

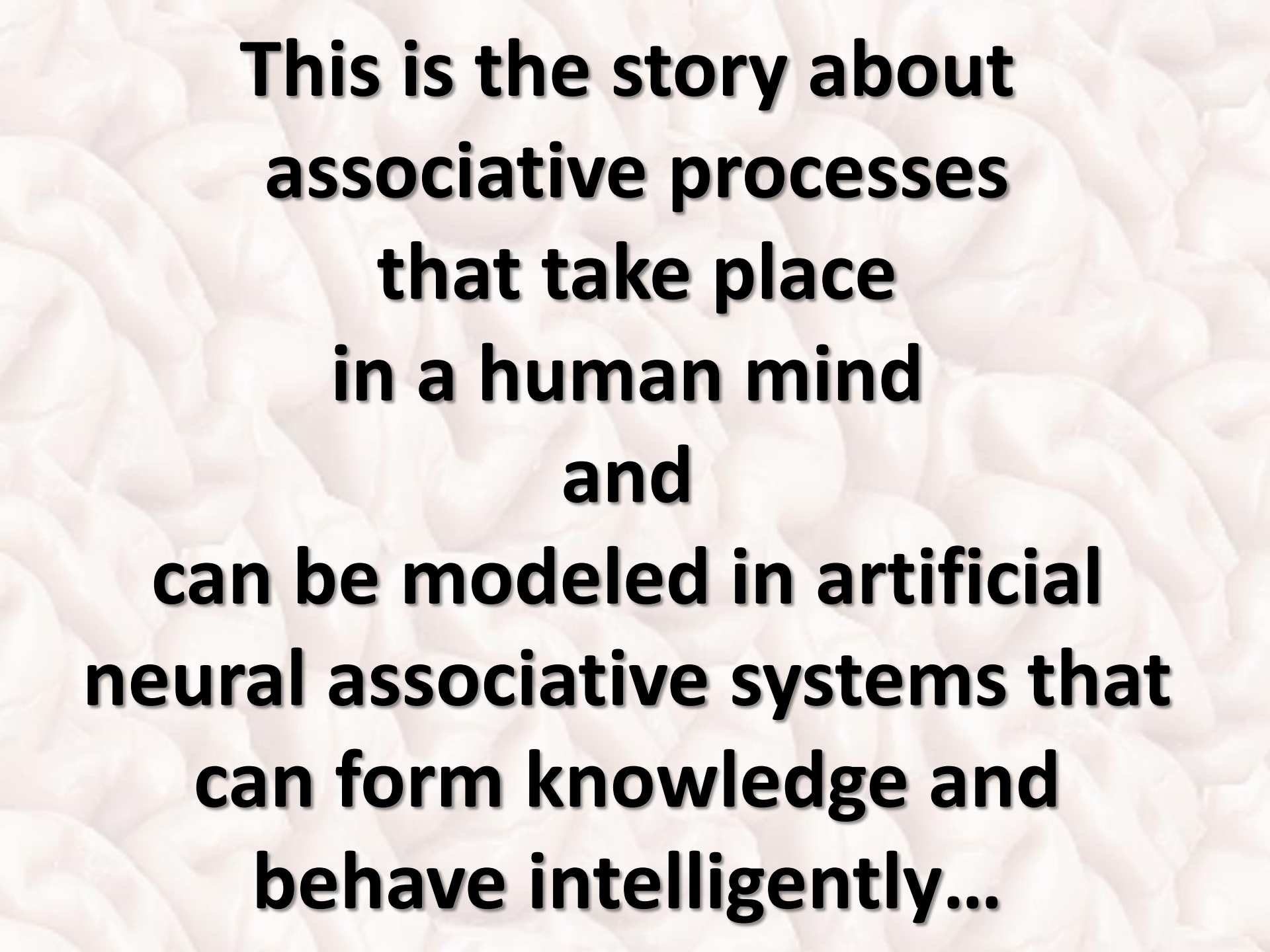
Innovative Types and Abilities of Neural Networks Based on **Associative Mechanisms and a New Associative Model of Neurons**



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**This is the story about
associative processes
that take place
in a human mind
and
can be modeled in artificial
neural associative systems that
can form knowledge and
behave intelligently...**

What will be this presentation about?



About association, intelligence, knowledge, neurons, big data ... and a small lovely monkey!

What will be this presentation about?



**About association, intelligence, knowledge, neurons,
big data ... and a small lovely monkey!**

PROCESSING BIG DATA?

**Proces BIG DATA
with BIG EFFORT
on many computers
to retrieve some information?**

OR

**Transform BIG DATA
to BIG KNOWLEDGE
and retrieve some
information using it?**

BRAINS – BIG DATA MACHINES



- **efficient machines for big data processing**
- **do not remember all data**
- **form knowledge on their basis**
- **automatically programmed by the data via senses and various types of receptors**



WHAT DO WE KNOW ABOUT A BRAIN?

- ✓ It is working all the time throughout its whole life.
- ✓ When asked it usually answers immediately if it can recall the answer to a given question.
- ✓ We can ask: „*What do you **associate** with Poland?*” instead of „*What do you **know** about Poland?*”
- ✓ Can we use word „*associate*” as a synonym for „*know*”?
- ✓ If you do not associate something you also don't know it.
- ✓ It contains a huge amount of **neurons** and **glia cells** that are in the **cerebral spinal fluid**.

Are brains slow or fast?





HOW FAST OUR BRAINS WORK?



- ✓ A usual reaction for sensorial stimuli of a brain is produced in about 300 – 1100 ms.
- ✓ Biological neurons are usually activated 12 – 30 times per second, so they are activated again after 33 – 83 ms.
- ✓ In result, such neurons can be sequentially activated only about 4 – 25 times when producing an intelligent output reaction on initial stimuli.
- ✓ Our brains have no time to loop huge amounts of stored data or search for information in data tables in the way that is often and usually used in computer science:
~~FOR, FOREACH, WHILE, REPEAT, DO...WHILE~~

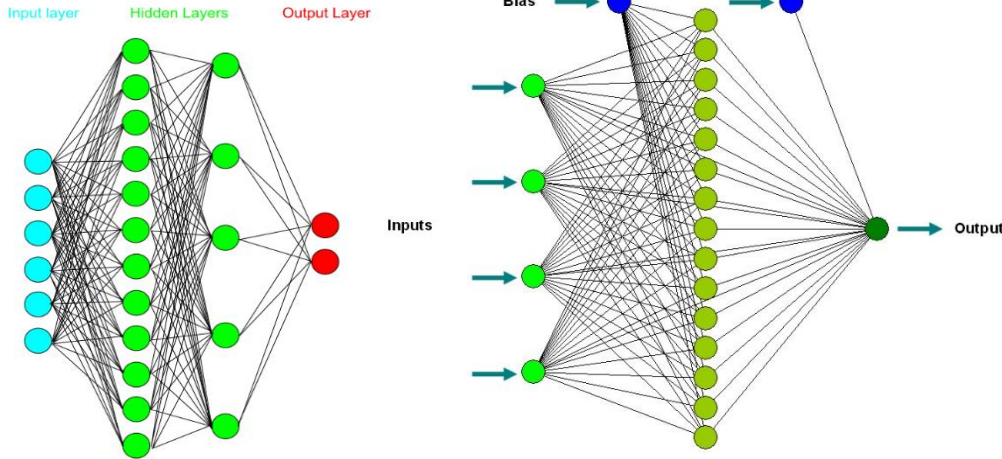


CONCLUSION: Our brains should use another computational model to achieve and proces necessary information so fast!

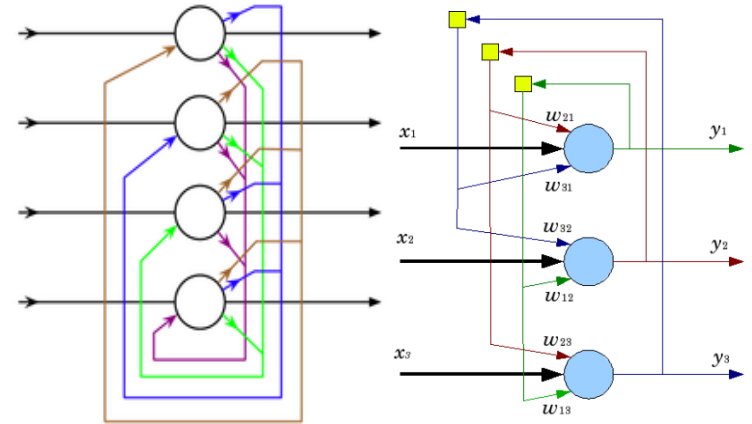


What kinds of neural networks we can already train?

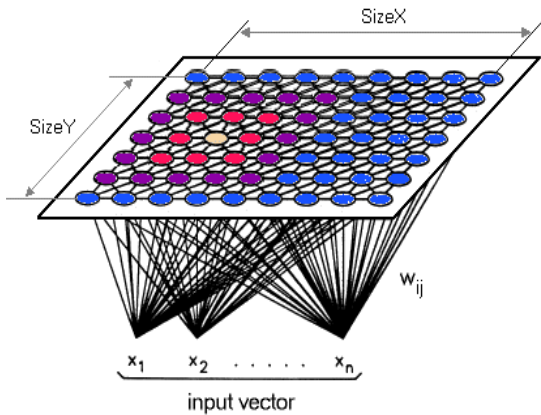
Multilayer Feedforward Neural Networks



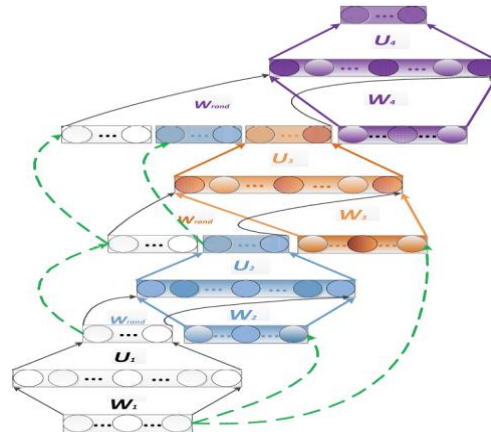
Recurrent Neural Networks



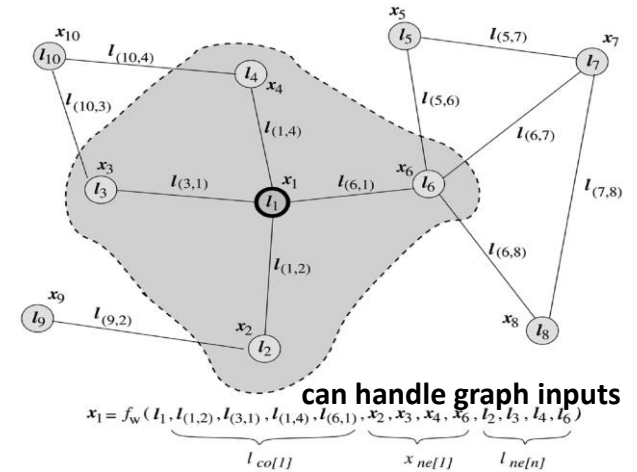
Self Organizing Maps



Deep Neural Networks



Graph Neural Networks



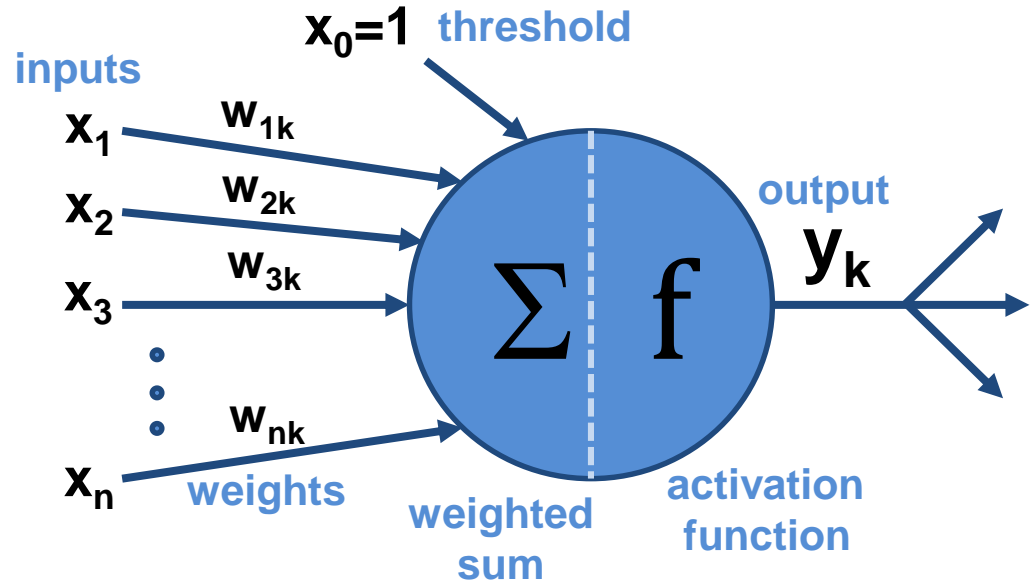
Can we already create and train brain-like graph neural structures to represent knowledge?



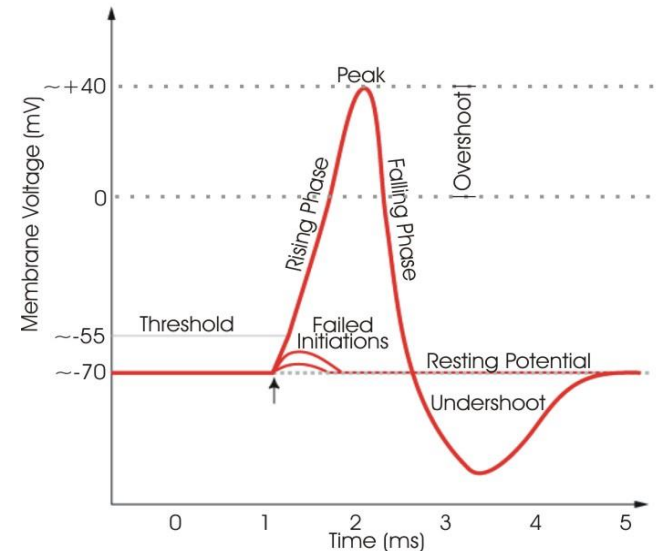
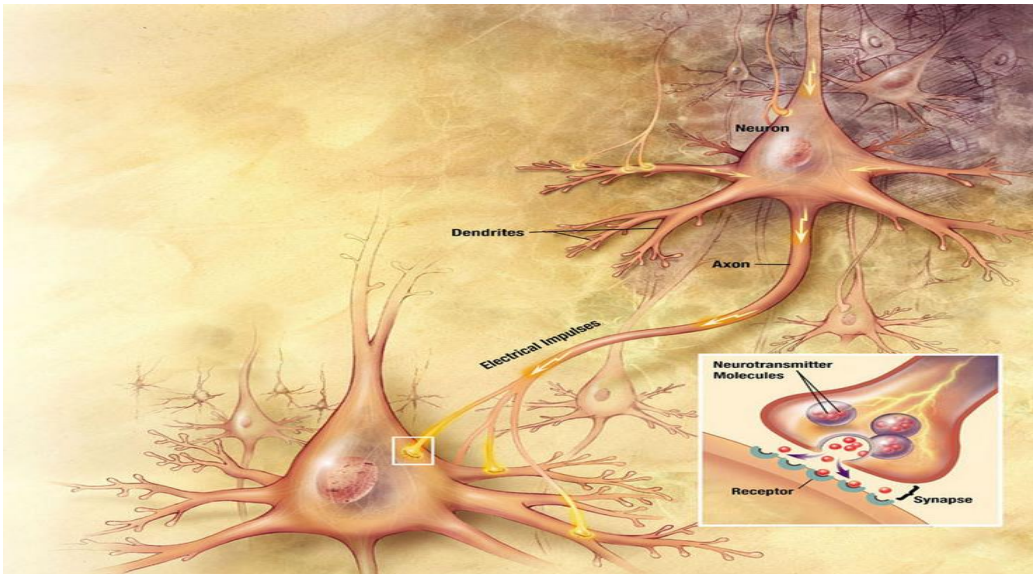
MAIN APPROACHES IN NEURON MODELING

1. Artificial Neurons

$$y_k = f \left(\sum_{i=0}^n w_{ik} x_i \right)$$



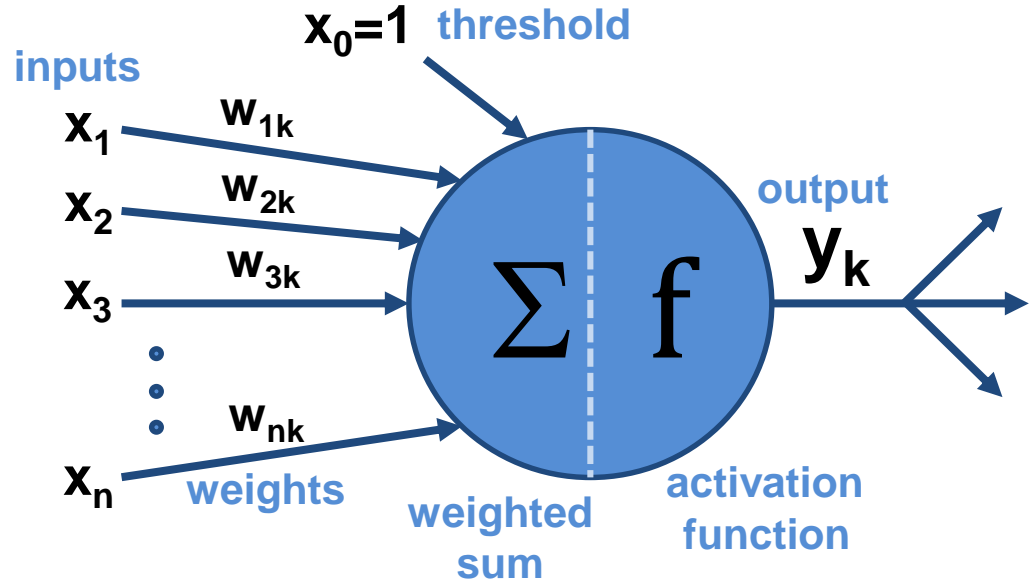
2. Spiking and Non-Spiking Neurons





ARTIFICIAL NEURON MODELS

$$y_k = f \left(\sum_{i=0}^n w_{ik} x_i \right)$$



All inputs usually simultaneously influence on a neuron.

The previous states of a neuron do not impact on its current state.

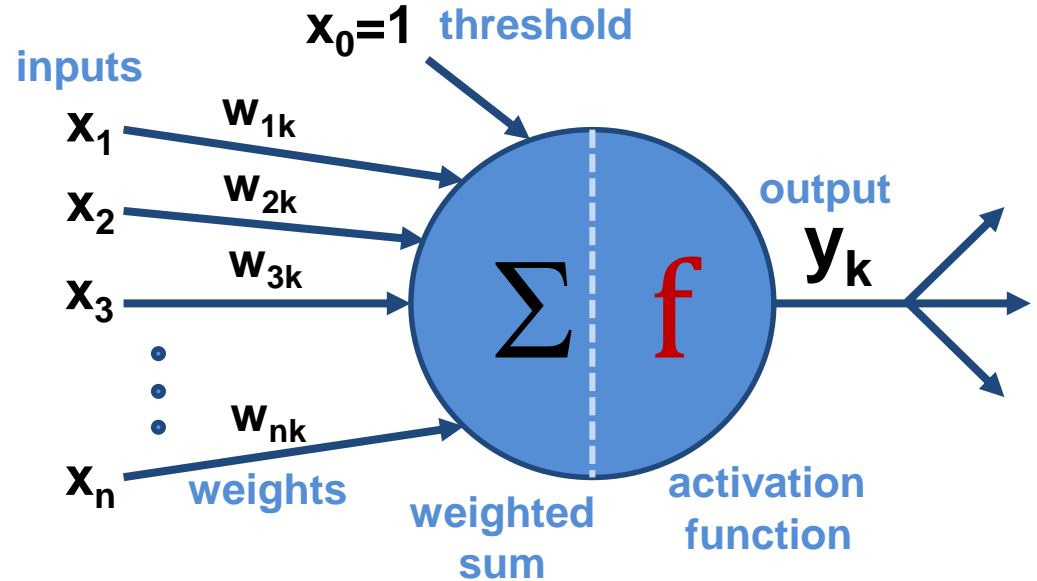
No time dependencies between states are taken into consideration.

All stimulation and operation processes happen immediately without any interval.



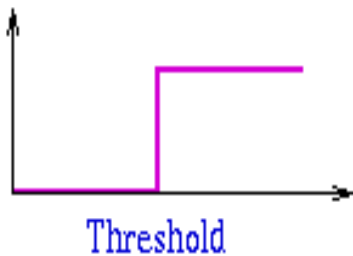
ARTIFICIAL NEURON MODELS

$$y_k = f \left(\sum_{i=0}^n w_{ik} x_i \right)$$

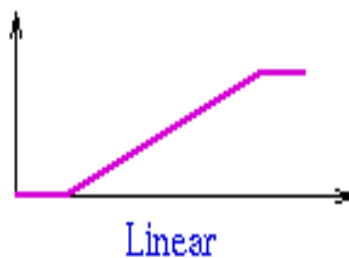


Variety of Activation Functions of Artificial Neurons

Threshold/Step Functions f
with binary outputs



Linear Functions f
with graded outputs



Sigmoid Functions f
with graded outputs



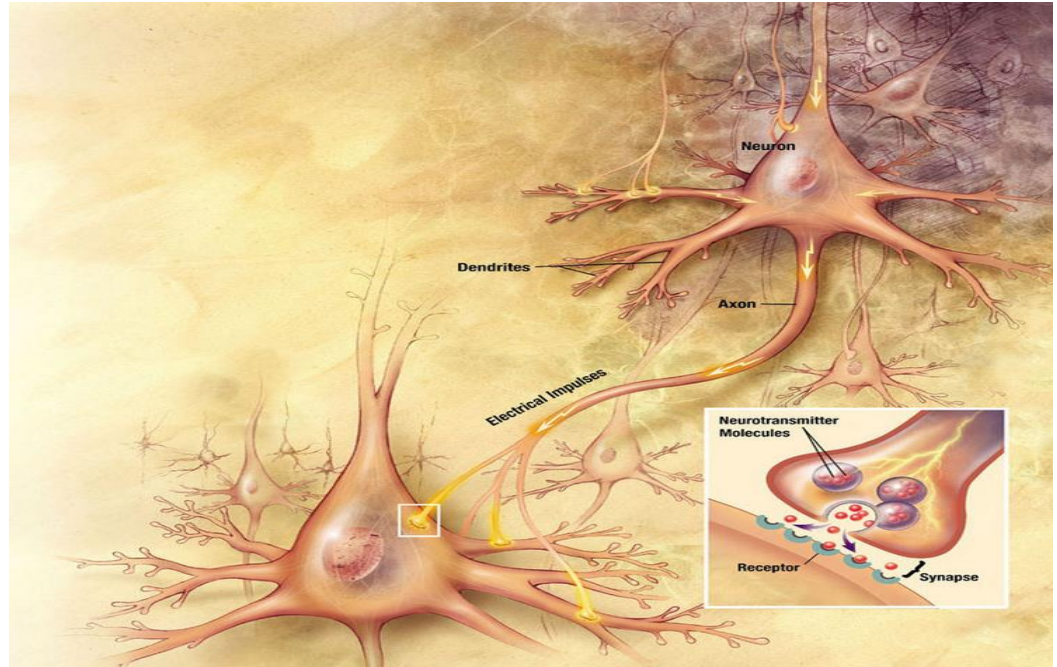
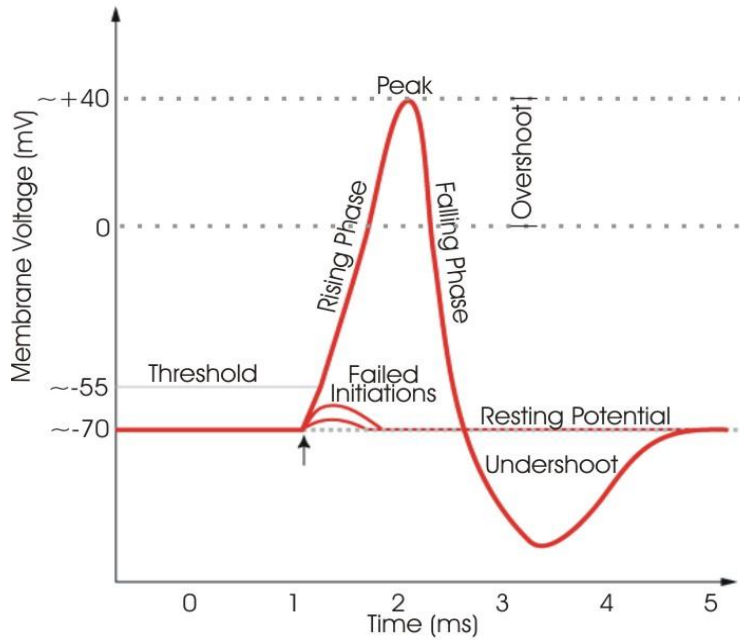
Gaussian Functions f
with graded outputs



The functions with a graded outputs are usually used for approximation or clusterization of training data in classification tasks.



SPIKING AND NON-SPIKING NEURONS



- Used to construct spiking neural networks (SNN)
- Incorporate the concept of time into their operating model.
- Fire when a membrane potential reaches a threshold value.
- Fundamental question of neuroscience is to determinate if neurons communicate by a rate or temporal code?
- They have proved useful in neuroscience, but not yet in engineering!



AS-NEURONS & ACTIVE ASSOCIATION

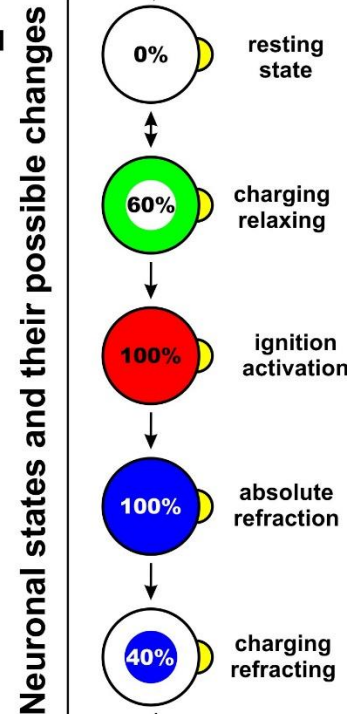
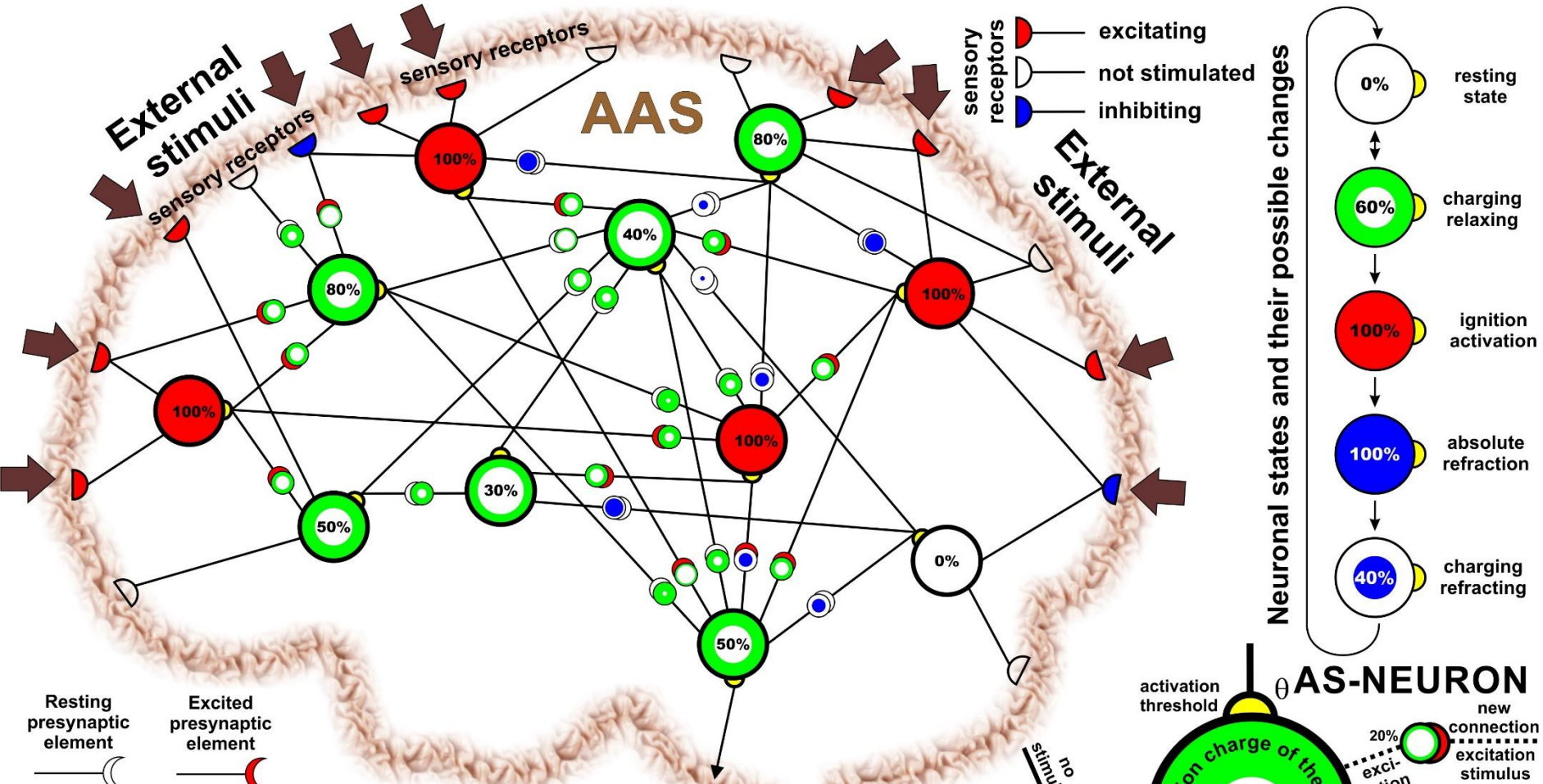
ARTIFICIAL
NEURONS

associative
AS-NEURONS

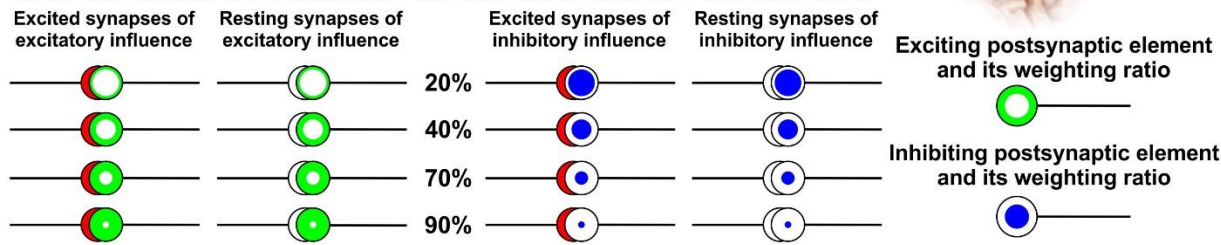
SPIKING
NEURONS

- ✓ **Relax** and **refract** in time (**time dependent**).
- ✓ **Connect** to other as-neurons automatically (**plasticity**) to reflect various relations between data (**associate**).
- ✓ Represent **all time-spread combinations** of input stimuli that activate them.
- ✓ Represent objects **semantically** in a context of other connected neurons or receptors (**semassel** – semantic associative element).
- ✓ *Each **as-neuron represents a class of objects or their part** when it activates as a result of a time-spread combination of input stimuli triggered by any object of this class.*

AS-NEURONS – What should they model?



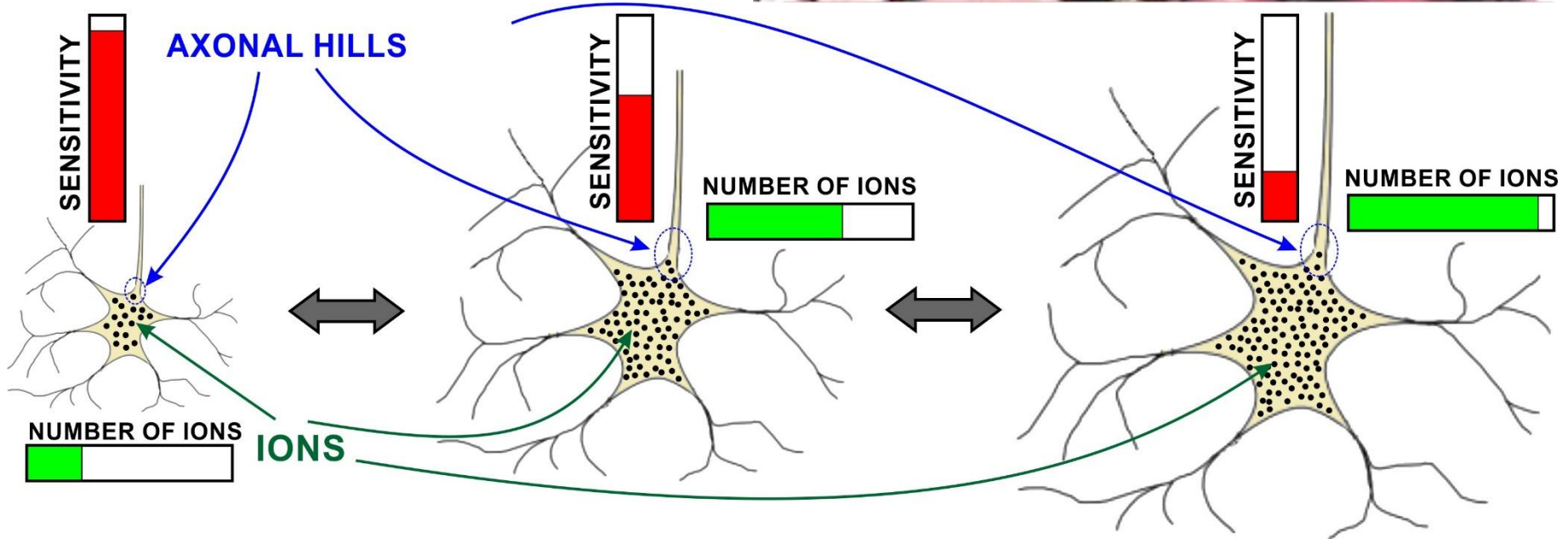
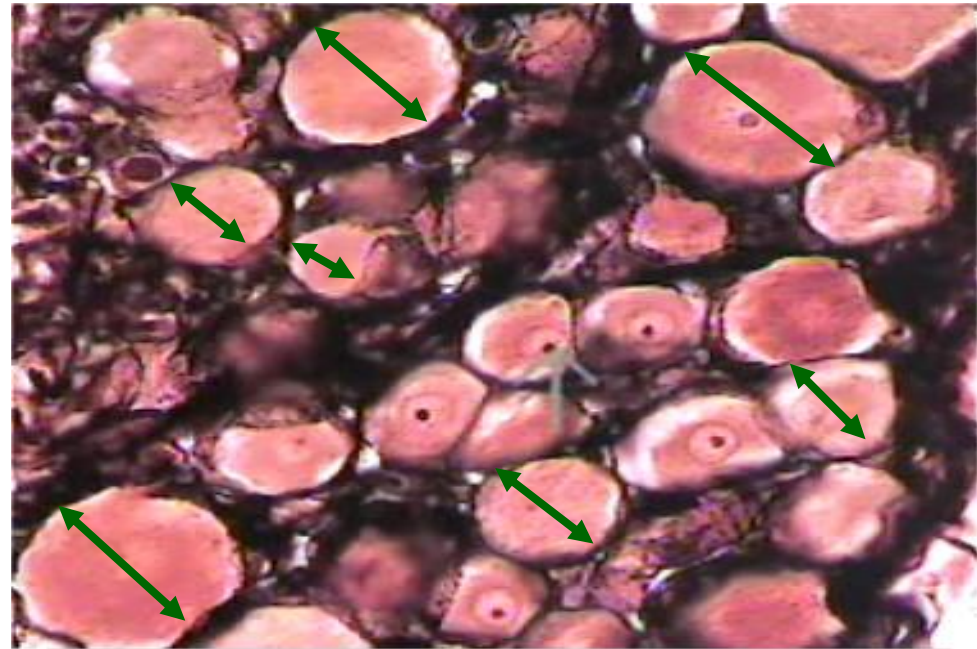
Excitatory and inhibitory synapses which weights are defined in relation to an activation threshold



PLASTICITY AND GROWTH OF NEURONS

Biological neurons differ in:

- size and internal capacity
- sensitivity and reactivity for input stimuli
- represented subsets of input stimuli that activate them
- connections and weights...





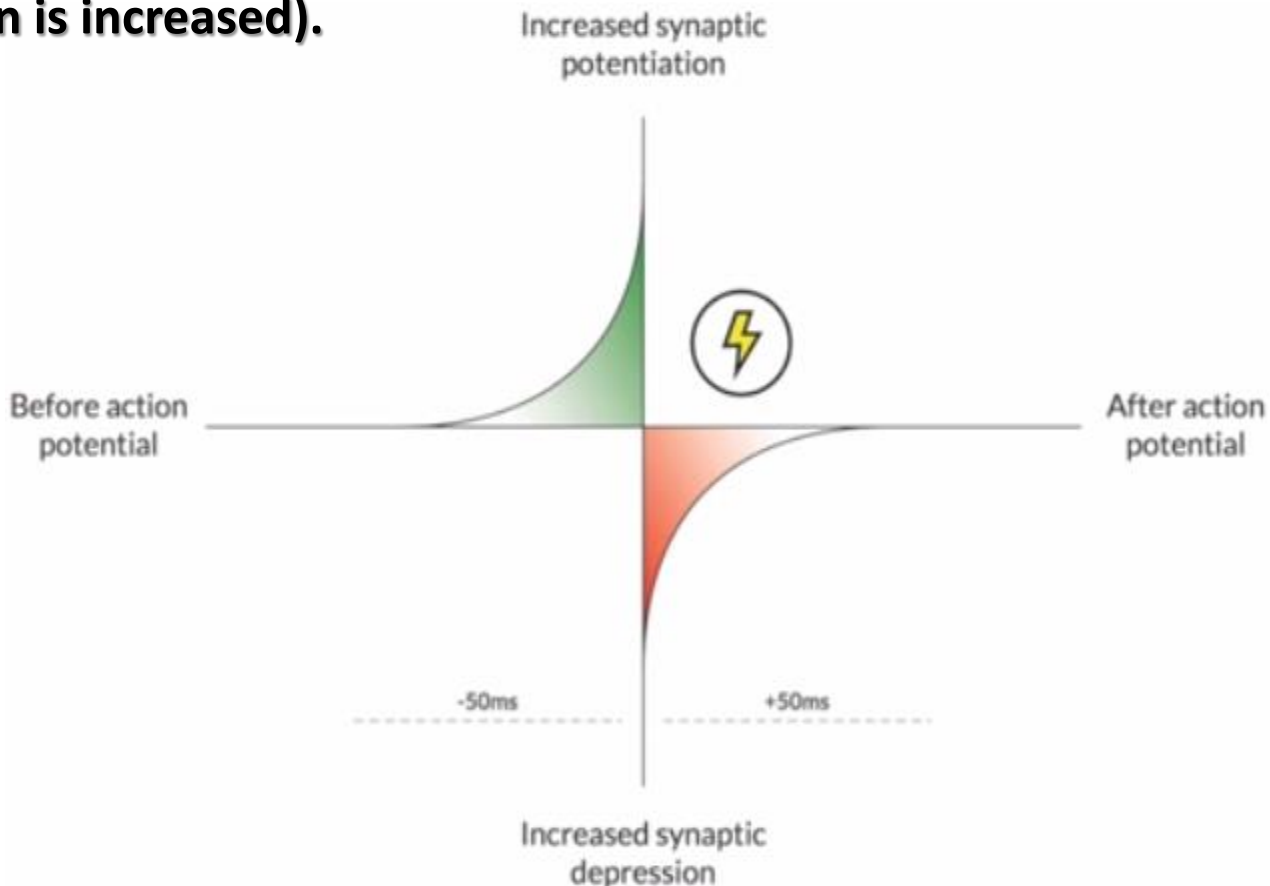
FREQUENCY OF ACTIVE REACTIONS

- ✓ Neurons can be activated when their charge and attain an **activation threshold**.
- ✓ **Not every combination** of input stimuli activate them.
- ✓ Active reaction of a neuron gives it a possibility to quickly **influence other connected neurons**.
- ✓ Active reactions of neurons **activate plasticity and reinforcement** processes in synapses.
- ✓ The lack of active reaction of neurons can **degrade and weaken** input synapses and connections.
- ✓ Frequency of active reactions of neurons can influence their **growth** and change their **sensitivity** for next input stimuli.



OBSERVATIONS FROM NEUROBIOLOGY

- ✓ Connections between neurons are automatically created and strengthen if their activity often occurs in short intervals (the synaptic potentiation is increased).
- ✓ Connections between neurons are automatically weakened if presynaptic activity of neurons often do not bring on activity of postsynaptic neurons (the synaptic depression is increased).





EFFICIENCY OF SYNAPTIC CONNECTIONS

- ✓ **Neurons can usually create many new synaptic connections.**
- ✓ **The creation process of connections is conditional.**
- ✓ **We observe that neurons often activated in close interval connect, multi-connect, or reinforce synaptic weights.**
- ✓ **The reinforcement of a synaptic connection depends on how fast a postsynaptic neuron is activated after synapsis stimulation.**

Efficiency of synaptic connections depends on:

- **Frequency** of successful activation of a postsynaptic neuron after synapsis stimulation.
- Depends on **intervals** between stimulation of synapsis and a moment of a postsynaptic neuron activation.

MODELING OF SYNAPTIC EFFICIENCY IN ANAKG-2

Synaptic efficiency between two connected and sequentially activated neurons is computed in accordance with each interval between a synaptic stimulus and a moment of postsynaptic neuron activation:

$$\delta_{S, \hat{S}} = \sum_{\{S \rightsquigarrow \hat{S} : (\dots \rightsquigarrow S \rightsquigarrow \dots \rightsquigarrow \hat{S} \rightsquigarrow \dots) \in \mathbb{S}\}} \left(\frac{1}{1 + \frac{\Delta t - t_a^{\hat{S}}}{\omega}} \right)^\gamma \quad (1)$$

$S \rightsquigarrow \hat{S}$ - a synaptic weighted connection between presynaptic as-neuron S and postsynaptic as-neuron \hat{S}

\mathbb{S} - a training sequence set

ω - maximum time necessary to gradually relax each as-neuron from its most excited state to its resting state

$t_a^{\hat{S}}$ - computed relative activation time of as-neuron \hat{S} according to its above-threshold excitation level determined by its activation threshold θ_S ($0 < t_a^{\hat{S}} \leq t_a^{MAX}$)

Δt - is an interval between synaptic stimulation and activation of postsynaptic as-neuron \hat{S}

γ - influences the length of a context of previously activated as-neurons that are taken into account, $\gamma \geq 2$, usually $\gamma = 4$

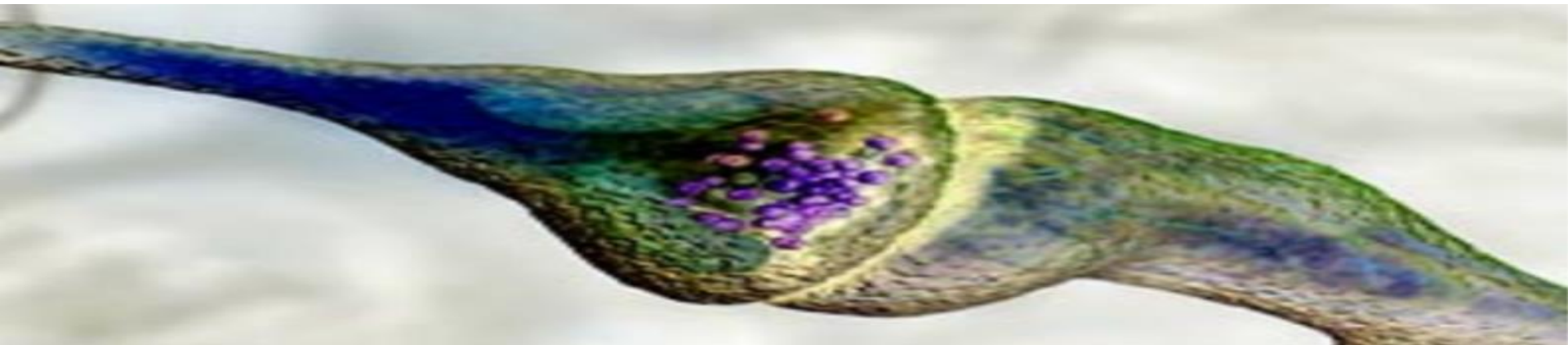
WEIGHT COMPUTATION IN ANAKG-2

Synaptic efficiencies and frequencies of activations of presynaptic neurons are used to compute weights:

$$w_{S,\hat{S}} = \frac{\eta_S \cdot \delta_{S,\hat{S}} \cdot \theta_{\hat{S}}}{\eta_S + (\eta_S - 1) \cdot \delta_{S,\hat{S}}} \quad (2)$$

- $w_{S,\hat{S}}$ - a synaptic weight for connection $S \rightsquigarrow \hat{S}$
- $\delta_{S,\hat{S}}$ - efficiency of synaptic connection at activating postsynaptic as-neuron \hat{S} through presynaptic as-neuron S accordingly to the time interval of their activations
- η_S - a number of activations of presynaptic as-neuron S
- θ_S - an activation threshold of as-neuron S

All weights can be computed after a single browse through a training sequence set!



