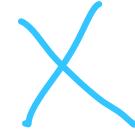




INTRODUCTION

INT301 Bio-computation, Week 1, 2025





Lecturers in INT301

- Module leader:

Dr. Rui Yang (SD529)

- Email: R.Yang@xjtlu.edu.cn
- Teaching weeks: 1-6
- Office hour: Tue 2pm-4pm

- Co-Lecturer

Dr. Shan Liang (SC565)

- Email: Shan.Liang@xjtlu.edu.cn
- Teaching weeks: 8-13
- Office hour: Wed 10am-12pm

- Lectures/Tutorials:

- EB138 Thu (9:00-10:50)
- EB138 Thu (11:00-11:50)

- Labs:

- SD554 Tue (9:00-9:50)
- SD554 Tue (10:00-10:50)
- SD554 Tue (11:00-11:50)

- Assessments:

- 1 In-Class Test: Week 6 (10%)
- 1 In-Class Test: Week 13 (10%)
- 1 Final Exam (80%)



In Lecture Theatre

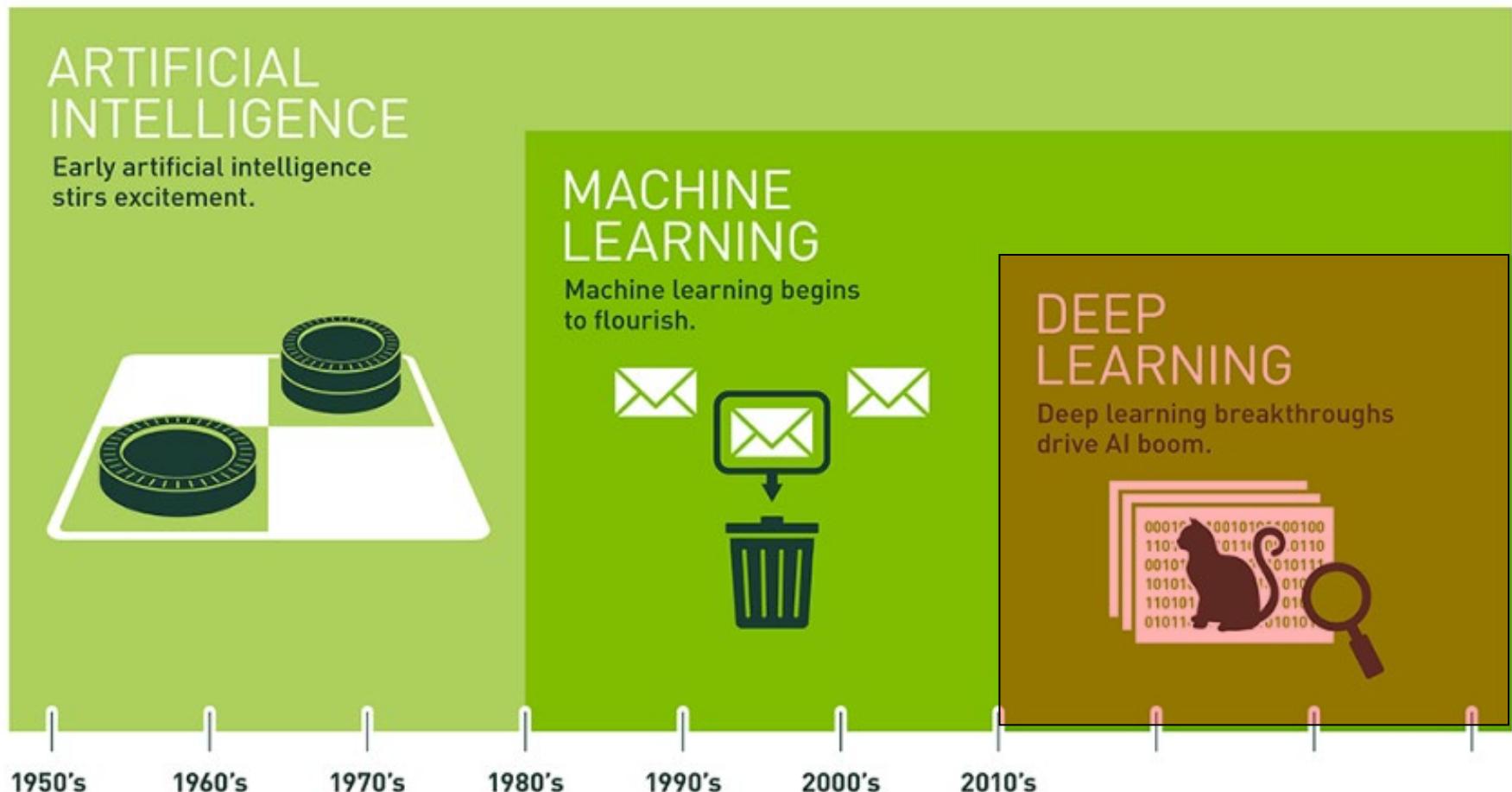


What INT301 is about?

- Bio-computation: a field devoted to tackling complex problems using computational methods modeled after principles encountered in **Nature**.
- **Goal:** to produce informatics tools with enhanced robustness, scalability, flexibility and reliability.
- A multi-disciplinary field strongly based on Biology, Computer Science, Informatics, Cognitive Science, and Robotics.
- The main content is **Artificial Neural Networks**

人工神经网络（从基础到现代所有类型）.

Artificial intelligence (AI), deep learning, and neural networks



Artificial intelligence (AI), deep learning, and neural network

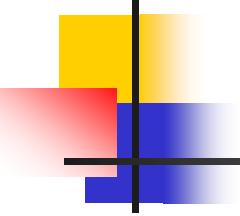
AI- any technique which enables computer to mimic human behavior

ML- subset of AI techniques which use statistical methods to enable machines to improve with experience

