

Artificial and Real Brains

**Is it theoretically possible for a
computer to have a mind?**

Brains and Computers: Similarities

- Both store and use information
- Both have “working memory”
 - Computer (RAM)
- Both have “Long-term memory”
 - Computer (hard-disk, cd)”
- Both have control structures
 - Computer (CPU)
 - Man (Attention?)

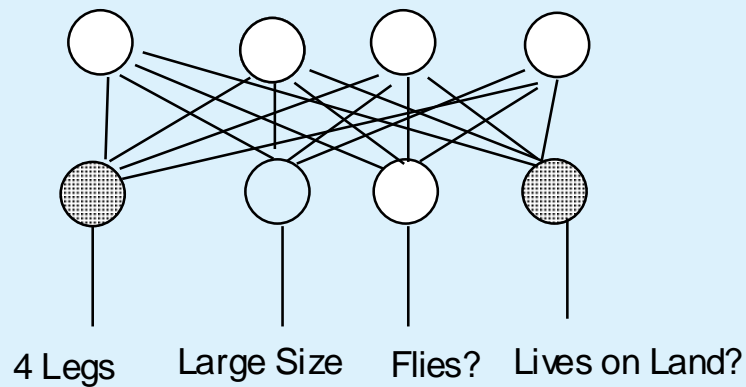
Brains and Computers: Differences

- Brains: Distributed parallel power - like a billion little computers(relatively slow)
 - Fault tolerant (tough to break)
 - Very good at learning
 - Coded in fuzzy analog format
 - Distributed Representation
- Computers: Usually 1 single serial processor - super fast
 - Very sensitive to damage (fragile)
 - Not naturally suited to learn
 - Coded in 1's and 0's (binary)
 - Local representation

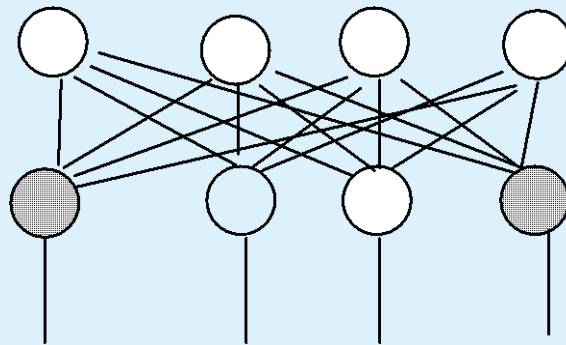
Distributed and Local Representations

- Local representations code a concept with one node
- Distributed representations code information by a pattern of activations across a set of units

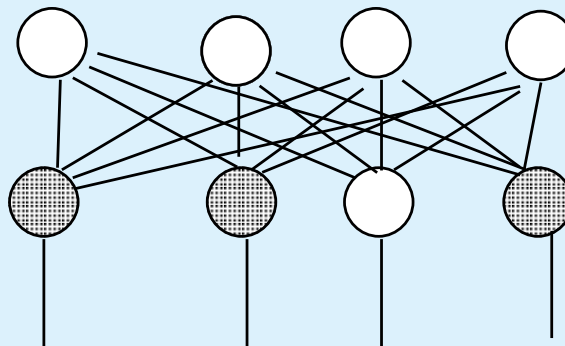
Distributed Representations of Animals



More Animals



Dog



Elephant

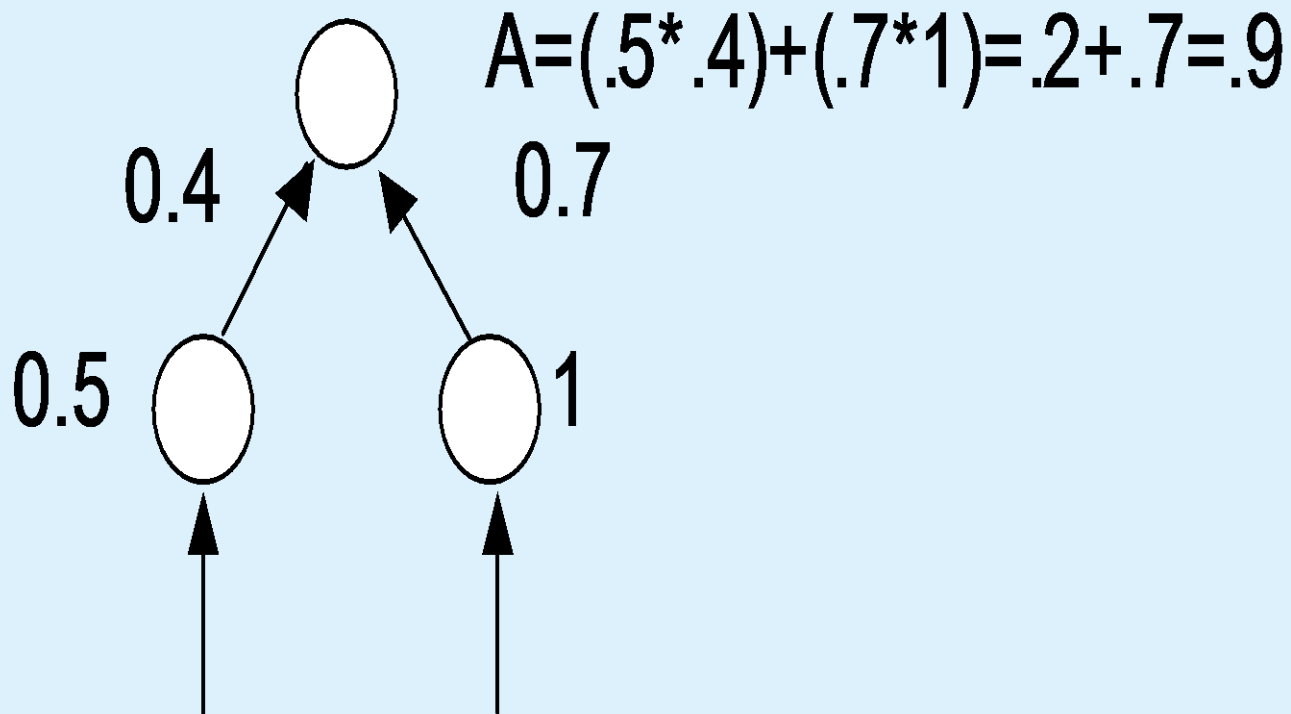
Can we simulate a brain with a computer?

- Yes!
- Neural Networks

Neural Networks 101

- Network has nodes (kind of like neurons)
- Network has links between nodes (like connections between neurons)
- Nodes have levels of activation
 - Activation rules
- Links between nodes have connection strengths (weights)