COMPUTATION OF STATES OF AS-NEURONS IN ANAKG-2

Gradual relaxation of as-neurons allows to update the state of an as-neuron after a given time interval if this neuron has not been stimulated inside this interval:

$$X_{\hat{S}}^{t_2} = g\left(X_{\hat{S}}^{t_1}\right) = \begin{cases} \sum_{S \rightsquigarrow \hat{S}} w_{S, \hat{S}} \cdot x_S^{t_2} + R_{\hat{S}}^{t_2 - t_1} \left(X_{\hat{S}}^{t_1} \right) & \text{if } |X_{\hat{S}}^{t_1}| < \theta_{\hat{S}} \\ \sum_{S \rightsquigarrow \hat{S}} w_{S, \hat{S}} \cdot x_S^{t_2} + R_{\hat{S}}^{t_2 - (t_1 + t_r)} \left(-\theta_{\hat{S}} \right) & \text{if } X_{\hat{S}}^{t_1} \geq \theta_{\hat{S}} \wedge t_2 > t_1 + t_r \\ -\theta_{\hat{S}} & \text{if } X_{\hat{S}}^{t_1} \geq \theta_{\hat{S}} \wedge t_2 \leq t_1 + t_r \end{cases} \quad (5)$$

t_1 - the moment of the last update of a neuronal state

t_2 - the current moment of a neuronal state update and usually also the moment of a next input stimulus

t_r - absolute refraction time in which as-neurons are unsusceptible for any stimulations

t_s - time necessary to propagate a stimulus along a connection and through a synapse from presynaptic as-neuron S to postsynaptic as-neuron \hat{S}

$R_{\hat{S}}^{\Delta t}$ - a relaxation function that gradually turns as-neuron \hat{S} to its resting state

Δt - is the relaxation period from its last update during which no external stimuli occurred, $\Delta t = t_2 - t_1$

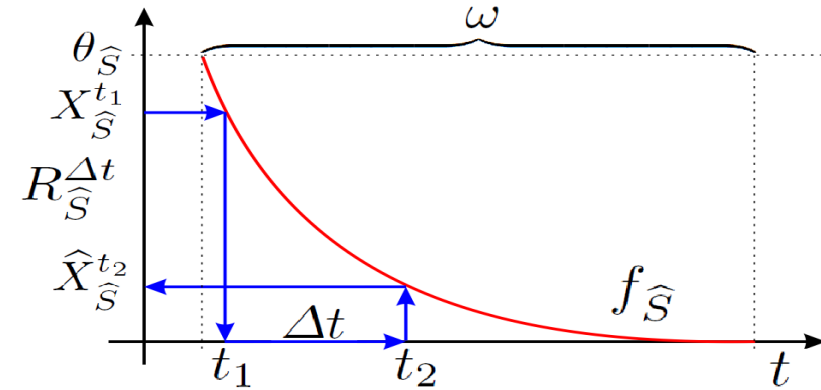
COMPUTATION OF STATES OF AS-NEURONS IN ANAKG-2

Relaxation function of as-neurons updates the state of an as-neuron after a given time interval if this neuron has not been stimulated inside this interval:

$$\hat{X}_{\hat{S}}^{t_2} = R_{\hat{S}}^{\Delta t} \left(X_{\hat{S}}^{t_1} \right) = \begin{cases} \text{sgn} \left(X_{\hat{S}}^{t_1} \right) \cdot f_{\hat{S}} \left(f_{\hat{S}}^{-1} \left(\left| X_{\hat{S}}^{t_1} \right| \right) + \Delta t \right) = & \gamma \sqrt{\frac{\left| X_{\hat{S}}^{t_1} \right|}{\theta_{\hat{S}}}} > \frac{\Delta t}{\omega} \\ = \text{sgn} \left(X_{\hat{S}}^{t_1} \right) \cdot \theta_{\hat{S}} \cdot \left(\sqrt[\gamma]{\frac{\left| X_{\hat{S}}^{t_1} \right|}{\theta_{\hat{S}}}} - \frac{\Delta t}{\omega} \right)^{\gamma} & \\ 0 & \gamma \sqrt{\frac{\left| X_{\hat{S}}^{t_1} \right|}{\theta_{\hat{S}}}} \leq \frac{\Delta t}{\omega} \end{cases} \quad (4)$$

$f_{\hat{S}}(t)$ - two concave continuously decreasing (during relaxation) or increasing (during refraction) functions used to define relaxation function R of as-neurons

$$f_{\hat{S}}(t) = \begin{cases} \pm \theta_{\hat{S}} \cdot \left(\frac{t}{\omega} - 1 \right)^{\gamma} & 0 \leq t \leq \omega \\ 0 & t > \omega \end{cases} \quad (3)$$



γ - influences the length of a context of previously activated as-neurons that are taken into account, $\gamma \geq 2$, usually $\gamma = 4$

ω - maximum time necessary to gradually relax each as-neuron from its most excited state to its resting state

PRESYNAPTIC INFLUENCE AFTER ACTIVATION

The presynaptic as-neuron influences the postsynaptic as-neuron only if its excitation state has exceeded its activation threshold:

$$x_S^{t_2} = h(X_S^{t_2 - t_a^S - t_s}) = \begin{cases} 1 & \text{if } X_S^{t_2 - t_a^S - t_s} \geq \theta_{\hat{S}} \\ 0 & \text{if } X_S^{t_2 - t_a^S - t_s} < \theta_{\hat{S}} \end{cases} \quad (6)$$

- $x_S^{t_2}$ - an input stimulus distributed from as-neuron S to synapses, where t_2 is a moment of its influence on postsynaptic as-neurons via these synapses
- $h(X_S^t)$ - a function that determines the presynaptic influence of as-neuron S accordingly to the activation threshold of this as-neuron
- t_2 - the current moment of a neuronal state update and usually also the moment of a next input stimulus
- t_s - time necessary to propagate a stimulus along a connection and through a synapse from presynaptic as-neuron S to postsynaptic as-neuron \hat{S}
- $t_a^{\hat{S}}$ - computed relative activation time of as-neuron \hat{S} according to its above-threshold excitation level determined by its activation threshold θ_S ($0 < t_a^{\hat{S}} \leq t_a^{MAX}$)

SPEED UP ACTIVATION OF POSTSYNAPTIC AS-NEURON

**Speed up of an activation moment of a postsynaptic as-neuron
when the excitation state of this as-neuron exceeds its activation threshold:**

$$t_a^{\hat{S}} = T(X_{\hat{S}}, \theta_{\hat{S}}) = \left[\frac{t_a^{MAX}}{1 + \frac{X_{\hat{S}} - \theta_{\hat{S}}}{\theta_{\hat{S}}}} \right] \quad (7)$$

$$X_{\hat{S}} = \sum_{t_2 \leq t \leq t_a^{\hat{S}}} X_{\hat{S}}^t$$

- t_2 - the current moment of a neuronal state update and usually also the moment of a next input stimulus
- $t_a^{\hat{S}}$ - computed relative activation time of as-neuron \hat{S} according to its above-threshold excitation level determined by its activation threshold θ_S ($0 < t_a^{\hat{S}} \leq t_a^{MAX}$)
- t_a^{MAX} - maximum activation time of as-neurons when $X_S = \theta_S$
- $\theta_{\hat{S}}$ - an activation threshold of as-neuron \hat{S}

TRAINING SEQUENCES 1x **S1** **E1** **E2** **E3** **E1** 1x **S2** **E4** **E5** **E2** **E6** 1x **S3** **E7** **E5** **E2** **E8**
1x **S4** **E7** **E9** **E8** **E6** 1x **S5** **E5** **E1** **E2** 1x **S6** **E4** **E2** **E3** **E5** **E7**

Horzyk, A., Innovative Types and Abilities of Neural Networks Based on Associative Mechanisms and a New Associative Model of Neurons – the invited talk at the International Conference ICAISC 2015, Springer Verlag, LNAI 9119, 2015, pp. 26-38.

CONSTRUCTION OF ASSOCIATIVE NEURAL GRAPHS



TRAINING SEQUENCES

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

CORRELATED TRAINING SAMPLES (SEQUENCE PATTERNS)

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

REPETITION OF THE SAME ELEMENT IN THE SAME SEQUENCE

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

REPETITION OF THE SAME INITIAL CONTEXTS

S1 E1 E2 E3 E1
S4 E7 E9 E8 E6

S2 E4 E5 E2 E6
S5 E5 E1 E2

S3 E7 E5 E2 E8
S6 E4 E2 E3 E5 E7

**TRAINING
SEQUENCES**

1x **S1** **E1** **E2** **E3** **E1** 1x **S2** **E4** **E5** **E2** **E6** 1x **S3** **E7** **E5** **E2** **E8**
1x **S4** **E7** **E9** **E8** **E6** 1x **S5** **E5** **E1** **E2** 1x **S6** **E4** **E2** **E3** **E5** **E7**

ANAKG-2

**TRAINING
SEQUENCES**

1x **S1** E1 E2 E3 E1

1x **S2** E4 E5 E2 E6

1x **S3** E7 E5 E2 E8

1x **S4** E7 E9 E8 E6

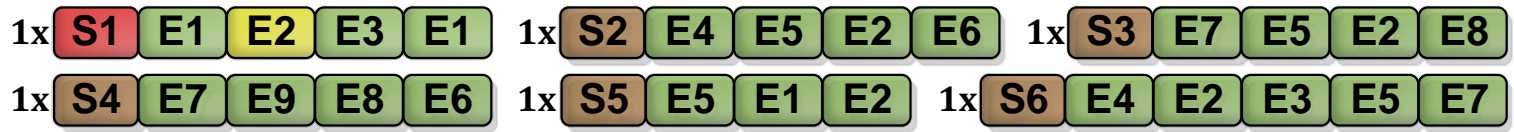
1x **S5** E5 E1 E2

1x **S6** E4 E2 E3 E5 E7

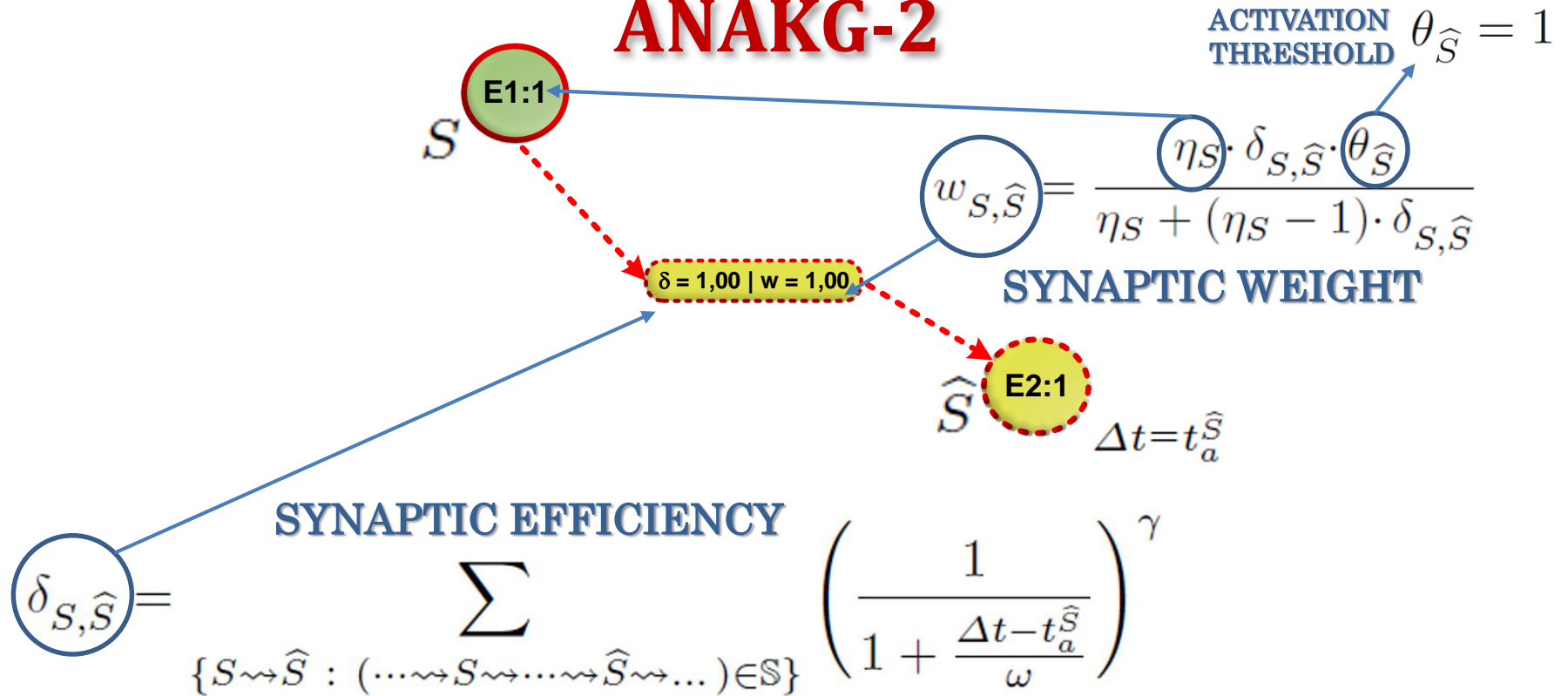
ANAKG-2

E1:1

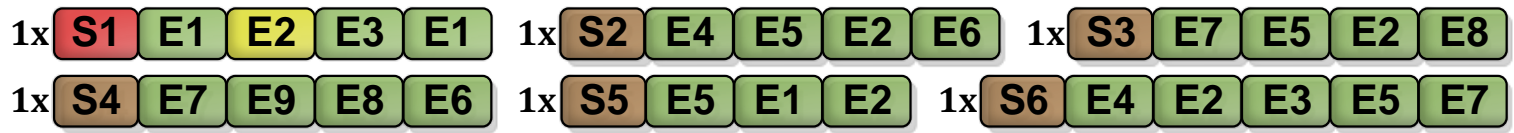
TRAINING SEQUENCES



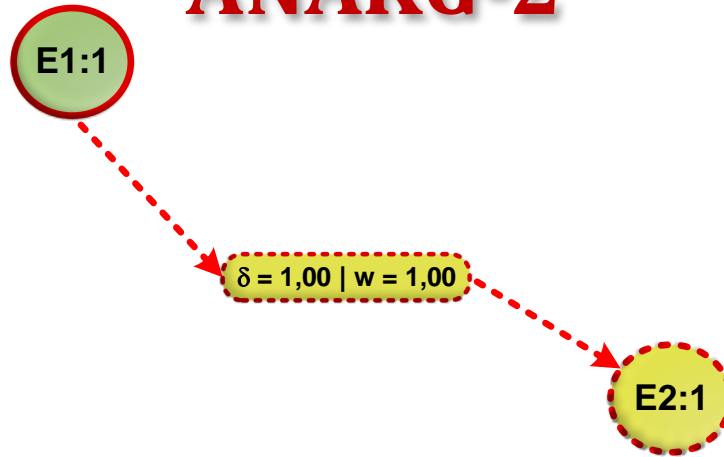
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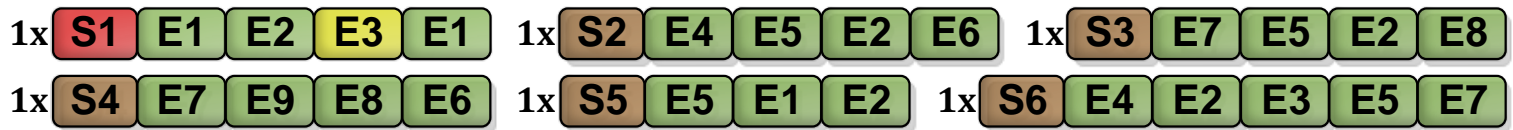
TRAINING SEQUENCES



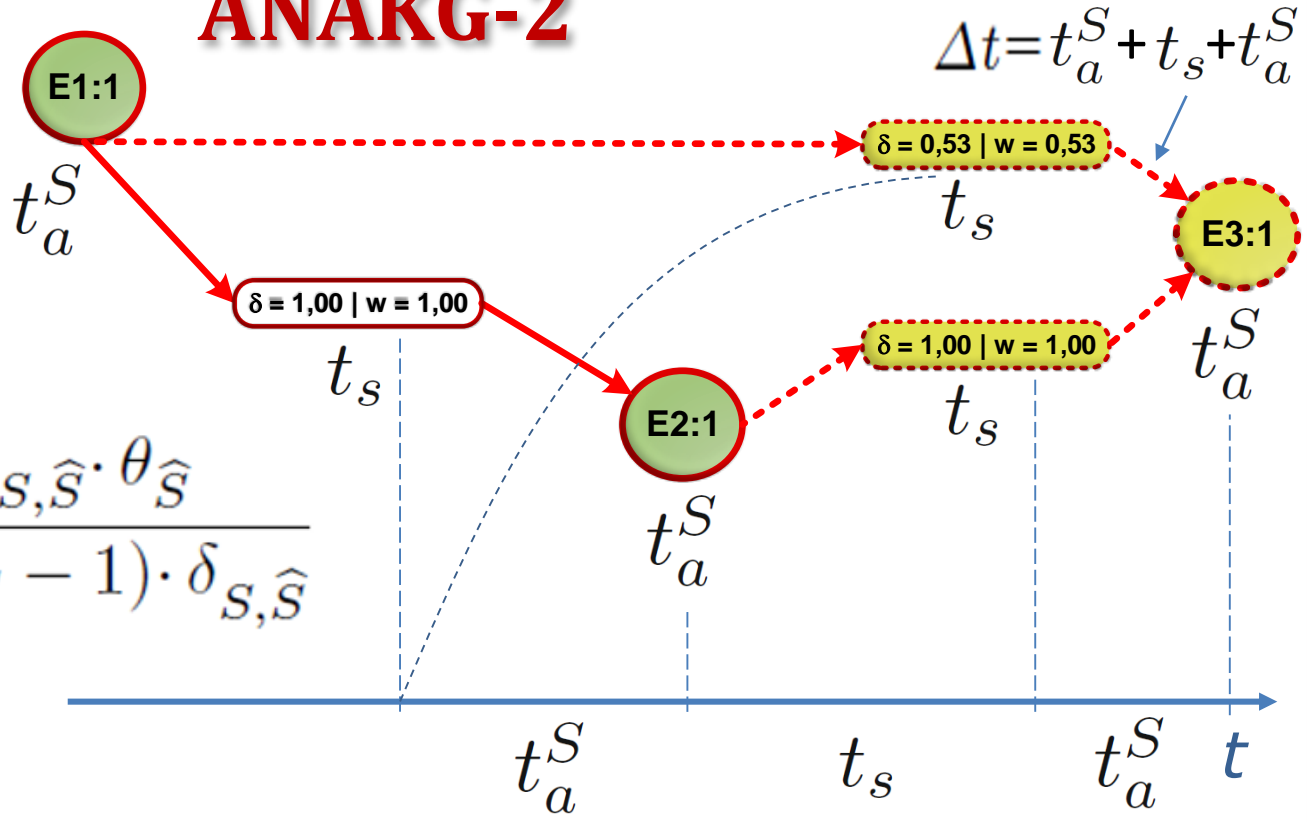
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



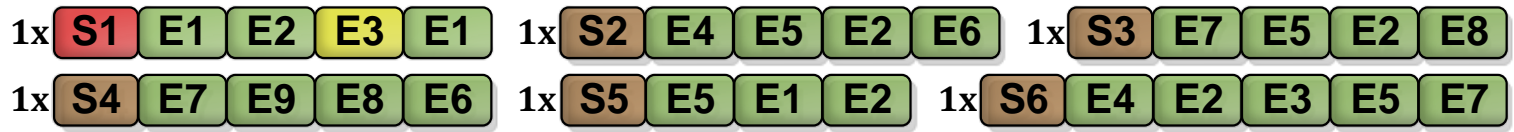
SYNAPTIC WEIGHT

$$w_{S, \hat{S}} = \frac{\eta_S \cdot \delta_{S, \hat{S}} \cdot \theta_{\hat{S}}}{\eta_S + (\eta_S - 1) \cdot \delta_{S, \hat{S}}}$$

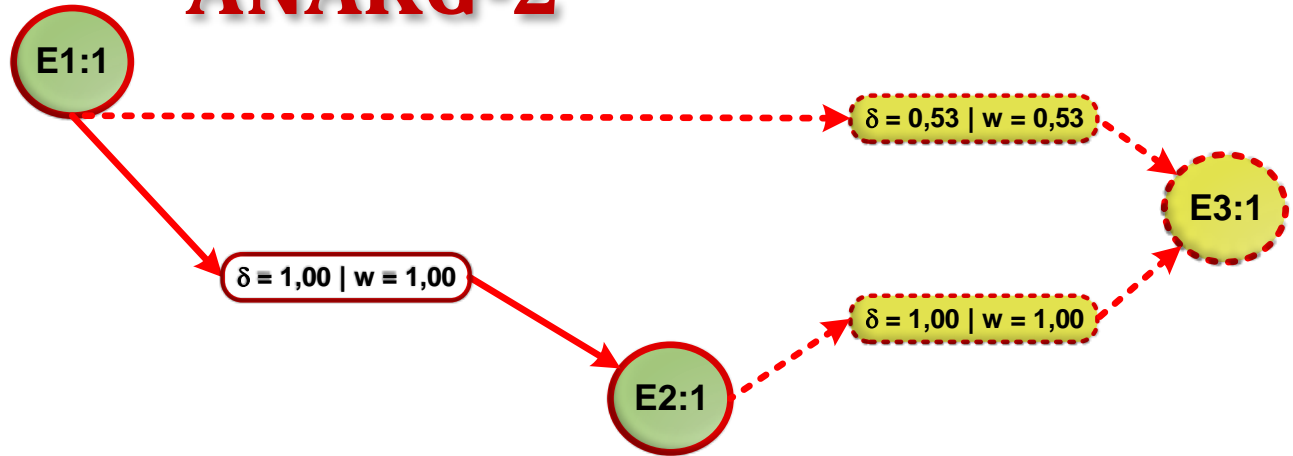
SYNAPTIC EFFICIENCY

$$\delta_{S, \hat{S}} = \sum_{\{S \rightsquigarrow \hat{S} : (\dots \rightsquigarrow S \rightsquigarrow \dots \rightsquigarrow \hat{S} \rightsquigarrow \dots) \in \mathcal{S}\}} \left(\frac{1}{1 + \frac{\Delta t - t_a^{\hat{S}}}{\omega}} \right)^\gamma$$

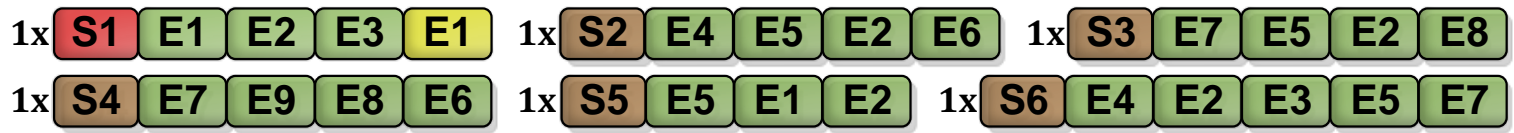
TRAINING SEQUENCES



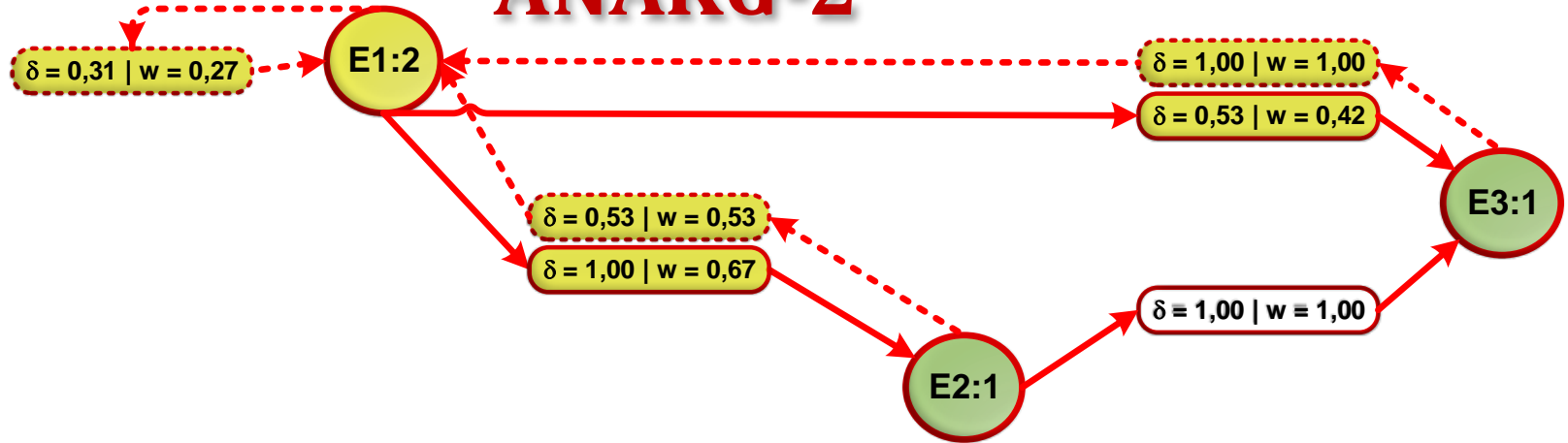
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



TRAINING
SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

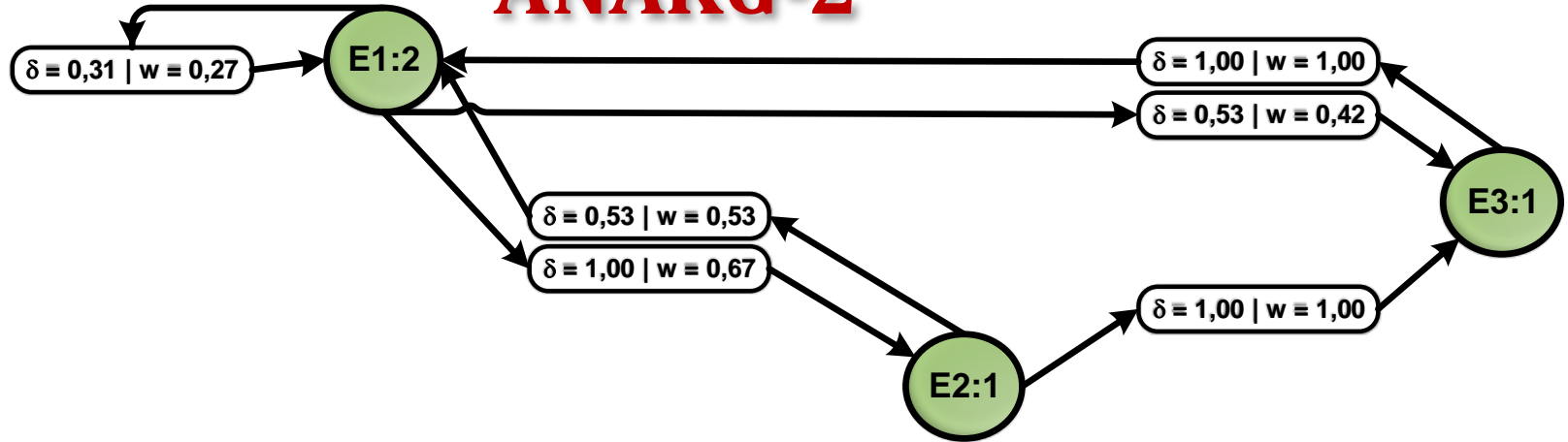
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

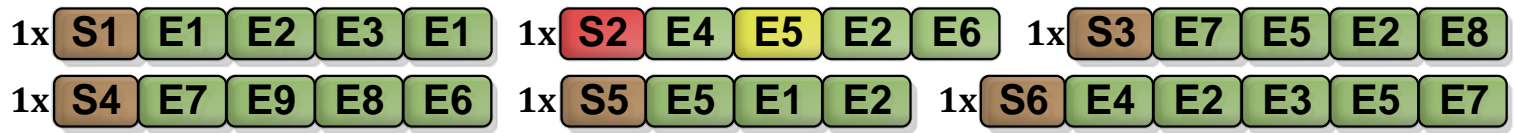
1x S6 E4 E2 E3 E5 E7

ANAKG-2

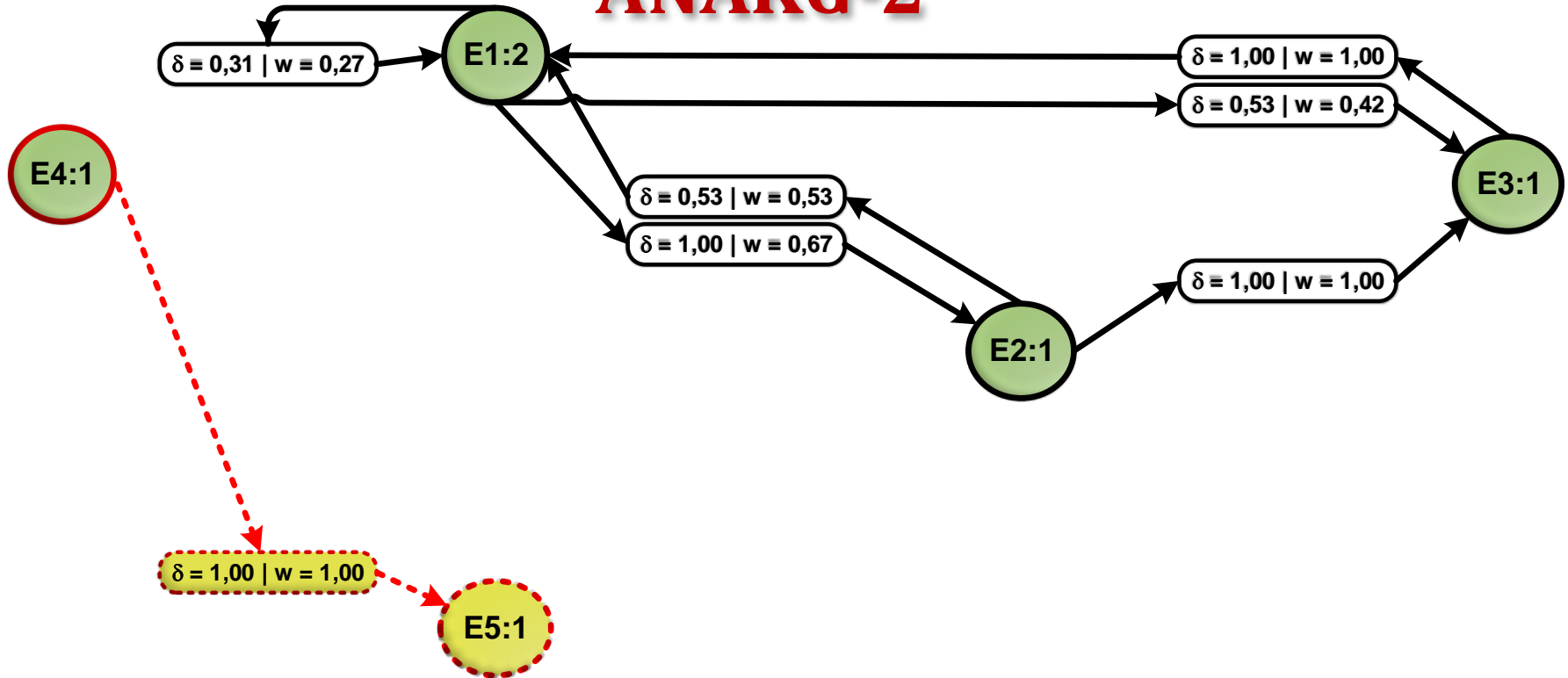
E4:1



TRAINING SEQUENCES



ANAKG-2



**TRAINING
SEQUENCES**

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

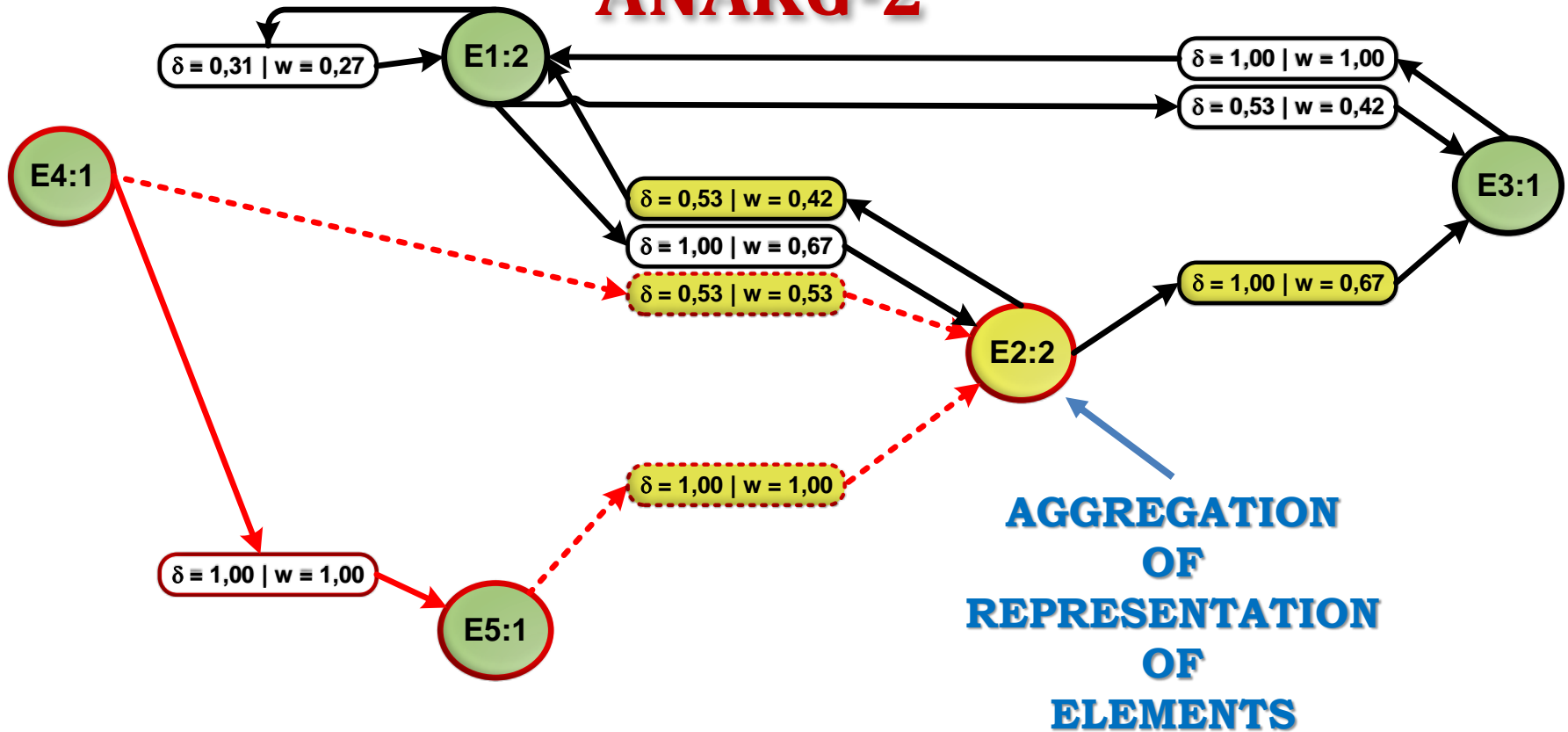
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

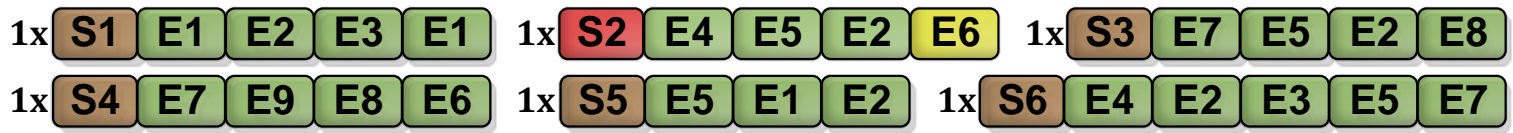
1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

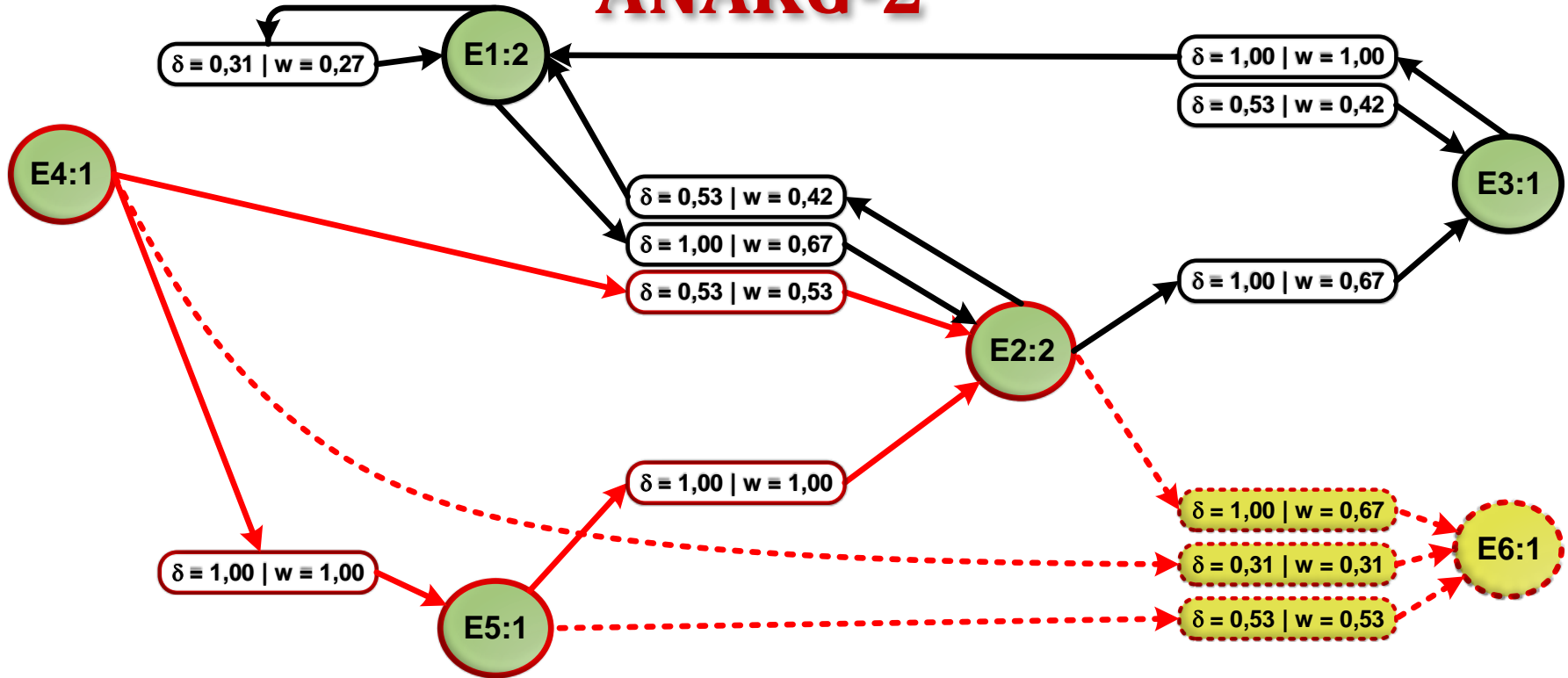
ANAKG-2



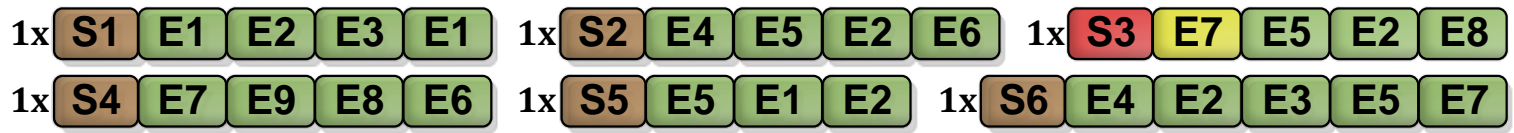
TRAINING SEQUENCES



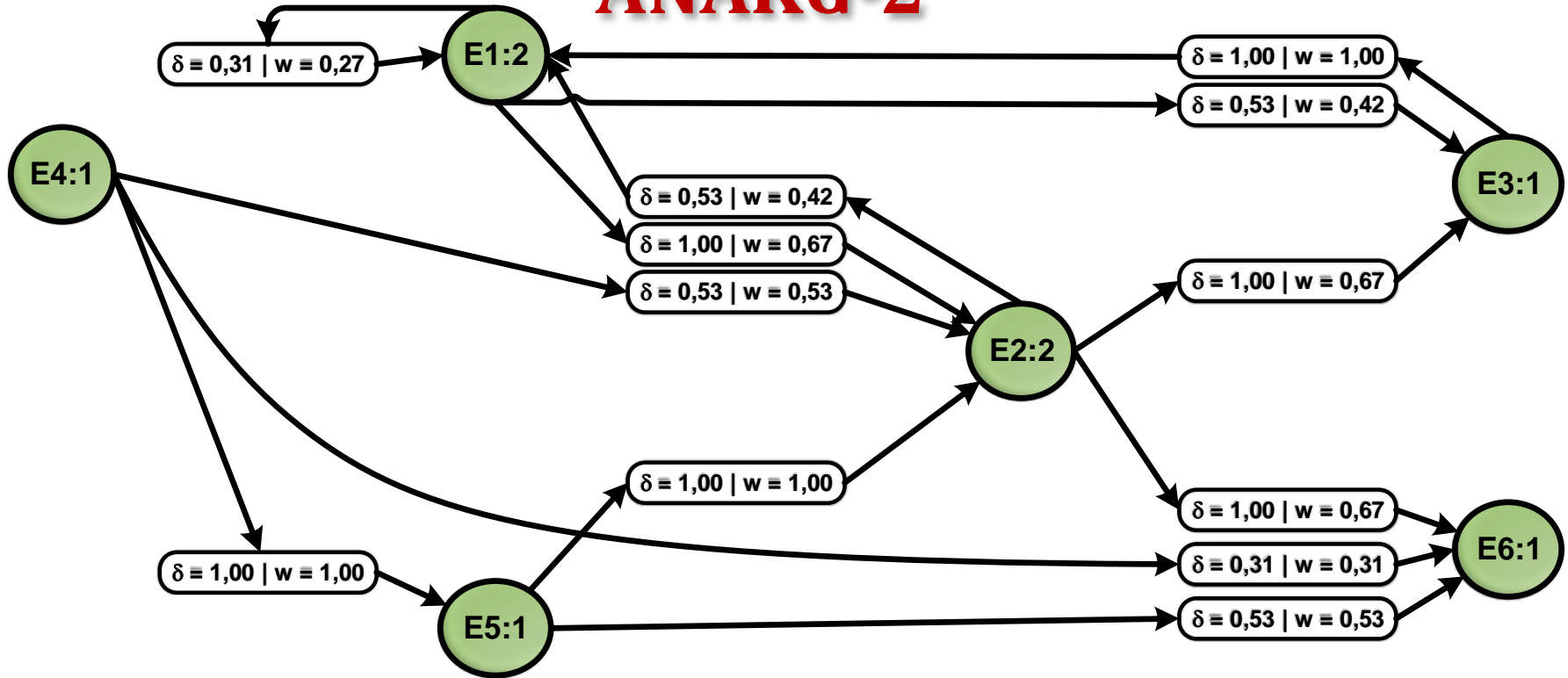
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

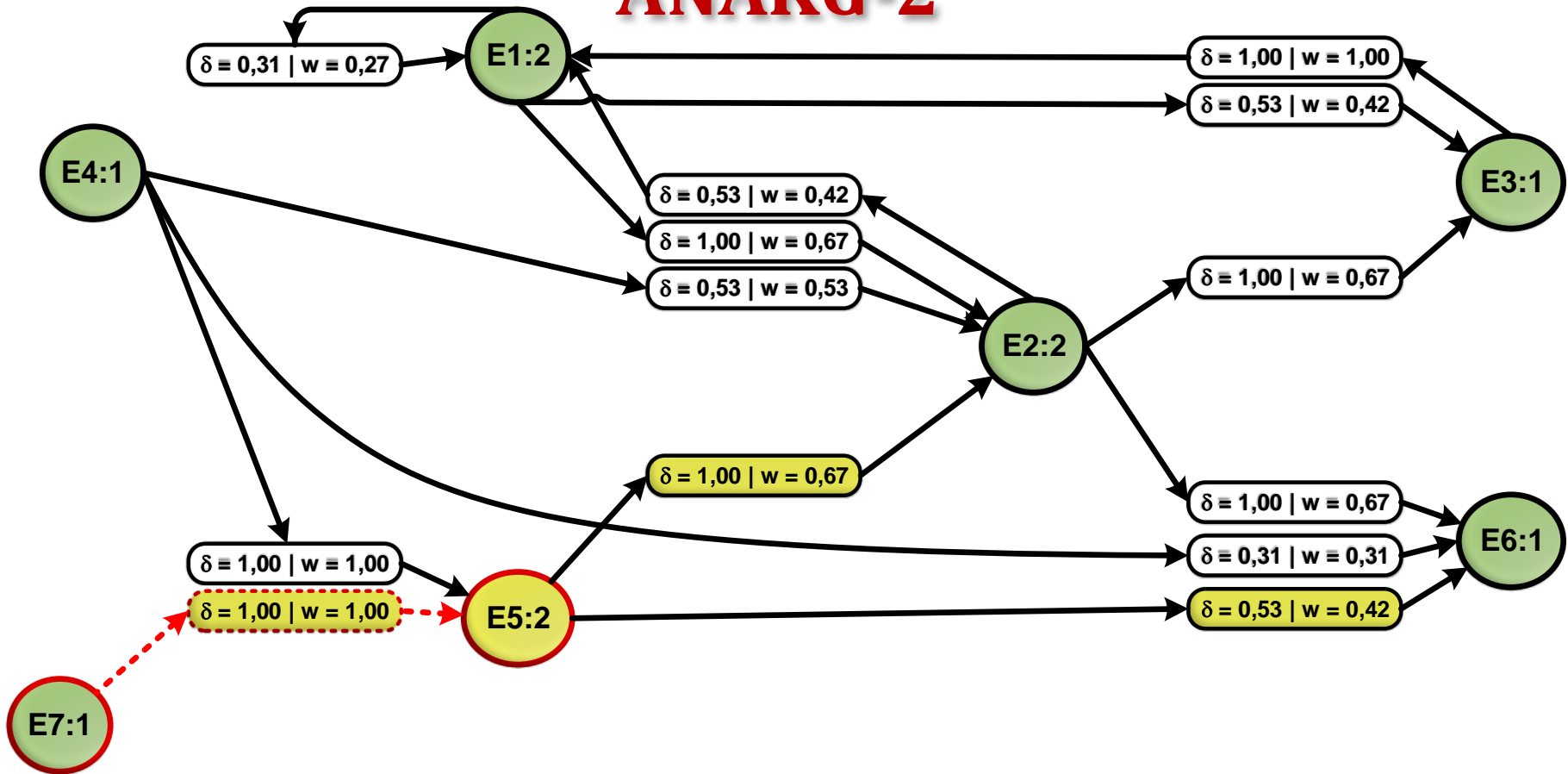
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

