoOutput As Integer

Dim PunishOutputtoOutput As Integer

Dim SumNow As Integer

Dim SumNext As Integer

Dim MeanNow As Integer

Dim MeanNext As Integer

Dim InputNowScore(Enumber \* Knumber) As Integer

Dim InputNextScore(Enumber \* Knumber) As Integer

Dim OldOutputLine As Integer

Dim GoodNewOutput As Integer

Dim GoodOldOutput As Integer

'for phase separation of outputs

Dim TenNowSet(Enumber) As Integer

Dim TwentyNowSet(Enumber) As Integer

Dim TenNextSet(Enumber) As Integer

Dim TwentyNextSet(Enumber) As Integer

Dim PreviousLine As Integer

Dim TenMinusTwentyNow As Integer

Dim TenMinusTwentyNext As Integer

'For recording successes

Dim RecordPointer As Integer

Dim SuccessTable(2000, 3)

Dim OutputResult As Integer

Dim PunishNextLine As Integer

Dim ShortTermMemoryLength As Integer

Dim FullSuccessStory As Integer

Dim YinYang As Integer

Dim FailureRecordForYinYang As Integer

Dim NumberOfYinYangs As Integer

Dim YinYangCounter As Integer

Dim ExistingNowLink As Integer

Dim ExistingNextLink As Integer

'Each loop counter is used in ONLY one loop

Dim I0 As Integer

Dim I1 As Integer

Dim I2 As Integer

Dim J2 As Integer

Dim I3 As Integer

Dim I4 As Integer

Dim J4 As Integer

Dim I5 As Integer

Dim I6 As Integer

Dim I7 As Integer

Dim J7 As Integer

Dim I8 As Integer

Dim J8 As Integer

Dim I9 As Integer

Dim J9 As Integer

Dim I10 As Integer

Dim J10 As Integer

Dim I11 As Integer

Dim J11 As Integer

Dim I12 As Integer

Dim I13 As Integer

Dim I14 As Integer

Dim I15 As Integer

Dim I16 As Integer

Dim I17 As Integer

Dim I18 As Integer

Dim J18 As Integer

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Dim I95 As Integer

Dim J95 As Integer

Dim I96 As Integer

Dim J96 As Integer

Dim I97 As Integer

Dim I98 As Integer

Dim J98 As Integer

Dim I99 As Integer

'R is for random

Dim R As Integer

Dim R0 As Integer

Dim R1 As Integer

Dim R2 As Integer

Dim R3 As Integer

Dim R4 As Integer

Dim R5 As Integer

Dim R6 As Integer

Dim R7 As Integer

Dim R8 As Integer

Dim R9 As Integer

Dim R10 As Integer

Dim R11 As Integer

Dim R12 As Integer

Dim R13 As Integer

Dim R14 As Integer

Dim R15 As Integer

Dim R16 As Integer

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Dim R22 As Integer

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Dim R26 As Integer

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Dim R28 As Integer

Dim R29 As Integer

Dim R30 As Integer

Dim R31 As Integer

Dim R32 As Integer

Dim R33 As Integer

Dim R34 As Integer

Dim R35 As Integer

Dim R36 As Integer

'Victor addition to Coco 20 atelier 12-6-2008

Dim R37 As Integer

Dim R38 As Integer

Dim R39 As Integer

Dim R40 As Integer

Dim R41 As Integer

Dim R42 As Integer

Dim R43 As Integer

Dim R44 As Integer

Dim R45 As Integer

Dim R46 As Integer

Dim R47 As Integer

Dim R48 As Integer

Dim R49 As Integer

Dim R50 As Integer

Dim R51 As Integer

Dim R52 As Integer

Dim R53 As Integer

Dim R54 As Integer

Dim R55 As Integer

Dim R56 As Integer

Dim R57 As Integer

Dim R58 As Integer

Dim RandomElement As Integer

Dim R60 As Integer

Dim R61 As Integer

Dim R62 As Integer

Dim R63 As Integer

Dim R64 As Integer

Dim R65 As Integer

Dim R66 As Integer

Dim R67 As Integer

Dim R68 As Integer

Dim R69 As Integer

Dim R70 As Integer

Dim R71 As Integer

'End Victor addition to Coco 20 atelier 12-6-2008

Dim OnlyScoreOneNow As Integer

Dim OnlyScoreOneNext As Integer

Dim AfterInputPosition As Integer

Dim AvailablePosition As Integer

Dim Sofar As Integer

Dim Sofartemp As Integer

Dim RewardNow As Integer

Dim RewardNext As Integer

Dim NumberOfOutputs As Integer

Dim RecordSuccess As Long

Dim RecordFailure As Long

Dim InputNeeded As Integer

Dim OutputLinePlusOne As Integer

Dim InputLine As Integer

Dim Reward As Integer

Dim GrowthResponse As Integer

Dim SporulationResponse As Integer

Dim SubtractionOfLines As Integer

Dim StartLoop As Integer

Dim EndLoop As Integer

Dim ActRegLine As Integer

Dim TooBiased As Integer

Dim ForcedOutput As Integer

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 24-05-2008 commande Pause %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Private Sub Cmd\_Susp\_Click() '%

'Susp = 1 - Susp '%

End Sub '%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Private Sub Enumber\_txt\_Change()

If Enumber.Text = "" Then

Enumber.Text = 1

Exit Sub

End If

If (Val(Enumber) < 1) Then Enumber.Text = 1

If (Val(Enumber) > 30000) Then Enumber.Text = 30000

End Sub

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 29-05-2008 commande Stop %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Private Sub Stop\_Coco\_Click() '%

Stopper = 1 - Stopper '%

End Sub '%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Private Sub Bigloop0Max\_Change()

If Bigloop0Max.Text = "" Then

Bigloop0Max.Text = 1

Exit Sub

End If

If (Val(Bigloop0Max) < 1) Then Bigloop0Max.Text = 1

If (Val(Bigloop0Max) > 32755) Then Bigloop0Max.Text = 32755

End Sub

'

Private Sub Command1\_Click() ' Command1 = Go %%%% Maurice 03-06-2008 - Vrai début du déroulement du code

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'

'Show ' %%%% Maurice 03-06-2008 - inutile, car 'Visible=On' est positionné dans les propriétés de la feuille '%

'

Initialize

' %%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 29-05-2008 - Initialisation à partir de l'écran %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

' Enumber = Enumber\_txt.Text ' Impossible tant que ces variables sont définies '%

' Knumber = Knumber\_txt.Text ' en contantes, ce qui est obligatoire car elles '%

' Anumber = Anumber\_txt.Text ' apparaissent ddans des Dim(variable). '%

' DowntimeNumber = DownTime\_txt.Text ' Reste à étudier un autre système ! '%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

For I0 = 1 To MetaLoop

Compute

'ShowResults

'Reflect - this will include condensation and expansion

Next I0

Maurice\_AffTbÉlémFinProg ' %%%% Maurice - 04-06-2008 - vers affichage en fin de run du tableau des éléments

'

End Sub

Public Sub ShowResults()

' Repère 10

I12 = 0

For I12 = 1 To InputRange

' AInput(I12 - 1) = InputA(I12)

Next I12

Label4.Caption = ConstantInput

'

Maurice\_AffTbActivity ' %%%% Maurice - 04-06-2008 - vers affichage en fin de run du tableau Activity

'

I16 = 0

For I16 = 1 To Anumber

If I16 > 13 Then GoTo MissNextLabel 'This is the current number of textbooks

LHighestNext1(I16 - 1) = SavedHighestNext(I16, 1)

LHighestNext2(I16 - 1) = SavedHighestNext(I16, 2)

MissNextLabel:

Next I16

'

I16 = 0

For I16 = 1 To Anumber

If I16 > 13 Then GoTo MissNowLabel

LHighestNow1(I16 - 1) = SavedHighestNow(I16 + 1, 1)

LHighestNow2(I16 - 1) = SavedHighestNow(I16 + 1, 2)

MissNowLabel:

Next I16

LRecordSuccess = RecordSuccess

LRecordFailure = RecordFailure

ConnectivityExtractSub

ConnectivityBinSub

ConnectivityDisplaySub

'

End Sub

Public Sub ConnectivityExtractSub()

'This gives the number of times each element is cited in the Now fields and in the Next fields of all the Enumber elements

'Signing is ignored!

For I98 = 1 To Enumber

ConnectivityNow(I98) = 0

ConnectivityNext(I98) = 0

Next I98

'this scoring does not take account of signs

For I98 = 1 To Enumber

For J98 = 1 To Knumber

ConnectivityNow(Element(I98, J98)) = ConnectivityNow(Element(I98, J98)) + 1

Next J98

For J98 = (Knumber + 1) To (2 \* Knumber)

ConnectivityNext(Element(I98, J98)) = ConnectivityNext(Element(I98, J98)) + 1

Next J98

Next I98

End Sub

Public Sub ConnectivityBinSub()

'There are connectivity scores for each element.

'This finds how many times a particular score occurs

'and can bin them if the denominator is set to more than 1

ZeroNow = 0

ZeroNext = 0

I98 = 0

J98 = 0

For I98 = 1 To (Knumber \* Anumber) 'scores are unlikely to exceed this

BinNow(I98) = 0

BinNext(I98) = 0

Next I98

For I98 = 1 To Enumber

BinnedScore = Int((ConnectivityNow(I98)) / 1)

Select Case BinnedScore

Case Is <= 0

ZeroNow = ZeroNow + 1

Case Else

BinNow(BinnedScore) = BinNow(BinnedScore) + 1

End Select

BinnedScore = Int((ConnectivityNext(I98)) / 1)

Select Case BinnedScore

Case Is <= 0

ZeroNext = ZeroNext + 1

Case Else

BinNext(BinnedScore) = BinNext(BinnedScore) + 1

End Select

Next I98

End Sub

Public Sub ConnectivityDisplayInitializeSub()

Picture3.Scale (-5, (Enumber / 10))-((100 + 20), -20) '(left x, top y) - (right x, bottom y)

Picture3.Cls

Picture3.FillStyle = 0

Picture4.Scale (-5, (Enumber / 10))-((100 + 20), -20) '(left x, top y) - (right x, bottom y)

Picture4.Cls

Picture4.FillStyle = 0

Picture5.Scale (-2, (30))-((100 + 20), -2) '(left x, top y) - (right x, bottom y)

Picture5.Cls

Picture5.FillStyle = 0

Picture6.Scale (-2, (30))-((100 + 20), -2) '(left x, top y) - (right x, bottom y)

Picture6.Cls

Picture6.FillStyle = 0

Picture3.Line (0, 1)-(100, 1) 'x-axis normal

Picture3.Line (0, Enumber / 10)-(0, 0) 'y-axis

Picture4.Line (0, 1)-(100, 1) 'x-axis

Picture4.Line (0, Enumber / 10)-(0, 0) 'y-axis

Picture5.Line (-1, 0)-(90, 0) 'x-axis 'log

Picture5.Line (-1, 200)-(-1, 0) 'y-axis

Picture6.Line (-1, 0)-(90, 0) 'x-axis 'log

Picture6.Line (-1, 200)-(-1, 0) 'y-axis

For I1 = 1 To (Enumber / 2) Step Enumber / 100

Picture3.Line (-2, I1)-(0, I1) 'y-axis marks

Picture4.Line (-2, I1)-(0, I1) 'y-axis marks

Next I1

For I1 = 1 To 100 Step 10

Picture3.Line (I1, 0)-(I1, -3) 'x-axis marks

Picture4.Line (I1, 0)-(I1, -3) 'x-axis marks

Next I1

'Picture3.Circle (0, 0), 1

'Picture4.Circle (0, 0), 1

For I1 = 1 To 100 'At present BinNow() is a bin of 1

Select Case BinNow(I1) 'The radius of the circle is small if the bin is empty

Case Is = 0

'Picture3.Circle (I1, BinNow(I1)), 1 / 100 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

'Picture5.Circle (I1, BinNow(I1)), 1 / 100

Case Is > 0

Picture3.Circle (I1, BinNow(I1)), 1 / 2 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Picture5.Circle (I1, Log(BinNow(I1))), 1 / 2

End Select

Next I1

For I1 = 1 To 100

Select Case BinNext(I1) 'The radius of the circle is small if the bin is empty

Case Is = 0

'Picture4.Circle (I1, BinNext(I1)), 1 / 100 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Case Is > 0

Picture4.Circle (I1, BinNext(I1)), 1 / 2 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Picture6.Circle (I1, Log(BinNext(I1))), 1 / 2

End Select

Next I1

DoEvents

End Sub

Public Sub ConnectivityDisplaySub()

Picture3.Scale (-5, (Enumber / 10))-((100 + 20), -20) '(left x, top y) - (right x, bottom y)

Picture3.Cls

Picture3.FillStyle = 0

Picture4.Scale (-5, (Enumber / 10))-((100 + 20), -20) '(left x, top y) - (right x, bottom y)

Picture4.Cls

Picture4.FillStyle = 0

Picture5.Scale (-2, (30))-((100 + 20), -2) '(left x, top y) - (right x, bottom y)

Picture5.Cls

Picture5.FillStyle = 0

Picture6.Scale (-2, (30))-((100 + 20), -2) '(left x, top y) - (right x, bottom y)

Picture6.Cls

Picture6.FillStyle = 0

Picture3.Line (0, 1)-(100, 1) 'x-axis normal

Picture3.Line (0, Enumber / 10)-(0, 0) 'y-axis

Picture4.Line (0, 1)-(100, 1) 'x-axis

Picture4.Line (0, Enumber / 10)-(0, 0) 'y-axis

Picture5.Line (-1, 0)-(90, 0) 'x-axis 'log

Picture5.Line (-1, 200)-(-1, 0) 'y-axis

Picture6.Line (-1, 0)-(90, 0) 'x-axis 'log

Picture6.Line (-1, 200)-(-1, 0) 'y-axis

For I1 = 1 To (Enumber / 2) Step Enumber / 100

Picture3.Line (-2, I1)-(0, I1) 'y-axis marks

Picture4.Line (-2, I1)-(0, I1) 'y-axis marks

Next I1

For I1 = 1 To 100 Step 10

Picture3.Line (I1, 0)-(I1, -3) 'x-axis marks

Picture4.Line (I1, 0)-(I1, -3) 'x-axis marks

Next I1

For I1 = 1 To 100

Select Case BinNow(I1) 'The radius of the circle is small if the bin is empty

Case Is = 0

Picture3.Circle (I1, BinNow(I1)), 1 / 100 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

