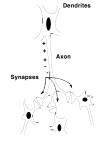


Our nervous system: the computer science view



the human brain is a large collection of interconnected neurons

a NEURON is a brain cell

- they collect, process, and disseminate electrical signals
- they are connected via synapses
- they FIRE depending on the conditions of the neighboring neurons

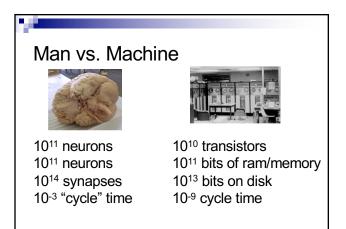
Our nervous system

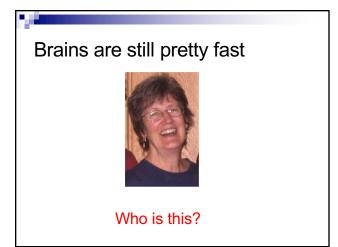


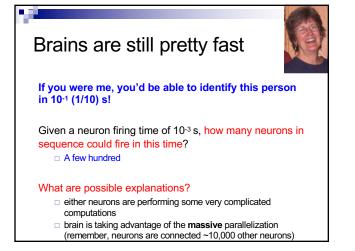
The human brain

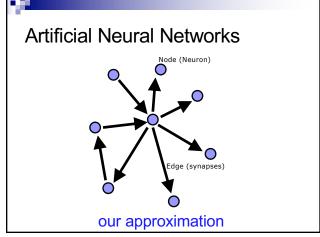
- contains ~10¹¹ (100 billion) neurons
- each neuron is connected to ~10⁴ (10,000) other neurons
- Neurons can fire as fast as 10⁻³ seconds

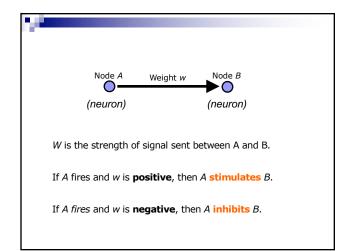
How does this compare to a computer?