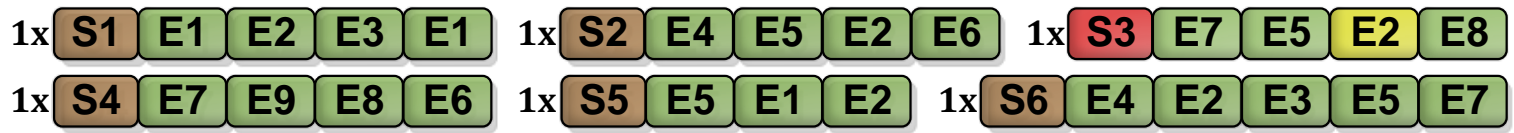
1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

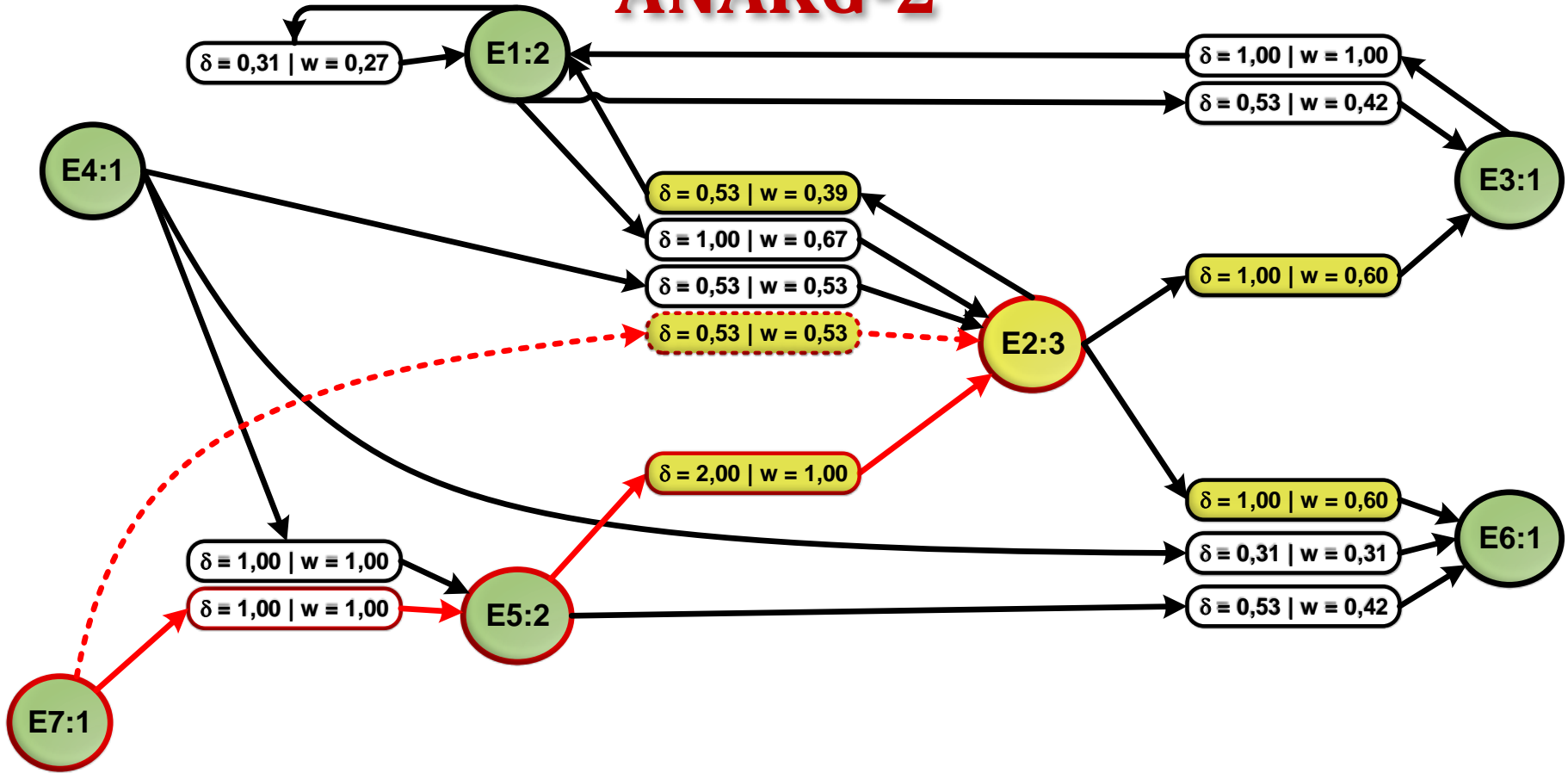
ANAKG-2



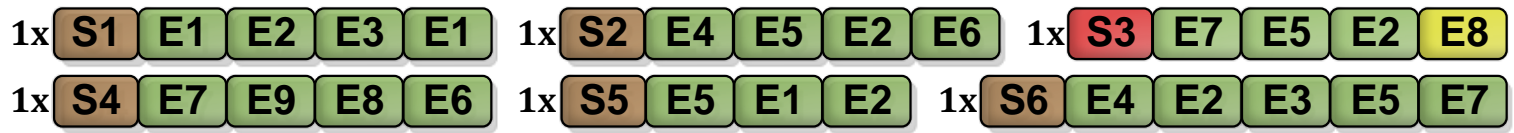
TRAINING SEQUENCES



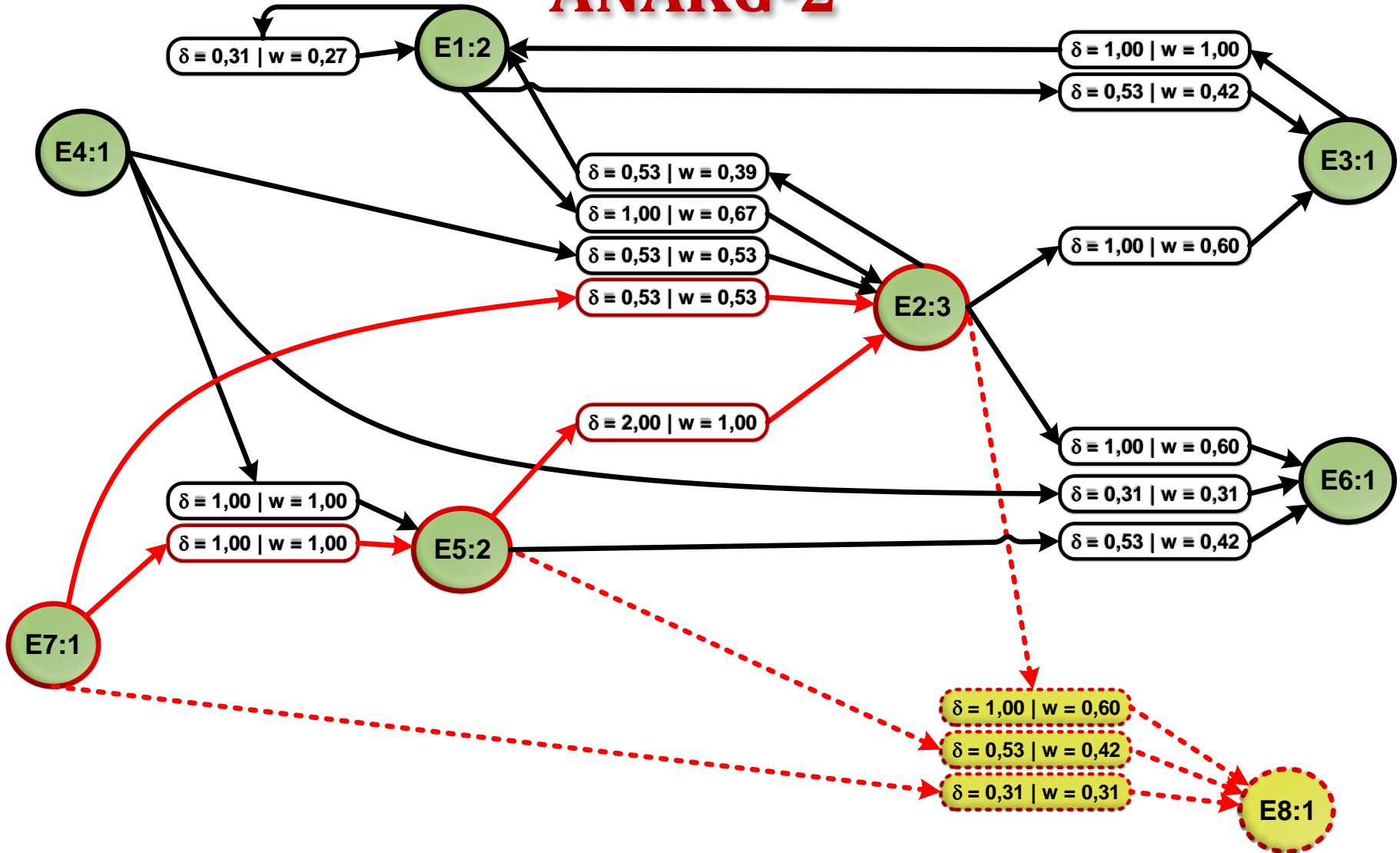
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



TRAINING
SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

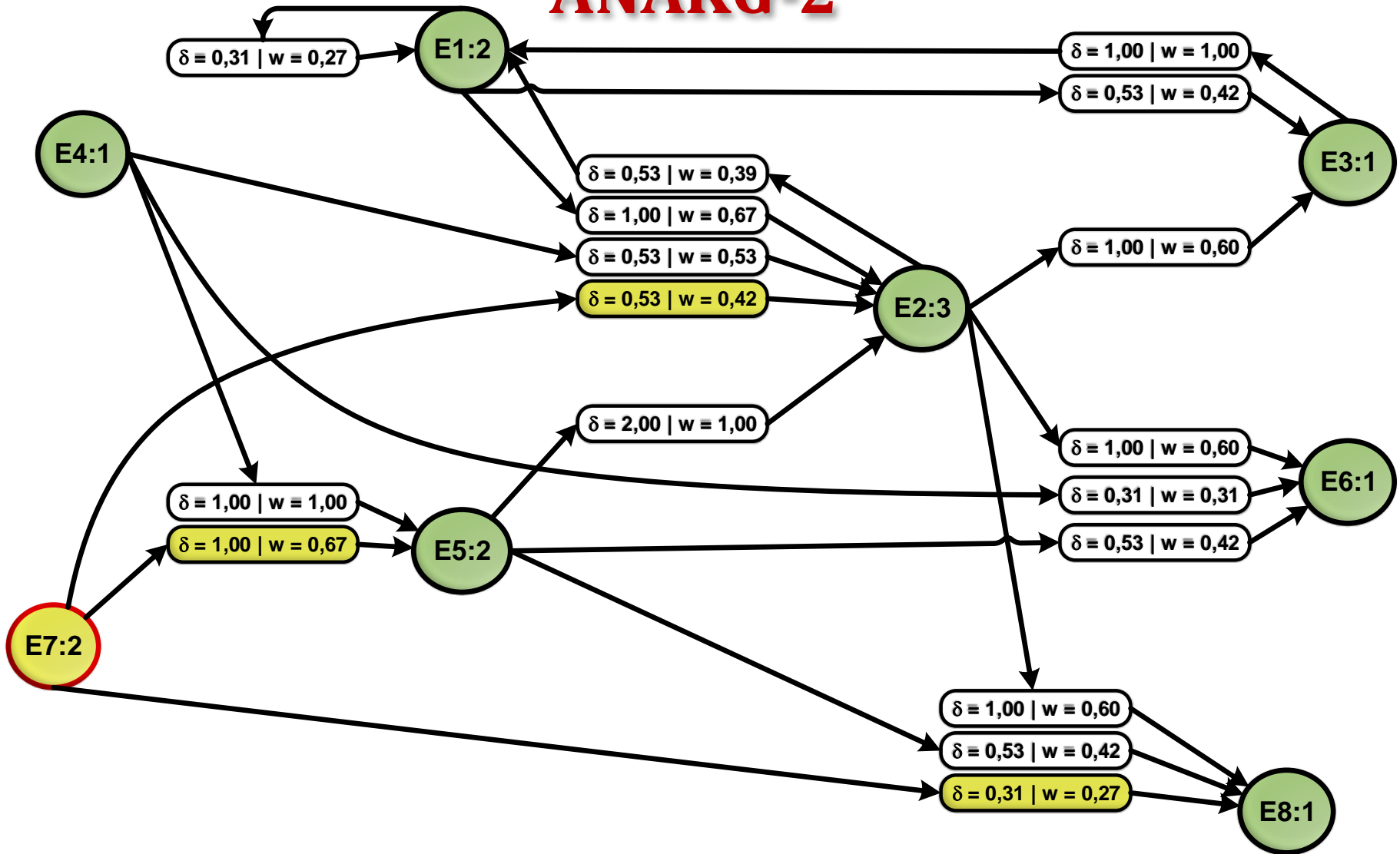
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

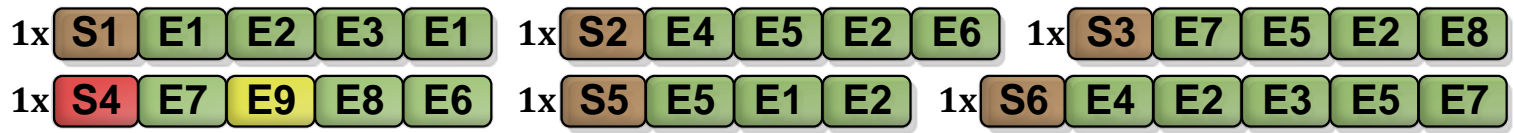
1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

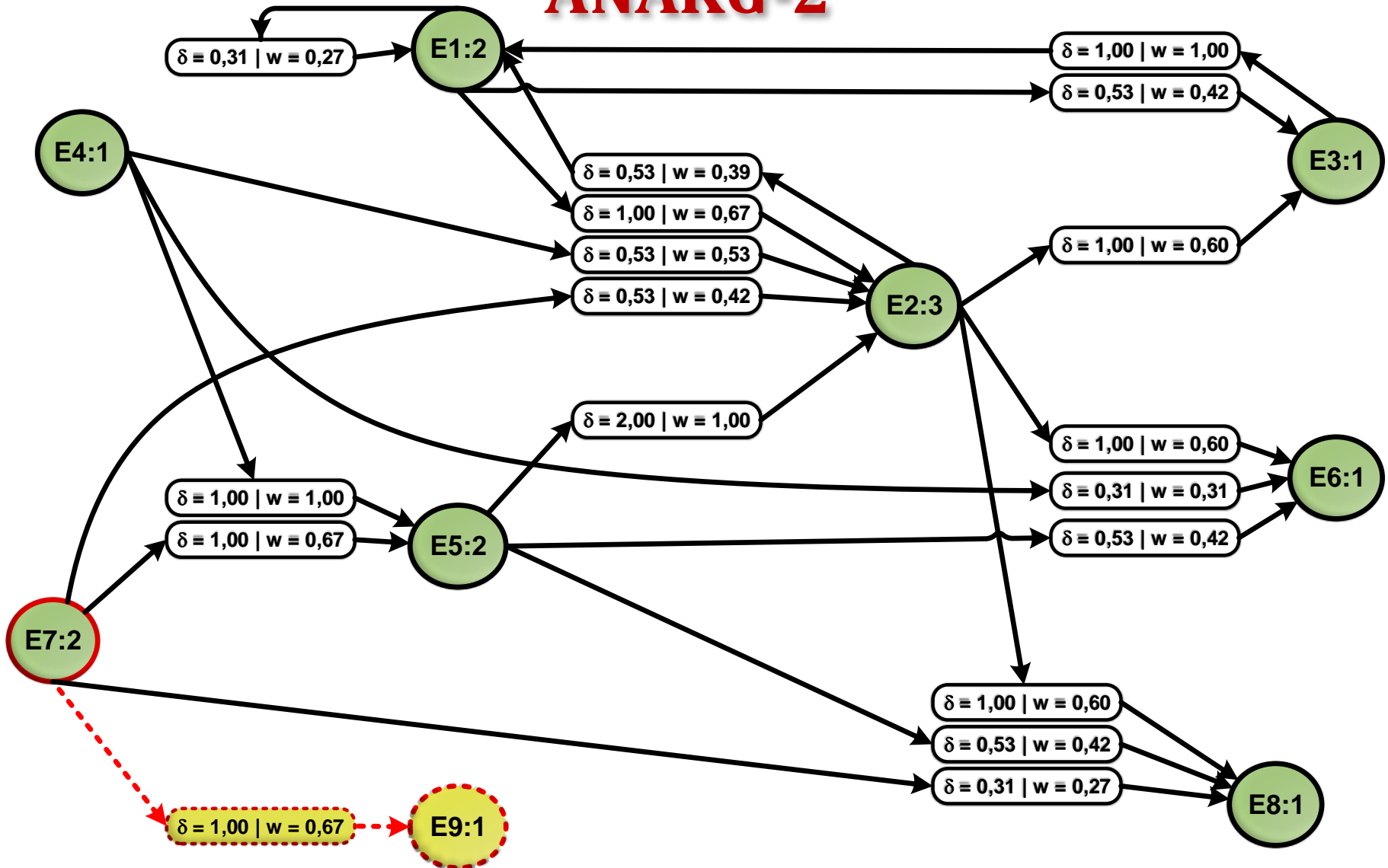
ANAKG-2



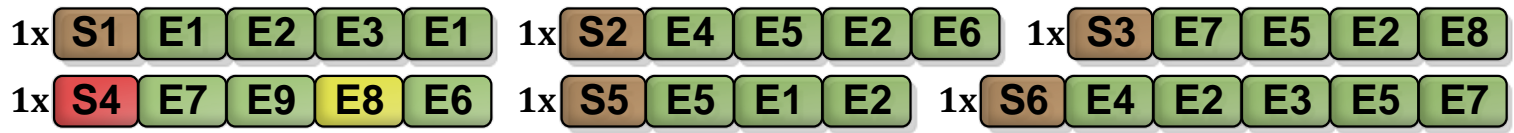
TRAINING SEQUENCES



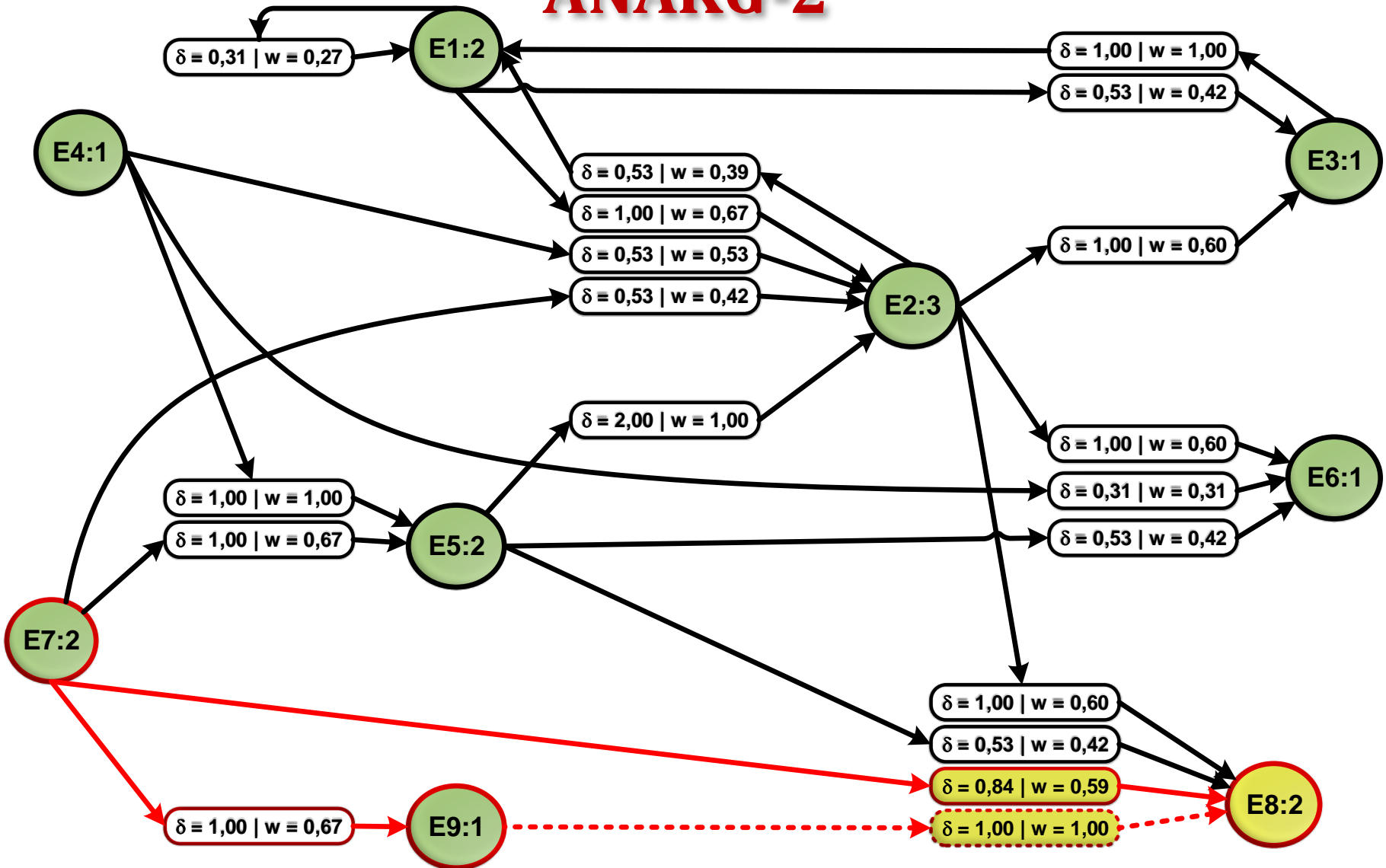
ANAKG-2



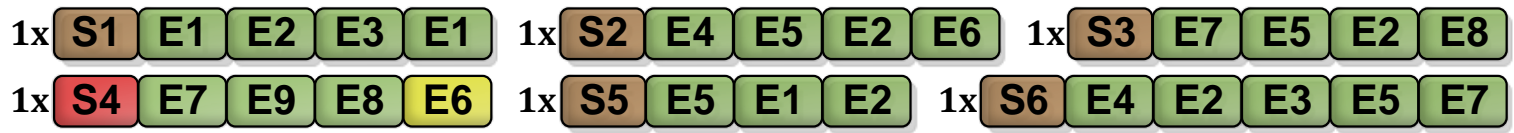
TRAINING SEQUENCES



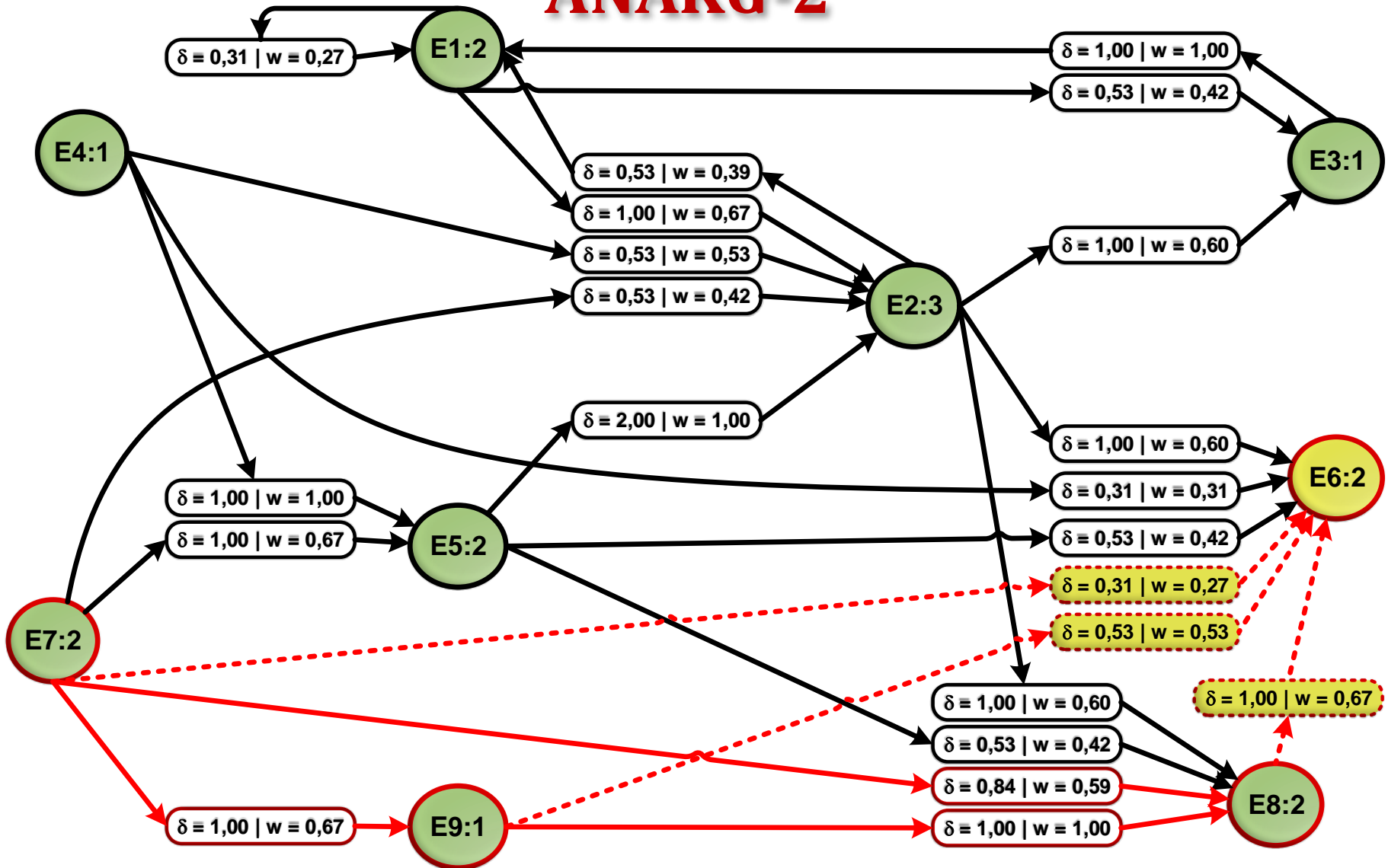
ANAKG-2



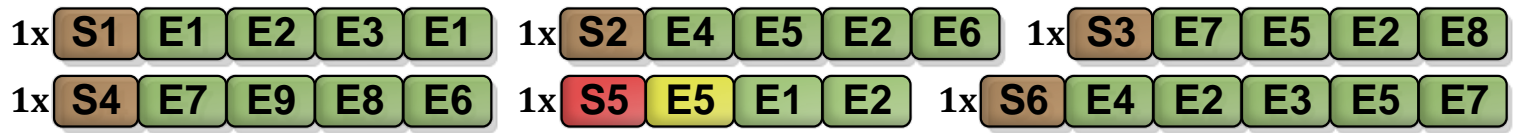
TRAINING SEQUENCES



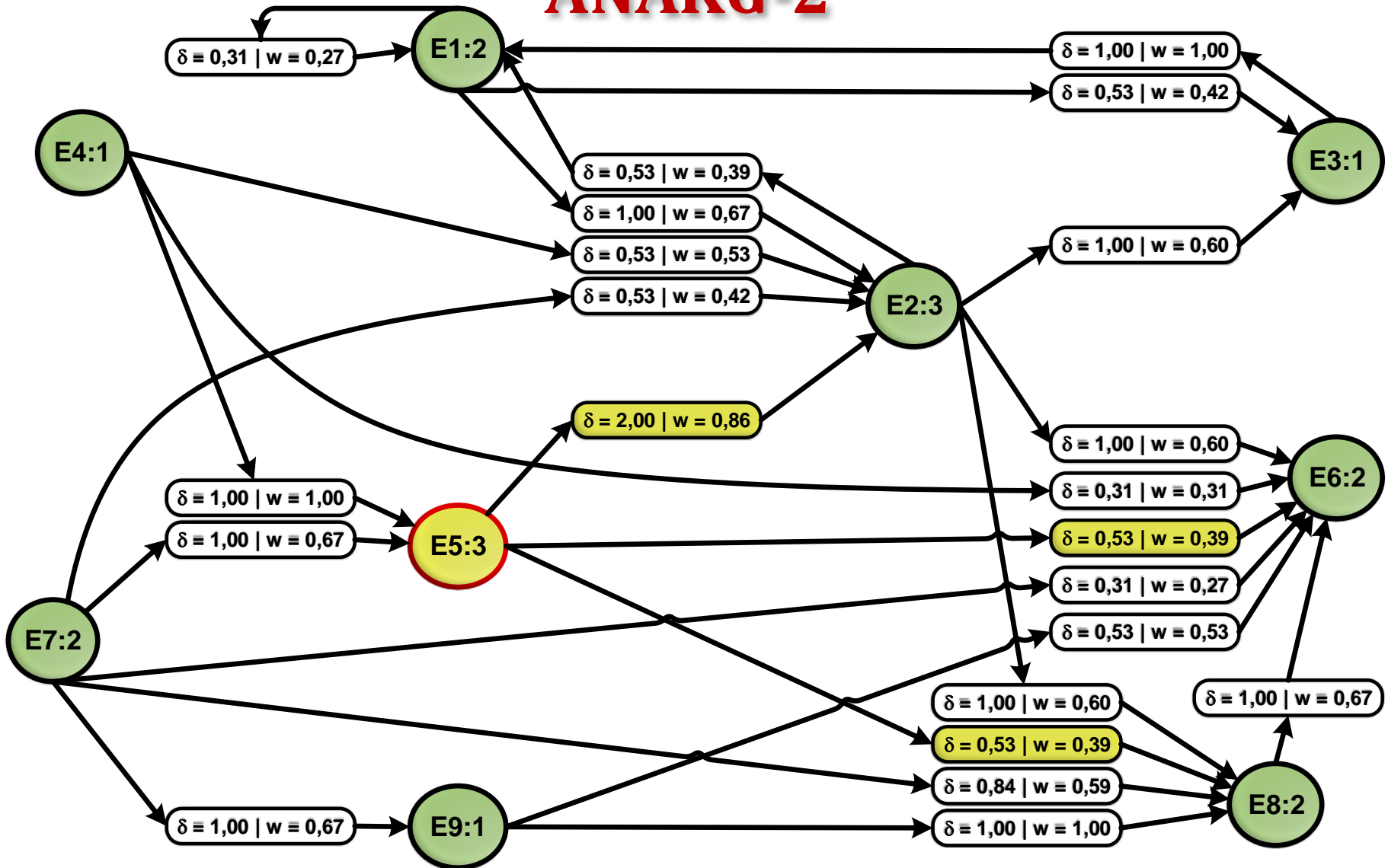
ANAKG-2



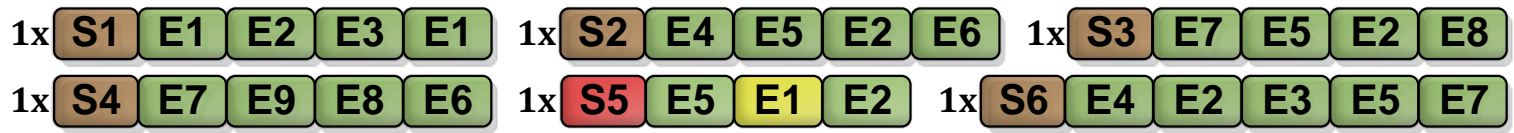
TRAINING SEQUENCES



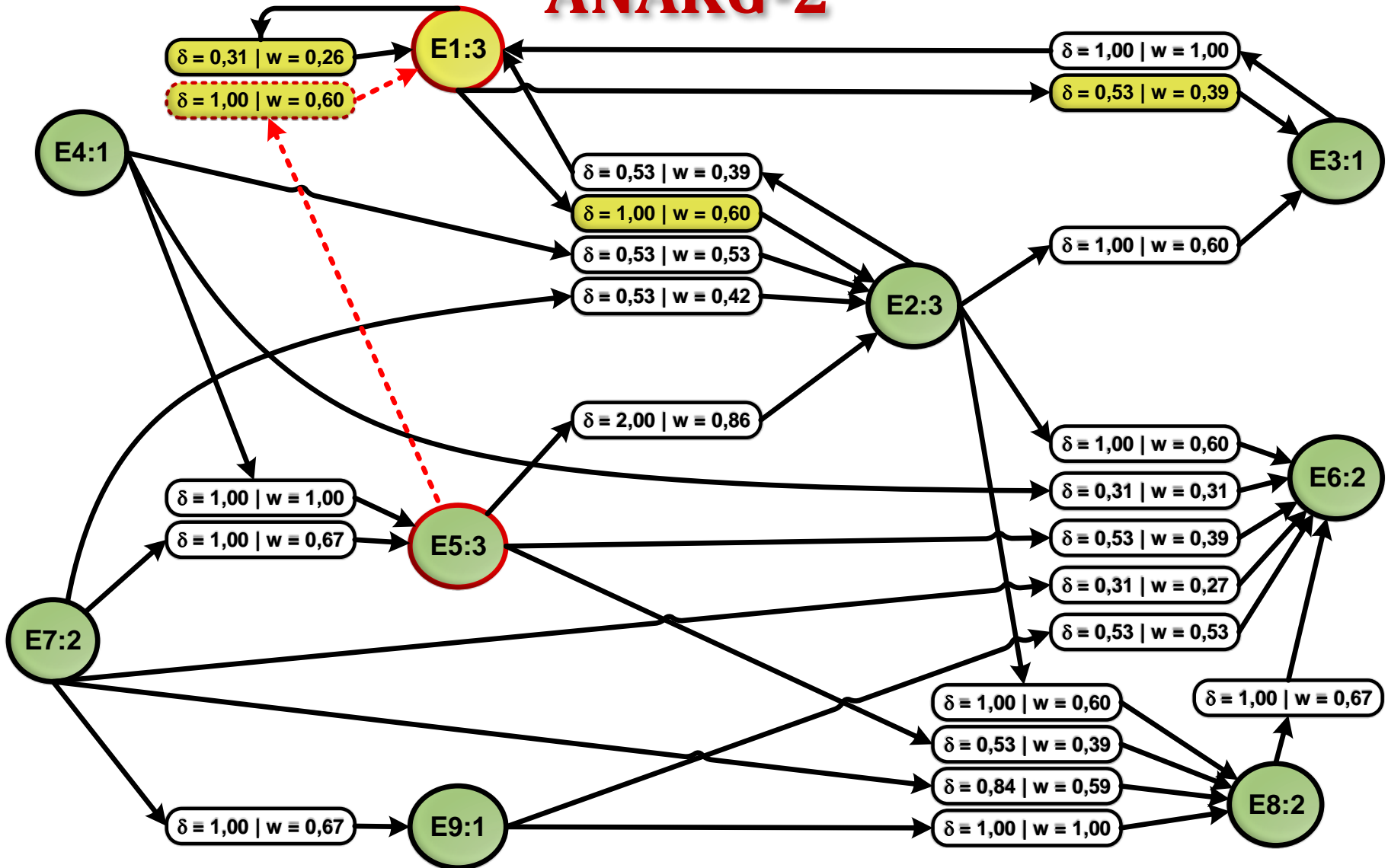
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



TRAINING SEQUENCES

1x **S1** E1 E2 E3 E1

1x **S2** E4 E5 E2 E6

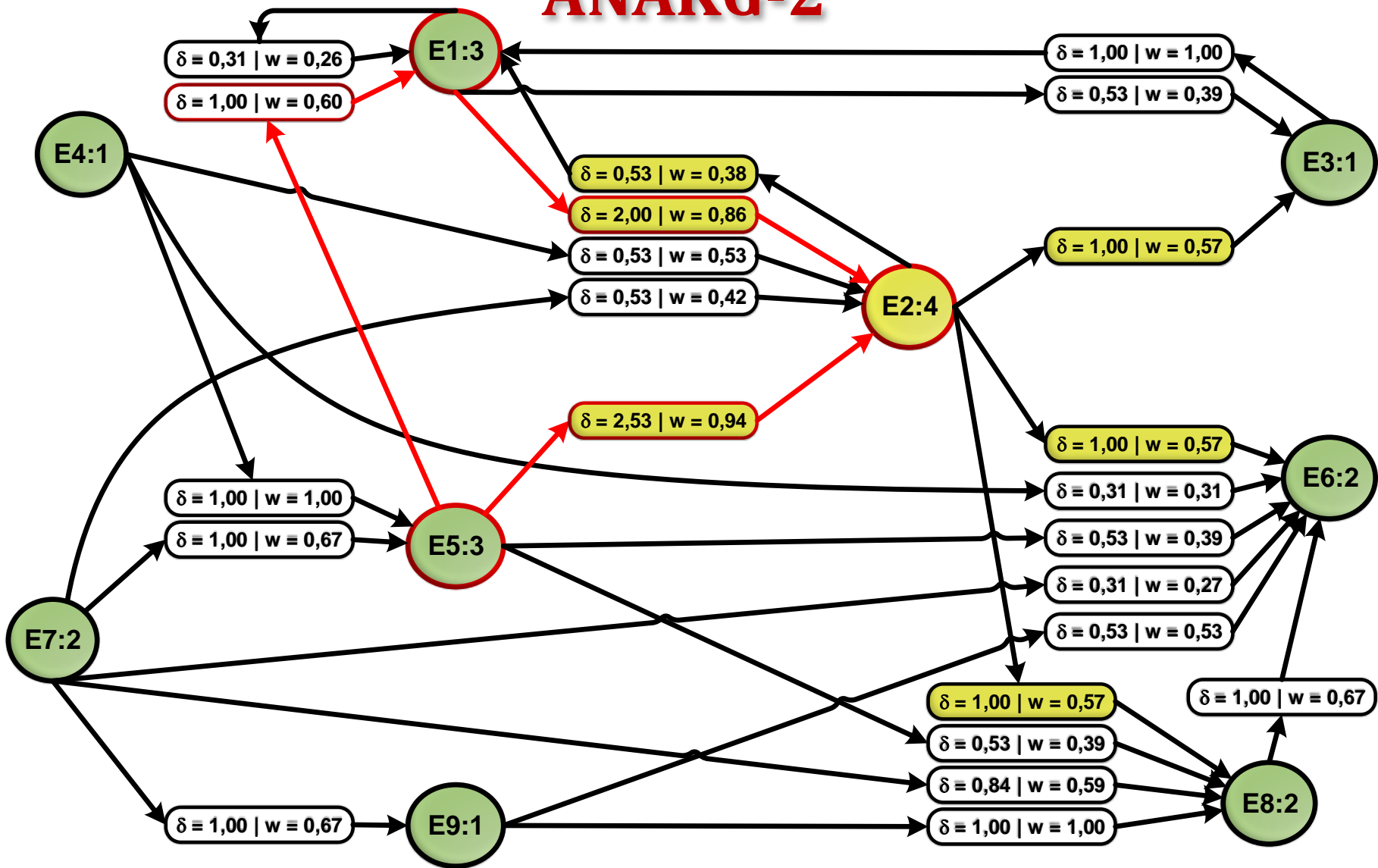
1x **S3** E7 E5 E2 E8

1x **S4** E7 E9 E8 E6

1x **S5** E5 E1 E2

1x **S6** E4 E2 E3 E5 E7

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

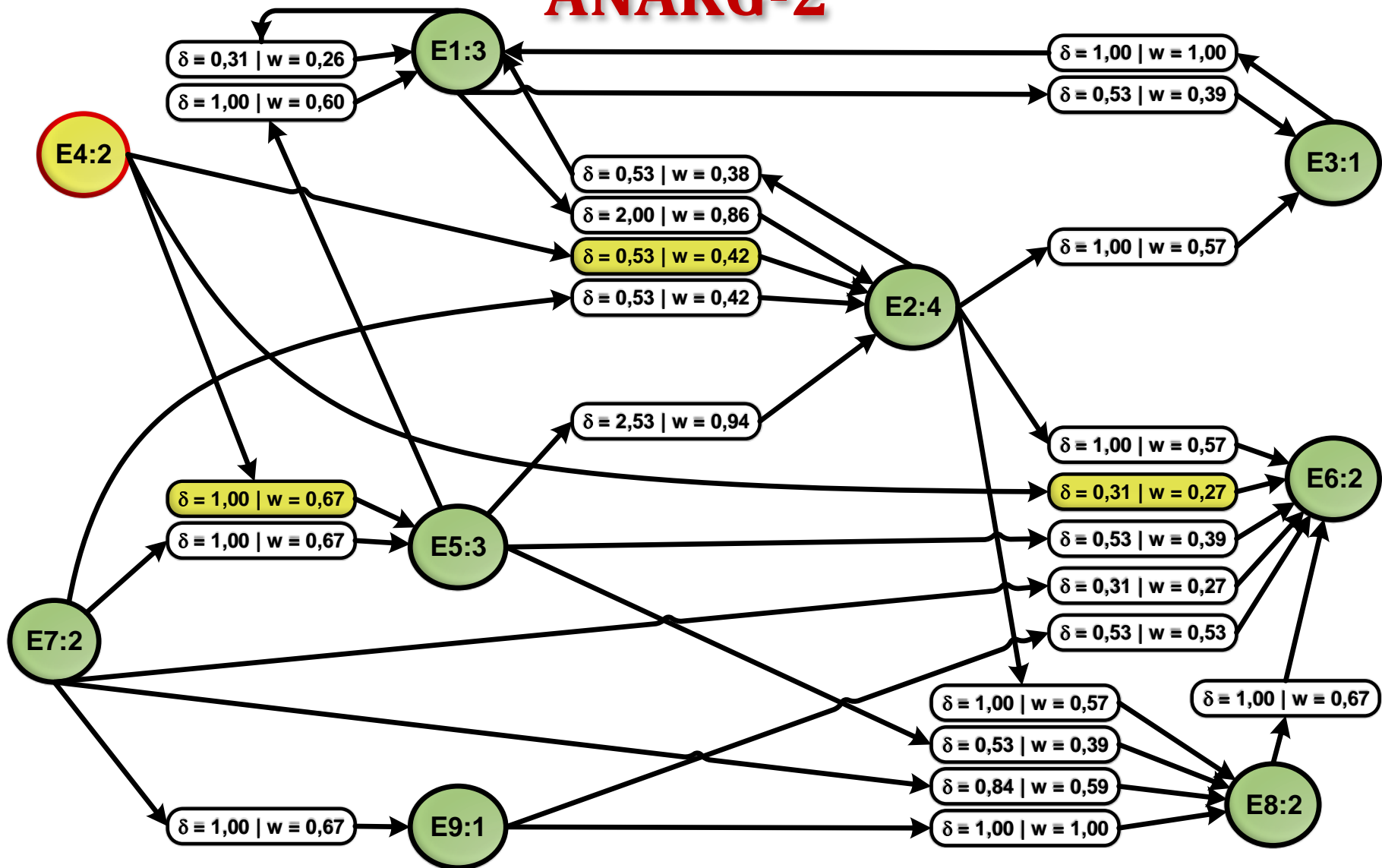
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

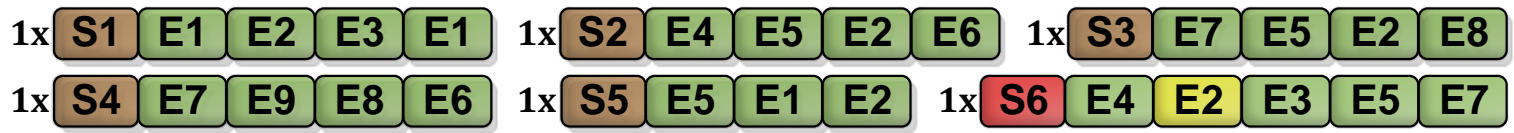
1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

