



The Supremacy of Artificial intelligence and Neural Networks

Rahul Reddy Nadikattu

Department of Computer Engineering
San Jose, United States

Abstract

The present study insights on the impact of artificial intelligence, coupled with neural networks. It has emerged as one of the tools for executing data science problems and performing rapid programming and processing. The neural network is recognized to be a mathematical function that converts a set of inputs into designated output components. These inputs might be the basis of computational learning. As there has been significant usage of these applications related to neural networks, the present study describes its importance in artificial intelligence.

Keywords: Neural networks, Artificial intelligence, Application, Data science, Information Technology.

Introduction

The impact of artificial intelligence has already demonstrated tremendous progress, and this has already been influenced by neural networks (Yegnanarayana, 2009). Artificial neural networks are one of the main tools, while one is on the topic of machine learning. The neural portion of the name suggests the systems that are brain-inspired and are also intending to replicate ways of learning in the social order. The neural networks are consistent with output and input layers, and in most cases, there is a hidden layer consisting of the units that transform inputs into something that the thickness of output may use. There are many tools for finding patterns that are very complex and numerous for that of a programmer who is human to be able to extract and teach a machine to be able to recognize. The neural networks may also be known as perceptrons, and they have been there since 1940 (Hassoun, 1995). a significant part of artificial intelligence. There is a technique known as backpropagation that may be allowing the network to be adjusting their hidden neuron-layers in a situation as the outcome does not match what a creator hopes for. This is similar to the system designed to recognize dogs and may misidentify a cat as an example. There are other essential advances like the oncoming of deep learning networks of neural within which different features can extract multiple layers of multilayer networks until the time it may recognize what they are looking for. To understand how the deep learning of a system of neural takes place, one will have to be imagining a factory line. The data sets will have to be used as input, and they will pass down that of a conveyor belt while having a layer or stop that extracts different sets of features of a higher level.

The layer that comes next can then be identified if there are any edges within that of the image being based on the lines of pixels that are similar. Along with the same, other layers can recognize shapes and textures, etc. (Cannady, 1998). With time, the fifth and fourth layers can be reached, and the net of deep learning may have created feature detectors involved. The machine will understand that there are many elements of an image such as that of the mouth, the nose, and the eyes that can be commonly found to be together. Once this step is finished with the researcher's training, the network may be giving labels to that of the output while using backpropagation to correct any mistakes that may have been overlooked. As time passes, the systems will be able to carry out their tasks of classification without the need for humans to be helping at all times. Beyond this, there are many types of learning possible such as reinforcement, unsupervised, and supervised learning. This is where the network will be able to determine for itself by making sure that it can maximize its scores like the way they are carried out by Atari, the game-playing bot created by Google DeepMind.

Neural networks and they all come with a unique use case along with complexity levels. The most commonly found kind of neural nets can be what is known to be that of feedforward neural networks where the data travels in just a single direction from output to input (Reed and MarksII, 1999). The most commonly used kind of system is recurrent neural networks where the information can go in a million directions or any directions possible. This kind of neural network has a higher learning capacity and is greatly utilized for complex tasks, like language recognition and learning of handwriting. There is also the case of a convolutional neural network, Hopfield network, and Boltzmann machine network, to name a few. The right system has to be picked out for that task, and it depends on the information that one has to be training it with for the particular application they have in their mind. There are many cases where it is deemed desirable to be using multiple approaches, like in a situation where there is a challenge amidst the task, such as that of voice recognition.

There are many tasks achieved by the right application of a neural network. It is one of the latest and biggest offerings of AI that is Artificial intelligence till date since neural nets can drive a car without a human driver on the road, generate shockingly realistic CGI faces, help with that of machine translation, detect fraud or theft, read people's minds, recognize and alarm people if a cat is out in the garden and has turned on the garden sprinklers and much more (Priddy and Keller, 2005). While speaking broadly, it can be said that they are at their best when they spot a pattern within that of data. Many tasks may include that of classification that is the classifying of sets of data into predefined classes, clustering that is the classification of data into multiple categories which are undefined along with that of prediction which is the usage of events in the past to be able to establish a pattern and guess any such circumstance in the future that could happen like in stock markets or box office collection of movies. The way that people learn through experiencing things the neural nets absorb data to be learning.

Mostly, the higher the amount of data that can be fed to the neural net, the more accurate it will turn out to be. This is like that of a task that people do many times over (Yao, 1993). As time goes by, one becomes more vigilant and efficient in performing that same task. When a computer scientist or researcher sets out to be training a neural net, they usually divide the data they have into sets of 3. The first of them is the training set that can help in the network to be establishing various weights amongst its nodes. Right after the step, as mentioned earlier, the researcher will be fine-tuning the system by the usage of a data set for validation. In the very end, the researcher will be using a set to test and see if the network may successfully convert the input into the desired output. On that of a technical level, a more significant challenge is that of the quantity of time taken to be training the neural nets. This may be requiring a considerable amount of power to compute for the more complex task. However, the overwhelming issue is that neural nets are the black boxes within which a user can put in their data so that they can be receiving answers.