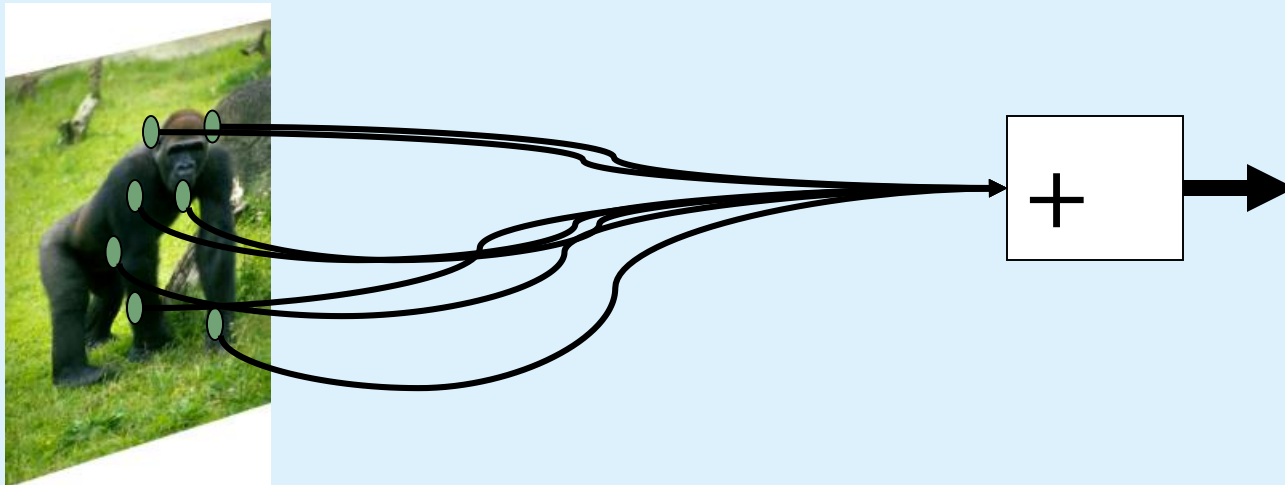
Sample Activation - Summing inputs



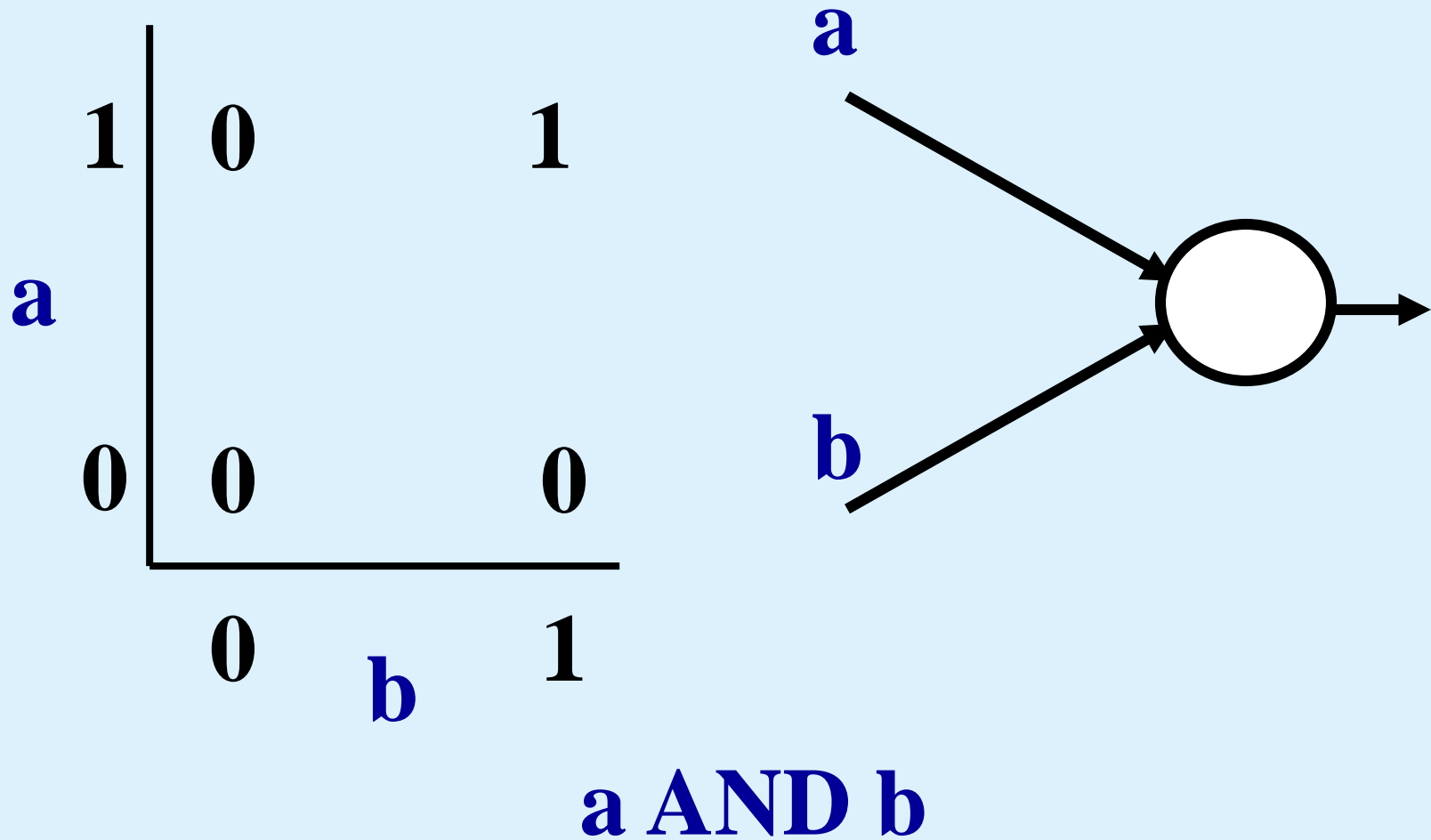
Early Neural Network

Lets look at the biology of the eye!

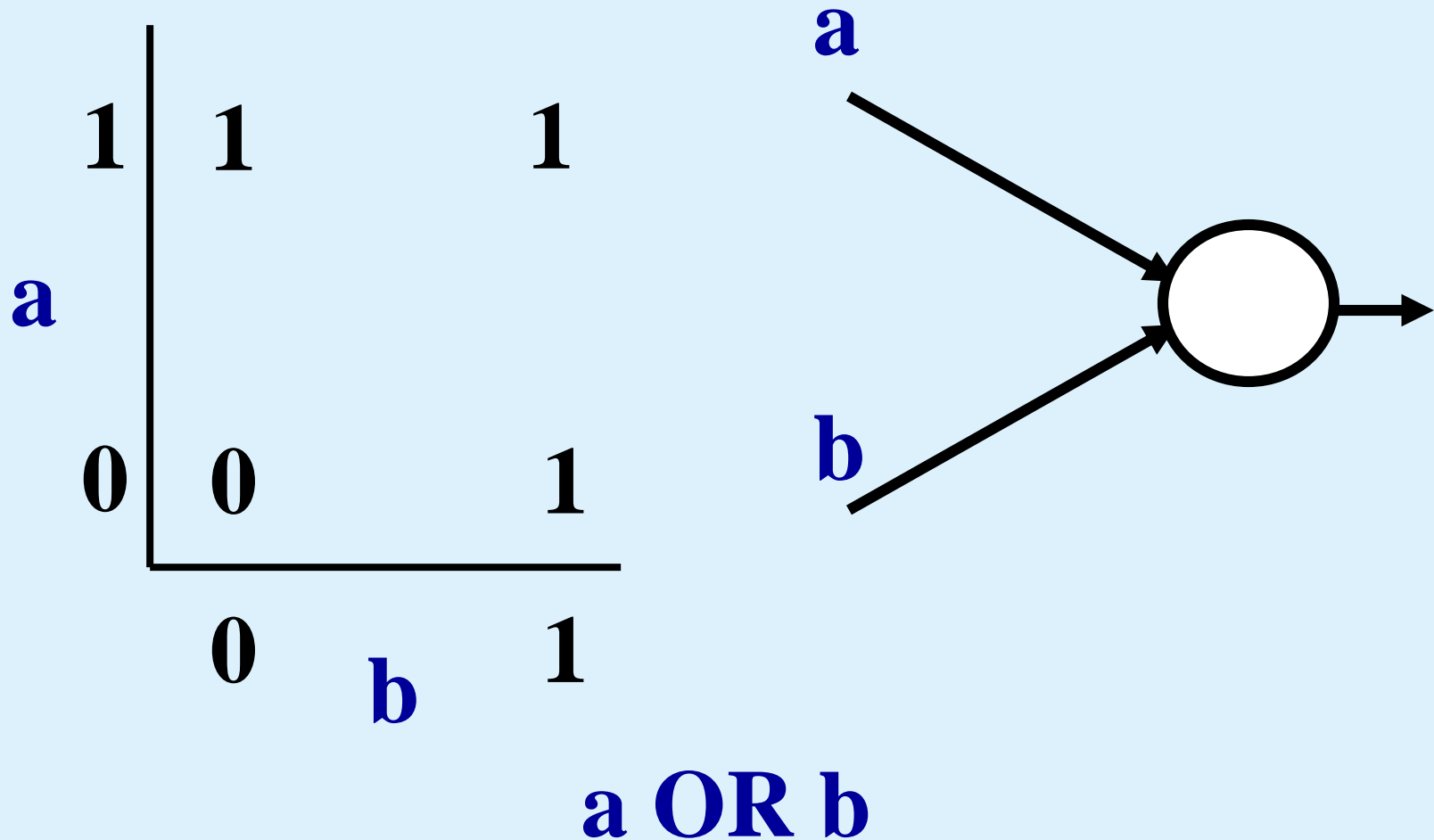
The first artificial neural model: The Perceptron