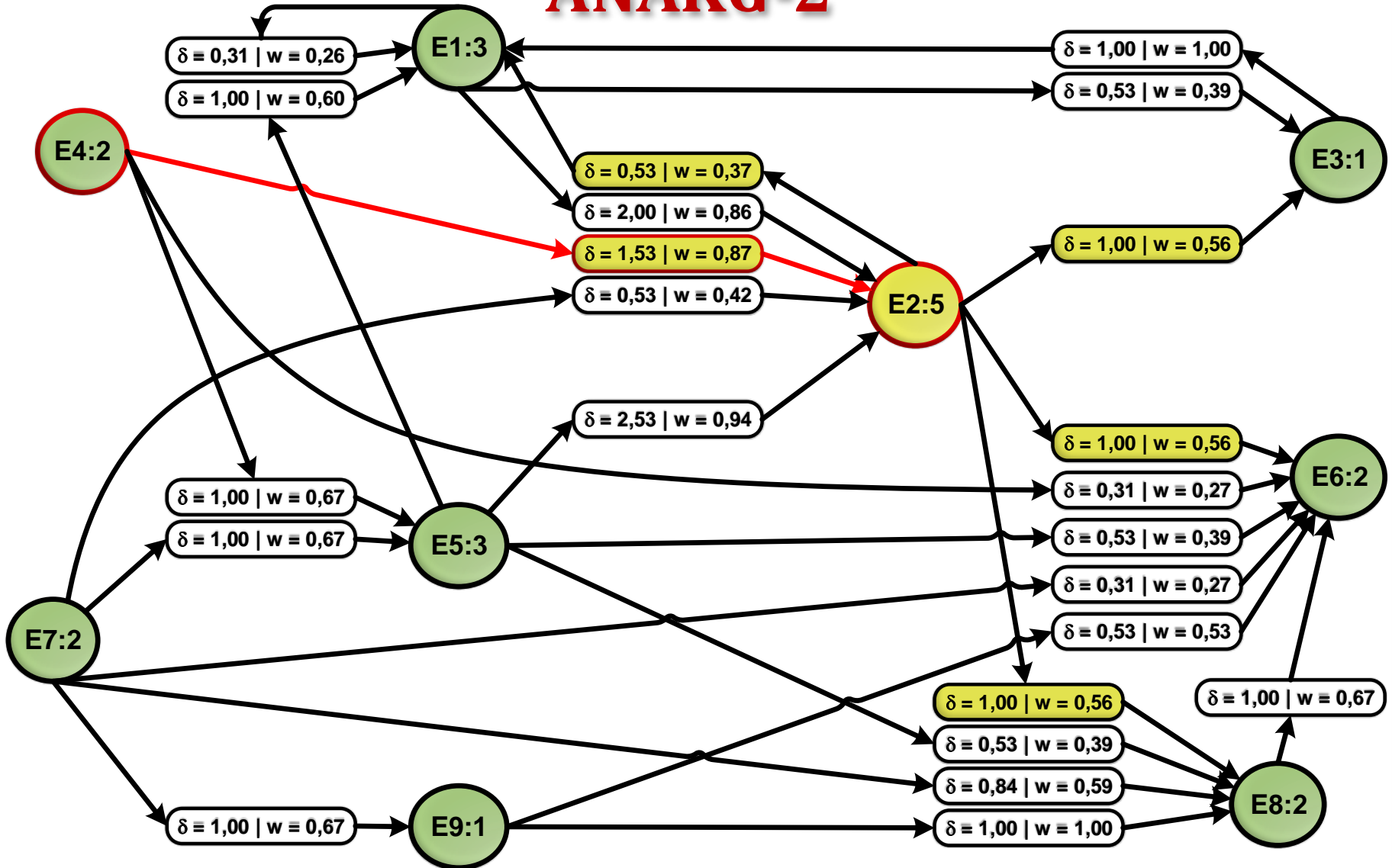
ANAKG-2



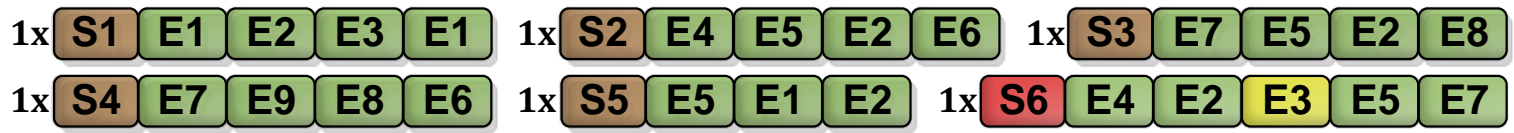
TRAINING SEQUENCES



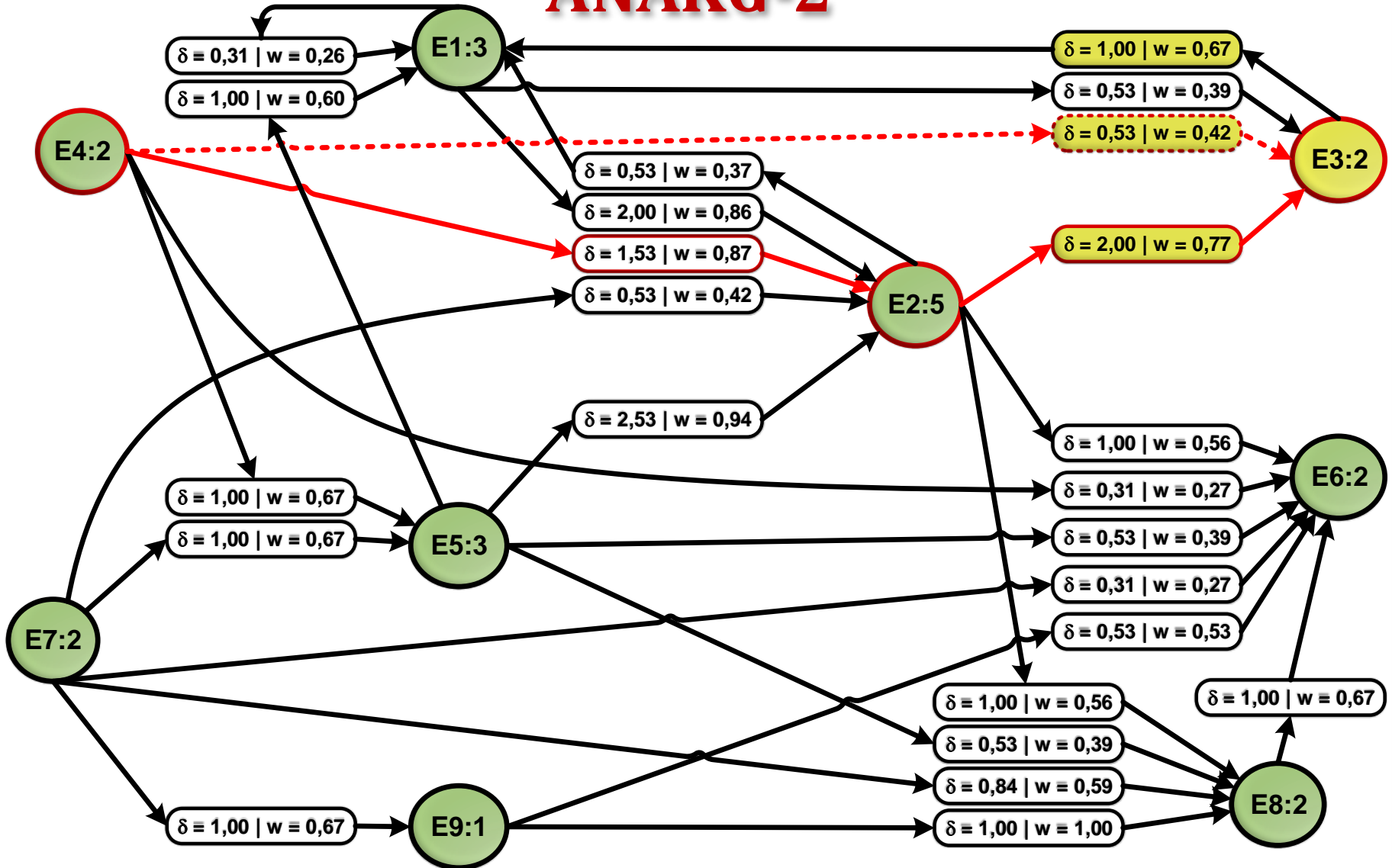
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

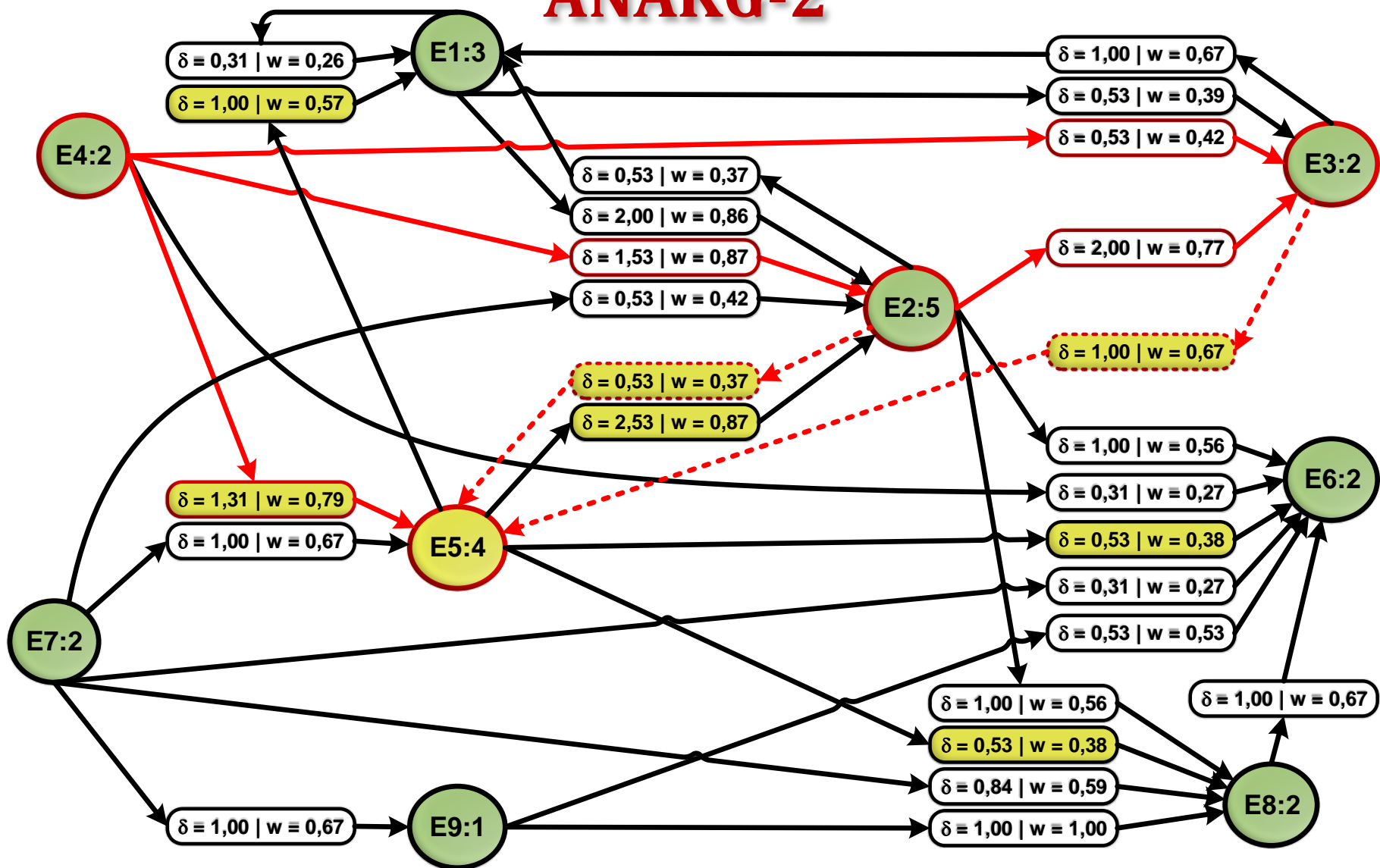
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

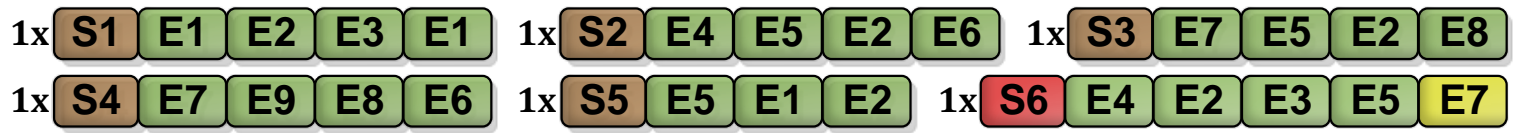
1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

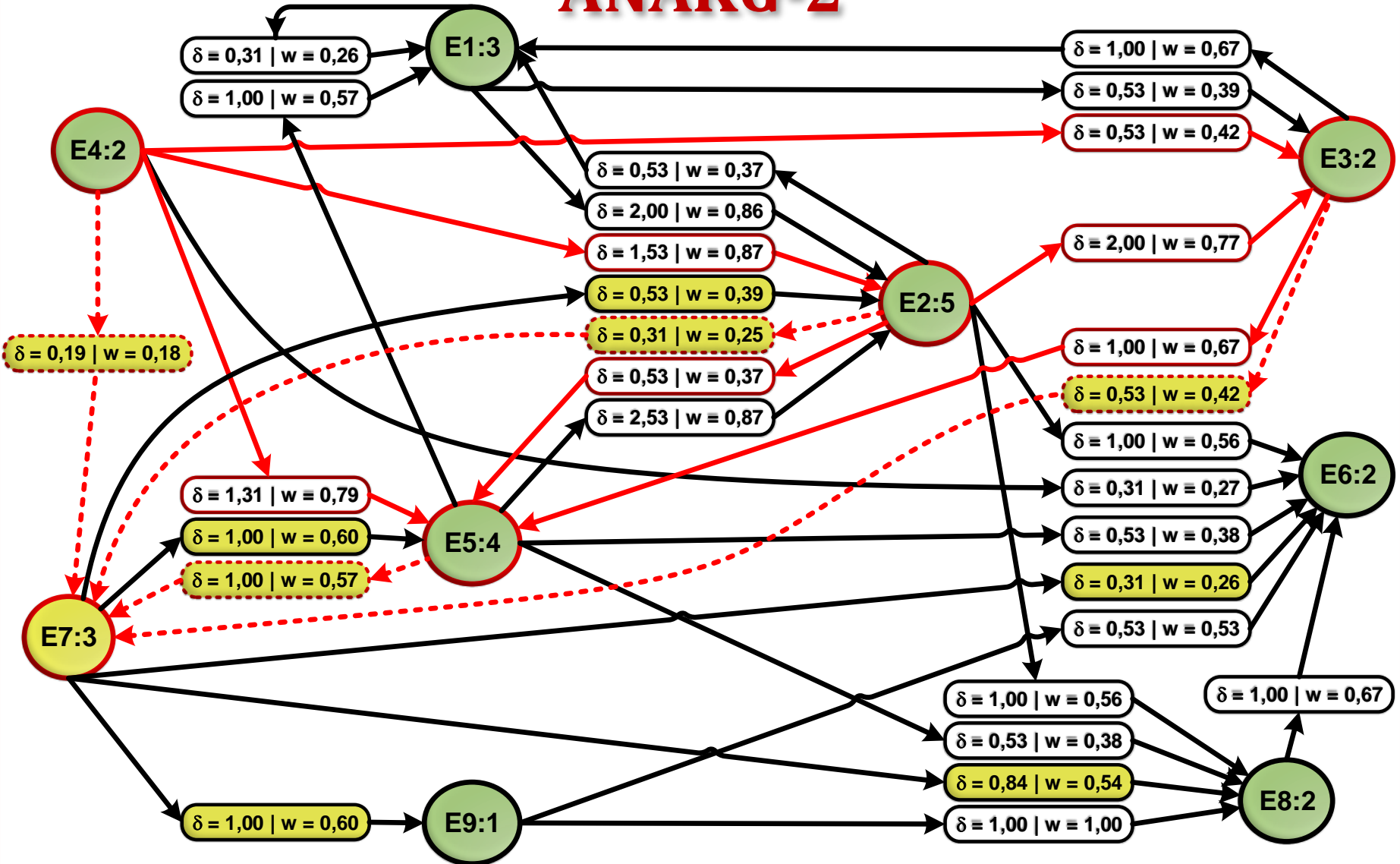
ANAKG-2



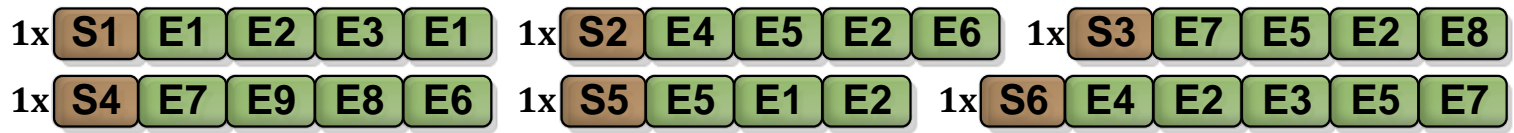
TRAINING SEQUENCES



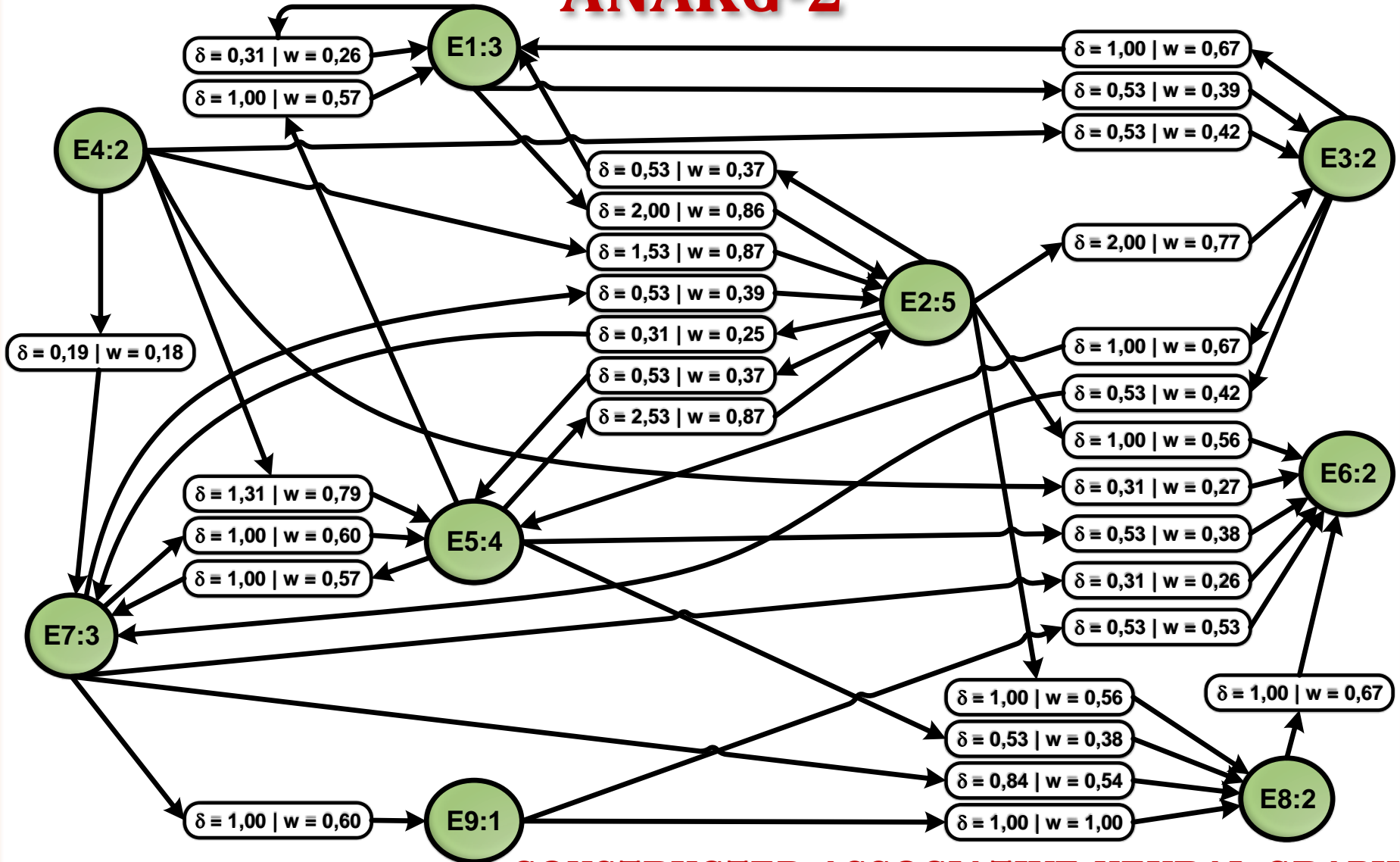
ANAKG-2



TRAINING SEQUENCES



ANAKG-2



CONSTRUCTED ASSOCIATIVE NEURAL GRAPH



COMPUTING OF SYNAPTIC EFFICIENCIES AND WEIGHTS

Synaptic efficiencies and weights can be also computed off-line (batch) after presentation of all training sequences:

γ	4	$\Delta T - T_a$	δ	POSTSYNAPTIC AS-NEURON											
				η	$\Sigma \delta$	E1	E2	E3	E4	E5	E6	E7	E8	E9	
ω	100	0	1	PRESYNAPTIC AS-NEURON	3	E1	0,310	2,000	0,534						
T_s	2	17	0,534		5	E2	0,534		2,000		0,534	1,000	0,310	1,000	
T_aMAX	15	34	0,310		2	E3	1,000				1,000		0,534		
		51	0,192		2	E4		1,534	0,534		1,310	0,310	0,192		
		68	0,126		4	E5	1,000	2,534				0,534	1,000	0,534	
		85	0,085		2	E6									
		102	0,060		3	E7		0,534			1,000	0,310		0,844	1,000
		119	0,043		2	E8						1,000			
		136	0,032		1	E9						0,534		1,000	

TRAINING SENTENCES		POSTSYNAPTIC AS-NEURON											
		θ	w	E1	E2	E3	E4	E5	E6	E7	E8	E9	
1	E1-E2-E3-E1	PRESYNAPTIC AS-NEURON	1	E1	0,257	0,857	0,394						
2	E4-E5-E2-E6		1	E2	0,374		0,769		0,374	0,556	0,248	0,556	
3	E7-E5-E2-E8		1	E3	0,667				0,667		0,421		
4	E7-E9-E8-E6		1	E4		0,868	0,421		0,792	0,269	0,175		
5	E5-E1-E2		1	E5	0,571	0,874				0,381	0,571	0,381	
6	E4-E2-E3-E5-E7		1	E6									
			1	E7		0,394			0,600	0,257		0,540	0,600
			1	E8						0,667			
			1	E9						0,534		1,000	



STIMULATION OF ASSOCIATIVE NEURAL GRAPHS

In order to use the constructed associative neural graph:

- 1. Choose a combination or a sequence of the created as-neurons.**
- 2. This combination/sequence forms a recalling context.**
- 3. Activate this combination of neurons:**
 - at the same time (for a simple combination)**
 - or sequentially (for a sequence, sentence etc.).**
- 4. Watch the **associative reaction** formed from activated as-neurons in various moments and sequences.**
- 5. Your associative answer (recall) is given by the sequence(s) of values represented by the activated as-neurons and their order given by their activation moments.**

TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

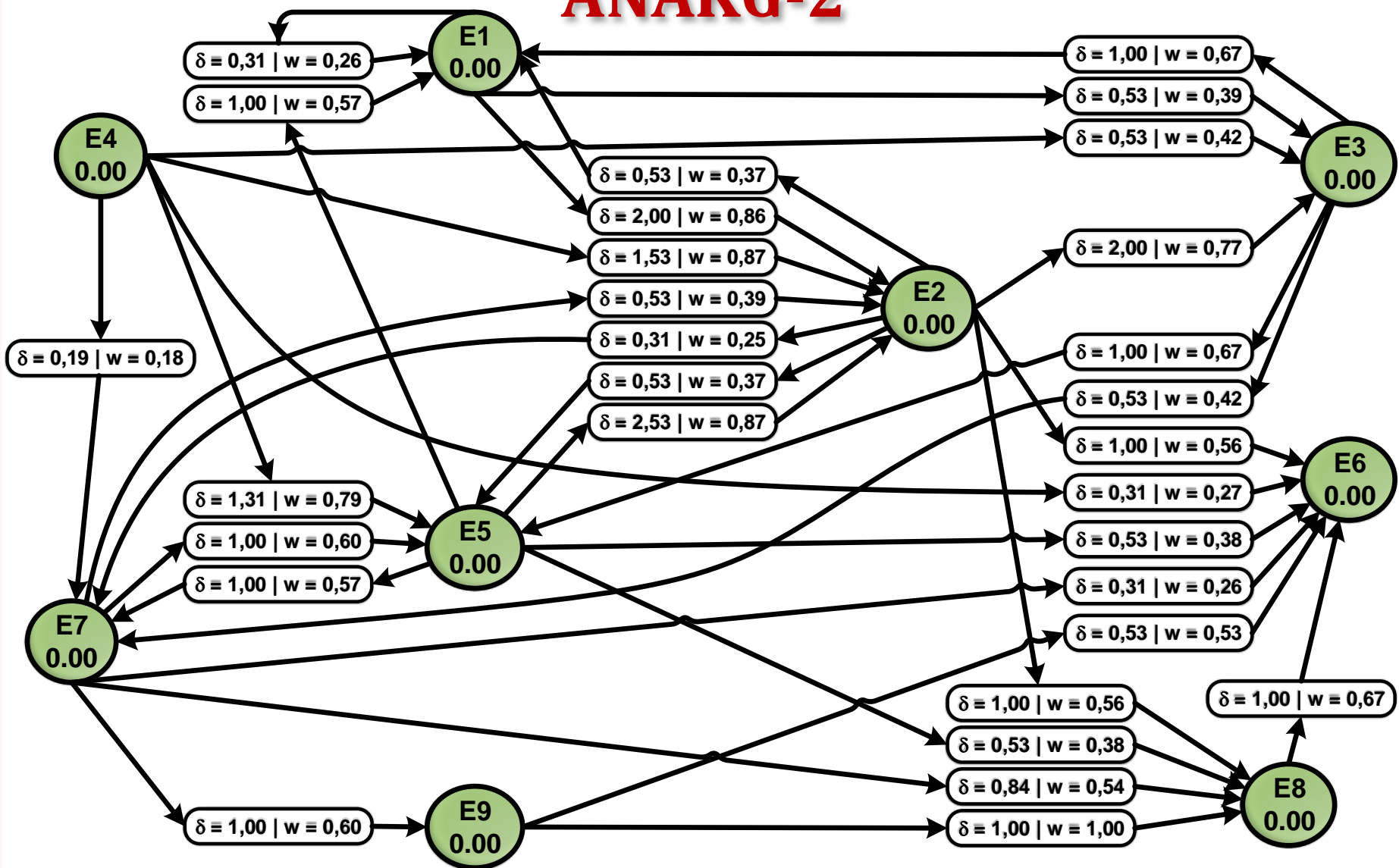
1x S3 E7 E5 E2 E8

1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

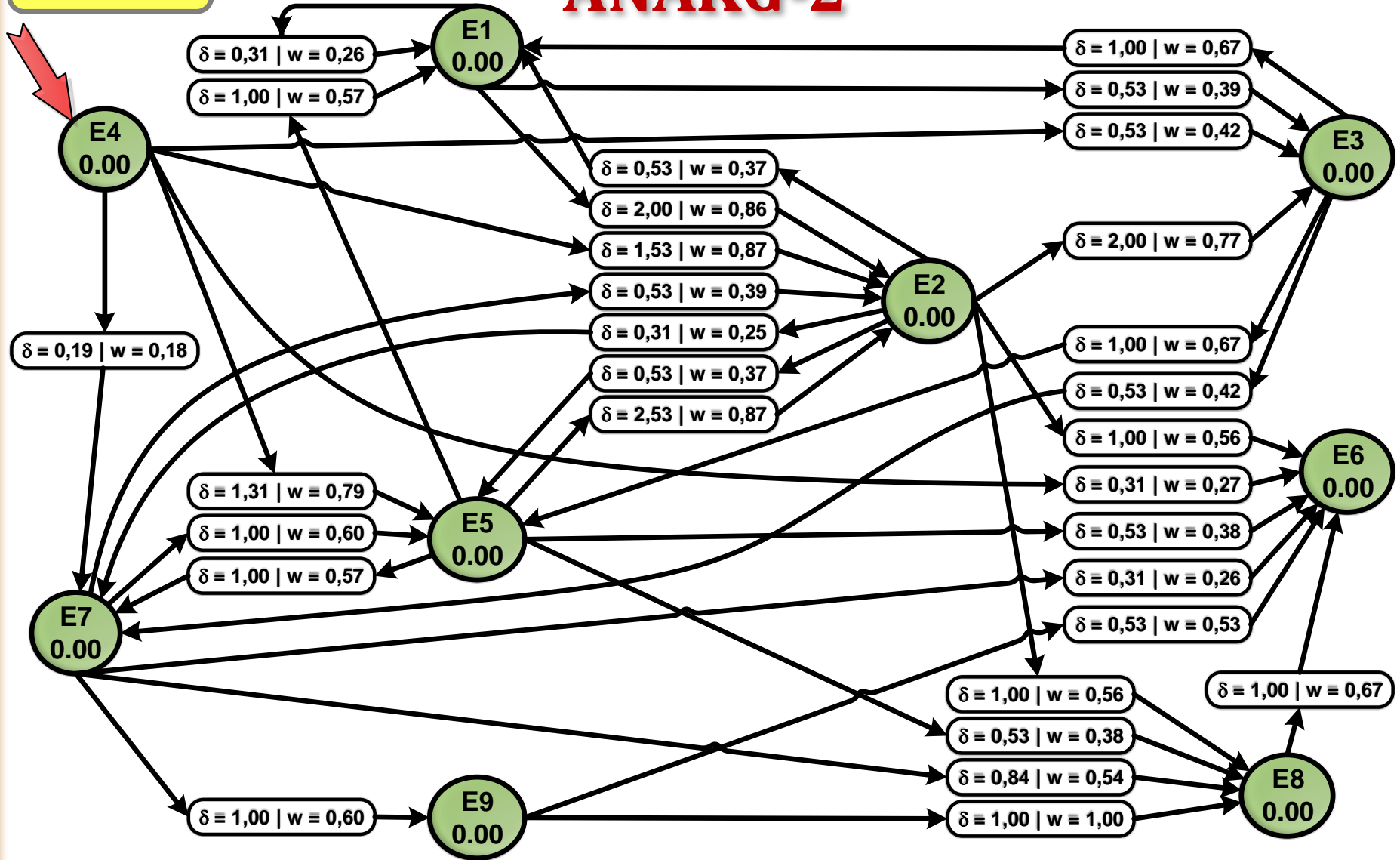
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 0

ANAKG-2



TRAINING

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

SEQUENCES

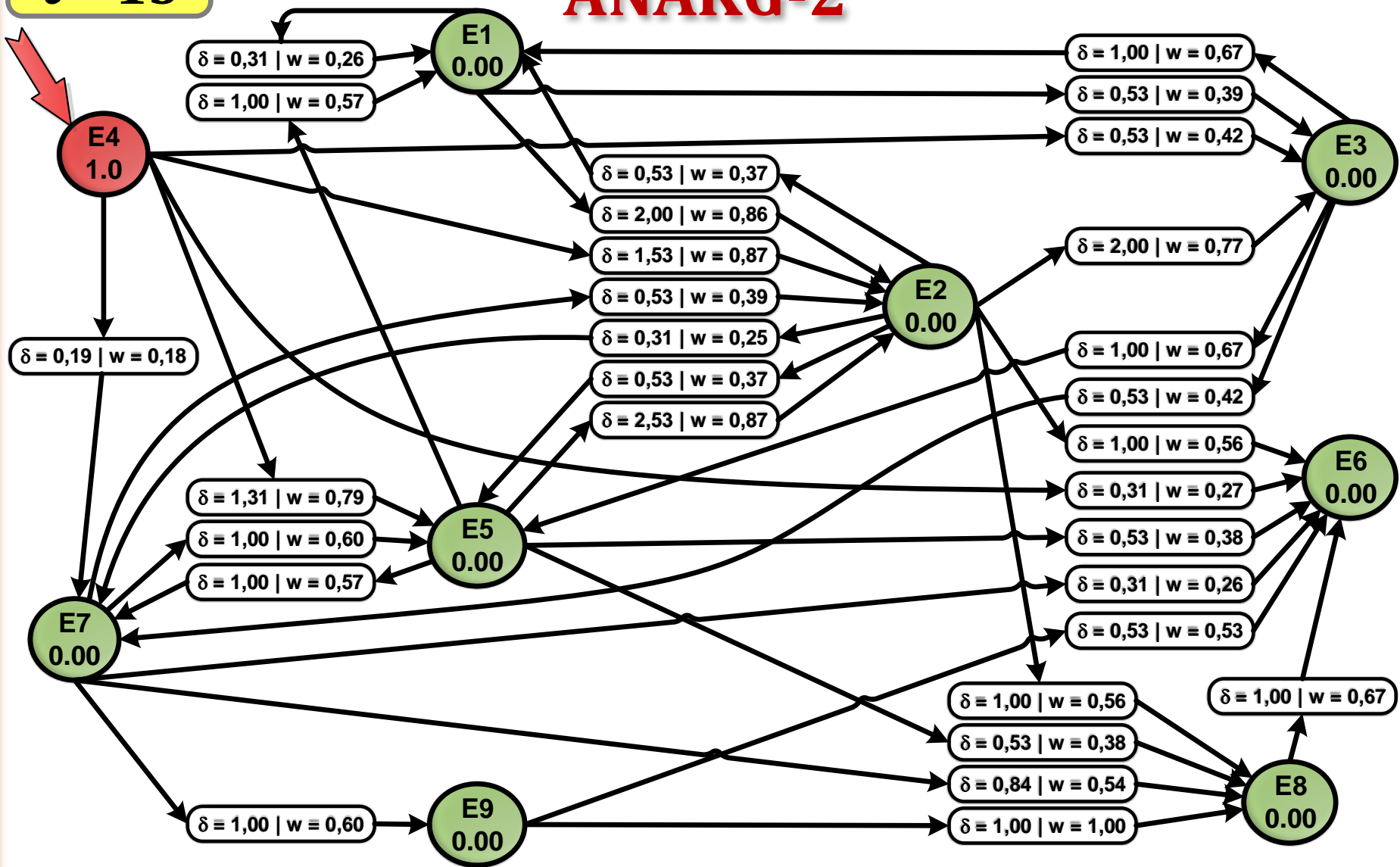
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 15

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

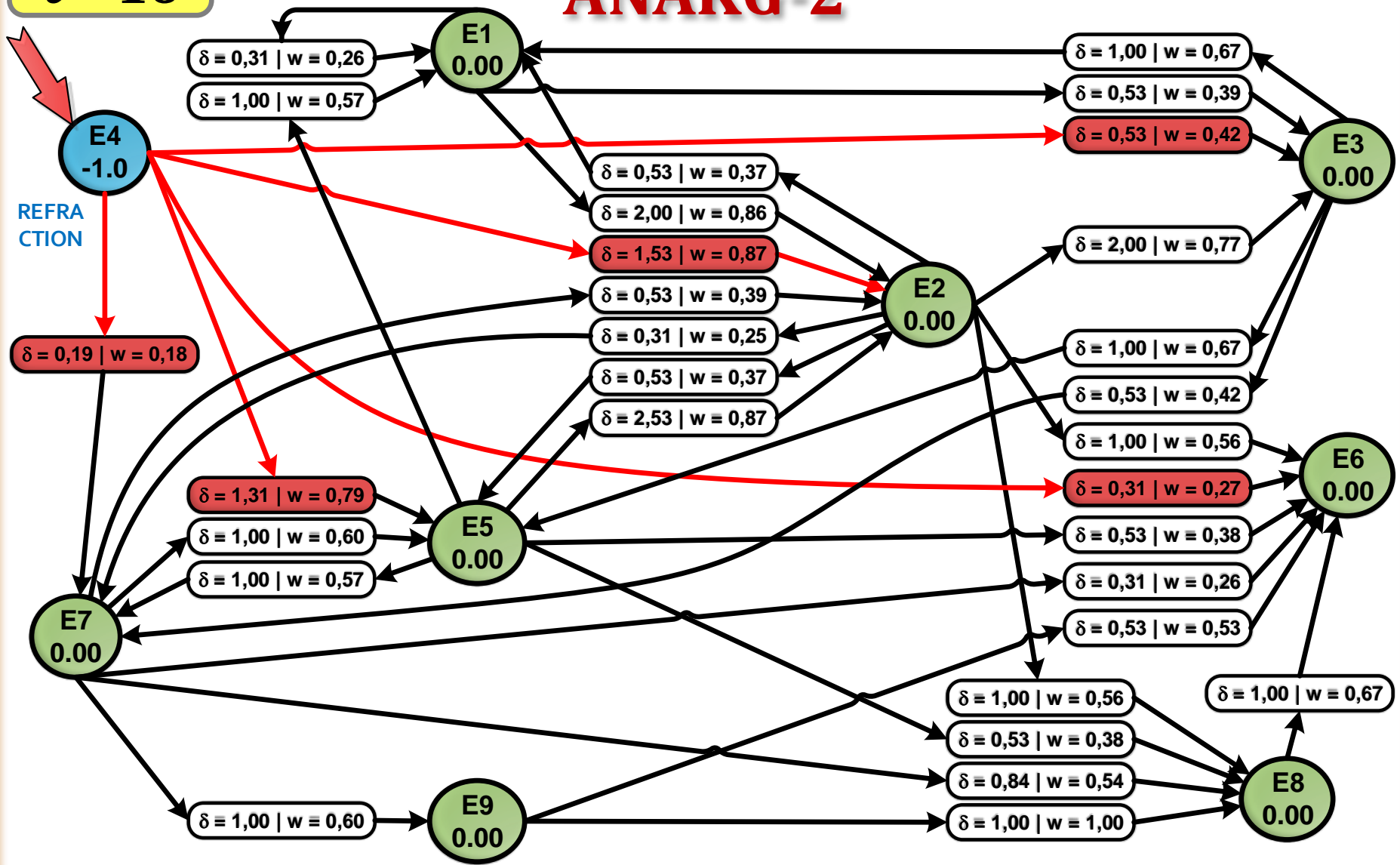
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 16

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

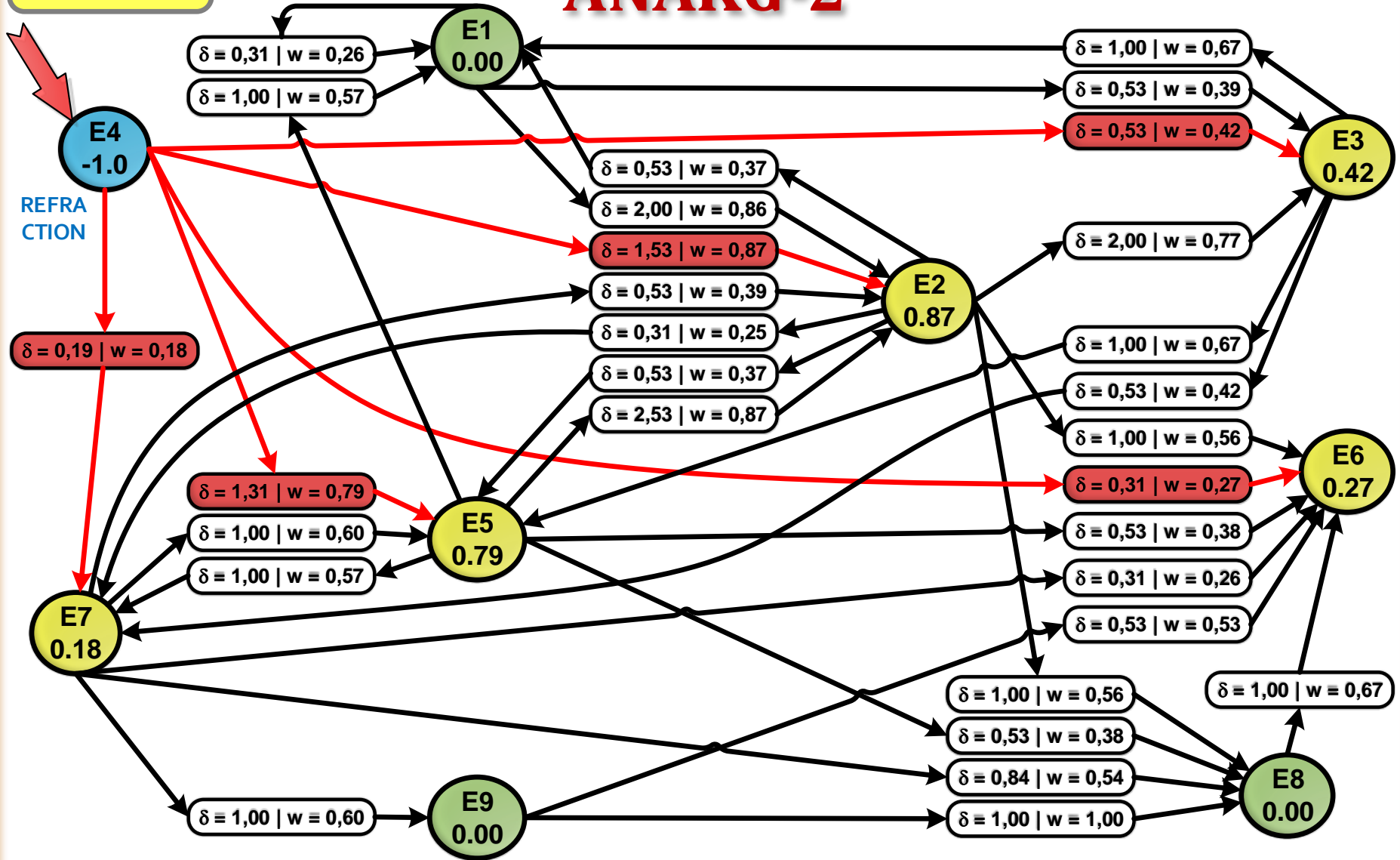
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

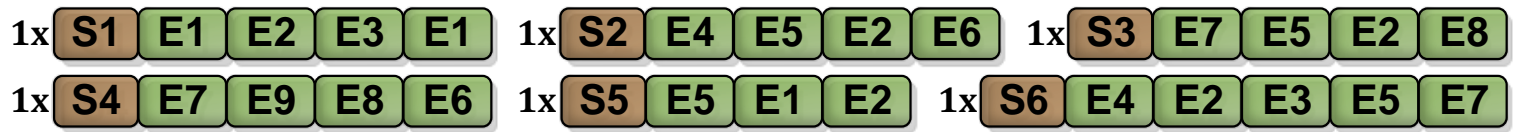
1x S6 E4 E2 E3 E5 E7

t = 17

ANAKG-2

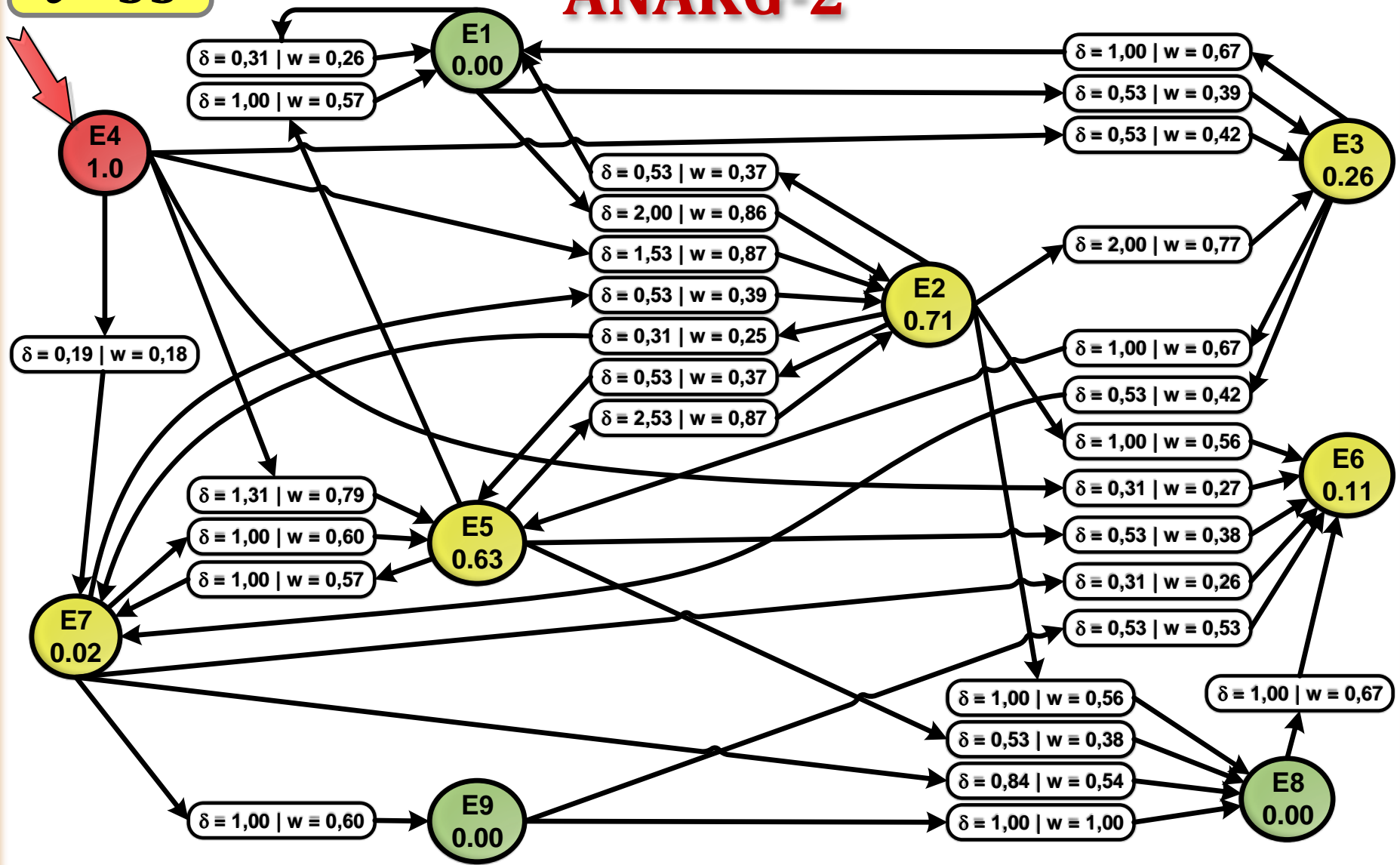


TRAINING SEQUENCES



t = 33

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

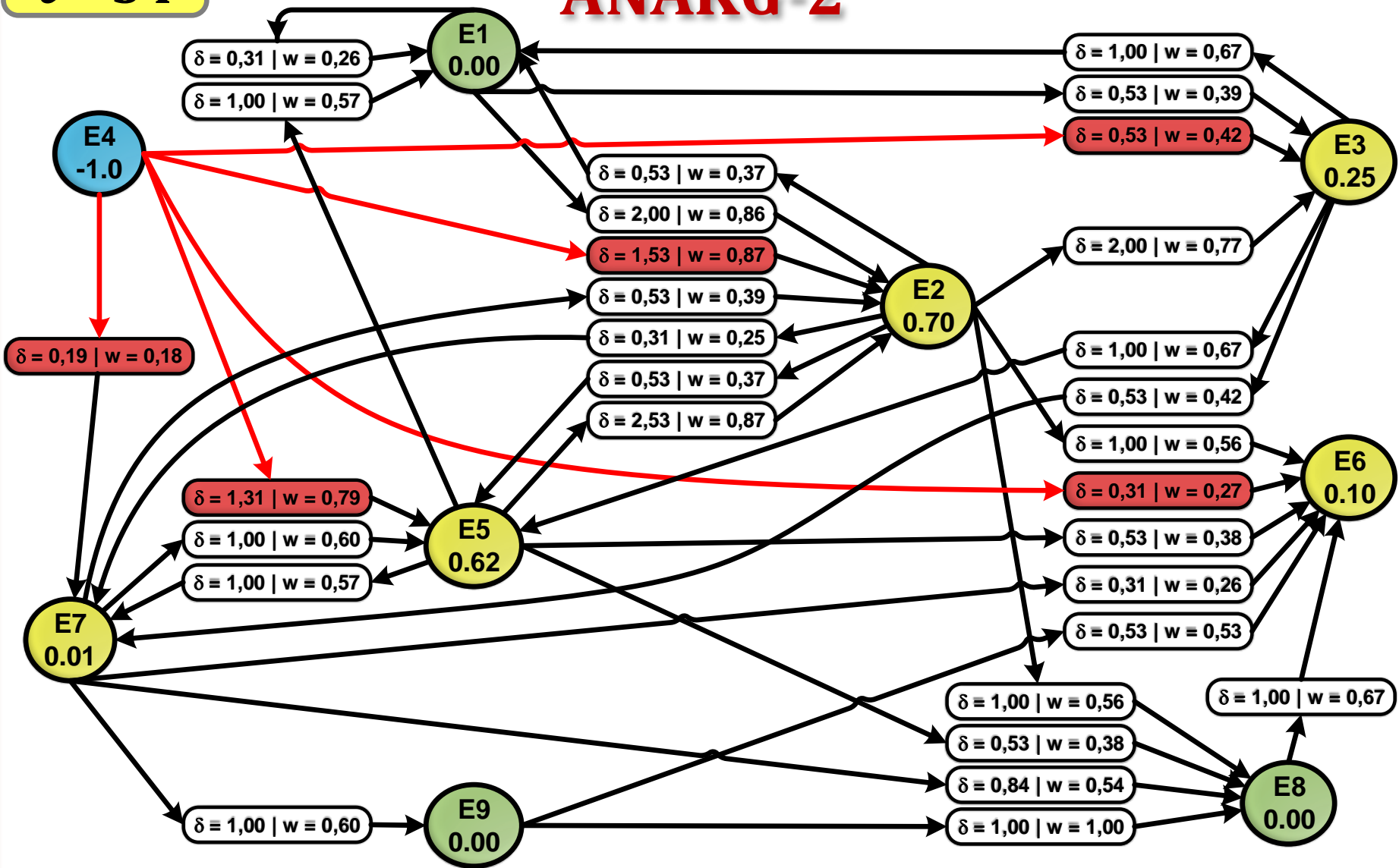
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 34

