

# Cognitive Computing

Progress & Challenges

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- Application – Checkpoint is more than Sensing
  - Big Data Analytics (People, Activity, Behavior, Emotion, ...)
  - From Passive Data to Engaging Data
- Delivery – System of Systems is extremely difficult
  - Single point of integration by One organization
  - From Biometrics to Biomarkers
- Technology – End of Super Compressed Formulas
  - Deep Neural Networks
  - Vector Representation (Language, Reasoning!)

# Digital Transformation: Evolution of Computing



Digitization of transaction



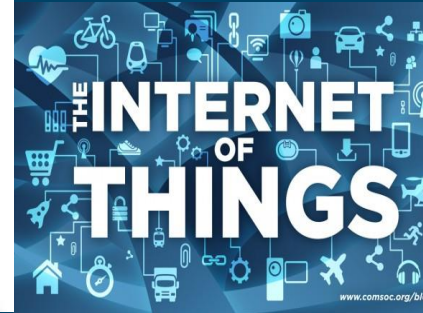
Digitization of enterprise



Digitization of commerce



Digitization of interactions



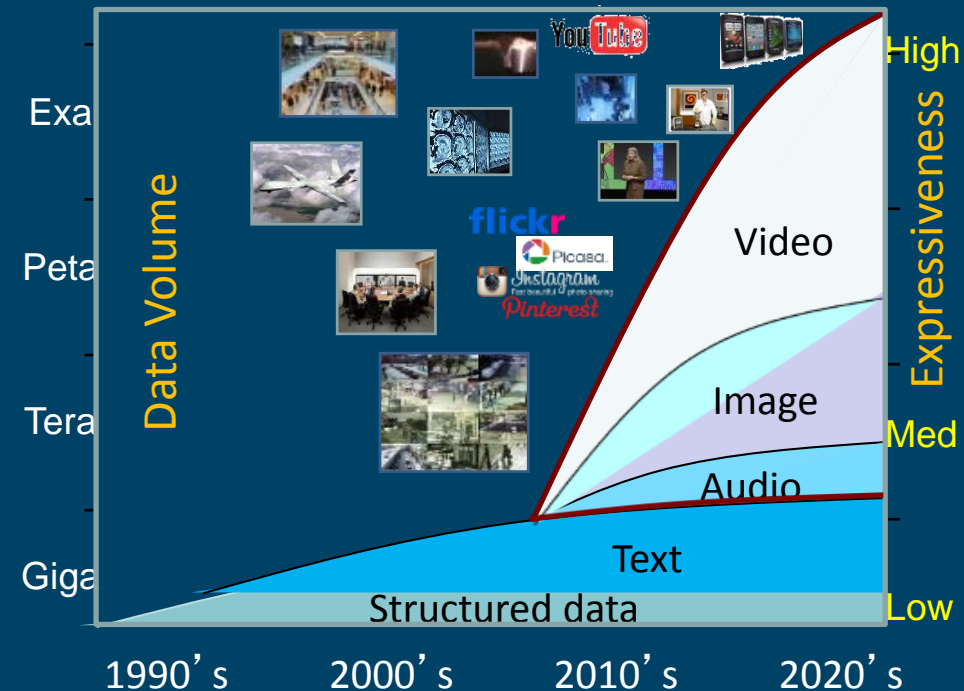
Digitization of environment



Digitization of reasoning, learning, and knowledge

## A New Era of Computing...

*Cognitive Systems learn and interact naturally with people to amplify what either humans or machines could do on their own.*



# Modeling Intelligence



<b>Humans</b>	<ul style="list-style-type: none"> <li>Fast Thinking</li> </ul>	<ul style="list-style-type: none"> <li>Slow Thinking</li> </ul>	<ul style="list-style-type: none"> <li>Emotions</li> </ul>
<b>Machines</b>	<ul style="list-style-type: none"> <li>Conversational Automated Experts</li> </ul>	<ul style="list-style-type: none"> <li>Creative Discovery &amp; Innovation Machines</li> </ul>	<ul style="list-style-type: none"> <li>Interpersonal Skills</li> </ul>

Computing	Knowledge	Processing	Build	Form
<b>Past</b>	<ul style="list-style-type: none"> <li>Structured</li> <li>Certain</li> </ul>	<ul style="list-style-type: none"> <li>Accurate</li> <li>Precise</li> </ul>	<ul style="list-style-type: none"> <li>Program</li> </ul>	<ul style="list-style-type: none"> <li>Rules</li> </ul>
<b>Future</b>	<ul style="list-style-type: none"> <li>Unstructured</li> <li>Ambiguous</li> </ul>	<ul style="list-style-type: none"> <li>Inaccurate</li> <li>Imprecise</li> </ul>	<ul style="list-style-type: none"> <li>Learn</li> </ul>	<ul style="list-style-type: none"> <li>Statistics</li> </ul>

<b>Sensing</b>	<b>Reasoning</b>	<b>Learning</b>
<b>Language</b>		

# Understanding language is critical to making effective use of the rest

- Noses that run and feet that smell?
- Ship by truck and send cargo by ship?
- How can a slim chance and a fat chance be the same, while a wise man and a wise guy are opposites?
- How can a house burn up as it burns down?
- Why do we fill in a form by filling it out?
- How does an alarm go off by going on?

