

AN OVERVIEW OF AI, CYBERNETICS, & DYNAMIC SYSTEMS

Systems Sciences Foundations

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2025-I



Outline

Kerox ↓

- 1 Basic Concepts of Artificial Intelligence
- 2 Basic Concepts of Cybernetics
- 3 Introduction to Dynamic Systems



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- 1 Basic Concepts of Artificial Intelligence
- 2 Basic Concepts of Cybernetics
- 3 Introduction to Dynamic Systems



AI: Definitions and Main Goals

- **Artificial Intelligence (AI):** *Science and engineering* of making **intelligent machines** capable of performing *tasks* that normally require human intelligence.

- **Main Goals:**

- Automate reasoning and knowledge representation.
- Enable learning, perception, and adaptation.
- Achieve problem-solving in complex domains.

- **Scope:**

- Broad field spanning subtopics like machine learning, robotics, and cognitive modeling.



Maths
Biology
Physics

electronic
mechanic
materials



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 - Broad field spanning subtopics like **machine learning**, **robotics**, and **cognitive modeling**.

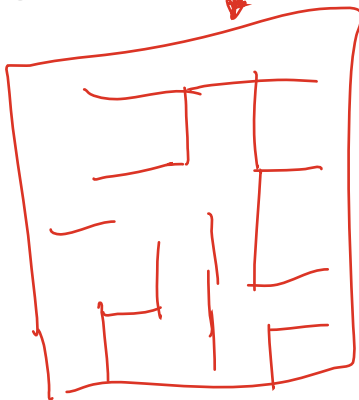
905 → Psyc. → Comp
Comp → Psyc.



AI Types and Learning Paradigms I

Symbolic vs. Subsymbolic AI:

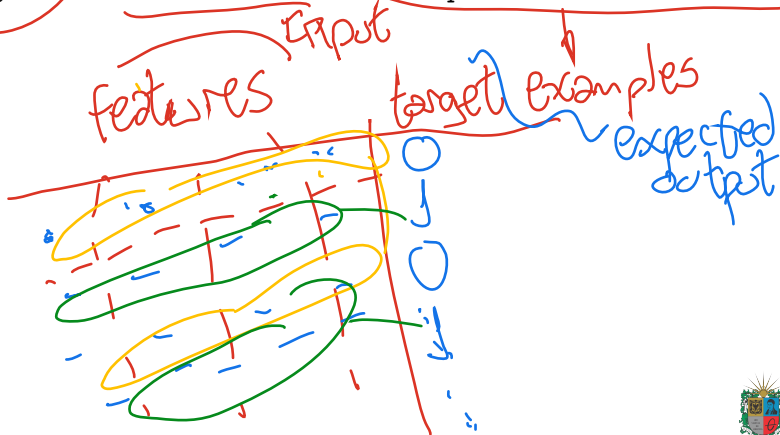
- **Symbolic (GOFAI):** Knowledge-based systems with logical rules.
- *Subsymbolic:* Neural networks that learn patterns from data.



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AI Types and Learning Paradigms II

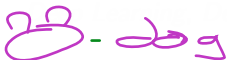
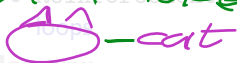
Machine Learning Types:

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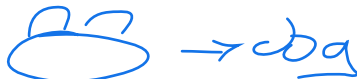
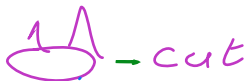
- Unsupervised: Discovering patterns or structures in unlabeled data.

data label (target)

cat



dog



AI Types and Learning Paradigms II

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- Unsupervised: Discovering **patterns** or structures in **unlabeled data**.
- Reinforcement Learning: Learning **actions** through **reward feedback loops**.

- **Glossary:**

- *Deep Learning, Decision Tree, Overfitting.*



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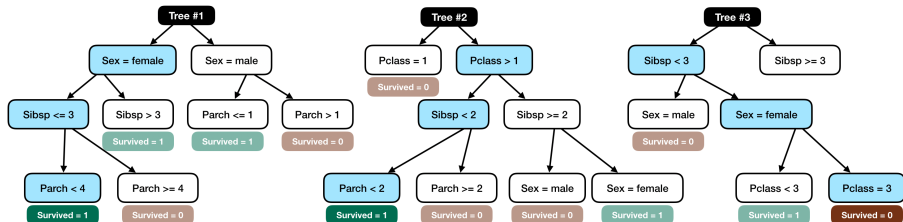
- *Deep Learning, Decision Tree, Overfitting.*



Case Study: Titanic in Kaggle

Did the passenger survive?

