

Innoboot 2022: Implementing AI to improve Life!

Brain-inspired computing

Marcel van Gerven

Chair of the Department of Artificial Intelligence (https://www.ru.nl/cai/)

Principal Investigator of the Artificial Cognitive Systems Lab

Director of ELLIS Nijmegen (https://www.ru.nl/ai/ellis-unit/)

Chief Scientific Officer of Machine2Learn (www.machine2learn.com)

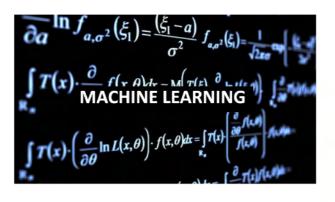


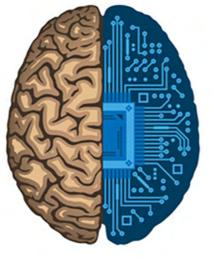
MISSION OF THE AI DEPARTMENT

"Al is the science and engineering of making intelligent machines."

— John McCarthy —

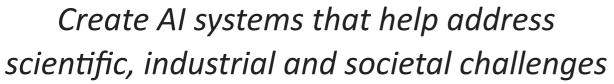
Create general-purpose AI systems that match or even outperform human-level intelligence

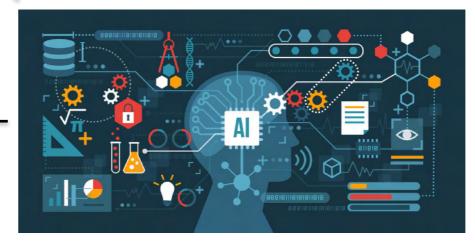












Understanding the wider societal and scientific impact of AI

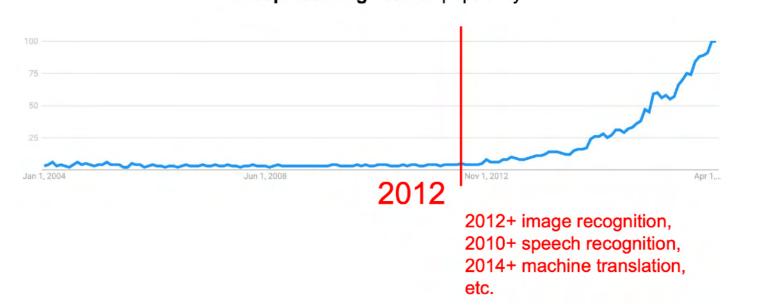


DEEP LEARNING

Deep learning refers to training of large multilayer artificial neural networks using large amounts of data on high-performance computing clusters

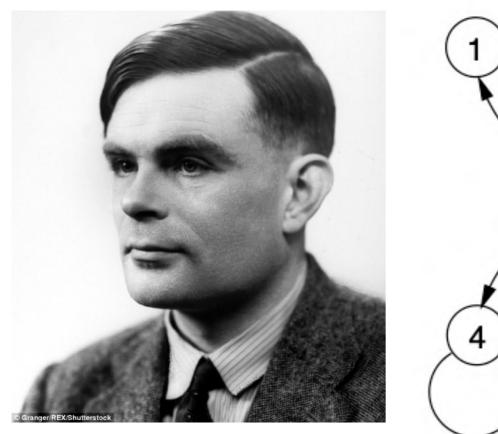


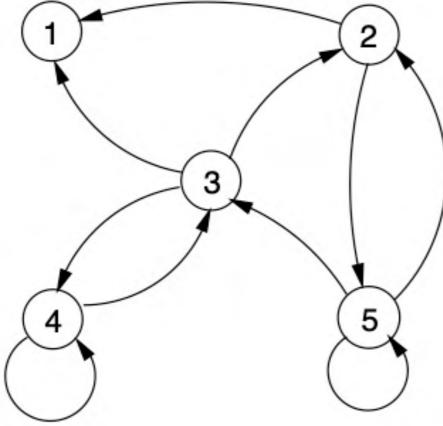
Deep learning has been a main driver of the modern AI revolution



ARTIFICIAL NEURAL NETWORKS

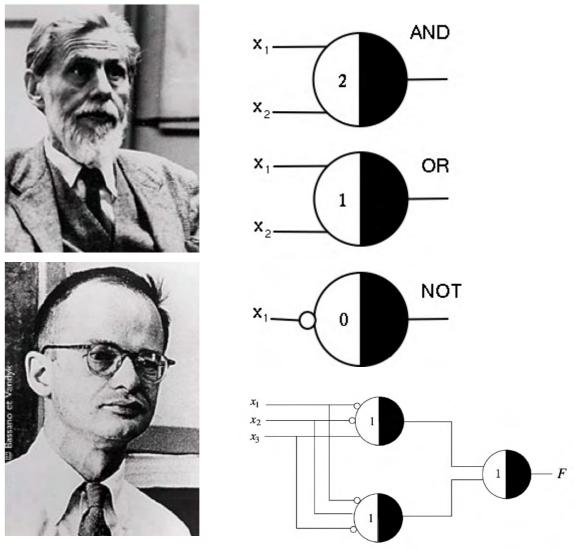
Studied since the 1940's





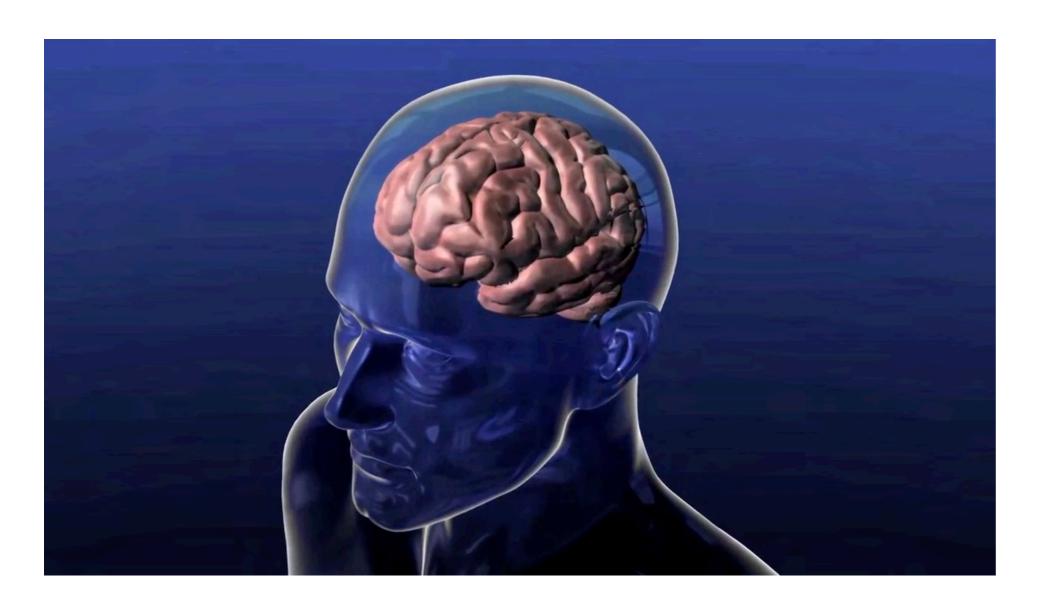
Turing's unorganised machines

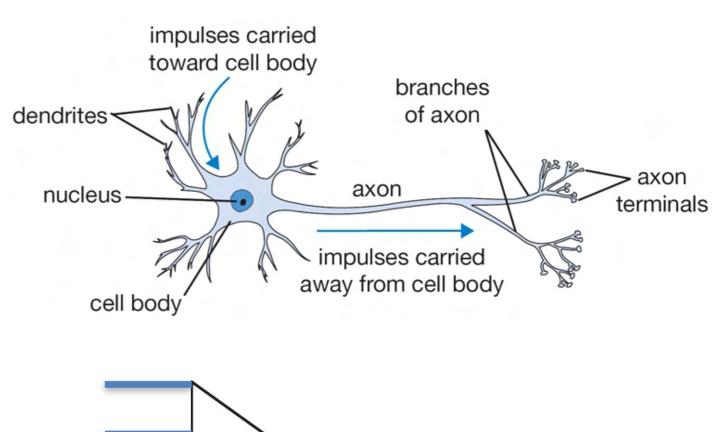
Turing AM. Intelligent Machinery. In: Ince DC, editor. *Collected works of AM Turing — Mechanical Intelligence*. Elsevier Science Publishers, 1992.



Warren McCulloch and Walter Pitts, A Logical Calculus of Ideas Immanent in Nervous Activity, 1943, *Bulletin of Mathematical Biophysics* 5:115–133.

ROOTED IN BIOLOGY



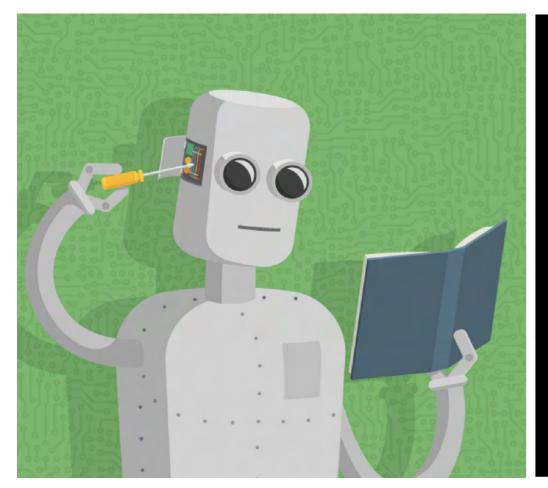


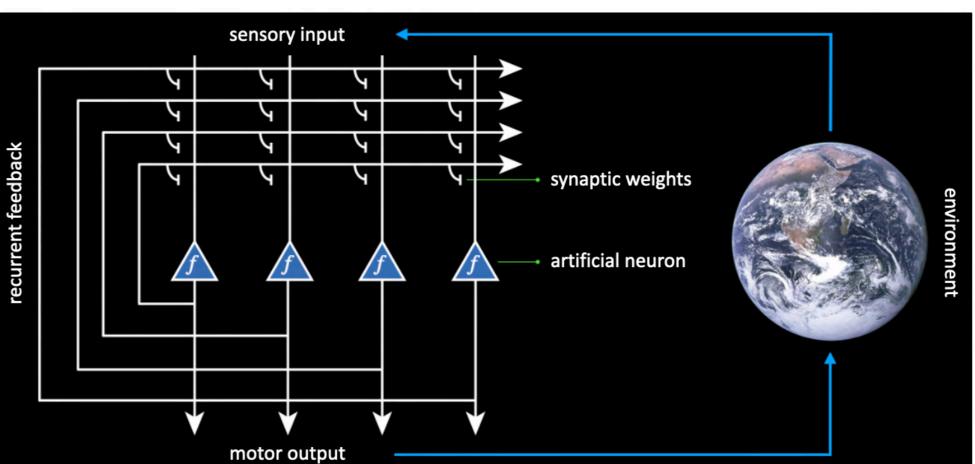
input **x**

synaptic weights ${\bf w}$

 $y = f(\mathbf{w}^{\top} \mathbf{x})$

SELF-LEARNING SYSTEMS







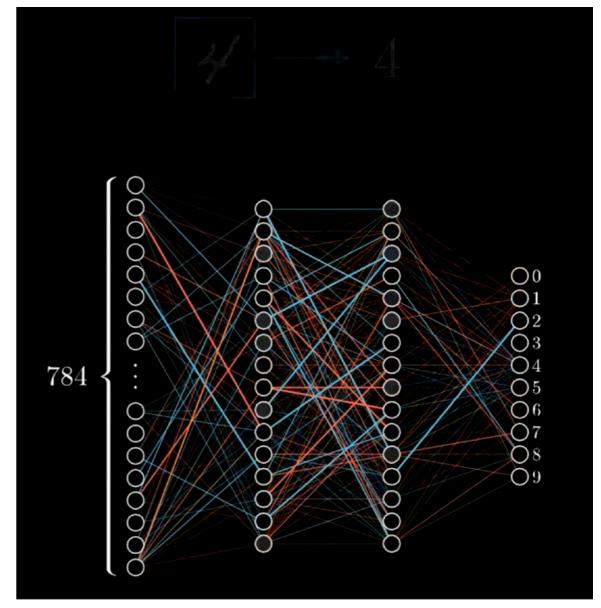
Three kinds of learning:

- Unsupervised learning: minimise surprise
- Supervised learning: teacher signal
- Reinforcement learning: reward signal

How to set the weights of a neural network such as to maximise network performance?

