

(A High Impact Factor, Monthly, Peer Reviewed Journal)

Visit: <u>www.ijirset.com</u> Vol. 7, Issue 1, January 2018

# A Study on Artificial Neural Network

Furgan Yaqub

B. Tech. Student, Dept. of Information Technology, NIT, Srinagar, India

ABSTRACT: First step towards AI is taken by Warren McCulloch a neurophysist and a mathematician Walter Pitts. They modelled a simple neural network with electrical circuits and got the results very accurate and derived a remarkable ability of neurons to perceive information from complicated and imprecise data. During the present study it was observed that trained neural network expert in analyzing the information has been provided with other advantages as Adaptive learning, Real Time operation, self-organization and Fault tolerance as well. Apart from convectional computing, neural networking use different processing units (Neurons) in parallel with each other. These need not to be programmed. They function just like human brain. We need to give it examples to solve different problems and these examples must be selected carefully so that it would not be waste of time.we use combination of neural networking and computational programming to achieve maximal efficiency right now but neural networking will eventually take over in future. We introduced artificial neural networking in which electronic models where used as neural structure of brain. Computers can store data as ledgers etc. but have difficulty in recognizing patterns but brain stores information as patterns. Further as artificial neural networking was introduced which has artificial neurons who act as real neurons and do functions as they do. They are used for speech, hearing, reorganization, storing information as patterns and many other functions which a human brain can do. These neural networks were combined and dynamically selfcombined which is not true for any artificial networking. These neurons work as groups and sub divide the problem to resolve it. These are grouped in layers and it is art of engineering to make them solve real world problems. The most important thing is the connections between the neurons, it is glue to system as it is excitation inhibition process as the input remains constant one neuron excites while other inhibits as in subtraction addition process. Basically, all ANN have same network that is input, feedback or hidden and output.

**KEYWORDS:** Artificial intelligence, legal reasoning, decision support, multi agent systems, argumentation frameworks, humans.

### I. INTRODUCTION

Artificial intelligence the future of computing is simulation of animal intelligence. Argumentation is core of artificial intelligence and it is sub divided into many branches viz; legal reasoning, decision support, multi agent systems and argumentation frameworks. we have made computers having capability greater than humans in some fields however we are not able to replace them in others. Scientists are working to develop that arena of research. Some computers are using neurons to control activities termed as neural artificial intelligence. In neural AI mimicking the human brain will remain great challenge for decades as human brain receives a large number of signals among which it processes the important ones only. Diversity and dynamicity are the main functions of human brain while it is very hard to mimic through computers and we have achieved very less success in it till date. It can be argued that that intelligence behind pattern reorganization can be mimicked through human organized feature extraction system which is heavily application dependent more ever incomplete feature is extracted or corrected but classification process is inherently limited to process. Recently neuroscience has discovered neo cortex not only pre processes sensory signals but also allows them to go through many hierarchical steps. So scientists trying to mimic neocortex are very much successful. Apart from it human brain responding to external stimuli is a matter of course to mimic but these responses are broken into fragments which are sometimes out of sense for computer systems. It is a matter of goal for deep learning systems. Assuming this goal is achieved as per assumption we can train hierarchical network on diverse observations and use it on some simple engine for calculated number of observations. We are able to recognize human voice, creating an artificially intelligent robot.



(A High Impact Factor, Monthly, Peer Reviewed Journal) Visit: <u>www.ijirset.com</u>

Vol. 7, Issue 1, January 2018



Image 1. Artificial Neural Network.

ANNS or connectionist systems, computing model of brain that learn progressively to do tasks inspired by biological animal brain. Above model is three-layer approach containing the input layer, hidden layer and output layer. There can be multiple inputs to single output. The input layer receives the input, hidden layer processes it and output layer gives the output.



Image 2. Summation of inputs to provide output.

The following diagram represent the general model of processing ANN. For the above model of ANN the net input can be calculated as follows:

Let the output of summation be yin, therefore

Yin=x1w1+x2w2+.....xnwn.

The output can be calculated by applying the activation function over net input.

Y=F(yin)y=F(yin)

Output=function(net input calculated)



(A High Impact Factor, Monthly, Peer Reviewed Journal)

Visit: <u>www.ijirset.com</u>

Vol. 7, Issue 1, January 2018



Image 3. Basic Unit of ANN

Working of basic unit of ANN(NEURON).

As shown in above diagram, A typical neuron consists of following four parts with the help of which we can explain its working:

DENDRITES: They are tree like branches, responsible for receiving the information from other neurons it is connected to, In other sense, They are like ears to neurons.

