



A Brain science perspective on Artificial intelligence and Machine learning

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About me

- Brain interest since 1970's
- Computer science PhD 1986
- Associative memory networks in cortex
 - Mathematical models and simulation
 - Short-term and Working Memory
 - Memory consolidation
 - Supercomputer simulation
- Parallel AI interest and teaching
- PhD courses and seminars in neuroscience

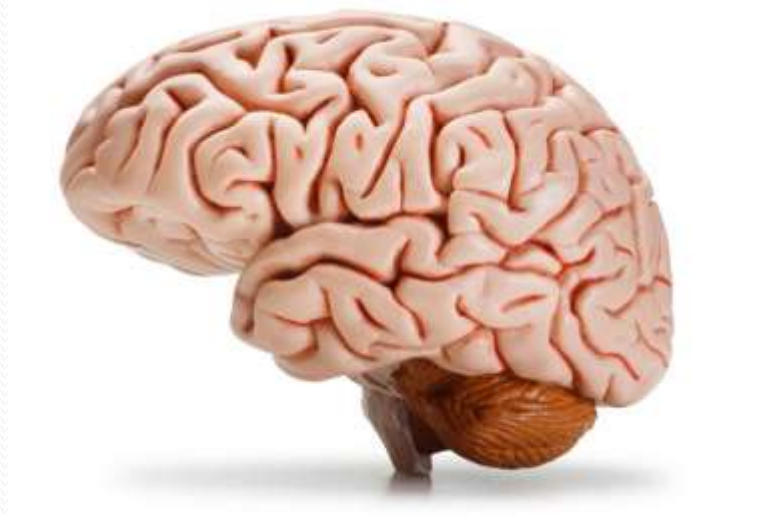
- My perspective
 - ML-DNNs etc are successful
 - Algorithm and/or Hardware progress ...?

 - ... but what comes next
 - Towards Artificial General Intelligence
 - What can a Brain-inspired approach offer?



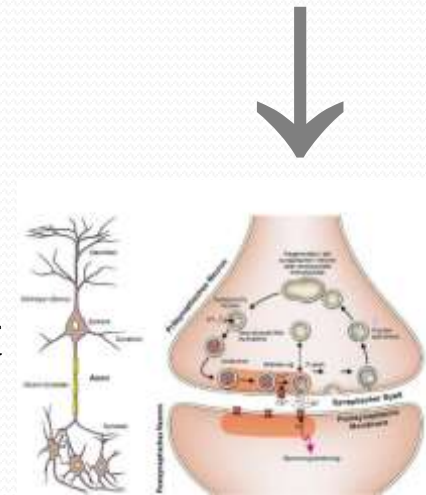
- Popular performance reference
- "We don't need to copy how the brain does it"
- Current ML uses deep neural networks ...
 - "mimics how the brain works ..." – Well, do they?
- Look more deeply into how the brain works!
 - Experimental data accumulate very rapidly
 - Many new measurement technologies (molecular, imaging ...)
 - Tells about fundamental mechanisms

The complex Human brain



- Almost 86 billion neurons
 - Cortex, 82% of brain mass, 16 billion neurons
 - 10^{14} synapses, extremely sparse connectivity (W filling ratio = 10^{-6})
- Total length of (myelinated) axons 180000 km
 - Supercomputer total cable length order 1000 km
- Power consumption 25 W
 - Large supercomputers order 10 MW

- Neurons and synapses
 - High variability, low speed, low precision (≈ 5 bit synapse)
 - Synaptic transmission about 50% successful
 - 0.1 – 100 m/s conduction speed
- Synapse = molecular machine, 1000 different proteins
 - Signal transmission
 - Plasticity, strength and structure \rightarrow learning
 - Multiple time-scales, life-long or short-lived
- Each synapse/neuron has only local knowledge (plus some global neuromodulation) \rightarrow massive parallelism!