These black boxes can be fine-tuning the answers; however, they will not be having access to that of the process of decision-making that is exact. However, there can be a problem with the total number of people that are the researchers

who are working on the same actively, and they can become even more pressing as the artificial neural nets can be playing a more significant role in the lives of people (Minns and Hall, 1996). The computer can do faster than an average person like finding the square root of a number or retrieving website pages instantly; however, Science shows that the human mind is always one step ahead in the case of having imagination, inspiration, and common sense. The social brain structures inspire the artificial neural networks, and an ANN or artificial neural network is how people make computers more human-like in the way that they can reason. The minds of humans interpret real-world situations and their contexts in the way that a computer will not be able to. ANN, it seems to be made way back in the era of the 1950s to be addressing the issue.

The ANNs are an attempt to simulate the neuron networks that make up the brain of a human in a way that the computer can be learning matters and making decisions in the way humans can do. The ANNs have been created by the programming of a regular computer to behave like it is an interconnected brain cell. And make use of multiple layers of processing, which is mathematical so that they can be making sense of the kind of information being fed to them. In a case that can be taken as typical, ANNs have anywhere from a dozen to that of millions of neurons, which are artificial, known as units that have been arranged in layers in a series-like way. The thickness of inputs receives many forms of data from that of the world outside. This can be the part of the information which a network will be aiming to learn about or process. Right from that of the unit of inputs, the data can be going through multiple hidden groups. The work of the secret unit is transforming inputs into something that the unit of output may be able to use.

Mostly the neural networks can be fully connected from one of its layers to another. The connections have been weighted, and the higher the number, the more prominent the influence that a single unit may have on that of another, which is similar in the case of the human brain. As data is going through each of the groups, their network can learn more significantly about that of the data. There are output units on another side, where the system will be responding to this data being processed and given. Some cognitive neuroscientists have learned a significant amount about the human mind since the computer scientists set out to create the first and original ANN. The many things the neuroscientists have discovered are that there are different portions of the human brain responsible for the processing of different angles of the same information by arranging the parts hierarchically. When the input reaches the brain, and every level of neurons can provide insight, this data gets passed into the next to a more senior level. This is the kind of mechanism which the ANN is trying to copy and reproduce.

In a way that the ANNs can learn, they will need to have an excessive amount of data being thrown at the same, known as training sets. To explain what a training set is, it is something that teaches the ANN to differentiate between that of a cat from that of a dog (Zhang *et al.*, 1998). The training sets are something that would be providing a thousand images being tagged as that of being a dog so that the ANN can learn. The various units of the ANNs will be able to classify data in the future since it is to be based on what it can think it can see or hear. This is dependent on the set of data, which is trained with a significant amount of data through the many units. While it is being prepared, the machine's output will be compared to that of the description that is human-provided in regards to what is to be observed. In case that they are proven to be the same, the machine stands to be validated. There is a chance that the device is incorrect in deducting a correct answer from what it sees and has to use backpropagation to adjust its learning.

The process involves ANNs going back in layers to be able to tweak the mathematical equation. This is known to be deep learning and can make the network intelligent (Kalogirou, 2000). ANN could be deployed, including predicting outcomes, clustering of data, and classification of information. While the systems learn and process from the data they can classify, a given set of data into that of a class that is predefined the ANNs may be trained output which can be expected from that of the production given and may be able to identify unique features of data so that it can classify the same data by its unique features. Google has to be using a neural network that is almost 30 layered to be powering its

Google Photos and the Youtube recommendations for videos to watch next. Facebook can be seen to be using ANNs to propel its DeepFace algorithm as a result of which it can be recognizing faces that are specific with that of 97 percent accuracy. An ANN can also be behind the powering of the ability of Skype to translate real-time.

A computer can understand the world around the same in a way that is similar to that of humans after the incorporation of ANNs. The commercial applications mainly focus on the solving of signal processing that is involved or the problems of recognizing patterns (Zurada, 1992). An example of the same can be significant commercial applications coming out since the year 2000, which will include handwriting recognition for the processing of cheques, transcription from speech to that of texts, data analysis of oil explorations, and prediction of the weather and identification of faces. An ANN can mainly involve large numbers of processors that operate when arranged and laid parallel in tiers (Basheer and Hajmeer, 2000). The very first tier will be receiving the input, which is raw data and is analogous to the optic nerves within the processing of human visuals. Each of the successive layers gets the output from that of the tier that precedes it and not from that of the input that is in the raw form (Govindaraju and Rao, 2013). This is in a way similar to how neurons help how the optic nerves receive a signal from what is close to them.