LEARNING VIA ERROR BACKPROPAGATION

- Key algorithm for neural network training
- Developed by Linnainmaa in 1970 and applied to neural networks by Werbos in 1982
- Popularised in the 80's by Hinton,
 LeCun, Rumelhart, McClelland
- Minimizes the error in network output using stochastic gradient descent: $W_l \leftarrow W_l \eta \mathbb{E}\left[\nabla_{W_l}\ell\right]$



Source: 3blue1brown

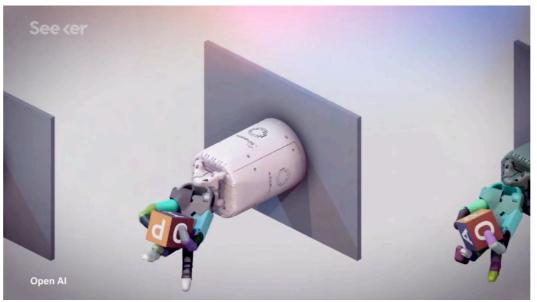
THE AI REVOLUTION











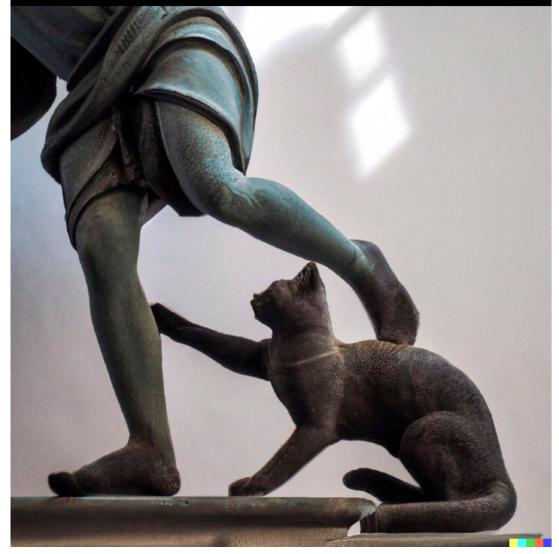


THE AI REVOLUTION?

DAILE 2

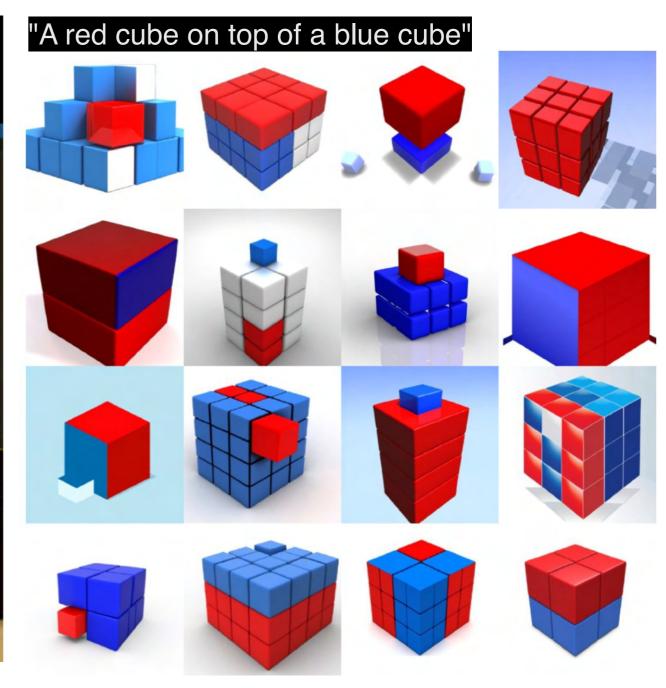
DALL·E 2 is a new AI system that can create realistic images and art from a description in natural language.

Greek statue of a man tripping over a cat Source: @LapineDeLaTerre

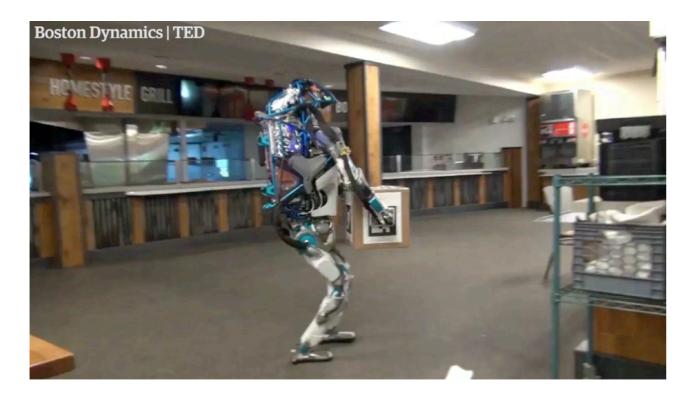


A raccoon wearing a hoodie working on his laptop late into the night in los angeles making a 'yes' as he realizes his latest book is an Audible best seller Source: @AndrewMayne

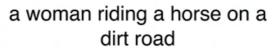




THE AI REVOLUTION?









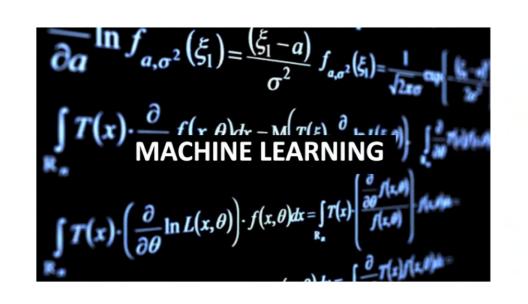
a group of people standing on top of a beach

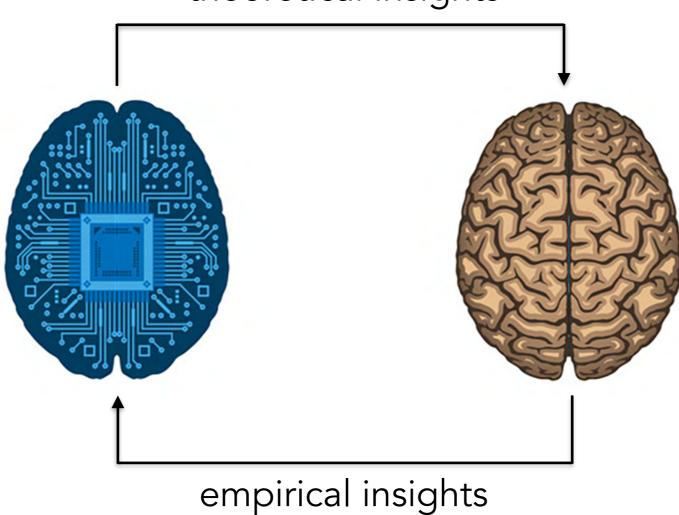




BRAIN-INSPIRED COMPUTING

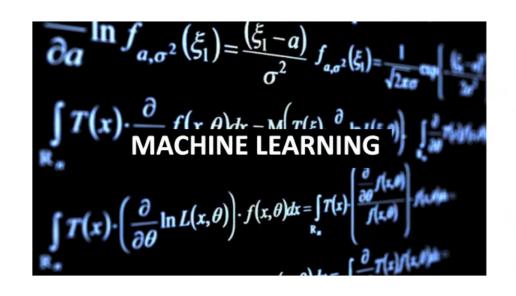
theoretical insights

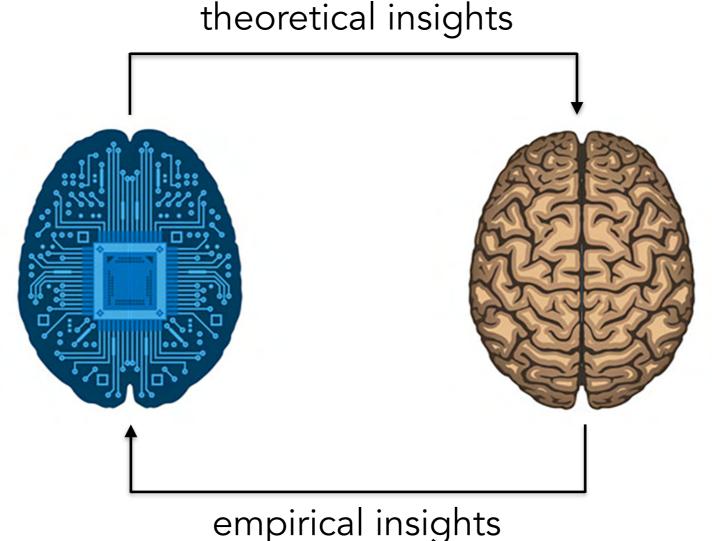






BRAIN-INSPIRED COMPUTING



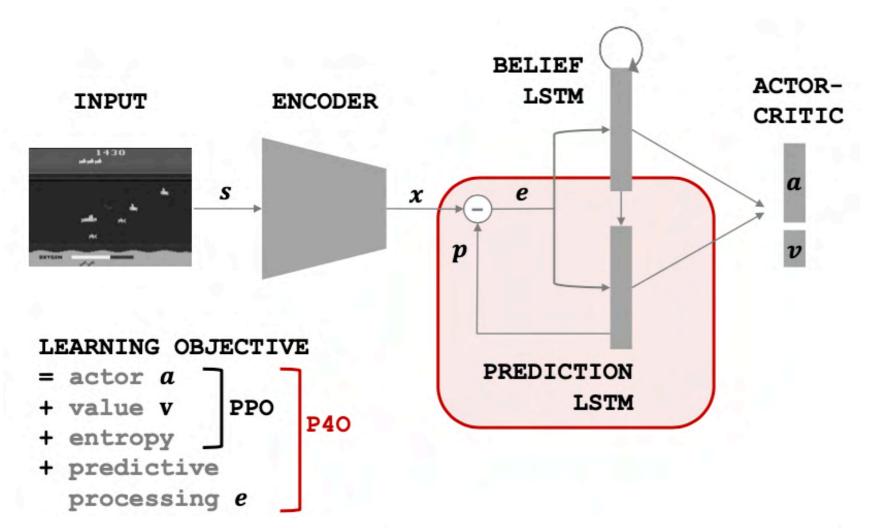






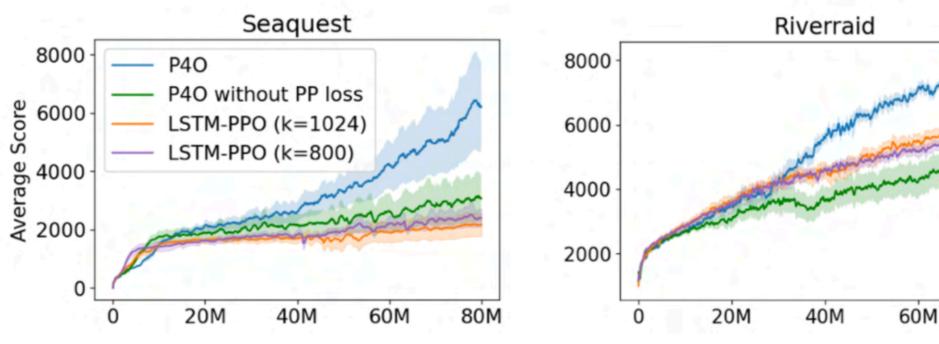
- Artificial neural networks are inspired by biological neural networks
- But...
 - Learning through backpropagation highly inefficient (and implausible)
 - Resulting systems have limited capabilities
- How can the human brain solve complex tasks so efficiently?
- Can we achieve the same in machines?