PassengerId	Pclass	Name	Sex	Age	SibSp	Parch	Ticket	Fare	Cabin	Embarked
893	3	Wilkes, Mrs. James (Ellen Needs)	female	47	1	0	363272	7		S



Tree #1 votes Survived = 1

Tree #2 votes Survived = 1

Tree #3 votes Survived = 0



Random forest predicts Survived = 1



Psychological Foundations of AI

- **Human Cognition and Behavior:**

- Inspired AI research in learning, perception, and problem solving.

- **Learning Theories:**

- *Behaviorism:* Learning as conditioning.
- *Constructivism:* Building mental models through experience.

- **Implications for AI:**

- How Cognitive Architectures Simulate Attention, Learning, and Problem Solving
- Detect and Model Cognitive States within the system



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- Expert systems capture human knowledge into machine systems.



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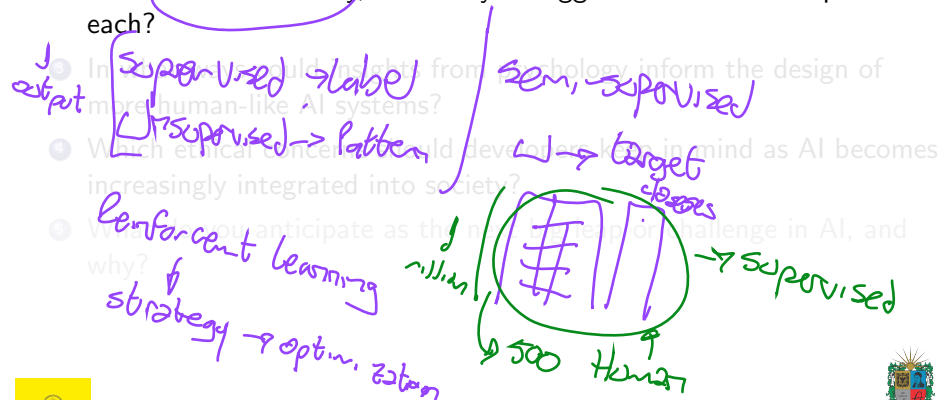
Discussion

- ➊ What key differences separate symbolic (GOFAI) from subsymbolic (neural networks) approaches, and when might each be more suitable?
- ➋ How do supervised, unsupervised, and reinforcement learning each handle data differently, and can you suggest real-world examples for each?
- ➌ In what ways could insights from psychology inform the design of more human-like AI systems?
- ➍ Which ethical concerns should developers keep in mind as AI becomes increasingly integrated into society?
- ➎ What do you anticipate as the next big leap or challenge in AI, and why?



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- ③ In what ways could insights from psychology inform the design of more human-like AI systems?

- Handwritten notes and arrows:
- Control + feedback (circled in purple)
 - Cognitive/Tricks (circled in purple)
 - Learning Paradigms (circled in purple)
 - neuro? (circled in purple)
- Arrows point from the circled text to the third question: "In what ways could insights from psychology inform the design of more human-like AI systems?"
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- Data exposure
- Privacy

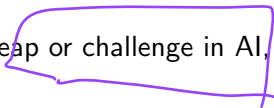
→ Deep voice / deep fake / Mrs. Information



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+ papers → 2017 → 2021
 + robots → hardware



Did you know?

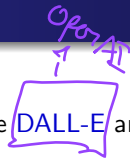
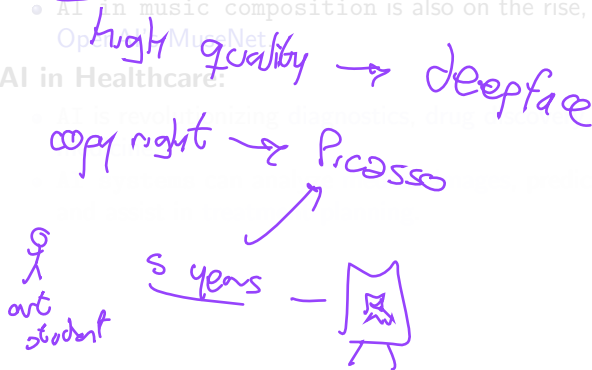
● AI in Art:

- AI-generated art is gaining popularity, with tools like DALL-E and Midjourney.