The final or the last of the tiers will produce the system output. Each of the processing nodes has a small sphere of their knowledge that includes the things that it has been shown and any rules that it had initially developed or programmed with for its sake (Mehrotra *et al.*, 1997). These tiers are very well interconnected, and that comes to mean that every node within that of tier n is connected to other nodes within that of layer $n-1$ and its inputs. It is within tier $n+1$, where input data is provided for all nodes (White, 1992). There can be a single or multiple of nodes within the layer of the output from which an answer that it produces may be able to be read. ANNs are most notable for their ability to be adaptive. That can mean that they are willing to modify themselves and their patterns as they learn from the onset of training to the subsequent runs that provide them more information about what is happening around them (Dawson and Wilby, 2001). A typical learning model that is basic can be centered upon a hat of the weightage of the streams of input. That encompasses how each of the nodes weighs the importance related to that of the data of contributions from every predecessor it has ever had.

Some inputs can contribute to getting the right answer, which can be weighed as higher. Mostly the ANNs are trained initially, or they may be fed vast chunks of information or data (Yao, 1999). All the inputs are accompanied by a matching identification like that of the names of actors, among others. The answers being provided will allow a model to adjust the internal weightings so that it can learn how to perform its job to the best of its ability (Jain *et al.*, 1996). As an example, it can be said that nodes Dakota, Dianne, and David can be telling the node Ernie that the present image that has been put in as an input is that of celebrity Brad Pitt while node Durango can say it is of Pharrell Williams. Therefore, the training will confirm that it is indeed Brad Pitt as it is three against one here (Graupe, 2013). Ernie will be decreasing the importance or weightage given to Durango and its input by increasing the weight that it allots to Dakota, Dianne, and David. The definition and the rules for deciding which is the decision made by each node on the kind of information they could be sent to that of the next tier have been based on the inputs coming from that of a previous level. This shows that neural nets use many layers.

Conclusion

The principles of ANNs or artificial neural networks may include policies based on gradients, uncanny logic, Bayesian methods, and genetic algorithms. These may also be following the basic rules regarding object relationships within that of the spaces being modeled. As an example, it can be pointed out that the faces' recognition can be instructed by stating that eyebrows are located above the part that makes an eye or training the nodes on knowing that a beard grows on the chin of a person or a human.

References

- [1]Basheer, I.A. and Hajmeer, M., 2000. Artificial neural networks: fundamentals, computing, design, and application. Journal of microbiological methods, 43(1), pp.3-31.
- [2]Cannady, J., 1998, October. Artificial neural networks for misuse detection. In National information systems security conference (Vol. 26, pp. 443-456).
- [3]Dawson, C.W. and Wilby, R.L., 2001. Hydrological modelling using artificial neural networks. Progress in physical Geography, 25(1), pp.80-108.
- [4]Govindaraju, R.S. and Rao, A.R. eds., 2013. Artificial neural networks in hydrology (Vol. 36). Springer Science & Business Media.
- [5]Graupe, D., 2013. Principles of artificial neural networks (Vol. 7). World Scientific.
- [6]Hassoun, M.H., 1995. Fundamentals of artificial neural networks. MIT press.
- [7]Jain, A.K., Mao, J. and Mohiuddin, K.M., 1996. Artificial neural networks: A tutorial. Computer, 29(3), pp.31-44.
- [8]Kalogirou, S.A., 2000. Applications of artificial neural-networks for energy systems. Applied energy, 67(1-2), pp.17-35.
- [9]Mehrotra, K., Mohan, C.K. and Ranka, S., 1997. Elements of artificial neural networks. MIT press.
- [10]Minns, A.W. and Hall, M.J., 1996. Artificial neural networks as rainfall-runoff models. Hydrological sciences journal, 41(3), pp.399-417.
- [11]Priddy, K.L. and Keller, P.E., 2005. Artificial neural networks: an introduction (Vol. 68). SPIE press.
- [12]Reed, R. and MarksII, R.J., 1999. Neural smithing: supervised learning in feedforward artificial neural networks. Mit Press.
- [13]White, H., 1992. Artificial neural networks: approximation and learning theory. Blackwell Publishers, Inc..
- [14]Yao, X., 1993. Evolutionary artificial neural networks. International journal of neural systems, 4(03), pp.203-222.
- [15]Yao, X., 1999. Evolving artificial neural networks. Proceedings of the IEEE, 87(9), pp.1423-1447.
- [16]Yegnanarayana, B., 2009. Artificial neural networks. PHI Learning Pvt. Ltd..
- [17]Zhang, G., Patuwo, B.E. and Hu, M.Y., 1998. Forecasting with artificial neural networks:: The state of the art. International journal of forecasting, 14(1), pp.35-62.
- [18] Rahul Reddy Nadikattu, "THE EMERGING ROLE OF ARTIFICIAL INTELLIGENCE IN MODERN SOCIETY", International Journal of Creative Research Thoughts (IJCRT), ISSN:2320-2882, Volume.4, Issue 4, pp.906-911, December 2016
- [19]Zurada, J.M., 1992. Introduction to artificial neural systems (Vol. 8). St. Paul: West.