

# The Recognition Factor

1. Practical Applications
2. Distributed Knowledge
3. Patterns and Clustering
4. Pattern Recognition
5. Reliable Networks



1

You already know a lot of this stuff

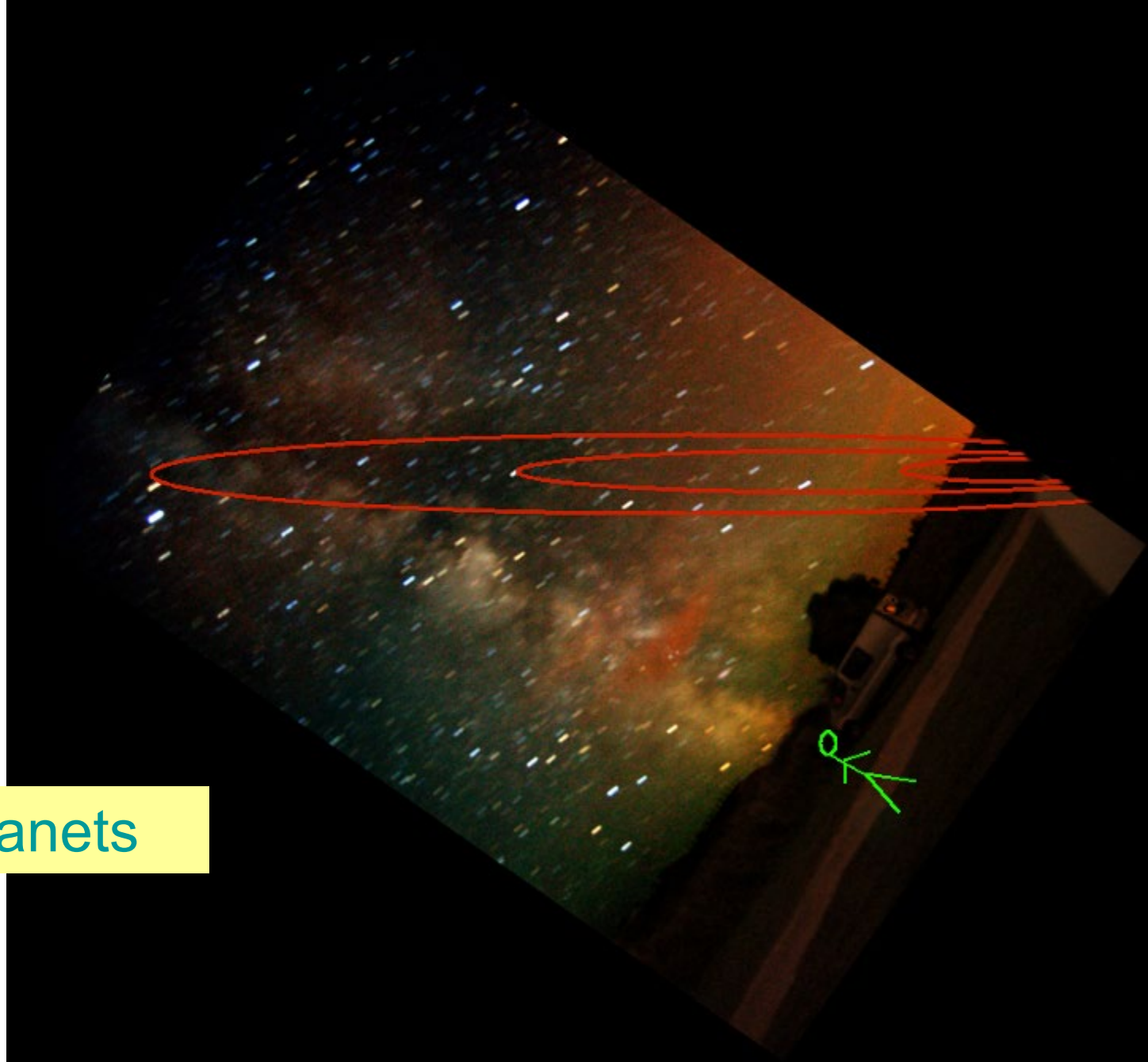
What I am trying to do is to get you to see it differently, more clearly

Then you will see things in everyday knowledge differently than you did before

# Spot the Planets



# Spot the Planets



# The Theory

To teach is

to model and to demonstrate

To learn is

to practice and to reflect

Pretty simple, eh?

No cheats, no shortcuts

To model what?

To practice what?



That is the topic of this talk...

For example...

