



POLITECNICO  
DI MILANO

# **Neuroengineering part I class topics: 2021-2022**



Prof. Pietro Cerveri  
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# Course schedule (part I – Prof. CERVERI)

Data	Dove	09:00	10:00	11:00	12:00	13:00	14:00	15:00	16:00	17:00	18:00	19:00	20:00
Lunedì	<a href="#">III.B</a>												
Martedì	<a href="#">AULA VIRTUALE LEO</a>												
Mercoledì													
Giovedì	<a href="#">AULA VIRTUALE LEO</a>												
Venerdì	<a href="#">3.1.3</a>												
Sabato													

Week 1 to week 5: Frontal classes, practise and seminar

Week 6 to week 9: Frontal classes and seminar (Part II, Prof. Pedrocchi)

Week 10 to week 15: Project Workshop activities

Teaching assistants:

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# Course organization and time table (part I)

Weeks 1-5

Part I  
CERVERI

Weeks 5-9

Part II  
PEDROCCHI

Weeks 10-15

Project  
Workshops (PW)

		MONDAY (PRESENCE 3 hrs)	TUESDAY (VIRTUAL 3hrs)	THURSDAY (VIRTUAL 2hrs)	FRIDAY (PRESENCE 3 hrs)
13/09/2021	W1	Course presentation	Artificial neural networks (ANN)	Perceptron, learning and delta rule	PRACTISE basic NN (group 2)
20/09/2021	W2	PRACTISE basic NN (group 1)	Multi-layer ANN and backpropagation	Deep learning paradigm	PRACTISE FFNN (group 2)
27/09/2021	W3	PRACTISE FFNN (group 1)	Convolutional neural networks (CNN)	Autoencoder NN	Master thesis presentation
04/10/2021	W4	SEMINAR Python/TensorFlow (group 1)	GRADUATION	Encoding/Decoding networks	SEMINAR Python/TensorFlow (group 2)
11/10/2021	W5	Generative Adversarial Net (non duplicated)	Concepts of explainable AI		
18/10/2021	W6				
25/10/2021	W7		NEURO part II - Porf- Pedrocchi		
01/11/2021	W8				
08/11/2021	W9				
15/11/2021	W10				
22/11/2021	W11		PROJECT WORKSHOPS		
29/11/2021	W12				
06/12/2021	W13	HOLIDAYS	HOLIDAYS		
13/12/2021	W14	Videoclip delivery			
20/12/2021	W15	Public presentation of finalist projects			





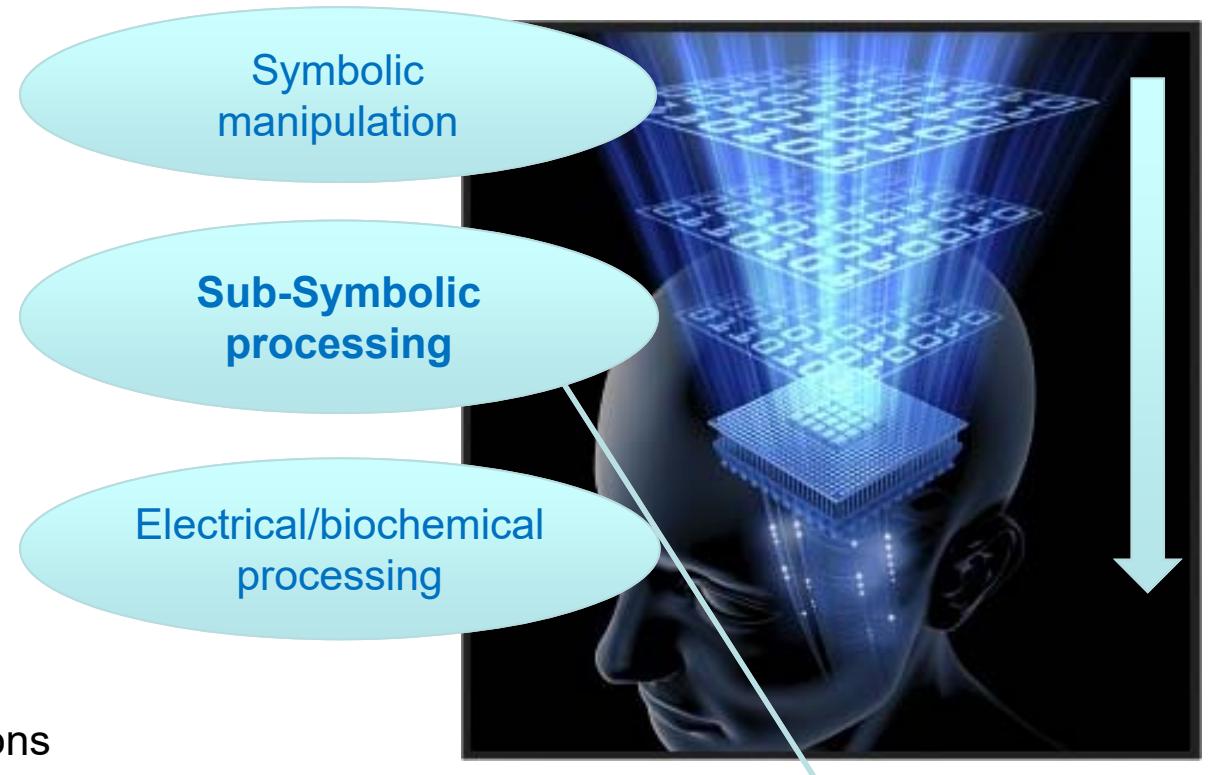
# Neuroengineering and AI

## Brain abilities

- Perception
- Reasoning
- Motor Control
- Computation
- ...

## Biological structures

- Single neuron
- Neural networks
- Population networks
- Brain areas and functions



Loosing links with symbols

## Part I topic

- Focusing on data processing based on models emulating the neuron and neural structures
- Improving brain knowledge by studying artificial neural network
- Exploring biomedical applications of artificial intelligence (AI)



- Sub-symbolic computation
  - Mathematical methods for representing mental processes and brain abilities (e.g. learning, extrapolation, recognition,...)
  - Simulation of biological neurons from information processing point of view (not bio-physics)
  - Artificial neural networks (ANN) are a biologically-inspired programming paradigm which **enables a computer to learn a model from data**



- Sub-symbolic computation
  - Mathematical methods for representing mental processes and brain abilities (e.g. learning)
  - Simulation of biological neurons from information processing point of view (not bio-physics)
  - Artificial neural networks (ANN) are a biologically-inspired programming paradigm which enables a computer to learn a model from data
- Neural connectionism
  - Formal model of the neuron (input/output processing)
  - Interconnecting neurons into a network: what for?
    - Pattern classification, Function modeling and approximation, Data compression, encoding/decoding, reconstruction, mimicking data
  - Time dynamics in neural networks
    - Recurrent networks and associative memories

