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### Physical ideas in Artificial Intelligence

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### Introduction

Recent impressive developments in AI



- Text generation: chatGPT, autoGPT, bing AI, bard AI, etc.
- Image generation: midjourney, thispersondeosnotexists, Dall-E, ...
- AI doomsday?
- Intelligent and useful tools, BUT heuristic, improvising, "lying"
- Why do they work so well, and why do they fail so stupidly?









### Introduction



#### Human intelligence is not a monolithic entity:



## Modes of human thinking

#### Categorization in cognitive psychology: (Daniel Kahneman)

System 1:

- fast, automatic, intuitive, no conscious awareness, no control, error-prone
- ideal for fast, accurate responses (e.g. car driving, playing table tennis ...)
- System 2:
  - slower, conscious, deliberate, controlled, can be checked and re-iterated
  - ideal for contemplation, understanding



### Introduction



- all parts of the intelligence
- System1 and System2



- We tend to think that all parts of IQ are present (cf. ELIZA, chatGPT  $\rightarrow$  doomers)
- The performance of AI depends on the task we give
- What was the question, if the answer is human intelligence? we do not know...
  - Turing's definition: deceiving observers
  - Classification task: main stream AI solutions: System1
  - How to represent System2? scientific understanding



# Turing's definition of intelligence

- Intelligent: indistinguishable from human in discussion (Turing 1950)
- **Task**: create a chatbot reacting to questions like humans do
- Famous programs:
  - ELIZA (Joseph Weizenbaum, 1960's, MIT)
  - Eugene Goostman (13-year-old Ukrainian boy; 33% passed Turing test in 2014)
- Not really intelligent, but mislead humans to think they talk with an intelligent actor.

### **Classification task**



- Intelligent: classifies like humans do we shall present the correct solution
- Mathematical background: probabilistic interpretation, Bayesian analysis, training, supervised learning
- Technology: plenty of ideas (DNN, CNN, ResNet, transformers, GAN, VAE, ...)
- Most successful AI uses this method (classifiers, generators)





### **Classification task**

#### Advantages:

- Very fast, effective
- Good interpolation properties
- Disadvantages (apart from technical ones)



**"panda"** 57.7% confidence

**"gibbon"** 99.3% confidence

- Slow training: needs a lot of data and uses a large amount of parameters
- No control over the mistakes (c.f. adversarial attacks)
- Input → output is a continuous function, can not train with very unbalanced data (e.g. can not have a class "no cat images")
- Specific  $\rightarrow$  catastrophic forgetting: classification outputs are interdependent
- All this corresponds to the System1 way of thinking!

### Understanding in science

How does the scientific understanding work?

- Make all possible observations: reveal interactions, microstates
- The "interesting" measurements are much fewer ("IR physics", macrostates)
- There are interactions that do not influence the interesting physics (irrelevant)
- To build a model: take into account only the independent relevant interactions (Ockham's razor)
- *Relevant interactions: constants over the microstates* (particle number, magnetization)
- changing the "interesting" physics  $\rightarrow$  change relevant interactions (renormalization)
- scaling & dimensional analysis: if macrostates are much bigger than microstates, then there remains just a few relevant interactions



#### Almost all steps of the scientific method can be generalized!

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the world is complicated even with using an appropriate language











## Entropy of the intelligence



Best understanding: we use the minimal number of facts (Ockham's razor)

*Is there a universal measure to decide, how good a given representation is?* TS Biró, AJ, Universe 8 (1), 53; AJ, A Telcs, Entropy 24 (9), 1313

• Simplest case: context = C subset, binary measurement (fact):  $\xi_i(\text{state}) \in \{0,1\}$ • probability distribution:  $p_C(\xi_i = \sigma_i) = \frac{|\xi_i^{-1}(\sigma_i) \cap C|}{|C|}$ • representation entropy:  $S_{repr} = \sum_{i=1}^{N} [\sum_{\sigma \in 0,1} p_C(\xi_i = \sigma_i) \log_2 p_C(\xi_i = \sigma)]$ 

properties:

- $S_{repr} \ge H$  Shannon entropy
- equality iff independent facts, least number of relevant facts
- → we can use different individual entropy:  $S_{repr} = \sum S(p_C(\xi_i))$



## Entropy of the intelligence

#### implementation for learning:

- instead of train with human annotated datasets, we shall seek facts that are constant over elements of contexts (laws)
- ensure independence
- practical approach: law-based feature transformation
  - find laws in some functional space (e.g. linear functions)
  - collect laws for different elements of the context
  - for a new state use the best law  $\rightarrow$  classification





### Relevance based intelligence

#### Advantages:

- control over mistakes: several laws
- can be used with unbalanced data
- no forgetting: laws separate class elements from not class elements, no interdependence between laws
- fast training: needs fewer data and less parameters than training
- Disadvantages (apart from technical ones)
  - application can be slow for a lot of laws (parallelization necessary)
- These are characteristic for System2 way of thinking

## Application: ECG analysis

- Goal: classify heart beats into normal and ectopic
- ECG signal: cleaning, standardizing
- Mehtod: prepare test, validation and training sets
  - Find linear laws for the QRS complex (11 leg embedding, universal laws)
  - Train a classifier on the results (KNN, RF, SVM)
  - Results depend on several factors, best result SVM: 94.3% (close to state-of-art results)
  - More data could help to improve accuracy
- Can be used in a non-annotated dataset (self annotation)





### Application: AReM database

MT Kurbucz, P Pósfay, AJ, Scientific Reports 12 (1), 18026

- Activity Recognition system based on Multisensor data fusion (AReM) Data Set
  - 7 motion classes (bending, lying, cycling,etc.)
  - 3 sensor data  $\rightarrow$  6 features (mean and variance)
  - ✤ 88 time series (instances), 480 values in each
- Mehtod: LLT (Linear Law based feature Transformation)
  - Determine the laws for each instances and channels in the training sets
  - → Apply them to the test series, take temporal average/variance → features
  - Train a classifier on the results (KNN, DT, SVM)
  - KNN provides error-free classification





### Nonlinear laws

AJ, MT Kurbucz, P Pósfay, New Journal of Physics 24 (7), 073021

- Generalization: input are not directly the embedded data, but pre-trained features
- $F_m$  can be represented by (deep) neural network
- Extreme learning: the exact form of  $F_m$  does not matter
- Reconstruction of mechanical motions: 3-leg embedding (discrete Newton-equations)
- Chaoticity, stability recursion to reconstruct motion







### Stochastic processes

MT Kurbucz, P Pósfay, A Jakovác, arXiv preprint arXiv:2201.09790

- Markov chains: stochastic process where  $P^{(n+1)}(x) = \sum T^{(n)}_{x,y} P^{(n)}(y) \longrightarrow P^{(n+1)} = T P^{(n)}$
- In equilibrium (steady state) no *n* dependence, for equilibrium distribution: P = T P
- 2-variable correlation functions:  $\langle f(x_n, x_{n+k}) \rangle = \text{Tr}(FT^k)$  where  $F_{xy} = f(x, y)P(x)$
- These satisfy linear laws:  $\sum_{k} \langle f(x_n, x_{n+k}) \rangle w_k = 0$  if  $\sum_{k} w_k T^k = 0$  characteristic polynomial
- Dimensionality of the Markov process can be determined from the laws





### Conclusions



The question/task we want to solve determines the possible answers

- Turing's intelligence definition: programs deceiving humans
- Classification task
  - Probabilistic systems, specific tasks
  - Method of development: training
  - Slow training, fast operation  $\rightarrow$  System 1
- Representation task
  - Structured systems, generic tasks, context
  - Method of development: finding relevant features, laws
  - Fast learning, slower operation  $\rightarrow$  System 2