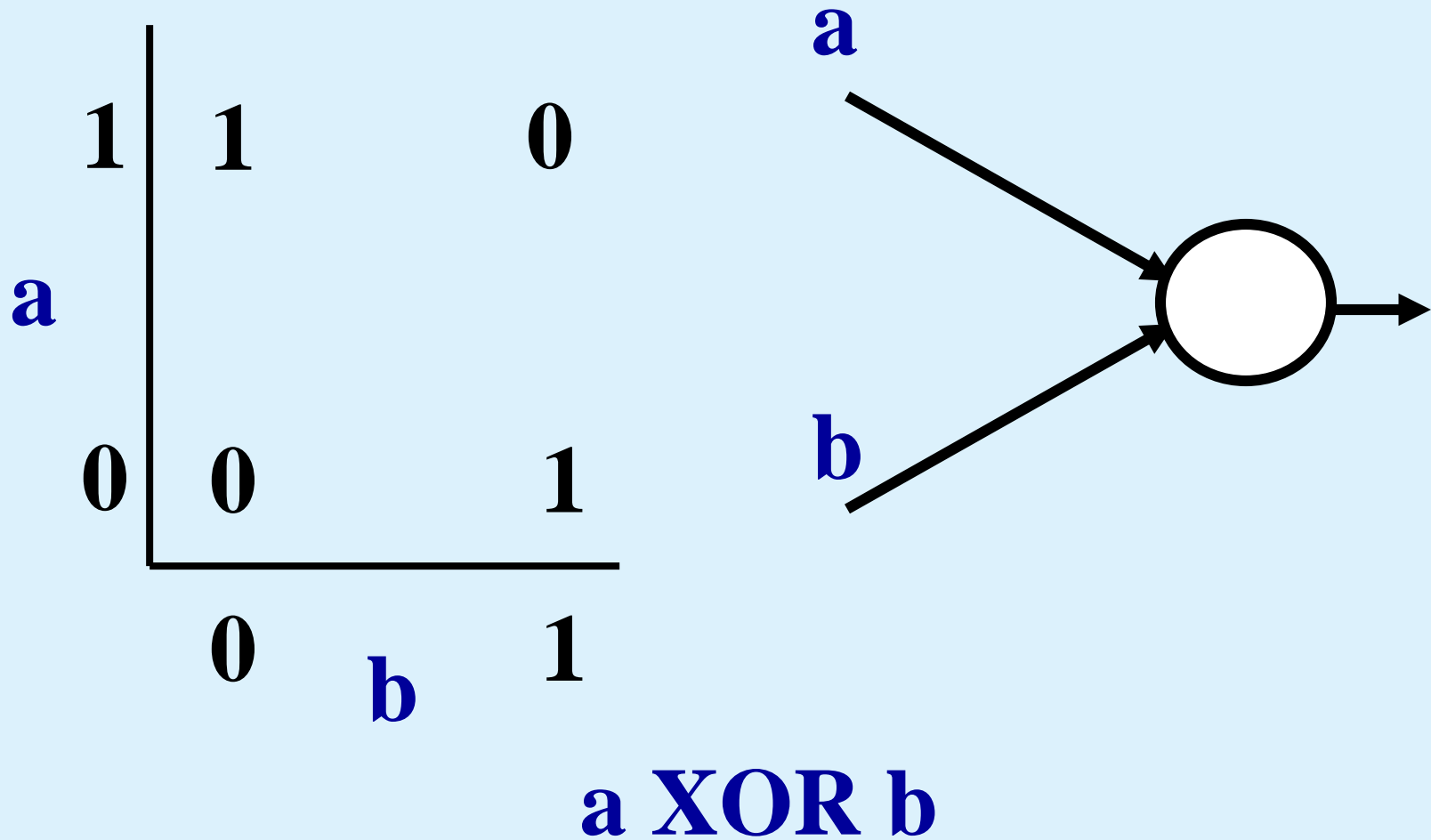
The Basic Perceptron



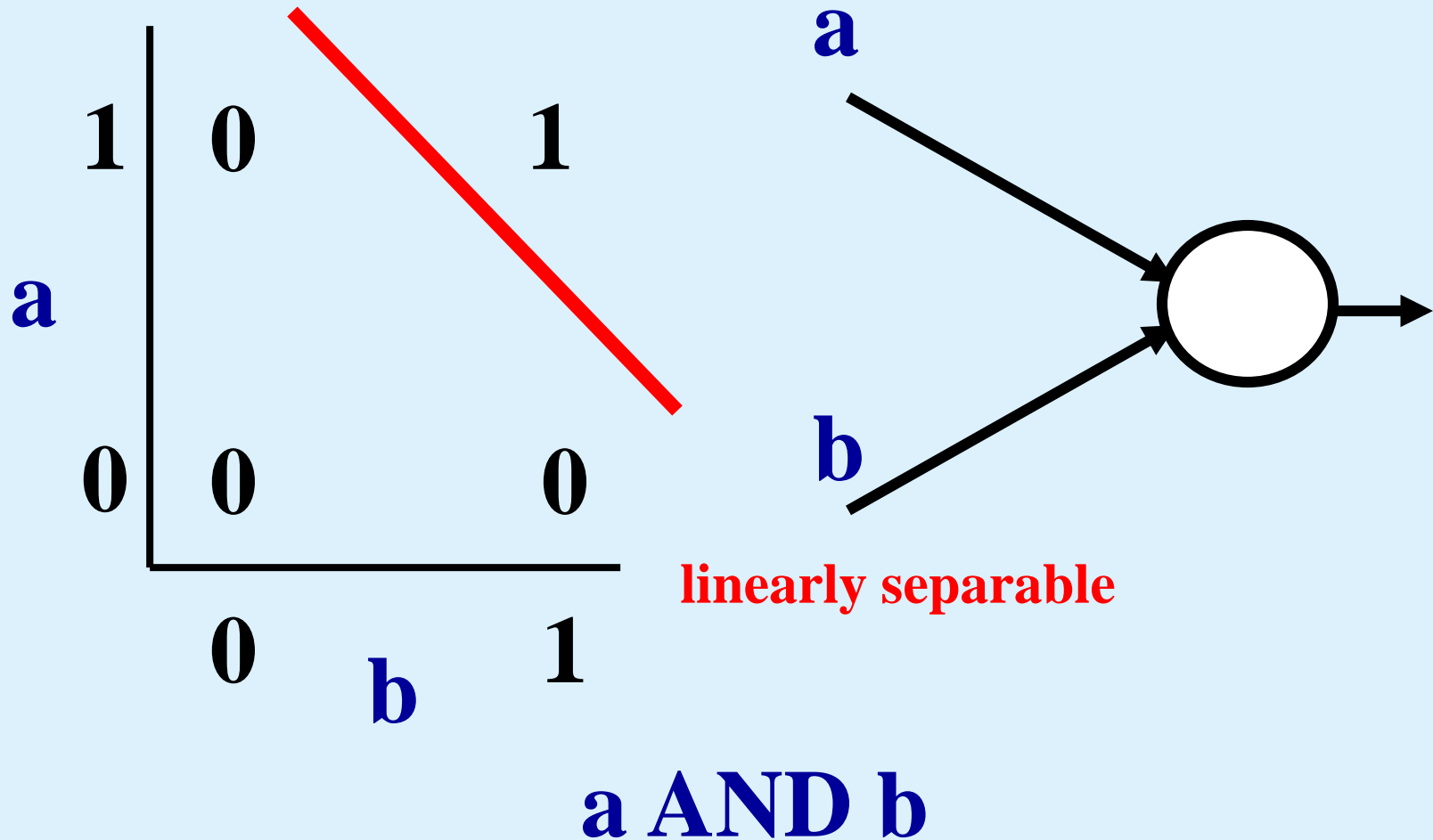
The Basic Perceptron



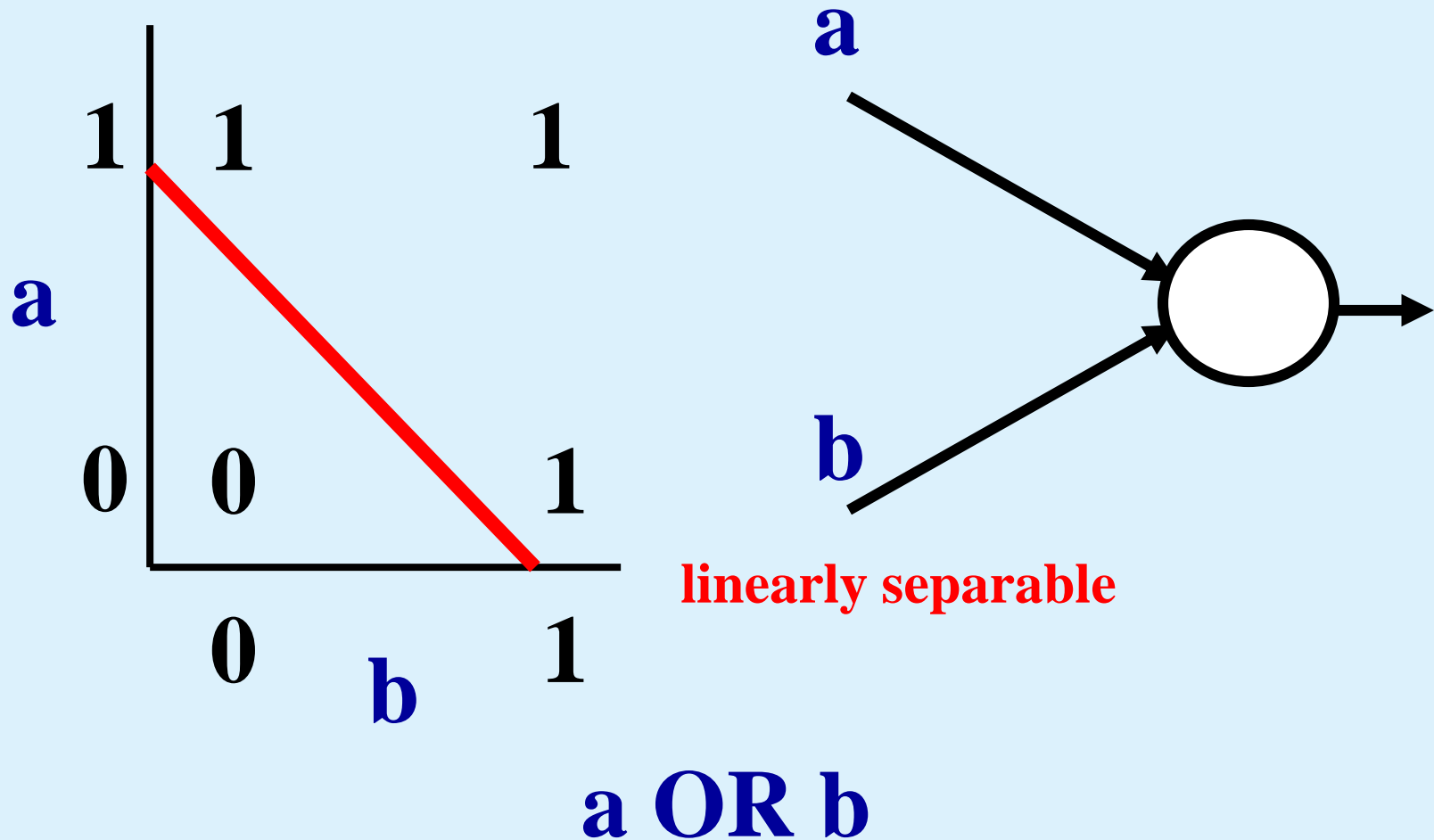
The Basic Perceptron



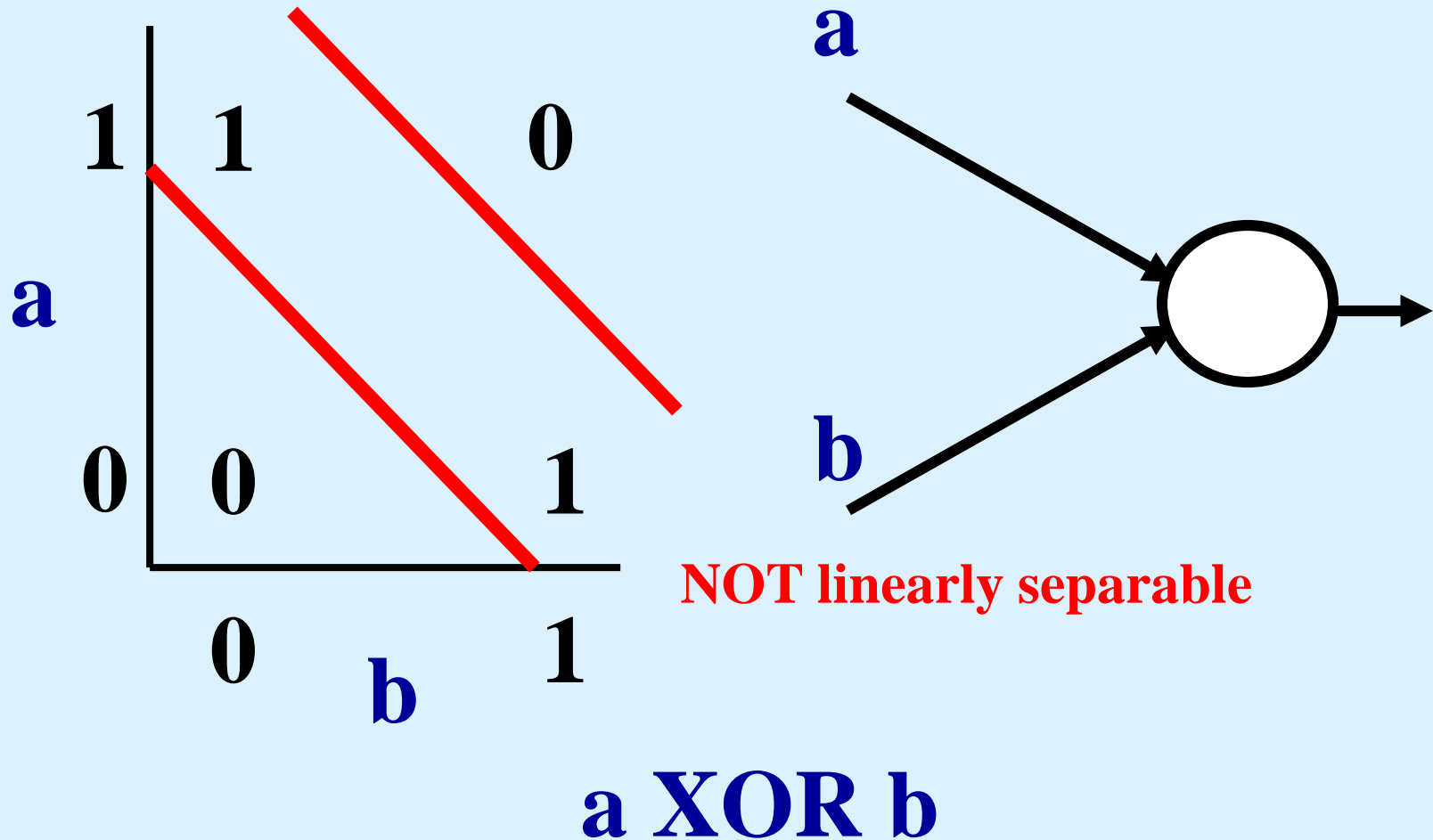
The Basic Perceptron



The Basic Perceptron



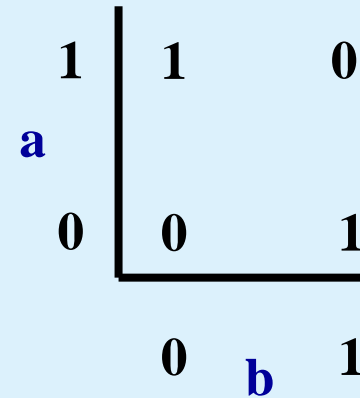
The Basic Perceptron