'Picture5.Circle (I1, BinNow(I1)), 1 / 100

Case Is > 0

Picture3.Circle (I1, BinNow(I1)), 1 / 2 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Picture5.Circle (I1, Log(BinNow(I1))), 1 / 2

End Select

Next I1

For I1 = 1 To 100

Select Case BinNext(I1) 'The radius of the circle is small if the bin is empty

Case Is = 0

Picture4.Circle (I1, BinNext(I1)), 1 / 100 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Case Is > 0

Picture4.Circle (I1, BinNext(I1)), 1 / 2 'displays bins e.g., 4 lots of sizes (as determined by ActualMassBinSize)

Picture6.Circle (I1, Log(BinNext(I1))), 1 / 2

End Select

Next I1

DoEvents

End Sub

Public Sub Initialize()

Randomize

' Repère 30

RunWithoutInput = 0

CompatibilitySub 'TestCompatibilitySub3 ' 'TestCompatibilitySub2 '

RecordSuccess = 0

RecordFailure = 0

InputNeeded = 1

'Randomly fills fields of elements with addresses of other elements

'note that arrays are array(row, column)ie Element(Enumber,Knumber)

I18 = 1

J18 = 1

For I18 = 1 To Enumber

For J18 = 1 To Knumber

InitializeAgain:

R51 = Int((Enumber \* Rnd) + 1)

Select Case I18 'avoid connecting 1,2 or 3 to outputs

Case Is <= InputRange

If R51 > (Enumber - OutputRange) Then GoTo InitializeAgain

Case Is > (Enumber - OutputRange)

If R51 <= InputRange Then GoTo InitializeAgain

Case Else

End Select

Element(I18, J18) = R51

Next J18

Next I18

For I18 = 1 To Enumber

For J18 = Knumber To (2 \* Knumber)

InitializeAgain2:

R51 = Int((Enumber \* Rnd) + 1)

Select Case I18 'avoid connecting 1,2 or 3 to outputs

Case Is <= InputRange

If R51 > (Enumber - OutputRange) Then GoTo InitializeAgain2

Case Is > (Enumber - OutputRange)

If R51 <= InputRange Then GoTo InitializeAgain2

Case Else

End Select

Element(I18, J18) = R51

Next J18

Next I18

'Adds outputs in an initial seeding

'For I18 = 0 To (OutputRange - 1)

'For J18 = 1 To 10

' Randomize

' R63 = Int(((Enumber - OutputRange) \* Rnd)) + 1

' Element(R63, Knumber + 1) = Enumber - I18

'Next J18

'Next I18

'Randomly gives signs to connections at positive:negative ratio of 9:1

For I40 = 1 To Enumber

For J40 = 1 To Enumber

SignElement(I40, J40) = 1

'Randomize

R15 = Int((100 \* Rnd) + 1)

If R15 > 10 Then SignElement(I40, J40) = 1 Else SignElement(I40, J40) = -1

Next J40

Next I40

40 ' Repère 40

'RemoveSelfingSub

'Removes inputs that occur in the

'initialisation step and that might be confusing

'RemoveSpuriousInputSub

I21 = 0

'Load Activity Register with zeroes

For linenumber = 1 To EndOfActivityRegister

For I21 = 1 To Anumber

Activity(linenumber, I21) = 0

Next

Next

linenumber = 1

NewLineNumber = 2

'set first line of Activity register to random values (but not inputs!)

50 ' Repère 50

'TEST, OVERWRITE THIS in testsetups

ReLoadFirstLine:

I22 = 0

For I22 = 1 To Anumber

SetUpCycle:

'Randomize

Activity(linenumber, I22) = Int((Enumber \* Rnd) + 1)

If Activity(linenumber, I22) <= InputRange Then GoTo SetUpCycle

Next

I10 = 0

DoubleEntry = 0

For I10 = 1 To Anumber - 1

For J10 = I10 + 1 To Anumber

If Activity(linenumber, I10) = Activity(linenumber, J10) Then DoubleEntry = DoubleEntry + 1

If DoubleEntry = 0 Then GoTo Noproblem

DoubleEntry = DoubleEntry + 10

Noproblem:

Next J10

Next I10

If DoubleEntry > 0 Then GoTo ReLoadFirstLine

'Gives initial CycleElement

CycleElement = InputRange + 1

'gives initial inputs

I10 = 0

For I10 = 1 To InputRange

InputA(I10) = 0

Next I10

InputA(1) = 1

InputTotal = 1

ConstantInput = 1

'This is for testing with defined connections

'If Test = 1 Then OldTestSetUp

' TestEnhanceSub ' remove

CounterForPreviousSuccess = 1

RunningScoreWindow = 10 'REMOVE AND RESTORE =10

RecordPointer = 1

SuccessTable(RecordPointer, 1) = 1 'inputline

SuccessTable(RecordPointer, 2) = 1 'outputline

SuccessTable(RecordPointer, 3) = 0

ConnectivityExtractSub

ConnectivityBinSub

ConnectivityDisplayInitializeSub

End Sub

Public Sub TestEnhanceSub()

I79 = 0

J79 = 0

For I79 = 20 To (Enumber - 10) Step 10

Element(I79 + 1, 1) = (I79 + 2)

Element(I79 + 2, 1) = (I79 + 3)

Element(I79 + 3, 1) = (I79 + 1)

Element(I79 + 1, 2) = (I79 + 2)

Element(I79 + 2, 2) = (I79 + 3)

Element(I79 + 3, 2) = (I79 + 1)

Element(I79 + 1, 3) = (I79 + 2)

Element(I79 + 2, 3) = (I79 + 3)

Element(I79 + 3, 3) = (I79 + 1)

Next I79

End Sub

Public Sub YinYangSub()

'YinYang with odds and evens

If NumberOfYinYangs > 1 Then GoTo MissYinYang

Select Case YinYang

Case Is = 6

For I63 = 4 To Enumber Step 2

For J63 = 4 To Enumber Step 2

CompatibilityTable(I63, J63) = 2 '

Next J63

Next I63

Case Is = 7

For I63 = 5 To Enumber Step 2

For J63 = 5 To Enumber Step 2

CompatibilityTable(I63, J63) = 2 '

Next J63

Next I63

End Select

'makes full incompatibilities between inputs

For I63 = 1 To 3

For J63 = (I63 + 1) To 3

CompatibilityTable(I63, J63) = 0 ' was 1 remove

CompatibilityTable(J63, I63) = 0 ' was 1 remove

Next J63

Next I63

'makes full compatibilities between inputs and elements

For I63 = 1 To Enumber

CompatibilityTable(I63, 1) = 1

CompatibilityTable(1, I63) = 1

CompatibilityTable(I63, 2) = 1

CompatibilityTable(2, I63) = 1

CompatibilityTable(I63, 3) = 1

CompatibilityTable(3, I63) = 1

Next I63

'makes full incompatibilities between inputs

For I63 = 1 To 3

For J63 = (I63 + 1) To 3

CompatibilityTable(I63, J63) = 0 ' was 1 remove

CompatibilityTable(J63, I63) = 0 ' was 1 remove

Next J63

Next I63

'makes full compatibilities between outputs and elements

For I63 = 1 To Enumber

For J63 = 1 To OutputRange

CompatibilityTable(I63, (1 + Enumber - OutputRange)) = 1

CompatibilityTable((1 + Enumber - OutputRange), I63) = 1

Next J63

Next I63

'Diagnonal selfing compatibilities

For I63 = 1 To Enumber

CompatibilityTable(I63, I63) = 1 'was 10

Next I63

MissYinYang:

End Sub

Public Sub ResetYinYangSub()

For I63 = 1 To Enumber

For J63 = 1 To Enumber

CompatibilityTable(I63, J63) = 1

Next J63

Next I63

'makes full incompatibilities between inputs

For I63 = 1 To 3

For J63 = (I63 + 1) To 3

CompatibilityTable(I63, J63) = 0 ' was 1 remove

CompatibilityTable(J63, I63) = 0 ' was 1 remove

Next J63

Next I63

End Sub

Public Sub CompatibilitySub()

'At the moment only the inputs are incompatible with one another

'originally made random compatibility groups between 1 and 10 for all elements except for inputs

'now makes everything compatible with everything

For I63 = 1 To Enumber

For J63 = (I63 + 1) To (Enumber - 1)

'randomize

CompatibilityTable(I63, J63) = 1 'was Int((10 \* Rnd) + 1)

CompatibilityTable(J63, I63) = 1 ' was = CompatibilityTable(I63, J63)

Next J63

Next I63

'makes full compatibilities for inputs and all other elements upto first half of Enumber

For I63 = 1 To InputRange

For J63 = (InputRange + 1) To Enumber / 2

CompatibilityTable(I63, J63) = 1 'was 10

CompatibilityTable(J63, I63) = 1 'was 10

Next J63

Next I63

'could make incompatibilies for inputs with second half of elements but doesn't

For I63 = 1 To InputRange

For J63 = ((Enumber / 2) + 1) To Enumber

CompatibilityTable(I63, J63) = 1

CompatibilityTable(J63, I63) = 1

Next J63

Next I63

'makes full incompatibilities between inputs

For I63 = 1 To InputRange

For J63 = (I63 + 1) To InputRange

CompatibilityTable(I63, J63) = 0 ' was 1 remove

CompatibilityTable(J63, I63) = 0 ' was 1 remove

Next J63

Next I63

'Diagnonal selfing compatibilities

For I63 = 1 To Enumber

CompatibilityTable(I63, I63) = 1 'was 10

Next I63

End Sub

Public Sub TestSetUpWinningSeries2()

End Sub

Public Sub WhatShouldWeDoSub()

'Temp1 = HighestNext(1, 1)

'Temp2 = HighestNext(2, 1)

'Temp3 = HighestNext(3, 1)

'Temp4 = HighestNext(4, 1)

'Temp5 = HighestNext(5, 1)

'Temp6 = HighestNext(6, 1)

'Temp7 = HighestNext(7, 1)

'Temp8 = HighestNext(8, 1)

'Temp9 = HighestNext(9, 1)

'Temp10 = HighestNext(10, 1)

'Temp11 = HighestNext(1, 2)

'Temp12 = HighestNext(2, 2)

'Temp13 = HighestNext(3, 2)

'Temp14 = HighestNext(4, 2)

'Temp15 = HighestNext(5, 2)

'Temp16 = HighestNext(6, 2)

'Temp17 = HighestNext(7, 2)

'Temp18 = HighestNext(8, 2)

'Temp19 = HighestNext(9, 2)

'Temp20 = HighestNext(10, 2)

End Sub

Public Sub Compute() '4/02/2011

'this Bigloop comprises most of the program; it starts by loading inputs

' Dim Fin\_affiche As String 04-06-2008

Picture1.Line (0, 0)-(0, 0)

EnumberLabel.Text = Enumber

KnumberLabel.Text = Knumber

AnumberLabel.Text = Anumber

DownTimeLabel = DowntimeNumber

For Bigloop0 = 1 To Bigloop0Max '0

If Bigloop0 > 15000 Then RunWithoutInput = 1

LBoucle = Bigloop0

'ShowResults

Maurice\_AffTbÉlémPause ' Maurice 03-06-2008 - Paquet1 des Maurice en fin de programme

'RemoveSelfingSub 'eliminate self-referencing

'RemoveSpuriousInputSub'eliminates spurious input. if I leave this in, the program cannot learn

'DynamicConnectionsSub

'MutationSub

'If Bigloop0 Mod 4 = 1 Then CountOutputLinksSub

'Select Case Bigloop0

'Case Is < 300

'Case Else

'If GoodNewOutput = 0 Then FailureRecordForYinYang = FailureRecordForYinYang + 1

'If FailureRecordForYinYang = 10 Then YinYangSub

'If FailureRecordForYinYang = 10 Then FailureRecordForYinYang = 1

'End Select

'Clear NewLine

I31 = 0

For I31 = 1 To Anumber

Activity(NewLineNumber, I31) = 0

Next I31

If DowntimeNumber > 0 Then InactivateElementsSub

'CycleLimit = 10 \* Int(Enumber / 10)

If CyclePermission = 1 Then CycleSub

If RunWithoutInput = 1 Then GoTo NoInput

Select Case InputNeeded

Case Is = 0

Case Is = 1

'randomize

R66 = R66 + 1 'Int((4 \* Rnd) + 1)

If R66 = 1 Then InputSub

If R66 = 1 Then R66 = 0

End Select

NoInput:

'If InputNeeded = 1 Then InputSub 'along with InputAverageConnectivitySub puts InputNextScore(1 0r 2 0r 3) to a high value

NextExtractionSub 'puts Next scores from elements in Activity(Linenumber) into the NextScoreRegister

'EmergenceSub is not used here even if there is an input or a cyclic element and the first HighestNext has yet to be loaded

'and Activity(NewLine, 1) = 0.

'The following is because EmergentNextScoreRegister has not been filled in EmergenceSub

I4 = 0

For I4 = 1 To Enumber

EmergentNextScoreRegister(I4) = NextScoreRegister(I4) 'EmergentNextScoreRegister is used by the following NextOrderSub

Next I4

NextOrderSub

'ScrambleHighestNextSub

'WhatShouldWeDoSub

FindFirstAvailablePositionSub 'FINDS FIRST AVAILABLE POSITION IN ACTIVITY REGISTER, loads HighestNext as Sofar

SavedHighestNext(1, 1) = HighestNext(1, 1)

SavedHighestNext(1, 2) = HighestNext(1, 2)

'SavedHighestNow(1, 1) = HighestNow(1, 1) If left in, this gives the last Now of the previous line in AR

'SavedHighestNow(1, 2) = HighestNow(1, 2)

70 ' Repère 70

'testsection

'For I4 = 1 To Enumber

'For J4 = 1 To Knumber \* 2

'If Element(I4, J4) = 0 Then WhatShouldWeDoSub

'Next J4

'Next I4

SofarSub 'LOAD ACTIVITY REGISTER USING NOW/NEXT COMPETITION BY OBTAINING HIGHEST NOW EACH CYCLE

'CHECK THAT THERE ARE NO ZEROES IN ACTIVITY REGISTER ELSE WILL GET AN ERROR FROM element (A1, A2) SINCE A2 WILL EQUAL ZERO'

120 ' Repère 120

If OutputNeeded = 1 Then ForcedOutputSub 'remove?

