

Formal Systems of Neurons in Artificial Intelligence

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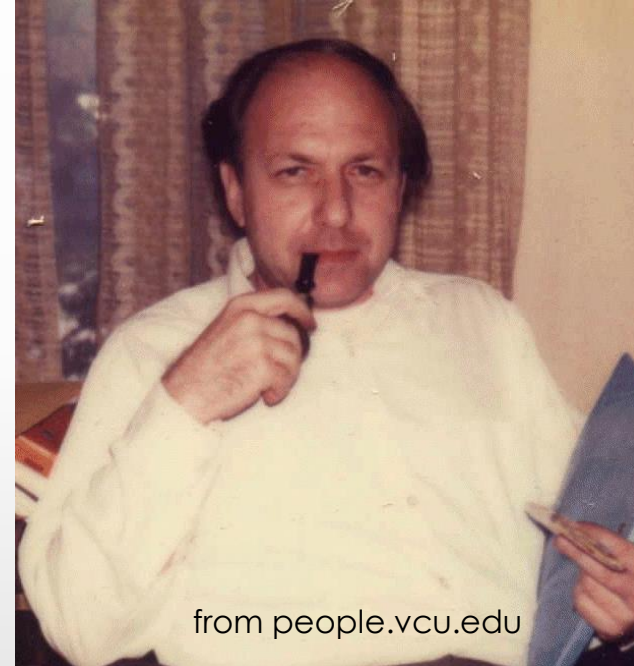
CONTEXT

- Chapter 1 – Social Robots for the Future
- Chapter 2 – Analyzing Empathy
- Chapter 3 – The Limitations of Developmental Robotics
 1. History of Artificial Intelligence
 2. Introducing iCub
 - 3. iCub's Failure to Empathize**
 - aka ***Formal Systems of Neurons in AI***
- Chapter 4 – Modelling Life for Behaviour

Robert Rosen

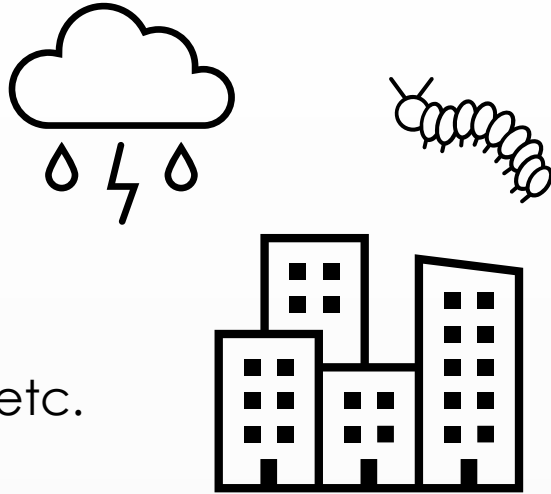
(1934 – 1998)

- Theoretical biologist
 - Relational biology: functional organization
- Prof. of Biophysics at Dalhousie in NS (1975)
- Publications:
 - *Anticipatory Systems* (1985)
 - *Life Itself* (1991)
 - *Essays on Life Itself* (2001)



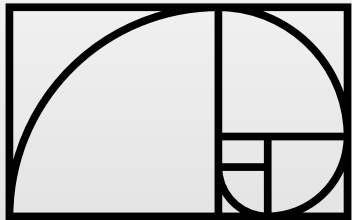
Natural Systems

- Physical/natural world
- Human constructs
 - cars, factories, cities, etc.