The Basic Perceptron

What the perceptron can't do:

- Exclusive OR



The Basic Perceptron

What the perceptron can't do:

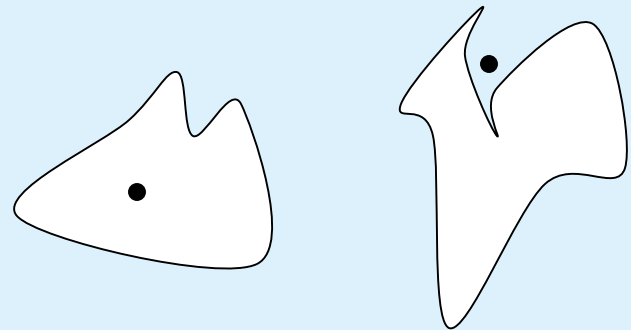
- **Exclusive OR**
- **Even/Odd discrimination**

Total inputs: 0 1 2 3 4 5 6 7
ouput: 1 0 1 0 1 0 1 0

The Basic Perceptron

What the perceptron can't do:

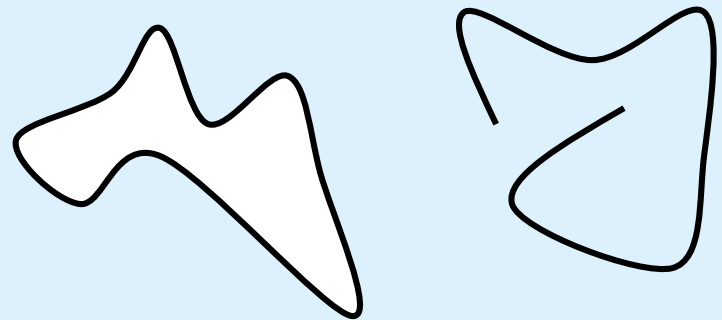
