

LECTURER: Nghia Duong-Trung

ARTIFICIAL INTELLIGENCE

TOPIC OUTLINE

History of Artificial Intelligence

1

Early Systems in Artificial Intelligence

2

Neuroscience and Cognitive Science

3

Modern Artificial Intelligence Systems

4

Applications of Artificial Intelligence

5

UNIT 3

NEUROSCIENCE AND COGNITIVE SCIENCE



On completion of this unit, you will have learned ...

- ... how neuroscience describes the anatomical and physiological composition of the brain.
- ... how cognitive science unites different scientific disciplines in the search for models of cognitive processes.
- ... some of the most salient relations and connections between neuroscience, cognitive science, and artificial intelligence, together with their implications for human and machine intelligence.



1. Explain why neuroscience and cognitive science play a major role in the field of artificial intelligence.
2. What is cognitive bias? Can you think of a potential cognitive bias in the context of artificial intelligence?
3. Describe the concept of General Adversarial Networks (GANs).

DEFINITION OF BASIC TERMS



Neuroscience = study of human/animal nervous systems (e.g., anatomy and physiology)

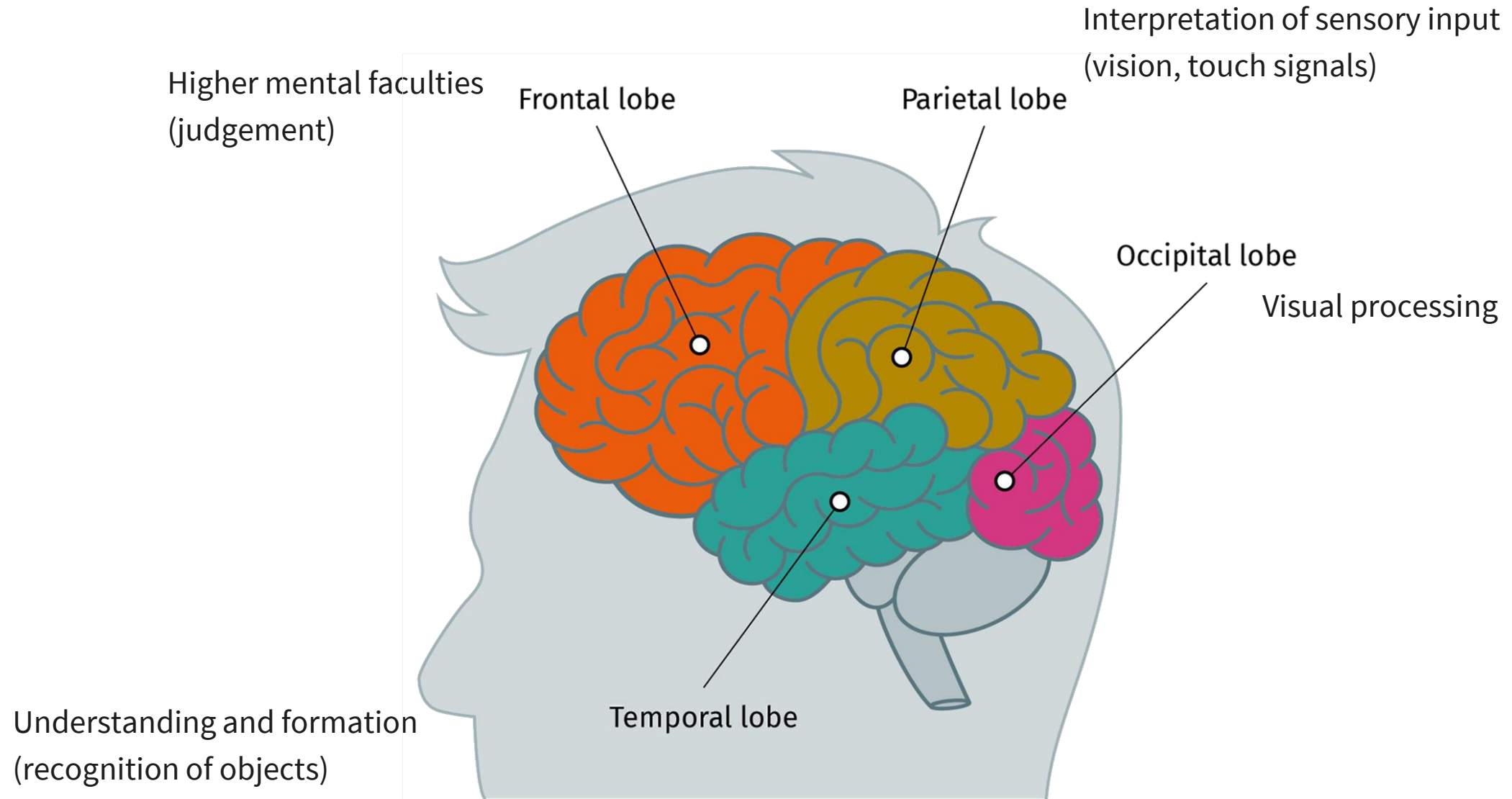


Cognitive science = aiming to model and understand cognitive functions (e.g., behavior, intelligence, memory)



Artificial intelligence = mechanical reproduction of intelligent behavior

BRAIN ANATOMY AND PHYSIOLOGY



MAIN APPROACHES IN COGNITIVE SCIENCE



BRAIN IMAGING

TRACING OF NEURAL ACTIVITY



BEHAVIORAL EXPERIMENTS

DRAW CONCLUSIONS ABOUT THE
PROCESSING OF STIMULI

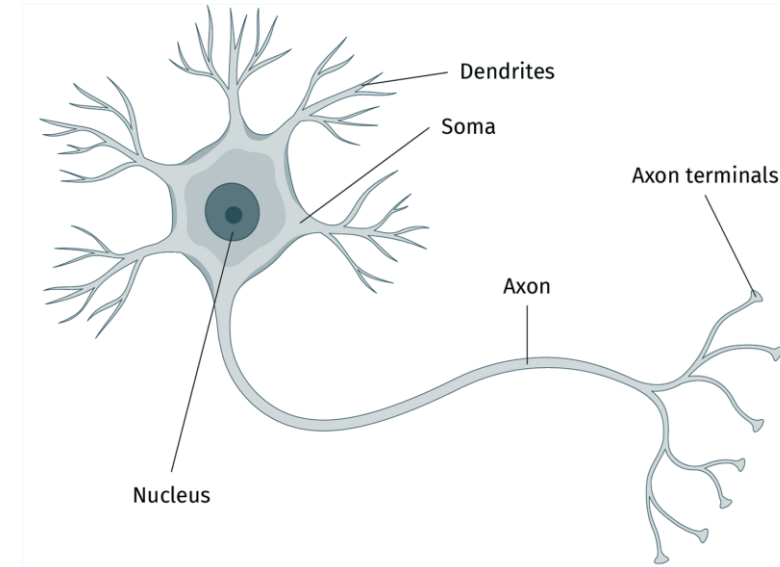


SIMULATION VIA COMPUTATIONAL MODELING

VERIFY THEORETICAL IDEAS BY COMPARING
OUTCOMES WITH REAL-WORLD BEHAVIORAL
DATA

BRAIN NEURONS AND PERCEPTION

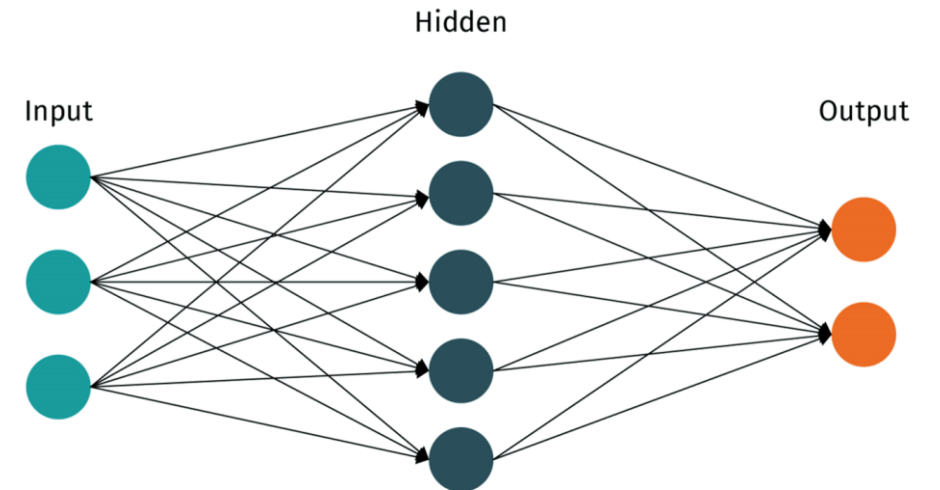
The human brain is composed of 86 billion neurons responsible for information processing.



