#### Artificial Neural Networks

## Artificial Intelligence and Brain

Jeju National University Yung-Cheol Byun Materials are here:

https://github.com/yungbyun/neuralnetworks git clone *link* 

#### Agenda

- Artificial Intelligence
- Brain and neuron
- Synapses, the core of neural networks
- Neuron, equation, and matrix

#### Intelligence

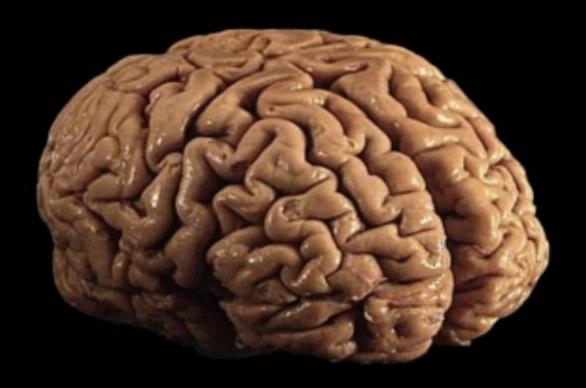
- One's capability for logic, understanding, self-awareness, learning, planning, creativity, and problem solving
- The ability to perceive information, and to retain it as knowledge to be applied towards adaptive behaviors within an environment
- Human Intelligence = Natural Intelligence

#### Artificial Intelligence

- Intelligence exhibited by machines
- A computerized version of the human intelligence
- Theory and development of computer systems able to perform tasks such as visual perception, voice recognition, decision-making, and translation between languages

## How can machines get Artificial Intelligence?

## How can human get natural intelligence?



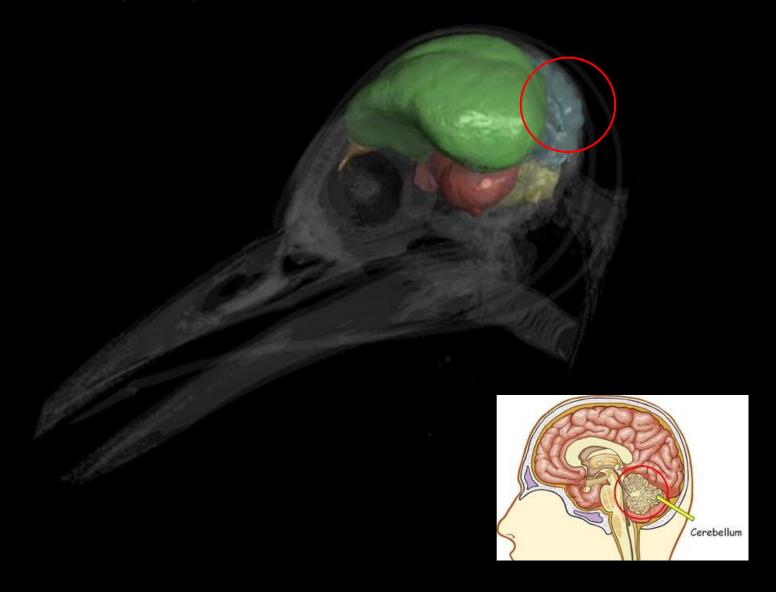
## What happens inside the human brain?