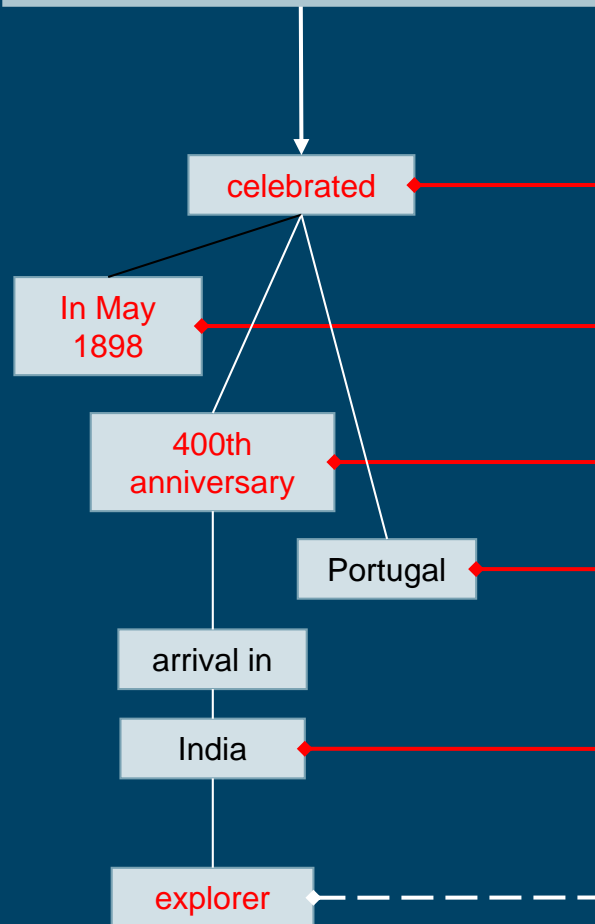
	<i>Structured Data</i>	<i>Unstructured Data</i>								
Welch ran this?	<table border="1"><thead><tr><th>Person</th><th>Organization</th></tr></thead><tbody><tr><td>L. Gerstner</td><td>IBM</td></tr><tr><td>J. Welch</td><td>GE</td></tr><tr><td>W. Gates</td><td>Microsoft</td></tr></tbody></table>	Person	Organization	L. Gerstner	IBM	J. Welch	GE	W. Gates	Microsoft	<i>“If leadership is an art then surely Jack Welch has proved himself a master painter during his tenure at GE.”</i>
Person	Organization									
L. Gerstner	IBM									
J. Welch	GE									
W. Gates	Microsoft									

# Answering complex questions requires more than keyword evidence



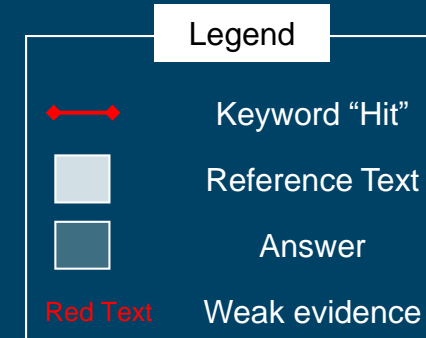
Question:

In May 1898 Portugal celebrated the 400th anniversary of this explorer's arrival in India



Supporting Evidence:

In May, Gary arrived in India after he celebrated his anniversary in Portugal



*This evidence suggests "Gary" is the answer BUT the system must learn that keyword matching may be weak relative to other types of evidence*

# Projecting Words/Letters as vector representations



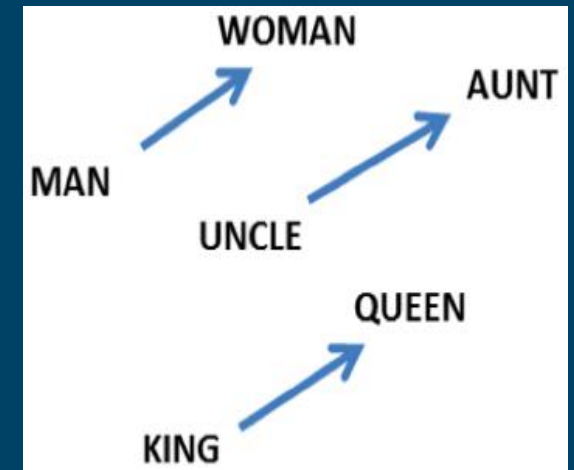
Learning vector representations of word by exploiting its *various contexts* observed in large amounts of text

- Words are no longer discrete symbols, **brightly** is more related to **shining** than other random words.
- Semantic relations appear as linear relationships in the space of learned representations

King – Queen  $\approx$  Man – Woman

Paris – France + Italy  $\approx$  Rome

- More robust for foreign languages (e.g, CJK).
- More robust to sparse data (and spelling errors)



# Visual data provides key insights that can transform industries



## Medical Imaging



Diagnosis?