'RemoveZeroAndDoubleEntrySub

'eliminates a second input from Coco

If RemoveInputByCoco = 1 Then RemoveInputGenerationByCocoSub

'sets variables to zero

Reward = 0

RewardNow = 0

RewardNext = 0

DetectionYinYangSub

YinYangSub

If InputNeeded = 0 Then DetectionOutputSub 'detects the presence, nature and number of outputs

'ShowResults 'disable this and enable it in SofarSub if you want to follow loading the ActivityRegister step by step

'LongTermMemorySub

UpdateLineNumberSub

140 ' Repère 140

'This is to avoid dividing by zeroes

If RecordSuccess = 0 Then RecordSuccess = 1

If RecordFailure = 0 Then RecordFailure = 1

Picture1.Line -((Bigloop0 / Bigloop0Max) \* 100, RecordSuccess / (RecordSuccess + RecordFailure) \* 100), QBColor(0)

145

LRecordSuccess = RecordSuccess

LRecordFailure = RecordFailure

DoEvents

'Bigloop0 = 2000

If Bigloop0 = 1 Then ShowResults

If Bigloop0 < 3 Then Maurice\_AffTbÉlémFinProg

If Bigloop0 < (Bigloop0Max - 16) Then GoTo DontShowYet

ShowResults

If Bigloop0 = (Bigloop0Max - 1) Then Maurice\_AffTbÉlémFinProg

If Bigloop0 = (Bigloop0Max - 1) Then WhatShouldWeDoSub

DontShowYet:

Next Bigloop0 'end of bigloop0 ' Maurice 05-06-2008 - Pour s'assurer que le Next est bien attribué à Bigloop0 - Repère Paquet

WhatShouldWeDoSub

ShowResults

End Sub

Public Sub RemoveZeroAndDoubleEntrySub()

I10 = 0

For I10 = 1 To Anumber

'randomize

If Activity(NewLineNumber, I10) = 0 Then Activity(NewLineNumber, I10) = Int((Enumber \* Rnd) + 1)

Next I10

RerunDoubleEntry:

I10 = 0

DoubleEntry = 0

For I10 = 1 To Anumber - 1

For J10 = I10 + 1 To Anumber

If Activity(NewLineNumber, I10) = Activity(NewLineNumber, J10) Then DoubleEntry = DoubleEntry + 1

If DoubleEntry = 0 Then GoTo Noproblem

Activity(NewLineNumber, I10) = Int((Enumber \* Rnd) + 1)

DoubleEntry = DoubleEntry + 10

Noproblem:

Next J10

Next I10

If DoubleEntry > 0 Then GoTo RerunDoubleEntry

'If DoubleEntry > 0 Then WhatShouldWeDoSub

End Sub

Public Sub FindFirstAvailablePositionSub()

'after this routine, Sofar points to a filled position

Sofar = 0

I5 = 0

For I5 = 1 To Anumber

AvailablePosition = 0

If Activity(NewLineNumber, I5) = 0 Then AvailablePosition = 1

'By inactivating the following line, I take control away from the previous AR Line

If AvailablePosition = 1 Then Activity(NewLineNumber, I5) = HighestNext(1, 1) 'There should ALWAYS be a HighestNext to insert

If AvailablePosition = 1 Then Sofar = I5

If AvailablePosition = 1 Then I5 = Anumber

Next I5

End Sub

Public Sub SofarSub()

'Sofar points to a filled space in the Activity Register

For Sofartemp = Sofar To (Anumber - 1)

Select Case Activity(NewLineNumber, Sofar)

Case Is <= InputRange 'The element is an input

I62 = 0

For I62 = 1 To InputRange

InputNowScore(I62) = 0

InputNextScore(I62) = 0

Next I62

Case Else

End Select

NowExtractionSub

'NextExtractionSub 'I am unsure why this is here because this has been done in Compute

'If OutputNeeded = 1 Then ForcedOutputSub 'remove and restore this, maybe ...

R50 = Int((20 \* Rnd) + 1)

If NoiseLevel < R50 Then GoTo MakeNoNoise

'If (RunningScoreTotal / RunningScoreWindow) > (1 / 4) Then GoTo MakeNoNoise

'randomize

R50 = Int(RunningScoreWindow \* Rnd) - 1 'make this - 1 if want to avoid all Noise after successful learning

If (RunningScoreTotal / RunningScoreWindow) > (R50 / RunningScoreWindow) Then GoTo MakeNoNoise

NoiseSub

MakeNoNoise:

EmergenceSub

DoubleEntrySub

NowOrderSub

'WhatShouldWeDoSub

'ScrambleHighestNowSub 'This is to avoid the artefact in which Nows with the same score always have the lowest address on top

NextOrderSub

'WhatShouldWeDoSub

'ScrambleHighestNextSub

SavedHighestNext(Sofartemp + 1, 1) = HighestNext(1, 1)

SavedHighestNext(Sofartemp + 1, 2) = HighestNext(1, 2)

SavedHighestNow(Sofartemp + 1, 1) = HighestNow(1, 1)

SavedHighestNow(Sofartemp + 1, 2) = HighestNow(1, 2)

'ShowResults 'enable this and disable it in SofarSub if you want to follow loading the ActivityRegister step by step

110 ' Repère 110

If HighestNext(1, 2) > (NowNextWeighting \* HighestNow(1, 2)) Then Activity(NewLineNumber, Sofar + 1) = HighestNext(1, 1) Else Activity(NewLineNumber, Sofar + 1) = HighestNow(1, 1)

TempSuccessfulConnectionsSub

Sofar = Sofar + 1

'End of Sofartemp loop

Next Sofartemp

End Sub

Public Sub DoubleEntrySub()

I9 = 0

J9 = 0

For I9 = 1 To Enumber

For J9 = 1 To Sofar

If I9 = Activity(NewLineNumber, J9) Then NowScoreRegister(I9) = 0

If I9 = Activity(NewLineNumber, J9) Then NextScoreRegister(I9) = 0

If I9 = Activity(NewLineNumber, J9) Then EmergentNowScoreRegister(I9) = 0

If I9 = Activity(NewLineNumber, J9) Then EmergentNextScoreRegister(I9) = 0

Next J9

Next I9

End Sub

Public Sub TemporaryResetNowScoreRegisterSub() 'Check this!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!11

For J9 = 1 To Sofar

If Activity(NewLineNumber, J9) = 0 Then WhatShouldWeDoSub

Next J9

'improve this

For I67 = 1 To Sofar

J67 = Activity(NewLineNumber, I67)

NowScoreRegister(J67) = 0

Next I67

End Sub

Public Sub TemporaryResetNextScoreRegisterSub()

For I67 = 1 To Sofar

J67 = Activity(NewLineNumber, I67)

NextScoreRegister(J67) = 0

Next I67

NextOrderSub

End Sub

Public Sub DetectionYinYangSub()

NumberOfYinYangs = 0

YinYang = 0

I11 = 0

For I11 = 1 To Anumber

If Activity(NewLineNumber, I11) = 6 Then

NumberOfYinYangs = NumberOfYinYangs + 1

YinYang = 26

Else

If Activity(NewLineNumber, I11) = 7 Then

NumberOfYinYangs = NumberOfYinYangs + 1

YinYang = 27

End If

End If

Next I11

Select Case NumberOfYinYangs

Case Is = 0

YinYangCounter = YinYangCounter - 1

Case Is = 1

YinYangCounter = 5

Case Else

YinYangCounter = YinYangCounter - 1

End Select

If YinYangCounter < 0 Then YinYangCounter = 0

Select Case YinYangCounter

Case Is = 0

'do nothing

Case Is = 1

'reset

ResetYinYangSub

Case Is = 5

YinYangSub

End Select

End Sub

Public Sub CountOutputLinksSub()

For I92 = 1 To Enumber

OutputFrequency(I92) = 0

Next I92

'randomize

R69 = Int(Enumber \* Rnd) + 1

For I92 = R69 To Enumber

For J92 = 1 To 2 \* Knumber

For K92 = 1 To OutputRange

'randomize

R67 = Int(Enumber \* Rnd) + 1

If Element(I92, J92) <> Enumber + 1 - K92 Then GoTo KeepCounting

If Element(I92, J92) = Enumber + 1 - K92 Then OutputFrequency(Enumber + 1 - K92) = OutputFrequency(Enumber + 1 - K92) + 1

'If OutputFrequency(Enumber + 1 - K92) > OutputRangeMax And SpareLink(I92, J92) = 0 Then Element(I92, J92) = R67

KeepCounting:

Next K92

Next J92

Next I92

For I92 = 1 To R69

For J92 = 1 To 2 \* Knumber

For K92 = 1 To OutputRange

'randomize

R67 = Int(Enumber \* Rnd) + 1

If Element(I92, J92) <> Enumber + 1 - K92 Then GoTo KeepOnCounting

If Element(I92, J92) = Enumber + 1 - K92 Then OutputFrequency(Enumber + 1 - K92) = OutputFrequency(Enumber + 1 - K92) + 1

'If OutputFrequency(Enumber + 1 - K92) > OutputRangeMax And SpareLink(I92, J92) = 0 Then Element(I92, J92) = R67

KeepOnCounting:

Next K92

Next J92

Next I92

'For I93 = 1 To OutputRange

'Do

'Randomize

'R67 = Int(Enumber \* Rnd) + 1

'R68 = Int(Knumber \* Rnd) + 1

'If OutputFrequency(Enumber + 1 - I93) < OutputRangeMin Then Element(R67, R68) = Enumber + 1 - I93

'If OutputFrequency(Enumber + 1 - I93) < OutputRangeMin Then OutputFrequency(Enumber + 1 - I93) = OutputFrequency(Enumber + 1 - I93) + 1

'Loop Until OutputFrequency(Enumber + 1 - I93) >= OutputRangeMin

'Next I93

End Sub

Public Sub ExemptSuccessfulOutputLinksSub()

For I94 = 1 To Enumber

For J94 = 1 To Enumber

SpareLink(I94, J94) = SpareLink(I94, J94) - 1

If SpareLink(I94, J94) < 0 Then SpareLink(I94, J94) = 0

Next J94

Next I94

For I94 = 1 To OutputRange

For J94 = 1 To Anumber

If OutputA(I94) = 1 And Activity(NewLineNumber, J94) = (1 + Enumber) - I94 Then LinkTo = Activity(NewLineNumber, J94)

Next J94

Next I94

For J94 = 1 To Anumber

LinkFrom = Activity(NewLineNumber, J94)

For K94 = 1 To Knumber

If Element(LinkFrom, K94) = LinkTo Then SpareLink(LinkFrom, LinkTo) = 2

Next K94

Next J94

For J94 = 1 To Anumber

LinkFrom = Activity(NewLineNumber - 1, J94)

For K94 = 1 To Knumber

If Element(LinkFrom, Knumber + K94) = LinkTo Then SpareLink(LinkFrom, LinkTo) = 2

Next K94

Next J94

End Sub

Public Sub DetectionOutputSub()

NumberOfOutputs = 0

I11 = 0

For I11 = 1 To Anumber

For J11 = 1 To OutputRange

If Activity(NewLineNumber, I11) = (1 + Enumber) - J11 Then NumberOfOutputs = NumberOfOutputs + 1

Next J11

Next I11

I11 = 0

For I11 = 1 To Anumber

A = Activity(NewLineNumber, I11)

UnusedElement(A, 2) = UnusedElement(A, 2) + 20

UsedElement(A, 2) = UsedElement(A, 2) + 20

Next I11

OutputLinePlusOne = NewLineNumber + 1

If OutputLinePlusOne = EndOfActivityRegister + 1 Then OutputLinePlusOne = 1

'InputLine has been set by the InputSubroutine

130 ' Repère 130

Select Case NumberOfOutputs

Case 0

'There is no output (NumberOfOutputs = 0) and there are 2 possibilities:

Select Case OutputLinePlusOne

Case InputLine

'1/ The Activity Register is full and OutputLinePlusOne = InputLine

InputNeeded = 1

RecordFailure = RecordFailure + 1

Case Else

'2/ The Activity Register is not full and OutputLinePlusOne <> InputLine

InputNeeded = 0

'randomize

OutputLacking = OutputLacking + 1

'OutputFrequency = OutputFrequency + 1

'If OutputFrequency = 3 Then OutputFrequency = 0

If OutputLacking > ForcedOutputProbability Then OutputNeeded = 1 '

'If ForcedOutputProbability > OutputFrequency Then InputNeeded = 1

End Select

Case 1

'There is a single output - but is it the desired one?

'SuccessTableBasedDecisionRewardOrPunishSub 'remove

TestDecisionRewardOrPunishSub 'remove

InputNeeded = 1

OutputLacking = 0

Case Else

'There is more than one output so there must be punishment

'SuccessTableBasedDecisionRewardOrPunishSub 'remove

TestDecisionRewardOrPunishSub 'remove

'PhaseSeparationSub

InputNeeded = 1

OutputLacking = 0 'remove

DoEvents

End Select

End Sub

Public Sub ForcedOutputSub()

DontForceOutput = 0 'new routine to remove

For I78 = 1 To Anumber

For J78 = 1 To OutputRange

If Activity(NewLineNumber, I78) = (1 + Enumber - J78) Then DontForceOutput = 1

Next J78

Next I78

If DontForceOutput = 1 Then GoTo MissForcingOutput

'remove the above

'randomize

R54 = Int(OutputRange \* Rnd)

Activity(NewLineNumber, Anumber) = Enumber - R54 'CHECK THIS!!!!!!!!!!

MissForcingOutput:

OutputNeeded = 0

End Sub

Public Sub NextExtractionSub()

'Extracts how often an address has been referred to in the Next field of the elements active in the Activity Register.