#### Neuroanatomist

신경해부학자



#### Cerebellum(소뇌) : controls muscles

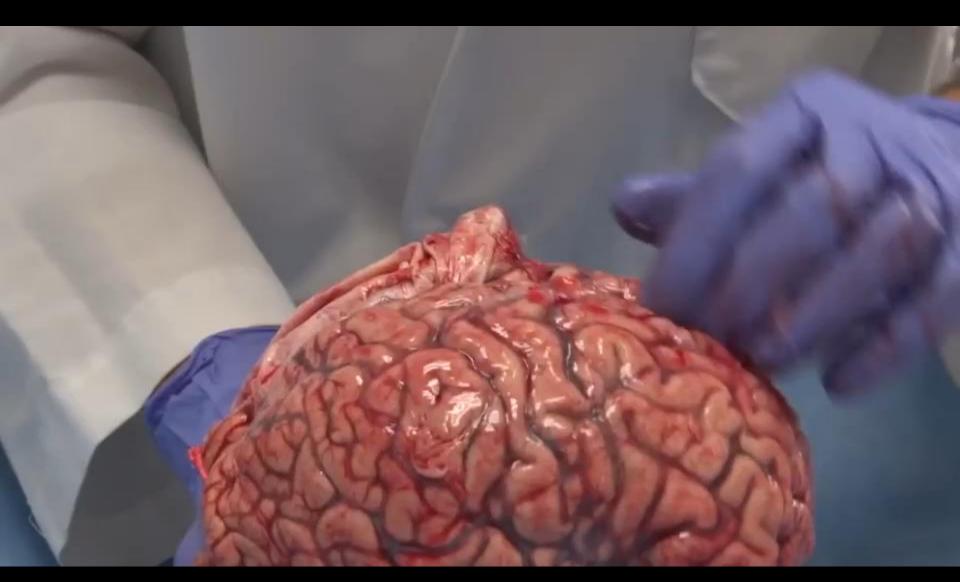


#### Neurons in a bird's brain



Ramón y Cajal's drawing of the neurons in a bird's cerebellum – a part of the brain.

#### Brain of Human

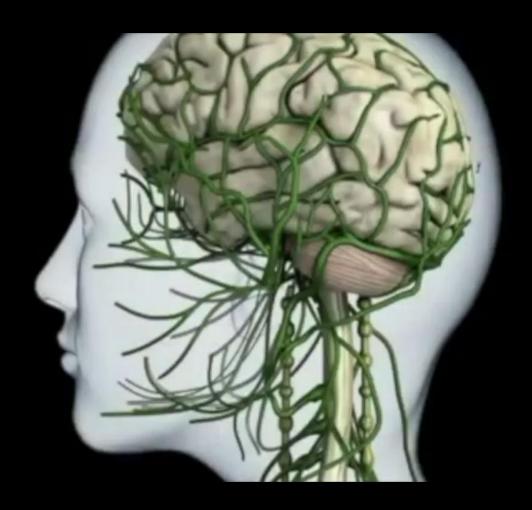






## 100 billion neurons more than the number of stars in the universe

#### So, what happens inside?

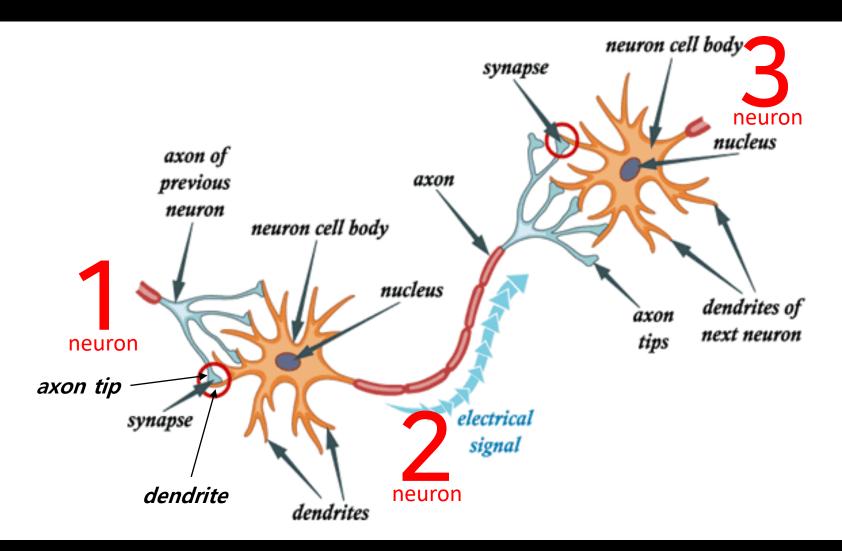


From a DVD that comes with the illustrated medical atlas, The Human Brain, DK Publishing UK.