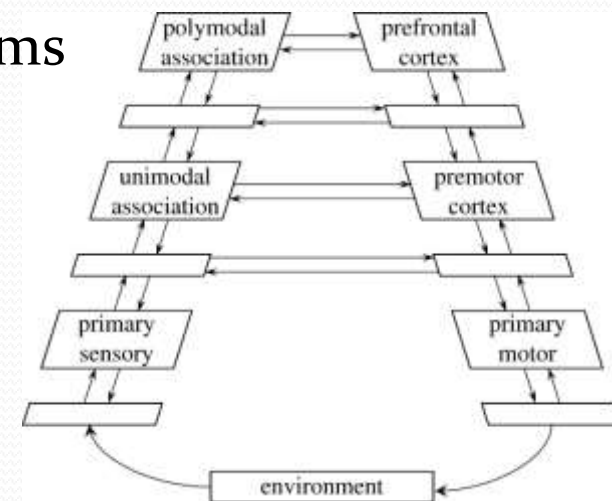


MPI for Biophysical Chemistry



Cortical areas and connectivity

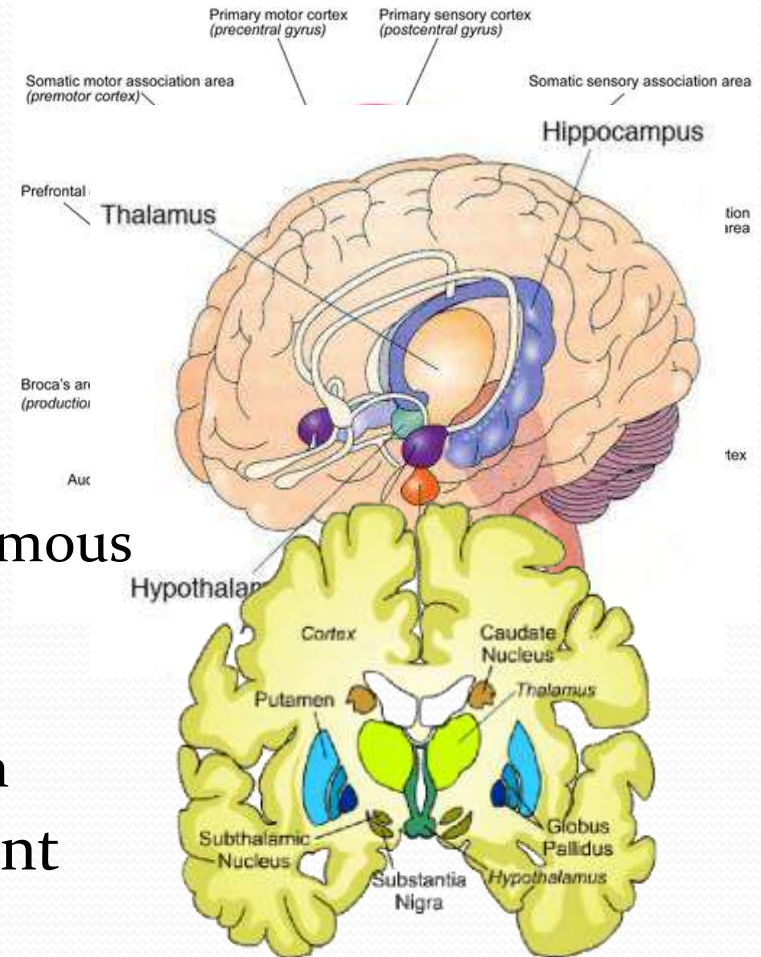
- Hierarchy of cortical areas, processing streams
 - Sparse (10^{-6}) unstructured connectivity
 - Primary sensory \rightarrow higher order
 - Layers 2/3,5 \rightarrow Layer 4
 - Feature extraction
 - Higher order \rightarrow lower order
 - Layers 2/3,5 \rightarrow Layer 5
 - Top-down expectation
 - Lateral within and between different sensory modalities
 - Layers 2/3,5 \leftrightarrow Layers 2/3,5
 - Information fusion, constraint satisfaction
- Connectivity formed mostly by learning
 - Unsupervised or Reinforcement forms
 - Benefits from abundant non-labelled data
- Feed-forward (like DNNs) 10%, Recurrently connected 90%



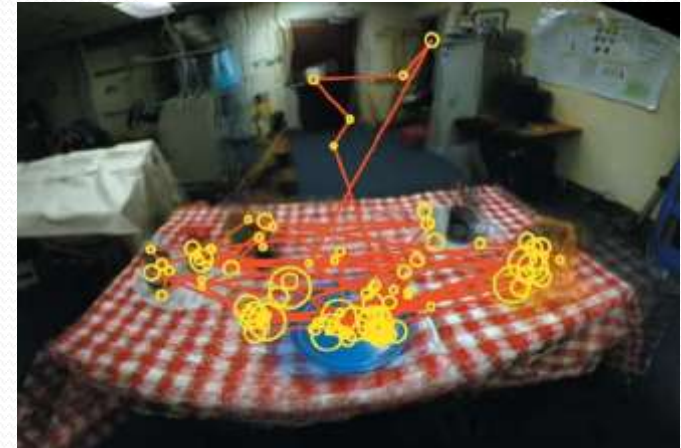
Systems integration

- Perception →... → Behavior
 - Tight integration, 20 ms latency
 - Between senses and memory areas
 - Sensory-Motor (cerebellum)
- Motivational systems
 - Drives, needs
 - Controls attention, reward learning
 - Necessary component in an autonomous system
- Decision making systems
 - Multiple goals, real-time arbitration
- AI/ML: Single/Few multi-component systems