Perception of inputs and cognition process

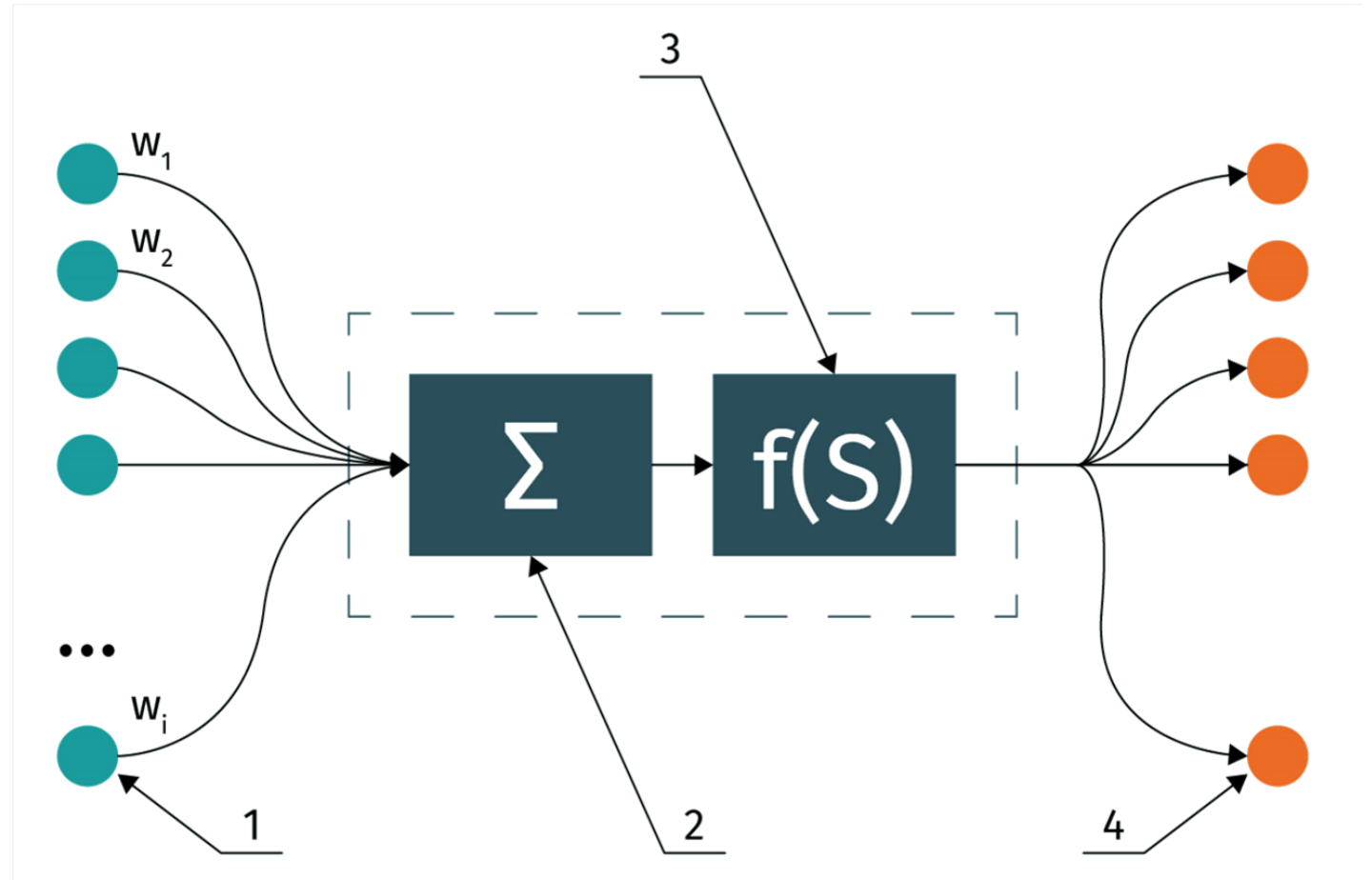


Artificial Neural Network



ARTIFICIAL NEURAL NETWORKS