Evaluate  $[6 - (5 - 7(7 - 3) + 5)] + 4$

1. -33
2. 28
3. 21
4. 13

To teach the concept of brackets, would you use this same example over and over? Of course not.

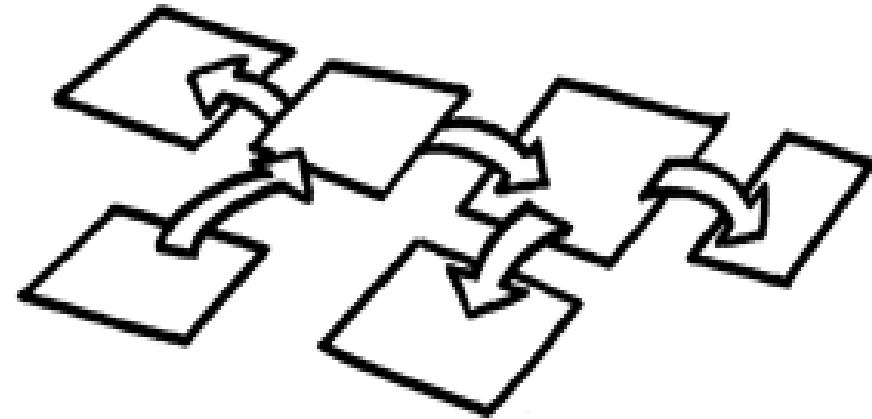
Why not?



Because you are trying to teach a *concept*, not a fact...

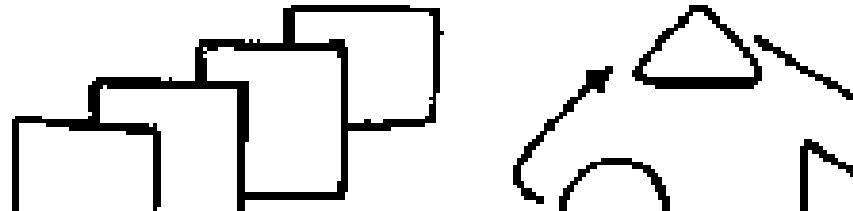
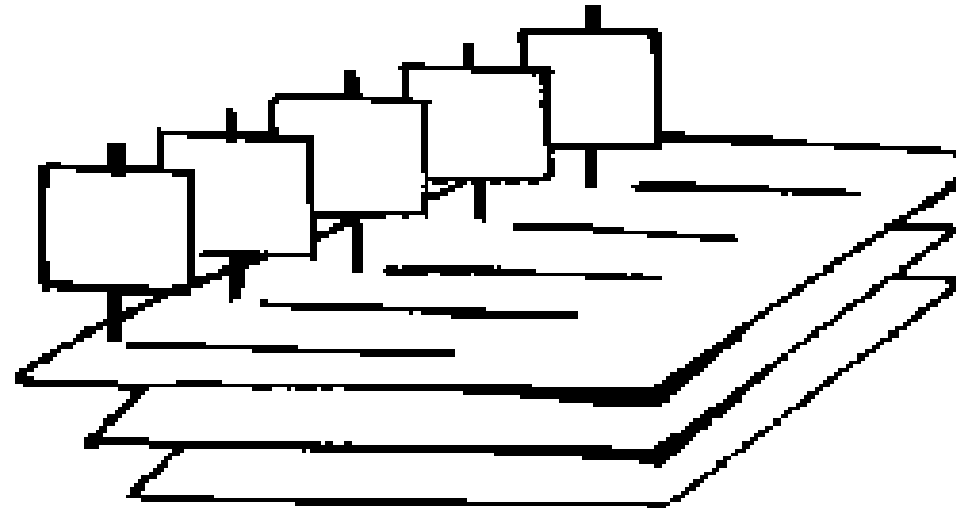
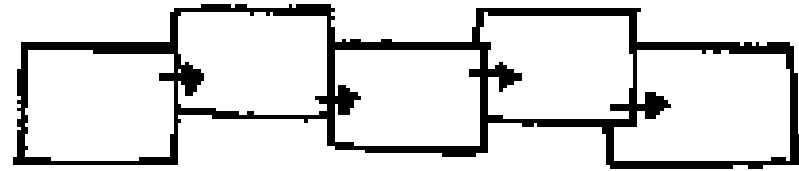
And the concept is something *deeper* than what you see in any given example

Fair enough...



But is the concept best thought of as:

- A **rule**?
- A **pattern**?