Clinical Features?

Similar Cases?

## Health and Wellness

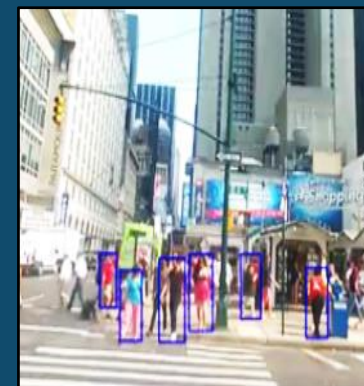


What food?

Portion size?

Nutrition?

## Safety and Security



Persons?

Activities?

Behaviors?

## Retail



Fashions?

Products?

Trends?

## Real Estate / Insurance



Condition?

Style?

Value?

## Satellite



Counts?

Patterns?

Environment?



# Use of Semantics in Visual Processing



## Image Captioning by Natural Language Generation



1. a close up of a cat in a pool of water -0.741016
2. a close up of a cat laying in the water -0.755236
3. a close up of a cat laying on the water -0.827383
4. a close up of a cat laying on a bed -0.872144
5. a close up of a cat laying on a water -0.899716

## Image Similarity Search



baseline



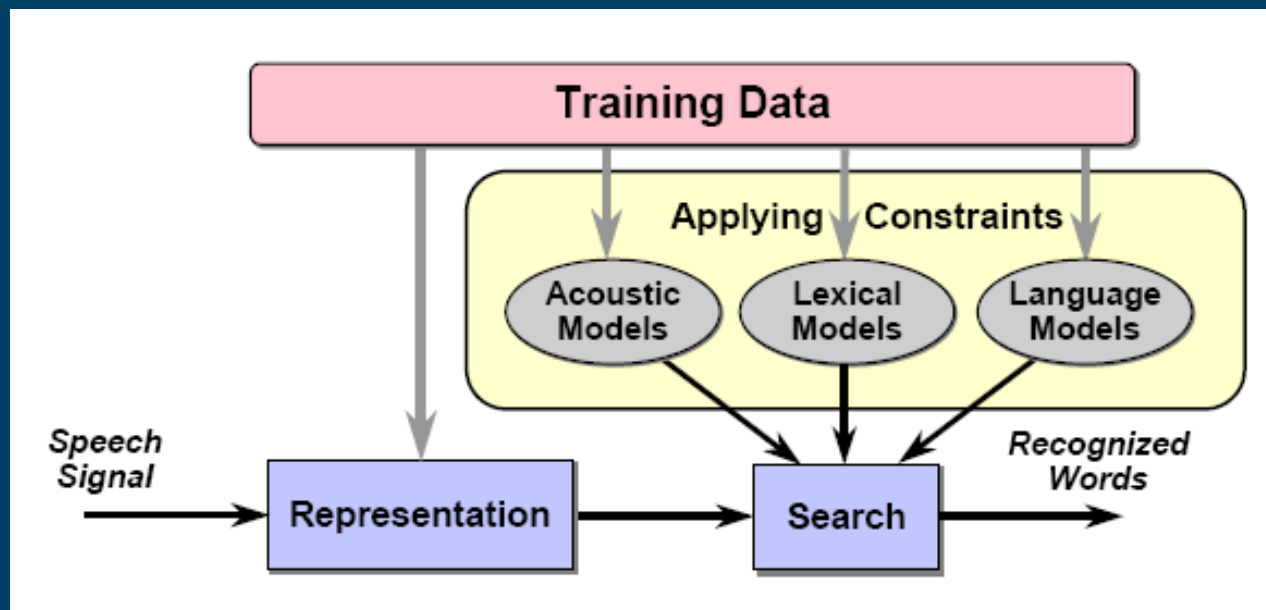
semantic



# Deep Learning in Speech Recognition



- Deep learning is being applied to more and more aspects of speech recognition with complete end to end systems purely based on deep learning.