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

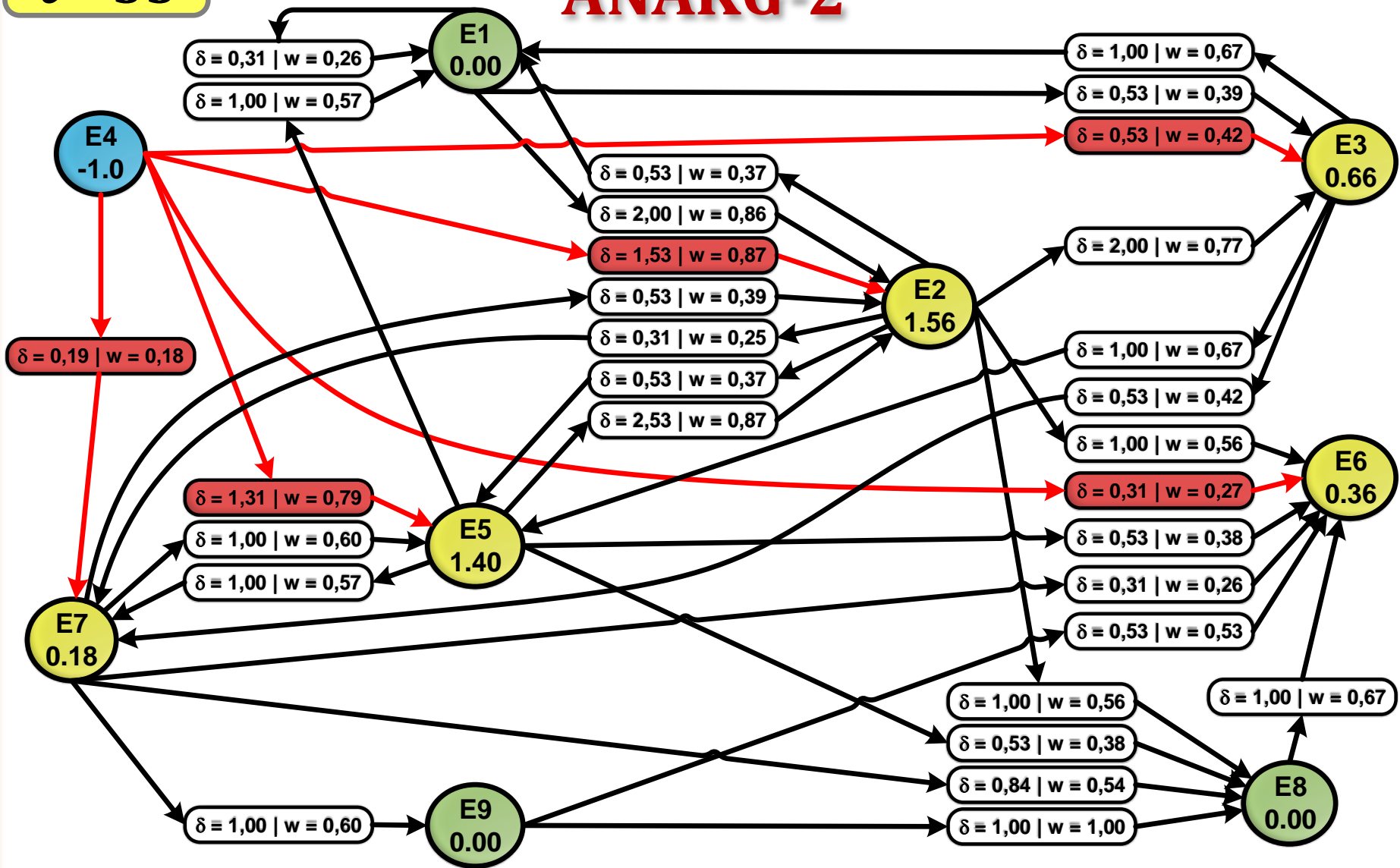
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

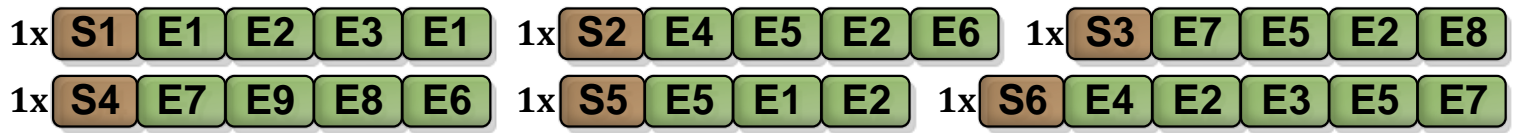
1x S6 E4 E2 E3 E5 E7

t = 35

ANAKG-2

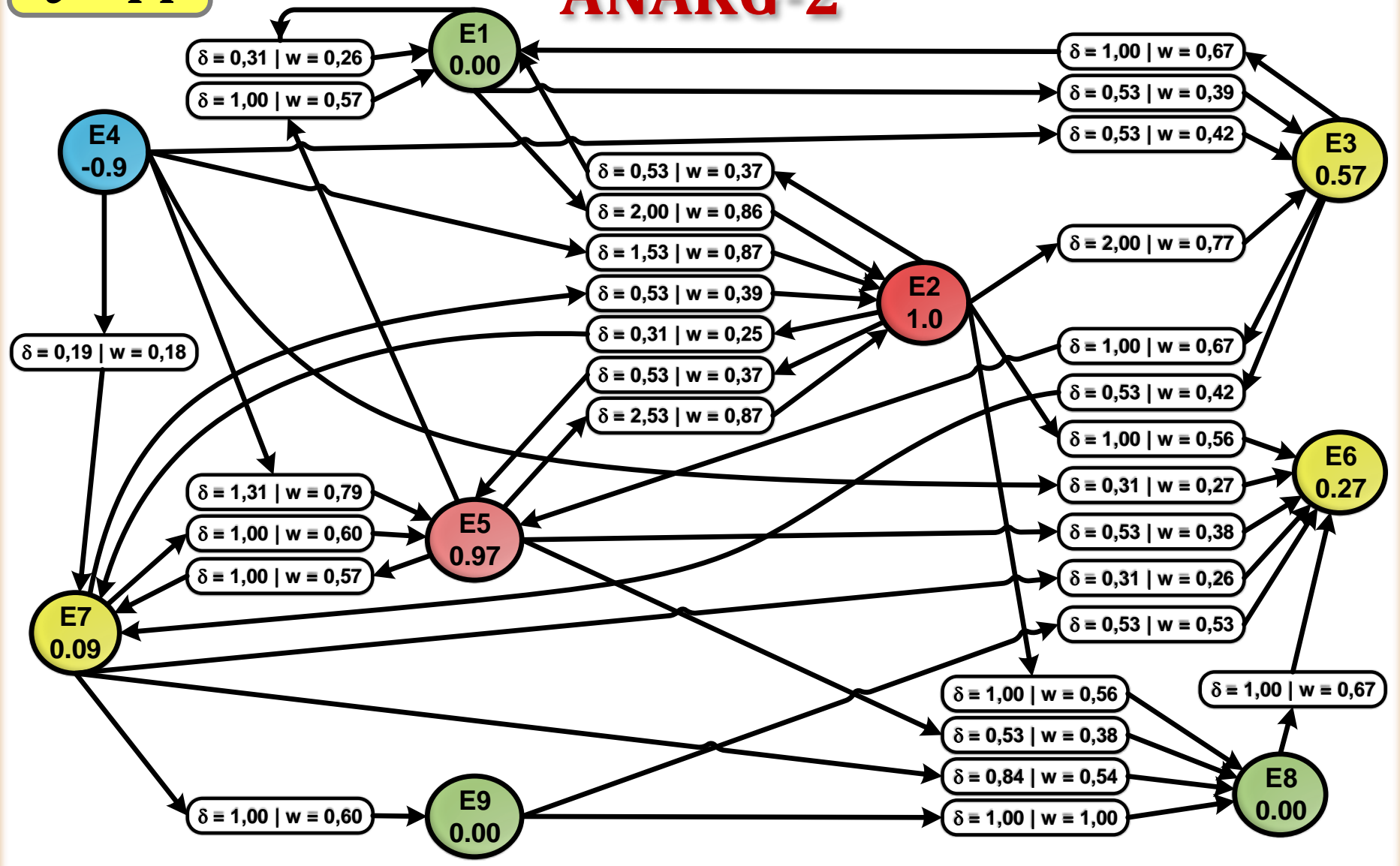


TRAINING SEQUENCES



t = 44

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

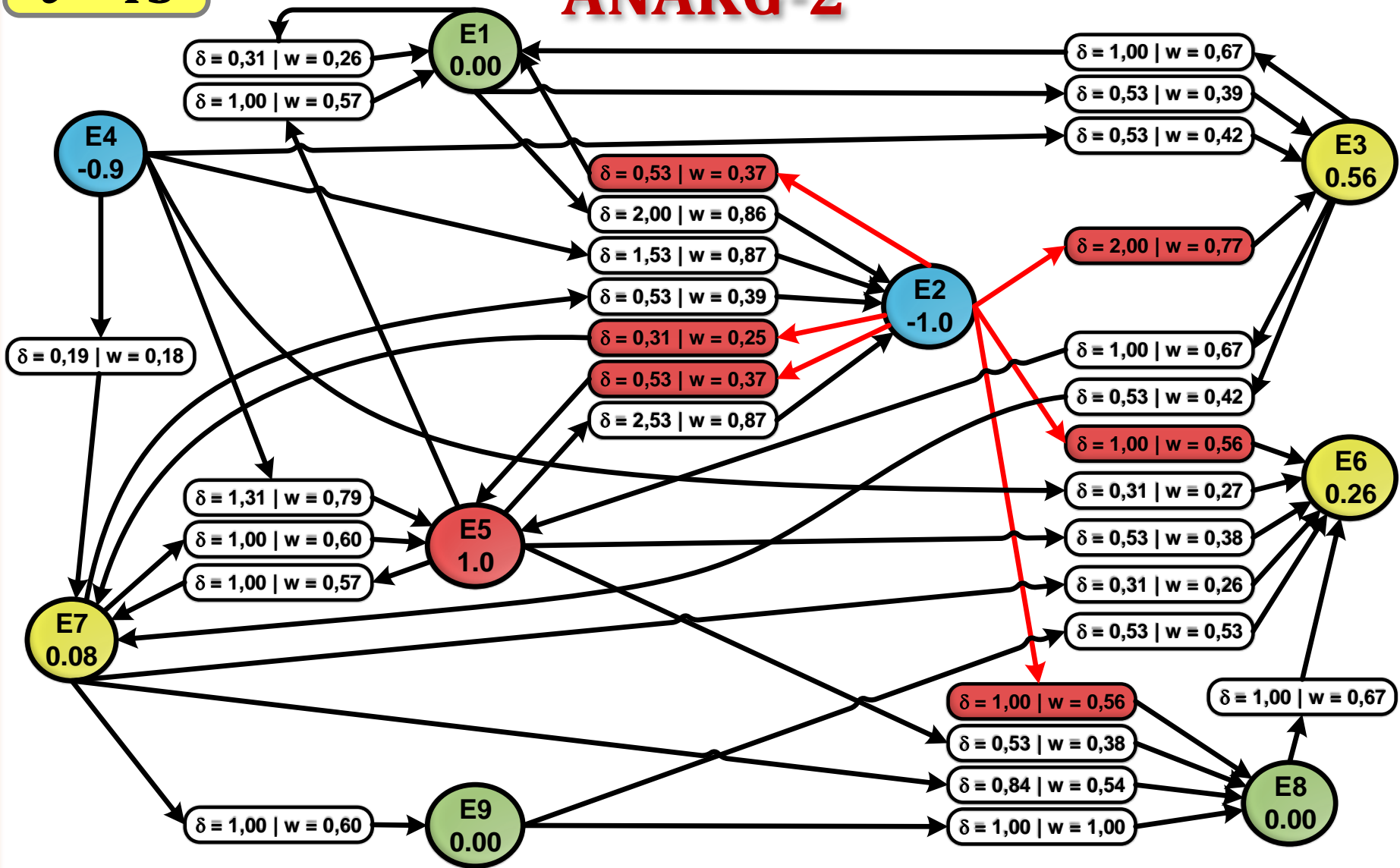
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 45

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

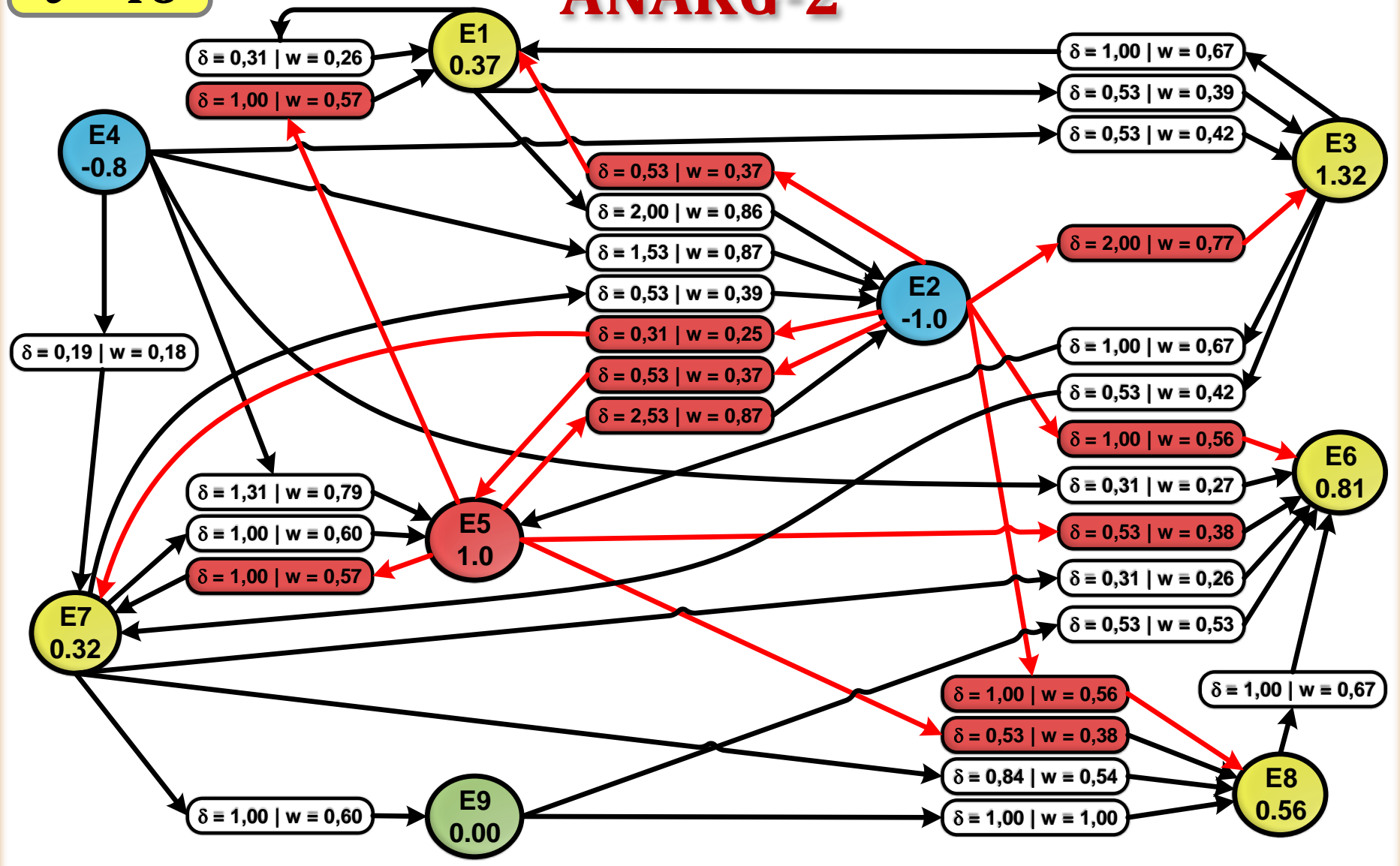
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

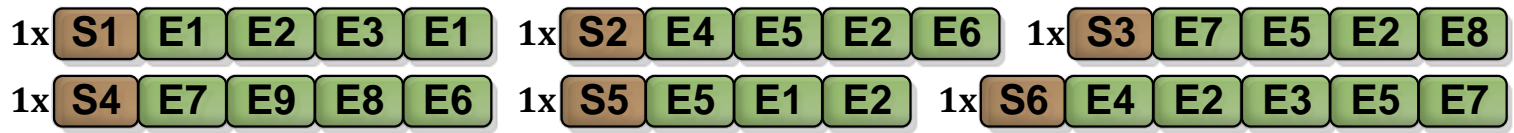
1x S6 E4 E2 E3 E5 E7

t = 46

ANAKG-2

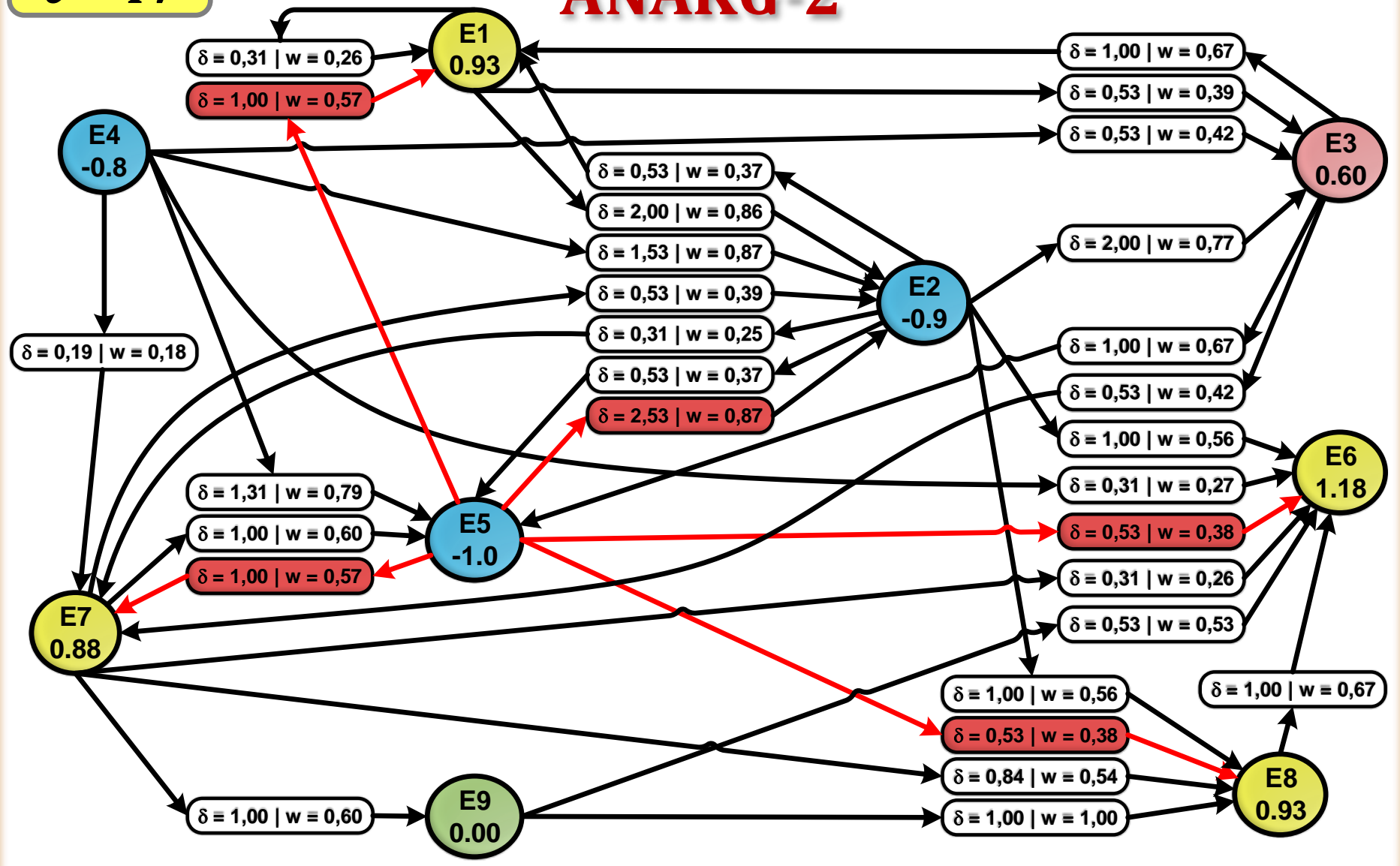


TRAINING SEQUENCES



t = 47

ANAKG-2



TRAINING

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

SEQUENCES

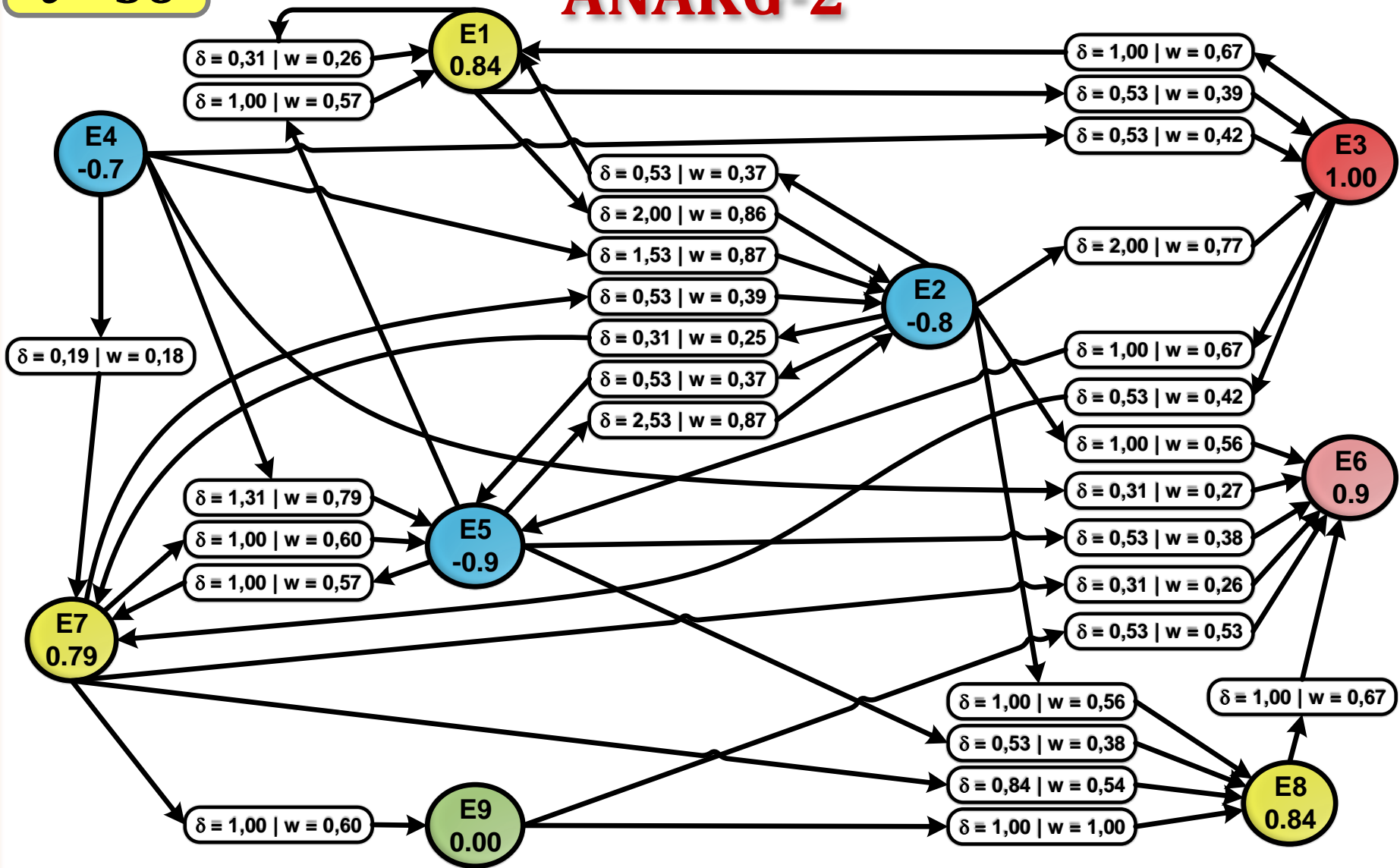
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

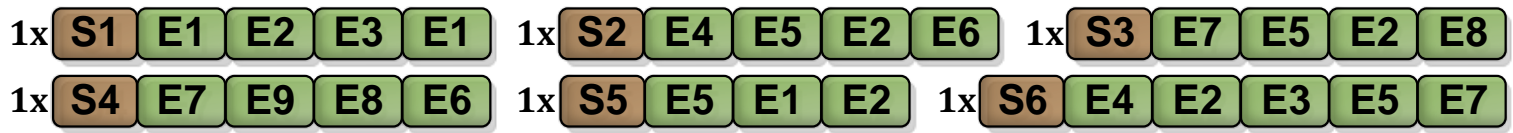
1x S6 E4 E2 E3 E5 E7

t = 56

ANAKG-2

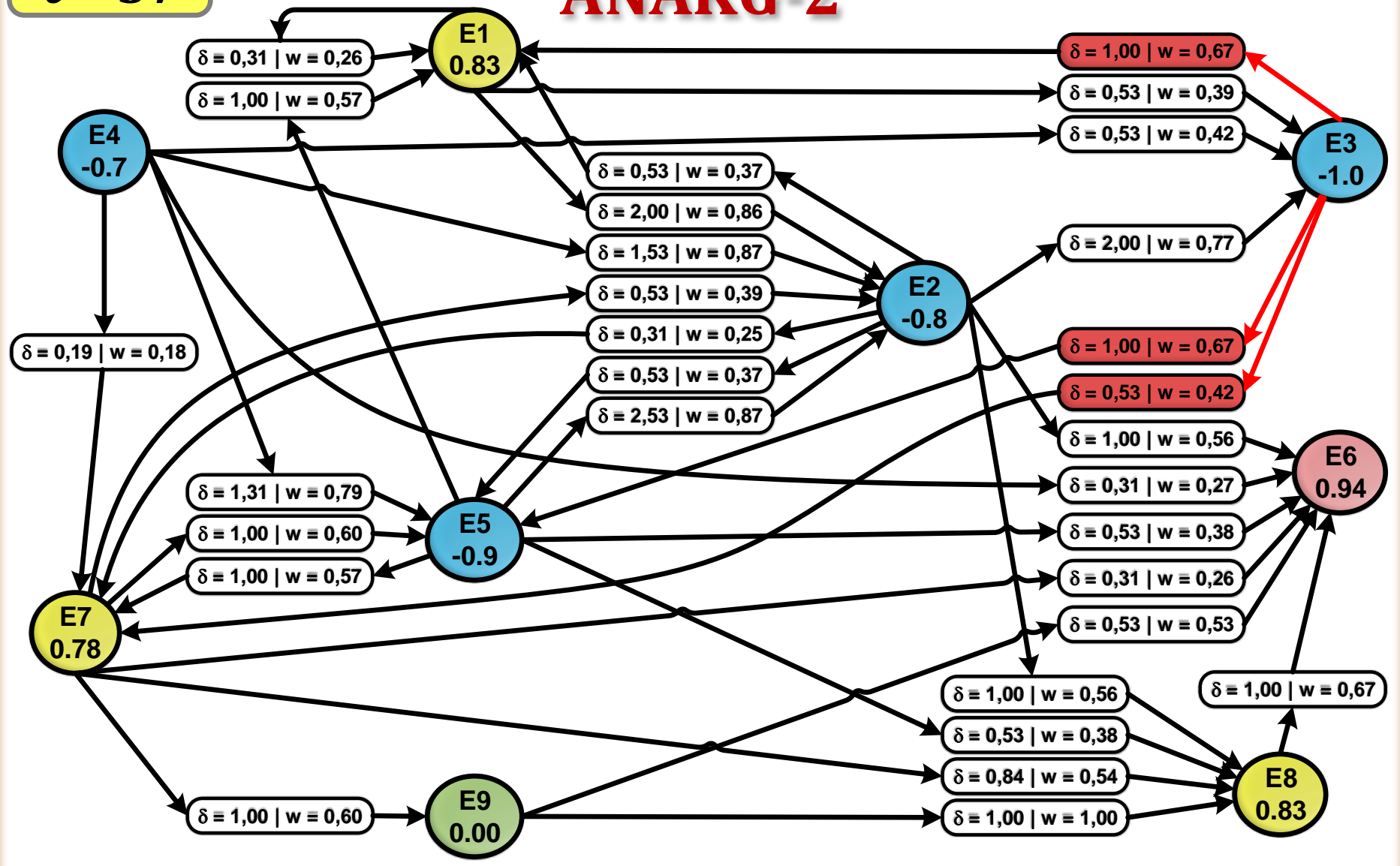


TRAINING SEQUENCES

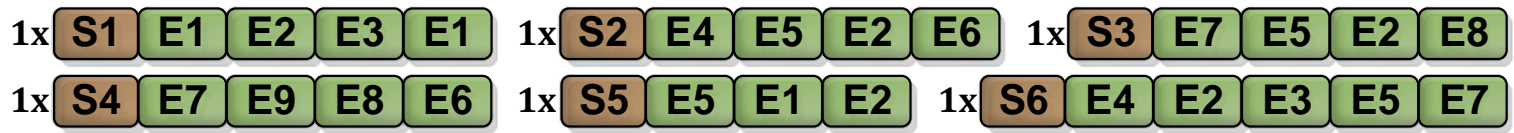


t = 57

ANAKG-2

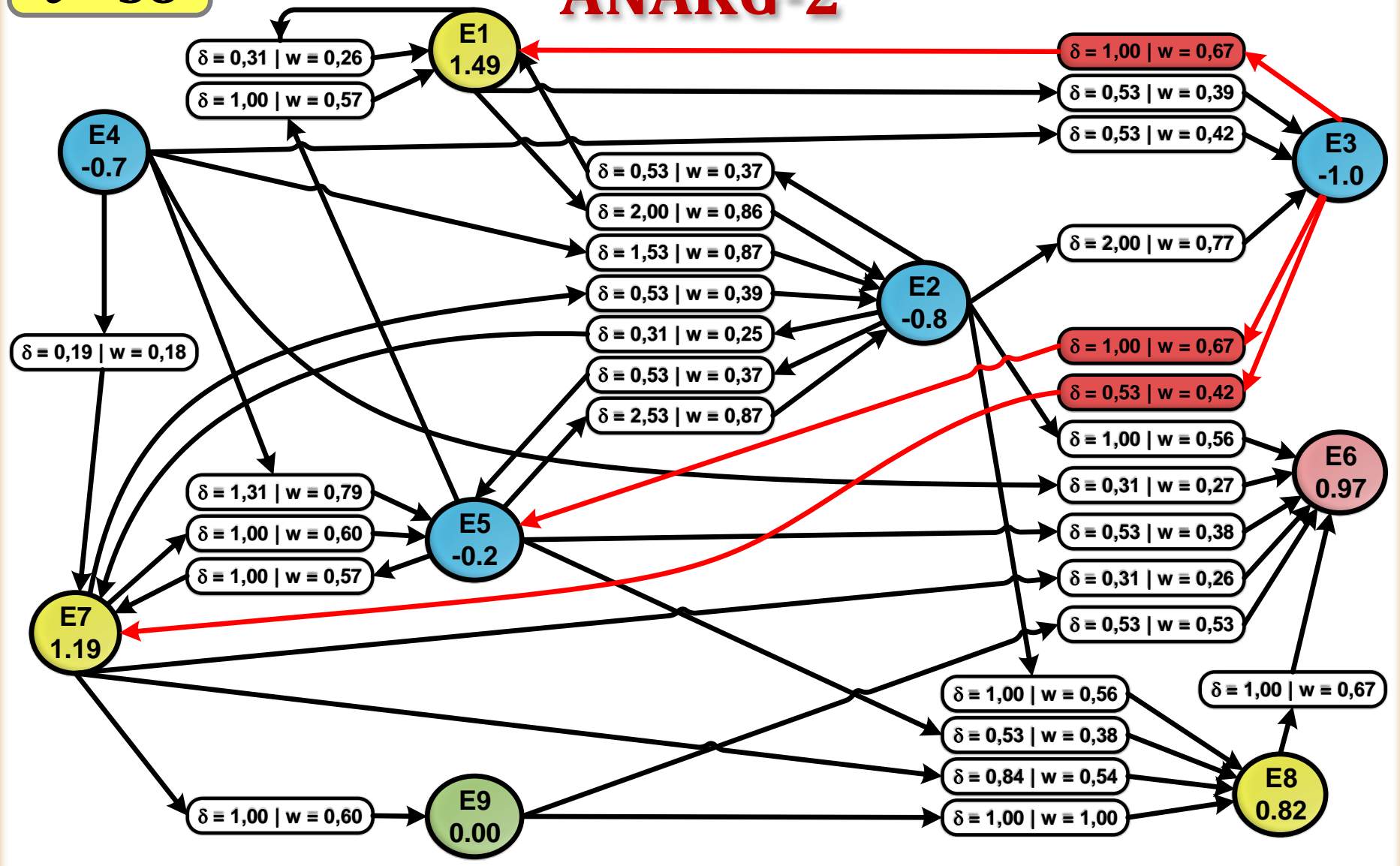


TRAINING SEQUENCES



t = 58

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

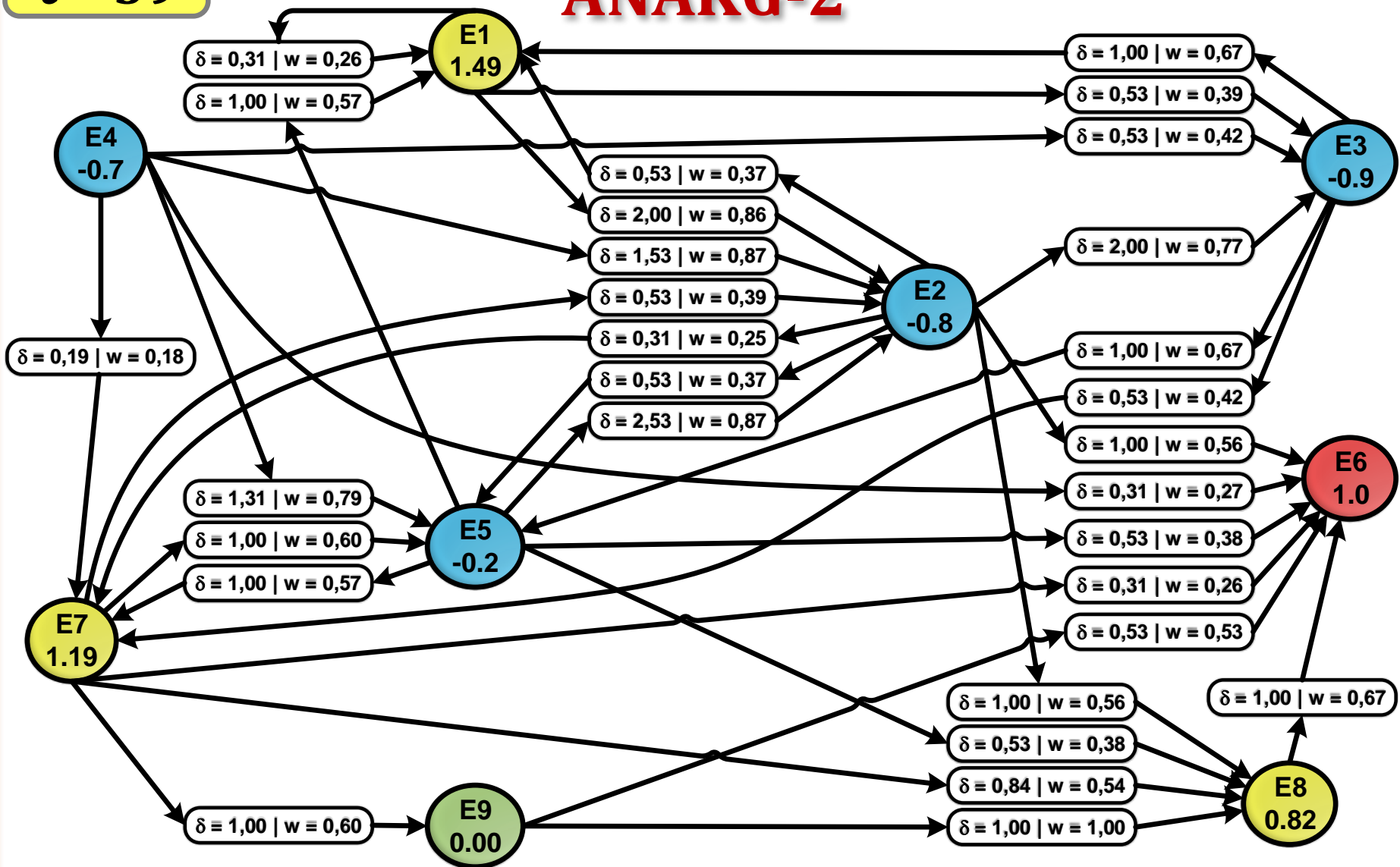
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 59

ANAKG-2



TRAINING

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

SEQUENCES

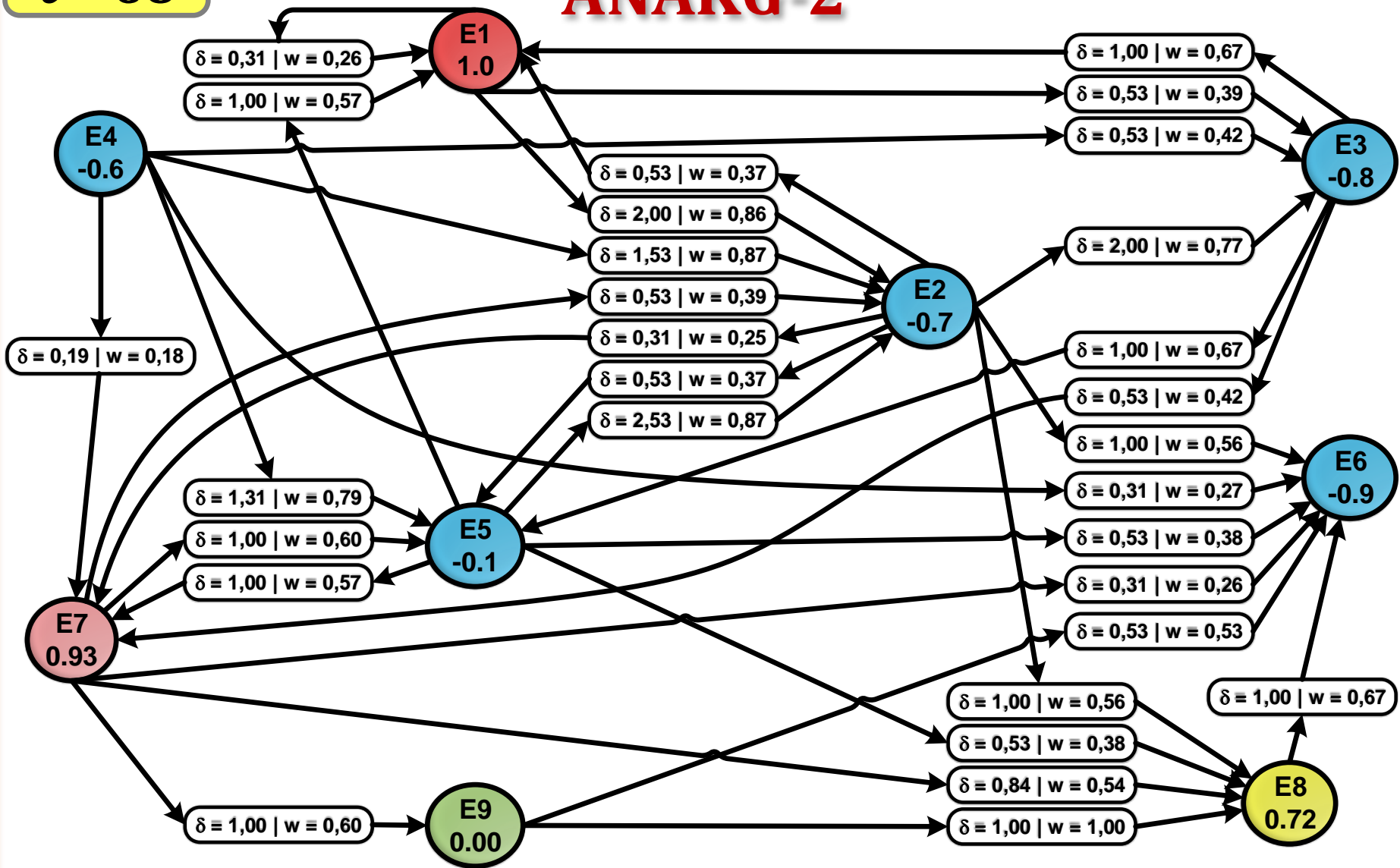
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 68

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

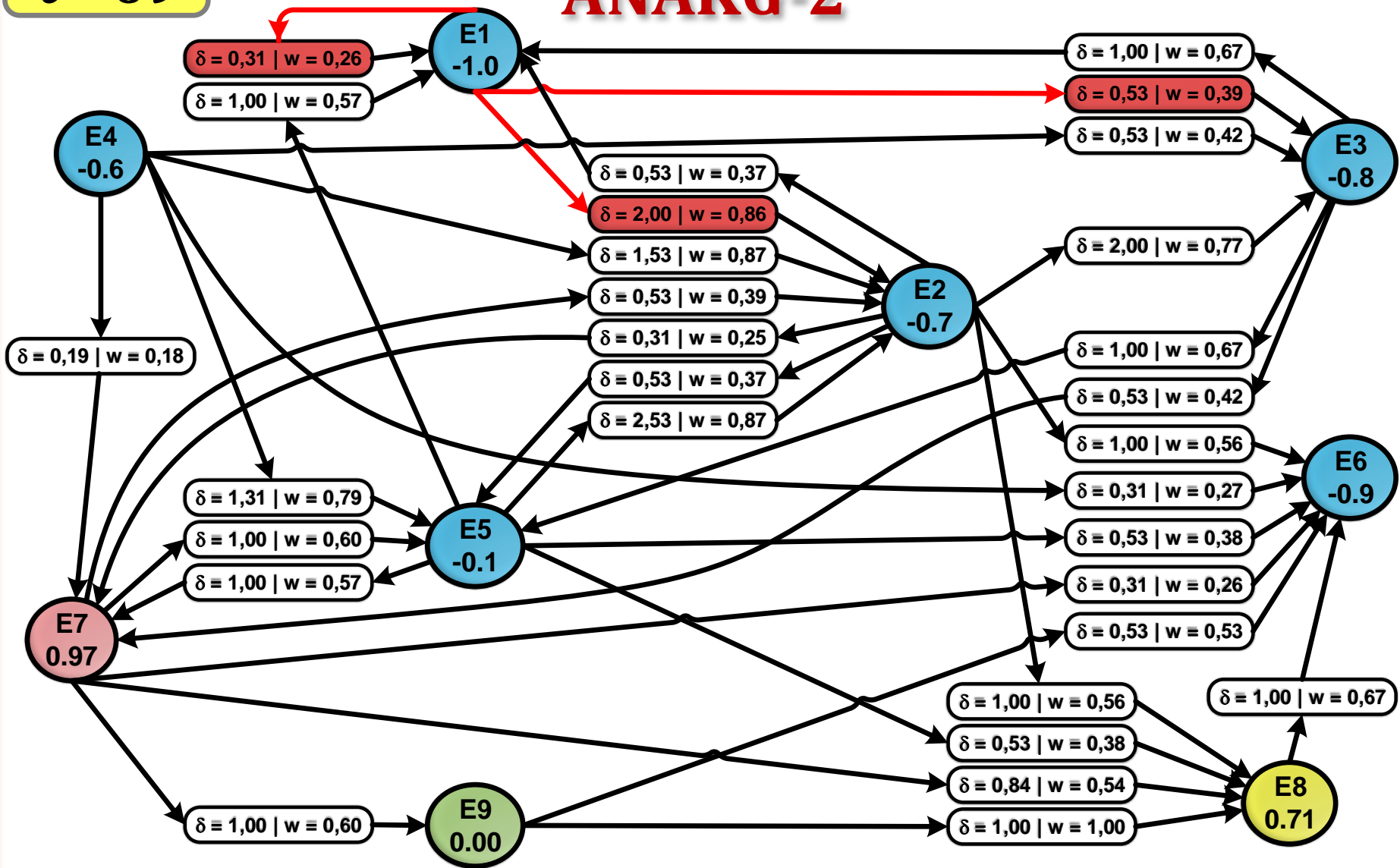
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 69

