# Plagiarism Scan Report

Summary	
Report Genrated Date	14 Mar, 2018
Plagiarism Status	93% Unique
Total Words	686
Total Characters	4141
Any Ignore Url Used	

# **Content Checked For Plagiarism:**

## # Neuromorphic Computing

Humans are the smartest species and we soon realized that evolution is a  $\square$ ar better inventor than us, and natural selection has highlighted the best o $\square$  its inventions. So, we started mimicking the nature around us.

### ## Biomimicry

A lot o our inventions are inspired by nature.

Classics such as the echolocation used by sonars or the velcro in your laptop bag. Or the recent ones like, the earthquake-resistant water cube architecture at the Beijing Olympics, the Burj Khali\[ \] a which is inspired by a desert \[ \] lower, or the 50-\[ \] oot-long king\[ \] isher beak o the bullet train.

The applications o□ Biomimicry are endless. But is that all we can learn □rom nature?

### ## Neuromorphics

Let's mimic the brain. Because, why not?

A Brain smart enough to know its own existence is de[initely one o[] the most power[ul creations o[] evolution. It's been a []antasy []or long enough to upload the brain onto a computer. Except []or this time, we managed to do it.

In December 2017, Scientists completed the brain mapping o□ an earthworm known as C. elegans. They built a Connectom which is a so□tware program with all o□ worm's 1000 cells, 302 neurons as well as their □unctions completely mapped.

They basically built a digital brain o $\square$  the earthworm, then uploaded it to a robot, le $\square$ t it in a small to see what happens next.

Now comes the interesting part. The robot mimicked the behavior o

the earthworm, navigated the room, turned back when it saw a wall, and so.

But you may say what's new in this, we have had robots capable o□ navigation and avoiding walls □or a long time. How is this di□ferent?

The di□ference is, we didn't program it to avoid walls; we didn't program it to navigate the room. All we did was digitalize the worm's brain. All o□ this was actually done by the digital brain itsel□ and this was all just so□tware with a □ew sensors.

### # Neuromorphic Computing

Arti\[]icial intelligence so\[]tware has increasingly begun to imitate the brain. Algorithms such as Google's automatic image-classi\[]ication use networks o\[] arti\[]icial neurons to per\[]orm complex tasks. But because the traditional computer hardware was not designed to run

brain-like algorithms, these machine-learning models require much more computing power than the human brain does.

"There must be a better way to do this because nature h\as \(\)igured out a better way to do this," says Michael Schneider, a physicist at the NIST.

Interestingly, this year at CES, Intel showcased its research in neuromorphic computing. The Tech Giant has developed a <code>[irst o[]</code> its kind sel<code>[]</code>-learning neuromorphic chip codenamed as Loihi, which uses an asynchronous Spiking Neural Network. The chip is based on a new computing paradigm inspired by how neurons work in a human brain and scrape o<code>[]</code> the traditional computing architecture consisting o<code>[]</code> CPU and memory. The chip gets smarter over time and does not need to be trained in the traditional way with a huge data set.

The key difference between neuromorphic and traditional computing is that they process data in an analog, rather than a digital fashion. This means that instead of sending information in a series of 0/1, they vary the intensity of these signals, just like our brain's synapses do. This means that more information can be coded into each signal by varying the intensity, drastically reducing the amount of power needed.

This makes the chip up to 1,000 times more energy-e ficient than general purpose computing required to train any neural network. The chip serves as hardware counterpart to the Deep Neural Networks and is meant to make computations aster.

The di□ference between classical systems and neuromorphic ones is just like the di□ference between Morse code and speech. The □ormer encodes data using just dots, and dashes, making meanings easy to understand but the message is lengthy to communicate. Speech, however, can be di□ficult to interpret but each individual utterance holds much more data. Thus, the latter is very e□ficient.

Thus, Neuromorphic Computing is the new power wave in the □ield o□ Arti□icial Intelligence and it can probably compute □aster than the human brain.

Report generated by smallseotools.com