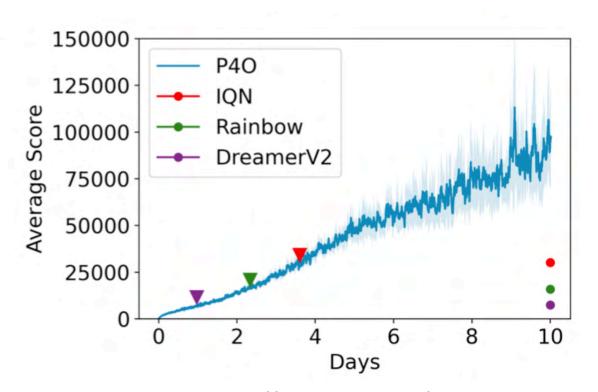
IMPROVING REINFORCEMENT LEARNING VIA PREDICTIVE PROCESSING



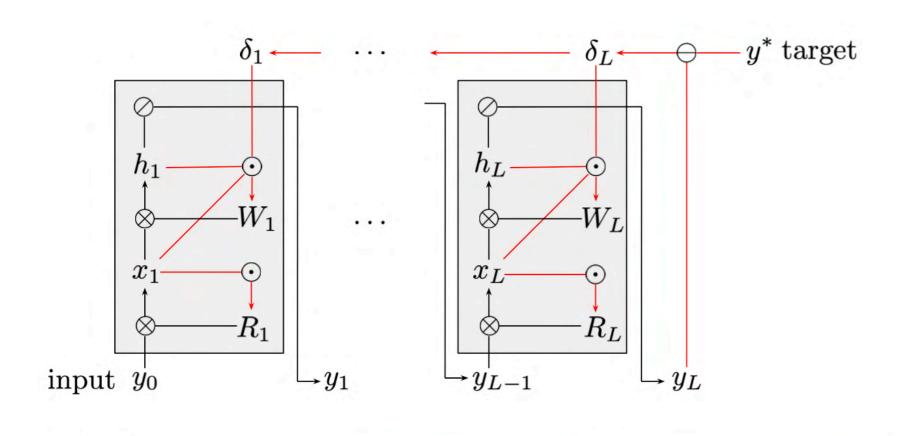
- Reinforcement learning sample inefficient
- Complex methods yield SOTA performance
- We use a simple approach which predicts next action as well as its own sensory input
- Large performance gains can be achieved using this predictive processing approach

80M

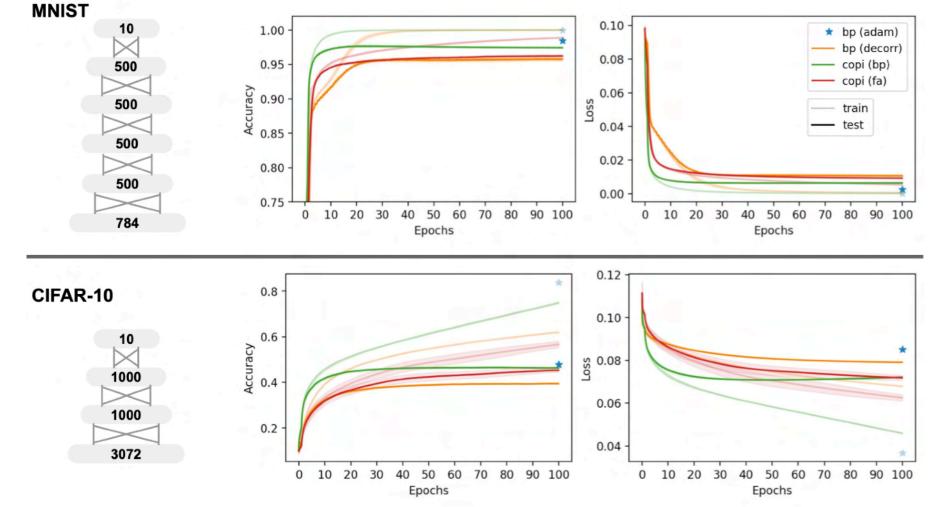


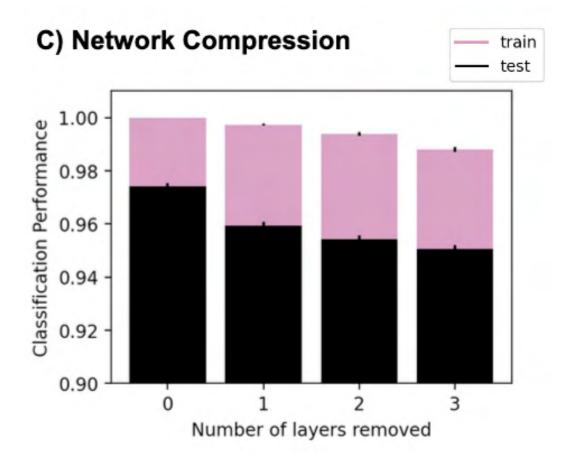


EFFICIENT DEEP LEARNING WITH CONSTRAINED PARAMETER INFERENCE



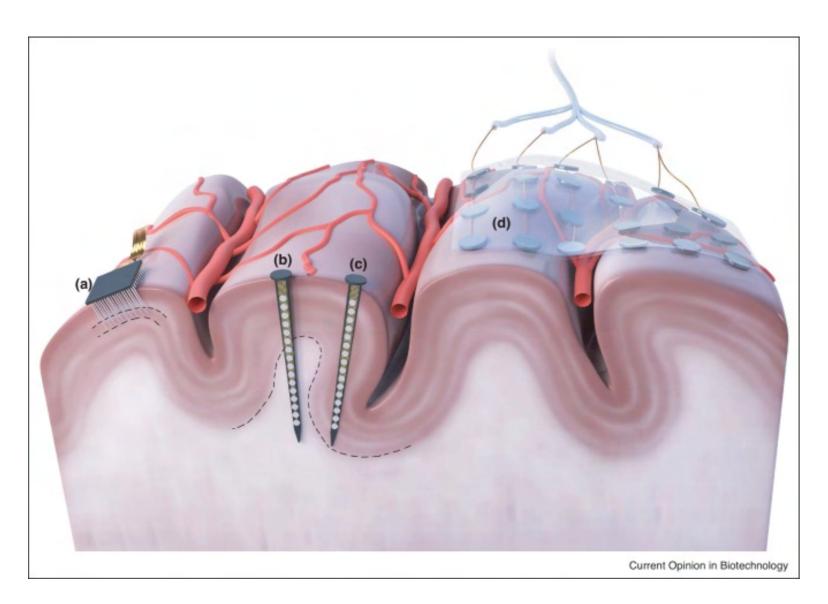
- New learning algorithm
- Achieves local learning by relying on input decorrelation
- More biologically plausible, faster convergence, same or better performance than backpropagation
- Allows for easy network compression





USE CASE: NEUROTECHNOLOGY

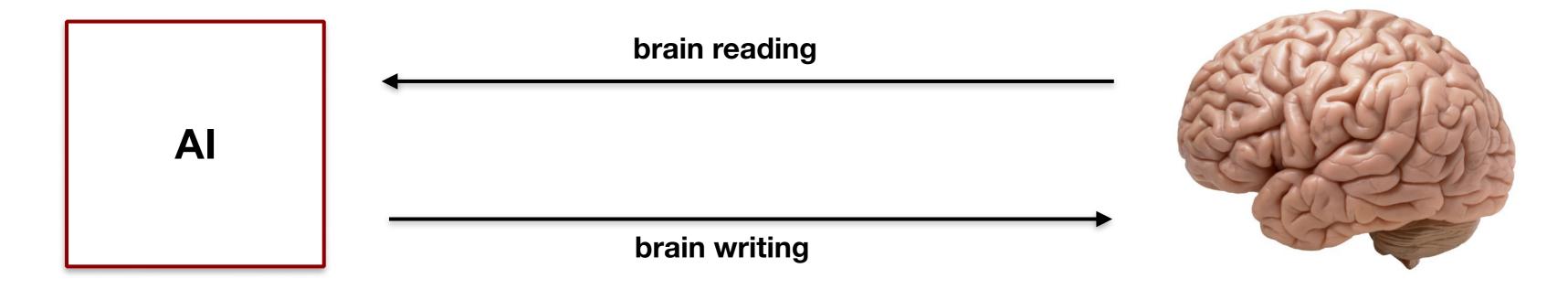
New neurotechnologies allow for simultaneous measurement and stimulation of the brain



Allows restoration of function in patients that suffer from brain disorders (blindness, deafness, paralysis, epilepsy, etc.)