'linenumber selects 'the line in the Activity Register and I2 selects the element within it; J+Knumber selects the elements within its Next field

'I1 Sets NextScoreRegister and HighestNext to zero

I1 = 0

For I1 = 1 To Enumber

NextScoreRegister(I1) = 0

HighestNext(I1, 1) = 0

HighestNext(I1, 2) = 0

Next I1

I2 = 0

J2 = 0

S = 0

For I2 = 1 To Anumber

A = Activity(linenumber, I2)

'No scoring from outputs

If A > Enumber - OutputRange Then GoTo NoScoringOfOutputNexts1

'No scoring from inputs of 1, 2 and 3

'If A = 1 Then GoTo NoScoringOfOutputNexts1

'If A = 2 Then GoTo NoScoringOfOutputNexts1

'If A = 3 Then GoTo NoScoringOfOutputNexts1

For J2 = 1 To Knumber

'randomize

If Element(A, J2 + Knumber) = 0 Then Element(A, J2 + Knumber) = Int((Enumber \* Rnd) + 1)

'No scoring from Next fields containing inputs of 1, 2 and 3

'If Element(A, J2 + Knumber) = 1 Then GoTo NoScoringOfOutputNexts2

'If Element(A, J2 + Knumber) = 2 Then GoTo NoScoringOfOutputNexts2

'If Element(A, J2 + Knumber) = 3 Then GoTo NoScoringOfOutputNexts2

If Downtime(Element(A, J2 + Knumber)) > 0 Then GoTo NoScoringOfOutputNexts2

'Stop cyclic element being loaded twice

If Element(A, J2 + Knumber) = CycleElement Then GoTo NoScoringOfOutputNexts2

S = Element(A, J2 + Knumber)

Sign = SignElement(A, Element(A, J2 + Knumber))

If Sign >= 0 Then NextScoreRegister(S) = NextScoreRegister(S) + 1

If Sign < 0 Then NextScoreRegister(S) = NextScoreRegister(S) - 1

NoScoringOfOutputNexts2:

Next J2

NoScoringOfOutputNexts1:

Next I2

I61 = 0

For I61 = 1 To InputRange

If InputA(I61) = 1 Then NextScoreRegister(I61) = NextScoreRegister(I61) + InputNextScore(I61)

Next I61

'Ensure that a Next that is ALREADY in the ActivityRegister does not get scored (and perhaps loaded again)

I77 = 0

For I77 = 1 To Sofar

A = Activity(NewLineNumber, I77)

If A = 0 Then GoTo DontResetNextScore

NextScoreRegister(A) = 0

DontResetNextScore:

Next I77

'ReverseDownTimeSub 'REMOVEREVERSENEXTS

End Sub

Public Sub NowExtractionSub()

'FIND HIGHEST NOW VALUES FROM ELEMENTS IN ACTIVITY AND LOAD INTO NowScoreRegister

'Sets NowScoreRegister and Highest Now to zero

90 ' Repère 90

I6 = 0

For I6 = 1 To Enumber

NowScoreRegister(I6) = 0

HighestNow(I6, 1) = 0

HighestNow(I6, 2) = 0

Next I6

'(2)Extracts how often an address has been referred to in the Now field

'of the elements active (7 when full) in the Activity Register

I7 = 0

J7 = 0

For I7 = 1 To Sofar

A = Activity(NewLineNumber, I7)

'Do not score Output fields

If A > Enumber - OutputRange Then GoTo NoScoringOfOutputNows

'Do not count the Nows of inputs

'If A = 1 Then GoTo NoScoringOfInputNows

'If A = 2 Then GoTo NoScoringOfInputNows

'If A = 3 Then GoTo NoScoringOfInputNows

'randomize

If A = 0 Then A = Int((Enumber \* Rnd) + 1)

For J7 = 1 To Knumber

If Element(A, J7) = 0 Then Element(A, J7) = Int((Enumber \* Rnd) + 1)

If Downtime(Element(A, J7)) > 0 Then GoTo NoScoringOfNows

S = Element(A, J7)

Sign = SignElement(A, S)

If Sign > 0 Then NowScoreRegister(S) = NowScoreRegister(S) + 1

If Sign < 0 Then NowScoreRegister(S) = NowScoreRegister(S) - 1

NoScoringOfNows:

Next J7

NoScoringOfOutputNows:

NoScoringOfInputNows:

Next I7

I61 = 0

For I61 = 1 To InputRange

If InputA(I61) = 1 Then NowScoreRegister(I61) = NowScoreRegister(I61) + InputNowScore(I61)

Next I61

'Ensure that a Now that is ALREADY in the ActivityRegister does not get scored (and perhaps loaded again)

I76 = 0

For I76 = 1 To Sofar

A = Activity(NewLineNumber, I76)

If A = 0 Then WhatShouldWeDoSub

If A = 0 Then GoTo DontResetNowScore

NowScoreRegister(A) = 0

DontResetNowScore:

Next I76

ReverseDownTimeSub

End Sub

Public Sub ReverseDownTimeSub()

'the idea is to avoid compressing the thoughts

'by preventing the elements in line t+1 from being loaded into the previous line t

'this entails taking the elements being loaded into the NewLine and ensuring that the addresses in their Nexts,

'which may correspond to elements often present in the following line, are not loaded

I76 = 0

J76 = 0

For I76 = 1 To Sofar

A = Activity(NewLineNumber, I76)

For J76 = 1 To Knumber

'If A = 0 Then GoTo NoReverseDowntime 'REMOVEREVERSENEXTS

NowScoreRegister(Element(A, Knumber + J76)) = 0

'NextScoreRegister(Element(A, Knumber + J76)) = 0 'REMOVEREVERSENEXTS

Next J76

Next I76

'NoReverseDowntime: 'REMOVEREVERSENEXTS

End Sub

Public Sub NextOrderSub()

'(3)use NextScoreRegister so most frequent are ordered in HighestNext

80 ' Repère 80

TempHighestNext(1) = 0

TempHighestNext(2) = 0

I4 = 0

For I4 = 1 To Enumber

HighestNext(I4, 1) = I4

HighestNext(I4, 2) = EmergentNextScoreRegister(I4) 'These are the scores modified by EmergenceSub

Next I4

I4 = 0

J4 = 0

For I4 = 1 To (Enumber - 1)

For J4 = (I4 + 1) To Enumber

If HighestNext(I4, 2) >= HighestNext(J4, 2) Then GoTo KeepHighestNext

TempHighestNext(1) = HighestNext(I4, 1)

TempHighestNext(2) = HighestNext(I4, 2)

HighestNext(I4, 1) = HighestNext(J4, 1)

HighestNext(I4, 2) = HighestNext(J4, 2)

HighestNext(J4, 1) = TempHighestNext(1)

HighestNext(J4, 2) = TempHighestNext(2)

KeepHighestNext:

Next J4

Next I4

'WhatShouldWeDoSub

End Sub

Public Sub EmergenceSub()

For I64 = 1 To Sofar

For J64 = 1 To Enumber

If Activity(NewLineNumber, I64) = 0 Then GoTo ZeroAddressError 'this is an error condition

Select Case CompatibilityTable(Activity(NewLineNumber, I64), J64)

Case Is < 1

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 0 'remove l

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'remove 1

Case Is = 1

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was \* 1 / 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was \* 1 / 2

Case Is = 2

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 10 'was \* 1 / 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 10 'was \* 1 / 2

Case Is = 3

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was \* 1 / 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was \* 1 / 2

Case Is = 4

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was \* 1 / 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was \* 1 / 2

Case Is = 5

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was \* 1 / 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was \* 1 / 2

Case Is = 6

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was 2

Case Is = 7

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was 2

Case Is = 8

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was 2

Case Is = 9

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was 2

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was 2

Case Is > 9

EmergentNowScoreRegister(J64) = NowScoreRegister(J64) \* 1 'was 3

EmergentNextScoreRegister(J64) = NextScoreRegister(J64) \* 1 'was 3

'If CompatibilityTable(Activity(NewLineNumber, I64), J64) < 8 Then NowScoreRegister(J64) = 0 'try NSR = NSR\*table

'If CompatibilityTable(Activity(NewLineNumber, I64), J64) < 8 Then NextScoreRegister(J64) = 0

End Select

Next J64

Next I64

ZeroAddressError:

End Sub

Public Sub NowOrderSub() '7/02/2011

TempHighestNow(1) = 0

TempHighestNow(2) = 0

I8 = 0

For I8 = 1 To Enumber

HighestNow(I8, 1) = I8

HighestNow(I8, 2) = EmergentNowScoreRegister(I8)

Next I8

I8 = 0

J8 = 0

For I8 = 1 To (Enumber - 1)

For J8 = (I8 + 1) To Enumber

If HighestNow(I8, 2) >= HighestNow(J8, 2) Then GoTo KeepHighestNow

TempHighestNow(1) = HighestNow(I8, 1)

TempHighestNow(2) = HighestNow(I8, 2)

HighestNow(I8, 1) = HighestNow(J8, 1)

HighestNow(I8, 2) = HighestNow(J8, 2)

HighestNow(J8, 1) = TempHighestNow(1)

HighestNow(J8, 2) = TempHighestNow(2)

KeepHighestNow:

Next J8

Next I8

End Sub

Public Sub NoiseSub()

'this forcibly inserts a randomly chosen element (that is not an input) into the Activity Register

'R49 = 100 + Int((100) \* Rnd) 'to get elements between 100 and Enumber

R49 = Int((Enumber - (InputRange + 1)) \* Rnd) + (InputRange + 1) 'to get elements between 1 and Enumber

If R49 > Enumber - OutputRange Then GoTo NoNoise

NowScoreRegister(R49) = 10 \* Knumber \* Anumber

NoNoise:

End Sub

Public Sub CycleSub()

Cycling = 0

'CycleLength says how many lines of the ActivityRegister there are per insertion of a CycleElement

CycleStep = CycleStep + 1

If CycleStep < CycleLength Then GoTo MissCycle

If CycleStep = CycleLength Then CycleStep = 0

CycleElement = CycleElement + 1

If CycleElement > Enumber Then CycleElement = InputRange + 1

If CycleElement < (InputRange + 1) Then CycleElement = InputRange + 1

If CycleElement > Enumber - OutputRange Then CycleElement = InputRange + 1

Activity(NewLineNumber, 1) = CycleElement

'Let other routines know a CycleElement has been inserted

Cycling = 1

MissCycle:

End Sub

Public Sub ScrambleHighestNowSub()

'The problem to be solved (if it is a problem) is to prevent the same Nows from being loaded again and again even though

'there are other Nows with the same score. This is because the ordering routine puts the lowest addresses on top. So scramble them.

ScrambleNowNumber = 0

MarkScrambleNowStart = 0

For I49 = 1 To Enumber - 1

If MarkScrambleNowStart = 0 Then MarkScrambleNowStart = I49

If HighestNow(I49, 2) = HighestNow(I49 + 1, 2) Then ScrambleNowNumber = ScrambleNowNumber + 1

Select Case ScrambleNowNumber

Case Is = 0

'There is just one line so don't try to scramble!

MarkScrambleNowStart = 0

GoTo ContinueUpdatingNow

Case Is > 0

If HighestNow(I49, 2) = HighestNow(I49 + 1, 2) Then GoTo ContinueUpdatingNow

'Scramble HighestNows with the same score by swapping

'randomize

R20 = Int((ScrambleNowNumber \* Rnd)) ' check this gives 0 to some number!!!

TempScrambleNowAddress = HighestNow(MarkScrambleNowStart, 1)

TempScrambleNowScore = HighestNow(MarkScrambleNowStart, 2)

HighestNow(MarkScrambleNowStart, 1) = HighestNow(MarkScrambleNowStart + R20, 1)

HighestNow(MarkScrambleNowStart, 2) = HighestNow(MarkScrambleNowStart + R20, 2)

HighestNow(MarkScrambleNowStart + R20, 1) = TempScrambleNowAddress

HighestNow(MarkScrambleNowStart + R20, 2) = TempScrambleNowScore

ScrambleNowNumber = 0

MarkScrambleNowStart = 0

End Select

ContinueUpdatingNow:

Next I49

End Sub

Public Sub ScrambleHighestNextSub()

'The problem to be solved (if it is a problem) is to prevent the same Nexts from being loaded again and again even though

'there are other Nexts with the same score. This is because the ordering routine puts the lowest addresses on top. So scramble them.

ScrambleNextNumber = 0

MarkScrambleNextStart = 0

TempScrambleNextAddress = Enumber

For I52 = 1 To Enumber - 1

If MarkScrambleNextStart = 0 Then MarkScrambleNextStart = I52

If HighestNext(I52, 2) = HighestNext(I52 + 1, 2) Then ScrambleNextNumber = ScrambleNextNumber + 1

Select Case ScrambleNextNumber

Case Is = 0

'There is just one line so don't try to scramble!

MarkScrambleNextStart = 0

GoTo ContinueUpdatingNext

Case Is > 0

If HighestNext(I52, 2) = HighestNext(I52 + 1, 2) Then GoTo ContinueUpdatingNext

'Scramble HighestNows with the same score by swapping

'randomize

R21 = Int((ScrambleNextNumber \* Rnd)) ' check this gives 0 to some number!!!

TempScrambleNextAddress = HighestNext(MarkScrambleNextStart, 1)

TempScrambleNextScore = HighestNext(MarkScrambleNextStart, 2)

HighestNext(MarkScrambleNextStart, 1) = HighestNext(MarkScrambleNextStart + R21, 1)

HighestNext(MarkScrambleNextStart, 2) = HighestNext(MarkScrambleNextStart + R21, 2)

HighestNext(MarkScrambleNextStart + R21, 1) = TempScrambleNextAddress

HighestNext(MarkScrambleNextStart + R21, 2) = TempScrambleNextScore

ScrambleNextNumber = 0

MarkScrambleNextStart = 0

End Select

ContinueUpdatingNext:

Next I52

End Sub

Public Sub InactivateElementsSub()

'This prevents elements that have been active in the AR from being active again

'for a down time

'This allows neurones to recover progressively

For I38 = 1 To Enumber

Downtime(I38) = Downtime(I38) - 1

If Downtime(I38) < 0 Then Downtime(I38) = 0

Next I38

For I39 = 1 To Anumber

A = Activity(linenumber, I39)

Downtime(A) = DowntimeNumber

Next I39

'Must not prevent a response else cannot have 10 in successive rows when needed!