- **Exclusive OR**
- **Even/Odd discrimination**
- **Inside/Outside discrimination**



The Basic Perceptron

What the perceptron can't do:

- **Exclusive OR**
- **Even/Odd discrimination**
- **Inside/Outside discrimination**
- **Open/Closed discrimination**



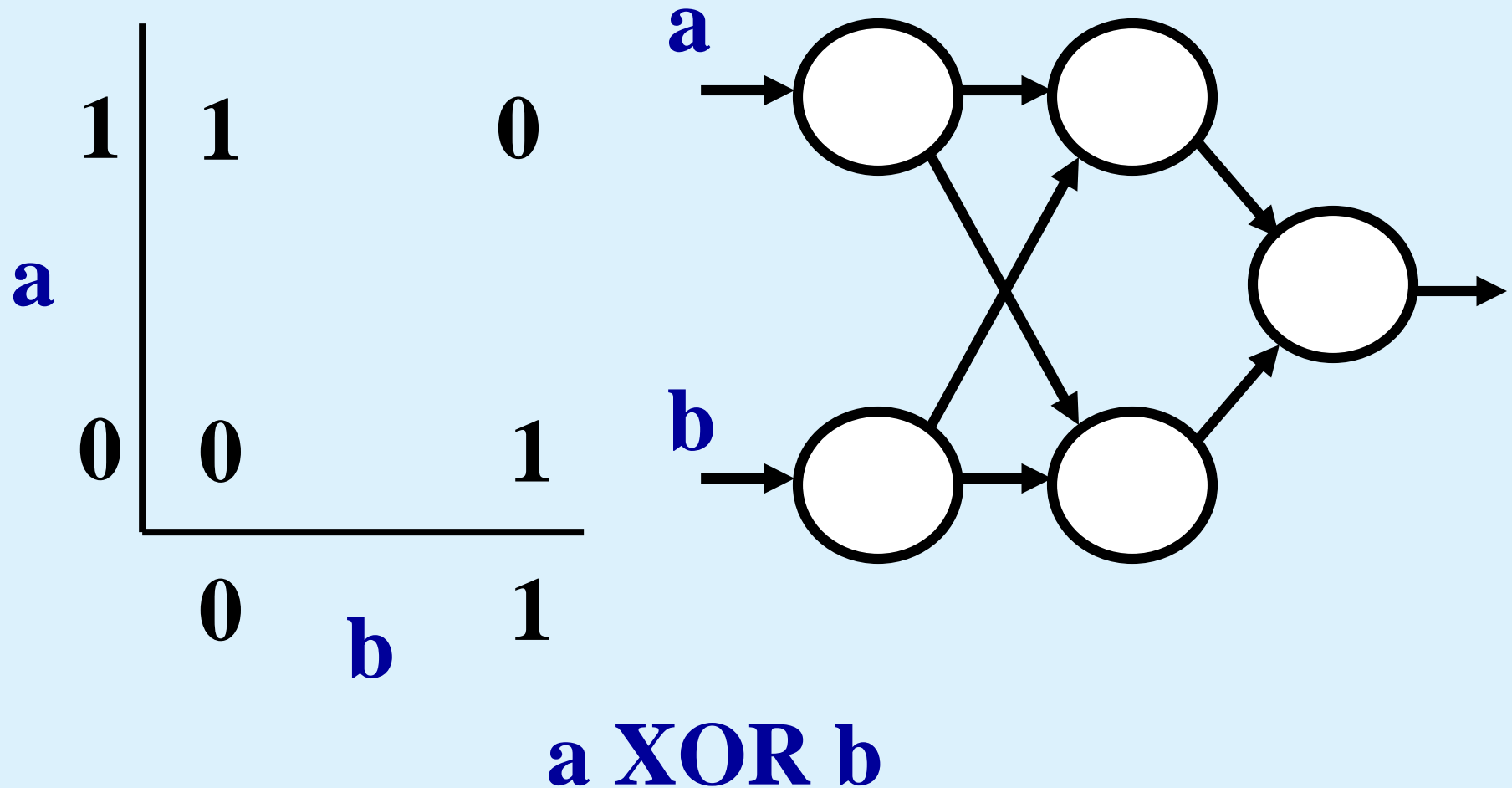
The Basic Perceptron

What the perceptron can't do:

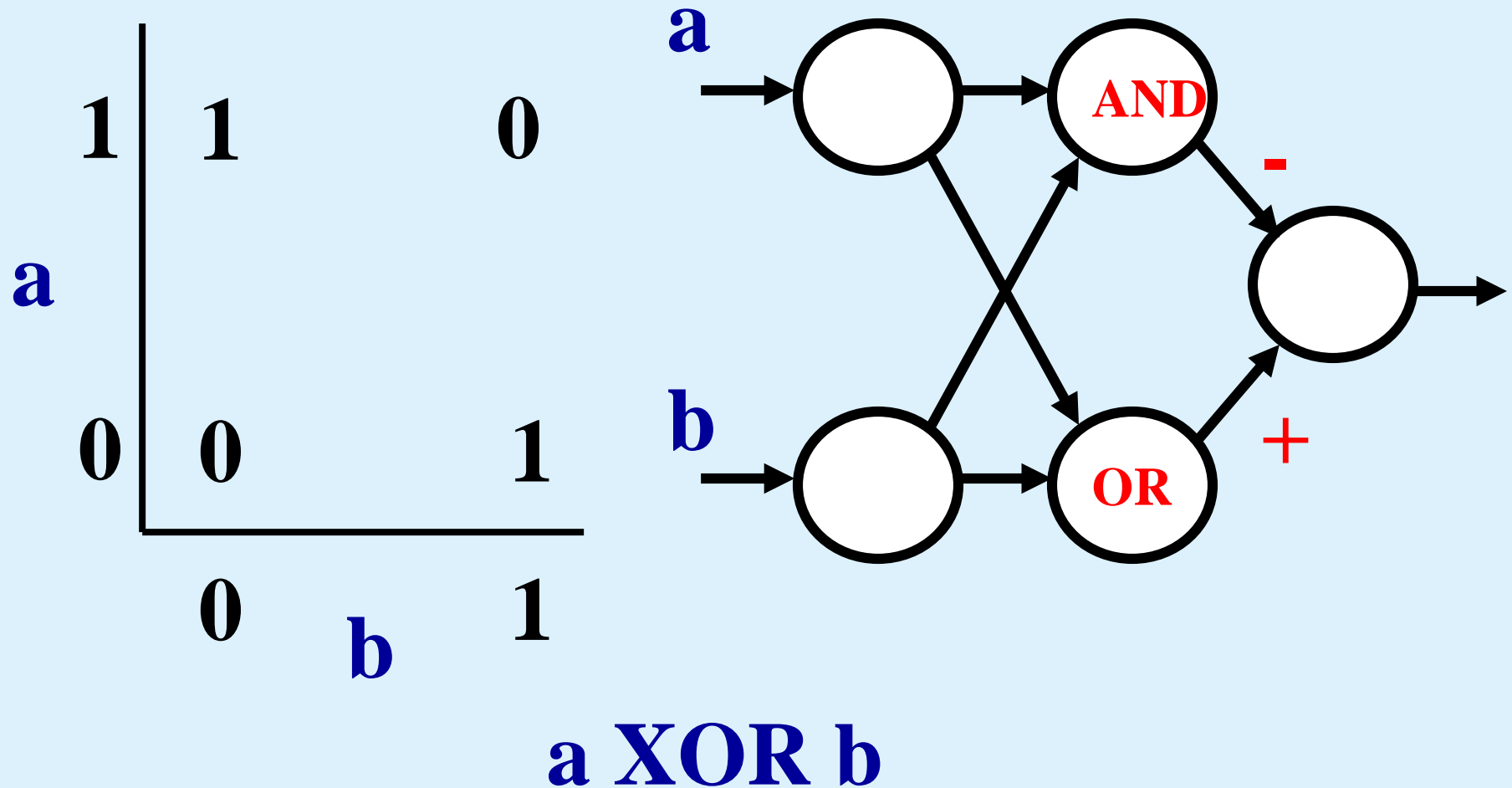
- **Exclusive OR**
- **Even/Odd discrimination**
- **Inside/Outside discrimination**
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BIG PROBLEMS