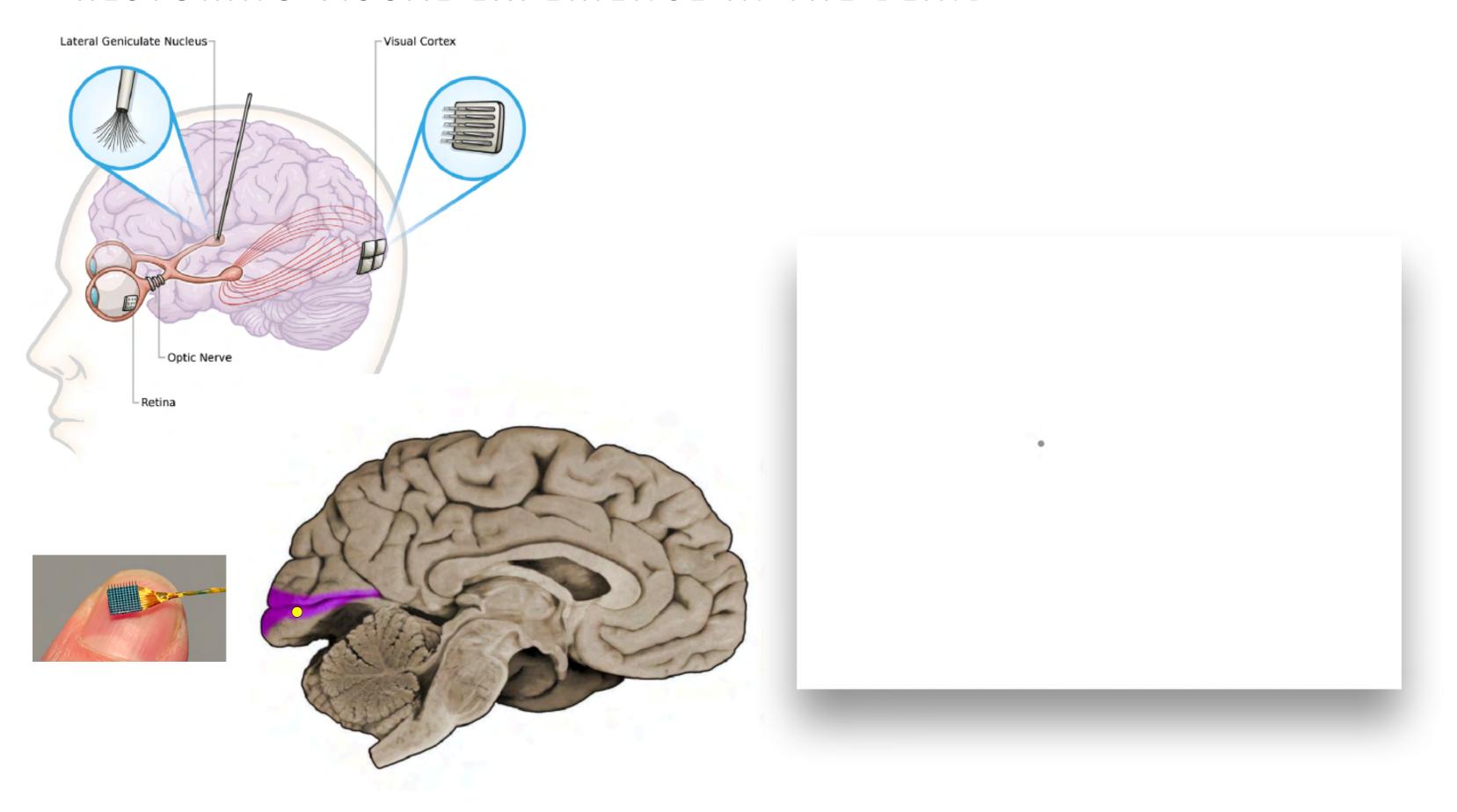
AI FOR NEUROTECHNOLOGY



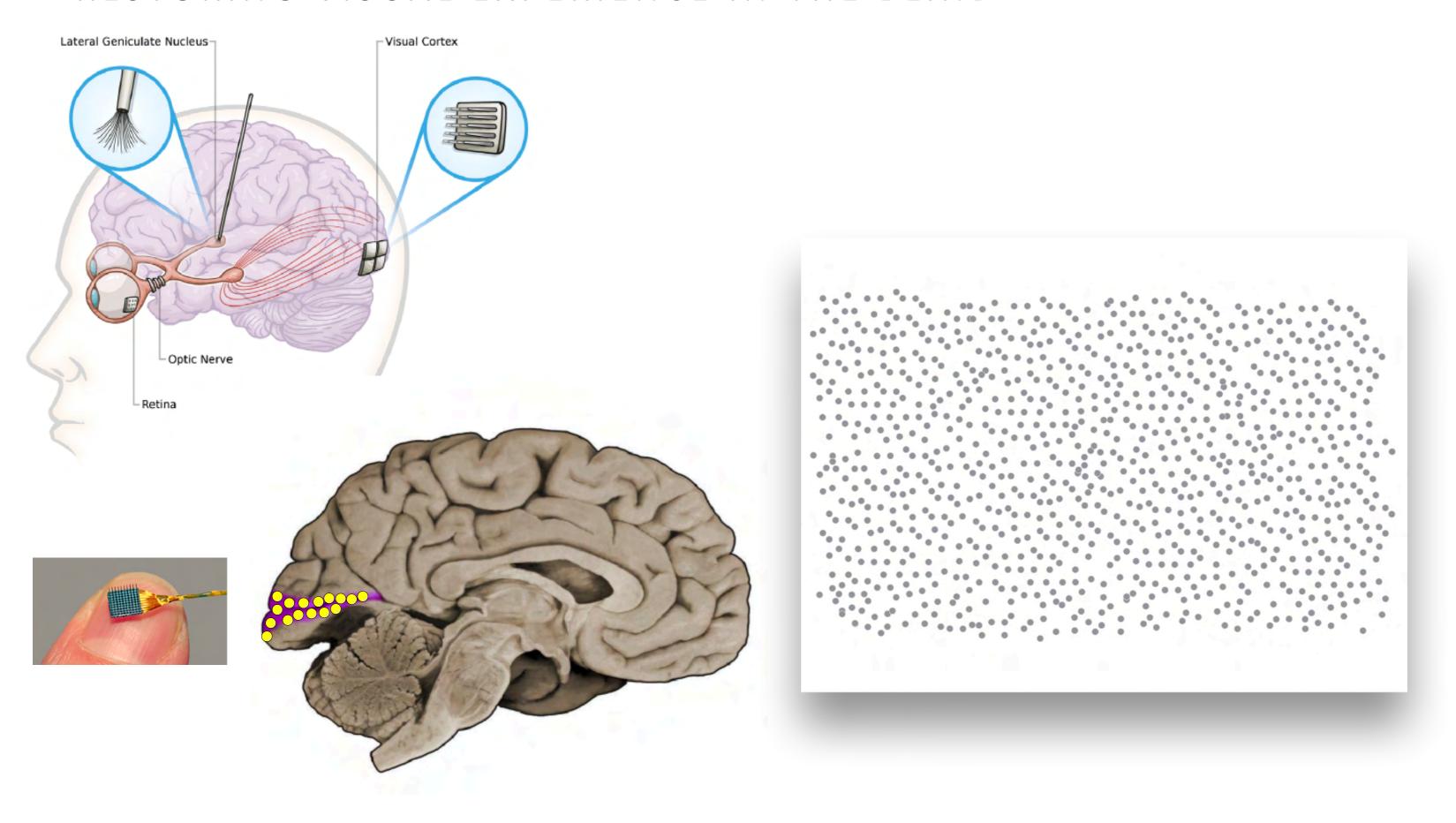
Brain reading: optimal readout of neural activity

Brain writing: optimal control of neural activity

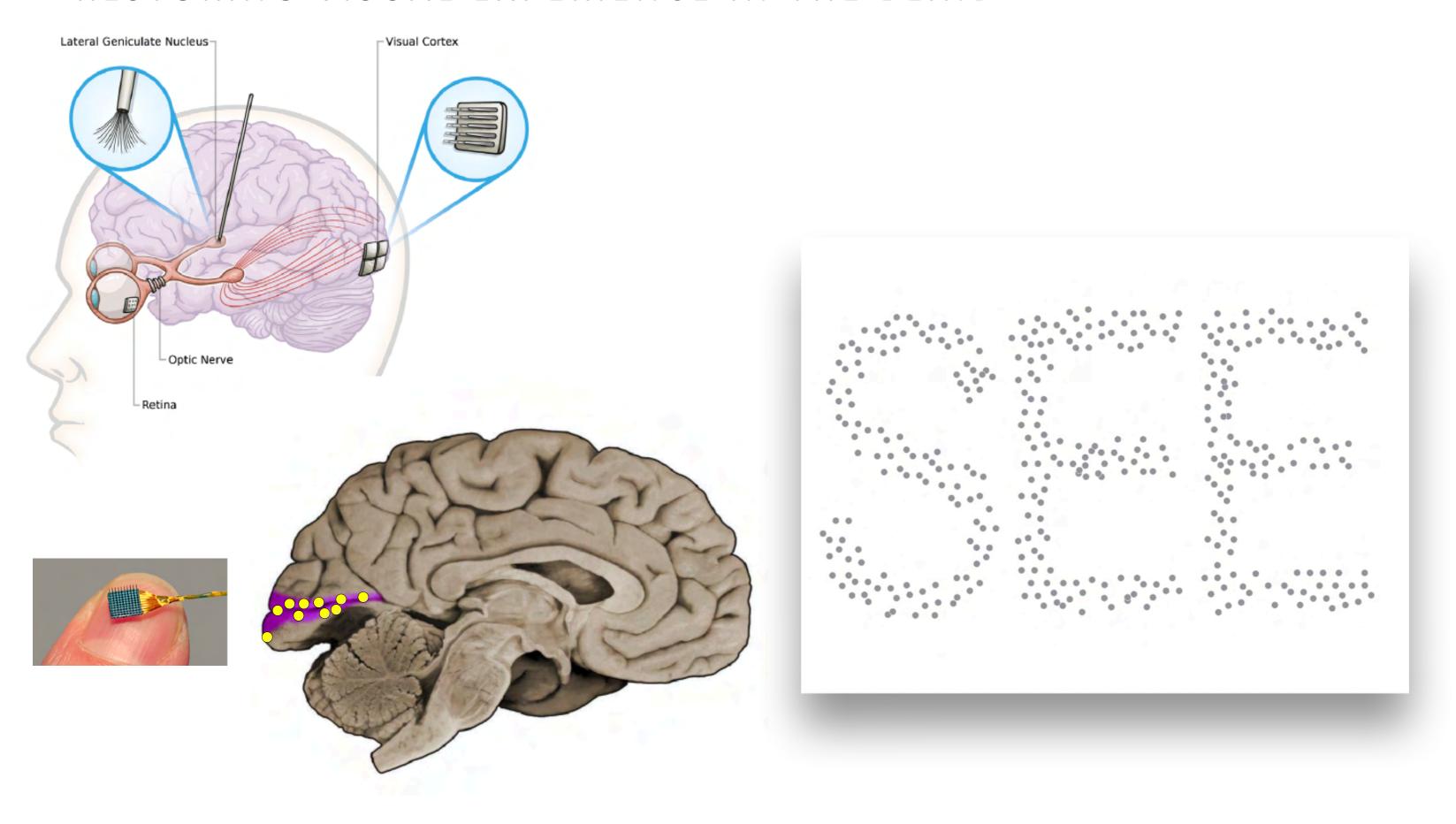
RESTORING VISUAL EXPERIENCE IN THE BLIND