#### Simulation (signaling)



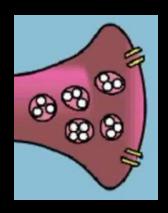
#### Connection between neurons



Synapse

The Brain—Lesson 2—How Neurotransmission Works

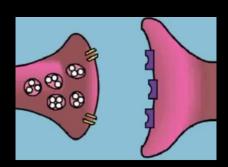
synapse



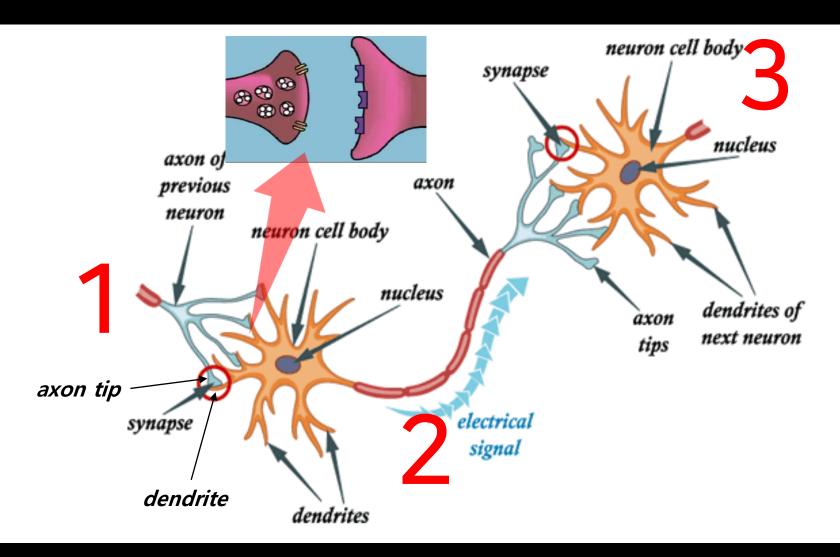
### Neurotransmitter in synapse

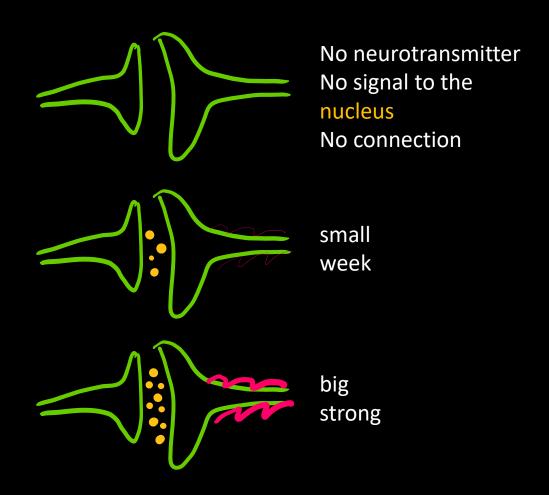
신경전달물질

## Various amount of neurotransmitter in each synapse

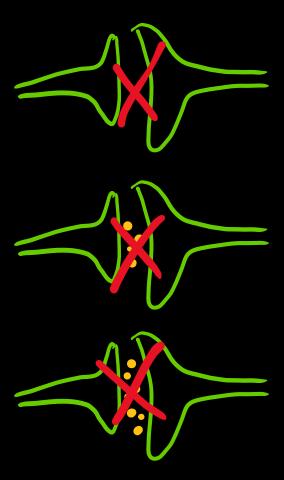


#### Connection between neurons





#### What happens if



#### Alzheimer's Loss of memory, Paralysis

Our memory thinking moving emotion and everything

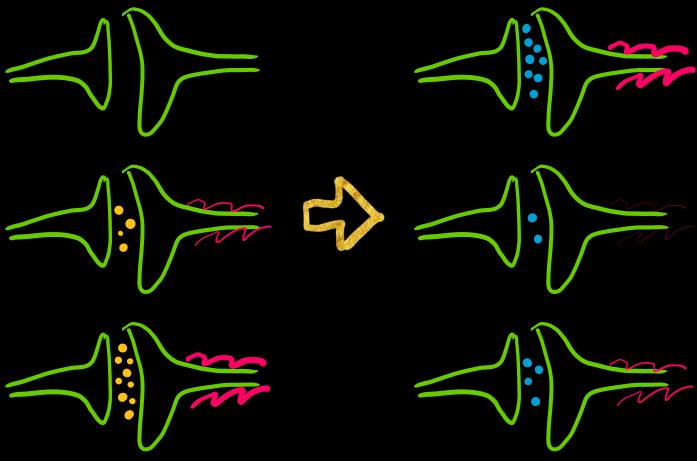