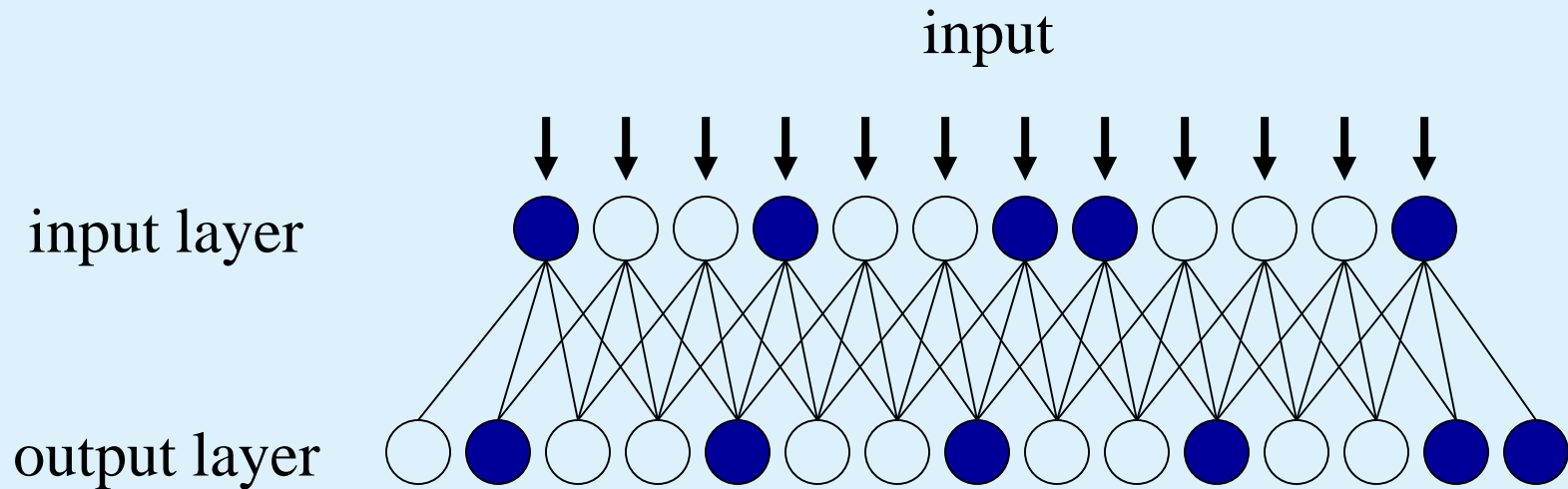
The Multi-Layer Perceptron



The Multi-Layer Perceptron



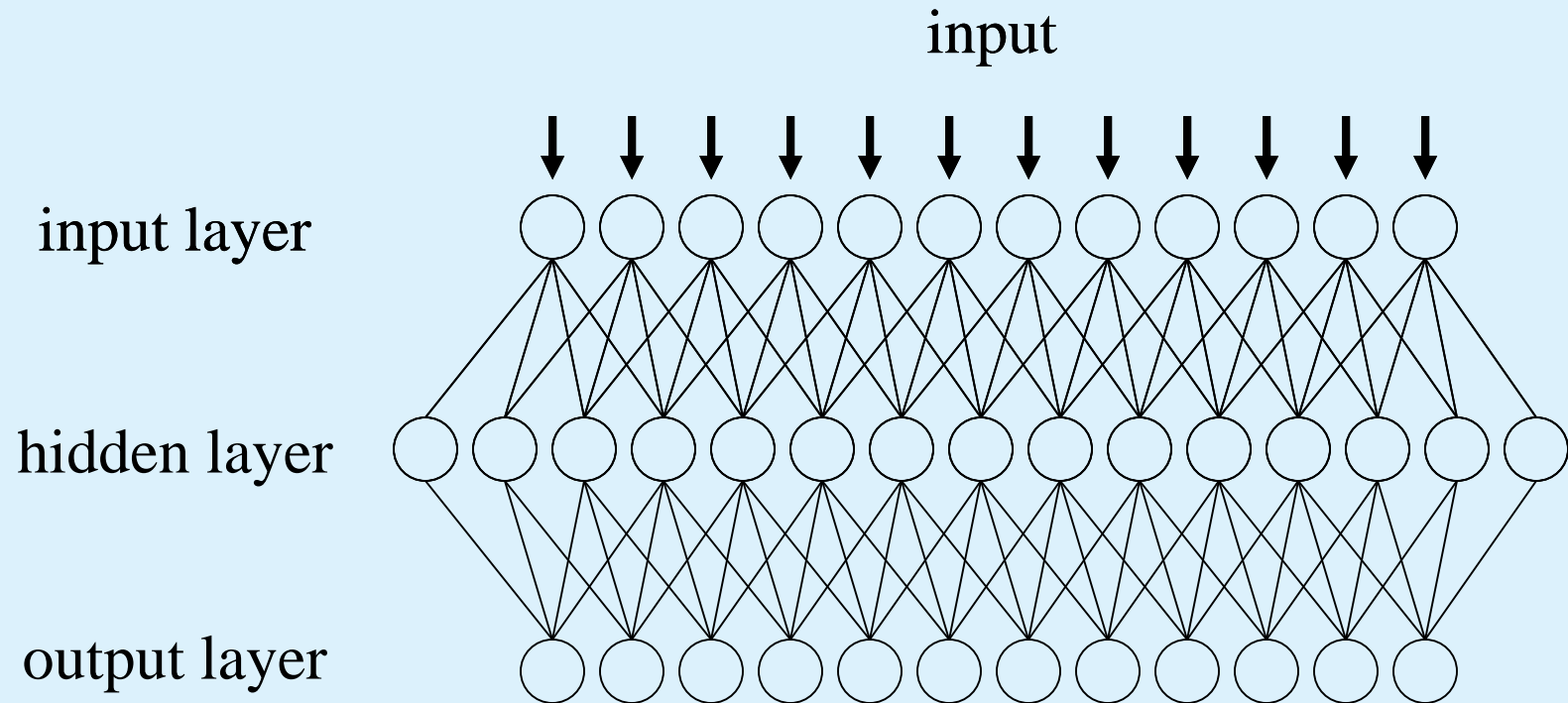
The Two-Layer Network



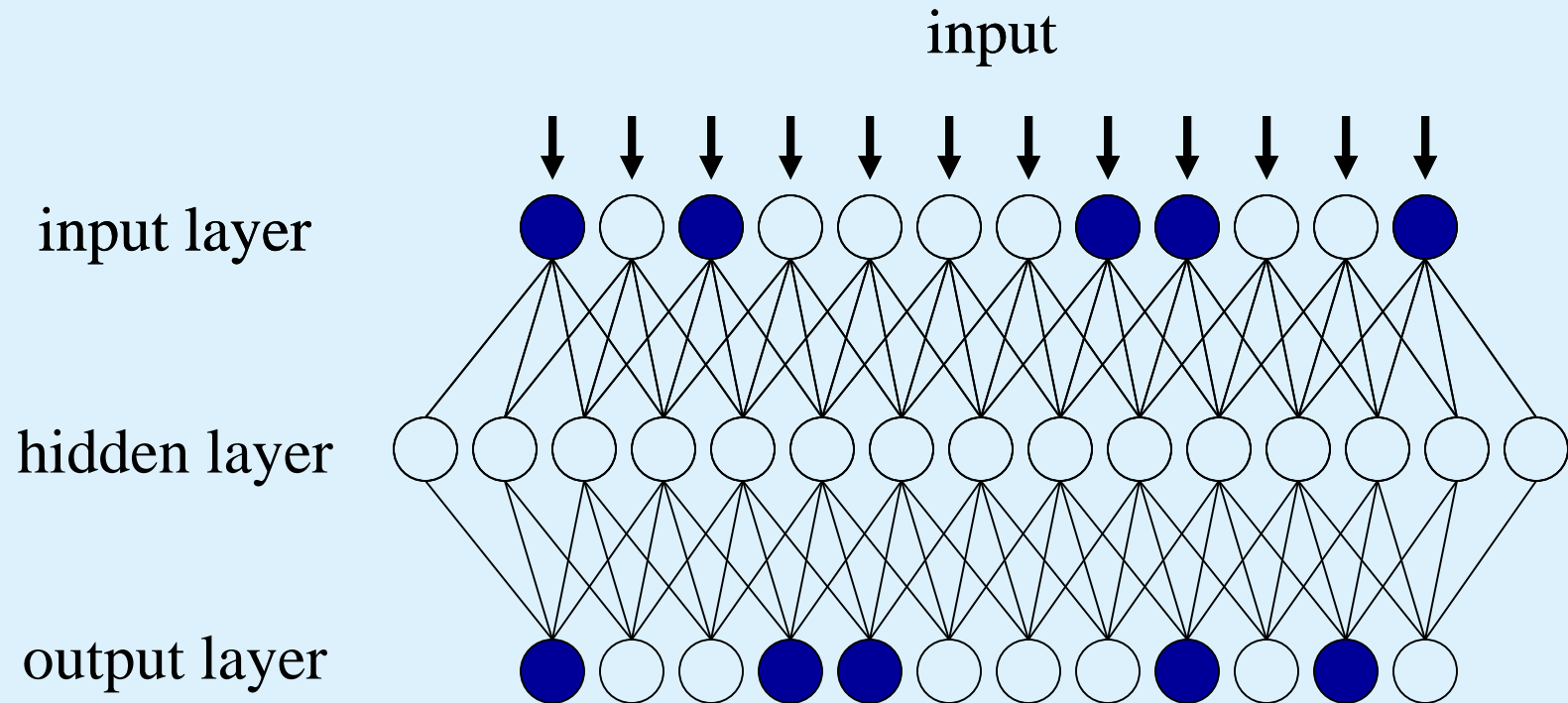
Supervised learning: The delta rule

- Feed the network inputs
- See what the activations become
- Compare this to what it should be (desired output)
- Change the weights between nodes according to how much error they contribute