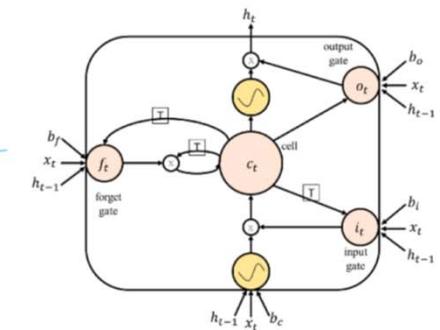
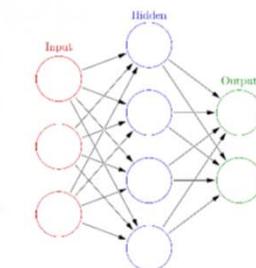
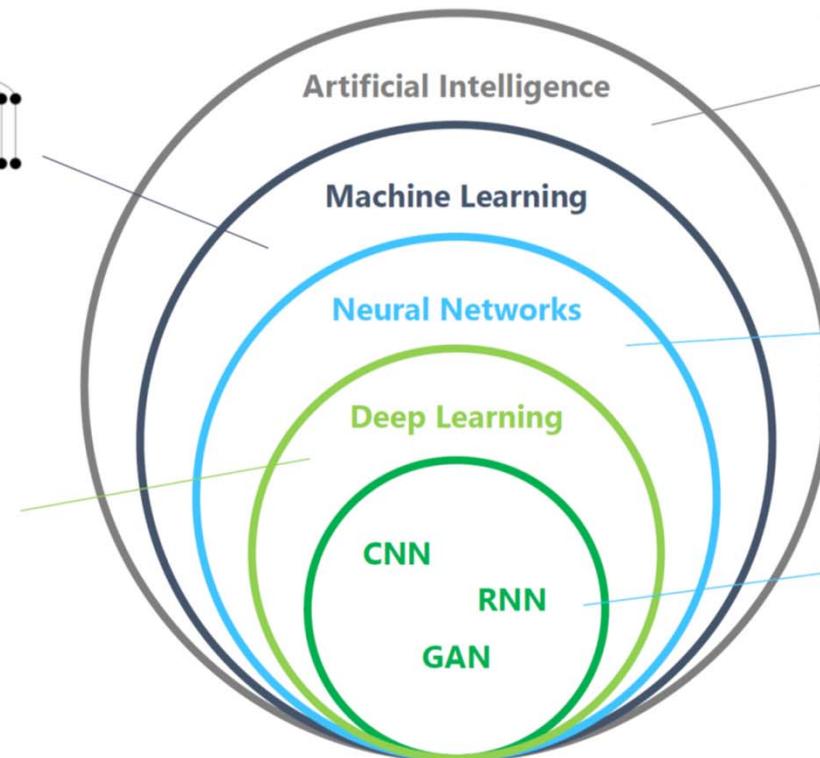
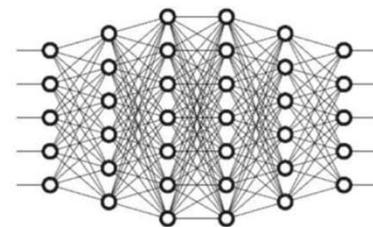
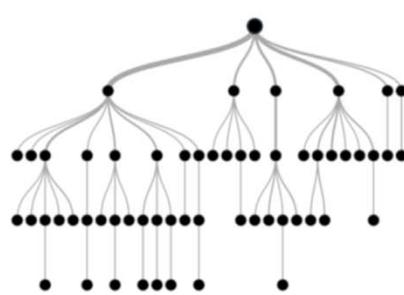


- Sub-symbolic computation
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    - *Recurrent networks and associative memories*
- Brain-mediated principles of learning in artificial intelligence models
  - ANN parameters learned from data (no analytical functions, no ARMA, ...)
  - Automated training algorithms as supervised backpropagation
  - Layered networks enable domain-dependent feature discovery (deep learning)





# Context of AI models

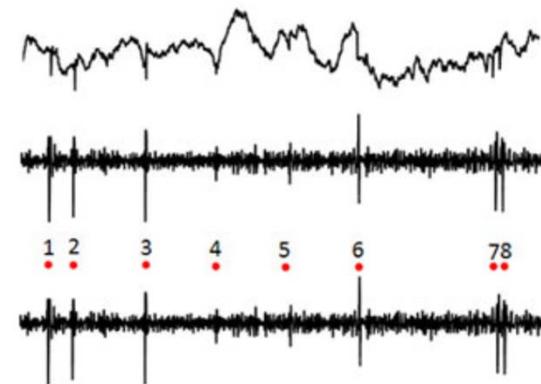
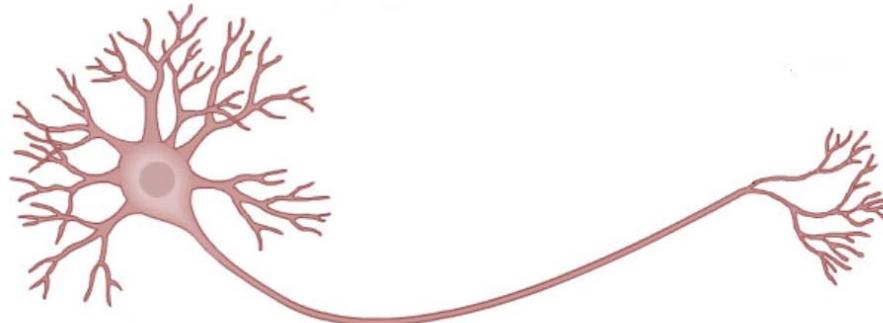


Systems that can solve non-algorithmic tasks

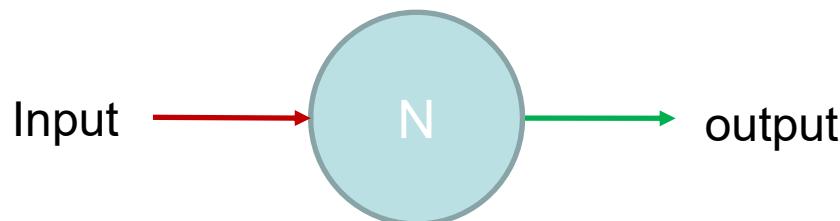


# From biological to artificial neuron

Information processing point of view



Information encoding: spike frequency, spike sequence pattern, ....

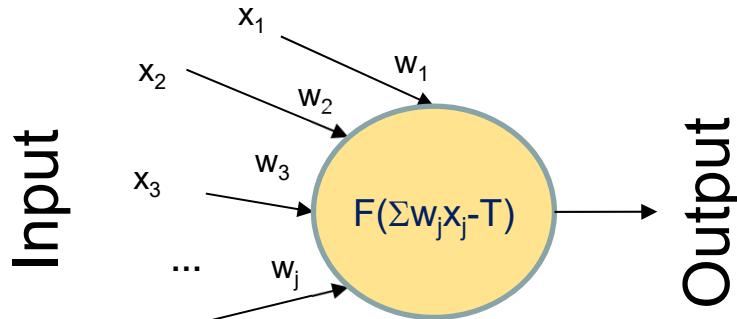


Black-box approach

Information encoding: real-valued scalar



# Artificial neural networks (ANN)

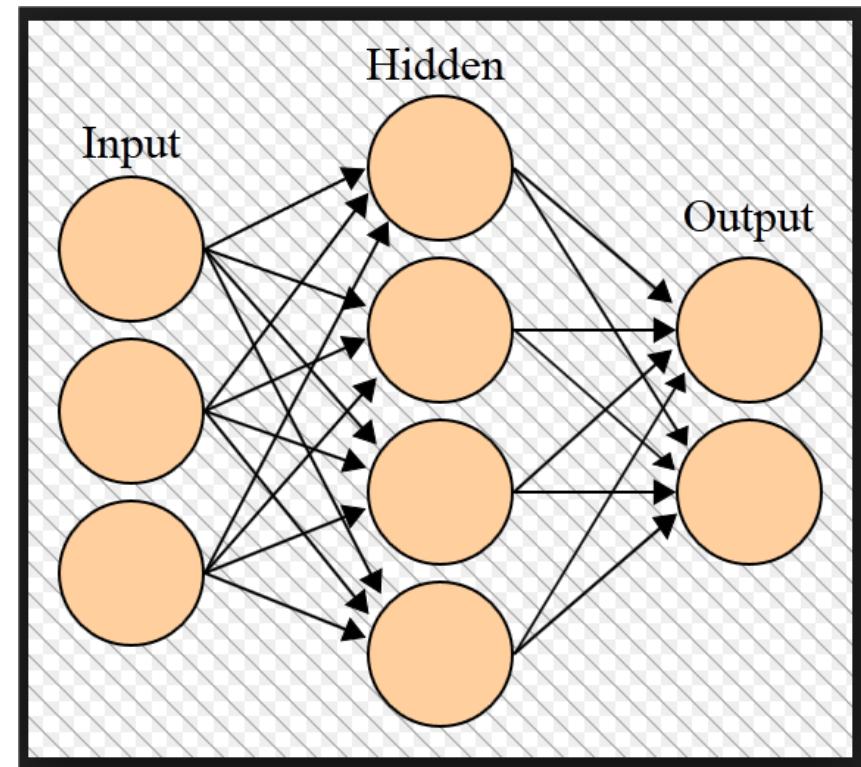


1. Input integration (weighted sum)
2. Reference to the neural threshold  $T$
3. Activation function

Network of interconnected neurons

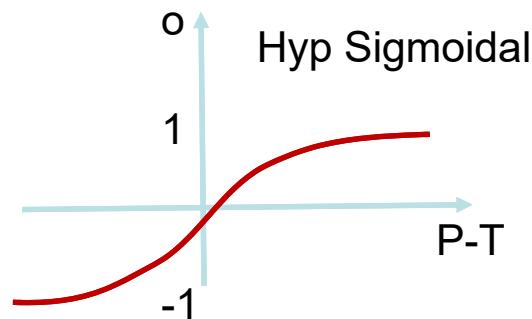
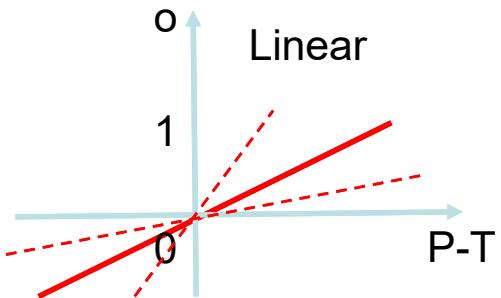
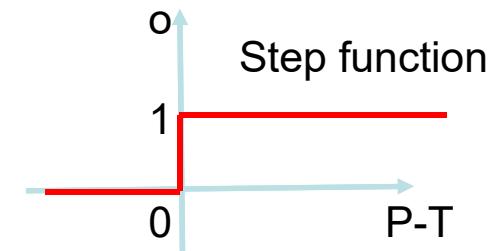
Topology: structure and connections