ANAKG-2



TRAINING

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

SEQUENCES

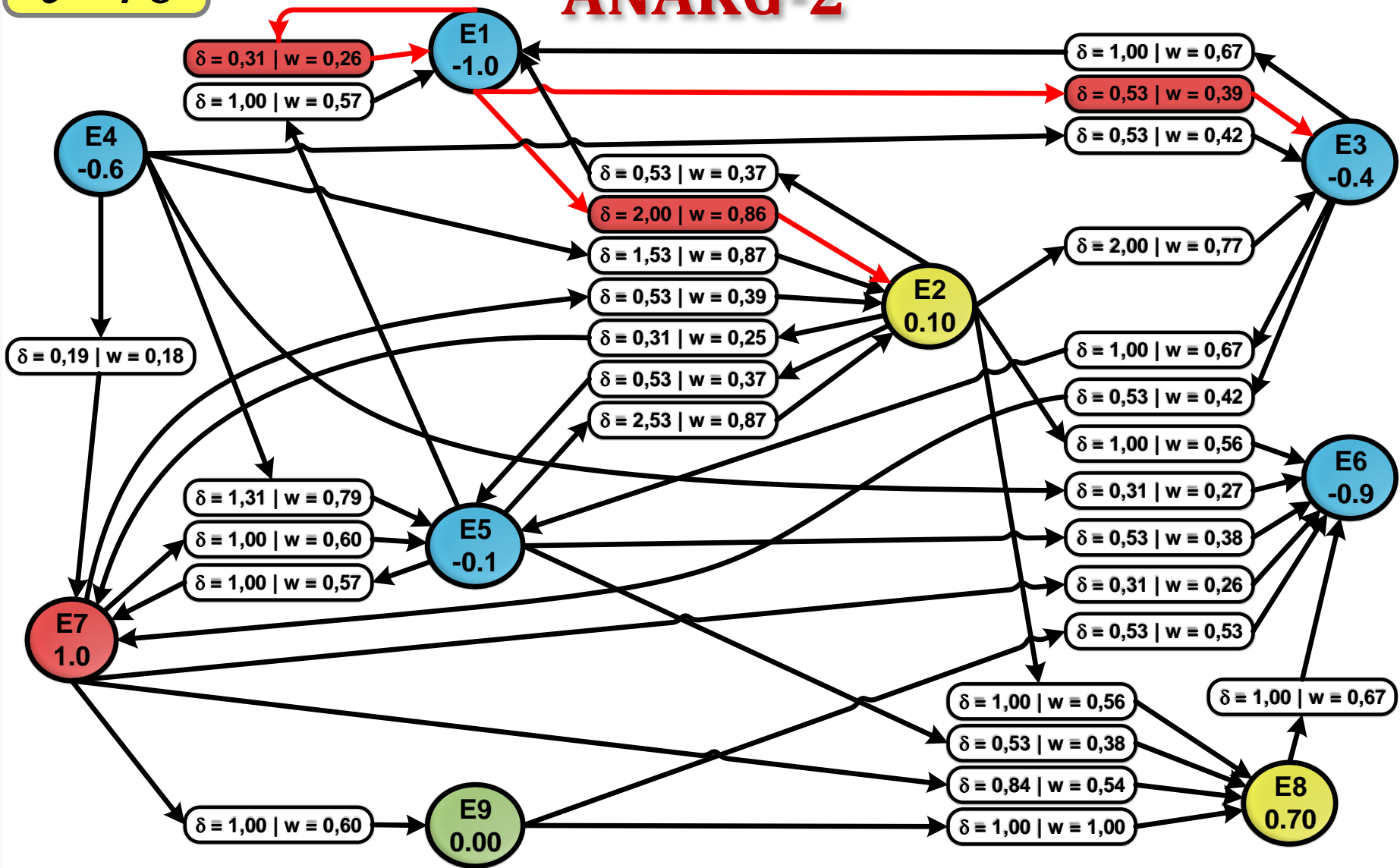
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 70

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

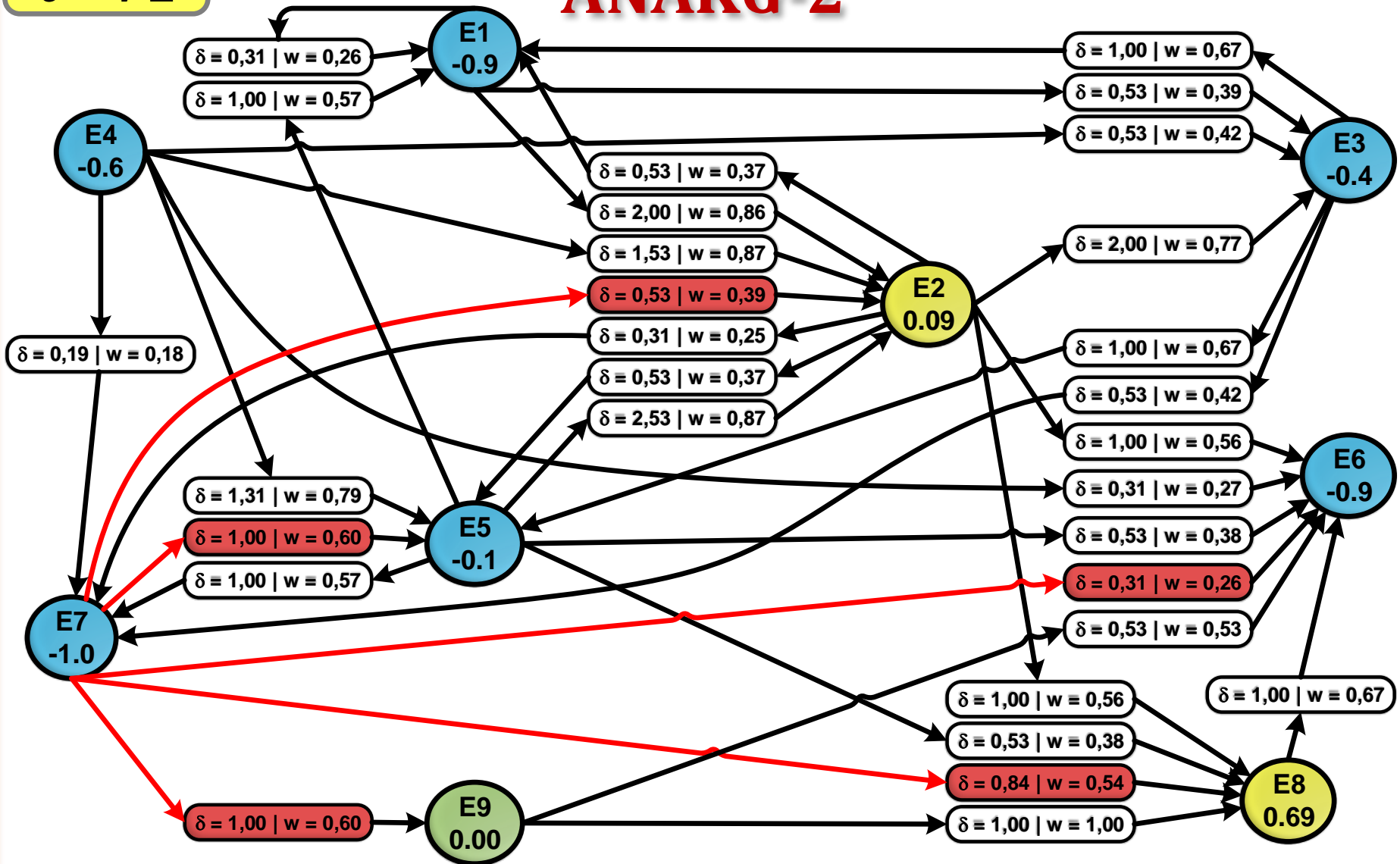
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 71

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

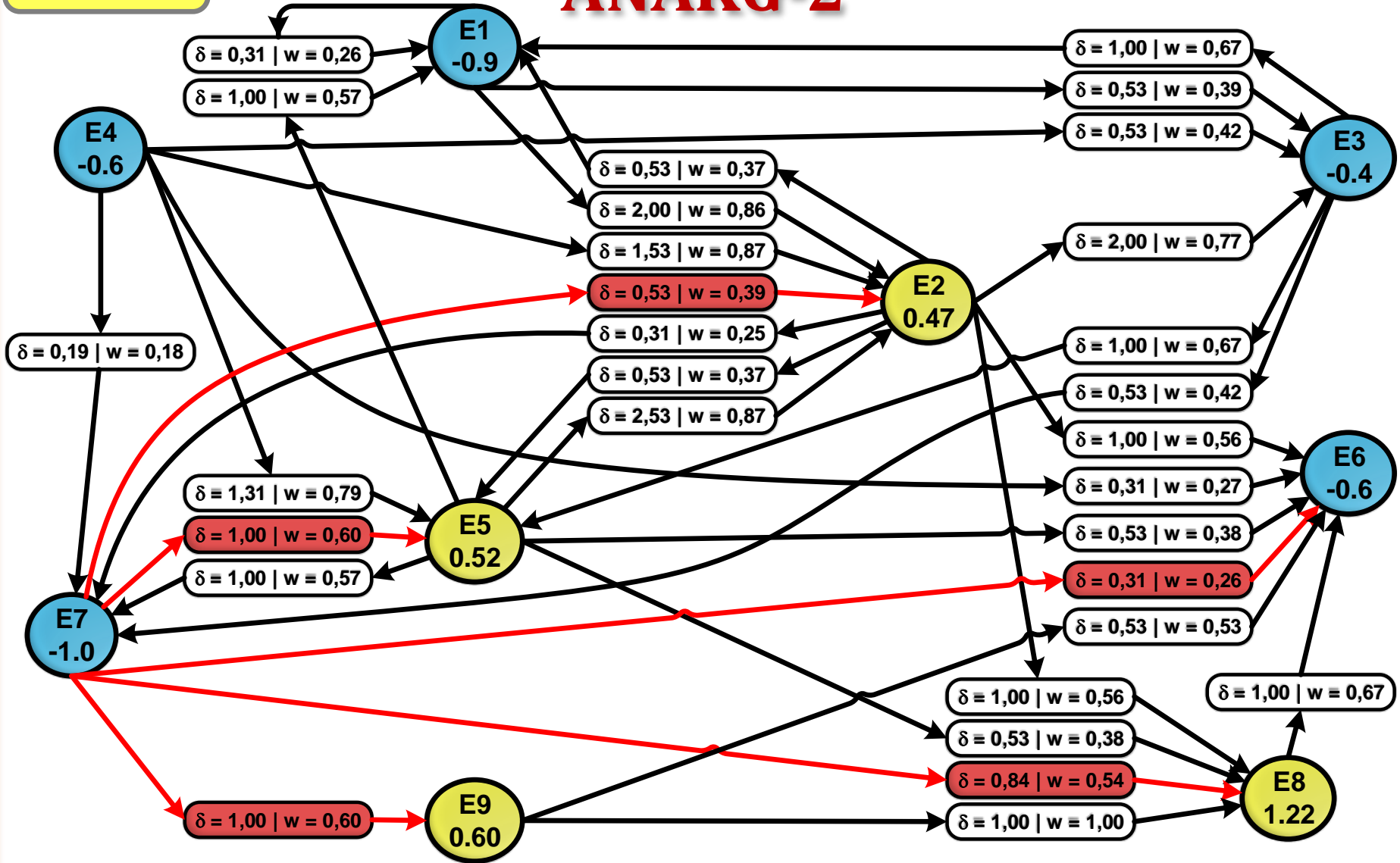
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 72

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

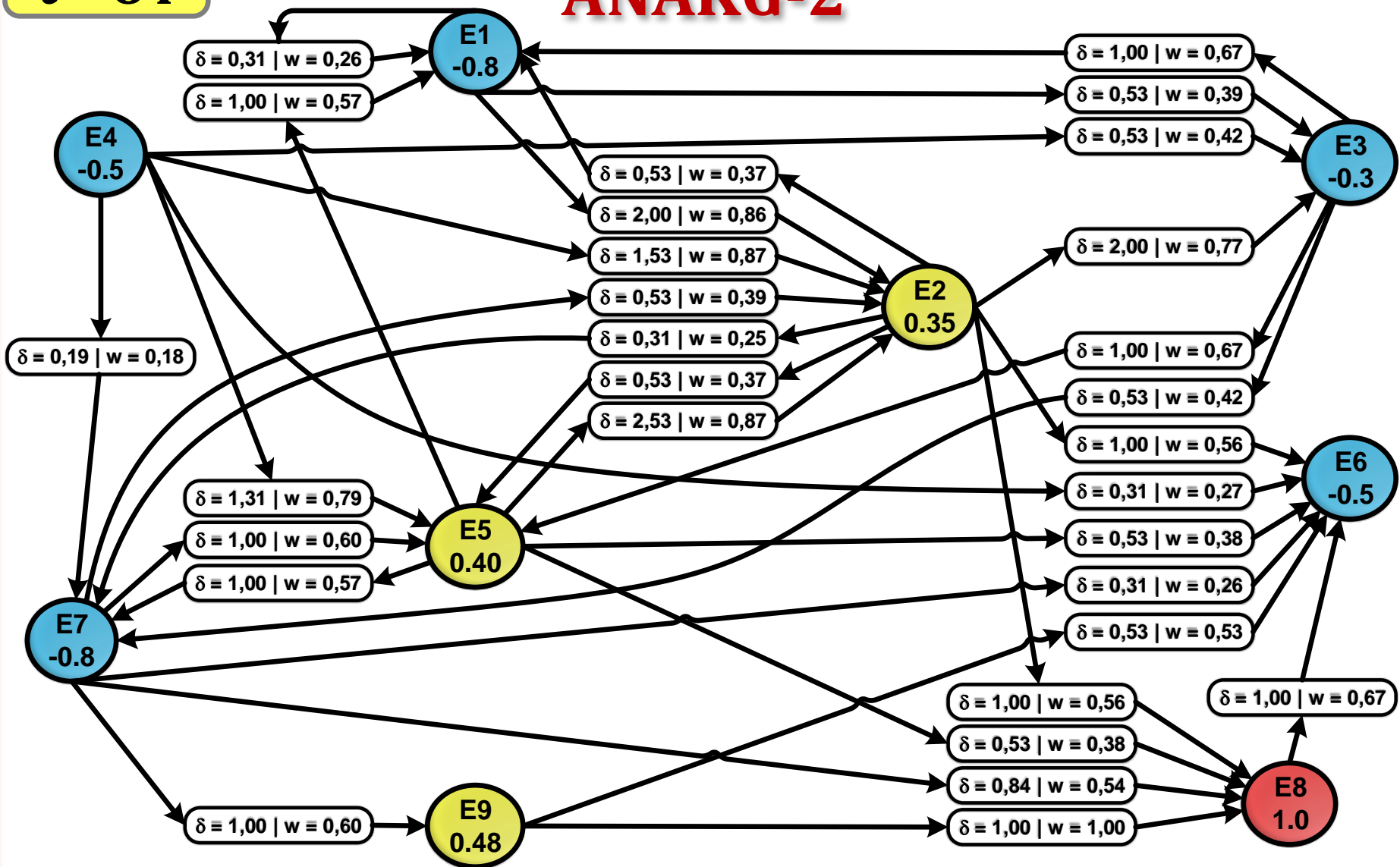
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 84

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

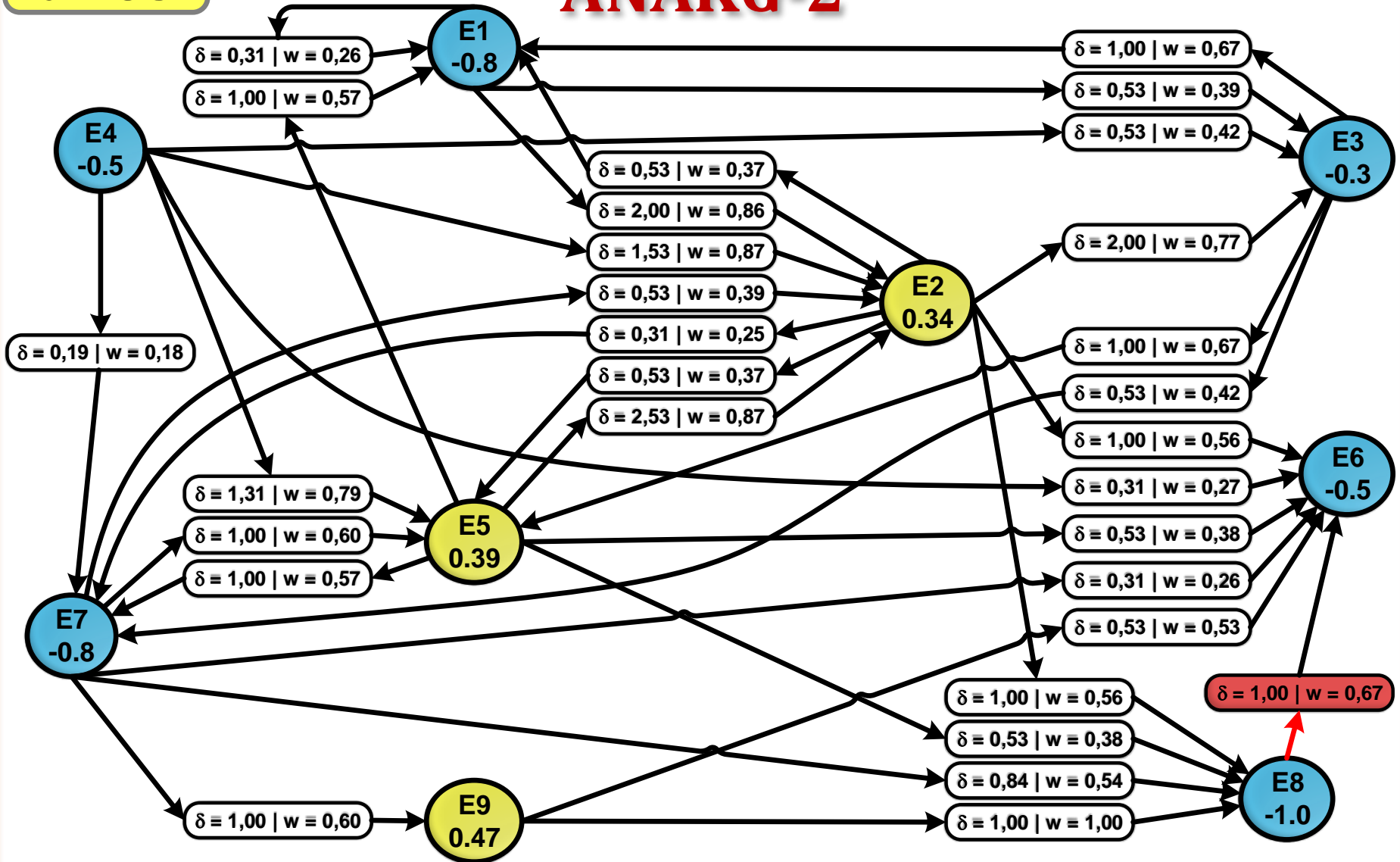
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 85

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

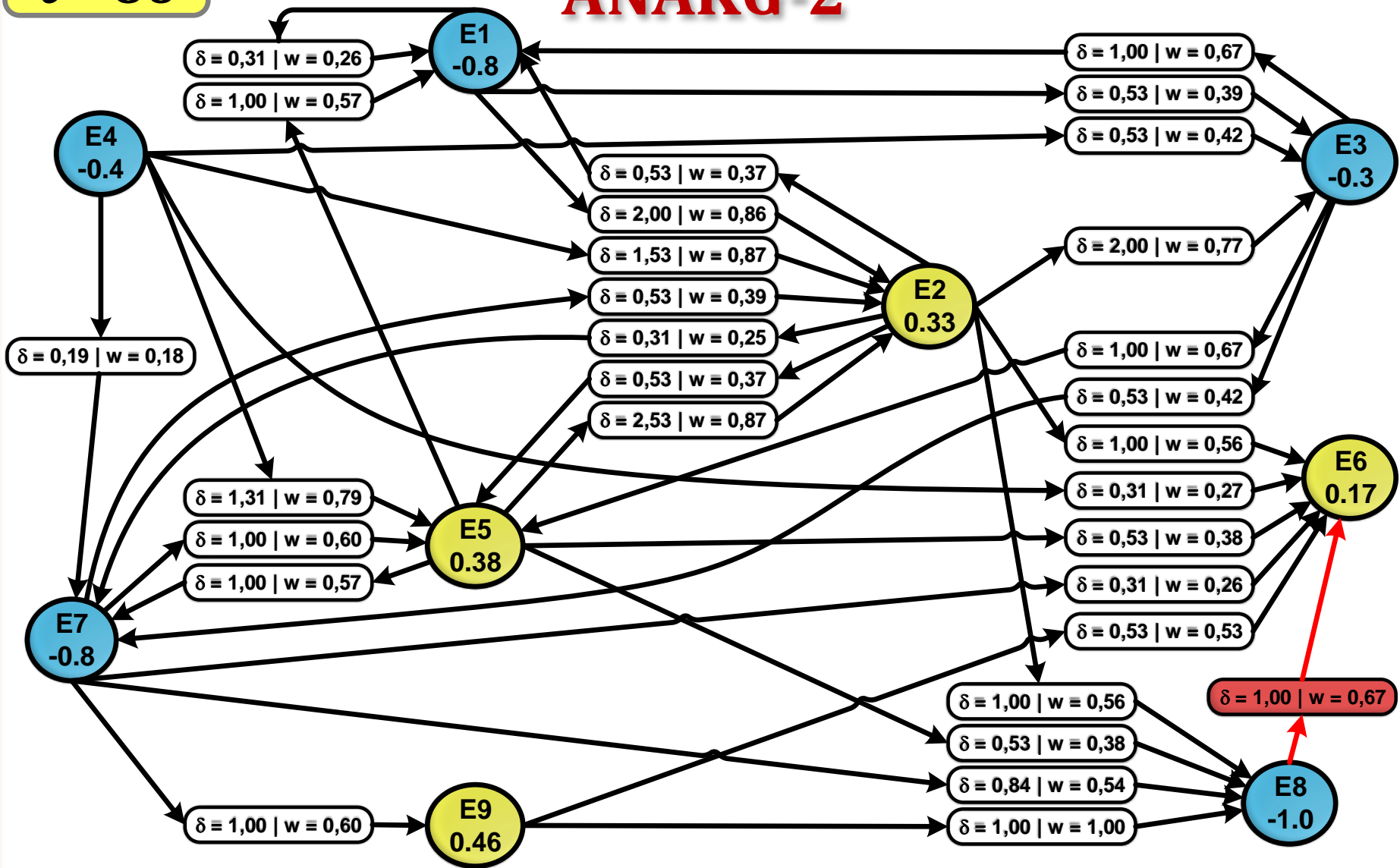
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 86

ANAKG-2



TRAINING SEQUENCES

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

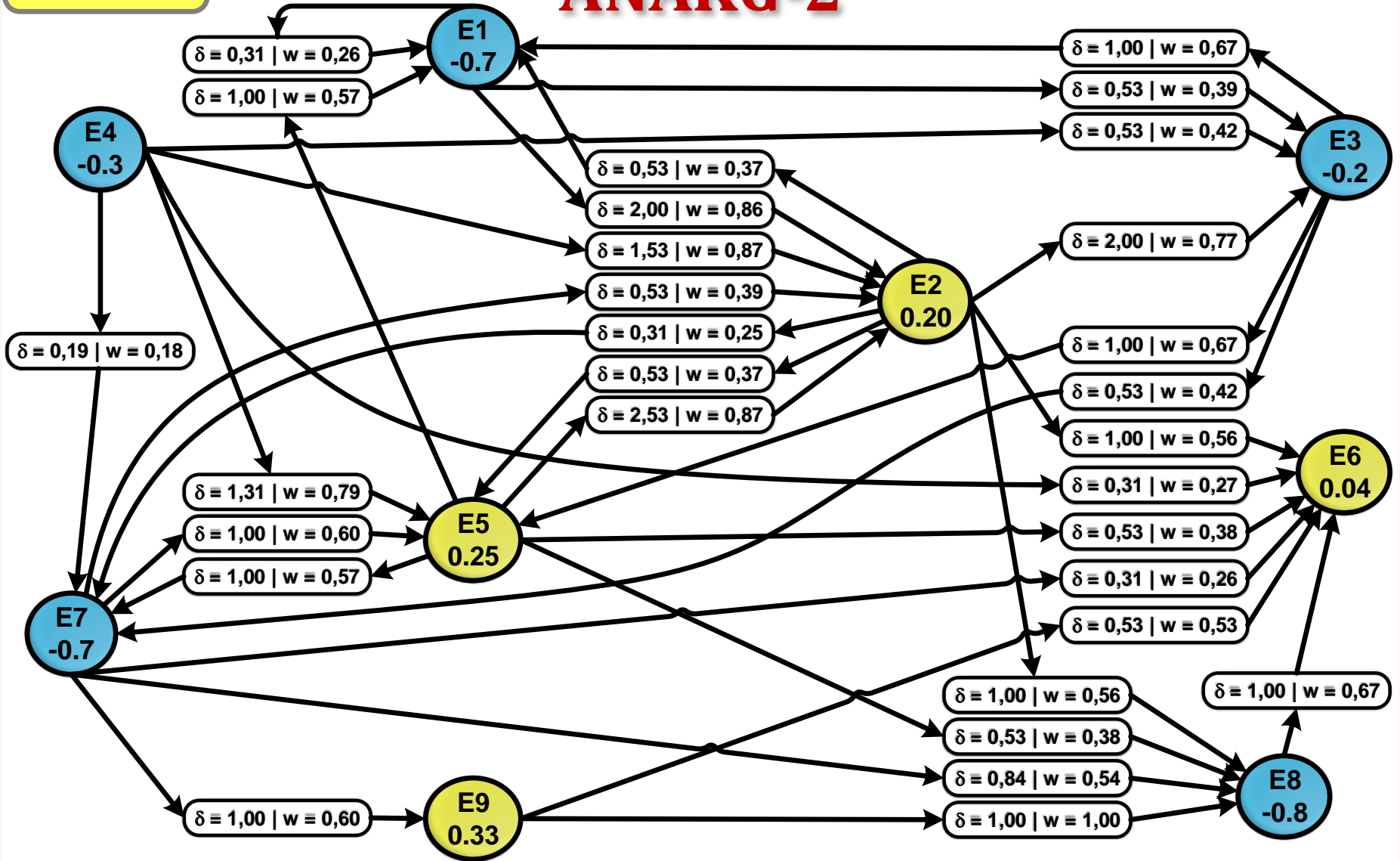
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 99

ANAKG-2



TRAINING

1x S1 E1 E2 E3 E1

1x S2 E4 E5 E2 E6

1x S3 E7 E5 E2 E8

SEQUENCES

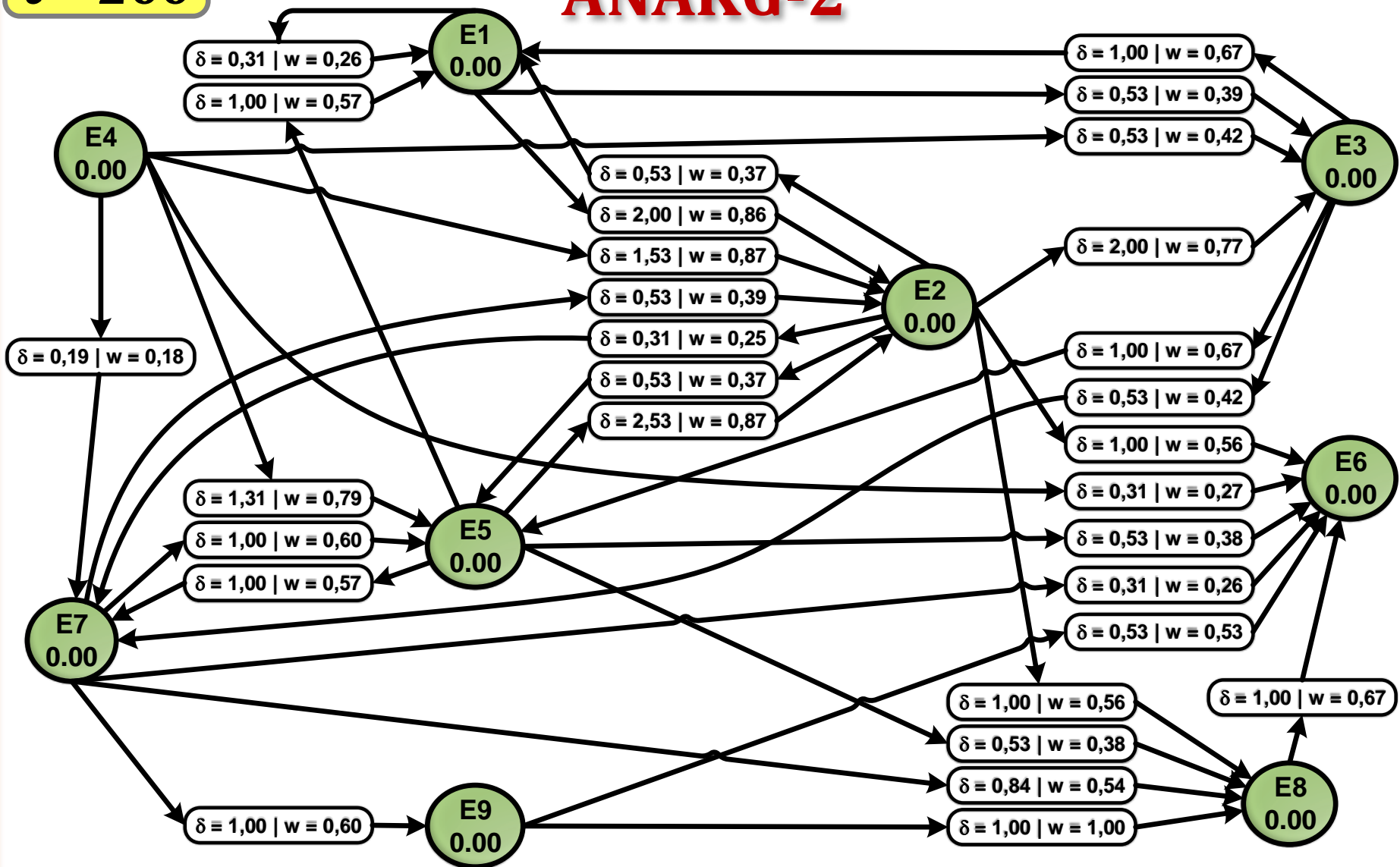
1x S4 E7 E9 E8 E6

1x S5 E5 E1 E2

1x S6 E4 E2 E3 E5 E7

t = 200

ANAKG-2





What is the interpretation of these activations?

TRAINING SEQUENCES

1x	S1	E1	E2	E3	E1	
1x	S2	E4	E5	E2	E6	
1x	S3	E7	E5	E2	E8	
1x	S4	E7	E9	E8	E6	
1x	S5	E5	E1	E2		
1x	S6	E4	E2	E3	E5	E7

We got a new sequence:

S E4 E4 E2 E5 E3 E6 E1 E7 E8

Training sequences have no meaning.

There is no interpretation of this result sequence.

We have to take real training sequences to be able to interpret results of activations.



MONKEY

TRAINING SEQUENCE SET:



*"I have a **monkey**. My **monkey** is very small.
It is very lovely. It likes to sit on my head.
It can jump very quickly. It is also very clever.
It learns quickly. My **monkey** is lovely.
I have also a small dog."*

QUESTION: What is this monkey like?

COMPUTATION OF SYNAPTIC EFFICIENCIES AND NUMBERS OF ACTIVATIONS OF ALL NEURONS

$$\delta_{S, \hat{S}} = \sum_{\{S \rightsquigarrow \hat{S} : (\dots \rightsquigarrow S \rightsquigarrow \dots \rightsquigarrow \hat{S} \rightsquigarrow \dots) \in \mathcal{S}\}} \left(\frac{1}{1 + \frac{\Delta t - t_a^{\hat{S}}}{\omega}} \right)^\gamma \quad (1)$$

$$\begin{aligned} \omega &= 100 \\ t_a^M \cdot 2^X &= 15 \\ t_s &= 5 \\ t_r &= 3 \\ \theta &= 1 \\ \gamma &= 4 \end{aligned}$$

		POSTSYNAPTIC AS-NEURON																						
η	$\Sigma \delta$	A	ALSO	CAN	CLEVER	DOG	HAVE	HEAD	I	IS	IT	JUMP	LEARNS	LIKES	LOVELY	MONKEY	MY	ON	QUICKLY	SIT	SMALL	TO	VERY	
2	A					0,534										1,000								
2	ALSO	1,000			0,534	0,310																0,534		1,000
1	CAN											1,000								0,310				0,534
1	CLEVER																							
1	DOG																							
2	HAVE	1,534	1,000			0,192										0,534						0,310		
1	HEAD																							
2	I	0,844	0,534			0,126	2,000									0,310						0,192		
4	IS		1,000		0,310										1,534						0,534			2,534
5	IT		0,534	1,000	0,192			0,085	2,000		0,534	1,000	1,000	0,310			0,126	0,192	0,726	0,310		0,534	1,154	
1	JUMP																		0,534					1,000
1	LEARNS																		1,000					
1	LIKES							0,126									0,192	0,310		0,534			1,000	
2	LOVELY																							
3	MONKEY								2,000						0,534							0,310		0,534
3	MY							1,000	1,067						0,310	2,000					0,192		0,310	
1	ON							0,534									1,000							
2	QUICKLY																							
1	SIT							0,310									0,534	1,000						
2	SMALL					1,000																		
1	TO							0,192									0,310	0,534		1,000				
4	VERY				1,000										1,000				1,000		1,000			

PRESYNAPTIC AS-NEURON

COMPUTATION OF WEIGHTS FOR CREATED SYNAPSES

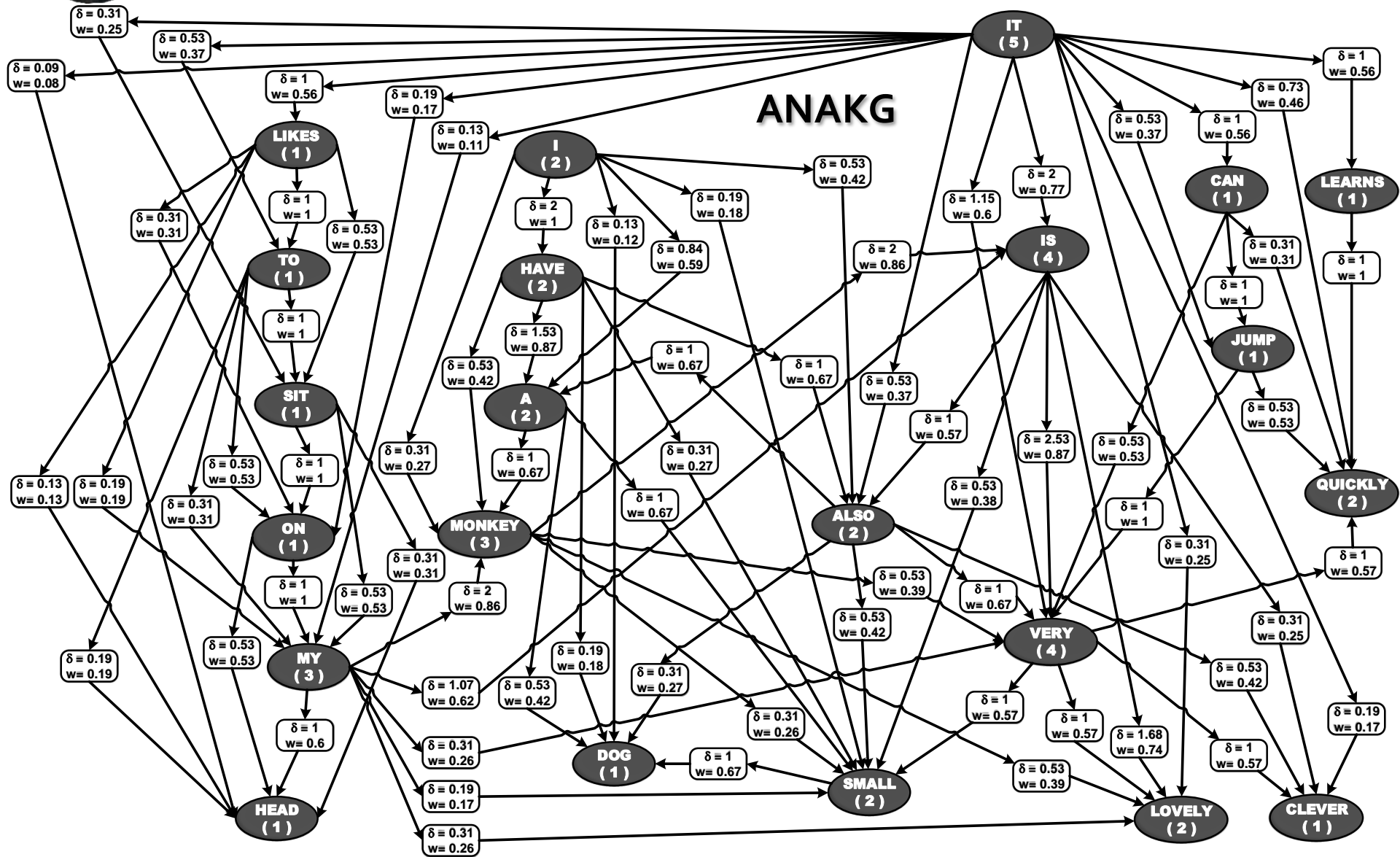
$$w_{S,\hat{S}} = \frac{\eta_S \cdot \delta_{S,\hat{S}} \cdot \theta_{\hat{S}}}{\eta_S + (\eta_S - 1) \cdot \delta_{S,\hat{S}}} \quad (2)$$

		POSTSYNAPTIC AS-NEURON																				
w	A	ALSO	CAN	CLEVER	DOG	HAVE	HEAD	I	IS	IT	JUMP	LEARNS	LIKES	LOVELY	MONKEY	MY	ON	QUICKLY	SIT	SMALL	TO	VERY
A					0,421										0,667					0,667		
ALSO	0,667			0,421	0,269															0,421		0,667
CAN											1,000							0,310				0,534
CLEVER																						
DOG																						
HAVE	0,868	0,667			0,175										0,421					0,269		
HEAD																						
I	0,593	0,421			0,118	1,000									0,269					0,175		
IS		0,571		0,252										0,713						0,381		0,874
IT		0,374	0,556	0,167			0,080		0,769		0,374	0,556	0,556	0,248		0,114	0,167	0,459	0,248		0,374	0,600
JUMP																		0,534				1,000
LEARNS																		1,000				
LIKES							0,126									0,192	0,310		0,534		1,000	
LOVELY																						
MONKEY									0,857					0,394						0,257		0,394
MY							0,600		0,624					0,257	0,857					0,170		0,257
ON							0,534									1,000						
QUICKLY																						
SIT							0,310									0,534	1,000					
SMALL					0,667																	
TO							0,192									0,310	0,534		1,000			
VERY				0,571										0,571				0,571		0,571		

PRESYNAPTIC AS-NEURON



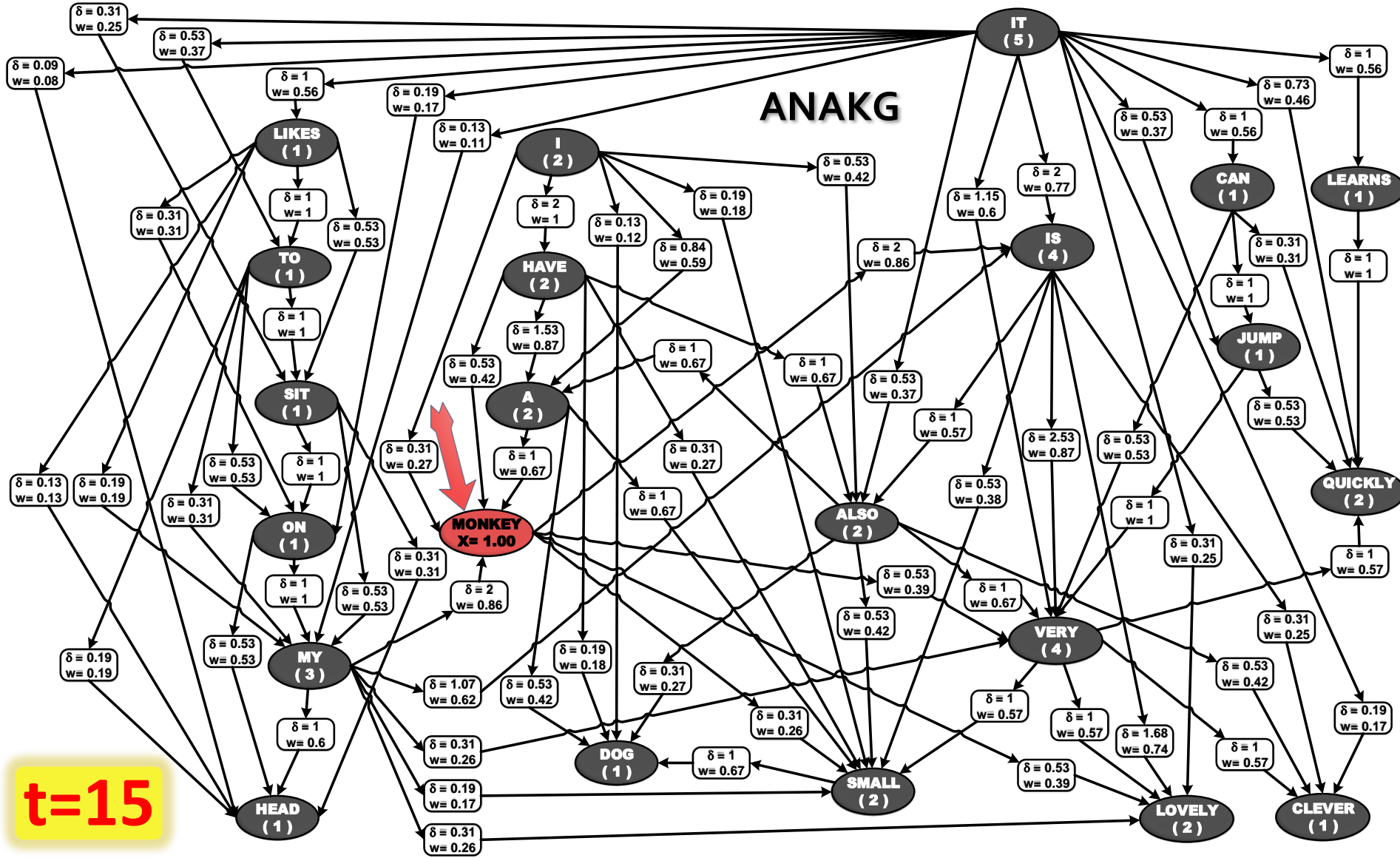
ASSOCIATIVE NEURAL GRAPH ANAKG-2 is ready for external stimulations





ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neuron **MONKEY** is activated.