Motor and Sensory Regions of the Cerebral Cortex

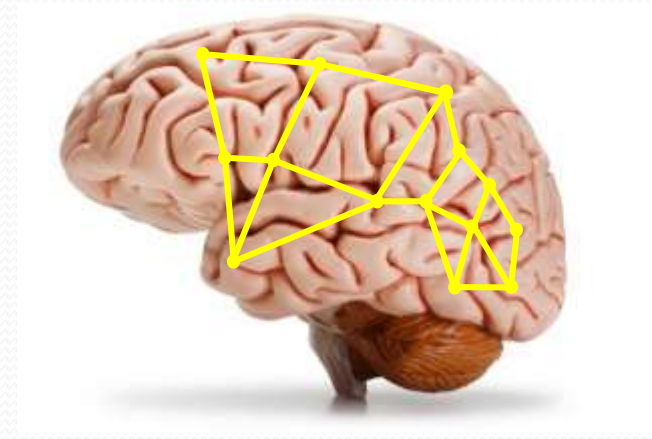


- Visual acuity low outside fovea
- Selective attention
 - saccades, fixation → scan path
- "Invariant perception"
 - Translation
 - Size
 - Rotation
 - Learning based ...?
- Co-operation and Rivalry
 - Recurrent brain connectivity
 - Figure ground, illusory contours, ...
 - Alternating perception, ...
 - Sensor fusion
 - Lip reading can change hearing



Memory and Thinking

- Mental representations = cell assemblies
- Multiple memory systems, long-term
 - Explicit (episodic, semantic)
 - Procedural (knowing how, skills)
 - Sequence memory allows prediction
- Short-term and working memory
 - Key to human (fluid) intelligence
 - Lacking in current ML ...
 - Content of consciousness
- Thinking, active memory
 - We learn a world model
 - Synaptic plasticity
 - Mental simulation by associations, "imagination"
 - Symbolic and sub-symbolic
 - AI: Memory/Case-based reasoning



- Biological motor control
 - Spinal cord and brain stem, basic motor programs
 - Control of dynamic stability
 - Tight sensory-motor integration
 - Cerebellum, time coordination
- Robotics
 - Typically static stability
 - Biology inspired
 - Mark Raibert, MIT leg lab → Boston Dynamics Inc
 - Big dog, Atlas, Spot, and more

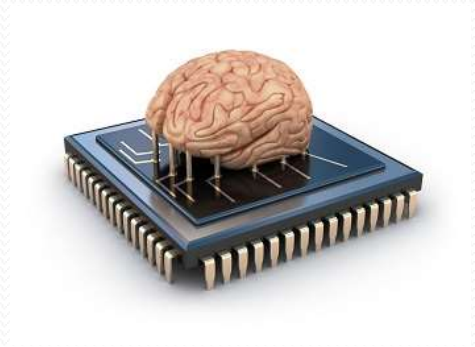
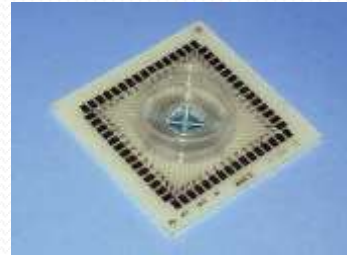


- Neuron culture in a dish/rack...
 - Bi-directional communication

- Digital
 - IBM True North (2014)
 - Intel's Loihi (2017), on-chip learning
 - SpiNNaker system (Manchester U, HBP)
 - KTH custom VLSI design, human cortex sized NN, real-time, 3 kW

- Analog, mixed-signal
 - Wafer-scale system (Heidelberg U, HBP), analog neurons
 - Memristor based NN
 - IBM Phase-change-memory (PCM technology)
 - Potentially 30 W for human cortex sized NN
 - ...

- In-memory-computing, massive parallelism, stochastic and low precision components, analog computing
 - Brain-like designs can exploit this!
 - Standard algorithms mostly not ...

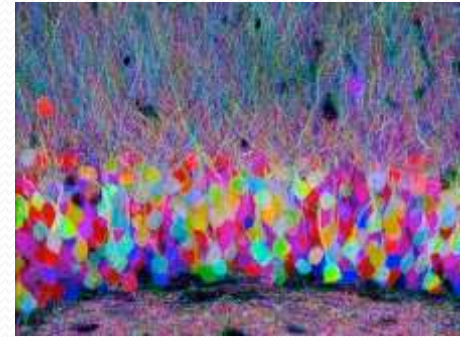


Brain ↔ AI/ML/Robotics

- Imprecise, slow components
- Unsupervised and Reinforcement learning
- Sparse, unstructured W
- 90 % recurrence, feedback W
- Multiple modalities
- Multiple drives and goals
- Multiple memory systems
- Multiple time scales, sequence
- Dynamic stability
- Autonomous operation
- Fast high precision math
- Supervised learning
- Partly sparse, structured W
- Feedforward W
- Single modality
- Single goal
- Single memory system
- LSTM ...
- Static stability
- Poor autonomy

Conclusions

- Brain science has lots of useful data on the brain
 - Experimental techniques develop fast
- Need less reductionism, more synthesis and theory
 - ... an engineering approach
 - Different scientific cultures, very narrow bridge
- Mathematical modeling and computer simulation
 - Only way to connect micro- with macro-scale and dynamic operation, i.e. to understand the brain
 - Enables more hypothesis driven brain science
 - Connects neuroscience and cognitive psychology
 - Helps to better understand brain diseases
 - Improves brain health



"Brainbow"

AI/ML research with a perspective longer than 1-2 years should take very seriously this connection to Brain science!