
From: Joi Ito [REDACTED]
Sent: Tuesday, October 22, 2013 11:27 AM
To: Epstein Jeffrey
Subject: Re: MDF
Attachments: signature.asc

Sorry, not brain. Cog Sci and AI.

On Oct 22, 2013, at 07:26 , Joi Ito [REDACTED] wrote:

> BTW, getting going with Joscha. He's smart. Let me know if you're interested in joining the brain threads.

>

> Begin forwarded message:

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>> From: Joscha Bach [REDACTED]
>> Subject: Re: MDF
>> Date: October 21, 2013 23:56:09 -0400
>> To: Joi Ito [REDACTED]
>> Cc: takashi ikegami [REDACTED], Ari Gesher
>> [REDACTED], Kevin Slavin [REDACTED], Martin Nowak
>> [REDACTED], Greg Borenstein
>> [REDACTED]

>> Hi Takashi, hi Ari, hi all,
>>

>> finally I got around to look at Takashi's talks and his 2010 ACM article. The first thing that came to mind was the distinction between "neat" and "scruffy" AI, which might be described as the clash between folks that wanted to construct AI by adding function after function, vs. those that want to take a massively complex system and constrain it until it only does what it is supposed to do.

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>> The idea of starting from massive data flows is very natural and theoretically acknowledged, even it is often practically neglected. Cognition, by and large, is an organism's attempt to massively reduce complexity, by compressing, encoding, selectively ignoring, abstracting, predicting, controlling it. Thus, it seems natural to focus on the mechanisms that handle this complexity reduction, which I think is exactly what most research in computer vision, machine learning, classification, robot control etc. is doing. A lot of the work on problem solving and learning within cognitive science even works only on the highest level of abstraction, i.e. grammatical language, regular concept structures, ontologies and so on.

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>> If I understand Takashi correctly, he points towards another

>> perspective: (please forgive and correct me if I should oversimplify too much here) 1. Cognitive systems do not only need to reduce complexity, but also build it (for instance, take simple cues or abstract input and use it to feed a rich, heterogeneous, ambiguous and dynamic forest of representations).

>> 2. Cognitive processes that work directly on and with high complexity data are under-explored.

>> 3. The study of systems that are immersed in such complexity might open the door to understanding intelligence and cognition.

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>> There is really much more in Takashi's talk, but let me respond to these in turn:

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>> 1. I believe that cognition is really about handling massive data flows, by encoding it in ways that the cognitive agent can handle and use to fulfill its demands. This works mostly by identifying apparent regularities and turn them into perceptual categories, features, objects, concepts, ontologies and so on. Our nervous system offers several levels and layers of such complexity reduction, the first one of course at the transition between sensory inputs and peripheral nervous system (for physiological, tactile, proprioceptive input), or, in the case of visual perception, the compression we see between retina and optic nerve. The optic nerve transmits massively compressed data from the retina to the thalamus, and from there to the striate cortex (the primary visual cortex, V1). V1 is the lowest level of a hierarchy of visual and eventually semantic processing regions: from here, the dorsal and ventral processing streams head off into the rest of the cortex. V1 contains filtering mechanisms, which basically look for blobs, edges, movements, directions and so on, based on local contrasts. V2 organizes these basic features into a map of the visual field, including contours, V3 detects large, coherently moving patterns, V4 encodes simple geometric shapes, V5 seems to take care of moving objects, and V6 self-motion. The detection of high-level features always projects back into the lower levels, to anticipate and predict the lower level features that should be isolated based on the higher-level perceptual hypothesis. The story is similar for auditory processing, and eventually the integration of basic visual and optical percepts into semantic content: at each level, we take extremely rich and heterogeneous patterns and reduce their complexity.

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>> The transformation from concepts to language also represents another, incredible level of complexity reduction.

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>> The highest complexity reduction, however, takes place at the interface between conscious thought and all the other processes. I believe that the prefrontal cortex basically holds a handful of pointers into the associative cortical representations, skimming off only a handful objects, relations or features at a time, and bring them into the conscious focus of attention.

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>> The perspective of the need for staying at a complex level is entirely warranted, though: there are many intermediate representations that allow cognitive processes only if the complexity stays high, and might even need to increase it. This includes many sensor-motor coordination processes, but also most creative, more intuitive exploration.

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>> This is not the same complexity as the one at the input, however! This is a level where data is already split into modalities, semantically organized and so on. On the other hand, it is much more complex as linguistic or cognitively accessible types of mental content.

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>> 2. Scientists tend to have a fixation on thinking with language, and it is quite natural to fall for abstract, a-modal representations, such as predicate logic systems or extensions of these when it comes to modeling cognition and problem solving. This might explain the fixation of cognitive architectures like Act-R and Soar on rule-based representations, and the similar approaches of a lot of work in classical AI.