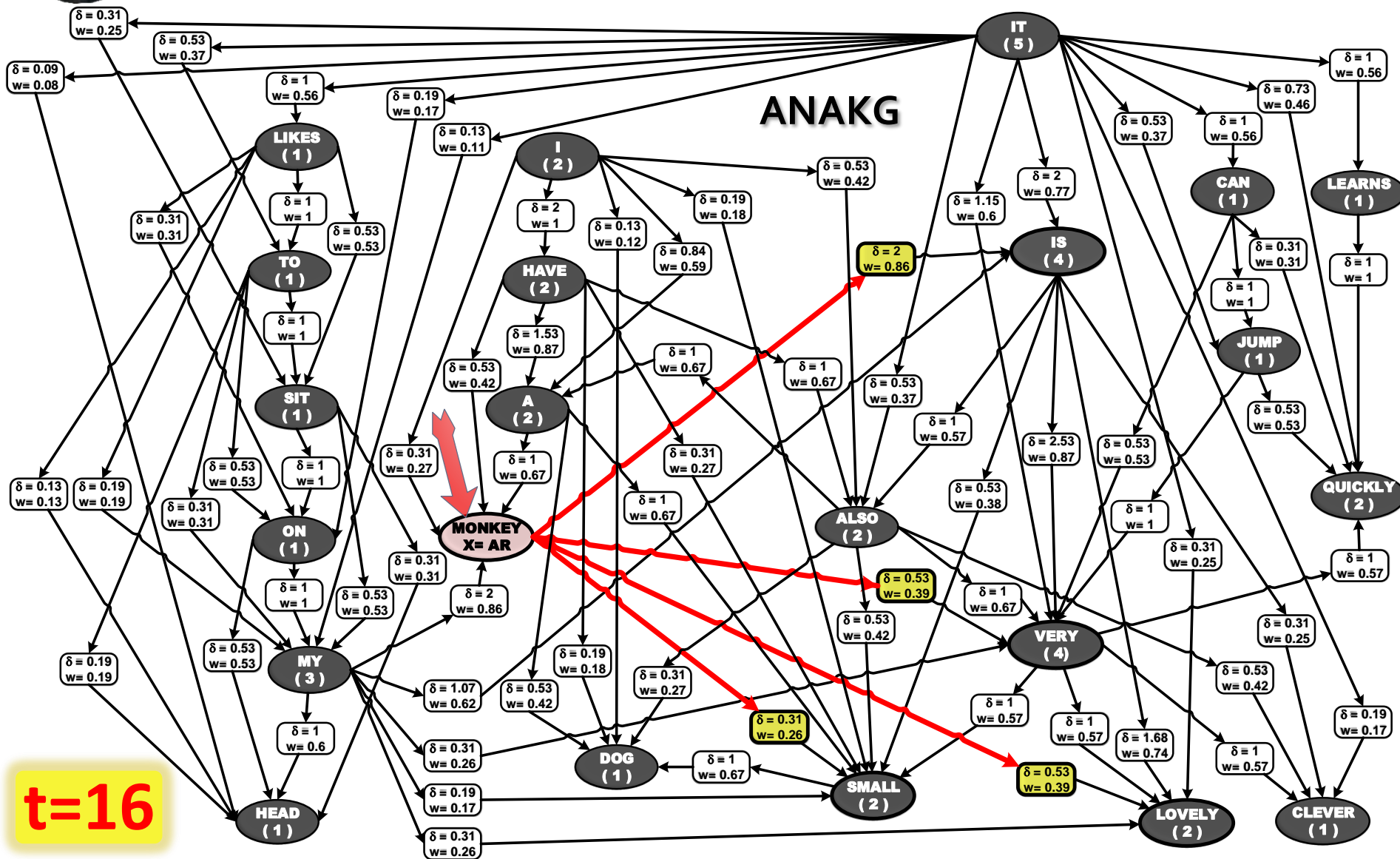


t=15



ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neuron **MONKEY** stimulates synapses.

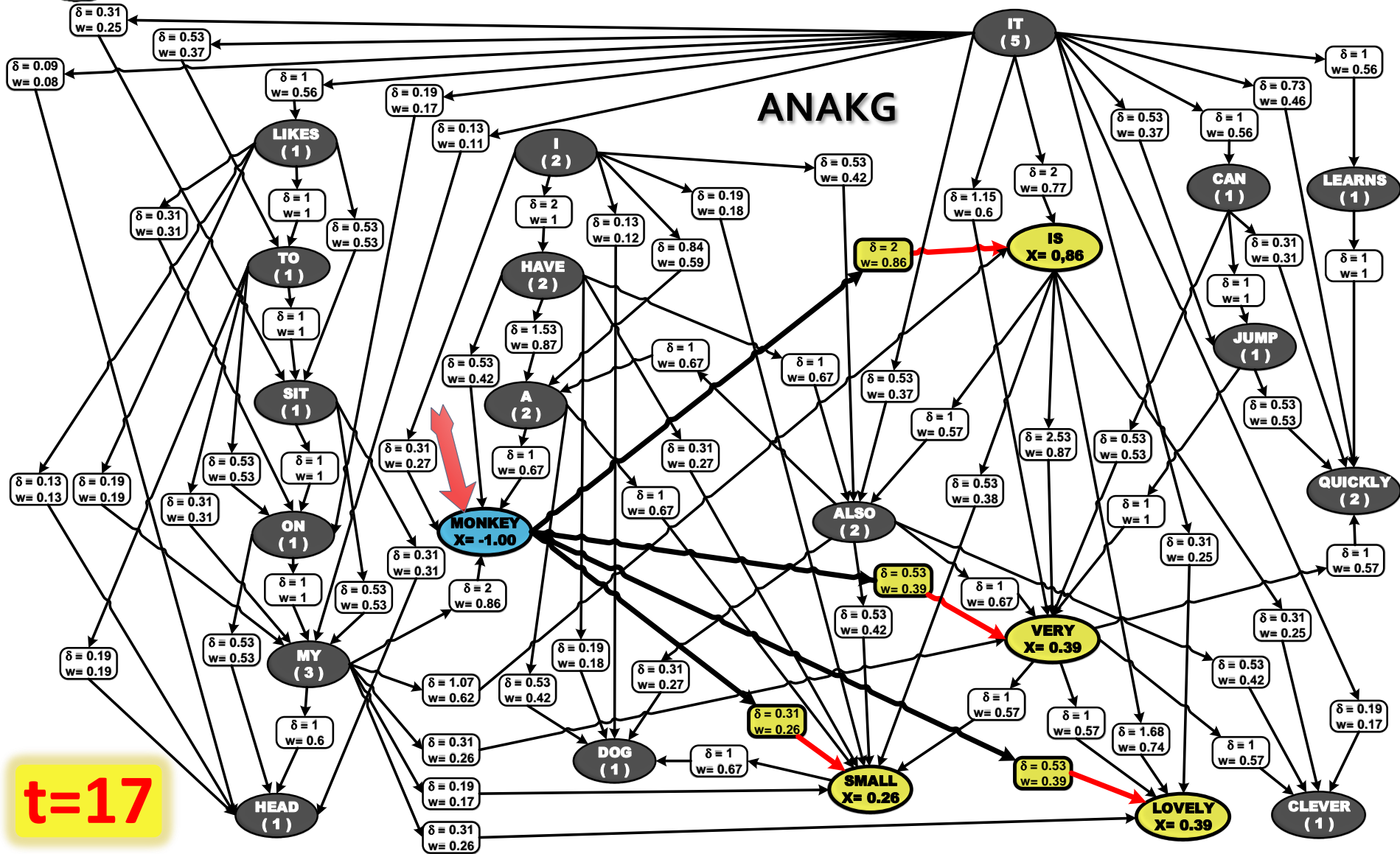


t=16



ASSOCIATIVE NEURAL GRAPH ANAKG

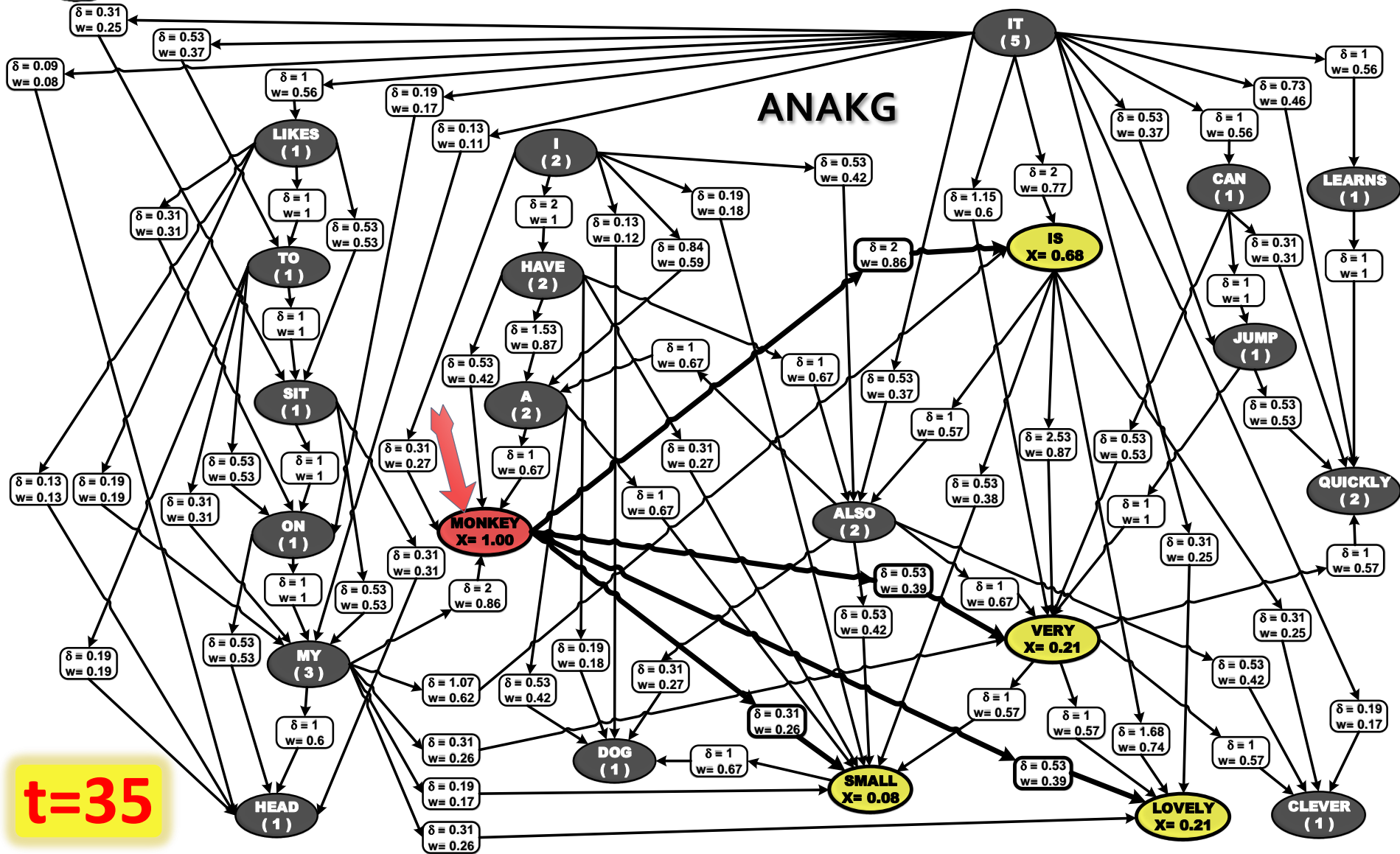
Neuron **MONKEY** stimulates connected neurons.





ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neuron **MONKEY** is stimulated the 2nd time.

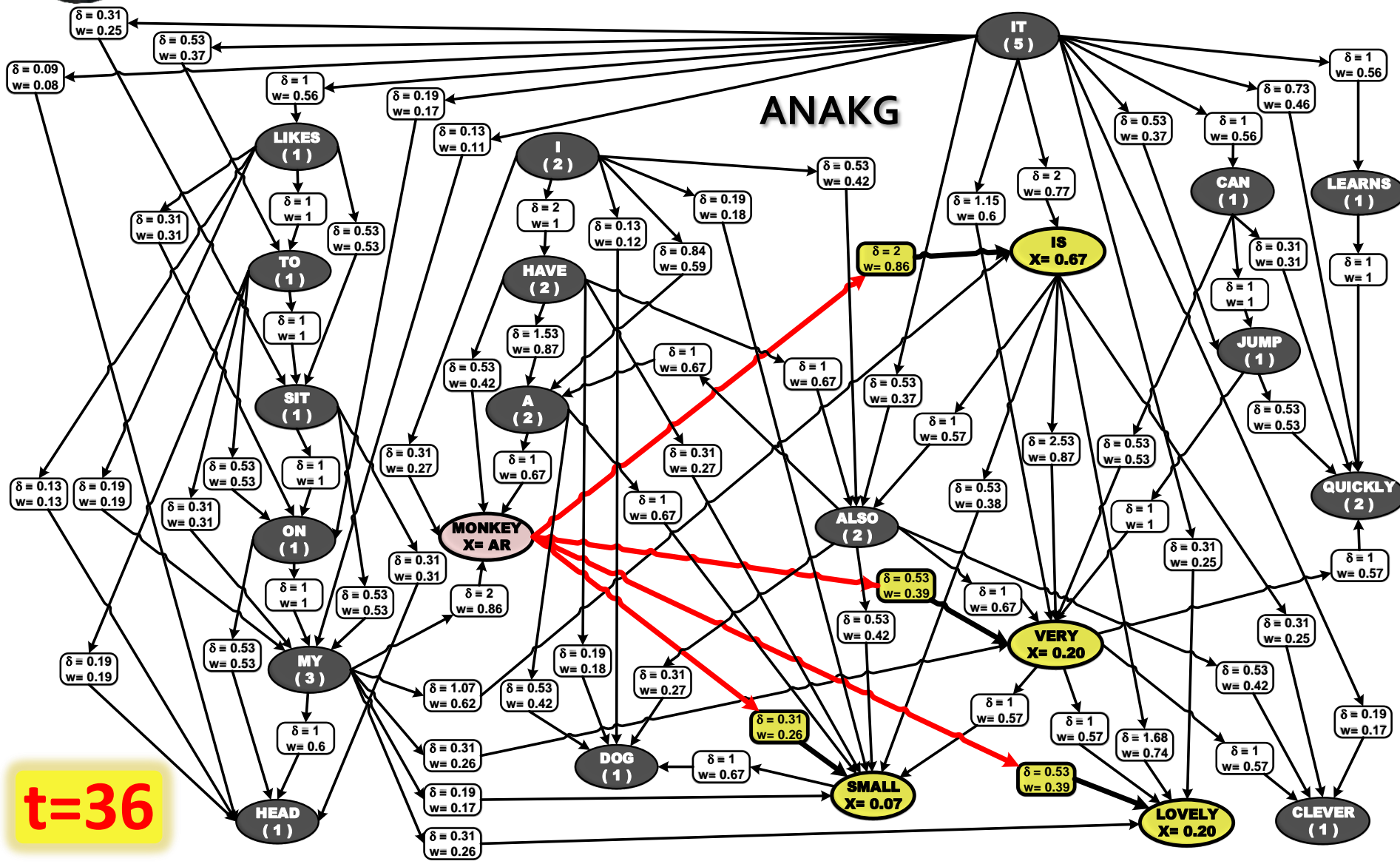


t=35



ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neuron **MONKEY** stimulates synapses.

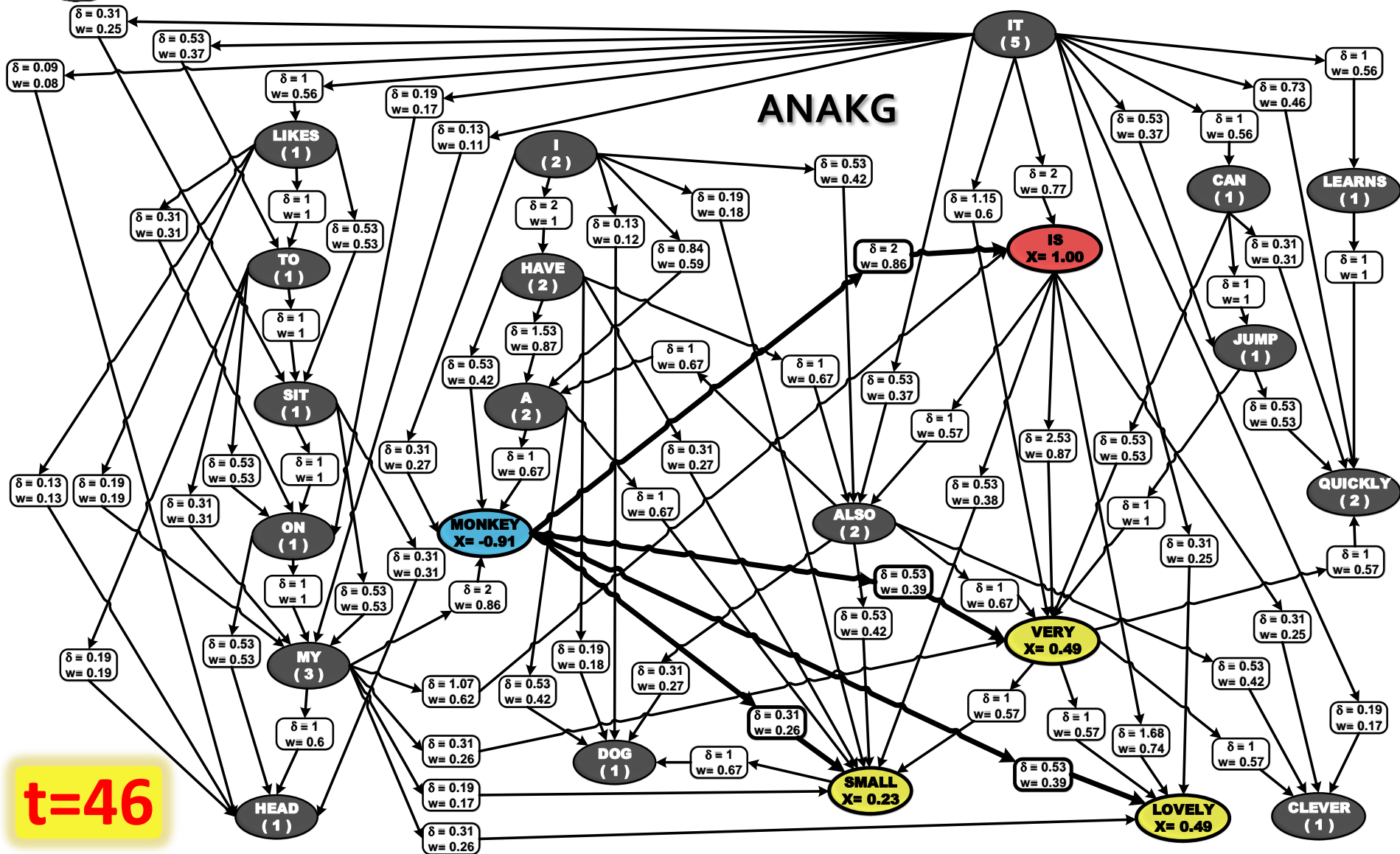


t=36



ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neuron **IS** is activated as a result of the stimulations.

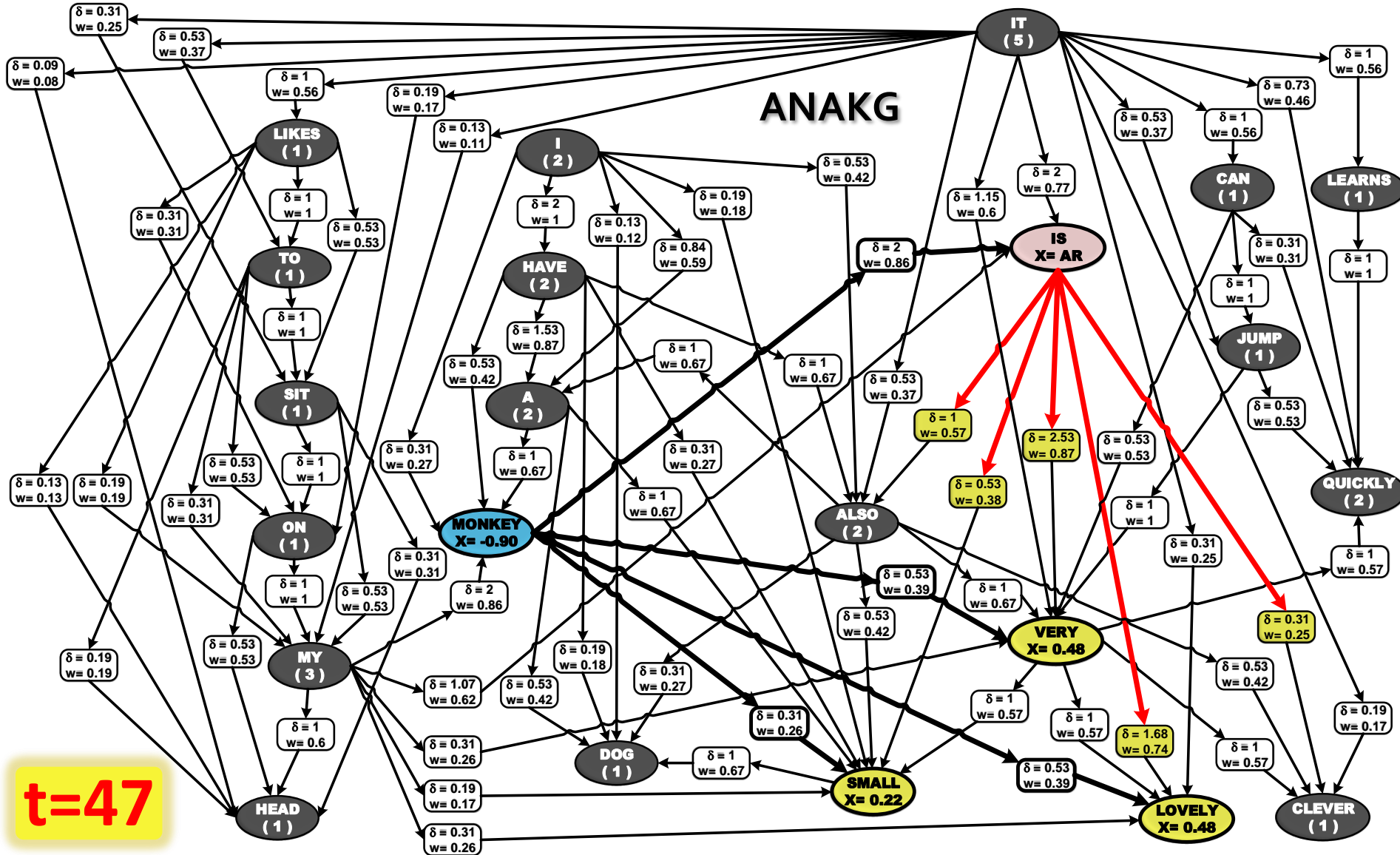


$t=46$



ASSOCIATIVE NEURAL GRAPH ANAKG-2

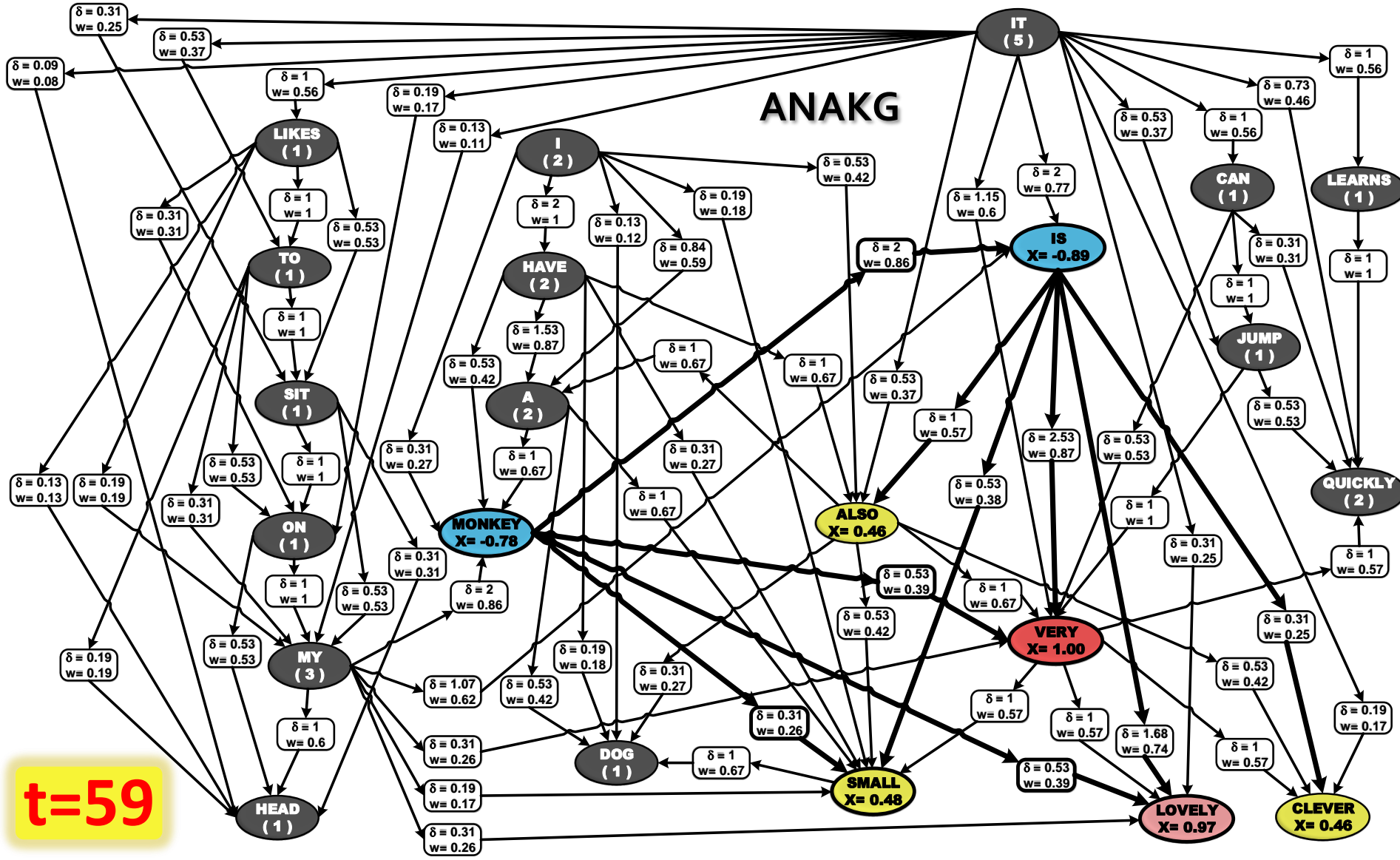
Neuron **IS** stimulates synapses.





ASSOCIATIVE NEURAL GRAPH ANAKG-2

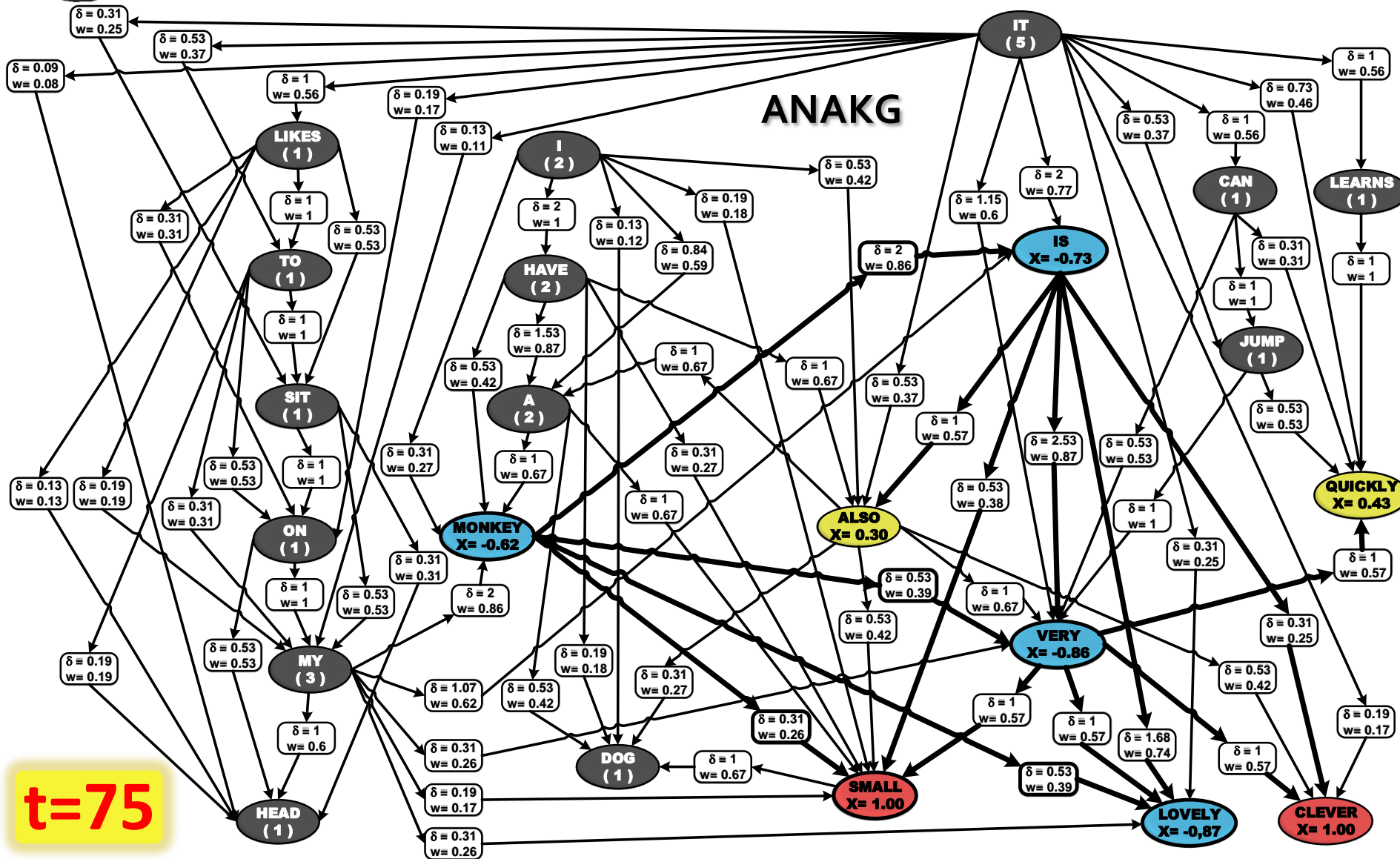
Neuron **VERY** is activated as a result of the stimulations





ASSOCIATIVE NEURAL GRAPH ANAKG-2

Neurons **SMALL** and **VERY** are activated.

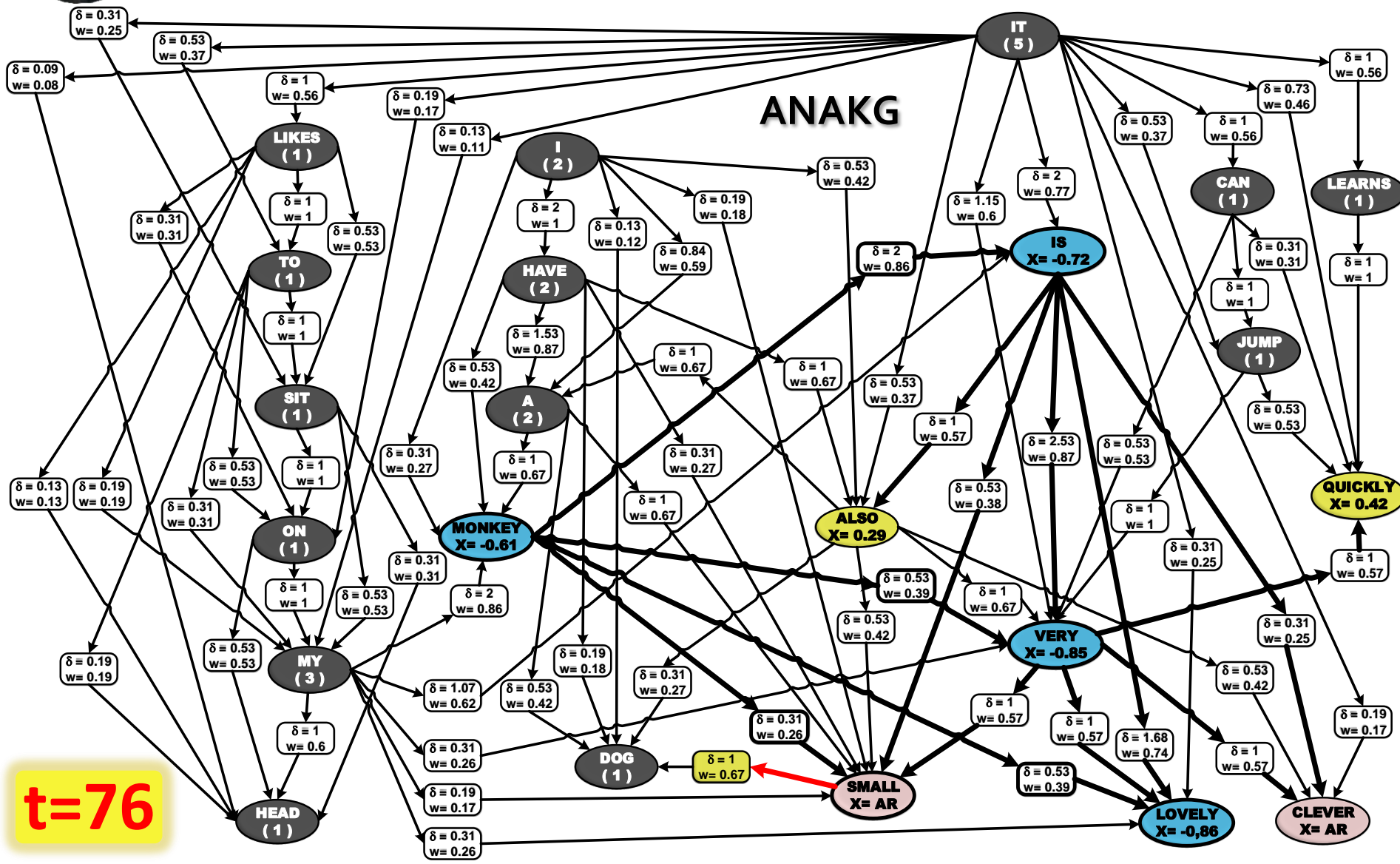


t=75



ASSOCIATIVE NEURAL GRAPH ANAKG-2

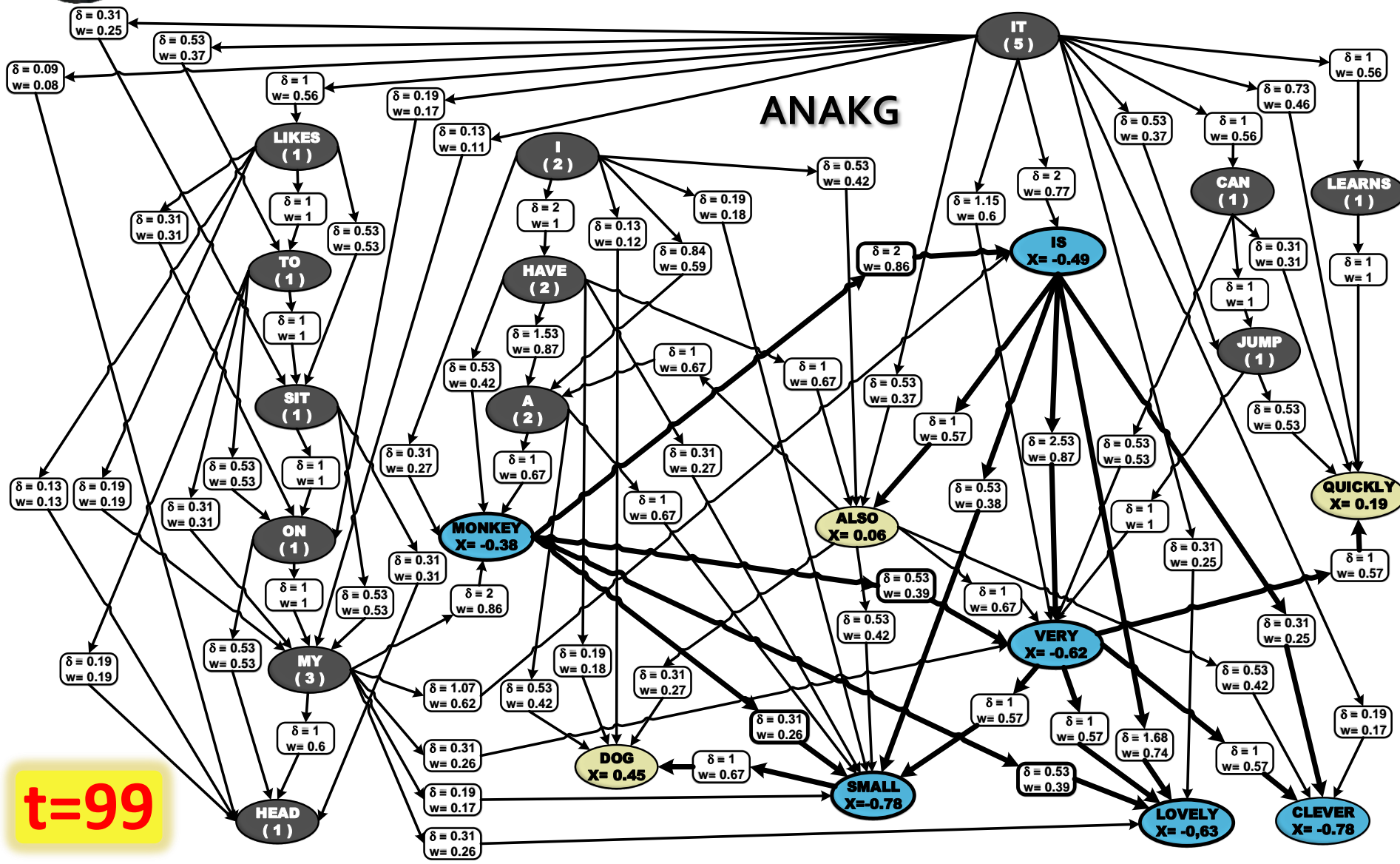
Neuron **SMALL** stimulates a synapsis.



t=76



All neurons are relaxing, refracting, and returning back to their resting states.



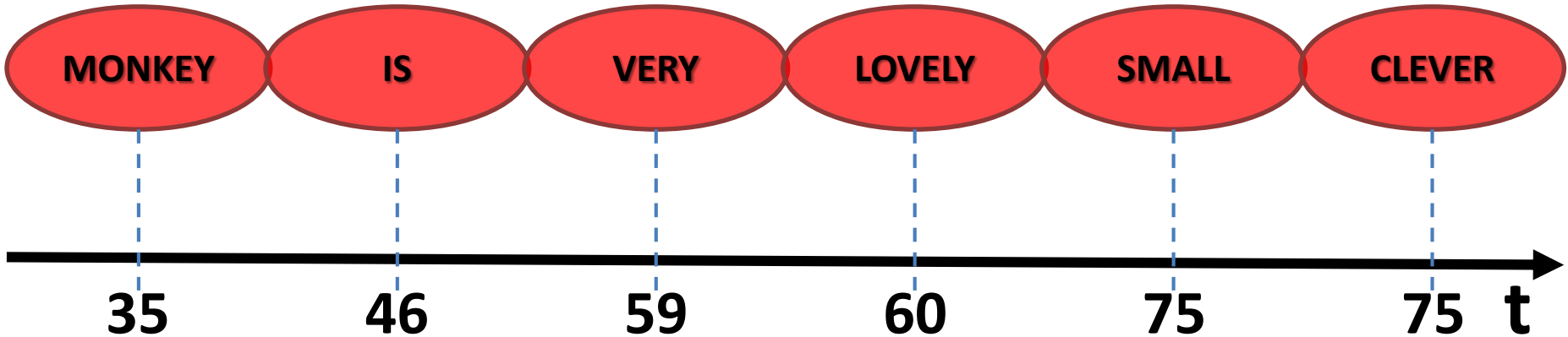
t=99



ASSOCIATIVE NEURAL GRAPH ANAKG-2

What answer we got?

What answer returned this associative neural graph for external stimulation of neuron **MONKEY**?



I cannot agree more!
What do you think about me?

Has the created associative neural graph **gained any knowledge** about this **MONKEY**?



ASSOCIATIVE NEURAL GRAPH ANAKG-2

CONCLUSIONS AND REMARKS

*"I have a monkey. My monkey is **very small**.
It **is very lovely**. It **likes** to sit on my head.
It **can** jump very quickly. It **is** also **very clever**.
It **learns** quickly. My monkey **is lovely**.
I have also a small dog."*

The training sequence set did not include the **summary** about this monkey we got:
Monkey is very lovely, small, clever.

CONCLUSION:

*The developed Associative Neural Graph
gained some knowledge about this monkey
and **generalized training sentences**.*





GENERAL CONCLUSIONS ABOUT ASSOCIATIVE NEURAL GRAPHS

- ✓ Can form, model, and represent knowledge.
- ✓ Use **plastic mechanisms** to create a structure that reproduces relations between objects.
- ✓ Construction and adaptation is **very fast and easy**.
- ✓ We can **recall artificial associations** for reconstruction of training sequences or generalization about them.
- ✓ The associative answer depends on a given context for recalling:
 - Longer contexts will usually reproduce training sequences.
 - Shorter contexts will **generalize** or return the most frequent training sequences.
- ✓ We can use them for data mining, knowledge exploration, formation, and discovery.

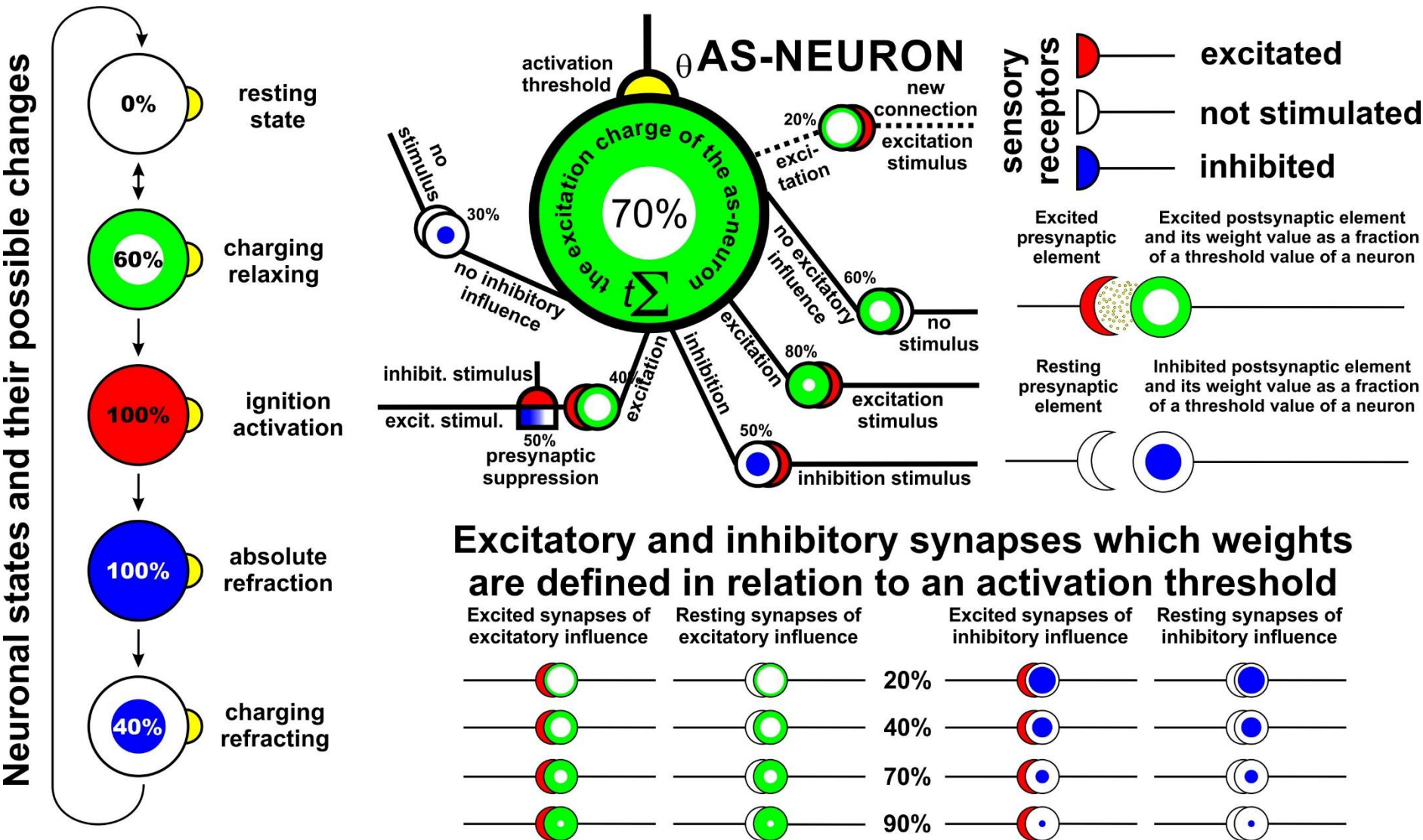


POSSIBLE IMPLEMENTATIONS OF ASSOCIATIVE NEURAL GRAPHS

- ✓ Data mining, knowledge exploration and discovery, frequent pattern exploration and analysis, concluding...
- ✓ Researching and modeling of associative processes in biological nervous systems.
- ✓ **Proof-reading** of texts and their semi-automatic correction.
- ✓ Supporting automatic **translation** when associating phrases.
- ✓ Aggregation and consolidation of many facts, rules.
- ✓ **Big data** can be transformed on the fly into these associative neural graph structures.
- ✓ Can be useful for linguistic **chatbot** constructions.
- ✓ Can be used as an emergent cognitive architecture.
- ✓ Can help to develop **intelligent artificial associative systems**.

AS-NEURONS NOTATIONS

As-neurons change their internal states on stimuli and time lapse.