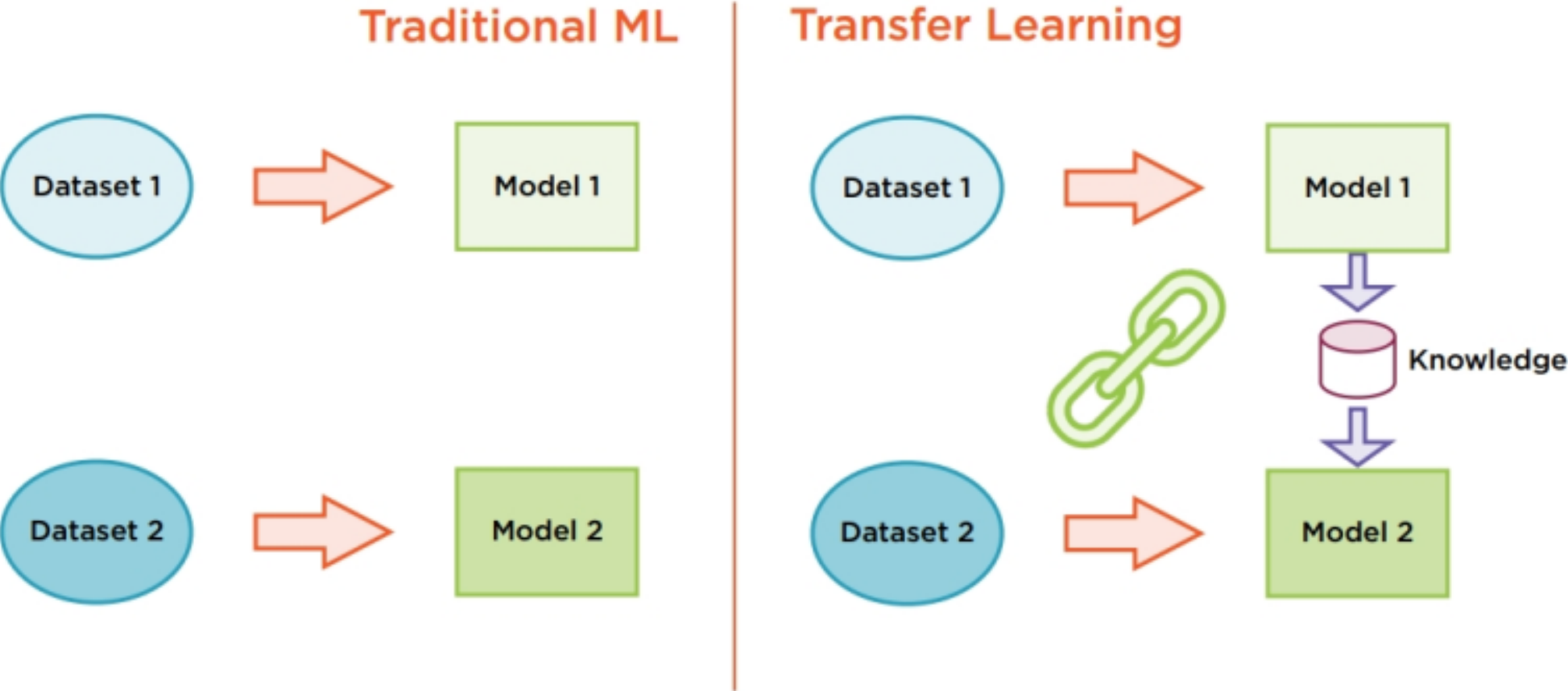
1. Receive input
2. Weighted sums are computed
3. Activation function is applied to sum
4. Distributed to output neurons