2

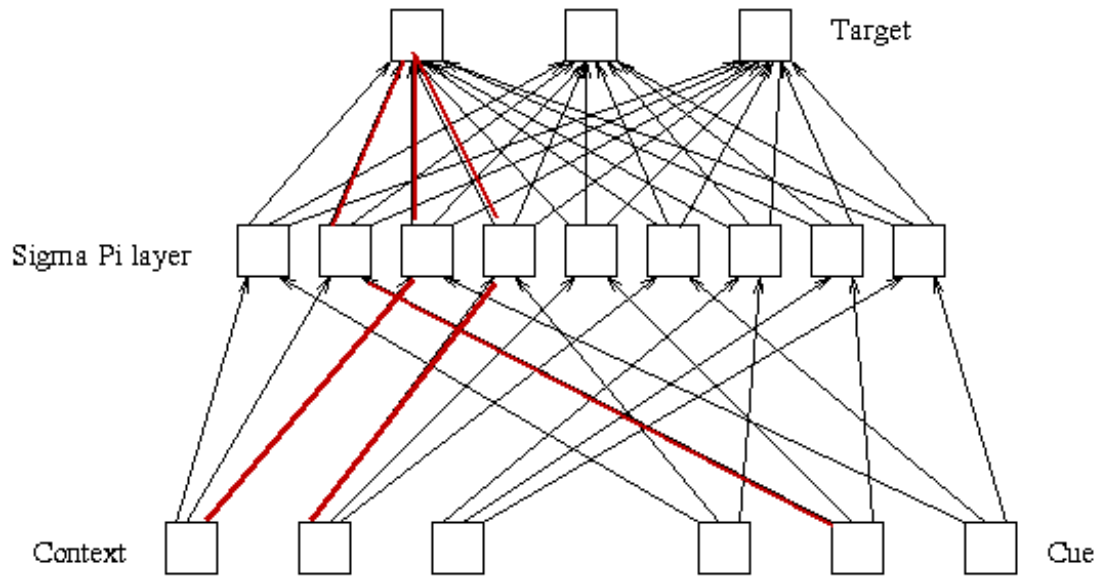
# Representation

*tree*



stands for

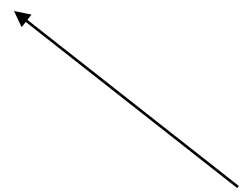
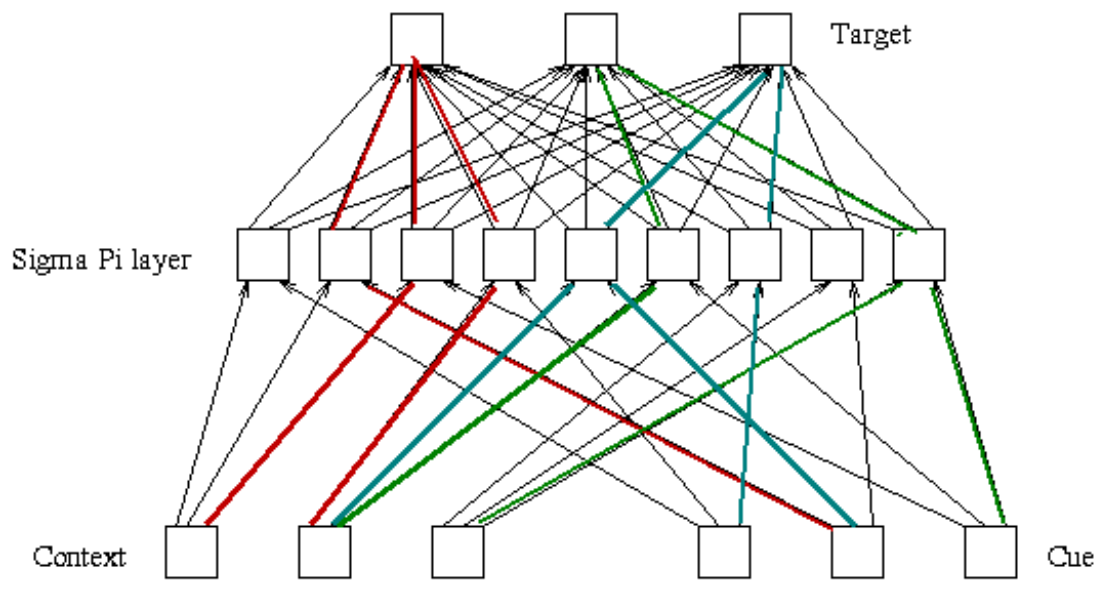
stands for?



Or is caused by?

# Distributed Representation

= a pattern of connectivity



The theory...

Concepts are *not words*...