- AI in music composition is also on the rise, with systems like OpenAI's MuseNet.

● AI in Healthcare:

- AI is revolutionizing diagnostics, drug discovery, and personalized



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synt.

musicians



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- AI systems can analyze medical images, predict patient outcomes, and assist in treatment planning.

Images + data

Patent → Estfido



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Google Healthcare → source
AWS medical AI



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Cybernetics: Definitions and History

- **Cybernetics:** Study of communication and control in living beings and machines.
 (1) → environment ↔ (2)
- **Norbert Wiener (1948):** Formalized the term, focusing on feedback systems.
 → Termostato
- **Applications:**
 - Robotics, AI, management science, social systems analysis.



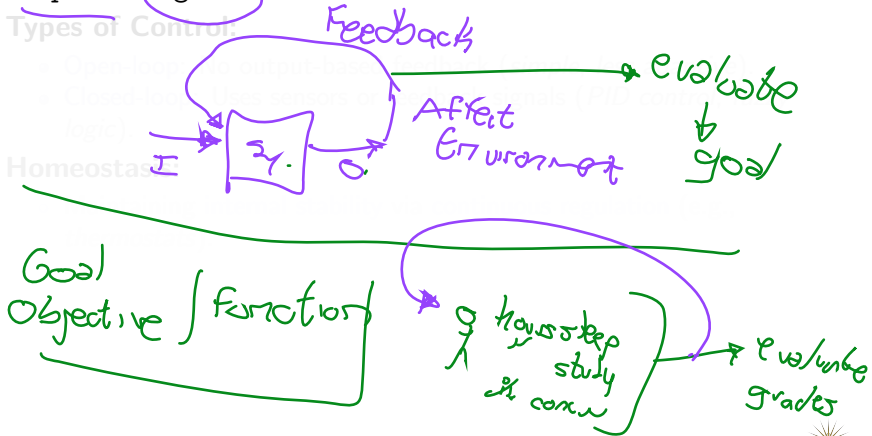
Control Mechanisms in Cybernetics

- **Feedback Loops:** Adjust system behavior based on comparing outputs to goals.

- **Types of Control:**

- Open-loop (no output-based feedback)
- Closed-loop (uses sensors or feedback signals (PID control logic))

- **Homeostasis:**



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- **Stability:** Maintains system stability via continuous regulation (e.g., thermostat).



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△ 5 seg

△ ↓ seg

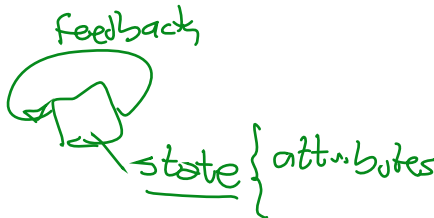
△ ↓ min

↓
 discrete → more adaptive & insights



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$$g_{\text{era}} = \dot{z}_1 \cdot W_1 + \dot{z}_2 \cdot W_2$$



Relation with AI

• Cybernetics + AI:

- Early AI research leveraged cybernetic principles of feedback and adaptation.

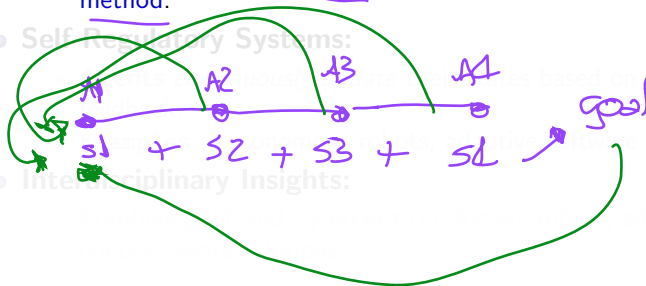


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- **Reinforcement Learning** is a prime example of a feedback-driven method.