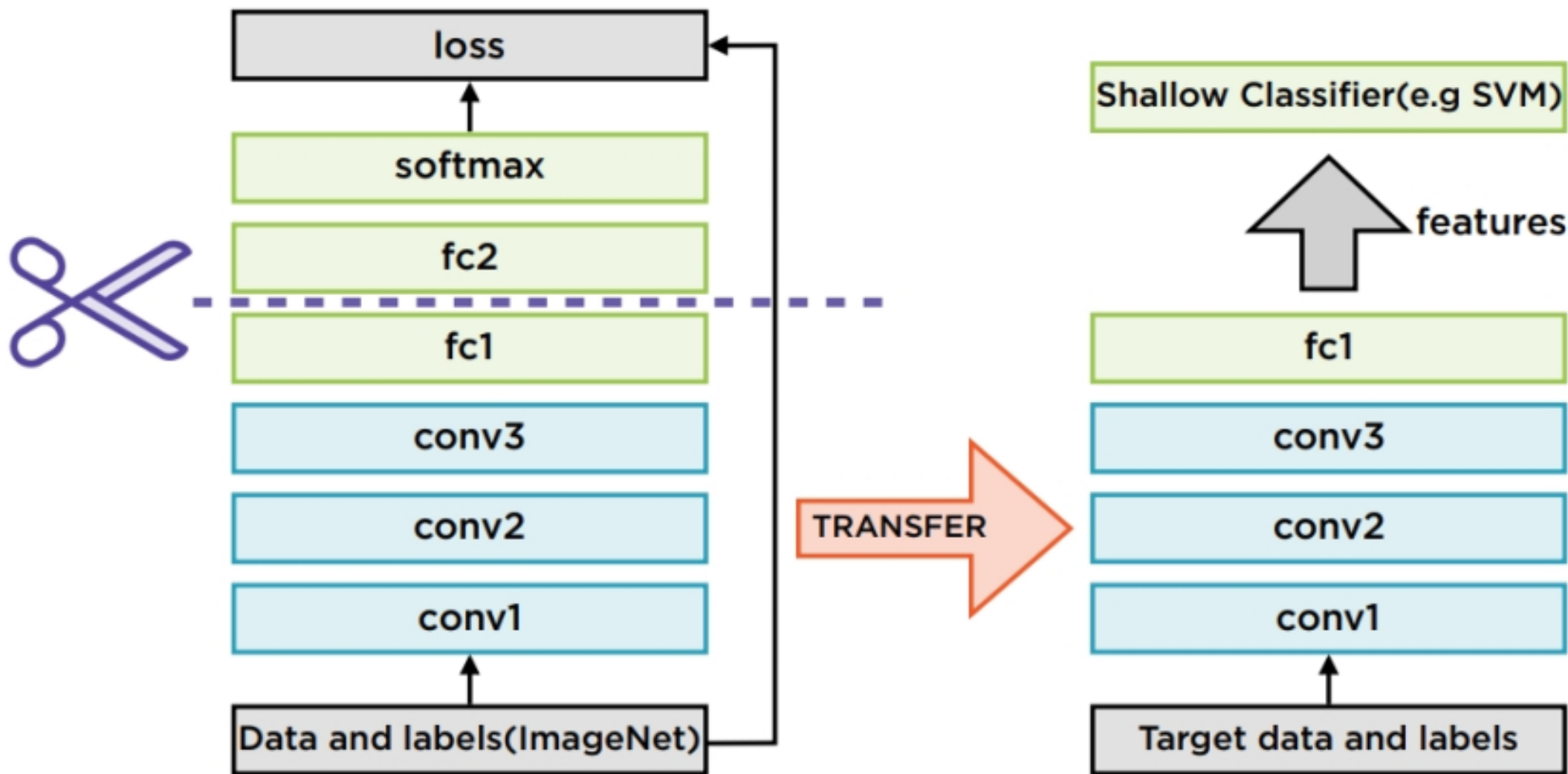
Transfer learning (TF) is the practice of re-using a trained model that solves a similar problem, usually leaving the model architecture unchanged and re-using some of or all the model weights.