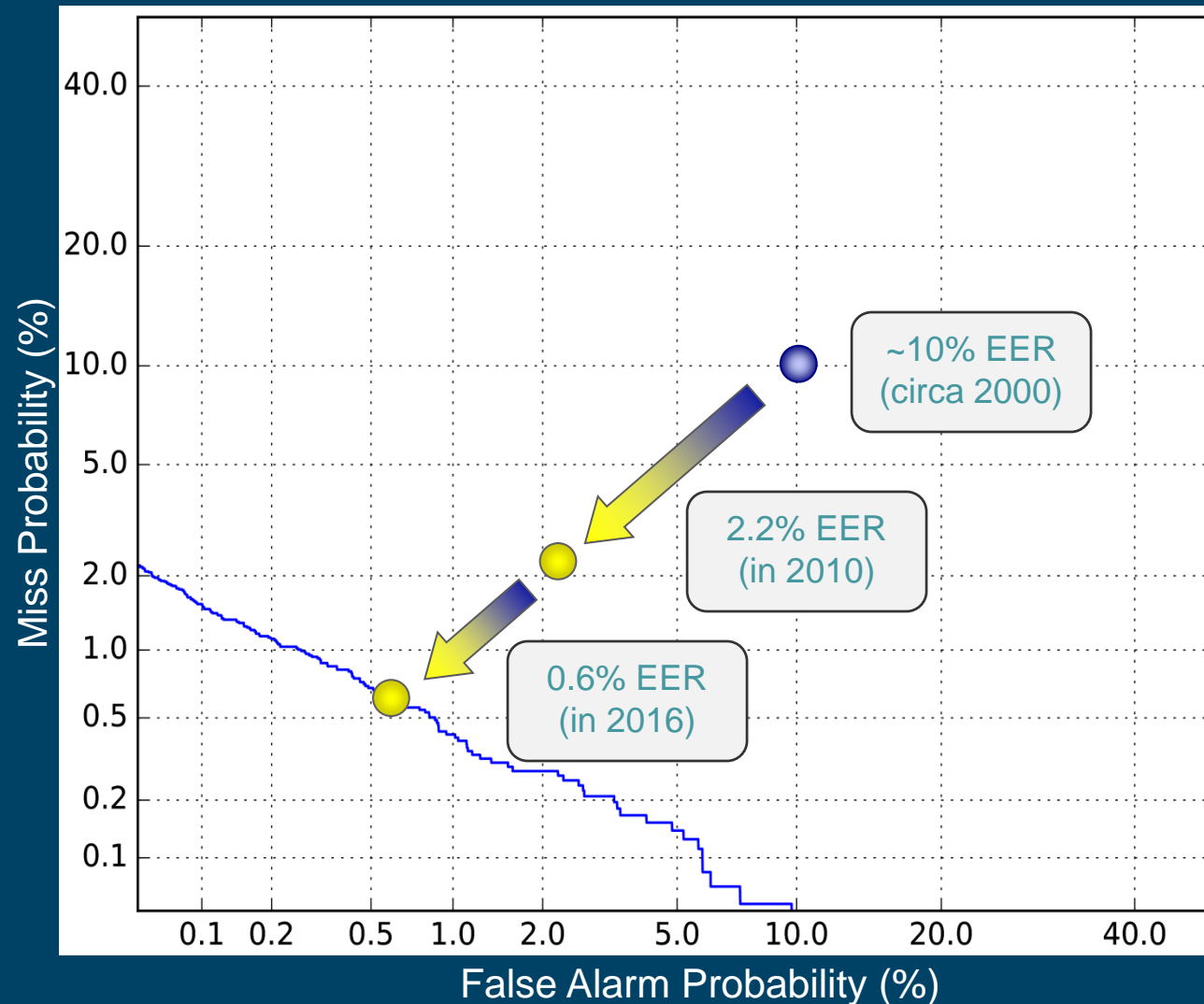


# Error Rate reduction due to Deep Learning (2011 – now)



Model (trained on SWB-300 hours)	Hub5-2000
Baseline GMM/HMM	14.5
DNN, Cross-entropy Trained (Microsoft)	14.2
DNN Sequence Trained (IBM)	12.4
CNN (IBM)	11.8
Recurrent Neural Networks-RNN (IBM)	11.3
Joint CNN/DNN (IBM)	11.2
Joint CNN/DNN + iVector features (IBM)	10.4
Joint CNN/DNN + RNN + NNLM, 2000 h (IBM)	8.0
RNN + VGG + NNLM + ModelM, 2000 h (IBM)	<b>6.9</b>

# Speech Biometrics: Speaker, Gender, Age and Language



- Results on NIST 2010 SRE (Telephony)
- Most publicly contested data set
- >16X improvement in 16 years

# Common Challenges

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- Training Time
- Training Data
- Modeling
- Objective Function

# Thought-intensive games are one benchmark of progress in Cognitive Systems

## Checkers (1956)



## Backgammon (1994)



## Chess (1997)



## Jeopardy! (2011)



*Thank You*

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