For I85 = 1 To OutputRange

Downtime(1 + Enumber - I85) = 0

Next I85

'What happens if we include inputs?

'Downtime(1) = 0 'remove

'Downtime(2) = 0

'Downtime(3) = 0

End Sub

Public Sub TempSuccessfulConnectionsSub()

If linenumber < 2 Then GoTo MissTempSuccessfulConnections

CitedElement = Activity(NewLineNumber, Sofar + 1) 'This is the latest element to be loaded into the ActivityRegister

Select Case CitedElement

Case Is = HighestNow(1, 1) 'if the cited element equals this then strengthen the Now link

I90 = 0

J90 = 0

For I90 = 1 To Sofar

CitingElement = Activity(NewLineNumber, I90)

For J90 = 1 To Knumber

If Element(CitingElement, J90) = CitedElement Then TempMatrixNow(CitingElement, CitedElement) = 1

Next J90

Next I90

Case Is = HighestNext(1, 1) 'if the cited element equals this then strengthen the Next link

I90 = 0

J90 = 0

For I90 = 1 To Sofar

CitingElement = Activity(linenumber, I90)

For J90 = (Knumber + 1) To 2 \* Knumber

If Element(CitingElement, J90) = CitedElement Then TempMatrixNext(CitingElement, CitedElement) = 1

Next J90

Next I90

End Select

MissTempSuccessfulConnections:

End Sub

Public Sub SuccessfulConnectionsSub()

For I91 = 1 To Enumber

For J91 = 1 To Enumber

MatrixNow(I91, J91) = MatrixNow(I91, J91) + TempMatrixNow(I91, J91)

MatrixNext(I91, J91) = MatrixNext(I91, J91) + TempMatrixNext(I91, J91)

Next J91

Next I91

I91 = 0

J91 = 0

For I91 = 1 To Enumber

For J91 = 1 To Enumber

If MatrixNow(I91, J91) > 10 < 20 Then MatrixNow(I91, J91) = 25

If MatrixNow(I91, J91) = 25 Then GoTo EndMatrixNowUpdate

If MatrixNow(I91, J91) > 19 < 30 Then MatrixNow(I91, J91) = 35

If MatrixNow(I91, J91) = 35 Then GoTo EndMatrixNowUpdate

If MatrixNow(I91, J91) > 29 < 50 Then MatrixNow(I91, J91) = 45

If MatrixNow(I91, J91) = 45 Then GoTo EndMatrixNowUpdate

If MatrixNow(I91, J91) >= 45 Then MatrixNow(I91, J91) = 60

EndMatrixNowUpdate:

If MatrixNext(I91, J91) > 10 < 20 Then MatrixNext(I91, J91) = 25

If MatrixNext(I91, J91) = 25 Then GoTo EndMatrixNextUpdate

If MatrixNext(I91, J91) > 19 < 30 Then MatrixNext(I91, J91) = 35

If MatrixNext(I91, J91) = 35 Then GoTo EndMatrixNextUpdate

If MatrixNext(I91, J91) > 29 < 50 Then MatrixNext(I91, J91) = 45

If MatrixNext(I91, J91) = 45 Then GoTo EndMatrixNextUpdate

If MatrixNext(I91, J91) >= 49 Then MatrixNext(I91, J91) = 60

EndMatrixNextUpdate:

Next J91

Next I91

For I91 = 1 To Enumber

For J91 = 1 To Enumber

TempMatrixNow(I91, J91) = 0

TempMatrixNext(I91, J91) = 0

Next J91

Next I91

End Sub

'Public Sub SpareSuccessfulConnectionsSub()

'come here from having detected success; we are not actually protecting an existing link but the likelihood of one

'Do the Nows

'For I86 = StartLoop To EndLoop

'For J86 = 1 To Anumber

'FirstElement = Activity(I86, J86)

'For K86 = 1 To Anumber

'SecondElement = Activity(I86, K86)

'If FirstElement = SecondElement Then GoTo DontSpareNow 'avoids selfing

'MatrixNow(FirstElement, SecondElement) = 7

'MatrixNow(SecondElement, FirstElement) = 7

'DontSpareNow:

'Next K86

'Next J86

'Next I86

'Do the Nexts

'For I86 = StartLoop To (EndLoop - 1)

'For J86 = 1 To Anumber

'FirstElement = Activity(I86, J86)

'For K86 = 1 To Anumber

'SecondElement = Activity(I86 + 1, K86)

'If FirstElement = SecondElement Then GoTo DontSpareNext 'avoids selfing

'MatrixNext(FirstElement, SecondElement) = 7

'DontSpareNext:

'Next K86

'Next J86

'Next I86

'End Sub

Public Sub DynamicConnectionsSub()

For I88 = 1 To Enumber

For J88 = 1 To Enumber

If MatrixNow(I88, J88) > 0 Then MatrixNow(I88, J88) = MatrixNow(I88, J88) - 1

If MatrixNext(I88, J88) > 0 Then MatrixNext(I88, J88) = MatrixNext(I88, J88) - 1

Next J88

Next I88

For I87 = 1 To Enumber

For J87 = 1 To Knumber

'R64 = Int(Knumber \* Rnd) + 1

If R64 > 1 Then GoTo SpareNow

RandomElement = Int(Enumber \* Rnd) + 1

If MatrixNow(I87, Element(I87, J87)) > 0 Then GoTo SpareNow

Element(I87, J87) = RandomElement

SpareNow:

Next J87

Next I87

For I89 = 1 To Enumber

For J89 = (Knumber + 1) To (Knumber \* 2)

'R65 = Int(Knumber \* Rnd) + 1

If R65 > 1 Then GoTo SpareNext

RandomElement = Int(Enumber \* Rnd) + 1

If MatrixNext(I89, Element(I89, J89)) > 0 Then GoTo SpareNext

Element(I89, J89) = RandomElement

SpareNext:

Next J89

Next I89

End Sub

Public Sub SuccessTableBasedDecisionRewardOrPunishSub() '25/3/2011

' input sequence is 1, 2, 3, 2, 1, 2, 3 … for outputs 10 20 20 10 10 20 20

'Recall, InputTotal = 1, or 2 for growth (needs 10 as output)

'and InputTotal = 3 for sporulation (needs 20 as output)

'note that having more than one copy of the right output is also punishable

RewardDecision = 0

RunningScoreAction = 0

GoodNewOutput = 0

Select Case InputTotal

Case 1 '1 needs 10

If GrowthResponse = 1 And SporulationResponse = 0 Then GoodNewOutput = 1

Case 2 '2 here needs 20'

If SporulationResponse = 1 And GrowthResponse = 0 Then GoodNewOutput = 1

Case 3 '3 needs 20

If SporulationResponse = 1 And GrowthResponse = 0 Then GoodNewOutput = 1

'Case 4 '2 here needs 10 RESTORE THIS WHEN NO LONGER TESTING

'If GrowthResponse = 1 And SporulationResponse = 0 Then GoodNewOutput = 1

End Select

Select Case GoodNewOutput

Case Is = 0

RecordPointer = RecordPointer + 1

SuccessTable(RecordPointer, 1) = InputLine

SuccessTable(RecordPointer, 2) = NewLineNumber

SuccessTable(RecordPointer, 3) = 0

RecordFailure = RecordFailure + 1

Case Is = 1

RecordPointer = RecordPointer + 1

SuccessTable(RecordPointer, 1) = InputLine

SuccessTable(RecordPointer, 2) = NewLineNumber

SuccessTable(RecordPointer, 3) = 1

RecordSuccess = RecordSuccess + 1

End Select

SuccessTableWindow = SuccessTableWindow + 1

If SuccessTableWindow = 1 Then SuccessTableSub 'remove

If SuccessTableWindow = 1 Then SuccessTableWindow = 0

DoEvents

End Sub

Public Sub TestDecisionRewardOrPunishSub()

RewardDecision = 0

RunningScoreAction = 0

GoodNewOutput = 0

For I84 = 1 To OutputRange

For J84 = 1 To Anumber

If OutputA(I84) = 1 And Activity(NewLineNumber, J84) = (1 + Enumber) - I84 Then GoodNewOutput = 1

Next J84

Next I84

If NumberOfOutputs > 1 Then GoodNewOutput = 0

Select Case GoodNewOutput

Case Is = 0 'CHOICE OF PUNISHMENTS

LineChoice = NewLineNumber - (OldOutputLine + 1)

StartLoop = (OldOutputLine + 1) + Int(LineChoice \* Rnd)

EndLoop = StartLoop

'Select Case NewLineNumber - InputLine

'StartLoop = OldOutputLine + 1

'EndLoop = NewLineNumber

For I81 = 1 To RepeatRewardPunish

PunishMutateNowSub

StartLoop = EndLoop - 1

PunishMutateNextSub

Next I81

'Case Is >= 3

'StartLoop = InputLine

'EndLoop = NewLineNumber - 2 'a new and dangerous change!

'PunishMutateNowSub

'StartLoop = InputLine - 1 'remove this addition to Coco64?

'PunishMutateNextSub

'EndLoop = NewLineNumber - 1

'Case Is = 2

'StartLoop = InputLine

'EndLoop = NewLineNumber - 1 'a new and dangerous change!

'PunishMutateNowSub

'StartLoop = InputLine - 1 'remove this addition to Coco64?

'PunishMutateNextSub

'Case Is = 1

'StartLoop = InputLine

'EndLoop = NewLineNumber 'a new and dangerous change!

'PunishMutateNowSub

'StartLoop = InputLine - 1 'remove this addition to Coco64?

'PunishMutateNextSub

'Case Is = 0

'StartLoop = InputLine

'EndLoop = NewLineNumber 'a new and dangerous change!

'PunishMutateNowSub

'PunishMutateNowSub

'StartLoop = InputLine - 1 'remove this addition to Coco64?

'PunishMutateNextSub

'PunishMutateNextSub

'End Select

RecordFailure = RecordFailure + 1

'CyclePermission = 1 'REMOVECYCLEPERMISSION

Case Is = 1

SuccessfulConnectionsSub

'ExemptSuccessfulOutputLinksSub

StartLoop = InputLine

EndLoop = NewLineNumber

For I81 = 1 To RepeatRewardPunish

ShortRewardNowSub

' ExecuteRandomRewardNowSub 'remove

Next I81

If GoodOldOutput = 1 Then StartLoop = OldOutputLine Else StartLoop = InputLine 'remove this addition to Coco64?

For I81 = 1 To RepeatRewardPunish

ShortRewardNextSub

Next I81

'ExecuteRandomRewardNextSub

'Protect likely successful links from dynamic overwriting

'StartLoop = InputLine

'EndLoop = NewLineNumber

RecordSuccess = RecordSuccess + 1

'CyclePermission = 0 'REMOVECYCLEPERMISSION

End Select

GoodOldOutput = GoodNewOutput

OldOutputLine = NewLineNumber

'This is for MutationSub

RunningScorePointer = RunningScorePointer + 1

If RunningScorePointer > RunningScoreWindow Then RunningScorePointer = 1

If GoodNewOutput = 1 Then RunningScore(RunningScorePointer) = 1

If GoodNewOutput = 0 Then RunningScore(RunningScorePointer) = 0

End Sub

Public Sub SuccessTableSub()

StartLoop = SuccessTable(RecordPointer - SuccessTableWindow, 1)

For I73 = (RecordPointer - SuccessTableWindow) To RecordPointer

PresentResult = SuccessTable(I73, 3)

SameResult = 0

If SuccessTable(I73, 3) = SuccessTable(I73 + 1, 3) Then SameResult = 1

EndLoop = SuccessTable(I73, 2)

Select Case SameResult

Case Is = 0 'the result is different so reward or punish the previous set

Select Case PresentResult

Case Is = 0 'so punish present set

PunishMutateNowSub

PunishMutateNextSub

'give startloop of new set

'If I73 + 1 = RecordPointer Then GoTo EndSuccessLoop

StartLoop = SuccessTable(I73 + 1, 1)

Case Is = 1 'so reward present set

ShortRewardNowSub

'ExecuteRandomRewardNowSub ' remove

ShortRewardNextSub

'ExecuteRandomRewardNextSub

'give startloop of new set

'If I73 + 1 = RecordPointer Then GoTo EndSuccessLoop

StartLoop = SuccessTable(I73 + 1, 1)

End Select

Case Is = 1 'just continue updating unless need to exit

Select Case RecordPointer

Case Is = I73

Select Case PresentResult

Case Is = 0

PunishMutateNowSub

PunishMutateNextSub

Case Is = 1

ShortRewardNowSub

'ExecuteRandomRewardNowSub 'remove

ShortRewardNextSub

'ExecuteRandomRewardNextSub

End Select

Case Else

End Select

End Select

EndSuccessLoop:

Next I73

End Sub

Public Sub RecordSuccessSub()

'SuccessTable(RecordPointer, InputPointer, OutputPointer, ResultPointer)

'EarliestSuccessfulInputLine

'LastSuccessfulOutputLine

ShortTermMemoryLength = 20

FullSuccessStory = 0

StartLoop = SuccessTable(RecordPointer, 1)

I73 = RecordPointer

OutputResult = 1

Do Until OutputResult = 0

StartLoop = SuccessTable(I73, 1)

I73 = I73 - 1

If I73 = RecordPointer - ShortTermMemoryLength Then OutputResult = 0

If I73 = RecordPointer - ShortTermMemoryLength Then FullSuccessStory = 1

OutputResult = SuccessTable(I73, 3)

'PunishNextLine = SuccessTable(I73, 2)

Loop

EndLoop = NewLineNumber

End Sub

Public Sub ShortRewardNowSub()

If ActivateReward = 0 Then GoTo MissRandomRewardNow

I25 = 0

J25 = 0

For ActRegLine = StartLoop To EndLoop

For I25 = 1 To Anumber

DontOverwriteNow = 0

'randomize

R6 = Int((Knumber \* Rnd) + 1)