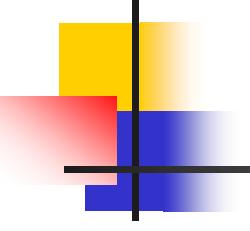
Neural network -- also known as "artificial" neural network -- is one type of machine learning that's loosely based on how neurons work in the brain

DL- subset of ML which makes the computation of multi-layer neural network feasible

ANN: a brief history

- 
- Some early researchers explored the idea of neuron models for AI. When the limits of *Classic AI* became clear, ANN with new models and algorithms started proving useful.
 - Artificial neural networks (ANNs) was created over 50 years ago when very little was known about how real neurons worked.
 - Since then, neuroscientists have learned a great deal about neural anatomy and physiology, **but the basic design of ANNs has changed very little.** Therefore, **despite the name neural networks,** the design of ANNs has little in common with real neurons.

ANN: a brief history

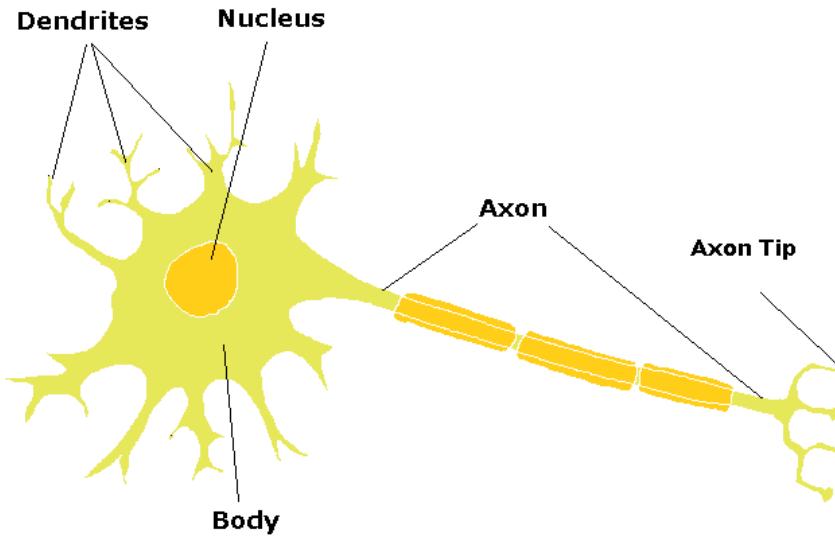
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- Instead, the emphasis of ANNs moved from biological realism to the desire to learn from data. Consequently, the big advantage of *Simple Neural Networks* over *Classic AI* is that they learn from data and **don't require an expert to provide rules**.
 - Today ANNs are part of a broader category of machine learning which includes other mathematical and statistical techniques.
 - Machine learning techniques, including ANNs, look at large bodies of data, extract statistics, and classify the results.