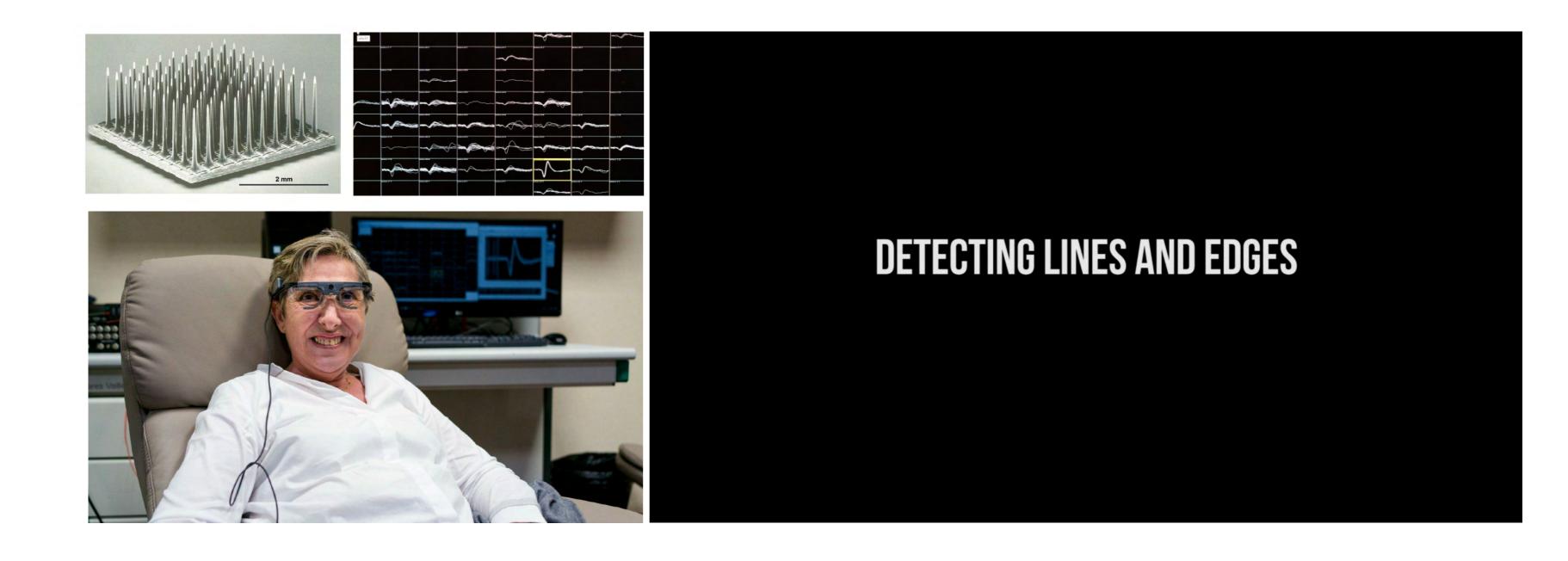


RESTORING VISUAL EXPERIENCE IN THE BLIND



RESTORING VISUAL EXPERIENCE IN THE BLIND





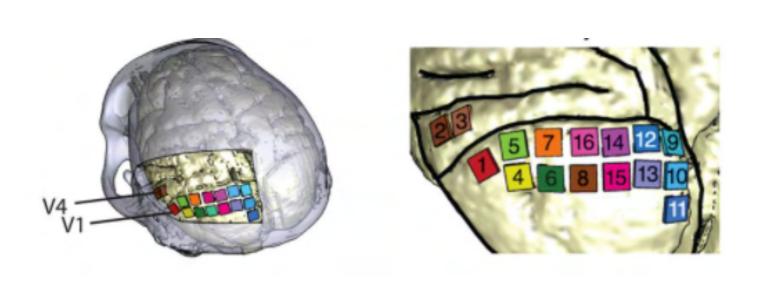
CHALLENGE: PHOSPHENE VISION IN NATURALISTIC ENVIRONMENTS

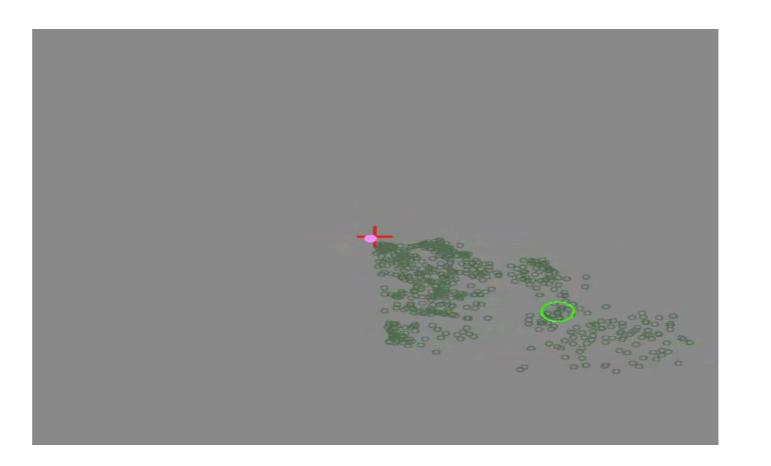


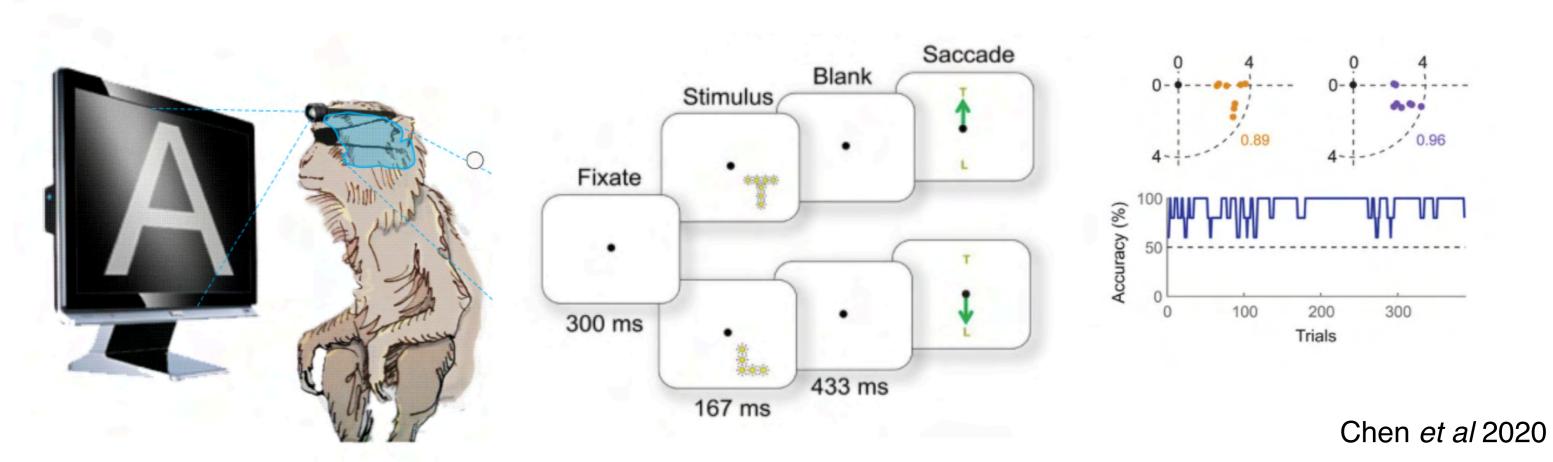


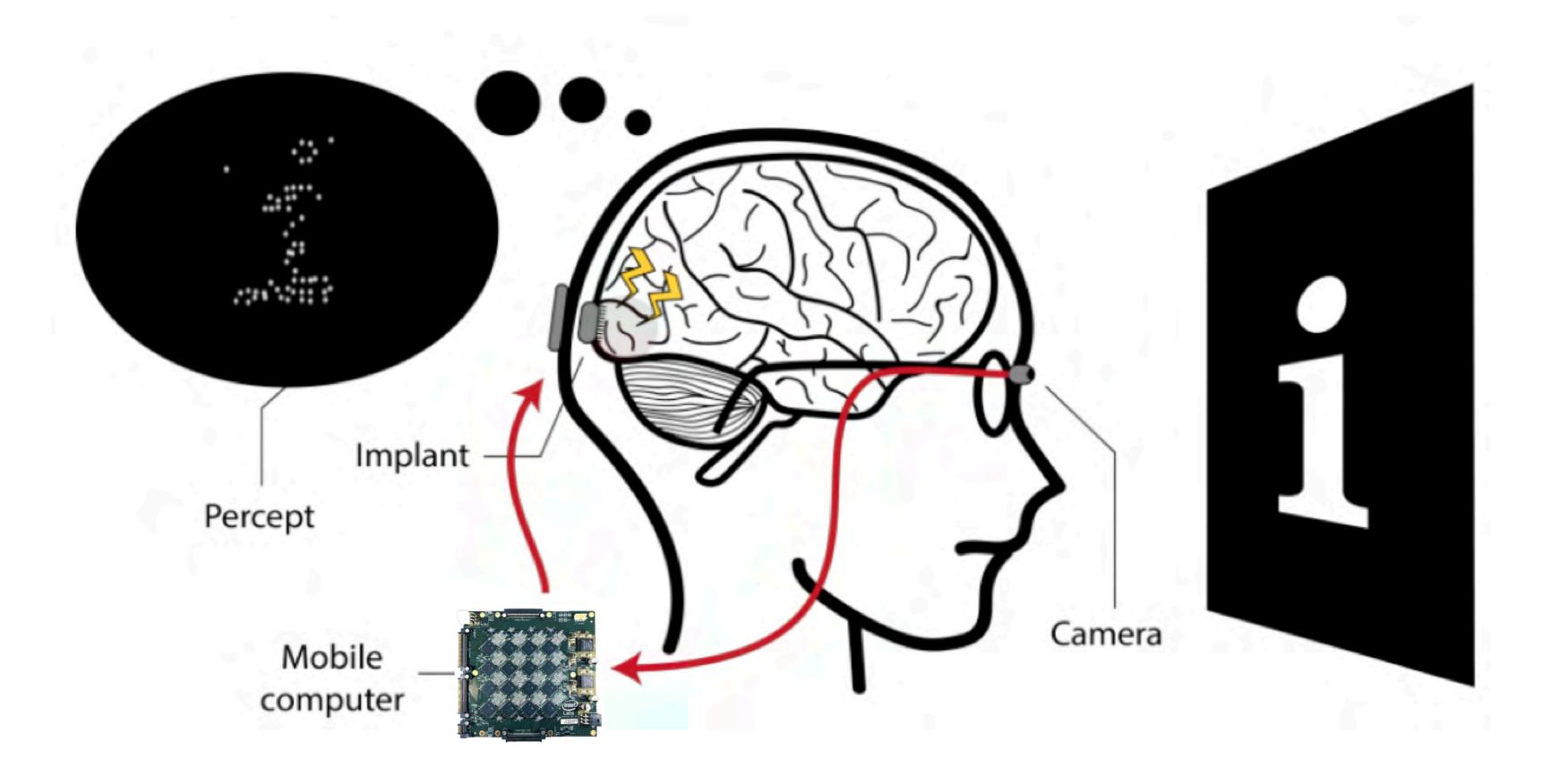


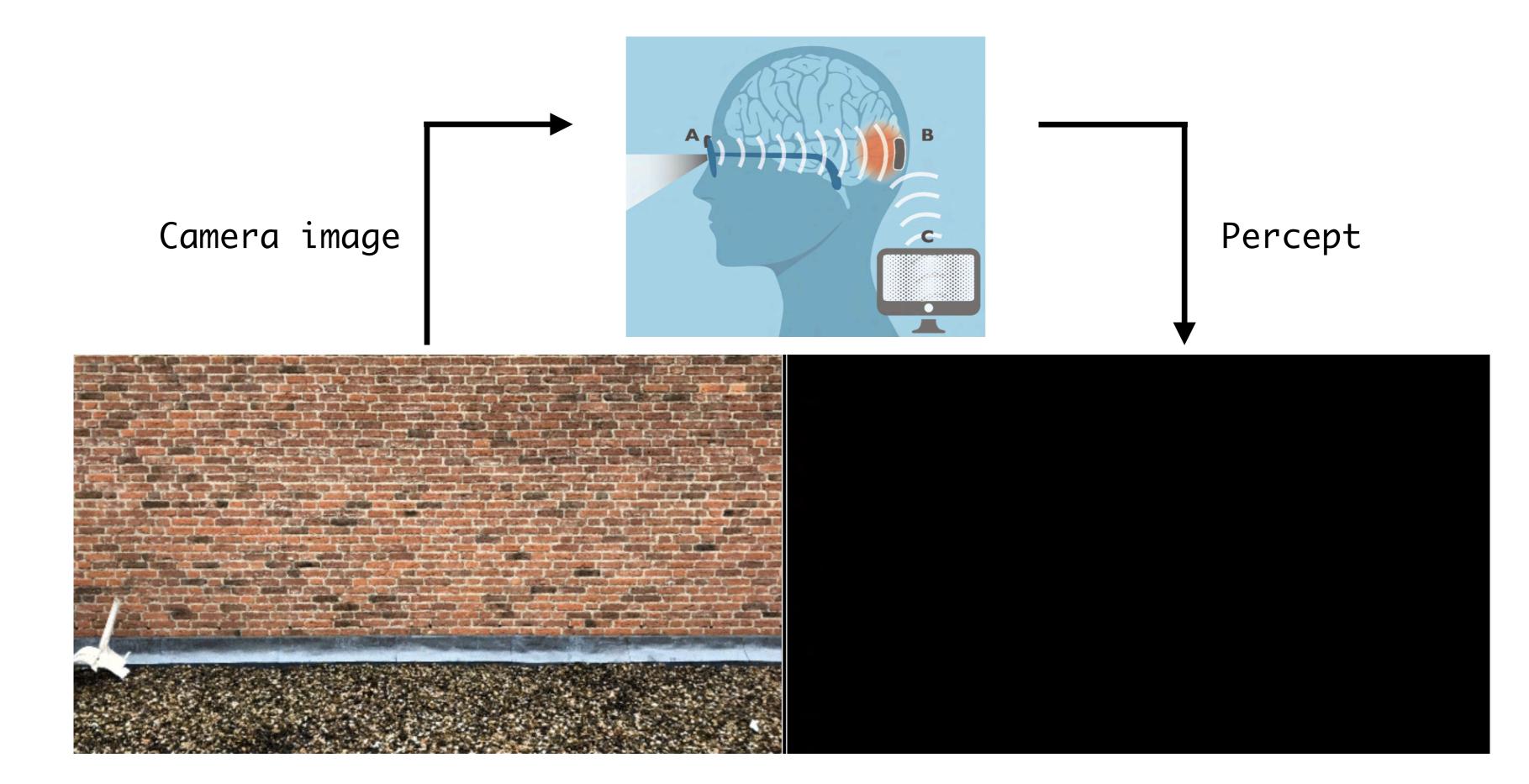
IN VIVO TESTING

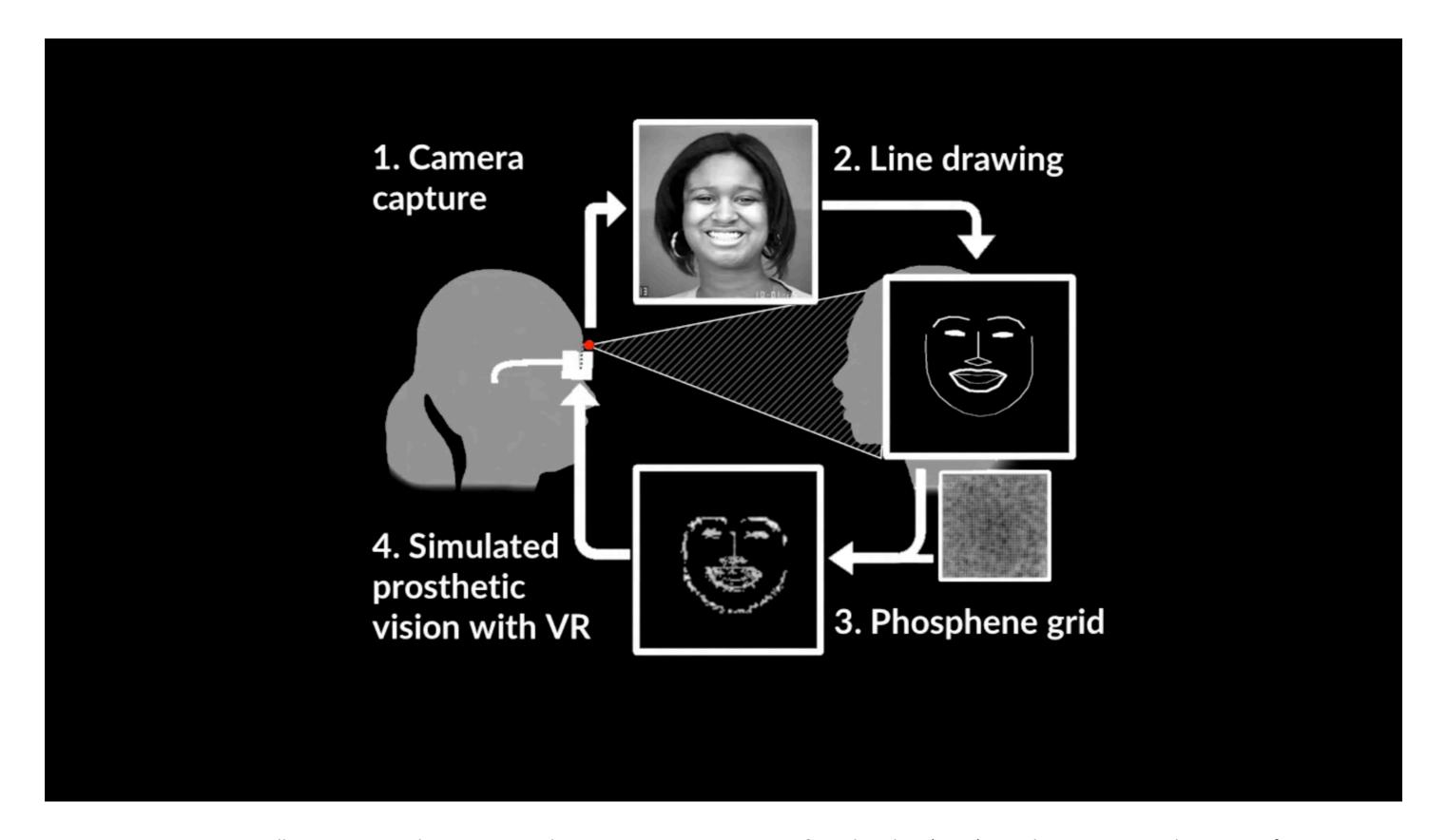












Bollen, C. J. M., Guclu, U., Van Wezel, R. J. A., Van Gerven, M. A. J., & Gucluturk, Y. (2019). Simulating neuroprosthetic vision for emotion recognition. 