AvoidDirectCouplingInputOutput:

AvoidSelfingRandomNow:

'randomize

R7 = Int((Anumber \* Rnd) + 1)

FirstElement = Activity(ActRegLine, I25)

SecondElement = Activity(ActRegLine, R7)

If FirstElement = SecondElement Then GoTo AvoidSelfingRandomNow

'ExistingNowLink = 0

'I35 = 0

'For I35 = 1 To Knumber

'If Element(FirstElement, I35) = SecondElement Then ExistingNowLink = 1

'Next I35

'If ExistingNowLink = 0 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow:

TooBiased = 0

I35 = 0

For I35 = 1 To Knumber

If Element(FirstElement, I35) = SecondElement Then TooBiased = TooBiased + 1

Next I35

If TooBiased > NowTooBiasedLimit Then GoTo AvoidCouplingInputToSecondHalfEnumberNow:

'remove this section

Select Case FirstElement

Case Is <= InputRange

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Is > Enumber - OutputRange

' If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Else

'If FirstElement Mod 2 > SecondElement Mod 2 Then GoTo AvoidCouplingEvenOddOrOddEven

'If SecondElement Mod 2 > FirstElement Mod 2 Then GoTo AvoidCouplingEvenOddOrOddEven

End Select

'it needs this to learn properly:

For J25 = 1 To Anumber 'avoid reward routine overwriting a good combination

If Element(FirstElement, R6) = Activity(ActRegLine, J25) Then DontOverwriteNow = 1

'If SignElement(FirstElement, Element(FirstElement, R6)) < 0 Then DontOverwriteNow = 1

Next J25

'randomize

If DontOverwriteNow = 0 Then Element(FirstElement, R6) = SecondElement

AvoidCouplingInputToSecondHalfEnumberNow:

AvoidCouplingEvenOddOrOddEven:

Next I25

Next ActRegLine

MissRandomRewardNow:

End Sub

Public Sub ExecuteRandomRewardNowSub() '2/02/2011

'reward Now by writing address of one element into the field of another

180 ' Repère 180

If ActivateReward = 0 Then GoTo MissRandomRewardNow

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissRandomRewardNow

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissRandomRewardNow

I25 = 0

J25 = 0

For ActRegLine = StartLoop To EndLoop

For I25 = 1 To Anumber

DontOverwriteNow = 0

'randomize

R6 = Int((Knumber \* Rnd) + 1)

AvoidDirectCouplingInputOutput:

AvoidSelfingRandomNow:

'randomize

R7 = Int((Anumber \* Rnd) + 1)

FirstElement = Activity(ActRegLine, I25)

SecondElement = Activity(ActRegLine, R7)

If FirstElement = SecondElement Then GoTo AvoidSelfingRandomNow

TooBiased = 0

I35 = 0

For I35 = 1 To Knumber

If Element(FirstElement, I35) = SecondElement Then TooBiased = TooBiased + 1

Next I35

If TooBiased > NowTooBiasedLimit Then GoTo AvoidCouplingInputToSecondHalfEnumberNow:

'remove this section

Select Case FirstElement

Case Is = 1

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Is = 2

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Is = 3

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Is > Enumber - OutputRange

' If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNow

Case Else

'If FirstElement Mod 2 > SecondElement Mod 2 Then GoTo AvoidCouplingEvenOddOrOddEven

'If SecondElement Mod 2 > FirstElement Mod 2 Then GoTo AvoidCouplingEvenOddOrOddEven

End Select

For J25 = 1 To Anumber 'avoid reward routine overwriting a good combination or a negative connection

If Element(FirstElement, R6) = Activity(ActRegLine, J25) Then DontOverwriteNow = 1

Next J25

'randomize

If DontOverwriteNow = 0 Then Element(FirstElement, R6) = SecondElement

AvoidCouplingInputToSecondHalfEnumberNow:

AvoidCouplingEvenOddOrOddEven:

Next I25

Next ActRegLine

MissRandomRewardNow:

End Sub

Public Sub ShortRewardNextSub()

If ActivateReward = 0 Then GoTo MissRandomRewardNext

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissRandomRewardNext

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissRandomRewardNext

'If DeltaRunningScore > 0 Then GoTo MissRandomRewardNext

I26 = 0

J26 = 0

I35 = 0

For ActRegLine = StartLoop To (EndLoop - 1)

For I26 = 1 To Anumber

DontOverwriteNext = 0

AvoidDirectCouplingInputNextOutput:

'randomize

R8 = Int((Knumber \* Rnd) + 1)

'randomize

R9 = Int((Anumber \* Rnd) + 1)

FirstElement = Activity(ActRegLine, I26)

SecondElement = Activity(ActRegLine + 1, R9)

If FirstElement = SecondElement Then GoTo AvoidCouplingNextElementToItself:

'the following is to test limited but strong Next connections - remove

'ExistingNextLink = 0

'I35 = 0

'For I35 = 1 To Knumber

'If Element(FirstElement, I35) = SecondElement Then ExistingNextLink = 1

'Next I35

'If ExistingNextLink = 0 Then GoTo AvoidCouplingNext:

TooBiased = 0

For I35 = 1 To Knumber

If Element(FirstElement, Knumber + I35) = SecondElement Then TooBiased = TooBiased + 1

Next I35

If TooBiased > NextTooBiasedLimit Then GoTo MakeNoRandomNextReward

'remove this section

Select Case FirstElement

Case Is <= InputRange

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

Case Is > Enumber - OutputRange

'If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

'Case Else

' If FirstElement Mod 2 = SecondElement Mod 2 Then GoTo AvoidCouplingEvenEvenOrOddOdd

' If SecondElement Mod 2 = FirstElement Mod 2 Then GoTo AvoidCouplingEvenEvenOrOddOdd

End Select

For J26 = 1 To Anumber 'avoid reward routine overwriting a good combination

If Element(FirstElement, R8 + Knumber) = Activity(ActRegLine + 1, J26) Then DontOverwriteNext = 1

'Sign = SignElement(FirstElement, Element(FirstElement, R8 + Knumber))

'If Sign < 0 Then DontOverwriteNext = 1

Next J26

If DontOverwriteNext = 0 Then Element(FirstElement, R8 + Knumber) = SecondElement

AvoidCouplingInputToSecondHalfEnumberNext:

AvoidCouplingNextElementToItself:

AvoidCouplingEvenEvenOrOddOdd:

AvoidCouplingNext:

Next I26

MakeNoRandomNextReward:

Next ActRegLine

MissRandomRewardNext:

End Sub

Public Sub ExecuteRandomRewardNextSub() '2/02/2011

'reward Next

190 ' Repère 190

If ActivateReward = 0 Then GoTo MissRandomRewardNext

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissRandomRewardNext

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissRandomRewardNext

'If DeltaRunningScore > 0 Then GoTo MissRandomRewardNext

I26 = 0

J26 = 0

I35 = 0

For ActRegLine = StartLoop To (EndLoop - 1)

For I26 = 1 To Anumber

DontOverwriteNext = 0

AvoidDirectCouplingInputNextOutput:

'randomize

R8 = Int((Knumber \* Rnd) + 1)

'randomize

R9 = Int((Anumber \* Rnd) + 1)

FirstElement = Activity(ActRegLine, I26)

SecondElement = Activity(ActRegLine + 1, R9)

If FirstElement = SecondElement Then GoTo AvoidCouplingNextElementToItself:

TooBiased = 0

For I35 = 1 To Knumber

If Element(FirstElement, Knumber + I35) = SecondElement Then TooBiased = TooBiased + 1

Next I35

If TooBiased > NextTooBiasedLimit Then GoTo MakeNoRandomNextReward

'remove this section

Select Case FirstElement

Case Is = 1

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

Case Is = 2

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

Case Is = 3

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputNextOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

Case Is > Enumber - OutputRange

'If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberNext

'Case Else

' If FirstElement Mod 2 = SecondElement Mod 2 Then GoTo AvoidCouplingEvenEvenOrOddOdd

' If SecondElement Mod 2 = FirstElement Mod 2 Then GoTo AvoidCouplingEvenEvenOrOddOdd

End Select

For J26 = 1 To Anumber 'avoid reward routine overwriting a good combination

If Element(FirstElement, R8 + Knumber) = Activity(ActRegLine + 1, J26) Then DontOverwriteNext = 1

Next J26

If DontOverwriteNext = 0 Then Element(FirstElement, R8 + Knumber) = SecondElement

AvoidCouplingInputToSecondHalfEnumberNext:

AvoidCouplingNextElementToItself:

AvoidCouplingEvenEvenOrOddOdd:

Next I26

MakeNoRandomNextReward:

Next ActRegLine

MissRandomRewardNext:

End Sub

Public Sub ExecuteRandomRewardNextOverlapSub()

'This is needed because when a routine to be rewarded has run off the end of the AR to continue from its start

200 ' Repère 200

If ActivateReward = 0 Then GoTo MissRandomRewardNextOverlap

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissRandomRewardNextOverlap

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissRandomRewardNextOverlap

'If DeltaRunningScore > 0 Then GoTo MissRandomRewardNextOverlap

I26 = 0

I35 = 0

For I26 = 1 To Anumber

DontOverwriteNextOverlap = 0

'randomize

R8 = Int((Knumber \* Rnd) + 1)

AvoidDirectCouplingInputOverlapOutput:

'randomize

R9 = Int((Anumber \* Rnd) + 1)

TooBiased = 0

For I35 = 1 To Knumber

If Element(Activity(StartLoop, I26), Knumber + I35) = Activity(EndLoop, R9) Then TooBiased = TooBiased + 1

Next I35

If TooBiased > NextTooBiasedLimit Then GoTo MakeNoRandomNextOverlapReward

FirstElement = Activity(StartLoop, I26)

SecondElement = Activity(EndLoop, R9)

'Select Case FirstElement

'Case Is = 1

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberOverlap

'Case Is = 2

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberOverlap

'Case Is = 3

'If SecondElement = 10 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement = 20 Then GoTo AvoidDirectCouplingInputOverlapOutput

'If SecondElement > Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberOverlap

'Case Is = 10

'If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberOverlap

'Case Is = 20

'If SecondElement < Enumber / 2 Then GoTo AvoidCouplingInputToSecondHalfEnumberOverlap

' Case Else

'End Select

For J26 = 1 To Anumber 'avoid reward routine overwriting a good combination

If ActRegLine = EndOfActivityRegister Then GoTo MissEndofRegisterProblem

If Element(Activity(ActRegLine, I26), R8 + Knumber) = Activity(ActRegLine + 1, J26) Then DontOverwriteNextOverlap = 1

MissEndofRegisterProblem:

Next J26

If DontOverwriteNextOverlap = 0 Then Element(FirstElement, R8 + Knumber) = Activity(EndLoop, R9)

AvoidCouplingInputToSecondHalfEnumberOverlap:

Next I26

MakeNoRandomNextOverlapReward:

MissRandomRewardNextOverlap:

End Sub

Public Sub PunishNowLineAllocationSub()

'Since the Activity Register is cyclical, this works out which lines to punish

If ActivatePunish = 0 Then GoTo MissAllPunish 'TESTS EFFECTS OF MISSING PUNISHMENTS

SubtractionOfLines = NewLineNumber - InputLine

210 ' Repère 210

Select Case SubtractionOfLines

'The lines to be punished are in the direction 1 to EndOfActivityRegister e.g. 1000

Case Is > 0

StartLoop = InputLine

EndLoop = NewLineNumber

PunishMutateNowSub

Case Is < 0

StartLoop = InputLine

EndLoop = EndOfActivityRegister

PunishMutateNowSub

StartLoop = 1

EndLoop = NewLineNumber

PunishMutateNowSub

Case Is = 0

StartLoop = NewLineNumber

EndLoop = NewLineNumber

PunishMutateNowSub

End Select

MissAllPunish:

DoEvents

End Sub

Public Sub PunishNextLineAllocationSub()

'Since the Activity Register is cyclical, this works out which lines to punish

If ActivatePunish = 0 Then GoTo MissAllPunish 'TESTS EFFECTS OF MISSING PUNISHMENTS

SubtractionOfLines = NewLineNumber - InputLine

210 ' Repère 210

Select Case SubtractionOfLines

'The lines to be punished are in the direction 1 to EndOfActivityRegister e.g. 1000

Case Is > 0

If InputLine - 1 < 1 Then StartLoop = 1

StartLoop = InputLine - 1

EndLoop = NewLineNumber

PunishMutateNextSub

Case Is < 0

If InputLine - 1 < 1 Then StartLoop = 1

StartLoop = InputLine - 1

EndLoop = EndOfActivityRegister

PunishMutateNextSub

StartLoop = EndOfActivityRegister

EndLoop = 1

PunishMutateNextOverlap

'StrongPunishNextOverlap

StartLoop = 1

EndLoop = NewLineNumber

PunishMutateNextSub

Case Is = 0

If InputLine - 1 < 1 Then StartLoop = 1

StartLoop = InputLine - 1

EndLoop = NewLineNumber

PunishMutateNextSub

End Select

MissAllPunish:

DoEvents

End Sub

Public Sub DefineInputOutputSub()

'InputRange = 4 is defined in choices

'OutputRange = 2 is defined in choices

'set InputTotalMax to have the size of the pattern

'define inputA(inputrange) as integer

'OutputA(1)= 1 means we want enumber as output

'OutputA(2)= 1 means we want enumber-1 as output

'OutputA(3)= 1 means we want enumber-2 as output

For I82 = 1 To InputRange

InputA(I82) = 0

Next I82

For I83 = 1 To OutputRange

OutputA(I83) = 0

Next I83

'This gives the input pattern and the corresponding output pattern

Select Case InputTotal '1,2,3,4,5 ...1000,999,998,997,996

Case Is = 1

InputA(1) = 1

OutputA(1) = 1

Case Is = 2

InputA(2) = 1

OutputA(2) = 1

Case Is = 3

InputA(3) = 1

OutputA(2) = 1

Case Is = 4

InputA(2) = 1

OutputA(1) = 1

Case Is = 5

InputA(3) = 1

OutputA(3) = 1

'Case Is = 6

'InputA(6) = 1

'OutputA(6) = 1

'Case Is = 7

'InputA(7) = 1

'OutputA(7) = 1

'Case Is = 8

'InputA(8) = 1

'OutputA(8) = 1

'Case Is = 9

'InputA(9) = 1

'OutputA(9) = 1

End Select

End Sub

Public Sub InputSub()

'START OF INPUT SECTION

'cross-referencing of inputs has not been eliminated in this program

'constantinput allows input to remain unchanged for x turns

'as far as I can see, it just means skipping the input section

280 ' Repère 280

ConstantInput = ConstantInput + 1

If ConstantInput < KeepInputSameForThisNumber Then GoTo keepinput

If ConstantInput = KeepInputSameForThisNumber Then ConstantInput = 1

'the input pattern is only changed when ConstantInput allows the following

InputTotal = InputTotal + 1

If InputTotal = InputTotalMax Then InputTotal = 1

DefineInputOutputSub

keepinput: 'load newline of Activity Register

285 ' Repère 285

'If Cycling = 1 there is already an address in the first ‘position of the AR NewLine

AfterInputPosition = 1

If Cycling = 1 Then AfterInputPosition = 2

'I32 = 0 ' rather than InputSub itself loading the input, it allows Input to be anticipated via InputAverageConnectivitySub

'For I32 = 1 To 3

'If InputA(I32) = 1 Then

'Activity(NewLineNumber, AfterInputPosition) = I32

'If InputA(I32) = 1 Then

'AfterInputPosition = AfterInputPosition + 1

'End If

'Next I32

InputAverageConnectivitySub

InputNeeded = 0

InputLine = NewLineNumber

'END OF INPUT SECTION

End Sub

Public Sub InputAverageConnectivitySub()

'The original intention was to allow anticipation by using the Next scores of the previous line - it could still be done

'This gives a score to the input that should allow it to be inserted BUT make sure that the register is not set to zero after this!!!!!!!!!