They are *patterns* in a network

(like the mind, like society)

There is no *specific* place the concept is located – it is distributed as a *set of connections* across the network

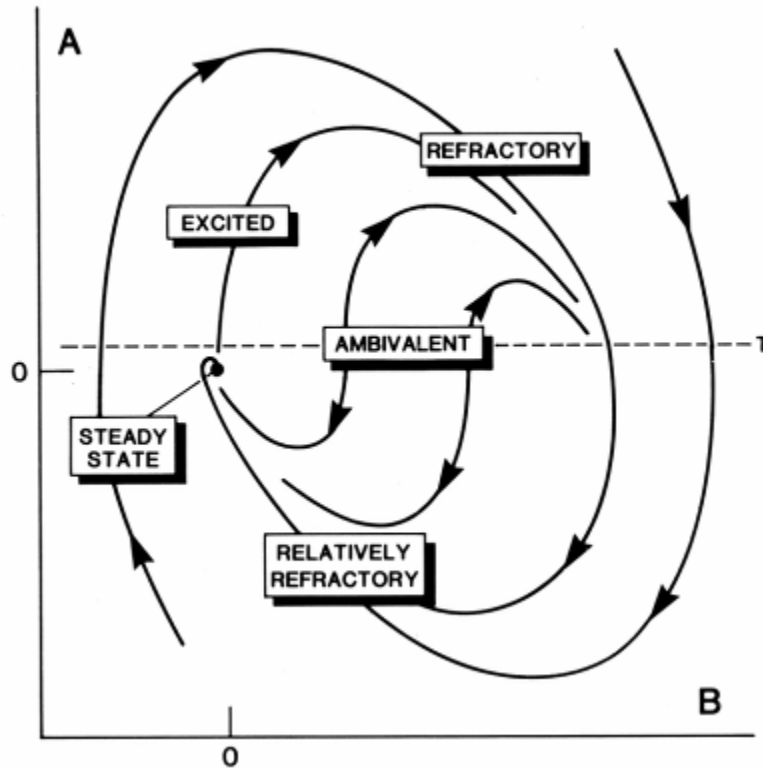
*Other concepts* are embedded in the same network