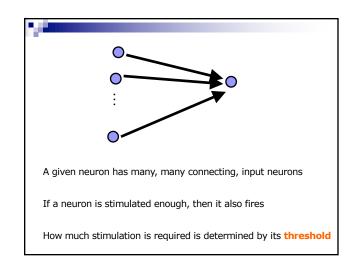


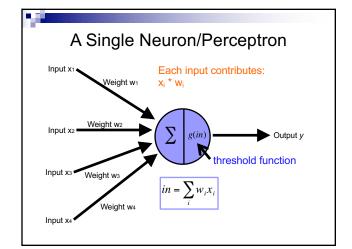


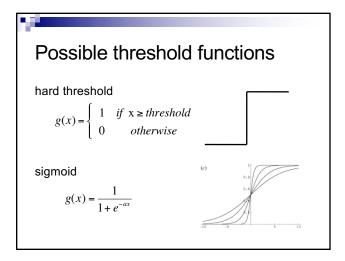


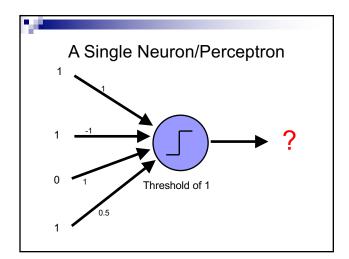


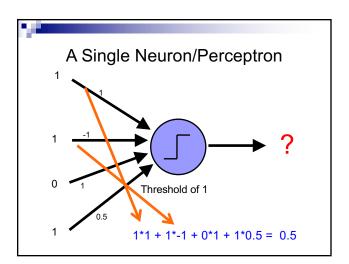


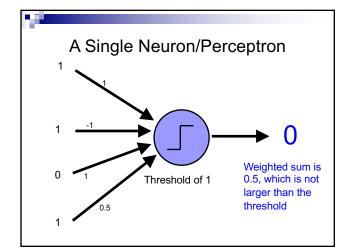


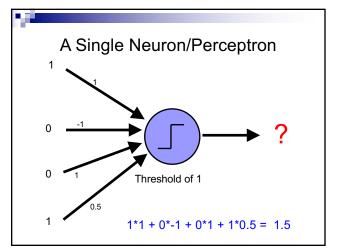


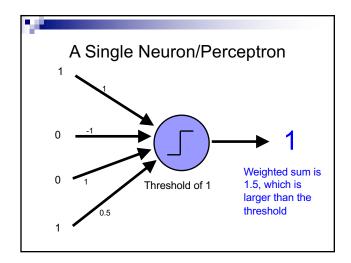


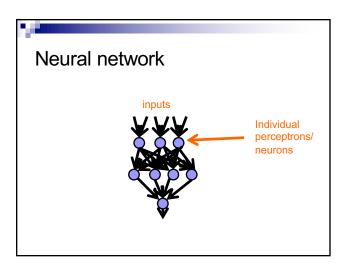


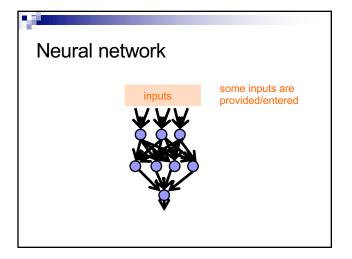


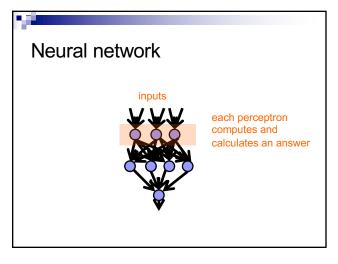


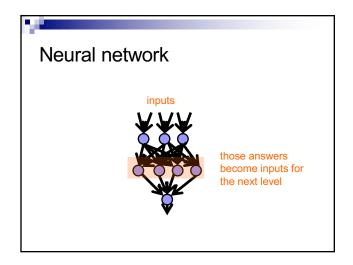


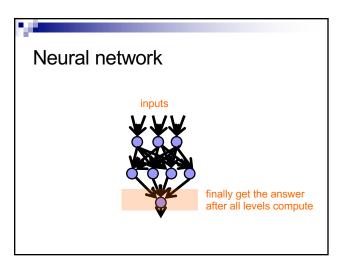


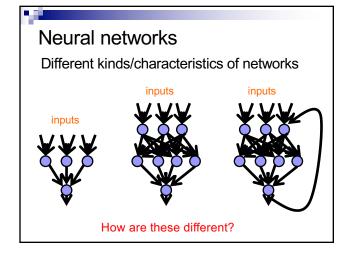


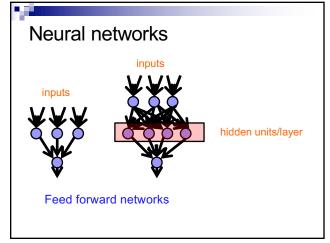


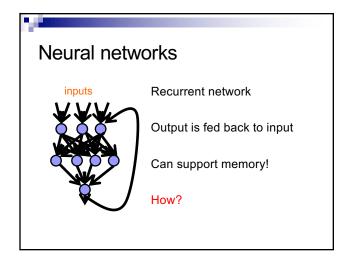












History of Neural Networks McCulloch and Pitts (1943) – introduced model of artificial neurons and suggested they could learn Hebb (1949) – Simple updating rule for learning Rosenblatt (1962) - the *perceptron* model Minsky and Papert (1969) – wrote *Perceptrons* Bryson and Ho (1969, but largely ignored until 1980s--Rosenblatt) – invented back-propagation learning for multilayer networks

Training the perceptron

First wave in neural networks in the 1960's

Single neuron

Trainable: its threshold and input weights can be modified

If the neuron doesn't give the desired output, then it has made a mistake

Input weights and threshold can be changed according to a learning algorithm

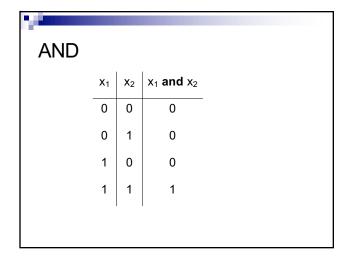
Examples - Logical operators

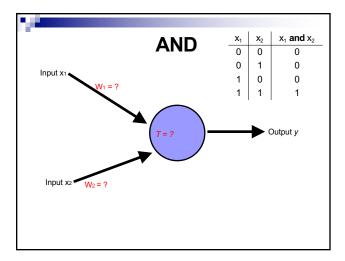
AND - if all inputs are 1, return 1, otherwise return 0