Principle of Emergent Properties





# Activation functions



Activation function determines the neuron behavior and to a large extent the network function

Input/output: binary, discrete, continuous real values

Changes of the neuron parameters produce dramatic differences in the output

- Input range
- Strength of the response (sensitivity)
- Increase/decrease output



# Some nice ANN designs

○ Backfed Input Cell

○ Input Cell

△ Noisy Input Cell

● Hidden Cell

○ Probabilistic Hidden Cell

△ Spiking Hidden Cell

● Output Cell

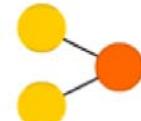
○ Match Input Output Cell

● Recurrent Cell

○ Memory Cell

△ Different Memory Cell

Perceptron (P)



Feed Forward (FF)



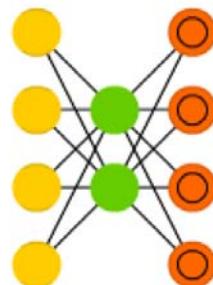
Radial Basis Network (RBF)



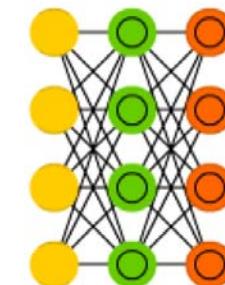
Deep Feed Forward (DFF)



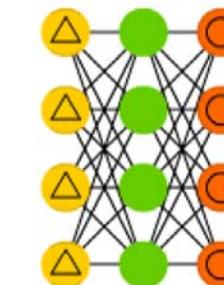
Auto Encoder (AE)



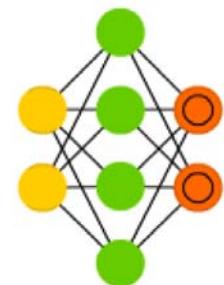
Variational AE (VAE)



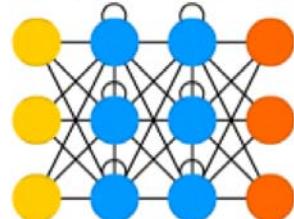
Denoising AE (DAE)



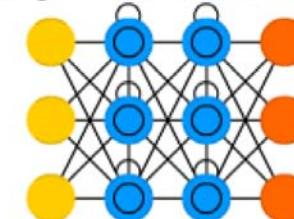
Sparse AE (SAE)



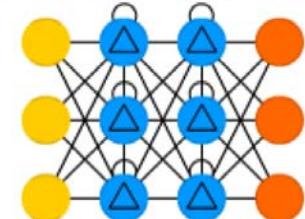
Recurrent Neural Network (RNN)



Long / Short Term Memory (LSTM)



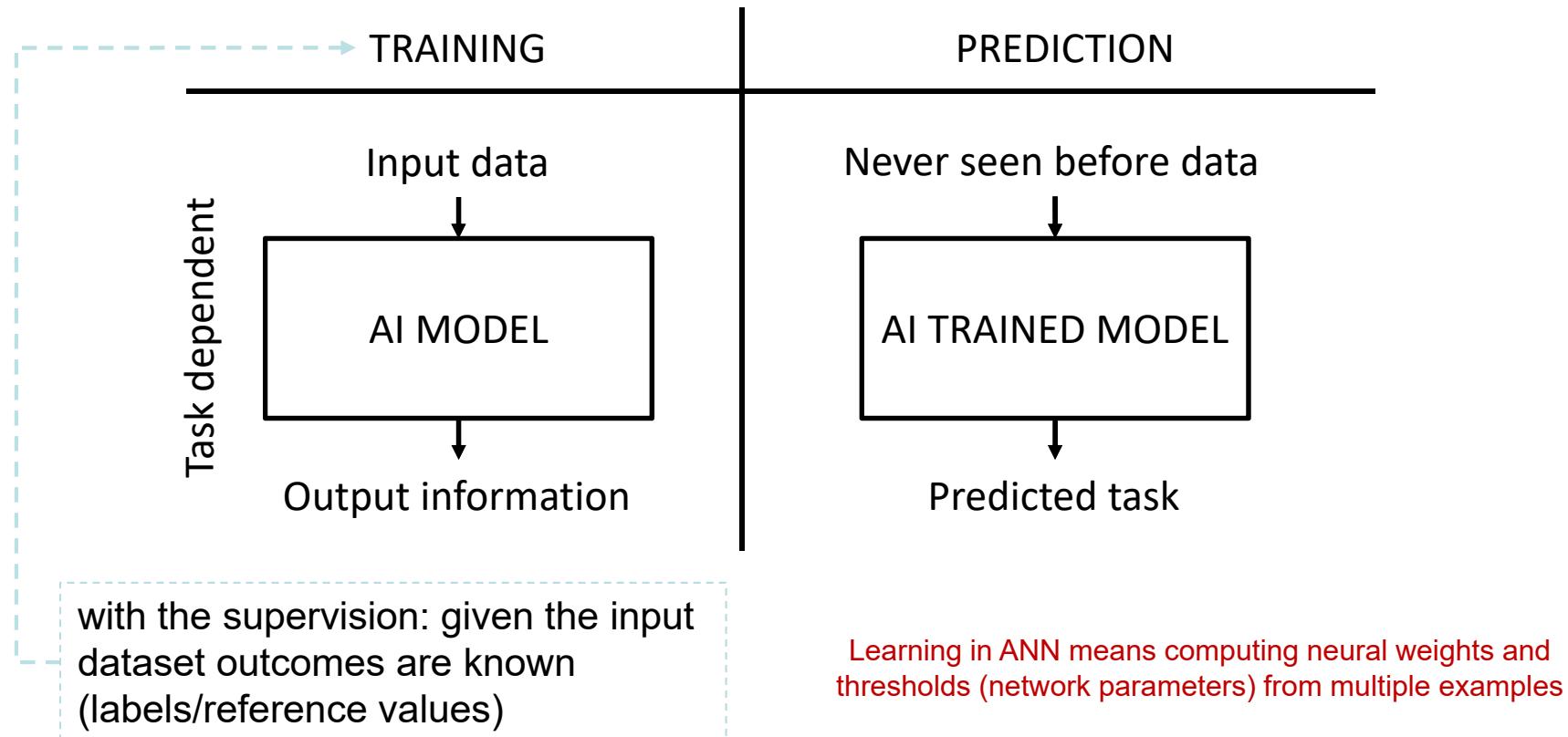
Gated Recurrent Unit (GRU)