>>

>> On the other hand, there is a lot of work on learning and classification to handle vast complexity, with the goal of reducing it. A particular beautiful example was Andrew Ng's work on deep learning, where his group took 30 million randomly chosen frames from Youtube, and trained an unsupervised neural net to make sense of them. They ended up with spontaneously emerging detectors for many typical object categories, including cats and human faces. I could not avoid to think of that paper when Takashi mentioned his fascination with looking at TV pixels directly... -->

>> <http://arxiv.org/pdf/1112.6209.pdf>

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>> Thus, the typical strategies seem to encompass "abstract to abstract" cognition, and "complex to abstract" cognition. What about "abstract to complex" and "complex to complex"? Most of the existing approaches on complex to complex cognition are not really cognitive, such as Ansgar Redenfeld's "Dual Dynamics" architecture, or Herbert Jaeger's Echo State Networks. The current proponents of such complex cognition are also often radical embodimentists (cognition as an extension of sensor motor control, neglecting dreams, creativity, imagination, and capabilities for abstract thinking).

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>> 3. The idea of getting to artificial intelligence _just_ by "looking
>> =t" (blind deep learning) on complex data flows is not new. I think that =here are at least two aspects to it: deriving a content structure that =llows the identification and exploitation of meaningful semantic =relationships (for instance, discerning space, color, texture, causal =rder, social structure, ... for instance simply by analyzing all of =outube, or by collecting data from a robotic body and camera in a =hysical world), and the integration of that structure with an =rchitecture that is capable of thought, language, intention, goal =irected action, decision making, and so on. The former is tricky, the =atter impossible. Complexity itself does not define intentional action, =nd the differences between individuals and species should not be =duced to differences in complexity perceived by the respective agents. =>> I agree that we need to gain a much better understanding of "complex = complex" cognition, but that must integrate, not replace what we =ready know about the organization of cognitive processes. I am certain =hat our current models are a long way off from capturing the richness =f conscious experience of our inner processes, and even more so from =he much greater complexity of those processes that cannot be =xperienced.

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>>
>> Another interesting point I gathered from Takashi's talk is the idea =f something we might call "hyper-complex" cognition. The complexity =andled by our human minds (as well as the one of Andrew Ng's deep =earning Youtube watching networks) builds on very simple stimuli. But =hat if the atoms themselves are abstract or highly complex, for =nstance because they are already semantic internet content? The =ognitive agents handling those elements may essentially be operating at = level above human cognition if they are capable of operating on that =omplexity without reducing it. Unlike humans which are forced to =ranslate and reduce all content into their individual frame of =eference, and access it only through a single perspective at a time, =rtificial agents do not need to obey such restrictions. Today's Big =ata moniker probably marks just the beginnings of the abilities of =achines to make sense of abstract and complex input data.

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>> Cheers,
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>> Joscha
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>>>> Fascinating. Ikegami is taking a very interesting tack:
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>>>> <http://www.youtube.com/watch?v=tOLIHhjNIBc>
>>>> http://sacral.c.u-tokyo.ac.jp/pdf/ikegami_ACM_2010.pdf
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>>>> For me, this is similar to the discussions that you and I and =evin have been having about auto-didacticism: starting from complexity =ather than abstraction (which is generally antithetical to academic =earning). It would seem to me that most artificial intelligence =esearch has started from abstraction (and forgive my ignorance if I'm =ff base here) and attempted to build up to complexity. My very cursory =ook at the Joscha's MicroPSI work seems to show an approach moving in =he direction of the what Ikegami did with the MTM from the classical =bstraction-first approach. MicroPSI places its constructs in a reduced =idelity virtual environment, has lower-level abstractions, and brain =tructures/dynamic pre-synthesized for things like motivation, emotion, =please correct me if I'm off base - like I said: cursory). The brain =tructures in living systems have have evolved as low-energy means of =rocessing brain signals (both sensory data flows and internally routed =streams) once they have showed fitness - ultimately, they were =and-blasted into their shape by generations of massive data flows. We =ave an understanding of what purpose they serve but not a good =nderstanding of how they work (maybe I'm behind on the state of the art =n neuroscience on that point?).
>>>>
>>>> Ikegami is starting from the complexity and seeing what emerges - =hich seems to me to mirror the rise of consciousness in natural =ystems. Mind is the surfer that hangs on the eternal wave of the =assive data flow of sensory input without wiping out. Somehow, the =eality of the temporally continuous observer arose from exposure to =ensory

data flows and the evolution of the complexity of the brain. =kegami is shortcutting the snail's pace of the physical evolution of =atural systems by synthesizing a neural network of sufficient =omplexity as well as high-resolution sensors.

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>>>> Thinking about modern synthetic data flows (you know... the =nternet!) as being as rich as sensory data leads one to imagine some =nteresting possibilities in a) whimsically, the spontaneous emergence =f consciousness and b) practically, new techniques for dealing with =hat massive data flow that mimic something like natural consciousness. =here's nothing in the practical world of big data that really looks =ike the MTM (that anyone is talking about - who knows what lurks in the =igh frequency trading clusters busily humming in the carrier hotels). =everything that Google and Facebook and the like seems to be doing is =uch simpler than anything like this.

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>>>> On Oct 19, 2013, at 9:37 AM, Joi Ito <[REDACTED]> wrote:

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>>>>> <http://www.dmi.unict.it/ecal2013/workshops.php#4th-w>

>>>>>

>>>>> - Joi

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> Please use my alternative address, [REDACTED] to avoid email

> =uto responder

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Please use my alternative address, [REDACTED] to avoid email auto =esponder