Formal Systems

- Mathematical objects
- Other formal systems
 - Propositions (language)
 - Input-output relations

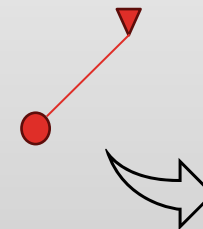


$$(\exists x)(Fx \rightarrow (\sim Gy \vee z)) \wedge (\exists x)(Gy \rightarrow \sim Hxy))$$

Modelling Relations

- Connecting properties of NS to entities in FS
- Encode from NS to FS
 - Modelled in a FS
- Decode from FS to NS
 - Prediction in the NS

$$\frac{d^2\theta}{dt^2} + \frac{g}{\ell} \sin \theta = 0$$



Computer Code as a Formal System

- Steps to be taken to accomplish a task (algorithm)
 - Pure *syntax*, no *semantics*
 - Software is independent of hardware
- Structures of inference or entailment
 - If x , then y
 - $p \rightarrow q$

McCulloch-Pitts neuron:

$$s(t) = +1 \quad \text{iff} \quad \left[\sum_{k=1}^m e_k(t-1) + \sum_{k=1}^n i_k(t-1) \right] \geq \theta;$$

$= 0 \quad \text{otherwise.}$

McCulloch-Pitts neuron:

- 0 = inactive neuron
- +1 = active neuron
 - e = excitatory input
 - i = inhibitory input
 - θ = firing threshold
 - $s(t)$ = state at time t
 - $(t-1)$ = previous state

(AS 187)

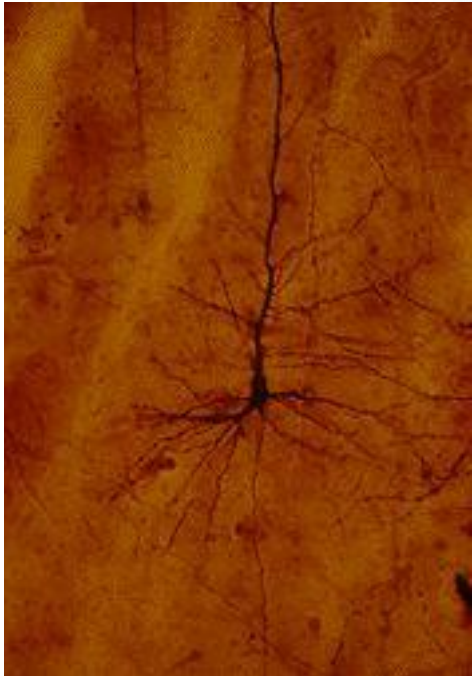
Computer Code as Artificial Intelligence

- Early computers inspire ideas about AI
 - Turing machine in 1936
 - von Neumann architecture in 1945
 - *'artificial intelligence'* in 1956
- Programs created for tasks:
 - Symbolic (if-then)
 - Connectionist (neural networks)
- How to add semantics?
 - Developmental robotics for symbol grounding
 - iCub seems capable of learning...



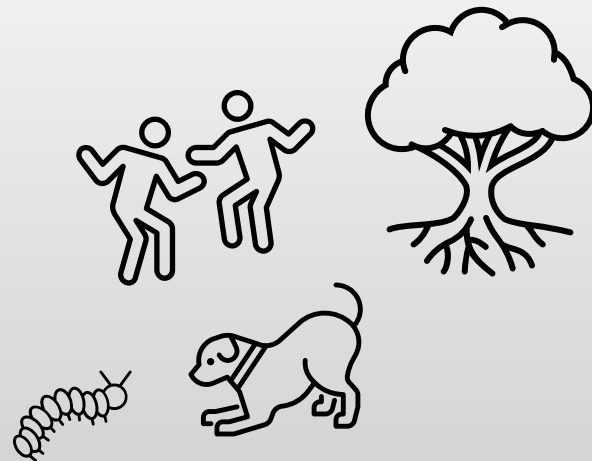
Istituto Italiano di Tecnologia

Santiago Ramón y Cajal
nobelprize.org/prizes/medicine/
1906/cajal/article/

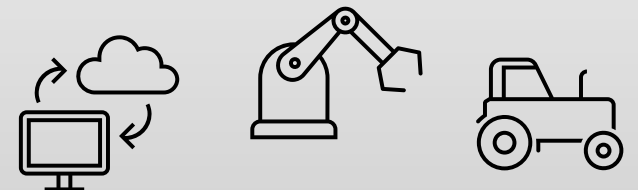


Simulated Behaviour

- Behavioural limitations will inevitably rise from the physical distinctions between NS and FS
 - Anticipatory systems: organisms like humans
 - Passive artifacts: computers and machines
- Semantics *from* biological structures
 - Can the functionality of semantics be separated?
 - No: cannot fully encapsulate semantic values from syntax alone



$$s(t) = +1 \quad \text{iff} \left[\sum_{k=1}^m e_k(t-1) + \sum_{k=1}^n i_k(t-1) \right] \geq \theta;$$
$$= 0 \quad \text{otherwise.}$$