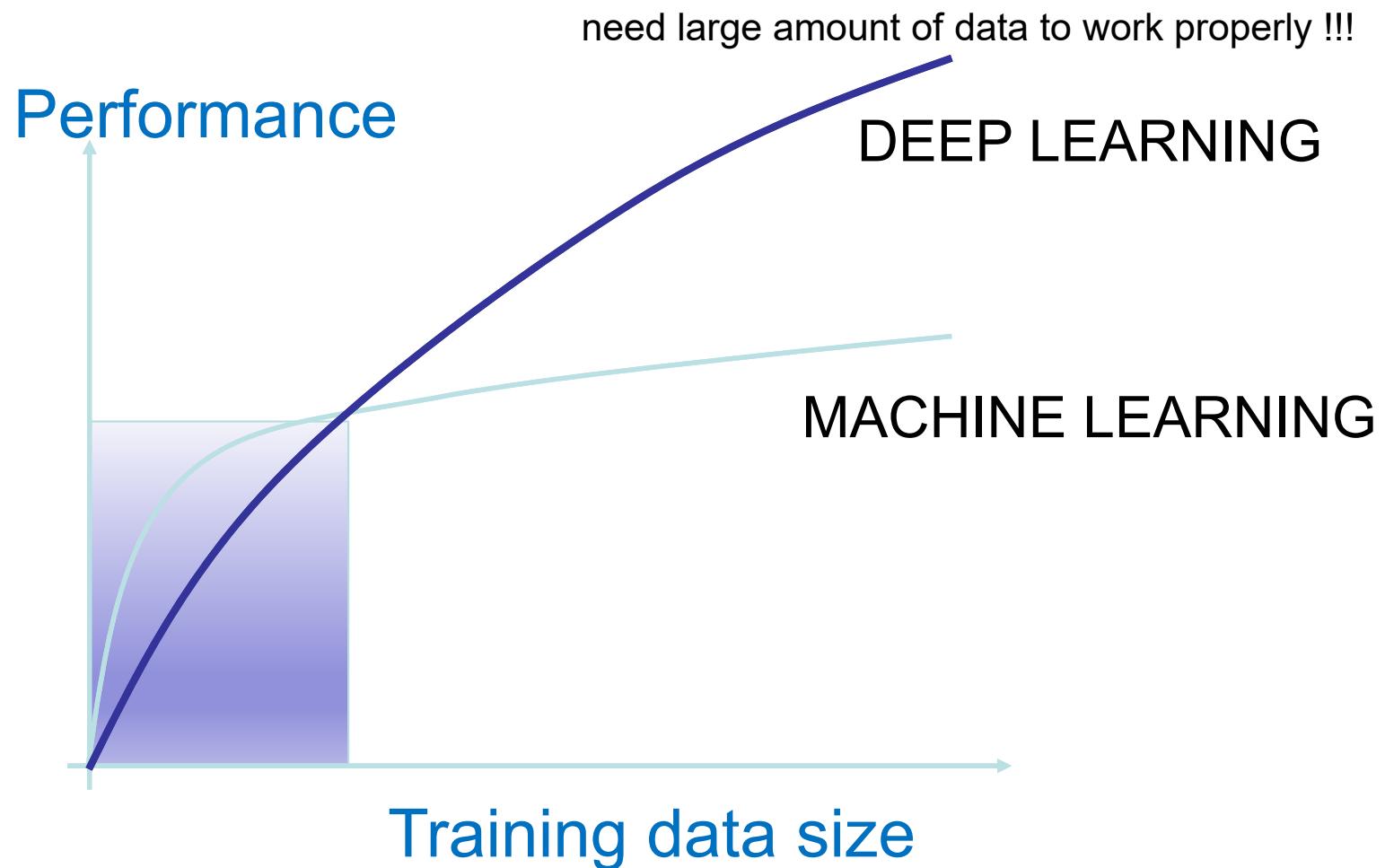
# Machine Learning (data-driven)

- a computer technique that builds or train a predictive model from input data
- applied to heterogeneous data types: text, numerical, images, audios, video, ...





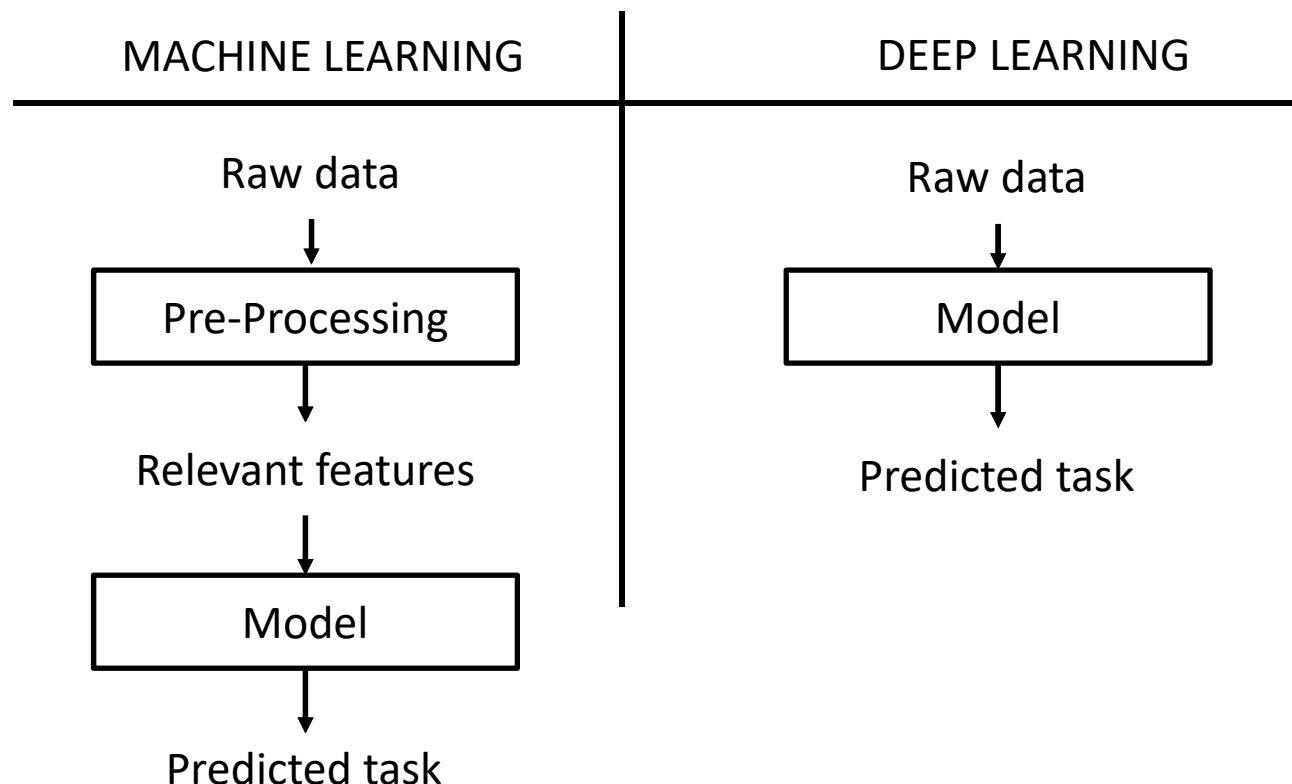
## Amount of available data .....





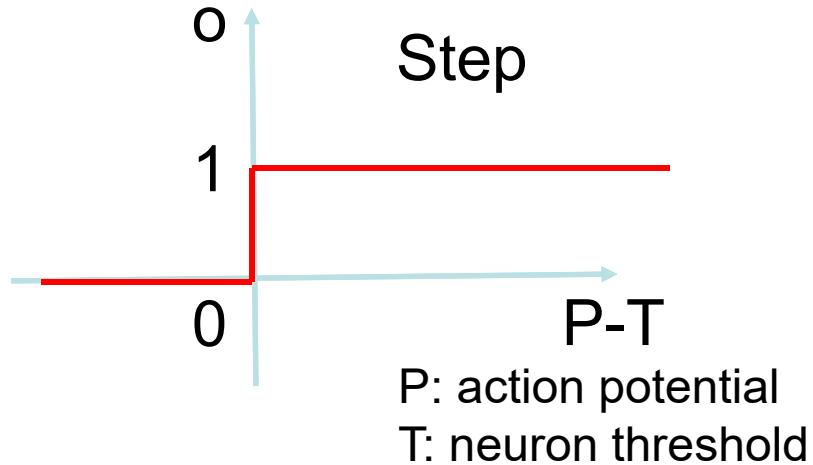
# Machine Learning against Deep Learning

- Machine learning techniques apply to well-known quantities (relevant features)
- when we do not know exactly what are the features that determine the task we can apply deep networks





# ANN able to take decisions



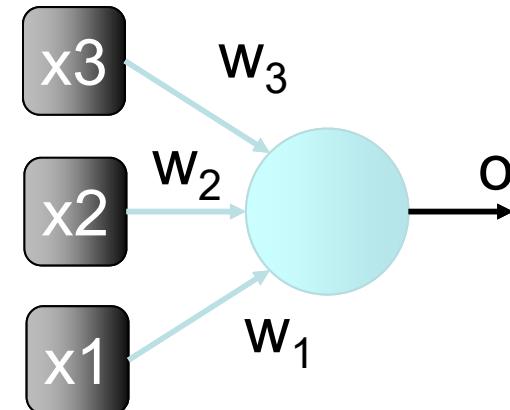
ANN paradigm: combine the three conditions using a neuron with Step activation function

$$\text{output} = \begin{cases} 0 & \text{if } \sum_j w_j x_j \leq \text{threshold} \\ 1 & \text{if } \sum_j w_j x_j > \text{threshold} \end{cases}$$

Patient status and exam results are available  
How to decide whether administering either drug A or B?