SOMA: It is cell body of neuron responsible for processing of information, they have received from dendrites.

AXON: It is just like a cable through which neurons send information.

SYNAPSES: It is connection between axon and other neuron dendrites.

The ANN wheretrained manually by dividing their training into two parts; supervised and unsupervised. In supervised training inputs where given to network which are being memorized by it and then responses by this network where provided according to that memory. However, some of them remain untrained either of irreluctant input or by neural incapability. During unsupervised way in which distinct inputs where given and outputs where received without caring for what they where. Theywhere used for lab purposes.

### **II. ASPECTS AND USES OF NEURAL NETWORKING**

#### NATURAL LANGUAGES AND ASPECTS OF BELIEF

My natural language revolves around how human brain naturally reacts to languages and reason between them. We can artificially mimic it through semantic network processing system (SNePs). Another aspect is belief system which wascategorized into temporal and spatial beliefs, spatial beliefs can be mimicked through some neural network systems while it is hard for temporalones.

### **RISE OF DIGITAL ECONOMY**

With the rise of digital economy ANN has changed because it need large amount of data to be stored processed and developed which can be only through ANN as I presume it will become a wide trend in future.

#### LARGE SCALE MACHINE LEARNING

In modern days large amount of information has to be processed and it can be processed through AI at one go.



(A High Impact Factor, Monthly, Peer Reviewed Journal)

#### Visit: <u>www.ijirset.com</u>

#### Vol. 7, Issue 1, January 2018

#### DEEP LEARNING AND COLLABIRATIVE SYSTEMS

Deep learning is important aspect of AI as people are looking for voice recognization etc. Collabirative systems are systems which can work in collaboration in each other and with humans which will be a modern trend for the days now off.

### **CROUDSOURCING AND HUMAN COMPUTING**

Croudsourcing is important aspect of AI as computers alone can't solve the problems but with human intelligence it can. So we can combine two and can be used for gathering information. In croudsourcing we receive information from vast no. of sources and authenticate it and provide it to users e.g Wikipedia.

### ALGORITHM GAME THEORY AND COMPUTATIONAL SOCIAL CHOICE

It has been a trend in AI to get implemented in computational mechanism design, computational social choice, incentive aligned information elicitation and the famous game theory.

#### **INTERNET OF THINGS(IoT)**

Many researchers are working on devoted idea that many number of devices can be interconnected and collect and share their sensory information which is not possible through convectional programming. AI can process and use this information hence climb this Tower of Babel.

#### **III.LITERATURE SURVEY**

#### Some key developments of ANNs are as follows:

 $\cdot$ 1943-It has been assumed concept of neural network started with work of physiologist, Warren McCulloch, and mathematician, Walter Pitts, When they modelled a simple neuralnetworkusing electrical circuits in order to describe how the neurons in the brain might work.

 $\cdot$  1949 – Donald Hebb's book, The Organization of Behavior, put forth the fact that repeated activation of one neuron by another increases its strength each time they are used.

- 1956 An associative memory network was introduced by Taylor.
- 1958 A learning method for McCulloch and Pitts neuron model named Perceptron was invented by

Rosenblatt.

· 1960 – Bernard Widrow and MarciType equation here an Hoff developed models called "ADALINE" and

#### "MADALINE".

· 1961 – Rosenblatt made an unsuccessful attempt but proposed the "backpropagation" scheme for

multilayer networks.

- 1964 Taylor constructed a winner-take-all circuit with inhibitions among output units.
- 1969 Multilayer perceptron (MLP) was invented by Minsky and Papert.
- · 1971 Kohonen developed Associative memories.
- 1976 Stephen Grossberg and Gail Carpenter developed Adaptive resonance theory.
- 1982 The major development was Hopfield's Energy approach.



(A High Impact Factor, Monthly, Peer Reviewed Journal)

Visit: www.ijirset.com

#### Vol. 7, Issue 1, January 2018

1985 - Boltzmann machine was developed by Ackley, Hinton, and Sejnowski.

·1986 - Rumelhart, Hinton, and Williams introduced Generalised Delta Rule.

·1998- Kosko developed Binary Associative Memory (BAM) and also gave the concept of Fuzzy Logic in

ANN.

The historical review shows that significant progress has been made in this field. Neural network based chips are emerging and applications to complex problems are being developed. Surely, today is a period of transition for neural network technology.

#### **IV. CONCLUSION**

As we have perceived the importance of artificial intelligence paradigm we came to the fact s of its vivid nature, diverse use and complicated designing. We came to know about the facts of its development, science and natural tendency to observe vivid patterns as well as its classification. So we derived it to be of important use in future and present.

