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**CSE 498A: Literature Review Records**

<b>Student's Id and Name</b>	22234103382, Umma Sumaiya Riya
<b>Capstone Project Title</b>	High-Efficiency Micro-Expression Recognition for Automated Human Behavior Analysis Systems.
<b>Supervisor Name &amp; Designation</b>	Md. Mijanur Rahman, Assistant Professor
<b>Course Teacher's Name &amp; Designation</b>	Sudipto Chaki, Assistant Professor

<b>Aspects</b>	<p><b>Paper # 23 Bio-Inspired Cognitive Architecture for Adaptive and Autonomous Behavior</b> [Published Year: 2024] Publisher: MDPI Biology ]</p>
<b>Problem Statement</b>	The paper addresses the challenge of designing artificial systems capable of adaptive, goal-driven, and autonomous behavior similar to biological organisms. Traditional AI models struggle with integrating perception, decision-making, learning, memory, and motor control into a unified architecture. The authors aim to solve the gap between biological cognition and artificial autonomous systems.
<b>Key Contributions</b>	<p>The core contributions of this paper are:</p> <ol style="list-style-type: none"><li>1)Proposed a bio-inspired cognitive architecture combining perception, motivation, decision-making, and learning.</li><li>2)Introduced a multi-layer model integrating affective states, memory, and behavioral selection.</li></ol>

	<p>3) Demonstrated how biological principles improve adaptability, robustness, and autonomy.</p> <p>4) Provided simulations showing improved performance in dynamic environments.</p>
<b>Methodology/Theory/Framework</b>	<p>The authors propose a bio-inspired multilayer cognitive framework consisting of:</p> <ul style="list-style-type: none"> <li>● Perception Module for sensory processing</li> <li>● Affective–Motivation System inspired by biological emotion regulation</li> <li>● Memory System with short-term and long-term components</li> <li>● Action Selection / Decision-Making module</li> <li>● Learning Mechanism using reinforcement-based adaptation</li> </ul>
<b>Software Tools/Setup Details</b>	<p>1) Simulations were implemented using custom computational models described in the paper</p> <p>3) Architecture tested in simulation environments representing dynamic tasks</p> <p>4) No specialized external software (e.g., PyTorch/TensorFlow) was reported</p> <p>5) Computational environment: standard PC-based simulation environment</p>
<b>Test/Experiment Analysis</b>	<p>Experiments evaluated the agent's ability to adapt behavior under changing conditions. Parameters analyzed included adaptability, goal-driven decision-making, learning performance, motivation-driven behavior, and robustness against environmental disturbances. The model was compared with traditional AI architectures to measure improvements in flexibility and autonomous control.</p> <p>Accuracy/Performance:</p> <ul style="list-style-type: none"> <li>● The proposed system showed significantly higher adaptability and stability</li> <li>● Improved decision-making under uncertain conditions</li> <li>● Faster behavioral convergence during learning tasks</li> </ul>
<b>Test Data/Dataset Source</b>	<p>The paper did <b>not</b> use a traditional dataset. Instead, it used <b>simulation-based experimental environments</b> that mimic:</p> <ul style="list-style-type: none"> <li>● Biological sensory inputs</li> </ul>

	<ul style="list-style-type: none"> <li>• Dynamic tasks</li> <li>• Environmental changes requiring adaptation</li> </ul>
<b>Final Result (Assessment Criteria Wise)</b>	<p>The proposed cognitive architecture demonstrated improved:</p> <ul style="list-style-type: none"> <li>• Adaptability to environmental changes</li> <li>• Goal-driven decision-making</li> <li>• Learning efficiency</li> <li>• Robustness and autonomous behavior</li> <li>• Biological realism in artificial agents</li> </ul>
<b>Limitations</b> (List the limitations the authors mentioned in the article)	<ul style="list-style-type: none"> <li>• The system was only tested in <b>simulation</b>, not in real-world environments.</li> <li>• No large-scale quantitative benchmarks were provided.</li> <li>• Biological processes are simplified, not fully replicated.</li> <li>• Real-time hardware testing and scalability were not evaluated.</li> </ul>
<b>Final Summary</b>	<p>The authors proposed a bio-inspired cognitive architecture designed to improve adaptability and autonomous behavior in artificial systems. The framework integrates perception, motivation, memory, learning, and decision-making in a biologically inspired manner. Simulation results show that the model performs better than traditional AI architectures, particularly in dynamic and uncertain environments. The system demonstrates strong adaptability, robust behavioral selection, and effective learning. However, the study is limited to simulation-based experiments and lacks real-world validation. It also simplifies biological processes and does not include hardware testing. Overall, the model represents a promising step toward biologically grounded autonomous AI systems</p>