- Avoid designing a model from scratch
- Make sense for common, widely studied use-cases in which basic problem structure stays same, but details vary
- TF scenario: use entirely as-is, fine-tune model weights, re-train from scratch

TRANSFER LEARNING

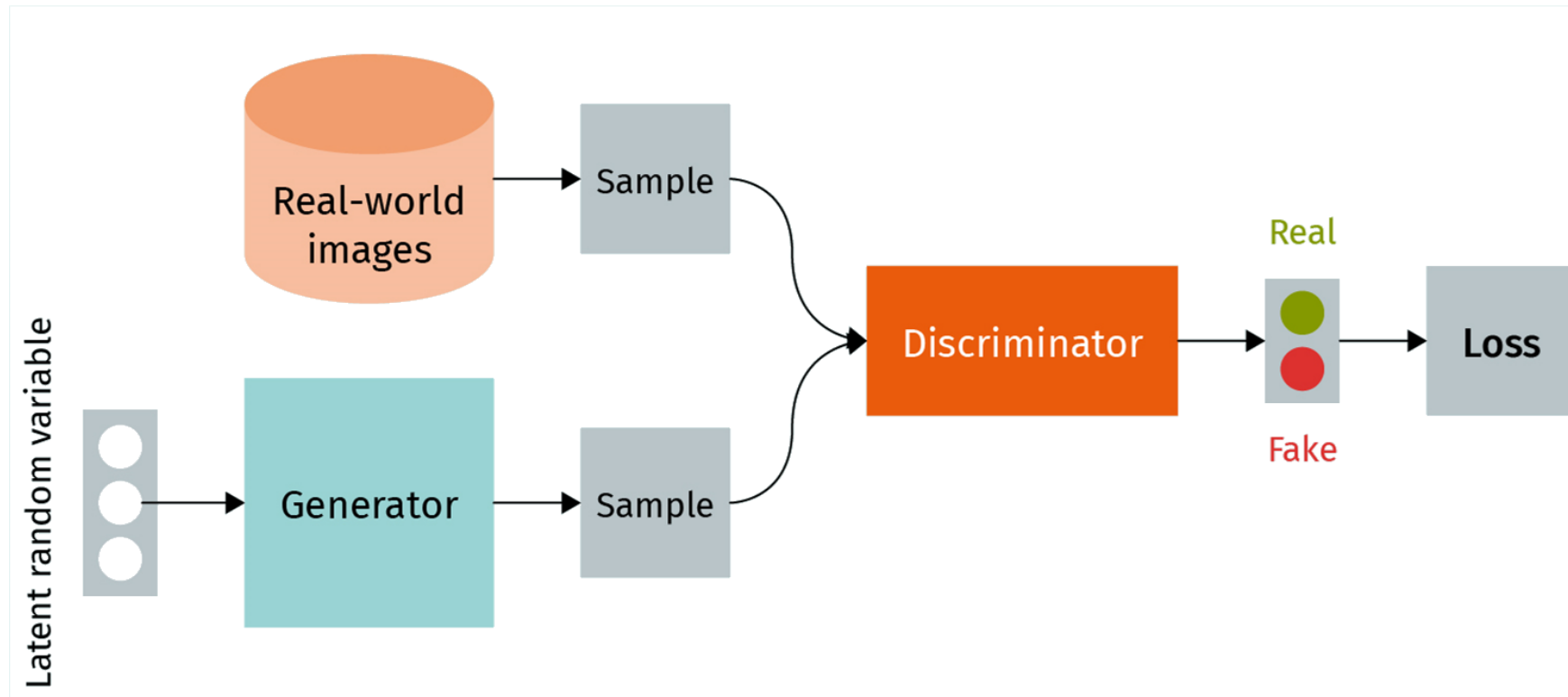


TRANSFER LEARNING



Transfer learning: take trained model and adjust it to new use case with small dataset