#### REFERENCES

[1].Carlson et al, (2008)."A theoretical frame work for goal based choice and for perspective analysis," Marketting letters.

[2].Hammond et al, (1999)." A practical guide for making better decisions,"Harward business school press.

- [3].Kehneman, and Fedrick, (2002)."Attribute substation in intitutive judgement," Cambridge university press
- [4].Williams,(1990-1995). "Towards clearity and grace,"Uiversity of Chicago press.

[5].Amgoud, L, and Prade, H,(2009), "Using arguments for making and explaining decisions," ArtiffIntel.

- [6].Baroni. P, and Caminada. N,Gaicomin. M,"Introduction to argumentation semantics."Knowl. Eng. REV. (26\4), 365-410.
- [7].Bench. Capon, T. J. M. and Dunne. P. E, "Argumentation in artificial intelligence," ArtifIntell.
- [8].Cerruti. F,Giacomin. M, and Vallati. M, "Generatin structured argumentation framework." Frontiers in Artificial intelligence and Application. [9].R.Duda, P. Hart, and D.Storc, (2000). "Pattern recognization." <sup>2nd</sup> Edition New York Wiley-Interscience.
- [10].R. Bellman,(1957)."Dynamic programming," NJ, Princeton university press.
- [11]. G. Wallis, and H.Bulthoff, (1999). "Learning to recognize objects," Trends Cogn. vol. 3
- [12]. Y.Bengio, (2009). "Learning deep architecture. Found," Trends Mach. Learn.
- [13].Y.leCun, et al.(1998)."Gradient based learning applied to document recognization," Proc. IEEE.
- [14].S.Sukittanon, et al,(2004)."Convunutional networks for speech detection.Interspeech," PP.
- [15].G. E. Hinton, (2002)."Training products of experts by minimizing contrastive divergence," Neuralcomput. Vol. 14.
- [16].G. E. Hinton, R. R.Salakhudinav,(2000)."Reducing the dimentionality of data with neural networks,"Science vol. 313.
- [17].Y.Bengio, et al.(2007). "Greedy layer wise training of deep networks,"NIPS(06).

[18].M.Ranzato, et al.(2007)."Unsupervised learning of invariant feature hierarchies with application to object recognization,"Computer vision and pattern recognization conference.

[19].H. Lee, et al,(2009)."Convulational deep belief networks for scalable unsupervised learning of hierarchical network,"26<sup>th</sup>Intell conference Machine Learning.

[20].I.Sutskever, and G. Hinton, (2007). "Learning multilevel distributed representation for high dimentionalsquences," 11th International conference of Artificial intelligence and statics.

- [21]. A. Lockett et al, (2009)."Temporal convolution machines for sequential learning," The science university, Texas, Austin.
- [22]. H.Mobahi, et al,(2009)."Deep learning from temporal coherence in video,"26<sup>th</sup> annual int. conference machine learning.
- [23]. I.Arel. et al, (2008)."A deep learning architecture with application to high dimentional robust pattern network,"AAAI Workshop (BICA).

[24]. T.Seree et al,(2007). "Robust object recognization with cortex like object," IEEE Transpattern analysis machine intel vol. 29.

- [25]. D. George, (2008)."How the brain might work, a temporal and hierarchical model of for learning and recognization," PhddesertationStanford university CA.
- [26]. T. Dean,(2005)."A computational model for celebral cortex," National conference of cerebral cortex.
- [27]. k.Fukishima.,(2003). "Restoring partly occluded parrerns, A neural network model.,"Neural Netw. vol. 18.
- [28]. k. Fukushima, (1980)."Neocognitron,"Biol.Cybern.vol 36.
- [29]. J. Weston, et al,(2008)."Deep leaning via semi supervised model,".
- [30]. X. Yao, and M. Islam, (2008). "Evolving artificial neural network assembly," IEEE comput. Intel. vol.3.
- [31]. R. P. Lippman, (1987). "An introduction to computing using neural nets," IEEE, Acoust speech signal process.
- [32]. N. Murata, (1993). "Learning curves, model selection and complexity of neural networks, Advances in neural information processing system,".
  [33]. Almedia, et al, "Reasoning about temporal structure of narrative texts," Cognitive science society.
- [34]. Shapiro, el al,(1982)."A knowledge engineering approach to natural language," Computational linguistics 20.
- [35]. Straut.C. et al, (1985)."SNePS considered as fully intentional proportional semantic network,"knowledge representation Berlin springer verlog.
- [36]. Shihari. et al,(1982). "Adressrecognization technique in mail sorting," Departmment of computer science, State university of New York at Buffalo.