# Experience and the adjusting of the amount of neurotransmitter

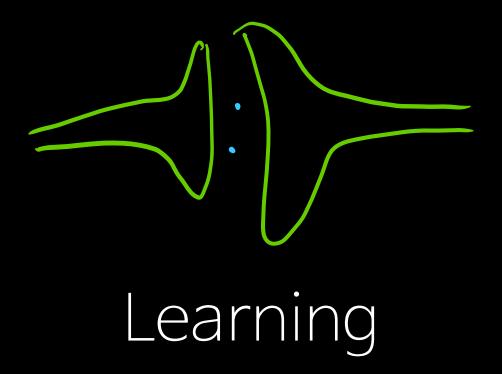


#### Experience → Adjusting





3 variables implementation with Python





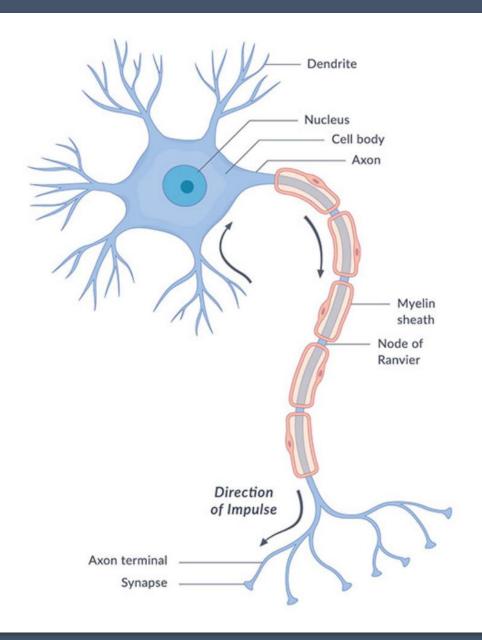
#### Happiness



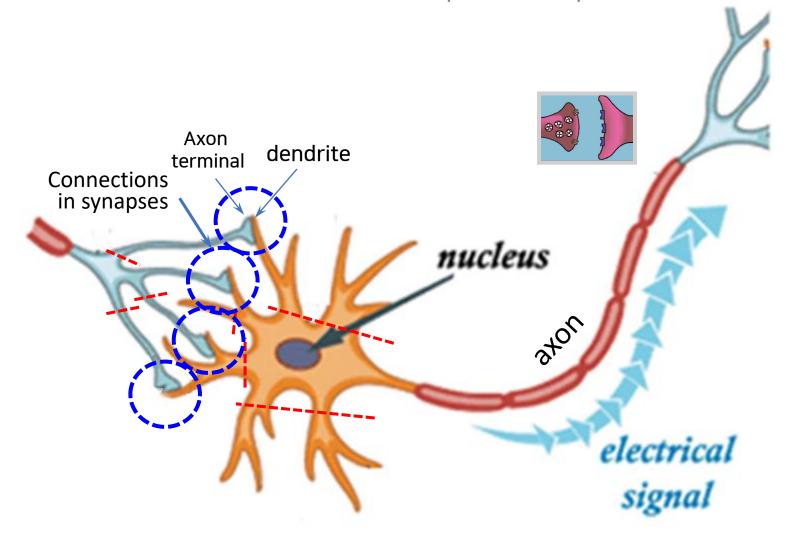
Stress

Stress/Error/Cost/Loss function

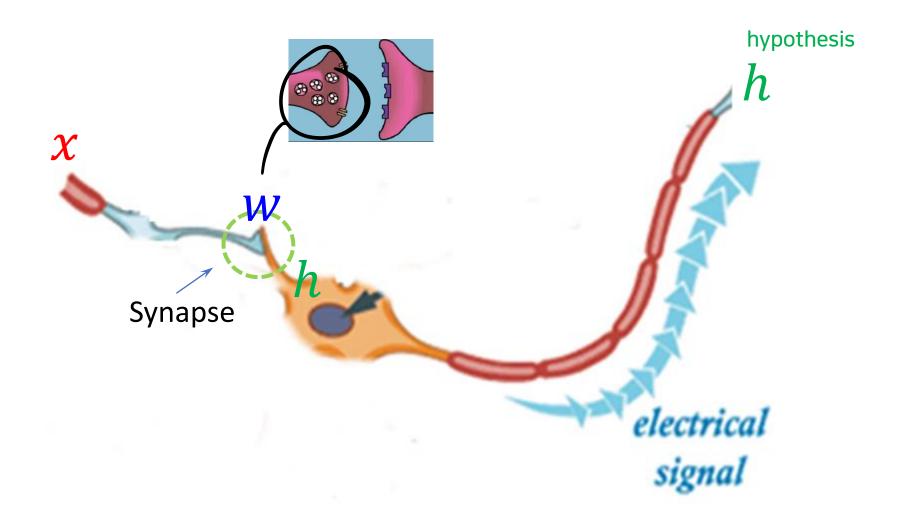
## S/W implementation AI



#### A Neuron with Multiple Inputs



#### A Neuron with 1 Input



## h, Hypothesis

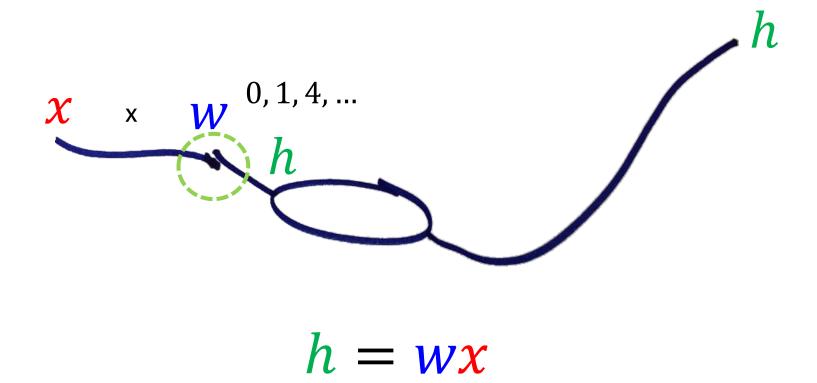


A hypothesis (plural hypotheses) is a proposed <u>explanation</u> for a <u>phenomenon</u>.

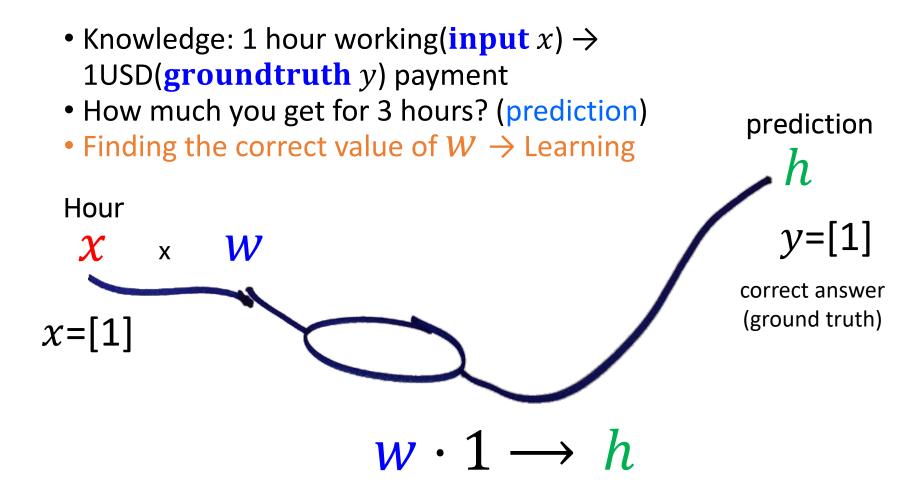
Explanation about the way a neuron works in.