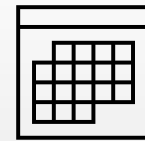


Simulated Behaviour – Continued

- Rosen appeals to Gödel's *Incompleteness Theorem*:
 - There exist true propositions which cannot be proven by axioms
 - No set of truths that we can derive *all* math from, there is a hole
 - **Self-referential** statements are a problem for syntax

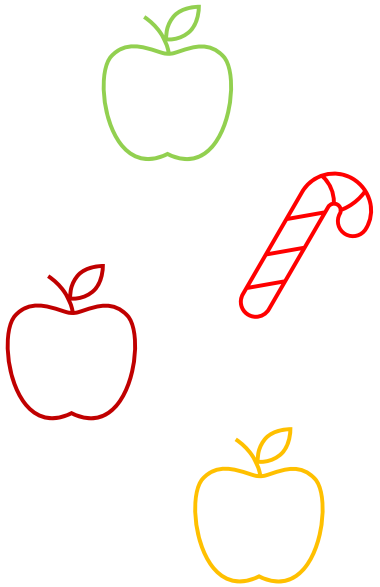
- In computers, no semantics required but self-reference relies on semantic values

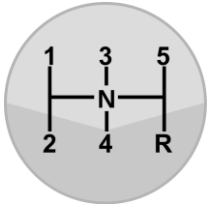
- 'me', 'today', 'that', etc.



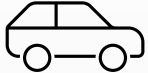
- Semantics cannot be fully described or accounted for by purely syntactical structures

- Infinite regress: "what do you mean by...?"
 - Numerical values must be given
 - Which values? For a purpose...



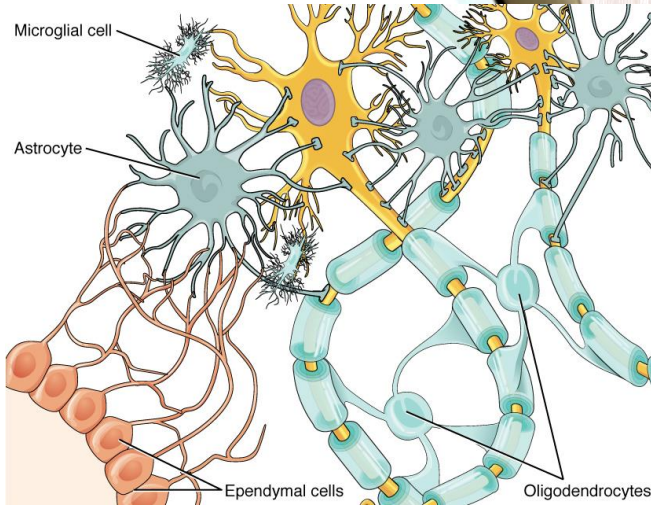


Social [Computerized] Robots

- Communication involves more than just words
 - E.g. body language, tone, context, etc.
- May appear intelligent but it's a simulation of understanding
 - Associations between stimuli are created
 - “Car” → 
 - But the word is *meaningless* to the computer/robot
 - Only “knows” or “learns” associations, not semantic information
 - New car smell
 - Feeling of the open road
 - Acceleration, gear shifting, winter driving
- Associations ≠ meaning
 - “Why are icy roads bad?”