Biological Neural Network Approach

- Human brain is an intelligent system. By studying how the brain works we can learn what intelligence is and what properties of the brain are essential for any intelligent system.
- Other essential attributes include that *memory* is primarily a sequences of patterns, that behavior is an essential part of all learning, and that learning must be continuous.
- In addition, biological neurons are far more sophisticated than the simple neurons used in the simple neural network approach.

Biological Neural Networks Overview

- The inner-workings of the human brain are often modeled around the concept of **neurons** and the networks of neurons known as **biological neural networks.** 生物神经网络
 - It's estimated that the human brain contains roughly 100 billion neurons, which are connected along pathways throughout these networks.

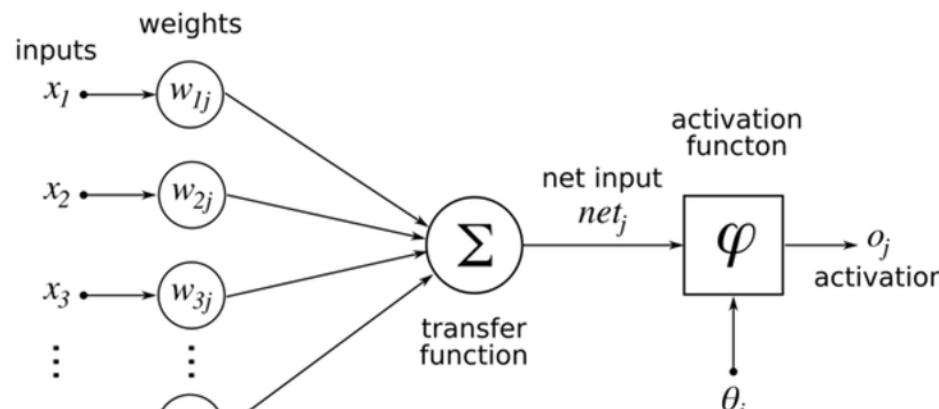


- At a very high level, neurons communicate with one another through an interface consisting of **axon terminals** that are connected to **dendrites** across a gap (**synapse**). 突触末梢

Abstract neuron

对神经元抽象 ·

- In plain English, a single neuron will pass a message to another neuron across this interface if the sum of weighted input signals from one or more neurons (summation) into it is great enough (exceeds a threshold) to cause the message transmission.
- This is called activation when the threshold is exceeded and the message is passed along to the next neuron. 超过阈值传入称为激活



Further on Simple Neural Network



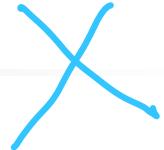
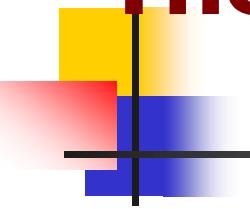
- Neural networks are mathematical models *inspired* by the human brain.
- Neural networks, and machine learning in general, engage in two different phases.
 - First is the ***learning phase***, where the model trains to perform a specific task. It could be learning how to describe photos to the blind or how to do language translations.
 - The second phase is the ***application phase***, where the finished model is used.