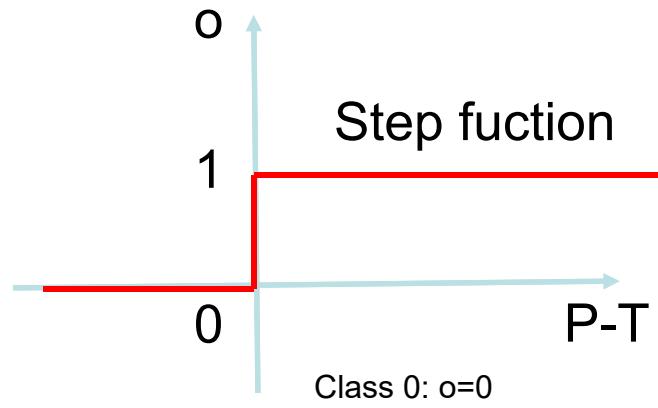
1. Is blood red cell level normal?
2. Is patient temperature higher than normal?
3. Is breath flow lower than normal?

You must assign a score/weight to each possibility

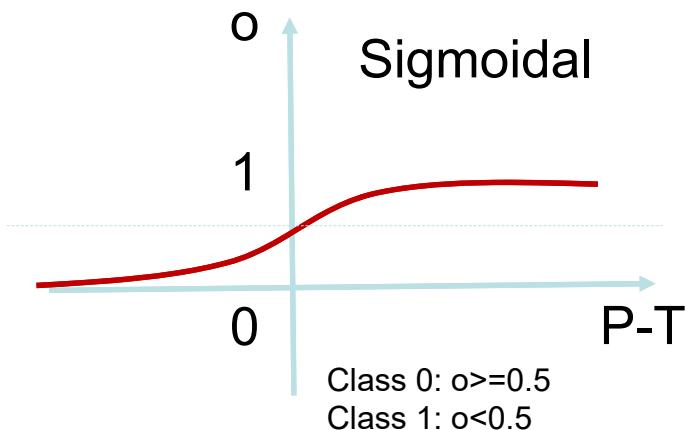
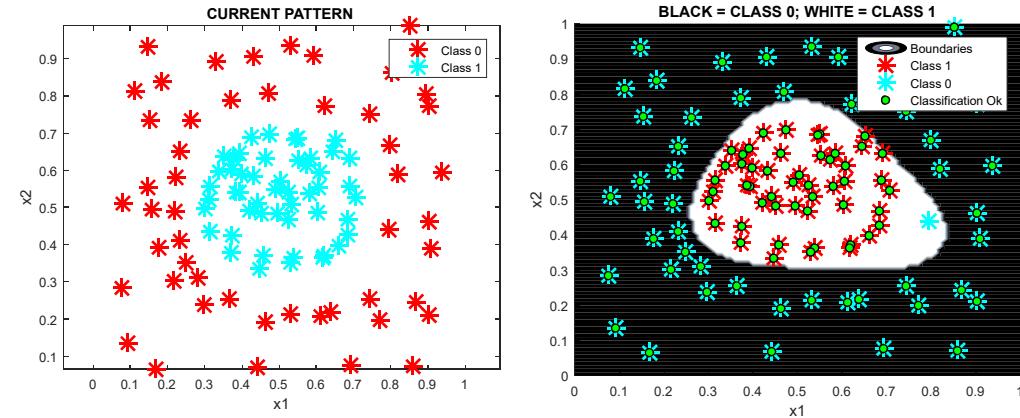




# ANN able to discriminate data



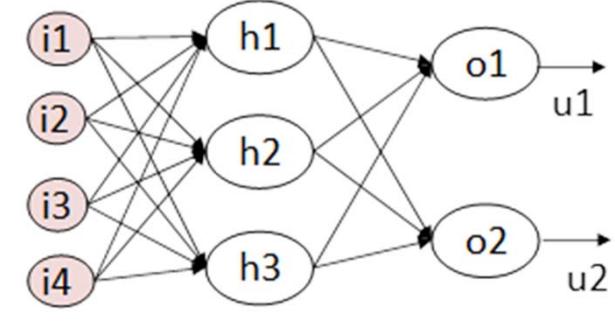
Setting non-linear boundaries



Multi-layered  
feedforward  
networks

Pattern classification

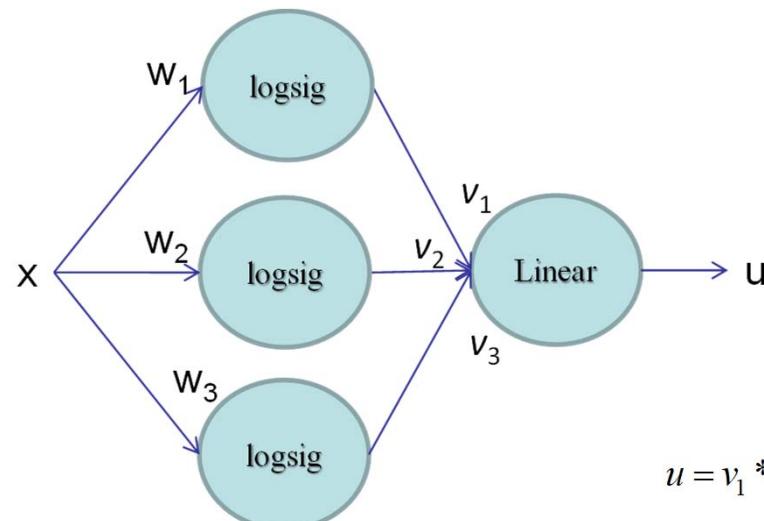
1<sup>st</sup> processing layer    2<sup>nd</sup> processing layer



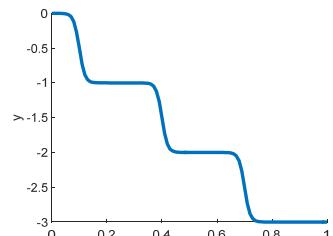
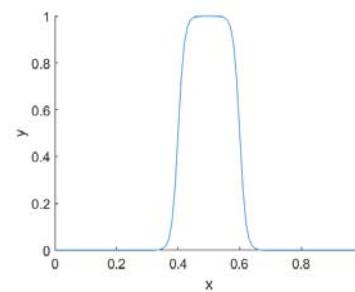
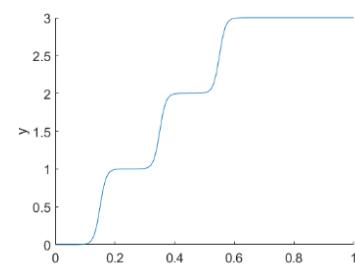
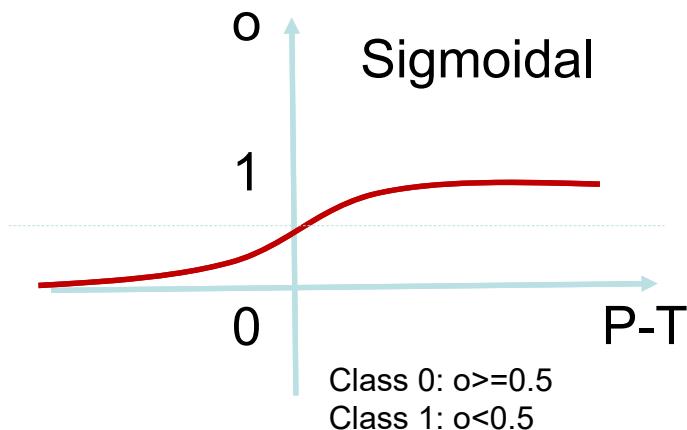
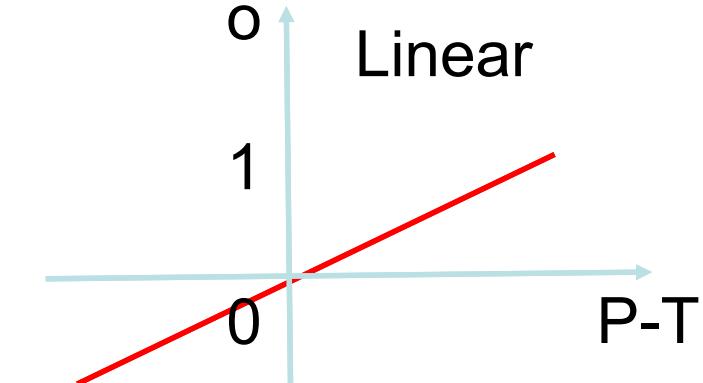
Information processing flow



