

# **Systems Science and Engineering for Intelligence**

Visvanathan Ramesh (email: <a href="mailto:ramesh@fias.uni-frankfurt.de">ramesh@fias.uni-frankfurt.de</a>) and numerous academic/industrial collaborators, Goethe University and Frankfurt Institute for Advanced Studies, Frankfurt am Main

## Abstract

Our initiative, seeded by funding from the BMBF for the Bernstein-Focus in NeuroTechnology (2009-2016), focuses on trans-disciplinary systems research linking insights from systems engineering, neuroscience, and cognitive science/psychology. Our emphasis is on methodologies, platforms, and tools leading to safe, certifiable AI systems. We view the human brain as an evolved system, with a flexible learning architecture designed by nature to solve a range of specific tasks in a class of environments that enhances the survival of humans. Model-driven systems engineering is a discipline that formalizes application domain specification, i.e. task performance requirements and contextual models, and translates them into system designs. Systems engineering in the context of computer vision has its origins from the early 90's and has been refined over the years through practice [1, 2, 4]. At a high-level, the architectures inspired from systems engineering principles have parallels to models of brain function. The system is massively parallel and perform feed-forward decomposition of input visual signal into constituent modalities (e.g. color, motion, texture, shadow, reflection, contours, etc.) thus allowing for efficient indexing into a rich memory structure. Generated hypotheses can then be refined via a dynamic, recurrent process to converge to an interpretation. While both engineering and brain science views ([13]) of the architectures agree at this higher level, ongoing work is on engineering platforms to facilitate rapid design and validation of real-world applications. Our framework allows for parallel execution and exploration of the tradeoffs and systematic fusion of modelbased and modern deep machine learning approaches to address contextsensitivity, explainability, and various degrees of safety.



"Visual Cognition is 'quasi-invariant Indexing' followed by detailed estimation (or deliberation, iteration) – open research is on systems level questions such as: architectures, continuous learning and self-diagnostics". Essence of Design Framework: {Application contexts} x {questions/tasks} x {perf specs/requirements} ----> {sensor configurations} x {cognitive software: {specific hypotheses generators} + {reasoning / optimization engine} }



**Model-based and Data-driven designs** have been combined for demonstrating how expectation models in context can be used for monitoring behaviors and identify anomalies: e.g. For security, brake-light on/off detection in automotive, fine along with limited perception. Statistical learning systems (in the 90's) exploit reasoning exhibit perception as well as **learning** with limited abstraction/reasoning. They have high statistical performance, but are brittle in instances and

**Al eco-systems are transdisciplinary.** Key gaps are in: a) platforms that can enable creation of safe and explainable AI systems, b) training, mentoring of systems thinkers and c) establishment of integrated eco-systems for rapid AI innovations.

crack/defect classification in bridge infrastructure, and behavior monitoring in scientific applications. are opaque The next wave is on systems that exhibit **context- sensitivity** and have **explainability**.

#### Business start up to address gaps in platforms for safe AI & training: Application newco. Research Link to: Link to: open Al eco-Interdisciplinary system Al research companies eco-system with need universities for Al corporate development research

### **Objectives**

 $\Rightarrow$  Rapid creation of AI systems and solutions

- $\Rightarrow$  Link with an eco system for safe AI
- ⇒ Address gaps regarding technology, talent, & costs)

#### **References:**

- 1. V.Ramesh, Performance Characterization of Image Understanding Algorithms, Phd Dissertation (Supervisor: R. Haralick), U of Washington, March 1995.
- 2. T. Binford, et al., Bayesian Inference in Model-Based Machine Vision, Uncertainty in AI (3), 1989, Levitt, Kanal and Lemmer (Eds.), North Holland.
- 3. W. Mann, 3D Object Interpretation from monocular images, Phd Dissertation, Stanford University, 1996.
- 4. M. Greiffenhagen et al, Design, Analysis and Engineering of Video Monitoring Systems: A case study, in Proc of IEEE, Special Issue in Video Surveillance, Nov. 2001
- 5. M. Greiffenhagen et al. "The systematic design and analysis cycle of a vision system: a case study in video surveillance."Computer Vision and Pattern Recognition, CVPR 2001. Proceedings of the 2001 IEEE Computer Society Conference on. Vol. 2. IEEE, 2001.
- 6. V. D. Shet et al, Predicate Logic based Image Grammars for Complex Pattern Recognition, International Journal of Computer Vision (IJCV), Special Issue on Stochastic Image Grammars, 2011.
- 7. S. C. Zhu and D. Mumford, A Stochastic Grammar of Images, Foundations and Trends in Computer Graphics and Vision, Vol. 2, No. 4 (2006) 259–362
- 8. U. Grenander and M. Miller, Pattern Theory: From Representation to Inference, (Oxford Studies in Modern European Culture), 2007.
- 9. Y. Bengio, Learning Deep Architectures for AI, Foundations and Trends in Machine Learning Vol. 2, No. 1 (2009) 1–127.
- 10. Y. Bengio, Deep Learning of Representations: Looking Forward, in Statistical Language and Speech Processing, Lecture Notes in Computer Science Volume 7978, 2013, pp 1-37
- 11. Marr, D. (1982). "Vision: A computational investigation into the human representation and processing of visual information",. MIT Press.
- 12. Carpenter, G.A. & Grossberg, S. (2003), Adaptive Resonance Theory, In Michael A. Arbib (Ed.), The Handbook of Brain Theory and Neural Networks, Second Edition (pp. 87-90). Cambridge, MA: MIT Press
- 13. C. Von der Malsburg. A Vision Architecture Based on Fiber Bundles . Front. Comput. Neurosci. Conference Abstract: Bernstein Conference 2012.
- 14. T. Poggio et al, Models of visual cortex, , Scholarpedia, 2013, 8(4):3516
- 15. Daniel Kahneman,. Thinking, Fast and Slow. Farrar Straus and Giroux, 2011.
- 16. A. Sloman, Virtual Machines in Philosophy, Engineering & Biology, Published in: Proceedings Workshop on Philosophy & Engineering WPE-2008
- 17. B. J. Baars, Global workspace theory of consciousness: toward a cognitive neuroscience of human experience?, Progress in Brain Research, Vol. 150, ISSN 0079-6123, 2005

Acknowledgements: The foundational work was funded by the German Federal Ministry of Education and Research (BMBF), project 01GQ0840 and 01GQ0841 (Bernstein Focus: Neurotechnology Frankfurt). Ongoing efforts are through Industrial partner funding and through EU H2020 program under grant agreement research No 687384. Scientific behavioral application studies are jointly with MPI for Brain research and with Institute for Bee studies at Goethe University. The systems engineering methodology is work done at University of Washington between 1989-94, while a large body of work on performance modeling, and vision applications was done at Siemens Corporate Research, Princeton, in collaboration with numerous academic partners. Copyright: Ramesh, 2018.