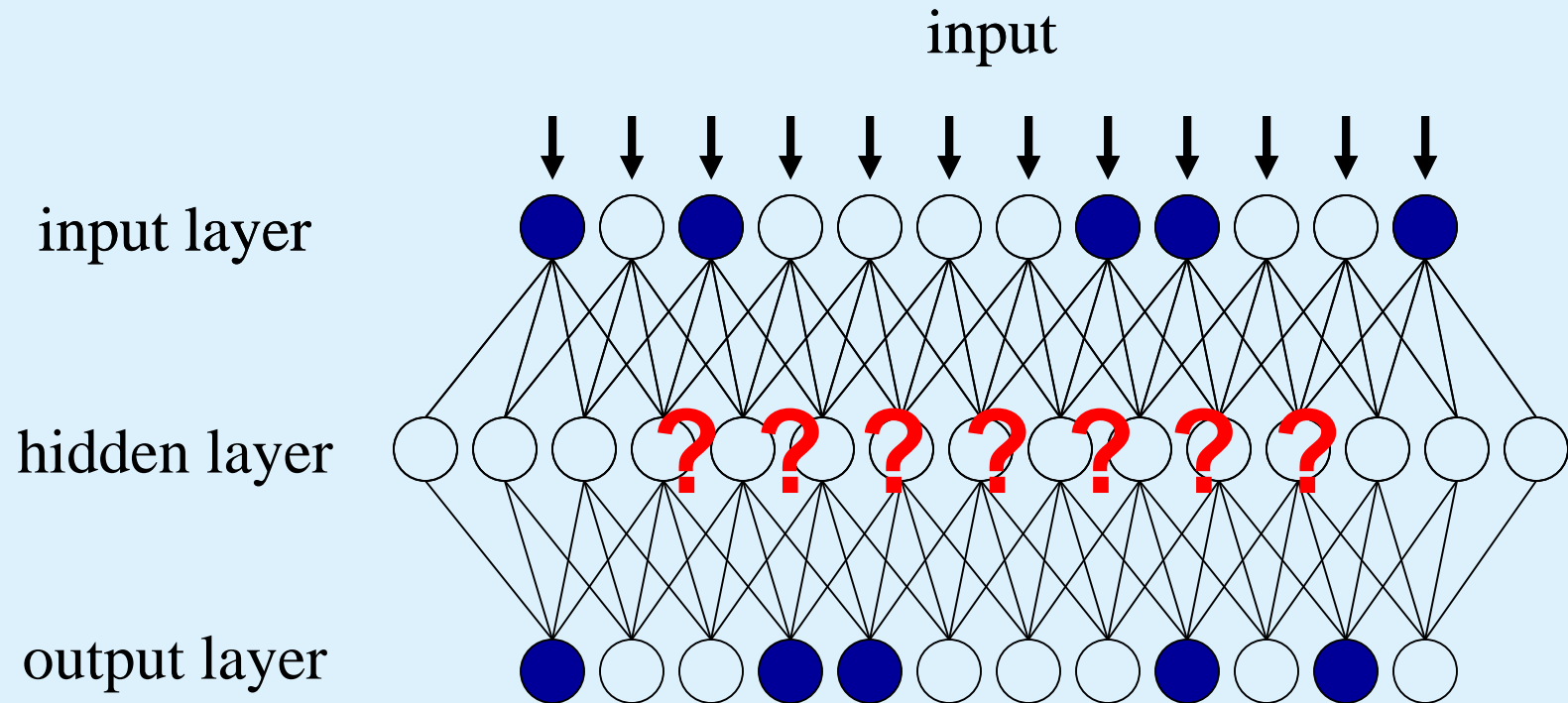
The Three-Layer Network



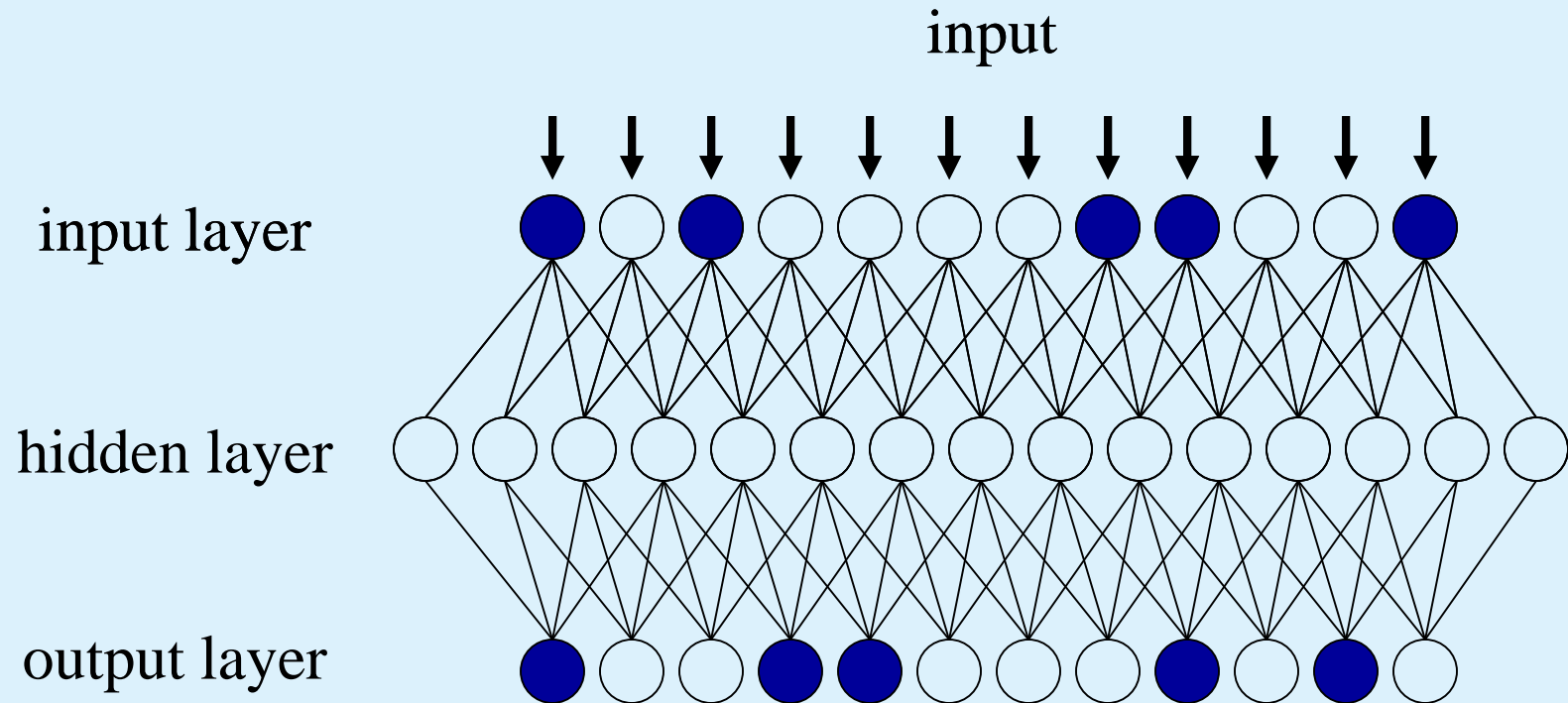
The Three-Layer Network



The Three-Layer Network



The Three-Layer Network



Back-propagation is the learning procedure that allows you to adjust the weights in multi-layer networks to train them to respond correctly.

Some Properties of Artificial Neural Nets

- **Distributed Representation:** Ideas, thoughts, concepts, memories, are all represented in the brain as patterns of activation across a large number of neurons. As a result, there is a lot of *redundancy* in neural representation.
- **Graceful Degradation:** Performance of the system decreases gradually as the system is damaged.
- **Learning:** Delta rule / Backpropagation

More Properties of Artificial Neural Nets

- **Generalization:** Because of how the network learns, and its distributed representation, it can respond to inputs that it was never officially trained on, generalizing based on similarity to things it *was* trained on.
- **Distributed Processing:** Not only representation, but processing is distributed, too, so there is no central controlling function, or CPU, in the brain. It is more cooperative.

Problems with Artificial Neural Nets

- **Stability-plasticity dilemma:** Learn new info while retaining old info
- **Catastrophic interference:** System falls apart when new info is learned
- **Supervised networks – Where is the teacher?**
- **Biological plausibility of teacher**

Network Science

- **Examine structure and function of**
 - **Power grids**
 - **Companies**
 - **Stock markets**
 - **Societies**
 - **Social networks (facebook!)**

Network Science: Centrality

- **Computers -> CPU**
- **Armies-> Generals**
- **Politics-> Presidents and Dictators**
- **Human Mind?**

Network Science

Hierarchical Networks

- **Simple Cells: oriented bars**
- **Complex Cells: Oriented bars moving**
- **Hypercomplex Cells: Right angle of vertical and horizontal lines moving in same direction**

Network Science

Characteristics of Networks

- **Small-World Networks:**

- **6 degrees of Separation**
- **4 degrees of Kevin Bacon**
- **Electrical Power Grid**
- **Railroads**
- **Nervous systems of many animals**

- **Random Networks : Local and Global Links**

- **Ordered Networks: Local Links**

Network Science

Characteristics of Networks

- **Small-World Networks:**

- **Egalitarian: Links are evenly distributed**
- **Aristocratic: Some hub links are especially Important (e.g. the internet)**

Network Science

Disease and Information

- **Percolation: Spread of disease in a network of people**
- **Percolating cluster: Many connections representing**
 - **Majority of network (epidemic)**
- **Schizophrenia: Disorganized thinking (spread of activation similar to a percolating cluster)**

Divergent Thinking: A little bit of a percolating cluster might be helpful in generating creative output