Generative Adversarial Networks: (GANs) generate new data with same statistics



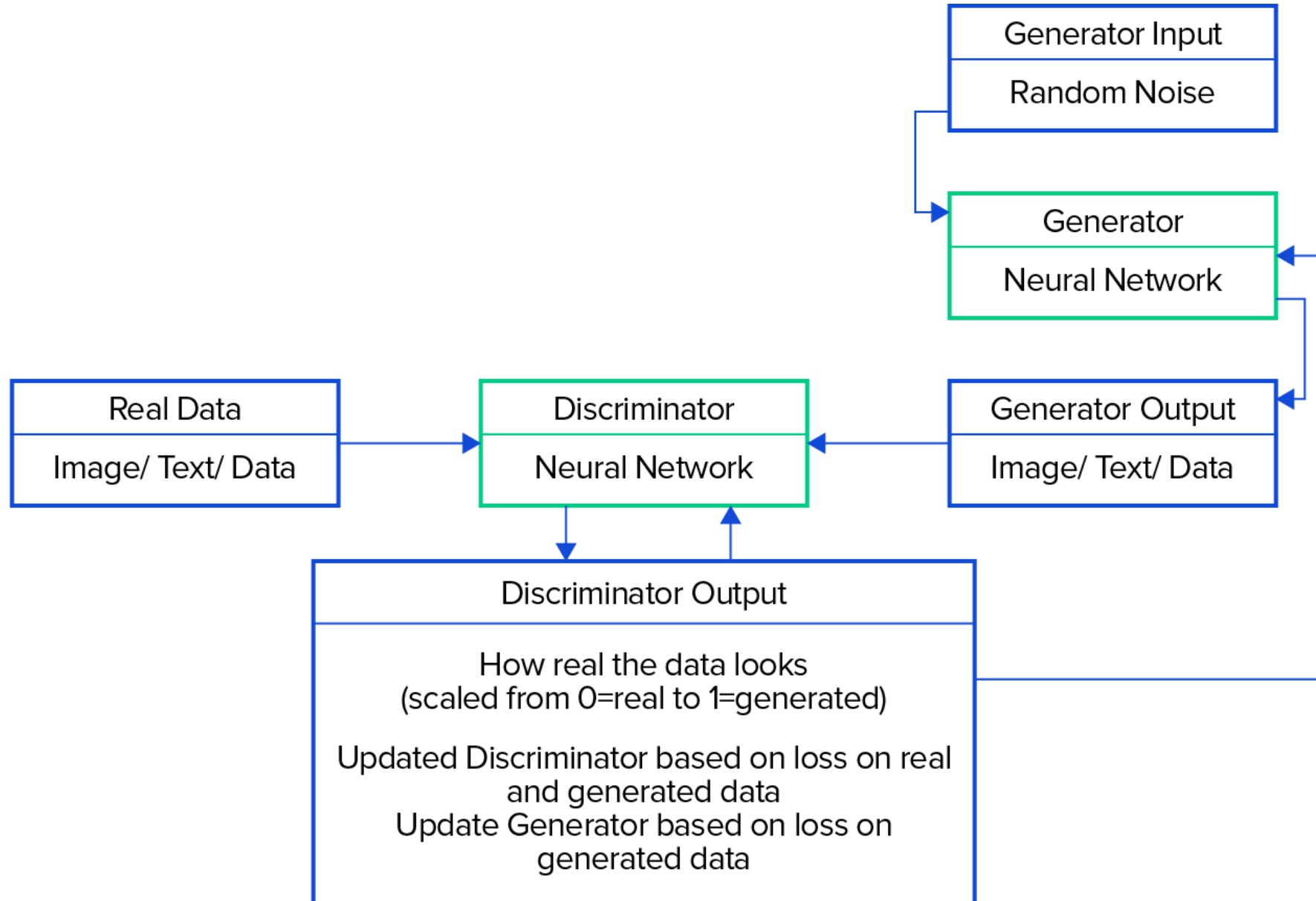
HISTORY OF GANS

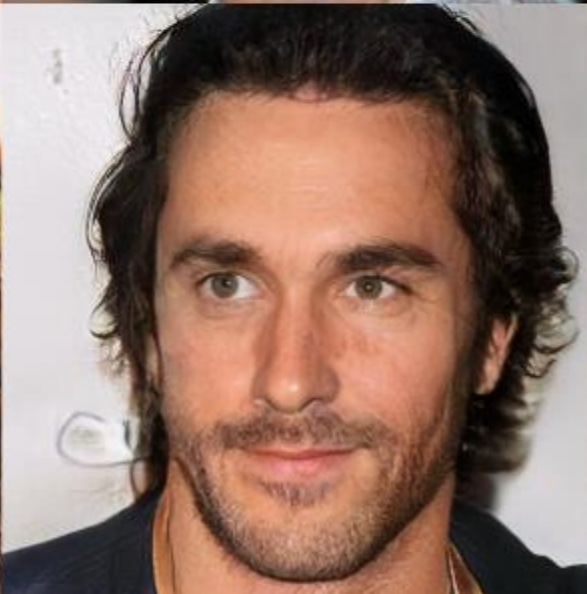
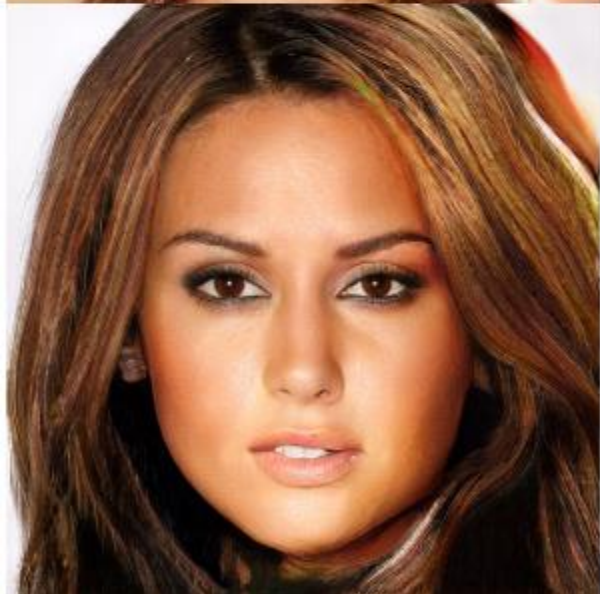
In 2014, a paper on generative adversarial networks (GANs) was published by Ian Goodfellow and his colleagues. This research paper proposed a new framework for unsupervised learning, in which two neural networks are trained to compete against each other.

Since then, GANs have become one of the most popular and widely-used types of neural networks for generative modeling. In recent years, GAN have also provided to be useful for data augmentation, reinforcement learning, and semi-supervised learning techniques.

<https://arxiv.org/abs/1406.2661>

GANS





GANs APPLICATIONS

- Generate Examples for Image Datasets
- Generate Photographs of Human Faces
- Generate Realistic Photographs
- Generate Cartoon Characters
- Image-to-Image Translation
- Text-to-Image Translation
- Semantic-Image-to-Photo Translation
- Face Frontal View Generation
- Generate New Human Poses
- Photos to Emojis
- Photograph Editing
- Face Aging
- Photo Blending
- Super Resolution
- Photo Inpainting
- Clothing Translation
- Video Prediction
- 3D Object Generation

USEFUL LINKS

<https://poloclub.github.io/ganlab/>

<http://3dgan.csail.mit.edu/>

<https://github.com/junyanz/CycleGAN>

<https://github.com/chuanli11/MGANs>

<https://github.com/luanfujun/deep-photo-styletransfer>

<https://github.com/pathak22/context-encoder>

<https://reiinakano.com/gan-playground/>



You have learned ...

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- ... how cognitive science unites different scientific disciplines in the search for models of cognitive processes.