2019 8th International Conference on Affective Computing and Intelligent Interaction Workshops and Demos, ACIIW 2019. https://doi.org/10.1109/ACIIW.2019.8925229

END-TO-END PROSTHETIC VISION

128 x 128 Input image



END-TO-END PROSTHETIC VISION

Task:

Image

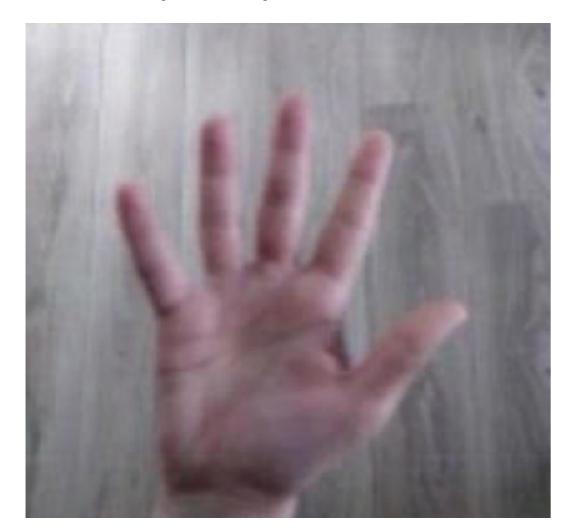






BEHAVIOURAL VALIDATION USING AUGMENTED REALITY

A testing environment for psychophysical and behavioral experiments with healthy human participants







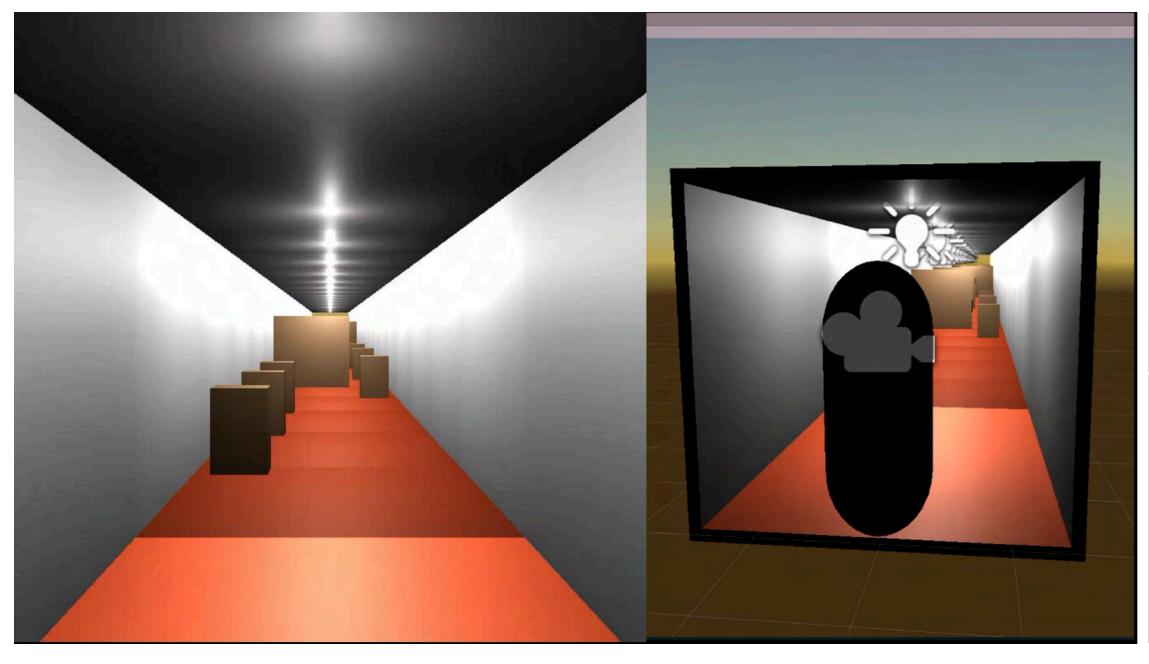
Towards meaningful personalised solutions:

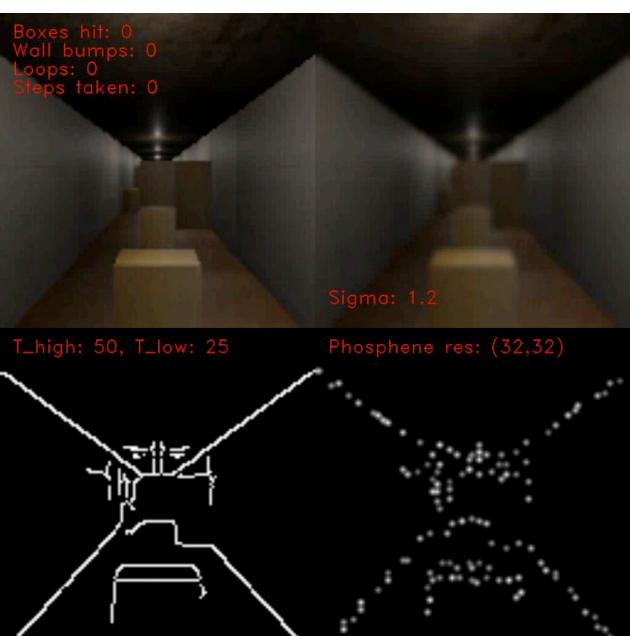
- ⇒ Patient characteristics (electrode placement, brain state, phosphene characteristics)
- ⇒ Context dependence (environment, task)