I32 = 0

For I32 = 1 To InputRange

If InputA(I32) = 1 Then InputNowScore(I32) = (Knumber \* Anumber) 'or could be = HighestNow(200, 2)

If InputA(I32) = 1 Then InputNextScore(I32) = (Knumber \* Anumber) \* 2 'or could be = HighestNext(20 \* Anumber, 2)

Next I32

End Sub

Public Sub LongTermMemorySub()

'The LTM contains the essence of the Elements table and is a matrix Elements x Elements.

'It is updated depending on RunningScore (i.e. the equivalent of laying down a short term memory) if thngs go well

'It is linked to Downtime so that an important connection is not be disrupted readily

'It can be used to reconstruct the Elements table after a period in which there has been no real progress

'Victor addition 11-06-2008

For I54 = 1 To Enumber

For J54 = 1 To Enumber

LTMemory(I54, J54) = 0

Next J54

Next I54

For I54 = 1 To Enumber

For K54 = 1 To Knumber

J54 = Element(I54, K54)

'Addition to Coco22 31-07-2008

If J54 = 0 Then GoTo MissZeroElement

LTMemory(I54, J54) = LTMemory(I54, J54) + SignElement(I54, K54)

MissZeroElement:

'End of Addition to Coco22 31-07-2008

Next K54

Next I54

'TestEnhanceSub 'remove

'END of Victor addition 11-06-2008

End Sub

Public Sub UpdateLineNumberSub()

290 ' Repère 290

linenumber = linenumber + 1

If linenumber = EndOfActivityRegister + 1 Then linenumber = 1

NewLineNumber = linenumber + 1

If linenumber = EndOfActivityRegister Then NewLineNumber = 1

If linenumber = 1 Then NewLineNumber = 2

End Sub

Public Sub MutationSub()

UsedElementSub

UnusedElementSub

Select Case Bigloop0

Case Is < 200

Case Else

'There is a common frequency for mutations irrespective of the number of elements

'so if it is 1/10, we need to allow for different enumbers by calling up the MutationSub Enumber/100 times

'This changes the severity of reward and punishment according to recent history

TimeToUseRunningScore = TimeToUseRunningScore + 1

If TimeToUseRunningScore < RunningScoreWindow Then GoTo TooSoonToMutate

RunningScoreTotal = 0

For I53 = 1 To RunningScoreWindow

RunningScoreTotal = RunningScoreTotal + RunningScore(I53) 'information comes from TestDecisionRewardOrPunishSub

Next I53

Select Case RunningScoreTotal

Case Is <= RunningScoreWindow - 3

For I80 = 1 To Enumber / 100

'randomize

MutationElement = LowestUsedElement(I80, 1) 'Int((Enumber \* Rnd) + 1)

'randomize

MutationPosition = Int((2 \* Knumber \* Rnd) + 1)

'randomize

MutatedElement = Int((Enumber \* Rnd) + 1)

Element(MutatedElement, MutationPosition) = MutationElement

Next I80

'R64 = (Int(Knumber \* Rnd) + 1) / 4

'R65 = (Int(Knumber \* Rnd) + 1) / 4

'DynamicConnectionsSub

' CountOutputLinksSub

TimeToUseRunningScore = 0

Case Is = RunningScoreWindow - 2

For I80 = 1 To Enumber / 200

'randomize

MutationElement = LowestUsedElement(I80, 1) 'Int((Enumber \* Rnd) + 1)

'randomize

MutationPosition = Int((2 \* Knumber \* Rnd) + 1)

'randomize

MutatedElement = Int((Enumber \* Rnd) + 1)

Element(MutatedElement, MutationPosition) = MutationElement

Next I80

'R64 = 2 \* Int(Knumber \* Rnd) + 1

'R65 = 2 \* Int(Knumber \* Rnd) + 1

'DynamicConnectionsSub

TimeToUseRunningScore = 0

Case Is = RunningScoreWindow - 1

For I80 = 1 To Enumber / 400

'randomize

MutationElement = HighestUsedElement(I80, 1) 'Int((Enumber \* Rnd) + 1)

A = HighestUsedElement(I80, 2)

'randomize

MutationPosition = Int((2 \* Knumber \* Rnd) + 1)

'randomize

MutatedElement = Int((Enumber \* Rnd) + 1)

Element(MutatedElement, MutationPosition) = MutationElement

'randomize

MutationElement = LowestUsedElement(I80, 1) 'Int((Enumber \* Rnd) + 1)

A = LowestUsedElement(I80, 2)

'randomize

MutationPosition = Int((2 \* Knumber \* Rnd) + 1)

'randomize

MutatedElement = Int((Enumber \* Rnd) + 1)

Element(MutatedElement, MutationPosition) = MutationElement

Next I80

'R64 = 10 \* Int(Knumber \* Rnd) + 1

'R65 = 10 \* Int(Knumber \* Rnd) + 1

'DynamicConnectionsSub

TimeToUseRunningScore = 0

Case Else

'do nothing RunningScoreTotal=RunningScoreWindow

End Select

'runningscoretotal = maximum?

TooSoonToMutate:

End Select

End Sub

Public Sub UsedElementSub()

'Used and Unused elements are scored in the DetectionOutputSub

For I96 = 1 To Enumber 'This is just the labelling so that for element X with a score of Y, UsedElement(X,1) = X and UsedElement(X,2)=Y

UsedElement(I96, 1) = I96

Next I96

For I96 = 1 To InputRange 'Sets inputs to zero

UsedElement(I96, 2) = 0

Next I96

For I96 = Enumber - (OutputRange + 1) To Enumber 'Sets outputs to zero

UsedElement(I96, 2) = 0

Next I96

For I96 = 1 To Enumber 'reduces the scores of all elements

UsedElement(I96, 2) = UsedElement(I96, 2) - 1

If UsedElement(I96, 2) < 1 Then UsedElement(I96, 2) = 1

Next I96

For I96 = 1 To Enumber 'creates a table

HighestUsedElement(I96, 1) = UsedElement(I96, 1)

HighestUsedElement(I96, 2) = UsedElement(I96, 2)

Next I96

I95 = 0

J95 = 0

For I95 = 1 To Enumber - 1

For J95 = (I95 + 1) To Enumber

If HighestUsedElement(I95, 2) >= HighestUsedElement(J95, 2) Then GoTo KeepHighestUsed

TempUsedElement(1) = HighestUsedElement(I95, 1)

TempUsedElement(2) = HighestUsedElement(I95, 2)

HighestUsedElement(I95, 1) = HighestUsedElement(J95, 1)

HighestUsedElement(I95, 2) = HighestUsedElement(J95, 2)

HighestUsedElement(J95, 1) = TempUsedElement(1)

HighestUsedElement(J95, 2) = TempUsedElement(2)

KeepHighestUsed:

Next J95

Next I95

'scramble - take the first tenth of the elements, choose one at random, and use it to replace

'one of the HighestUsedElements; do this for all of the 1/10 elements

For I95 = 1 To Enumber / 10

'randomize

R71 = Int(Rnd \* Enumber / 10) + 1

TempUsedElement(1) = HighestUsedElement(I95, 1)

TempUsedElement(2) = HighestUsedElement(I95, 2)

HighestUsedElement(I95, 1) = HighestUsedElement(R71, 1)

HighestUsedElement(I95, 2) = HighestUsedElement(R71, 2)

HighestUsedElement(R71, 1) = TempUsedElement(1)

HighestUsedElement(R71, 2) = TempUsedElement(2)

If HighestUsedElement(I95, 1) = 0 Then WhatShouldWeDoSub

Next I95

End Sub

Public Sub UnusedElementSub()

'The UnusedElement matrix has two columns, one corresponding to the address of the element and the other to its score

For I96 = 1 To Enumber

UnusedElement(I96, 1) = I96

Next I96

For I96 = 1 To InputRange

UnusedElement(I96, 2) = Enumber 'This excludes inputs from being considered

Next I96

For I96 = Enumber - (OutputRange + 1) To Enumber

UnusedElement(I96, 2) = Enumber 'This excludes outputs

Next I96

For I96 = 1 To Enumber

UnusedElement(I96, 2) = UnusedElement(I96, 2) - 1

If UnusedElement(I96, 2) < 1 Then UnusedElement(I96, 2) = 1

Next I96

For I96 = 1 To Enumber

LowestUsedElement(I96, 1) = UnusedElement(I96, 1)

LowestUsedElement(I96, 2) = UnusedElement(I96, 2)

Next I96

I95 = 0

J95 = 0

For I95 = 1 To Enumber - 1

For J95 = (I95 + 1) To Enumber

If LowestUsedElement(I95, 2) <= LowestUsedElement(J95, 2) Then GoTo KeepLowestUsed

TempUnusedElement(1) = LowestUsedElement(I95, 1)

TempUnusedElement(2) = LowestUsedElement(I95, 2)

LowestUsedElement(I95, 1) = LowestUsedElement(J95, 1)

LowestUsedElement(I95, 2) = LowestUsedElement(J95, 2)

LowestUsedElement(J95, 1) = TempUnusedElement(1)

LowestUsedElement(J95, 2) = TempUnusedElement(2)

'If LowestUsedElement(I95, 1) = 0 Then WhatShouldWeDoSub

KeepLowestUsed:

Next J95

Next I95

'GoTo MissScramble

'scramble

ScrambleLowestNumber = 0

MarkScrambleLowestStart = 0

For I97 = 1 To Enumber - 1

If MarkScrambleLowestStart = 0 Then MarkScrambleLowestStart = I97

If LowestUsedElement(I97, 2) = LowestUsedElement(I97 + 1, 2) Then ScrambleLowestNumber = ScrambleLowestNumber + 1

Select Case ScrambleLowestNumber

Case Is = 0

'There is just one line so don't try to scramble!

MarkScrambleLowestStart = 0

GoTo ContinueUpdatingLowest

Case Is > 0

If LowestUsedElement(I97, 2) = LowestUsedElement(I97 + 1, 2) Then GoTo ContinueUpdatingLowest

'Scramble LowestUsedElements with the same score by swapping

'randomize

R71 = Int((ScrambleLowestNumber \* Rnd)) ' check this gives 0 to some number!!!

TempScrambleLowestAddress = LowestUsedElement(MarkScrambleLowestStart, 1)

TempScrambleLowestScore = LowestUsedElement(MarkScrambleLowestStart, 2)

LowestUsedElement(MarkScrambleLowestStart, 1) = LowestUsedElement(MarkScrambleLowestStart + R71, 1)

LowestUsedElement(MarkScrambleLowestStart, 2) = LowestUsedElement(MarkScrambleLowestStart + R71, 2)

LowestUsedElement(MarkScrambleLowestStart + R71, 1) = TempScrambleLowestAddress

LowestUsedElement(MarkScrambleLowestStart + R71, 2) = TempScrambleLowestScore

ScrambleLowestNumber = 0

MarkScrambleLowestStart = 0

End Select

ContinueUpdatingLowest:

Next I97

MissScramble:

End Sub

Public Sub PunishMutateNowSub()

If ActivatePunish = 0 Then GoTo MissOnPunishNows

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissOnPunishNows

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissOnPunishNows

'If DeltaRunningScore > 0 Then GoTo MissOnPunishNows

'Randomize

'R26 = Int(RunningScoreWindow \* Rnd)

'If (R26 / RunningScoreWindow) < (RunningScoreTotal / RunningScoreWindow) Then GoTo MissOnPunishNows

For ActRegLine = StartLoop To EndLoop

If ActRegLine = 0 Then GoTo MissActRegLineZero

PositionAR1 = 0

PositionNow1 = 0

For PositionAR1 = 1 To Anumber

For PositionNow1 = 1 To Knumber

'randomize

MutationNow = Int((100 \* Rnd) + 1)

If MutationNow < MutationThreshold Then GoTo NoPunishMutateNow

Sevencycle:

'randomize

R2 = Int((Enumber \* Rnd) + 1)

'Avoid creating inputs at random

If R2 <= InputRange Then GoTo Sevencycle

'Avoid creating outputs at random

'If R2 = 10 Then GoTo Sevencycle 'Remove

'If R2 = 20 Then GoTo Sevencycle 'Remove

'Avoid selfing

If R2 = Activity(ActRegLine, PositionAR1) Then GoTo Sevencycle

Select Case Activity(ActRegLine, PositionAR1)