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SESSION 3

TRANSFER TASK

TRANSFER TASK

Discuss the concept of transfer learning.

Can you think of potential advantages for businesses and scientists?

**TRANSFER TASK
PRESENTATION OF THE RESULTS**

Please present your
results.

The results will be
discussed in plenary.



TRANSFER TASKS

<https://beta.dreamstudio.ai/dream>

<https://app.runwayml.com/>

<https://openai.com/dall-e-2/>

<https://deepdreamgenerator.com/>

<https://bulletproof.charisma.ai/>

<https://www.synthesia.io/>

<https://www.craiyon.com/>

<https://www.myheritage.de/>

<https://lrpserver.hhi.fraunhofer.de/handwriting-classification>

<https://teachablemachine.withgoogle.com/>

<https://app.runwayml.com/login>

<https://quickdraw.withgoogle.com/>

<https://www.nvidia.com/en-us/research/ai-playground/>



1. What is the purpose of the activation function of the neuron?
 - a) It always passes on a signal.
 - b) It sends a signal down the axon if a threshold on the inputs is met.
 - c) It always blocks a signal.
 - d) It never modifies a signal strength.



2. In brain anatomy, the notion of lobes refers to...

- a) large-scale compartmentalizations of the brain.
- b) the hemisphere split of the brain.
- c) anatomic details of dendrites.
- d) parts of the peripheral nervous system.



3. Current neural network models as used in artificial intelligence are...

- a) an exact replication of biological neural networks.
- b) not related to biological neural networks at all.
- c) a mostly accurate analogue of biological neural networks.
- d) a coarse analogue to biological neural networks.

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