Neural Network



- In a biological system, learning involves adjustments to the synaptic connections between neurons
 - same for artificial neural network (ANN)
- Neural networks are configured for specific applications, such as **prediction** or forecasting, **pattern recognition** or data classification, through a **learning process**

Then, What is Machine Learning



- Webster's definition of "**to learn**"
"To gain **knowledge** or **understanding** of, or
skill in **by study, instruction or experience**"
- Simon's definition of "**machine learning**"
"Learning denotes **changes** in the system that are **adaptive** in the
sense that they enable the system to do the same task or tasks drawn
from the same population **more effectively the next time**" --
Machine Learning I, 1993, Chapter 2.

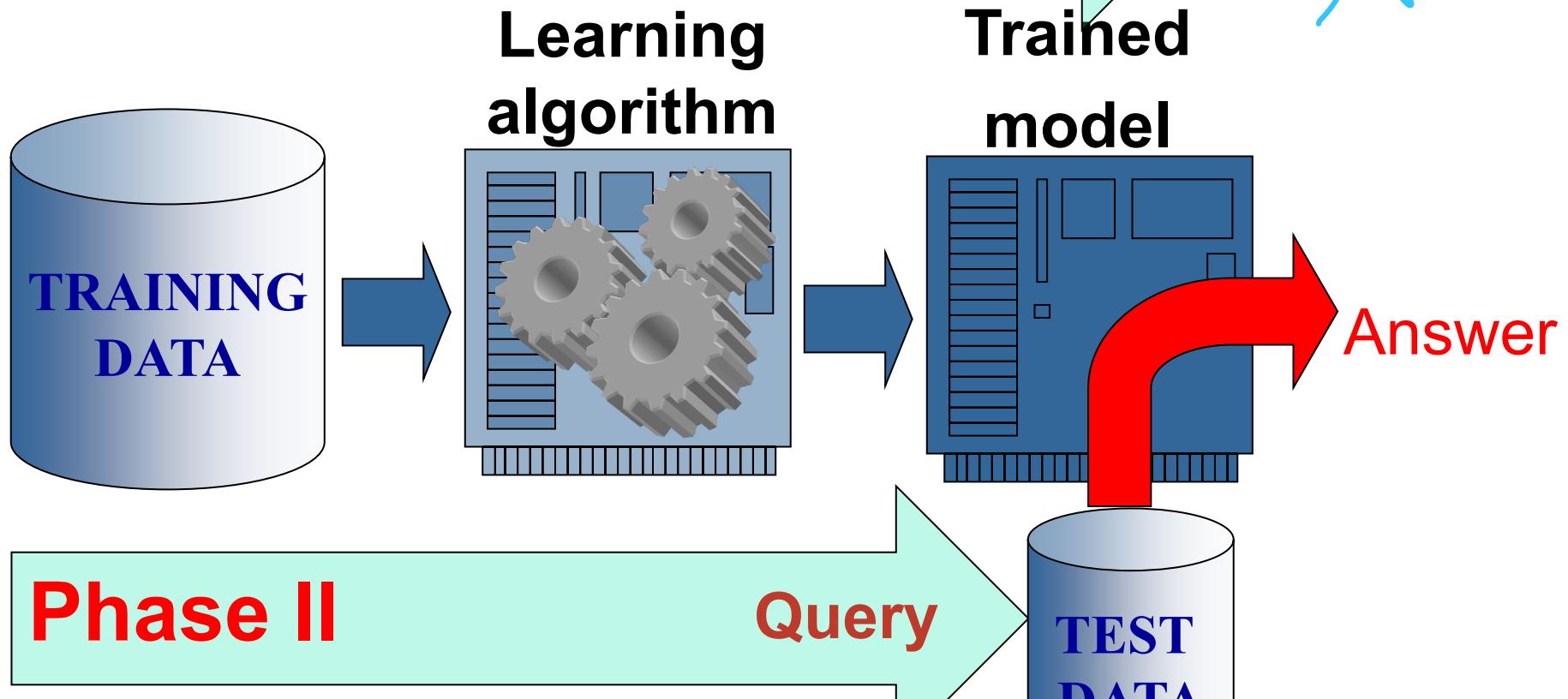
Why “Learn” ?