• Self-Regulatory Systems:



• Interdisciplinary Insights:



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• Self-Regulatory Systems:

- **Agents** continuously update their states based on **environmental feedback**.

- Examples: Autonomous robots, adaptive software agents.

• Interdisciplinary Insights:

System
+
Decision
making
process

Homeostasis

- Combining AI and cybernetics fosters robust, adaptive, and self-aware solutions.



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• Interdisciplinary Insights:

- Combining AI and cybernetics fosters **robust**, **adaptive**, and **context-aware** solutions.

→ healthy
→ transport & logistics
→ education



Discussion

- 1 How do feedback loops in cybernetics enhance the adaptability of AI systems?

- 2 Can you provide examples of real-world applications where cybernetics and AI intersect?
- 3 What are the ethical implications of creating self-regulating systems in society?
- 4 How can we ensure that AI systems maintain a balance between autonomy and human oversight?
- 5 What future trends do you foresee in the integration of cybernetics and AI?



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① Alexa - Home assistants

② Autonomous Car

③ Social Network (Tinder) = ♂ ♀

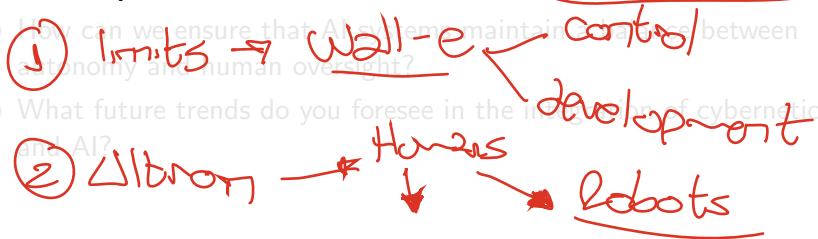
algorithm
↳ best rec



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JA2U15

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Reinforcement Learning Human Feedback

RLHF

Retraining

Dataset
 Trillion



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→ M.I. Bar - Gove - Accio. → House?

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Superhuman ↔ Super Intelligence
robots → ... → houses



Did you know?

Distillation → LLM (5 billion) → ① → ②

SLM
↓ billion

• Cybernetic Art:

- Artists use cybernetic principles to create interactive installations.
- Examples include responsive sculptures and generative art.

• Cybernetics in Nature:

Van Gogh < Virtual Reality
Augmented Reality



1 2 3 5 6 8 9 2 → 3 6 → 4 ✓
 1 2 3 5 6 8 9 1 → 3 5 → 8 ✗



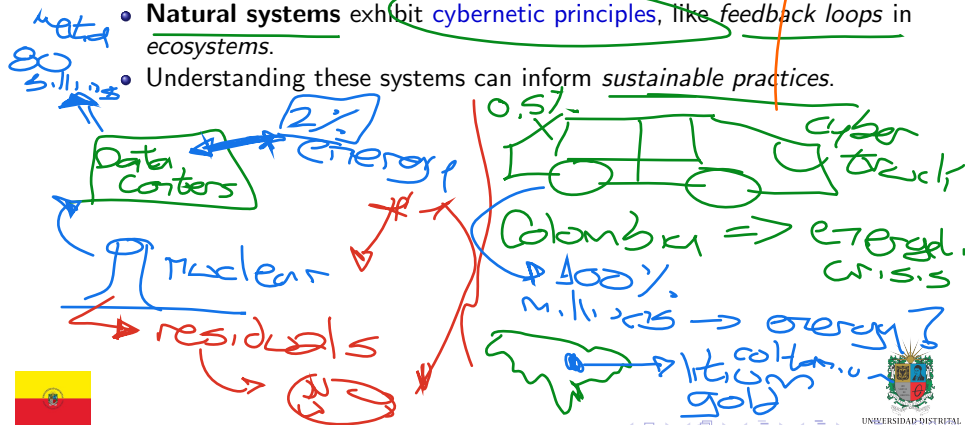
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• Cybernetic Art:

- Artists use **cybernetic principles** to create **interactive installations**.
- Examples include **responsive sculptures** and **generative art**.

• Cybernetics in Nature:

- Natural systems exhibit **cybernetic principles**, like feedback loops in ecosystems.
- Understanding these systems can inform sustainable practices.