Output of a neuron, prediction

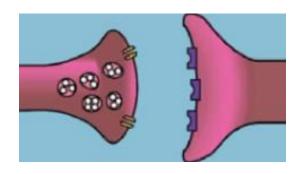
### Action of a neuron



### Application: Wage Calculator NN



x (hour)	W	Output of a neuron	y (wage)	Error	Reaction
1	4(random)	4	1	4-1	scolding seriously
1	2	2	1	2-1	ordinarily
1	1.5	1.5	1	1.5-1	not bed
1	1.3	1.3	1	1.3-1	good but not enough
1	1.1	1.1	1	1.1-1	acceptable



Scolding a dog/dolphin/child automatically updates the connection strength(w)

to make the error smaller in the next step.

# Learning

is to find the optimal value of parameter (w) to predict correctly.

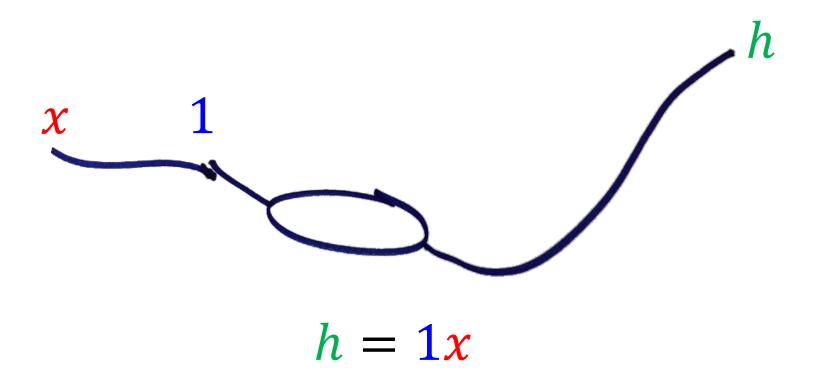
the amount of

neurotransmitter

# Drawing a neuron

Representing the below equation:

$$h = 1x$$



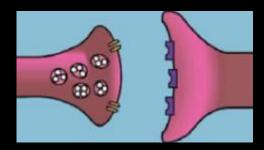


#### Simplified version



 $(1) (1) \rightarrow (h)$ 

#### Where is the synapse/connection?



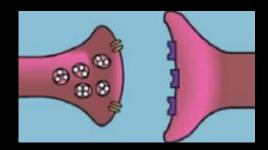
$$(x)(1) \rightarrow (h)$$

#### Simplified version



$$\binom{1}{2}(1) \rightarrow \binom{h_1}{h_2}$$

#### Where is the synapse/connection?

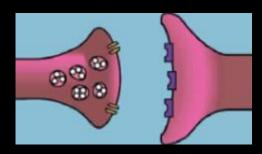


$$(x)(1) \rightarrow (h)$$

#### Simplified version



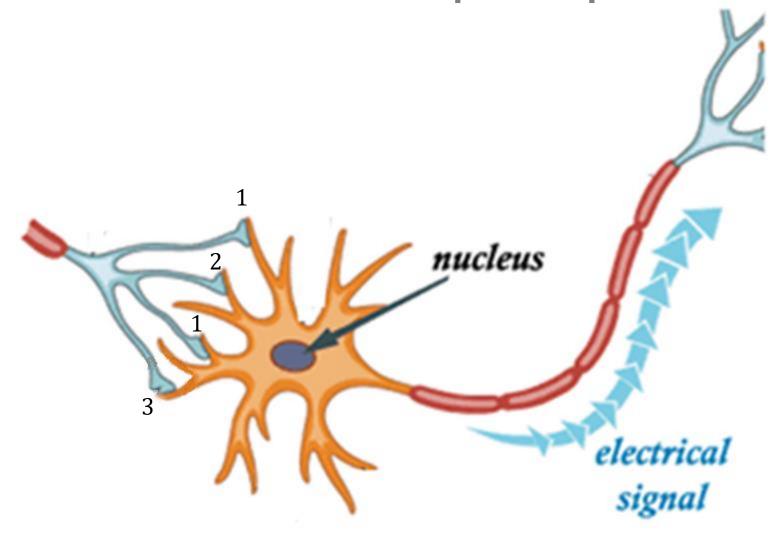
Where is the synapse/connection?

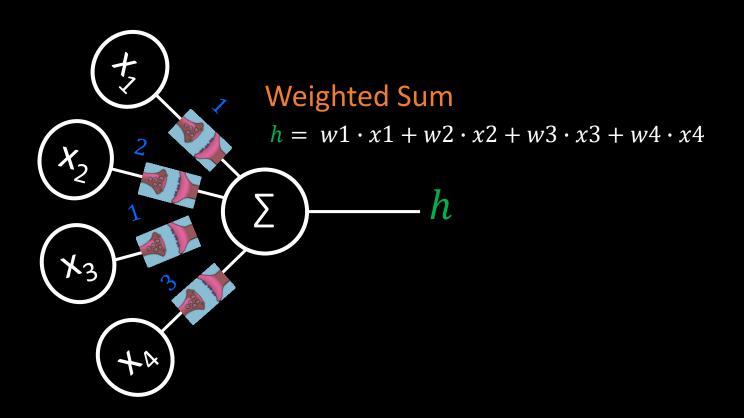


$$\begin{pmatrix}
1 \\
2 \\
3
\end{pmatrix}
\begin{pmatrix}
1 \\
1 \\
1
\end{pmatrix}
\rightarrow
\begin{pmatrix}
h_1 \\
h_2 \\
h_3
\end{pmatrix}$$