CONCLUSION



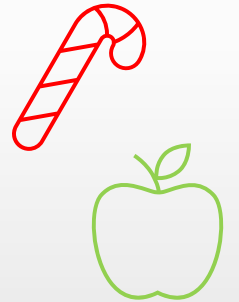
- Formal systems *model* natural systems

- Reductive, an idealized model
- NS incompletely captured by FS

$$s(t) = +1 \quad \text{iff} \left[\sum_{k=1}^m e_k(t-1) + \sum_{k=1}^n i_k(t-1) \right] \geq \theta;$$
$$= 0 \quad \text{otherwise.}$$

- Computerized robots like iCub only use syntax

- No semantics, unlike biological organisms
- Can simulate semantics with syntax *to a degree*
- Socialization and empathy requires semantics



- A physical distinction between types of behaviour

- Human, animal, plant (natural biological systems)
- iCub (embodied formal system)

- Why does this matter? Anthropomorphization...

THANK YOU!

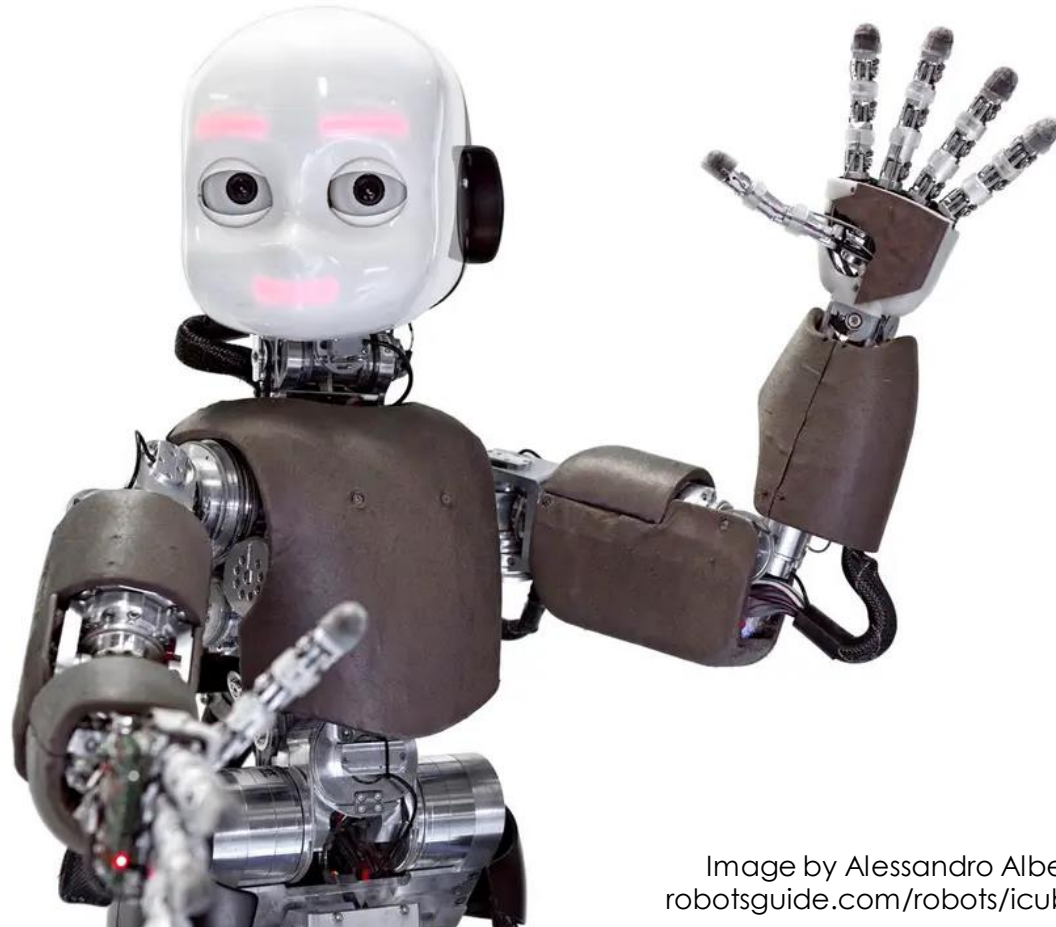


Image by Alessandro Albert
robotsguide.com/robots/icub/