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Definitions and System Characteristics

• Dynamic System:

- System whose state evolves over time based on inputs, initial conditions, and internal feedback.

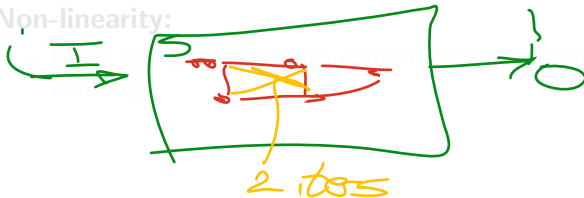
temporal → time

• Inputs vs. Outputs:

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Outputs: Those observable changes in the observable state.

• Non-linearity:



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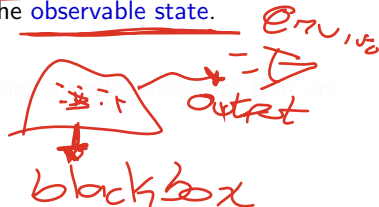
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paralelismo



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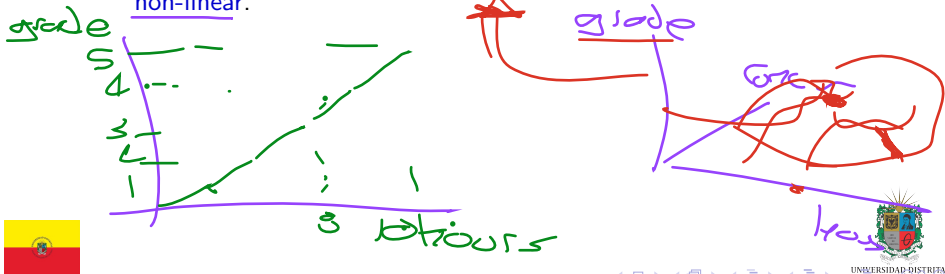
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• Non-linearity:

- Many dynamic systems contain complex interdependencies that are non-linear.



Chaos Theory and Sensitivity

- **Chaos Theory:**

- Studies how **small variations** in **initial conditions** can *lead* to large differences in **outcomes**.
- Butterfly Effect exemplifies **extreme sensitivity**.

- **Implications:**

- Long-term predictions become *difficult* in chaotic regimes.
- Planning requires robust control methods to handle uncertain or volatile behaviors.



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Dynamic Systems Analysis and Design

- **Modeling Approaches:**

- Ordinary Differential Equations (ODEs), agent-based models, simulation.

- **Stability and Equilibria:**

- Fixed points, limit cycles, chaotic attractors.
- Understanding stable vs. unstable dynamics.

- **Problem-Solving Approaches:**

- Control theory fundamentals: PID controllers, state-space methods, modern control.
- System identification and model estimation.
- Nonlinear system analysis for autonomous systems and adaptive systems.



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Case Study: Lotka—Volterra model



Case Study: SIR model



Case Study: Bank — Event-Based Simulation



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- 1 How do chaotic systems challenge our understanding of predictability in dynamic systems?
- 2 Can you provide examples of real-world systems that exhibit chaotic behavior?
- 3 What are the advantages and disadvantages of using ODEs versus agent-based models for system analysis?
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Did you know?

- **Dynamic Systems in Nature:**

- *Ecosystems, weather patterns, and population dynamics* are all examples of **dynamic systems**.
- Understanding these systems can help us **predict** and **manage** environmental changes.

- **Dynamic Systems in Technology:**

- *Robotics, control systems, and networked systems* are all examples of **dynamic systems**.
- *Advances in these fields are driving innovation in AI and cybernetics.*



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Conclusion

- **Systems Sciences Foundations** merges AI, cybernetics, and dynamic systems.
- Provides **frameworks** for modeling, understanding, and controlling complex behaviors.
- **Preparatory step** for deeper explorations: advanced ML, multi-agent cybernetic architectures, and real-world system simulations.



Outline

- 1 Basic Concepts of Artificial Intelligence
- 2 Basic Concepts of Cybernetics
- 3 Introduction to Dynamic Systems



Thanks!

Questions?



Repo: <https://github.com/EngAndres/ud-public/tree/main/courses/systems-sciences-foundations>