# A neuron and the matrix to describe the action of it.

### A Neuron with Multiple Inputs

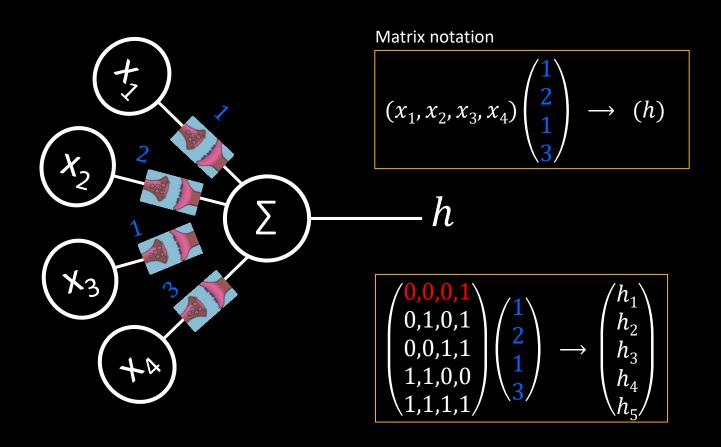




if the input values are (0,0,0,1), then h is ...

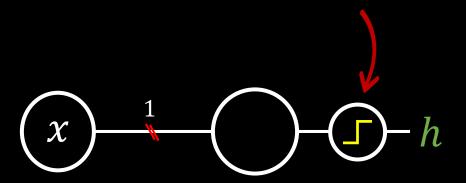
$$h = 1 \cdot x_1 + 2 \cdot x_2 + 1 \cdot x_3 + 3 \cdot x_4$$

Matrix notation
$$(x_1, x_2, x_3, x_4) \begin{pmatrix} 1 \\ 2 \\ 1 \\ 3 \end{pmatrix} \longrightarrow (h)$$

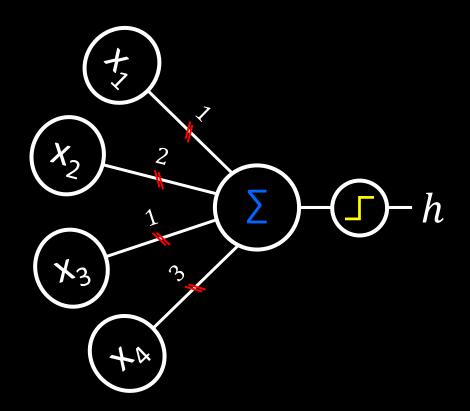


# Real operation of a neuron

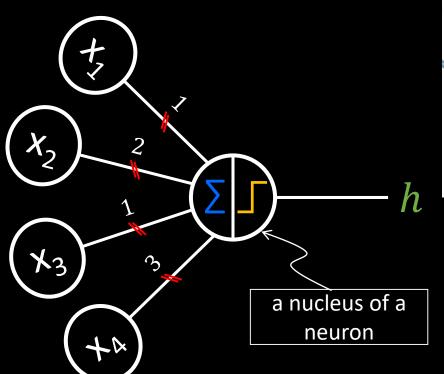
- More than weighted sum
- Thresholding
- ullet signal ON if the weighted sum is greater than T
- otherwise signal OFF