# ANN able to approximate data



$$u = v_1 * \text{log sig}(w_1 x - T_1) + v_2 * \text{log sig}(w_2 x - T_2) + v_3 * \text{log sig}(w_3 x - T_3) - T_4$$





# other wonderful designs

○ Backfed Input Cell

○ Input Cell

△ Noisy Input Cell

● Hidden Cell

○ Probabilistic Hidden Cell

△ Spiking Hidden Cell

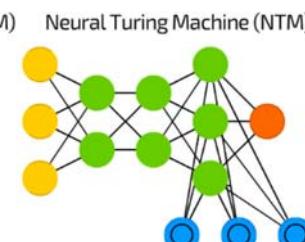
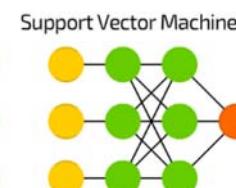
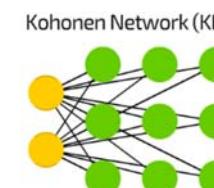
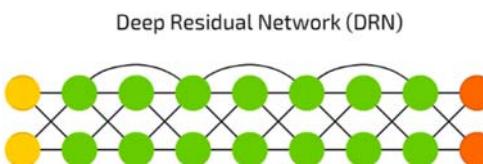
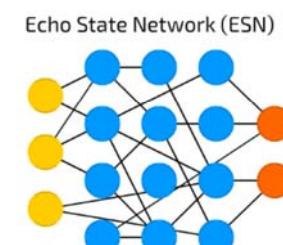
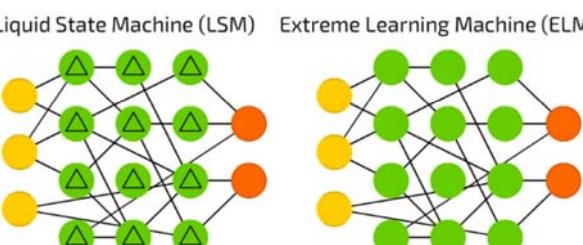
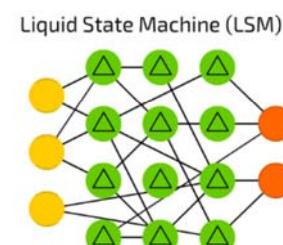
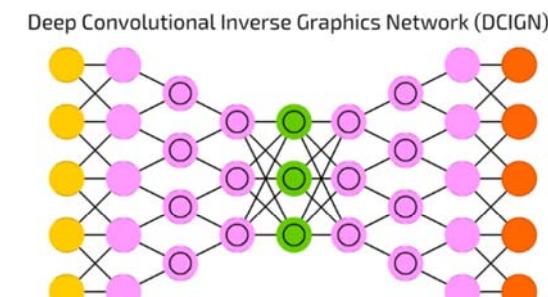
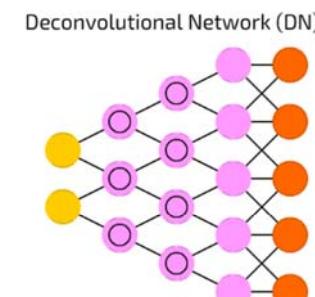
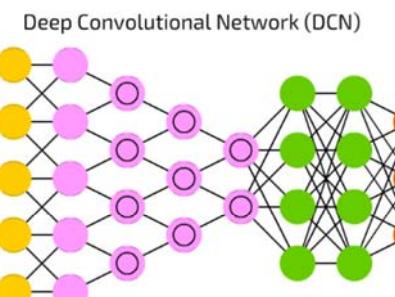
● Output Cell

○ Match Input Output Cell

● Recurrent Cell

○ Memory Cell

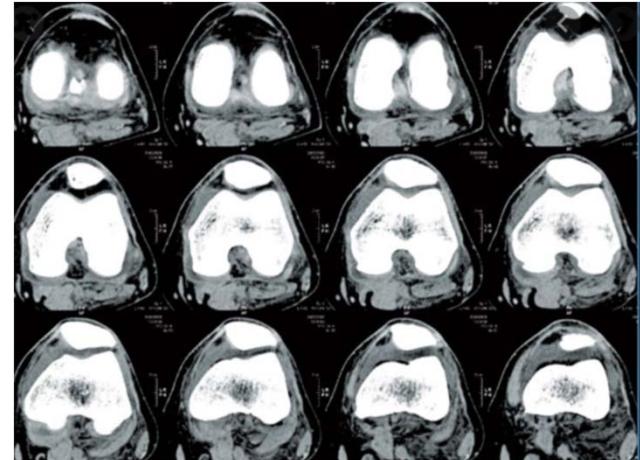
△ Different Memory Cell



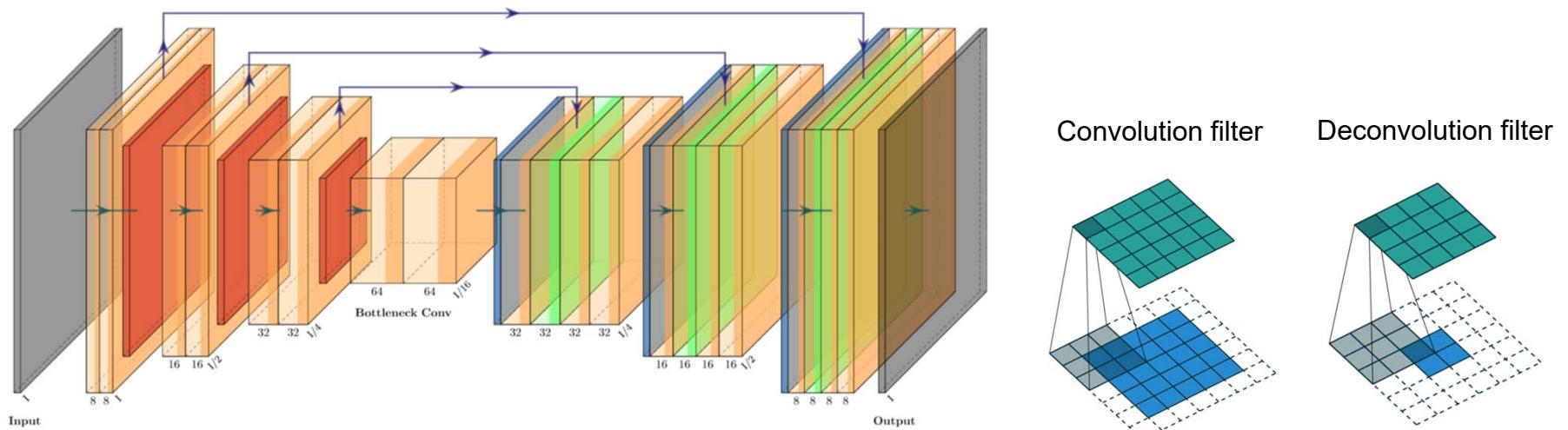


# ANN able to process complex data

- Dealing with 3D image scans
- The network learns to reconstruct a modified version of the original scan
- Denoising, semantic segmentation, filling,
- ...