Case Is <= InputRange

'If R2 > Enumber / 2 Then GoTo Sevencycle

Case Is > Enumber - OutputRange

'If R2 < Enumber / 2 Then GoTo Sevencycle 'Remove

Case Else

'If (Activity(ActRegLine, PositionAR1)) Mod 2 < R2 Mod 2 Then GoTo Sevencycle

'If (Activity(ActRegLine, PositionAR1)) Mod 2 > R2 Mod 2 Then GoTo Sevencycle

End Select

Element(Activity(ActRegLine, PositionAR1), PositionNow1) = R2

NoPunishMutateNow:

Next PositionNow1

Next PositionAR1

MissActRegLineZero:

Next ActRegLine

MissOnPunishNows:

End Sub

Public Sub PunishMutateNextSub()

If ActivatePunish = 0 Then GoTo MissOnPunishNexts

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissOnPunishNexts

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissOnPunishNexts

'If DeltaRunningScore > 0 Then GoTo MissOnPunishNexts

If StartLoop = 0 Then StartLoop = 1

For ActRegLine = StartLoop To (EndLoop - 1)

PositionAR2 = 0

PositionNext1 = 0

For PositionAR2 = 1 To Anumber

For PositionNext1 = 1 To Knumber

MutationNext = Int((100 \* Rnd) + 1)

If MutationNext < MutationThreshold Then GoTo NoPunishMutateNext

Eightcycle:

'randomize

R4 = Int((Enumber \* Rnd) + 1)

'no selfing

If R4 = Activity(ActRegLine, PositionAR2) Then GoTo Eightcycle

'no spurious input

If R4 <= InputRange Then GoTo Eightcycle

'Avoid creating outputs at random

'If R4 = 10 Then GoTo Eightcycle 'Remove

'If R4 = 20 Then GoTo Eightcycle 'Remove

Select Case Activity(ActRegLine, PositionAR2)

Case Is <= InputRange

'If R4 > Enumber / 2 Then GoTo Eightcycle

Case Is >= Enumber - OutputRange

'If R4 < Enumber / 2 Then GoTo Eightcycle 'Remove

Case Else

'If Activity(ActRegLine, PositionAR2) Mod 2 = R4 Mod 2 Then GoTo Eightcycle

End Select

Element(Activity(ActRegLine, PositionAR2), Knumber + PositionNext1) = R4

NoPunishMutateNext:

Next PositionNext1

Next PositionAR2

Next ActRegLine

MissOnPunishNexts:

End Sub

Public Sub PunishMutateNextOverlap()

PositionAR2 = 0

PositionNext1 = 0

For PositionAR2 = 1 To Anumber

If ActivatePunish = 0 Then GoTo MissOnPunishNextOverlaps

'If RunningScoreTotal / RunningScoreWindow > 1 / 2 Then GoTo MissOnPunishNextOverlaps

'If RunningScoreTotal >= RunningScoreWindow Then GoTo MissOnPunishNextOverlaps

'If DeltaRunningScore > 0 Then GoTo MissOnPunishNextOverlaps

For PositionNext1 = 1 To Knumber

MutationNext = Int((100 \* Rnd) + 1)

If MutationNext < MutationThreshold Then GoTo NoPunishMutateNextOverlap

Elevencycle:

'randomize

R4 = Int((Enumber \* Rnd) + 1)

'no selfing

If R4 = Activity(StartLoop, PositionAR2) Then GoTo Elevencycle

'no spurious input

If R4 <= InputRange Then GoTo Elevencycle

'Avoid creating outputs at random

'If R4 = 10 Then GoTo Elevencycle 'Remove

'If R4 = 20 Then GoTo Elevencycle 'Remove

'Select Case Activity(StartLoop, PositionAR2)

'Case Is < 4

'If R4 > Enumber / 2 Then GoTo Elevencycle

'Case Is = 10

'If R4 < Enumber / 2 Then GoTo Elevencycle

'Case Is = 20

'If R4 < Enumber / 2 Then GoTo Elevencycle

'Case Else

'End Select

Element(Activity(StartLoop, PositionAR2), Knumber + PositionNext1) = R4

NoPunishMutateNextOverlap:

Next PositionNext1

Next PositionAR2

MissOnPunishNextOverlaps:

End Sub

Public Sub RemoveSelfingSub()

'eliminates self-referencing

320 ' Repère 320

I19 = 0

J19 = 0

For I19 = 1 To Enumber

For J19 = 1 To Knumber \* 2

ReplaceCycle:

'randomize

R1 = Int((Enumber \* Rnd) + 1)

If I19 = Element(I19, J19) Then Element(I19, J19) = R1

If I19 = R1 Then GoTo ReplaceCycle

Next J19

Next I19

End Sub

Public Sub RemoveInputGenerationByCocoSub()

'Eliminates a second input coming from Coco

'If there is a real input, it is in the first position in the AR

'so check the New line and the following lines for a second input and replace it at random

'this sub MUST be disabled if we want to run in an anticipatory mode in which inputs are predicted

I45 = 0

J45 = 0

InputTally = 0

RandomizeAgain = 0

Select Case NewLineNumber

Case Is = InputLine

For I45 = 1 To Anumber

If Activity(NewLineNumber, I45) > 3 Then GoTo DontDoAnything1

InputTally = InputTally + 1

If InputTally < 2 Then GoTo DontDoAnything1

ReplaceInput1:

'randomize

RandomizeAgain = 0

R16 = Int((Enumber \* Rnd) + 1)

If R16 < 4 Then RandomizeAgain = 1

If R16 > Enumber - OutputRange Then RandomizeAgain = 1

If RandomizeAgain = 1 Then GoTo ReplaceInput1

For J45 = 1 To Anumber

If R16 = Activity(NewLineNumber, J45) Then RandomizeAgain = 1

Next J45

If RandomizeAgain = 1 Then GoTo ReplaceInput1

Activity(NewLineNumber, I45) = R16

InputTally = InputTally - 1

'Victor addition to Coco 19 atelier 4-6-2008

DontDoAnything1:

Next I45

Case Else

For I45 = 1 To Anumber

If Activity(NewLineNumber, I45) > 3 Then GoTo DontDoAnything2

If Activity(NewLineNumber, I45) = Activity(InputLine, 1) Then GoTo DontDoAnything2 'allows the same input to be repeated

InputTally = InputTally + 1

If InputTally < 1 Then GoTo DontDoAnything2

ReplaceInput2:

'randomize

RandomizeAgain = 0

R16 = Int((Enumber \* Rnd) + 1)

If R16 < 4 Then RandomizeAgain = 1

If R16 > Enumber - OutputRange Then RandomizeAgain = 1

If RandomizeAgain = 1 Then GoTo ReplaceInput2

For J45 = 1 To Anumber

If R16 = Activity(NewLineNumber, J45) Then RandomizeAgain = 1

Next J45

If RandomizeAgain = 1 Then GoTo ReplaceInput2

Activity(NewLineNumber, I45) = R16

InputTally = InputTally - 1

'Victor addition to Coco 19 atelier 4-6-2008

DontDoAnything2:

Next I45

End Select

End Sub

Public Sub RemoveSpuriousInputSub()

'Eliminates inputs in all fields so the system cannot learn!

330 ' Repère 330

I20 = 0

J20 = 0

For I20 = 1 To Enumber

For J20 = 1 To Knumber \* 2

If Element(I20, J20) > 3 Then GoTo ThisIsNotAnInput

ReplaceBiCycle:

'randomize

R3 = Int((Enumber \* Rnd) + 1)

If R3 < 4 Then GoTo ReplaceBiCycle

Element(I20, J20) = R3

ThisIsNotAnInput:

Next J20

Next I20

'

End Sub

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% MAURICE 05-06-2008 - PAQUET DES SÉQUENCES MAURICE %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'Sub Patch() ' REMPLACER TOUT LE PAQUET MAURICE PAR CELUI CI-DESSOUS ET SUPPRIMER CETTE LIGNE Sub

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% MAURICE 05-06-2008 - PAQUET DES SÉQUENCES MAURICE %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'

'

'

'%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice 05-06-2008 - Début affichage tableau Elément sur Pause %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Public Sub Maurice\_AffTbÉlémPause() '% '%

' Maurice 03-06-2008 - Espionnage '%

600 ' Repère 600 sur lequel on revient si l'option Pause n'est pas active '%

DoEvents '%

'%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

601

'%

End Sub '%

'

'%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 05-06-2008 - Début des affichages en fin de programme %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

' '%

Public Sub Maurice\_AffTbÉlémFinProg() ' '% '%

If Option1.Value = True Then GoTo Affiche\_Élémentsf ' - id - '%

If Option2.Value = True Then GoTo Affiche\_LongTermMemorySubf ' - id - '%

' '%

' 1) - Tableau des éléments '%

Affiche\_Élémentsf: '%

Dim xt, yt, i, j As Integer '%

Cls '%

CurrentX = 3100: CurrentY = 6410 '%

Print " Now " '%

CurrentX = 3100: CurrentY = 6410 '%

ForeColor = RGB(255, 0, 0) '%

Print " Next" '%

ForeColor = RGB(0, 0, 0) '%

xt = 1000: yt = 6660 '%

For i = 1 To Enumber ' Attention si Enumber > 32, dépassement capacité '%

CurrentX = 900: CurrentY = yt '%

ForeColor = RGB(0, 0, 255) '%

Print i '%

ForeColor = RGB(0, 0, 0) '%

For j = 1 To 2 \* Knumber ' Attention si Knumber > 10, dépassement capacité '%

If j = Knumber + 1 Then xt = xt + 800 Else xt = xt + 400 ' - id - '%

If j > Knumber Then ForeColor = RGB(255, 0, 0) ' - id - '%

CurrentX = xt: CurrentY = yt '%

Print Element(i, j) '%

Next j '%

ForeColor = RGB(0, 0, 0) '%

xt = 1000: yt = yt + 245 '%

Next i '% '%

GoTo Fin\_Affichage\_Fin\_Prog '%

' '%

' 2) - Table Activity Long Term '%

' '%

Affiche\_LongTermMemorySubf: '%

Dim Tltmf, Hltmf, Vltmf, Xltmf, Yltmf As Integer '%

Cls '%

Form1.Font.Size = 7 '%

CurrentX = 150: Xltmf = 150 '%

CurrentY = 6450: Yltmf = 6450 '%

ForeColor = RGB(0, 0, 255) '%

For Tltmf = 1 To Enumber '%

Xltmf = Xltmf + 580: CurrentX = Xltmf: CurrentY = Yltmf '%

Print Tltmf '%

Next Tltmf '%

' '%

For Hltmf = 1 To Enumber '%

Yltmf = Yltmf + 240 '%

CurrentX = 150: Xltmf = 150 '%

CurrentY = Yltmf '%

ForeColor = RGB(0, 0, 255) '%

Print Hltmf '%

ForeColor = RGB(0, 0, 0) '%

For Vltmf = 1 To Enumber '%

Xltmf = Xltmf + 580: CurrentX = Xltmf '%

CurrentY = Yltmf '%

Print LTMemory(Hltmf, Vltmf) '%

Next Vltmf '%

Next Hltmf '%

' '%

Fin\_Affichage\_Fin\_Prog: ' '%

End Sub '%

' '%

'%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 05-06-2008 - Fin des affichages en fin de programme %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 05-06-2008 - Début Calcul Table Activity %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

Private Sub Maurice\_AffTbActivity() ' %%%% Maurice - 03-06-2008 - affichage du tableau Activity '%

' '%

' En entrée Table Activity indexée par la ligne la + récente NewLineNumber et le n° de colonne k = 1 à Anumber '%

' Le nb de lignes de la table Activity est paramétré par EndOfActivityRegister (150 à ce jour) '%

' En sortie Tableau 'Activity Register Line' sur feuille principale '%

' La ligne la + récente de l'entrée sera mise en fin du tableau 'Activity Register Line' (ligne 10) '%

' On calcule les n° de ligne de la table Activity à positionner en ligne (Ln) du tableau 'Activity Register Line' : '%

' Si NewLineNumber > 9 alors Ltn = NewLineNumber - 9 '%

' Si NewLineNumber < ou = 9 alors Ltn = EndOfActivityRegister + NewLineNumber - 9 '%

' '%

' Positionnement des n° de ligne de la table Activity '%

If NewLineNumber > 12 Then '%

Ln(0) = NewLineNumber - 12 '%

Else '%

Ln(0) = EndOfActivityRegister + NewLineNumber - 12 '%

End If '%

For I13 = 1 To 12 '%

If Ln(I13 - 1) = EndOfActivityRegister Then '%

Ln(I13) = 1 '%

Else '%

Ln(I13) = Ln(I13 - 1) + 1 '%

End If '%

Next I13 '%

'%

' Positionnement des valeurs de la table Activity dans le champ '%

' 'Activity Register Line' affiché à l'écran '%

' '%

Dim ColMax As Integer

ColMax = 13

Select Case ColMax '%

Case Is < Anumber

For I13 = 1 To 12 'number of rows to display '%

For I14 = 1 To ColMax

LActivity(((I13 - 1) \* 13) + (I14 - 1)) = Activity(Ln(I13 - 1), I14)

Next I14

Next I13

Case Is = Anumber

For I13 = 1 To 12 'number of rows to display '%

For I14 = 1 To ColMax '%

LActivity(((I13 - 1) \* 13) + (I14 - 1)) = Activity(Ln(I13 - 1), I14)

Next I14 '%

Next I13

Case Is > Anumber 'so don't display those values in the ActivityRegister in positions > 13 (e.g., 14, 15 etc.)

For I13 = 1 To 12 'number of rows to display '%

For I14 = (Anumber + 1) To ColMax

LActivity(((I13 - 1) \* 13) + (I14 - 1)) = 0

Next I14

Next I13

For I13 = 1 To 12 'number of rows to display '%

For I14 = 1 To Anumber

LActivity(((I13 - 1) \* 13) + (I14 - 1)) = Activity(Ln(I13 - 1), I14)

Next I14

Next I13

Case Else

'%

End Select

'%

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% Maurice - 05-06-2008 - Fin Calcul Table Activity %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'

'

' %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% FIN DES PAQUETS MAURICE %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

'

End Sub