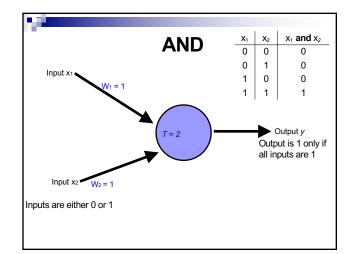
 $\boldsymbol{\mathsf{OR}}$ – if at least one input is 1, return 1, otherwise return 0

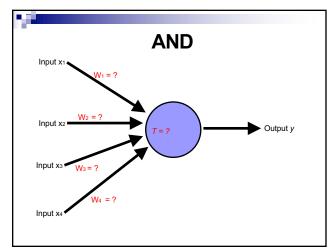
NOT - return the opposite of the input

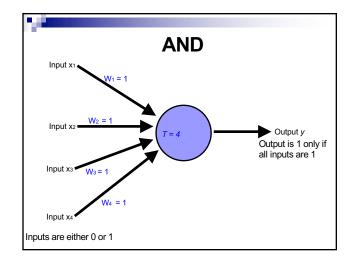
 \mathbf{XOR} – if exactly one input is 1, then return 1, otherwise return 0

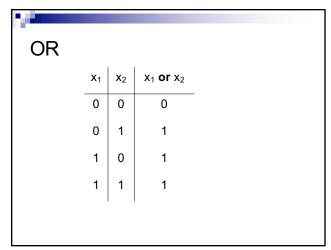


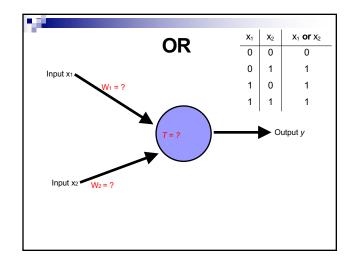


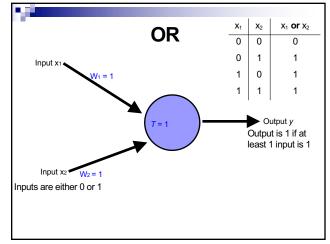


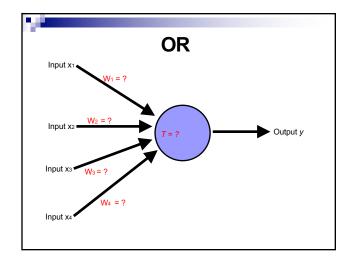


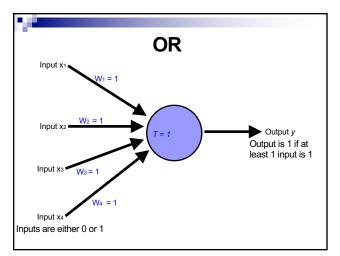


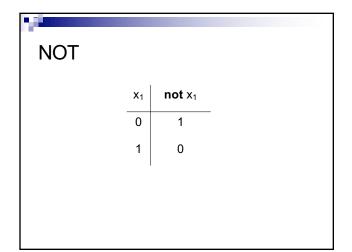


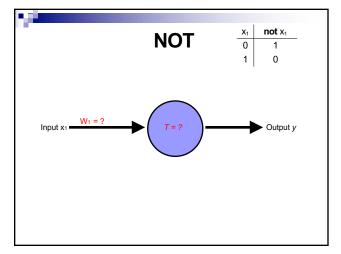


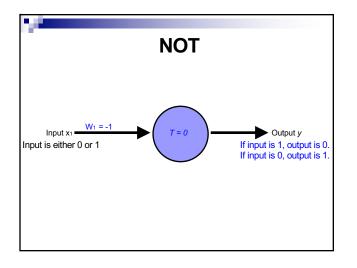


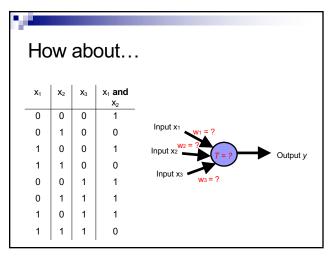


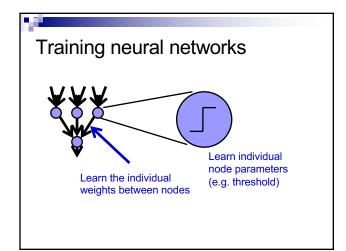












Positive or negative?	
NEGATIVE	