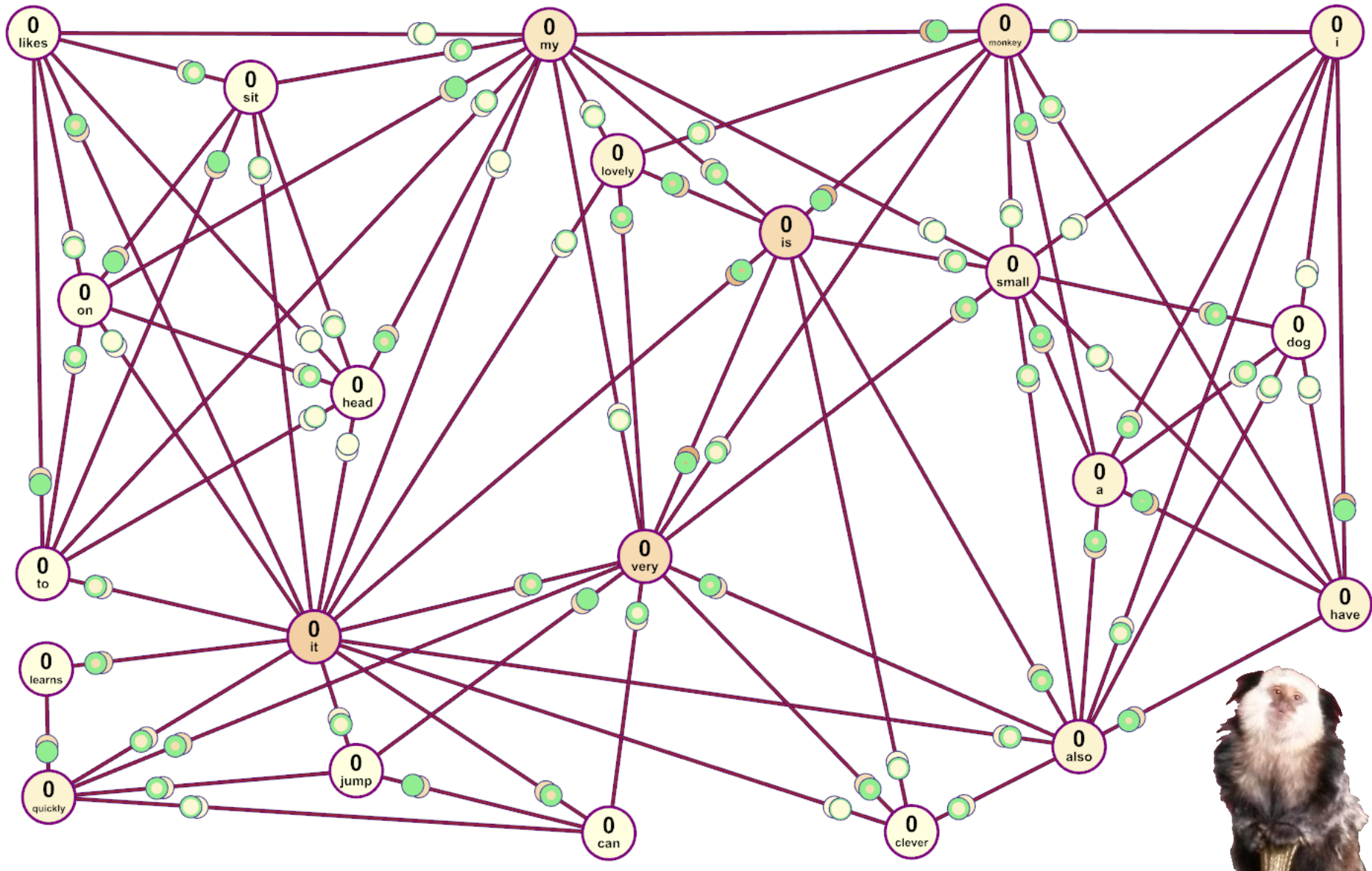


Weight values are notated as a fraction of a threshold value.



ASSOCIATIVE NEURAL GRAPHS

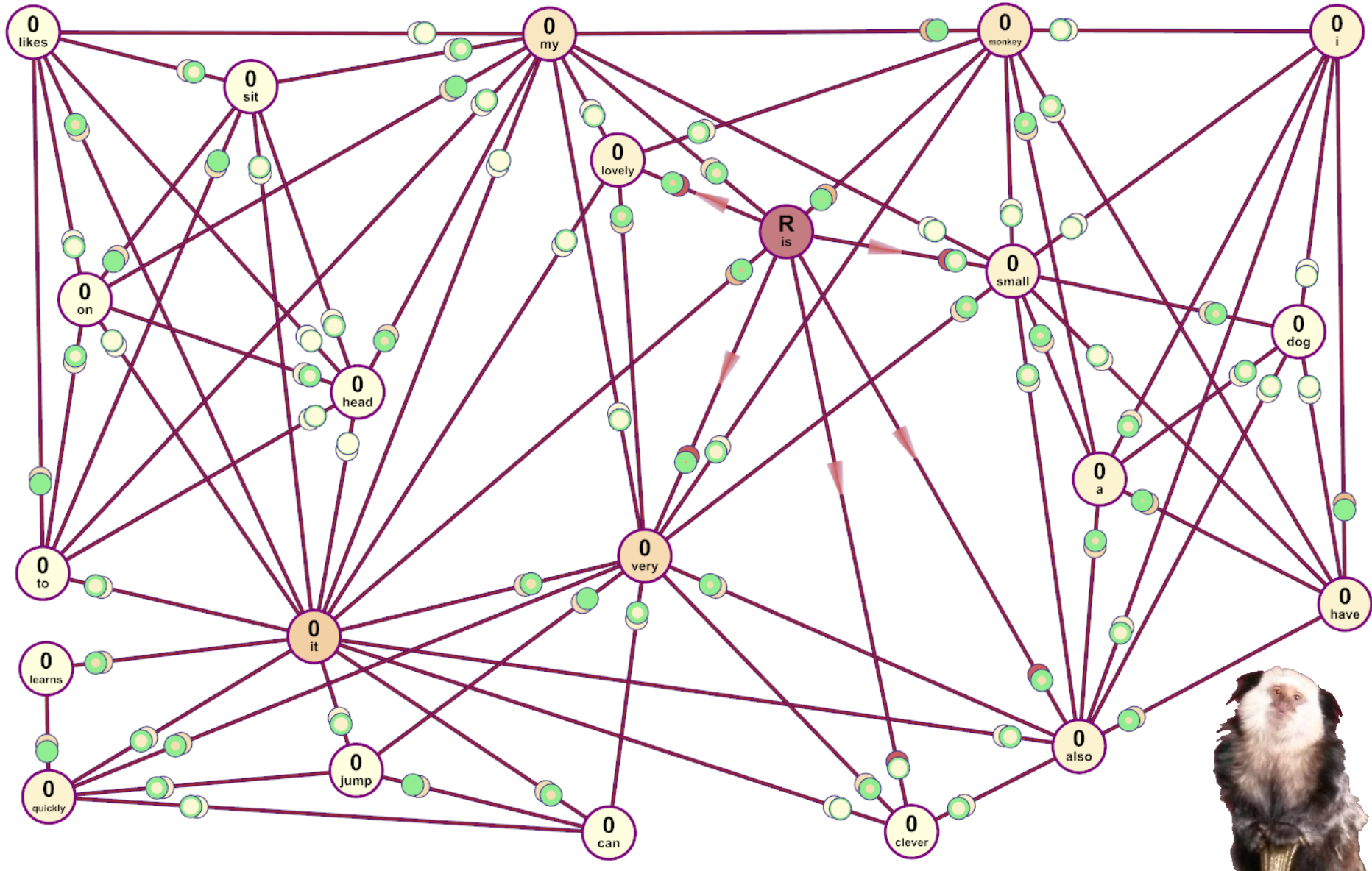
ANAKG-2 for training sequence set MONKEY in this notation.





ASSOCIATIVE NEURAL GRAPHS

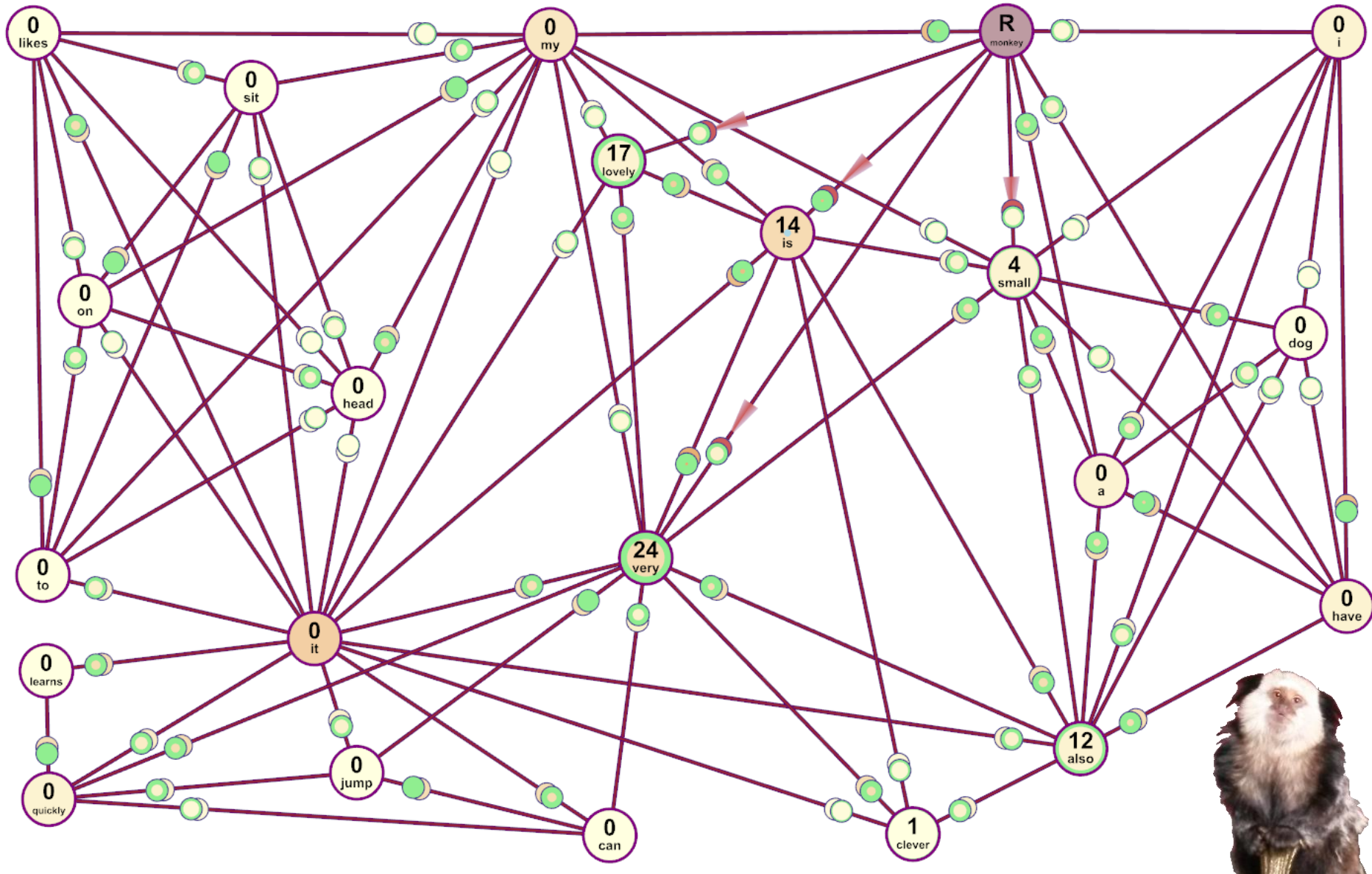
Activation of neuron MONKEY and stimulation of connected neurons.





ASSOCIATIVE NEURAL GRAPHS

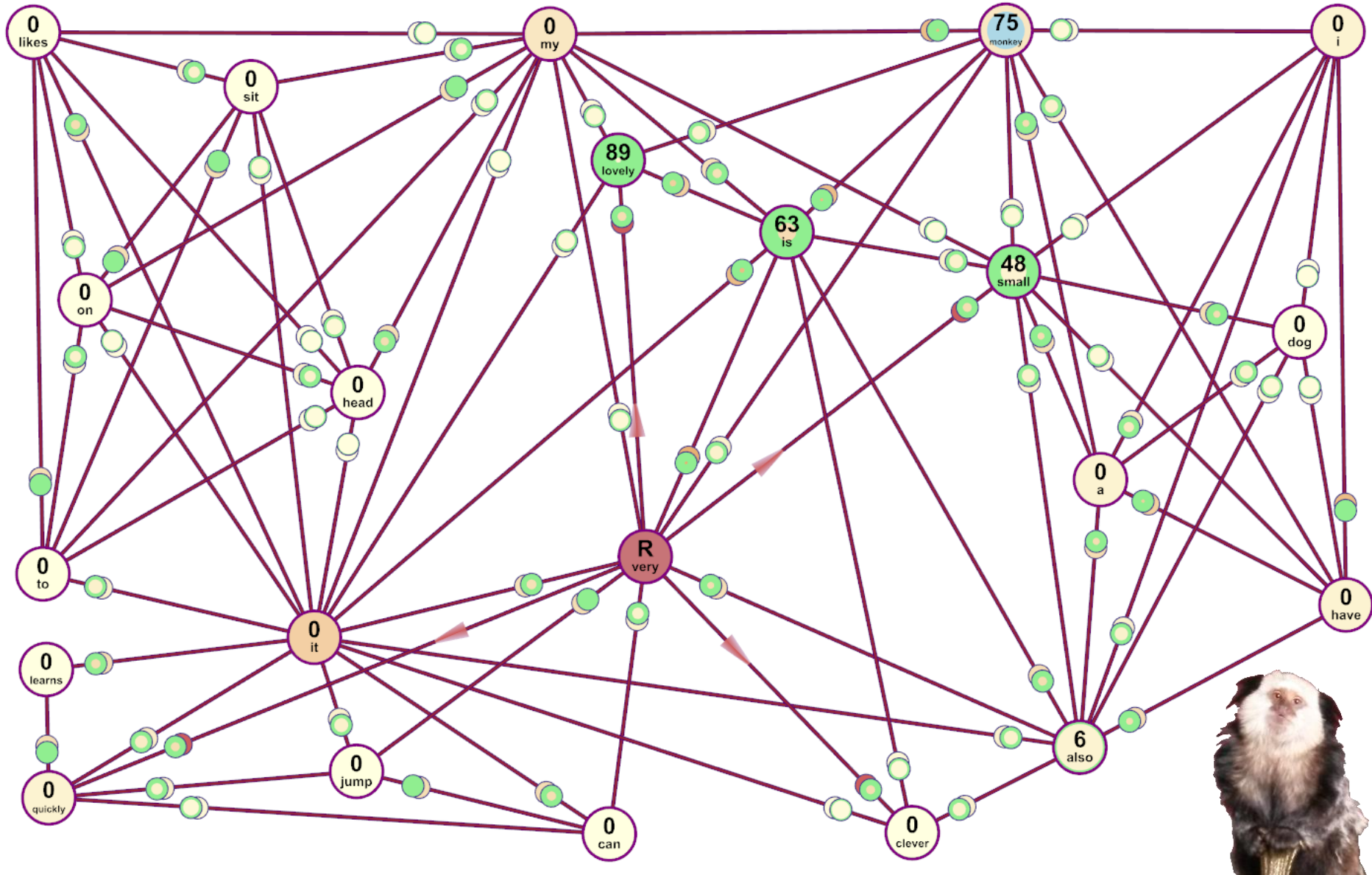
ANAKG-2 is producing reaction on: „What **is** this **monkey** like?”





ASSOCIATIVE NEURAL GRAPHS

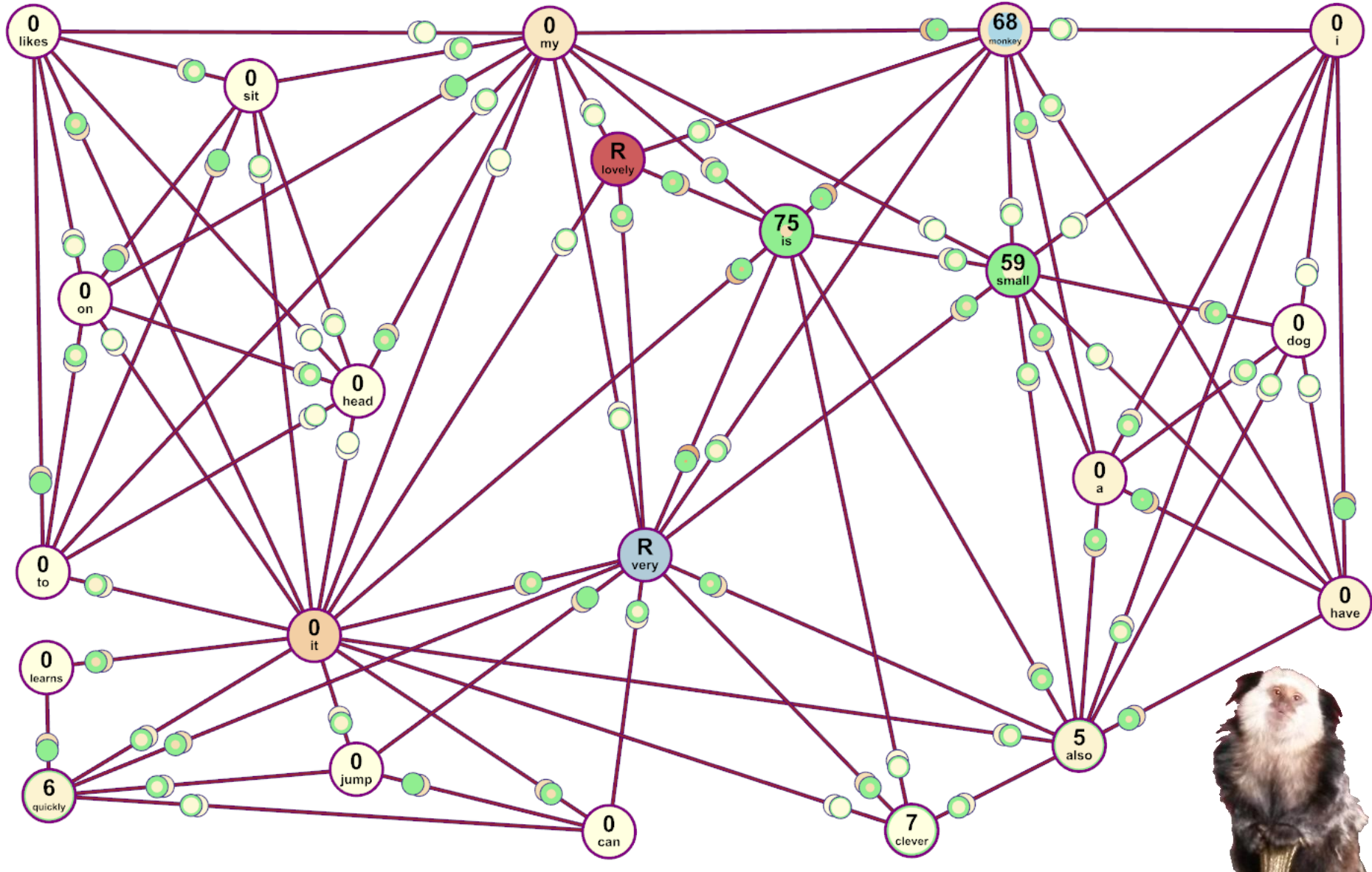
ANAKG-2 is gradually producing answer: **IS - MONKEY - VERY - ...**





ASSOCIATIVE NEURAL GRAPHS

ANAKG-2 is gradually producing answer: **IS - MONKEY - VERY - LOVELY ...**



7 TRAINING SEQUENCES ABOUT KNOWLEDGE

Knowledge is fundamental for intelligence.

Knowledge is not a set of facts and rules.

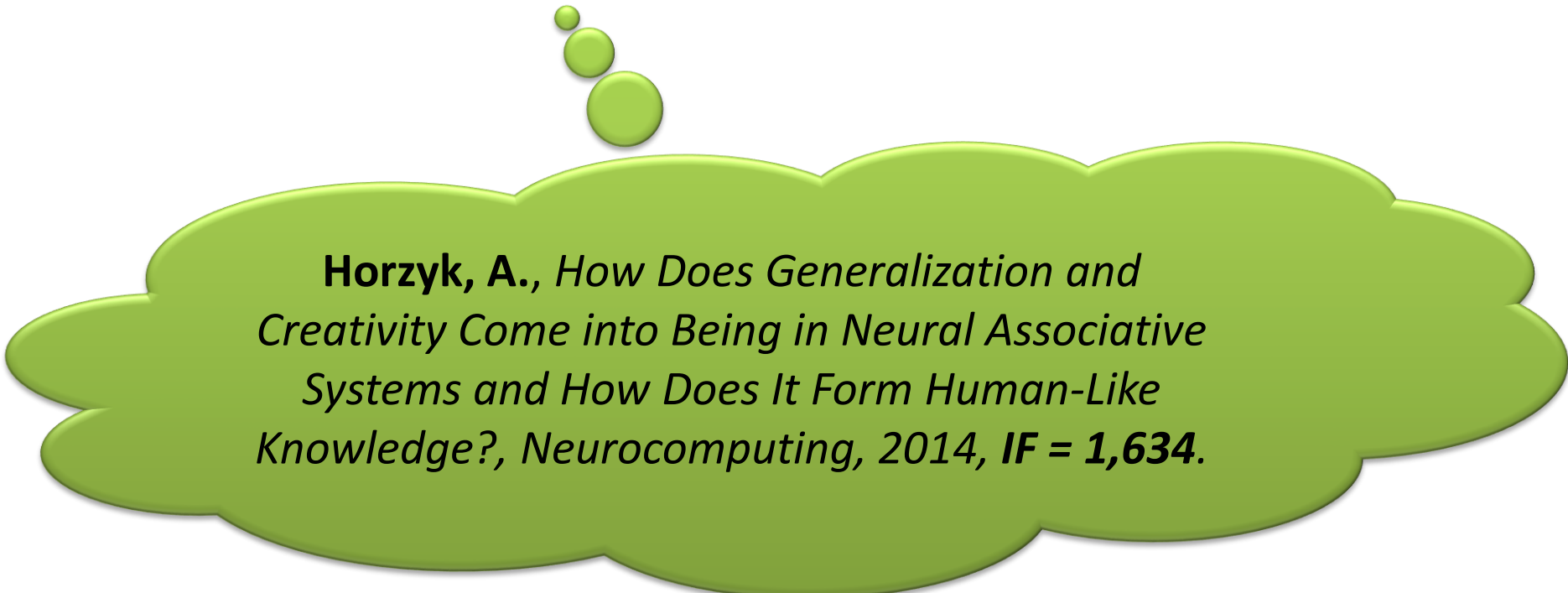
Knowledge comes into being on the basis of facts and rules.

Knowledge consolidates various facts and rules.

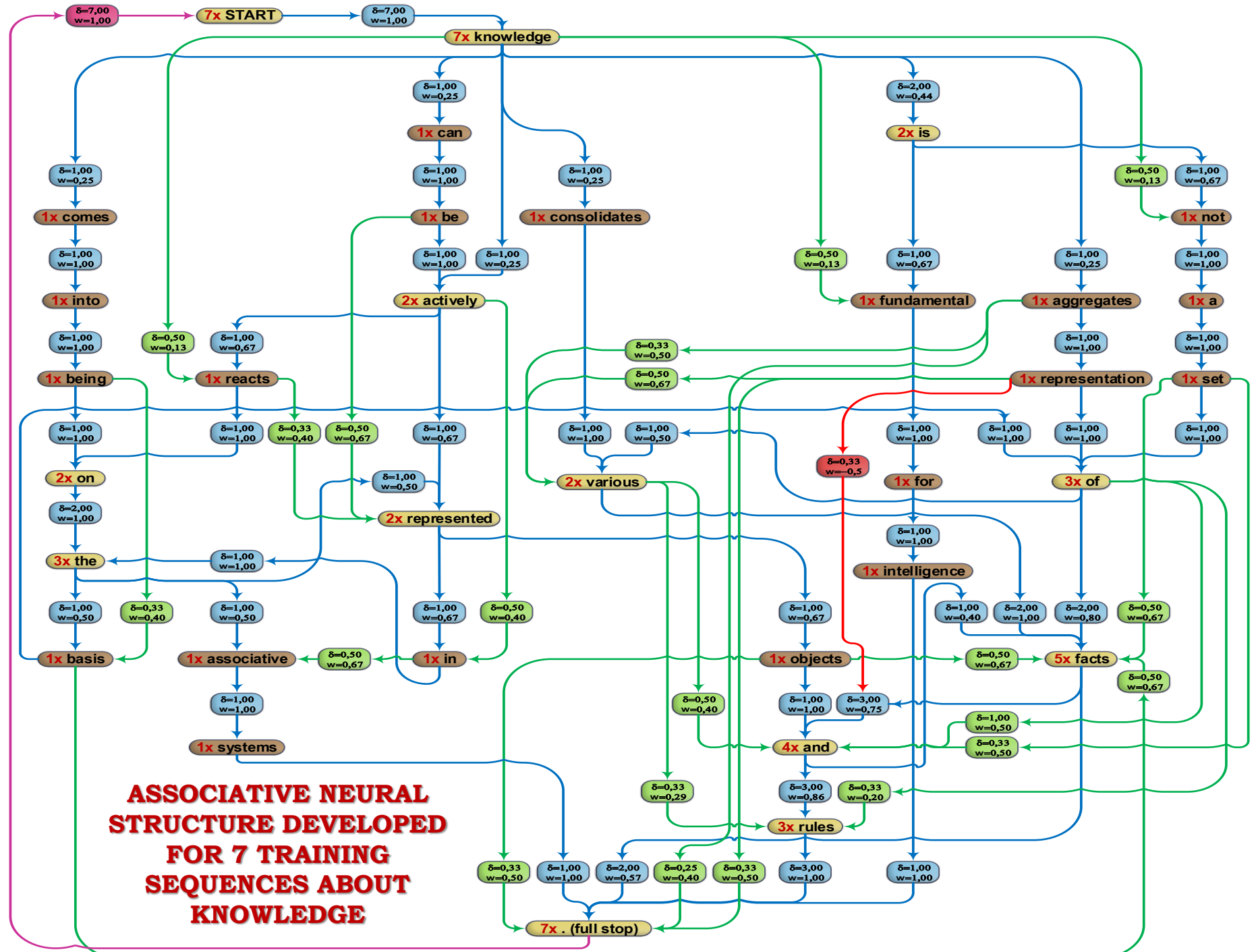
Knowledge aggregates representation of various facts.

Knowledge actively reacts on the represented objects and facts.

Knowledge can be actively represented in the associative systems.



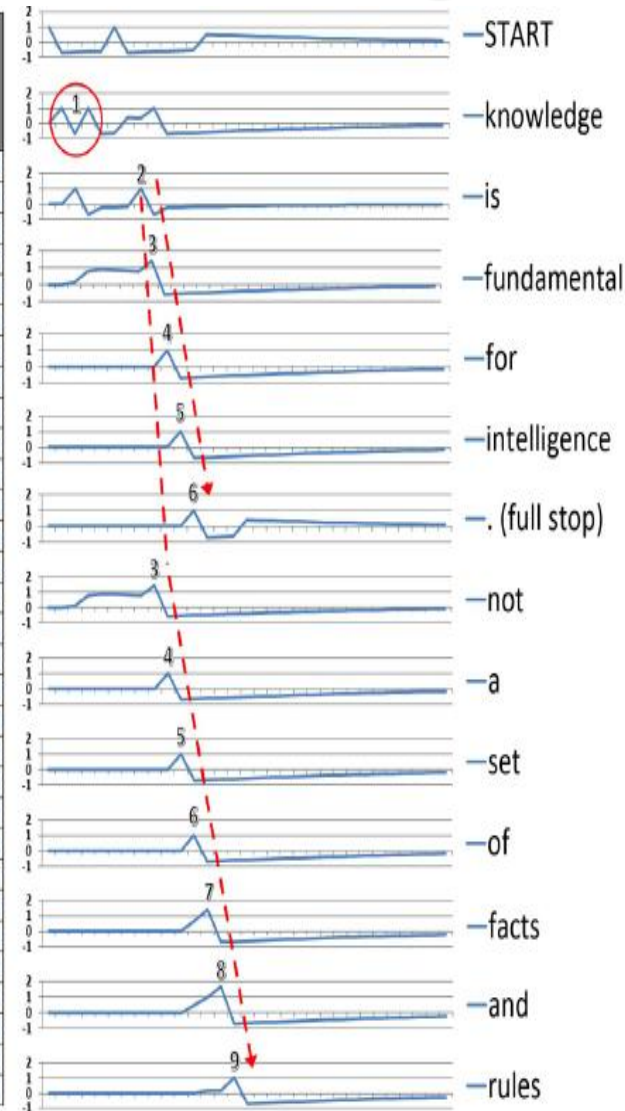
Horzyk, A., How Does Generalization and Creativity Come into Being in Neural Associative Systems and How Does It Form Human-Like Knowledge?, Neurocomputing, 2014, IF = 1,634.



**ASSOCIATIVE NEURAL
STRUCTURE DEVELOPED
FOR 7 TRAINING
SEQUENCES ABOUT
KNOWLEDGE**

Reaction on a question: „What is knowledge?”

t	START	knowledge	is	fundamental	for	intelligence	not	a	set	of	facts	and	rules	.(full stop)	comes	can	consolidates	actively	reacts	aggregates	OTHERS	
0	1,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
1	-0,70	1,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,00
2	-0,66	-0,70	1,00	0,13	0,00	0,00	0,13	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,25	0,25	0,25	0,25	0,13	0,25	0,00	0,00
3	-0,63	1,00	-0,70	0,79	0,00	0,00	0,79	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,23	0,23	0,23	0,23	0,12	0,23	0,00	0,00
4	-0,59	-0,70	-0,22	0,88	0,00	0,00	0,88	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,46	0,46	0,46	0,46	0,24	0,46	0,00	0,00
5	1,00	-0,66	-0,21	0,85	0,00	0,00	0,85	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,43	0,43	0,43	0,43	0,22	0,43	0,00	0,00
6	-0,70	0,37	-0,19	0,81	0,00	0,00	0,81	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,40	0,40	0,40	0,40	0,20	0,40	0,00	0,00
7	-0,66	0,34	1,00	0,78	0,00	0,00	0,78	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,37	0,37	0,37	0,37	0,18	0,37	0,00	0,00
8	-0,63	1,00	-0,70	1,41	0,00	0,00	1,41	0,00	0,00	0,00	0,00	0,00	0,00	0,00	0,34	0,34	0,34	0,34	0,17	0,34	0,00	0,00
9	-0,59	-0,70	-0,22	-0,57	1,00	0,00	-0,57	1,00	0,00	0,00	0,00	0,00	0,00	0,00	0,57	0,57	0,57	0,57	0,28	0,57	0,00	0,00
10	-0,56	-0,66	-0,21	-0,54	-0,70	1,00	-0,54	-0,70	1,00	0,00	0,00	0,00	0,00	0,00	0,53	0,53	0,53	0,53	0,26	0,53	0,00	0,00
11	-0,52	-0,63	-0,19	-0,50	-0,66	-0,70	-0,50	-0,66	-0,70	1,00	0,67	0,50	0,00	1,00	0,50	0,50	0,50	0,50	0,24	0,50	0,00	0,00
12	0,51	-0,59	-0,17	-0,47	-0,63	-0,66	-0,47	-0,63	-0,66	-0,70	1,43	0,97	0,20	-0,70	0,47	0,47	0,47	0,47	0,22	0,47	0,00	0,00
13	0,48	-0,56	-0,16	-0,44	-0,59	-0,63	-0,44	-0,59	-0,63	-0,66	-0,70	1,69	0,18	-0,66	0,44	0,44	0,44	0,44	0,20	0,44	0,00	0,00
14	0,44	-0,52	-0,14	-0,41	-0,56	-0,59	-0,41	-0,56	-0,59	-0,63	-0,66	-0,70	1,03	-0,63	0,40	0,40	0,40	0,40	0,18	0,40	0,00	0,00
15	0,41	-0,49	-0,13	-0,38	-0,52	-0,56	-0,38	-0,52	-0,56	-0,59	-0,63	-0,66	-0,70	0,41	0,38	0,38	0,38	0,38	0,17	0,38	0,00	0,00
16	0,38	-0,46	-0,12	-0,35	-0,49	-0,52	-0,35	-0,49	-0,52	-0,56	-0,59	-0,63	-0,66	0,38	0,35	0,35	0,35	0,35	0,15	0,35	0,00	0,00
17	0,36	-0,43	-0,11	-0,32	-0,46	-0,49	-0,32	-0,46	-0,49	-0,52	-0,56	-0,59	-0,63	0,35	0,32	0,32	0,32	0,32	0,14	0,32	0,00	0,00
18	0,33	-0,40	-0,10	-0,30	-0,43	-0,46	-0,30	-0,43	-0,46	-0,49	-0,52	-0,56	-0,59	0,32	0,30	0,30	0,30	0,30	0,13	0,30	0,00	0,00
19	0,30	-0,37	-0,09	-0,28	-0,40	-0,43	-0,28	-0,40	-0,43	-0,46	-0,49	-0,52	-0,56	0,30	0,27	0,27	0,27	0,27	0,11	0,27	0,00	0,00
20	0,28	-0,34	-0,08	-0,25	-0,37	-0,40	-0,25	-0,37	-0,40	-0,43	-0,46	-0,49	-0,52	0,27	0,25	0,25	0,25	0,25	0,10	0,25	0,00	0,00
21	0,26	-0,32	-0,07	-0,23	-0,34	-0,37	-0,23	-0,34	-0,37	-0,40	-0,43	-0,46	-0,49	0,25	0,23	0,23	0,23	0,23	0,09	0,23	0,00	0,00
22	0,24	-0,29	-0,07	-0,21	-0,32	-0,34	-0,21	-0,32	-0,34	-0,37	-0,40	-0,43	-0,46	0,23	0,21	0,21	0,21	0,21	0,09	0,21	0,00	0,00
23	0,22	-0,27	-0,06	-0,19	-0,29	-0,32	-0,19	-0,29	-0,32	-0,34	-0,37	-0,40	-0,43	0,21	0,19	0,19	0,19	0,19	0,08	0,19	0,00	0,00
24	0,20	-0,25	-0,05	-0,18	-0,27	-0,29	-0,18	-0,27	-0,29	-0,32	-0,34	-0,37	-0,40	0,19	0,18	0,18	0,18	0,18	0,07	0,18	0,00	0,00
25	0,18	-0,23	-0,05	-0,16	-0,25	-0,27	-0,16	-0,25	-0,27	-0,29	-0,32	-0,34	-0,37	0,18	0,16	0,16	0,16	0,16	0,06	0,16	0,00	0,00
26	0,17	-0,21	-0,04	-0,15	-0,23	-0,25	-0,15	-0,23	-0,25	-0,27	-0,29	-0,32	-0,34	0,16	0,15	0,15	0,15	0,15	0,06	0,15	0,00	0,00
27	0,15	-0,19	-0,04	-0,13	-0,21	-0,23	-0,13	-0,21	-0,23	-0,25	-0,27	-0,29	-0,32	0,15	0,13	0,13	0,13	0,13	0,05	0,13	0,00	0,00
28	0,14	-0,17	-0,04	-0,12	-0,19	-0,21	-0,12	-0,19	-0,21	-0,23	-0,25	-0,27	-0,29	0,13	0,12	0,12	0,12	0,12	0,05	0,12	0,00	0,00
29	0,12	-0,16	-0,03	-0,11	-0,17	-0,19	-0,11	-0,17	-0,19	-0,21	-0,23	-0,25	-0,27	0,12	0,11	0,11	0,11	0,11	0,04	0,11	0,00	0,00
30	0,11	-0,14	-0,03	-0,10	-0,16	-0,17	-0,10	-0,16	-0,17	-0,19	-0,21	-0,23	-0,25	0,11	0,10	0,10	0,10	0,10	0,04	0,10	0,00	0,00



As-neurons are activated in a specific order that returns the following answers:

- **Knowledge** is fundamental for intelligence.
- **Knowledge** is not a set of facts and rules



GENERALIZATION OF PIANO SONGS

PIANO WITH ANAKG ✕

QUERY

← ✕

PLAY QUERY

RESPOND

Length:

1/2

1/4

1/8

1/16

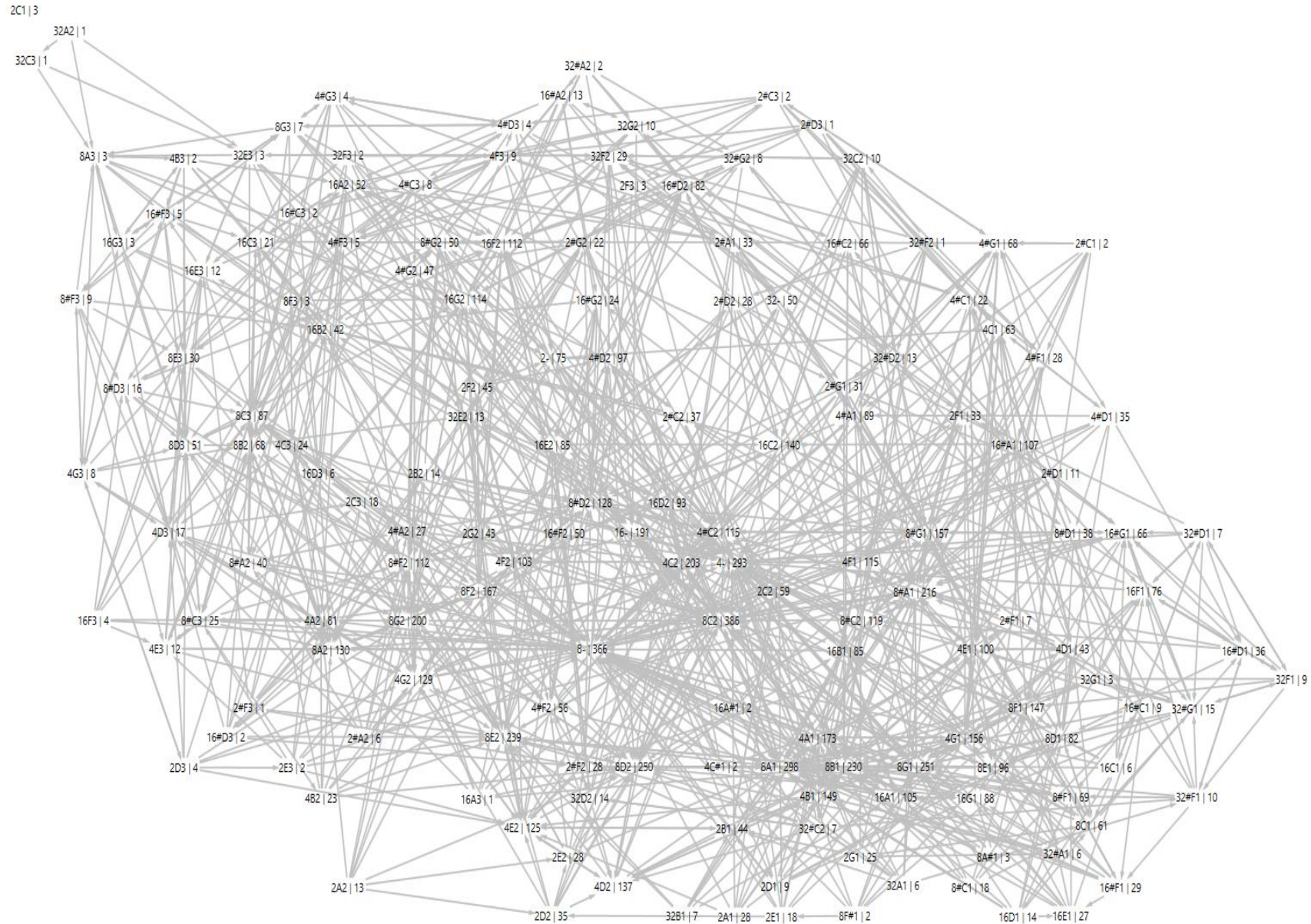
1/32



	C#	D#		F#	G#	A#		C#	D#		F#	G#	A#	
C	D	E	F	G	A	B	C	D	E	F	G	A	B	C



ASSOCIATIVE NEURAL GRAPH FOR PIANO SONGS



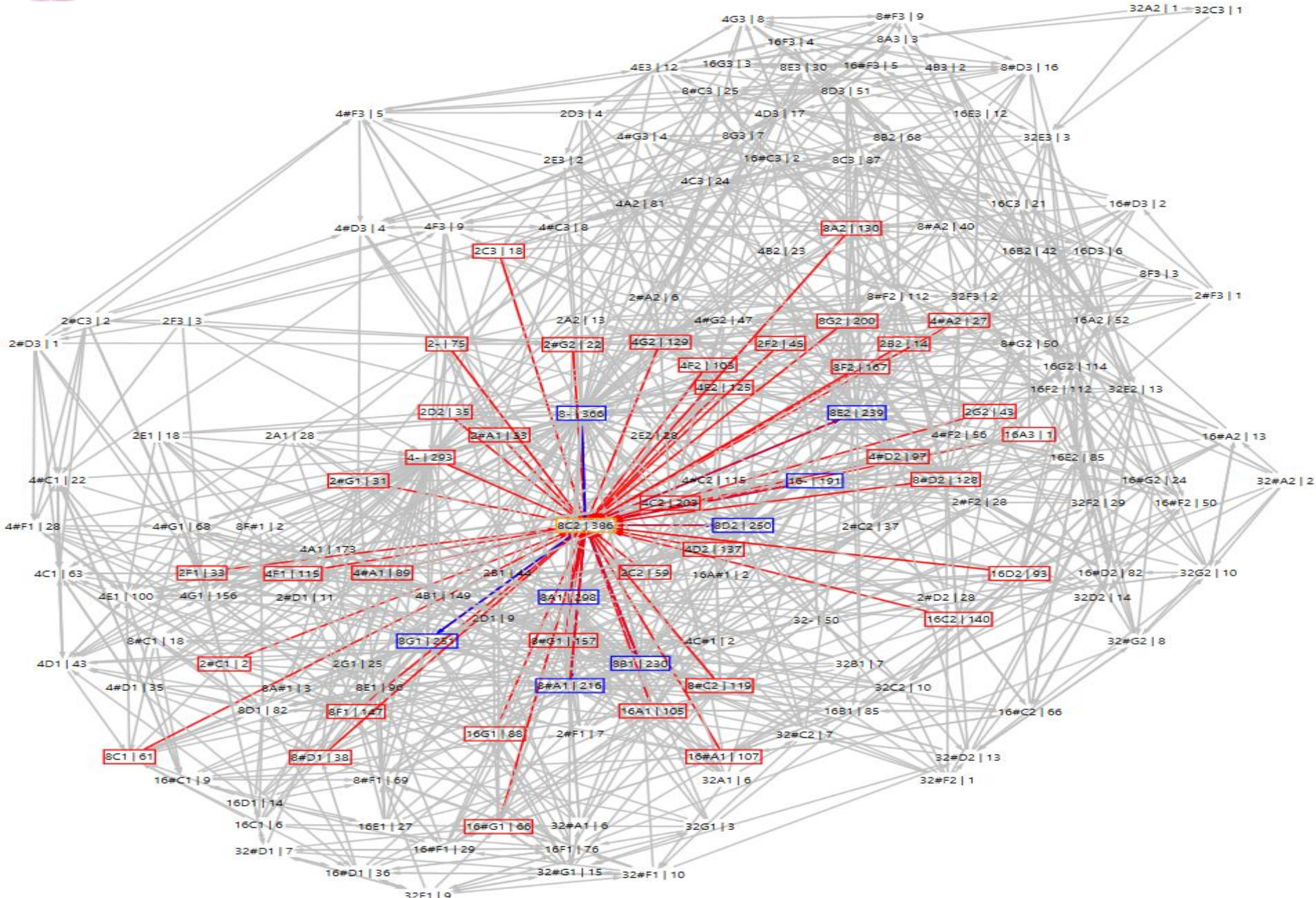
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ASSOCIATIVE NEURAL GRAPH FOR PIANO SONGS





GENERALIZATION OF PIANO SONGS

PIANO WITH ANAKG
×
ANAKG RESPONSE
×

QUERY

8D3 8C3 8B2 < x

PLAY QUERY
PLEASE WAIT...
Length:

1/2 1/4 1/8 1/16 1/32

C#	D#	F#	G#	A#	C#	D#	F#	G#	A#					
C	D	E	F	G	A	B	C	D	E	F	G	A	B	C

RESPONSE

8D3 8C3 8B2 ?

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8G1 4D2 4E2

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8B1 8#F1 4A1

8B2 8A2 8G2 8E2 8D2 8C2 8C2 4C2 8A1 2#F2

8B2 8A2 8G2 8E2 8D2 8C2 8C2 4C2 2G1 8#F1

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8D2 4G1 2F1

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8B1 8#D1 8#A1

8B2 8A2 8G2 8E2 8D2 8C2 8C2 4C2 4A2 8#C3

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8- 32A1 32#C2

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8G1 4#C2 4G2

8B2 8A2 8G2 8E2 8D2 8C2 8C2 8E2 8G2 4F2

STOP

SHOW NEURON GRAPH

PIANO WITH ANAKG
×
ANAKG RESPONSE
×

QUERY

8C2 4F2 8A2 4F2 8C2 8C3 < x

PLAY QUERY
PLEASE WAIT...
Length:

1/2 1/4 1/8 1/16 1/32

C#	D#	F#	G#	A#	C#	D#	F#	G#	A#					
C	D	E	F	G	A	B	C	D	E	F	G	A	B	C

RESPONSE

8C2 4F2 8A2 4F2 8C2 8C3 ?

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8- 8C2 16D2

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8D2 32B1 8D2

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8A1 16#A1 4B1

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8- 8#D3 2G2

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8B1 8- 8#F2

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8#A1 8#F1 2E1

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8A1 4F1 4F1

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8A1 8C2 2F2

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8#A1 4#D2 16G1

8C3 8A2 8G2 8E2 8D2 8C2 8C2 8D2 4#G2 4C3

STOP

SHOW NEURON GRAPH



WHAT IS REALLY IMPORTANT IN ANAKG?

ACTIVE ASSOCIATION is more than a simple connection between represented elements. It connects them actively.

Active connections can be automatically triggered off.

Active associations make possible to automatically **recall** other associated objects.

We can associate whatever, not only similar objects.

Sequential objects are automatically associated by brains.

Associating of following objects allows us to learn whatever.

Similar objects are usually represented by the same neurons that in real terms represent classes of similar objects.

Active associations enable us not to search or loop for data!



FINAL CONCLUSIONS AND REMARKS

- 1. New model of neurons: AS-NEURONS.**
- 2. New associative mechanisms that are able to operate on graphs of neurons.**
- 3. New method for adapting parameters of associative neural graphs ANAKG-2**
- 4. New approach to conduct computations using as-neurons and presented graphs**
- 5. New generalization ability of these graphs on a sequence level.**

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INFORMATYKA

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Sztuczne systemy skojarzeniowe
i asocjacyjna sztuczna inteligencja



EXIT

Akademicka Oficyna Wydawnicza EXIT
Warszawa 2013

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