BEHAVIOURAL VALIDATION USING AUGMENTED REALITY



OPTIMIZATION USING REINFORCEMENT LEARNING



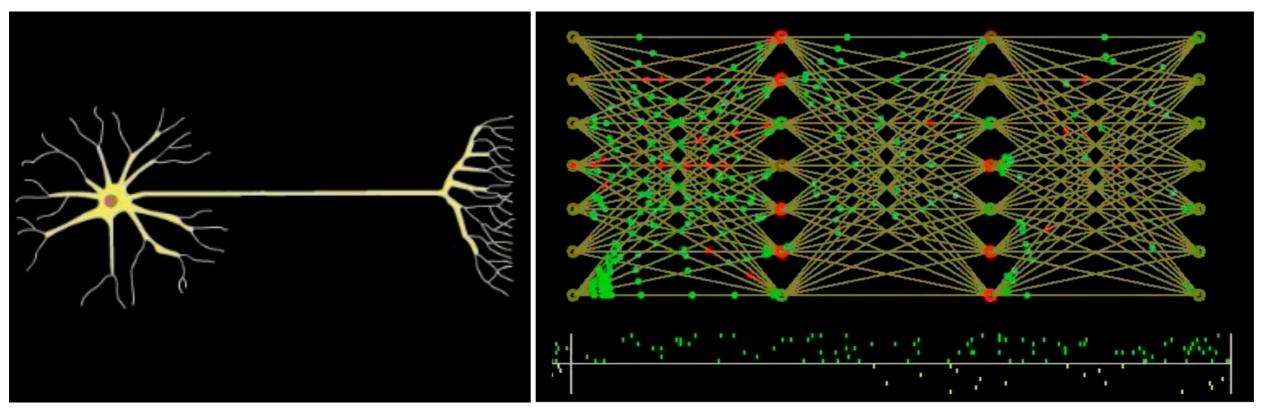


SIMULATION-BASED MACHINE LEARNING



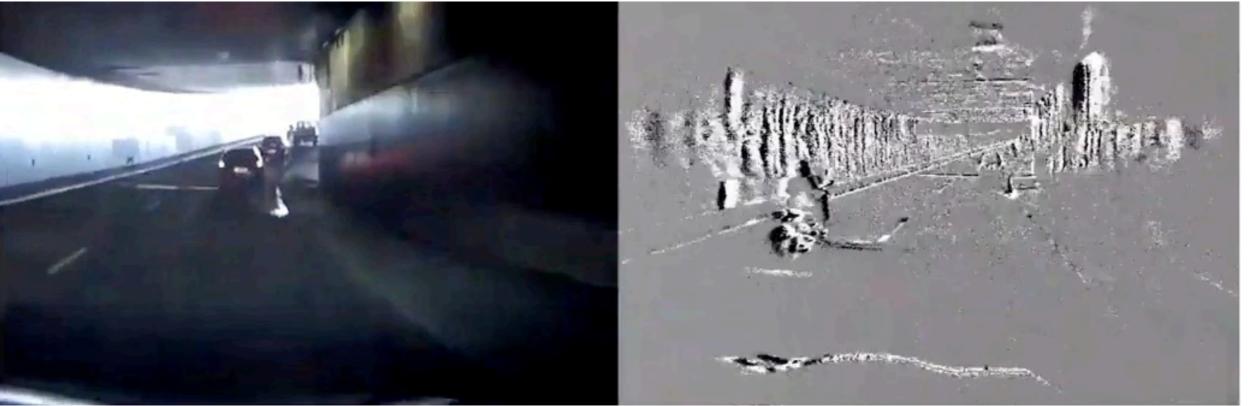
Use ultra-realistic simulated environments to solve machine learning problems

