

Contents

Preface	1
0 Introduction	4
0.1 Chicken-and-egg problem	4
I Techniques	5
1 Machine learning basics	6
1.1 Inductive bias and “no free lunch” theorem	6
1.2 Structuralism, post-structuralism	6
2 Logic	7
2.1 The 3 main modes of human thinking	7
2.1.1 Deduction	7
2.1.2 Abduction	7
2.1.3 Induction	7
2.2 Propositional logic	7
2.3 Predicate logic / first-order logic	7
2.4 Inference (classical)	7
2.4.1 Resolution algorithm	7
2.4.2 Unification algorithm	7
2.5 Second-order / higher-order logic	7
2.6 λ -calculus, combinatory logic	7
2.7 Algebraic logic, geometrization	7
2.8 Category theory, categorical logic	7
2.9 Quantum logic	7
2.10 Term rewriting systems	7
2.11 Graph rewriting systems, hypergraphs	7
3 Uncertainty	8
3.1 Fuzziness	8
3.2 Probability	8
3.2.1 Bayesian networks	8
3.3 Confidence	8
3.4 Uncertain inference	8
3.4.1 MCMC (Markov chain Monte Carlo)	8
4 Neural networks	9
4.1 Neuroscience	9
4.1.1 Brain architecture	9
4.1.2 Neurons	9
4.1.3 Neuro-chemistry	9
4.2 Mathematics of neural networks	9
4.2.1 Non-linear analysis	9
4.2.2 Degree theory	9
4.2.3 Homology	9
4.2.4 Harmonic analysis	9
4.3 Deep learning	9
5 Evolution	10

5.1	History of natural evolution	10
5.2	Spectrum of the evolution operator	10
6	Reinforcement learning	11
6.1	Control theory / differential geometry	11
6.2	Optimization	11
II	Faculties	12
7	Pattern recognition	13
7.1	Vision	13
8	Belief revision / truth maintenance	14
9	Inductive learning	15
9.1	Logic-based inductive learning	15
10	Natural language	16
10.1	Syntax theory	16
10.2	Semantic theory	16
10.2.1	Abduction as interpretation	16
10.2.2	Montague grammar	16
10.2.3	Categorial grammar	16
11	Planning	17
11.1	Program synthesis	17
III	Architecture	18
12	Cognitive architectures	19
13	Memory systems	20
13.1	Working memory	20
13.2	Episodic memory	20
14	Implementation	21
14.1	Ethical issues	21
14.2	Business aspects	21
	Symbols	22
	Abbreviations and glossary	24
	Bibliography	25
	Index	26
	Acknowledgements	26