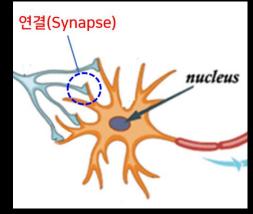


Thresholding

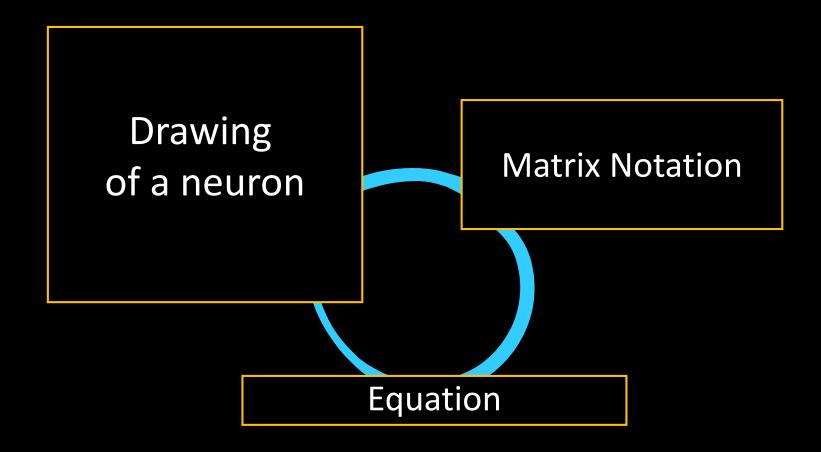


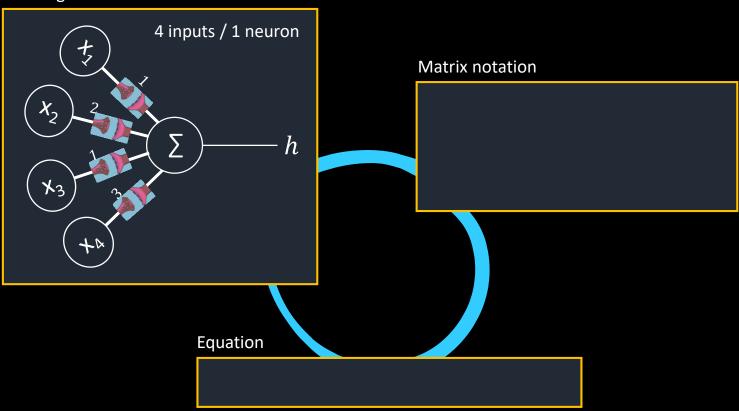
Weighted sum and thresholding

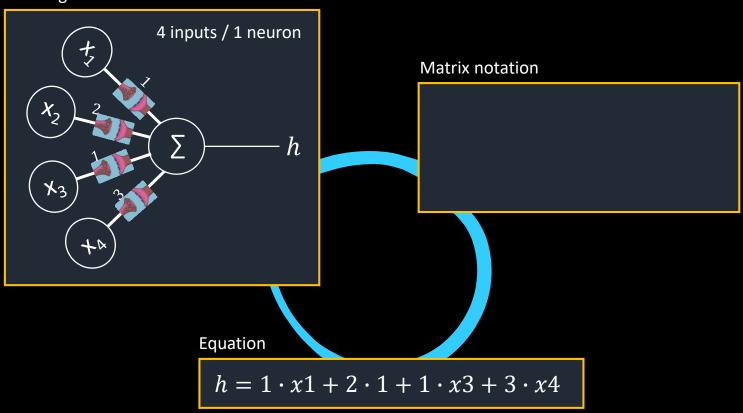


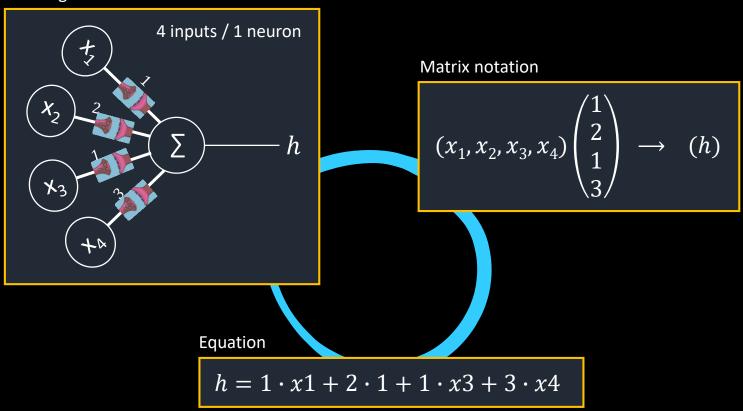


$$\boldsymbol{h} = \begin{cases} 1 & if \ x_1 + 2x_2 + x_3 + 3x_4 > T \\ 0 & otherwise \end{cases}$$

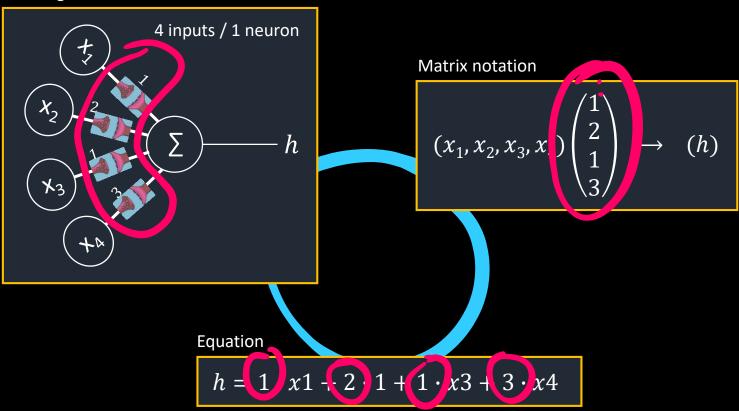








# What is learning again?



# How do we update it?