NEUROMORPHIC COMPUTING





Intel Loihi chip





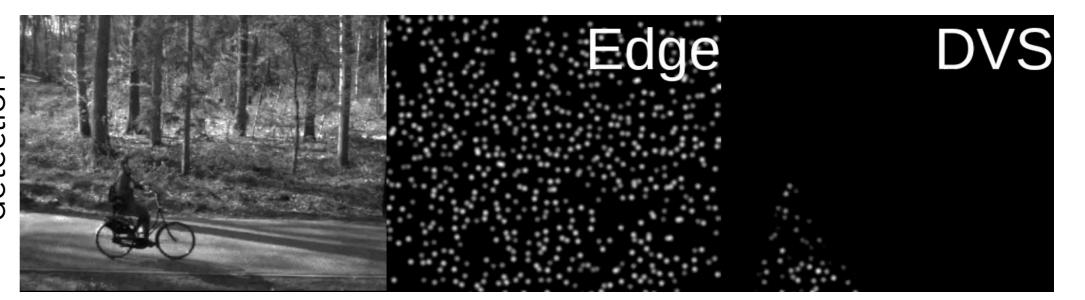
DVS sensor

Frame-based sensor

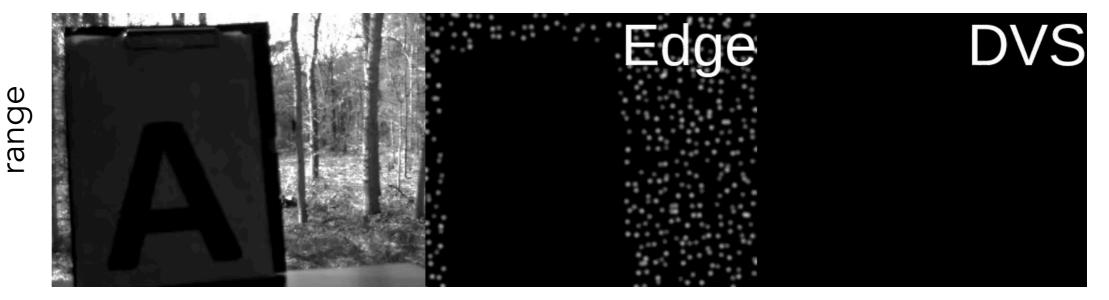
EVENT-BASED PHOSPHENE VISION



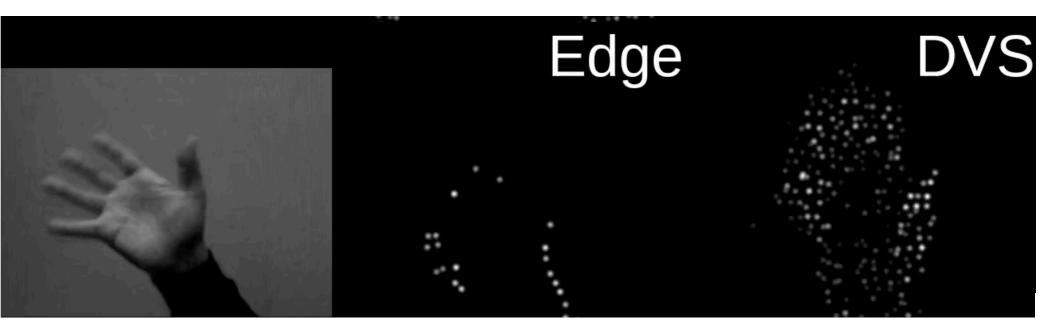
pedestrian detection



dynamic

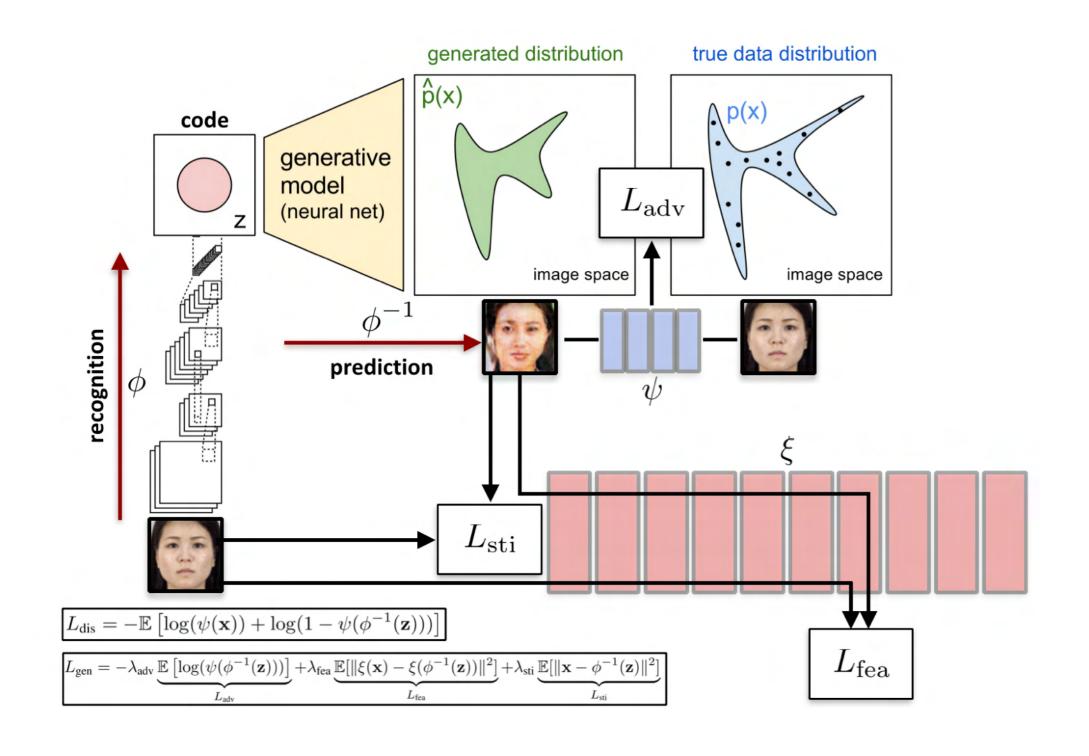


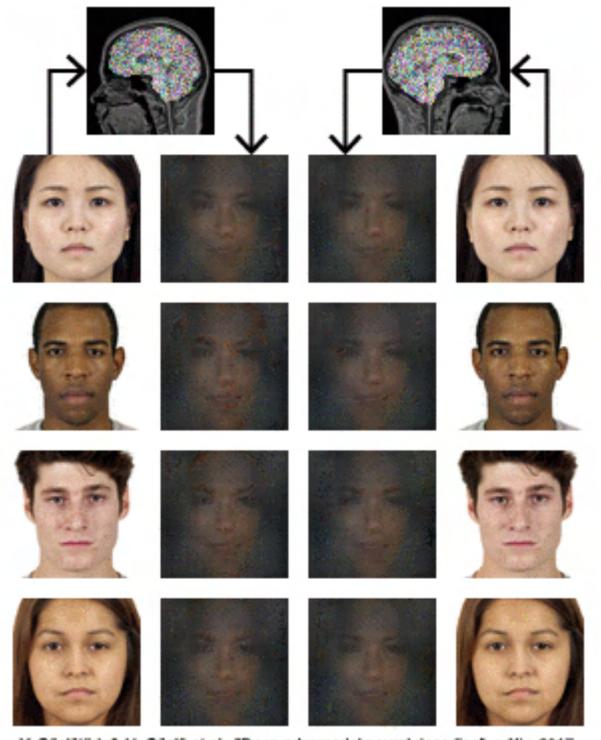
motion blur



Source: Bodo Rueckauer

BRAIN READING: RECONSTRUCTING PERCEIVED STIMULI





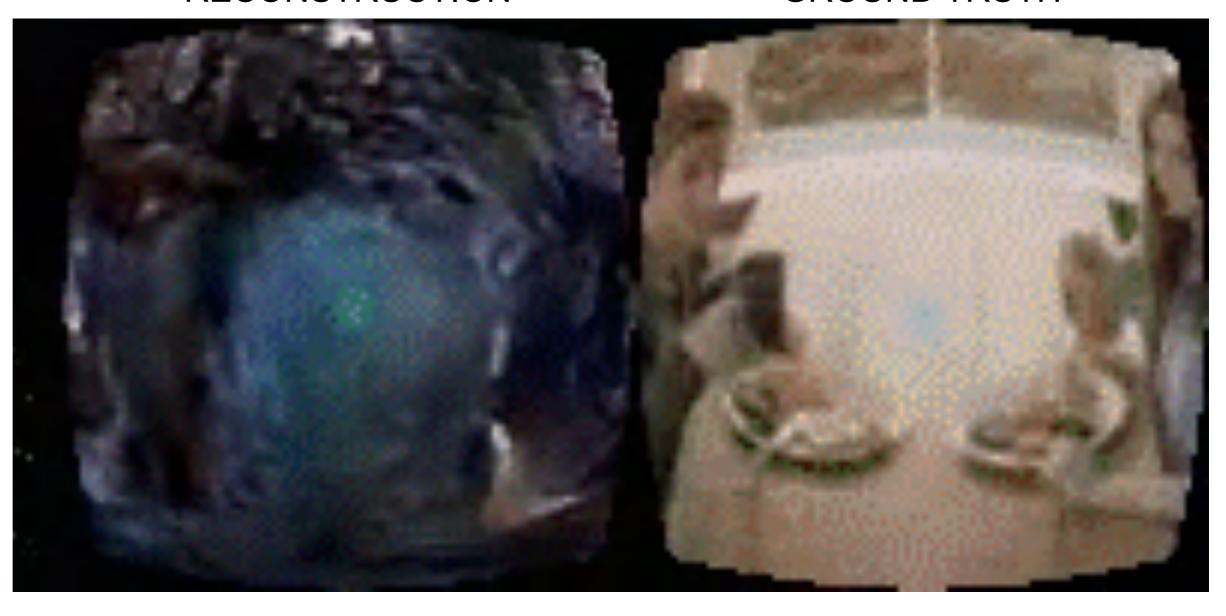
Y. Güçlütürk & U. Güçlü et al., "Deep adversarial neural decoding", arXiv, 2017.

BRAIN READING: THE DR WHO PROJECT

RECONSTRUCTION

GROUND TRUTH





BRAIN READING: LATEST ADVANCES

Stimulus

White the state of th

In Humans

Stimulus

In Monkeys

A second of the second

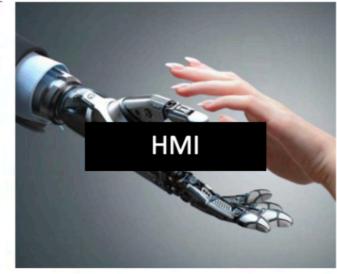
Reconstruction

Dado et al. Hyperrealistic neural decoding for reconstructing faces from fMRI activations via the GAN latent space. Scientific Reports 12(141). 2022.

APPLIED RESEARCH









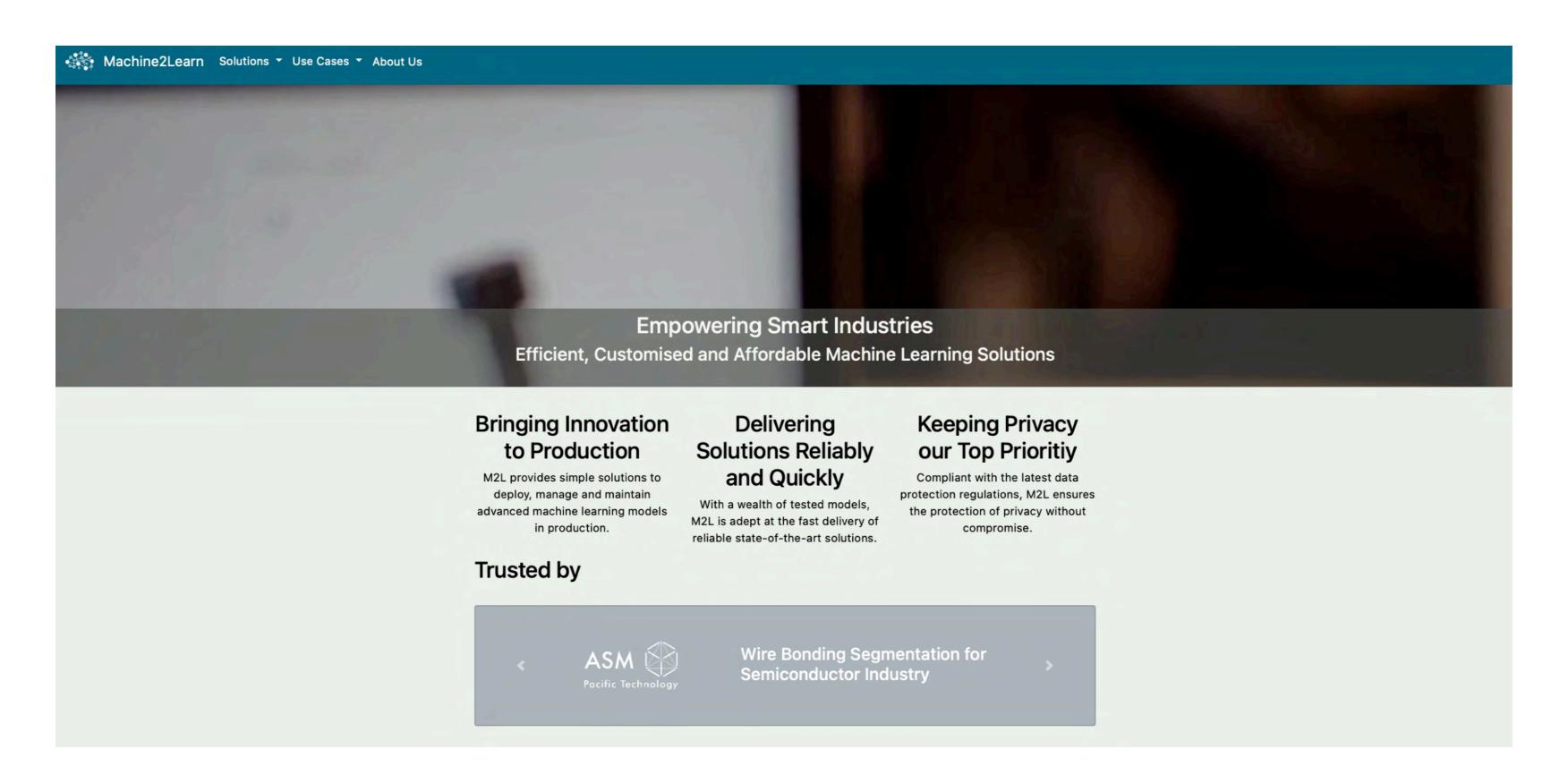




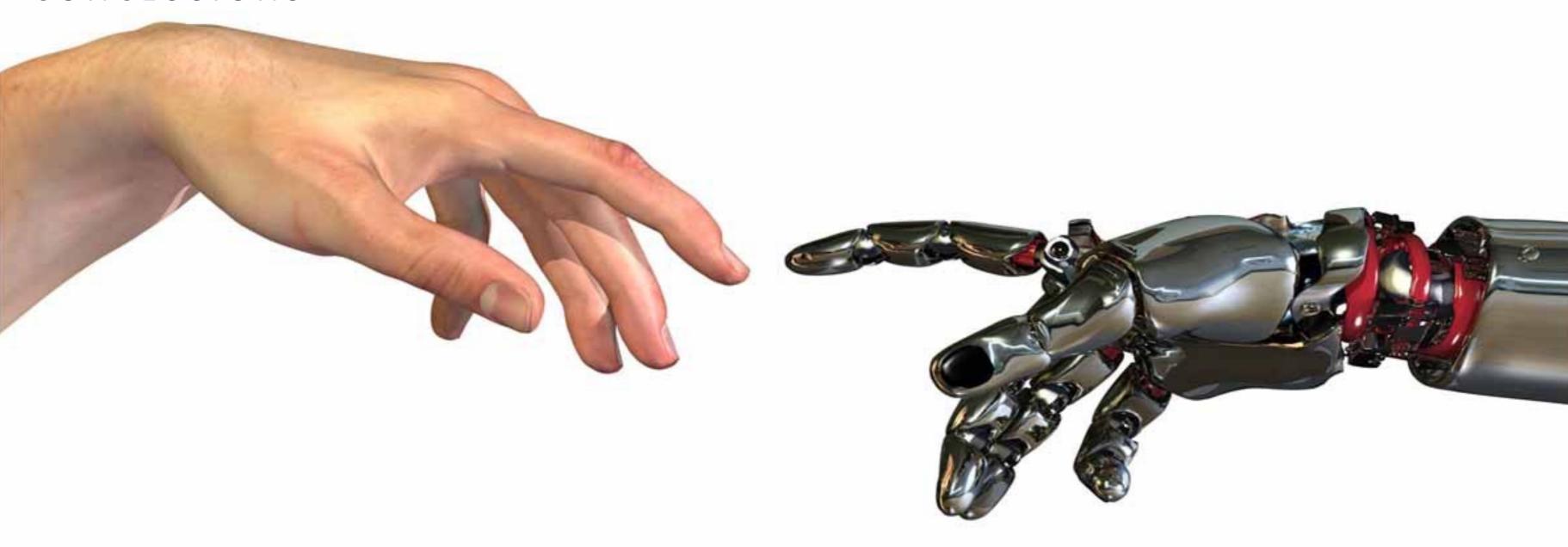


ICAI labs on Health, Neurotech, Semiconductor manufacturing, Energy grids, ...

MACHINE2LEARN: FROM RESEARCH TO INDUSTRY



CONCLUSIONS



- Creation of efficient and robust Al systems by embracing principles of natural intelligence
- Focus on real-time learning, inference and control on edge devices
- Address scientific, societal and industrial problems

ACKNOWLEDGEMENTS

Thanks to:

Richard van Wezel, Pieter Roelfsema, Umut Güçlü, Burcu Küçükoğlu, Thirza Dado, Xing Cheng, Bodo Rueckauer, Michelle Appel, Yağmur Güçlütürk, Antonio Lozano, Bodo Rückauer, Paula Koenders, Sam Danen, Guus van der Ham, Tom van Gestel, Floris Vereecken, Berfu Karaca, Maureen van der Grinten, Moritz Nipshagen, ...