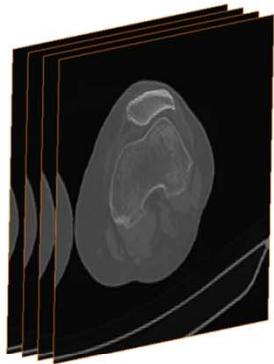


Convolution/deconvolution networks



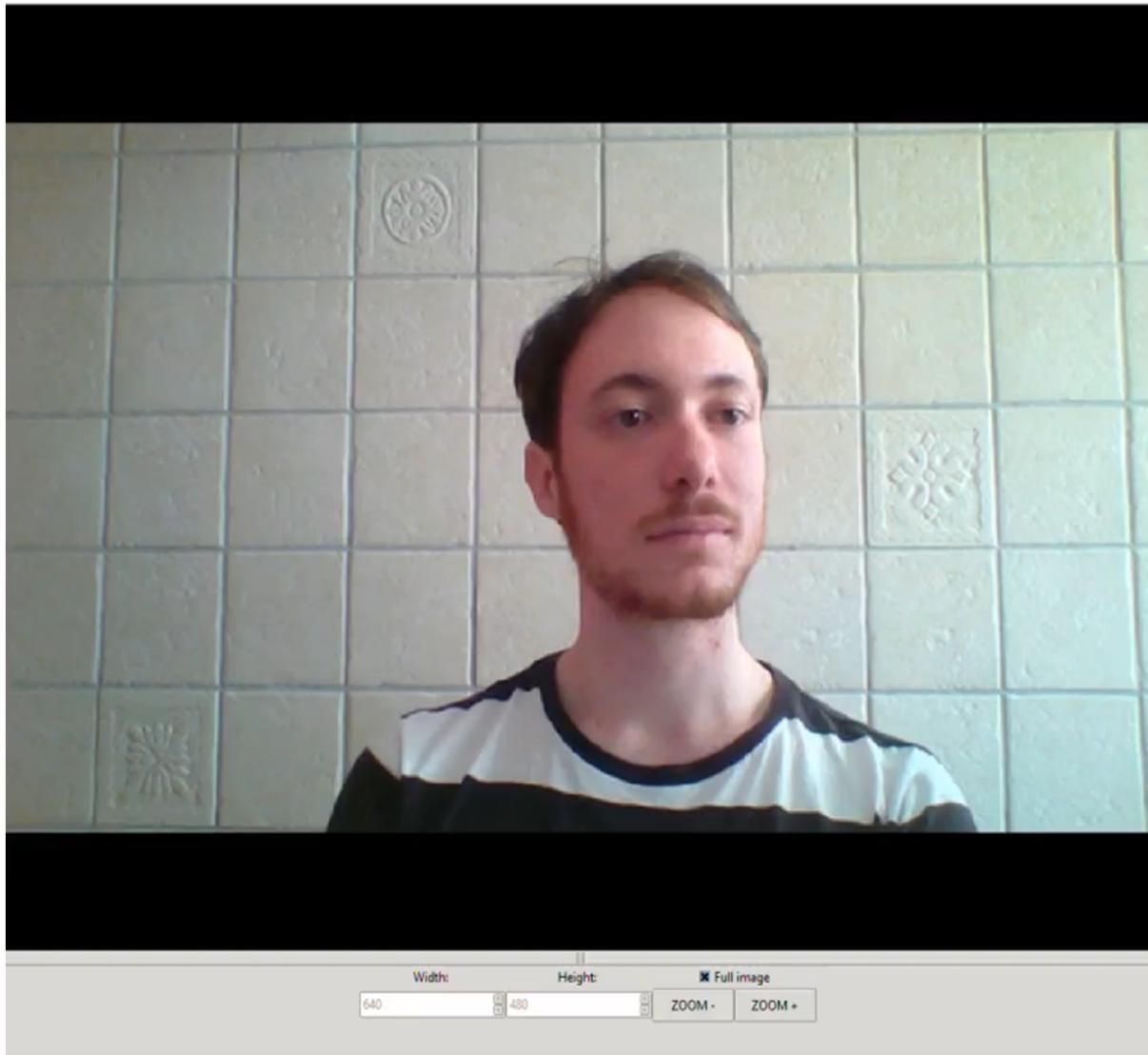


# Neural image segmentation





# ANN able to recognize emotions





# ANN to extend human-robot interaction



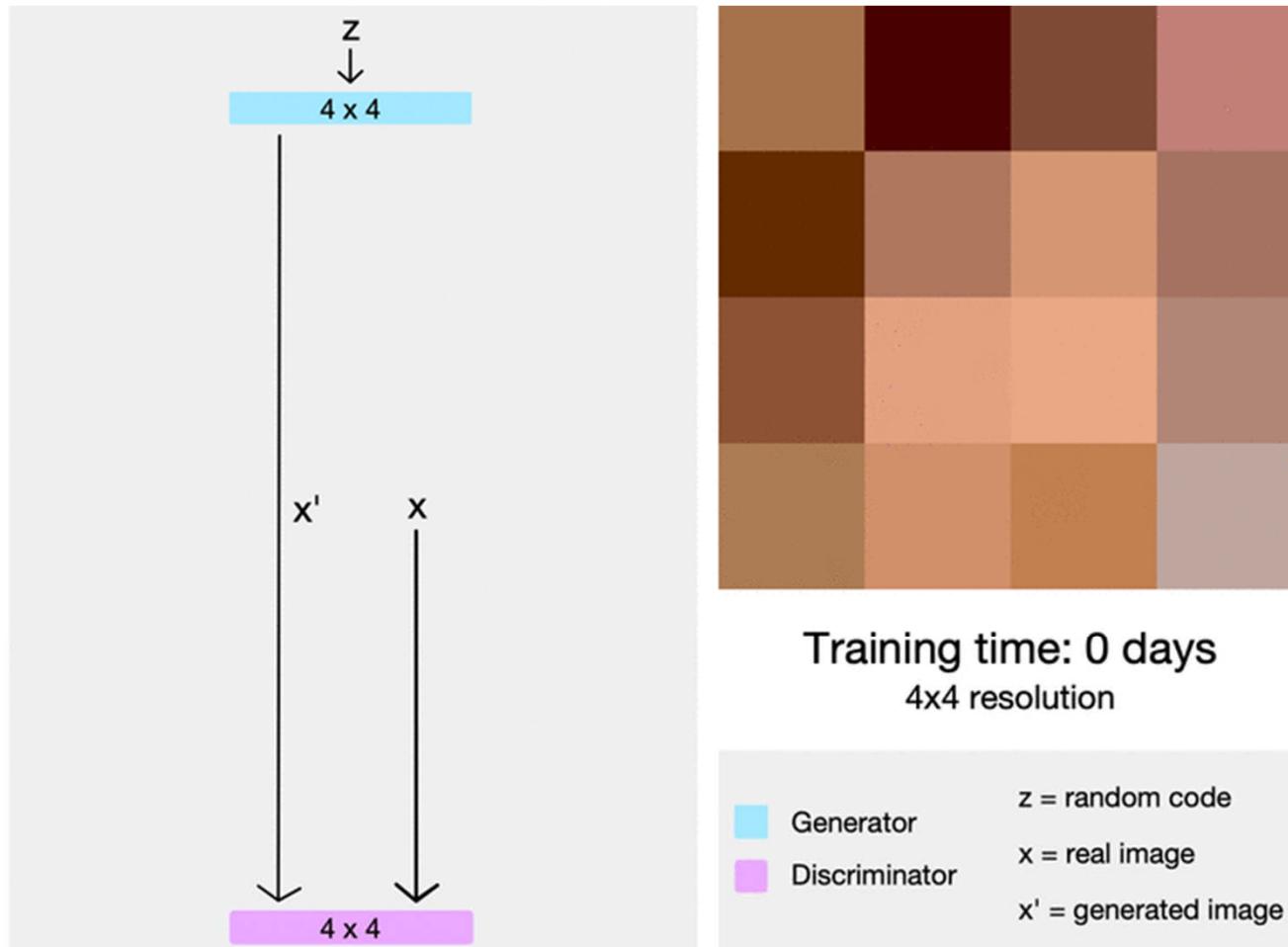


# ANN able to imagine





## ANN able to create new data

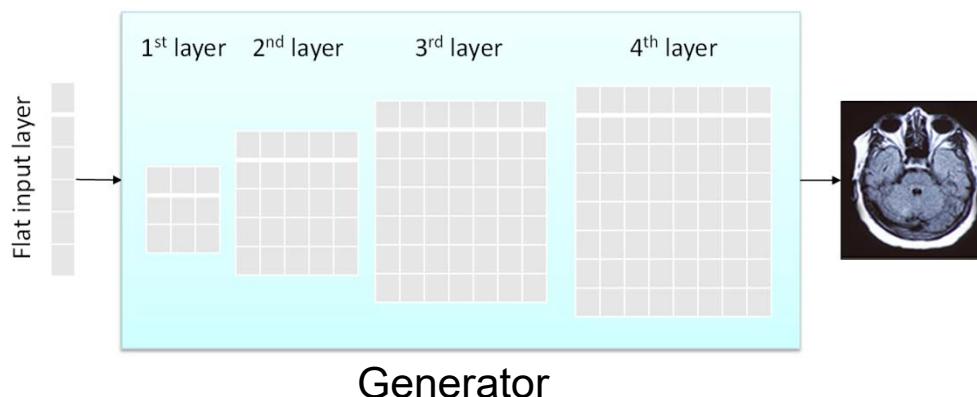
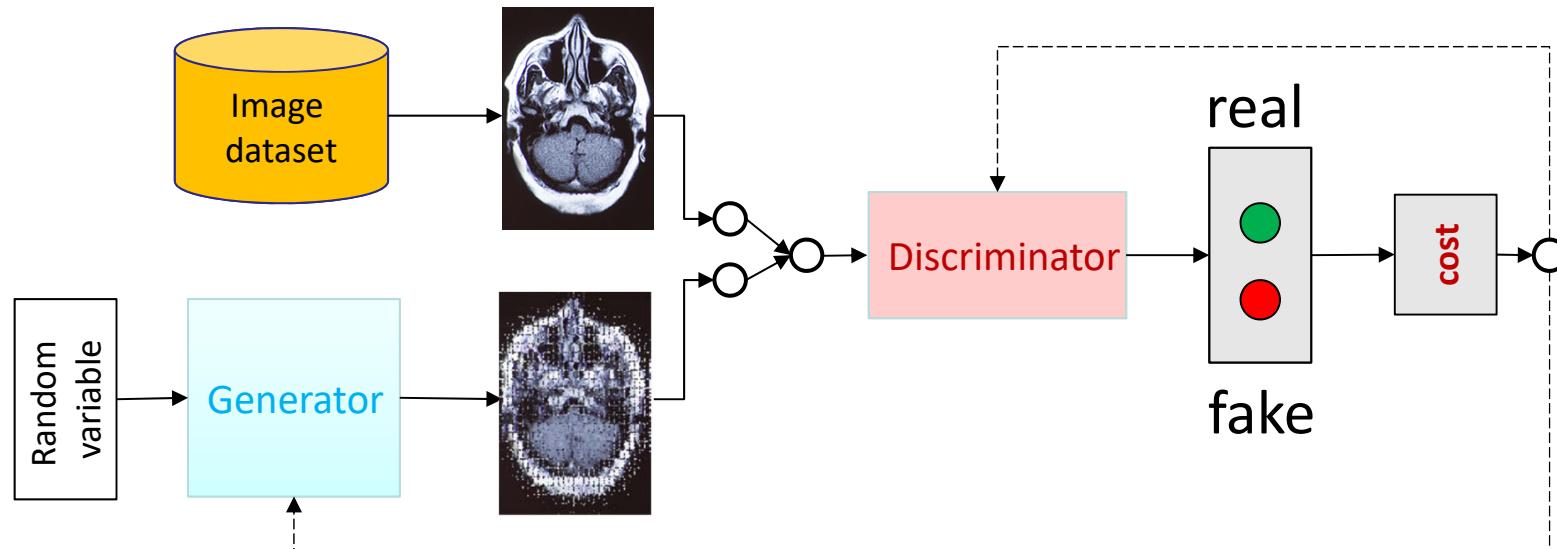




# ANN able to create data (robot artist)

The probability distribution of the random variable is learnt from a set of data (e.g. images) to generate similar data through two-player game

Generative adversarial networks



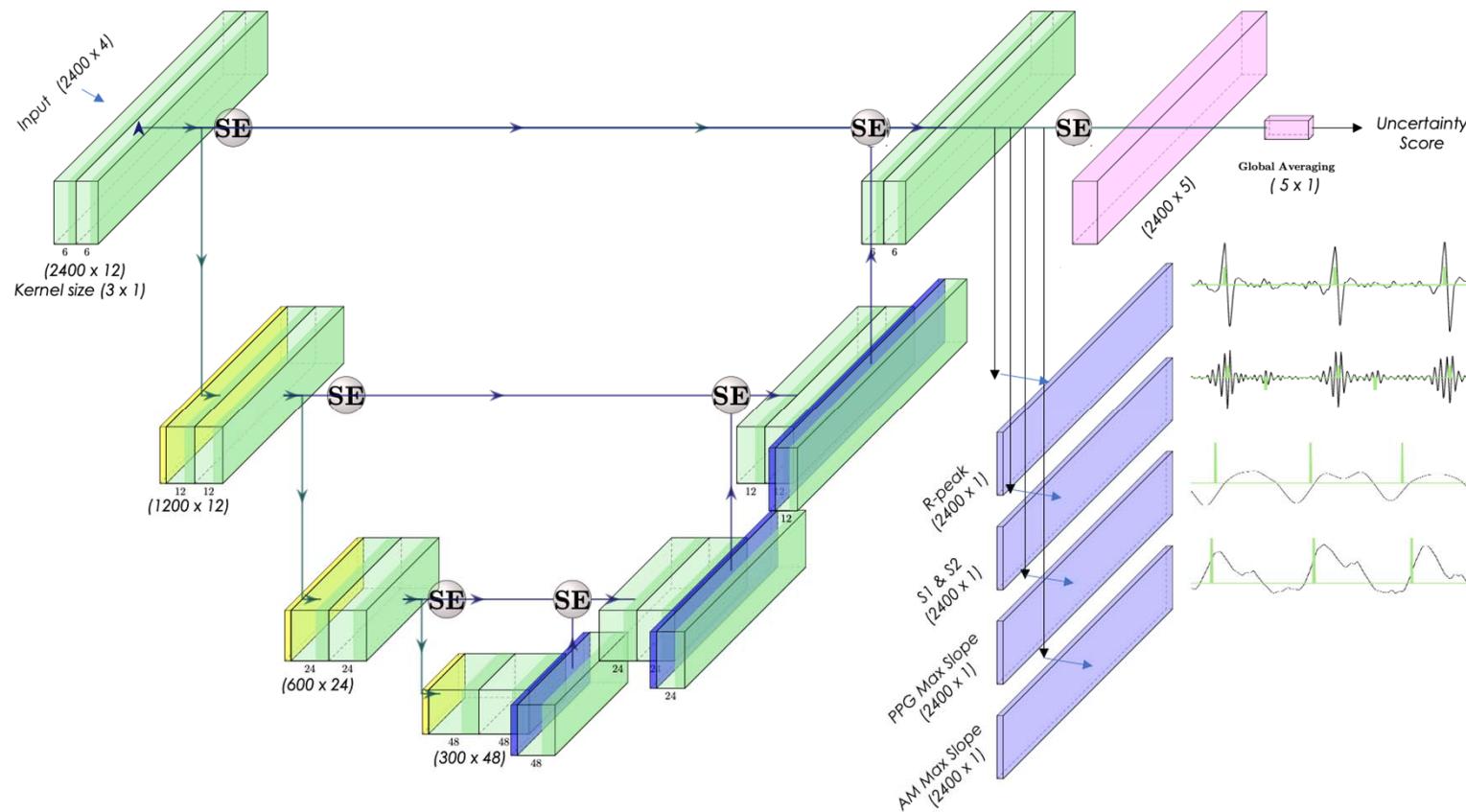
1. Simulation
2. Action planning.
3. Generating missing data
4. High-quality data generation
5. Information safety



# Additional themes in AI

- **Explainable AI (XAI)**

- large number of parameters (even several millions) distributed over several layers
- making interpretable at human level what is really doing a complex multi-layer network (ida-research.net)





# Lectures and Exercise



## Support materials available on WeBeep

Lesson slides

Lesson reports

Exercise reports

Written exam examples with solutions

SW scripts for PW activities

## Research materials

Bibliography for specific subjects



# Project workshop development



## Python programming language

Keras/pyTorch libraries (ANN implementation)  
Tensorflow (Back-end for maths)  
Supporting cloud platforms: Colab Google

## Testing data

Signal/image biomedical data (in-house and publicly available data)