- **Machine learning:** programming computers to *optimize a performance criterion using example data* or past experience.
 - There is no need to “learn” to calculate payroll
- **Learning is used when:**
 - Human expertise does not exist (e.g., navigating on Mars),
 - Humans are unable to explain their expertise (e.g., speech recognition)
 - Solution changes in time (e.g., forecasting stock market)
 - Solution needs to be adapted to particular cases (e.g., user biometrics)

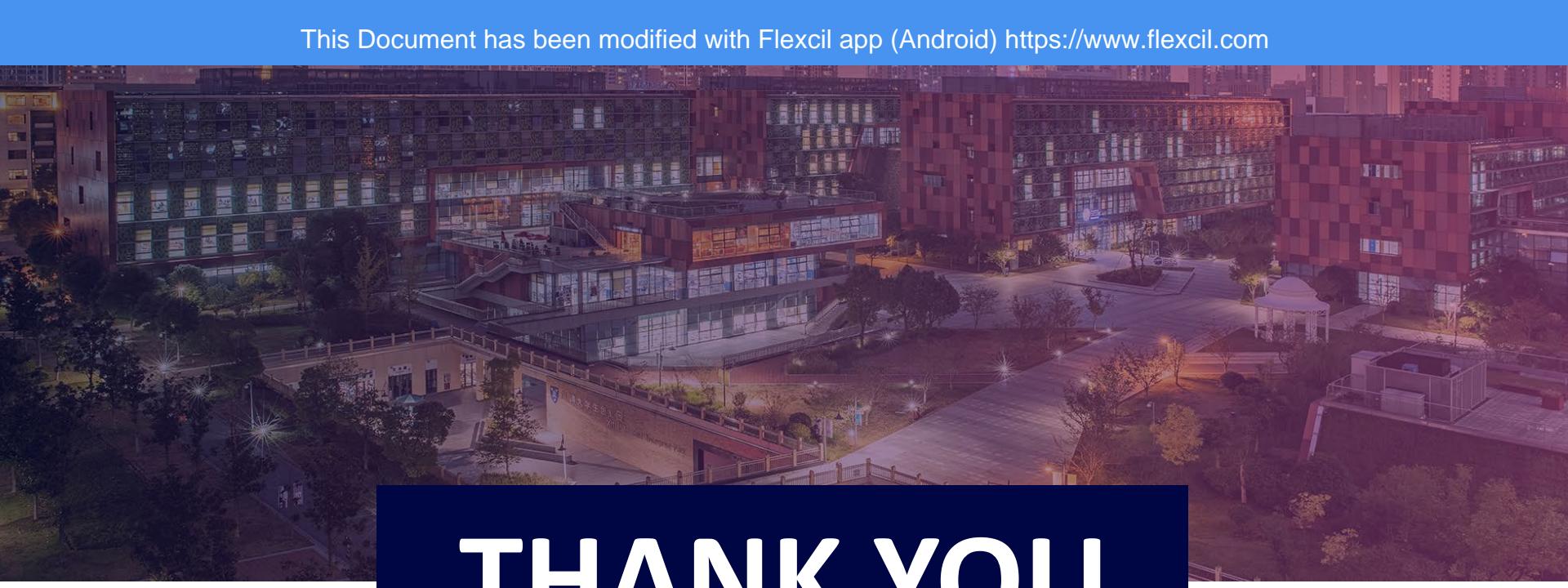
General Illustration of Machine Learning

Phase I



Typical Learning Machines

- Basic ML
 - Models from statistics for regression and classification
 - Decision trees
 - Bayesian networks
 - **Artificial neural networks (focus of INT301)**
 - Support vector machines
 - Latent variable models
 - Unsupervised learning
 - Manifold learning
 - Reinforcement learning
 - Transfer learning



THANK YOU



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