they form parts of each other,

they effect each other



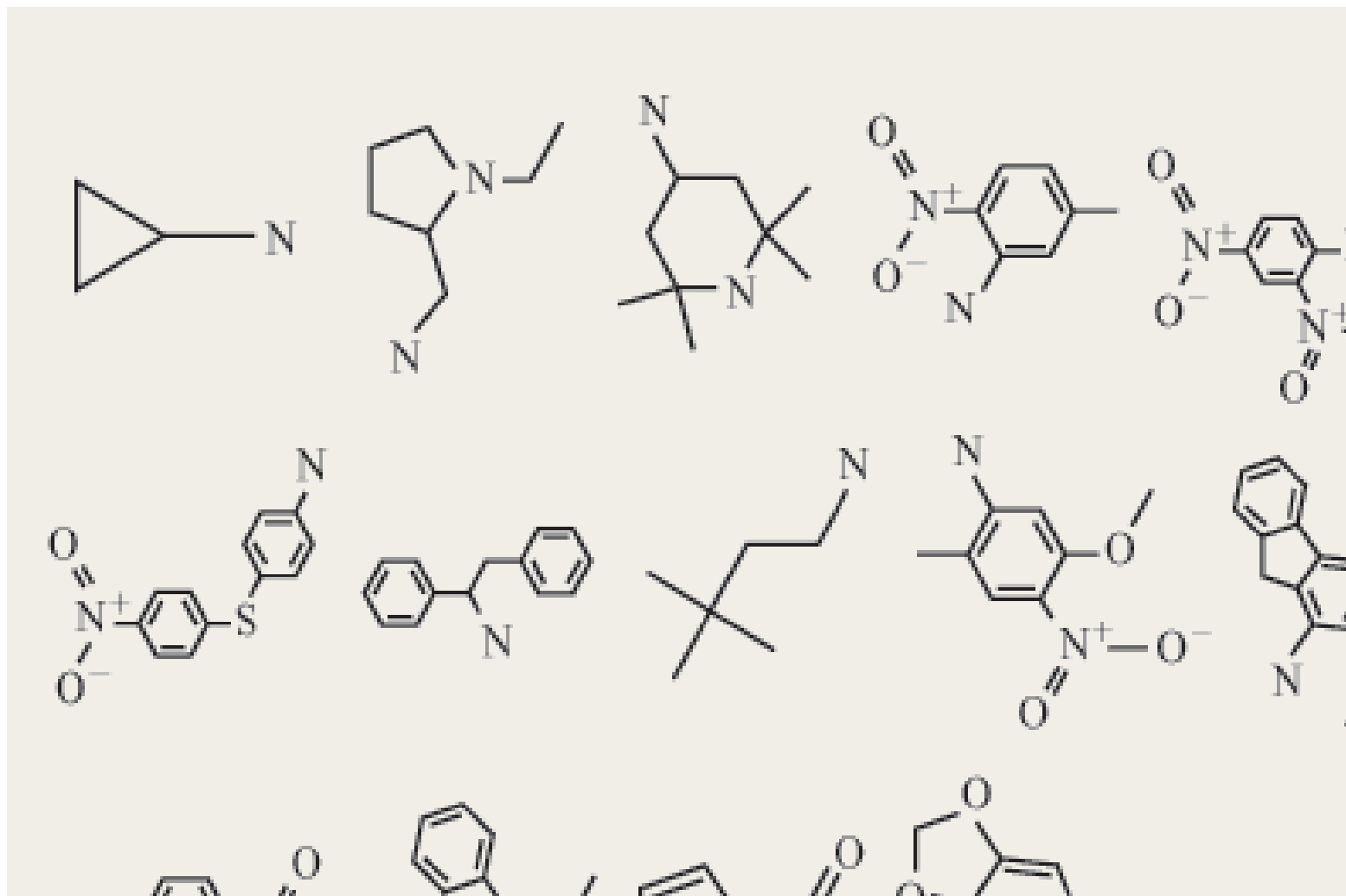
APPENDIX



Self-organizing systems acquire new structure without specific interference from the outside. They exhibit qualitative macroscopic changes such as bifurcations or phase transitions.

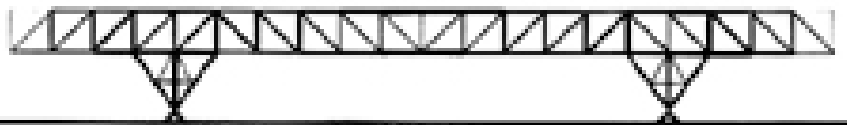
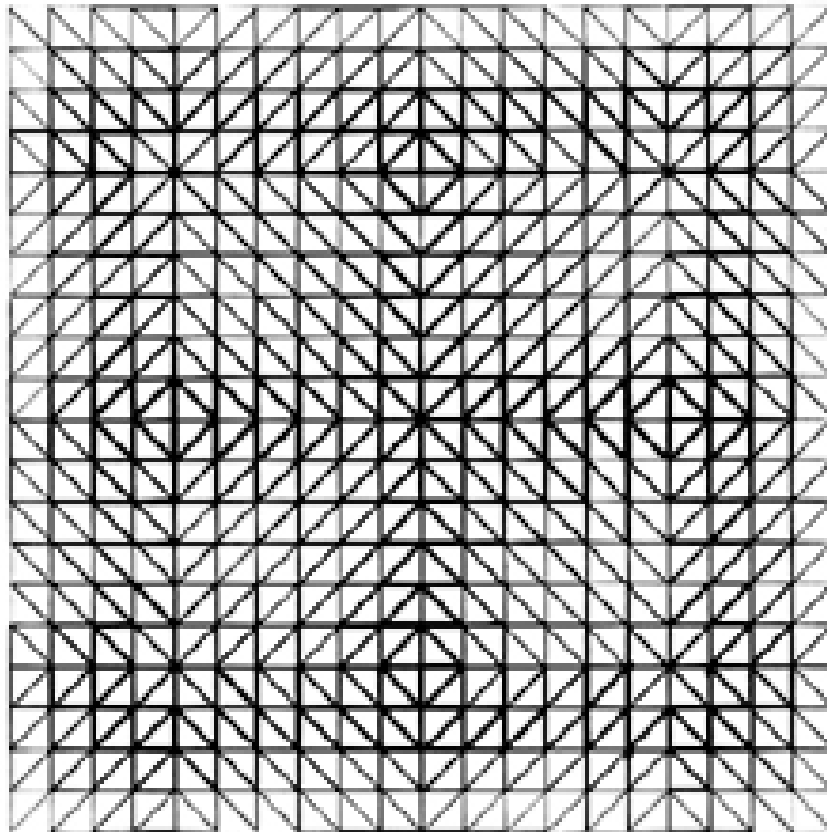
[http://www.christianhubert.com/hypertext/self\\_organization.html](http://www.christianhubert.com/hypertext/self_organization.html)

The way things connect is reflective of the properties of those things





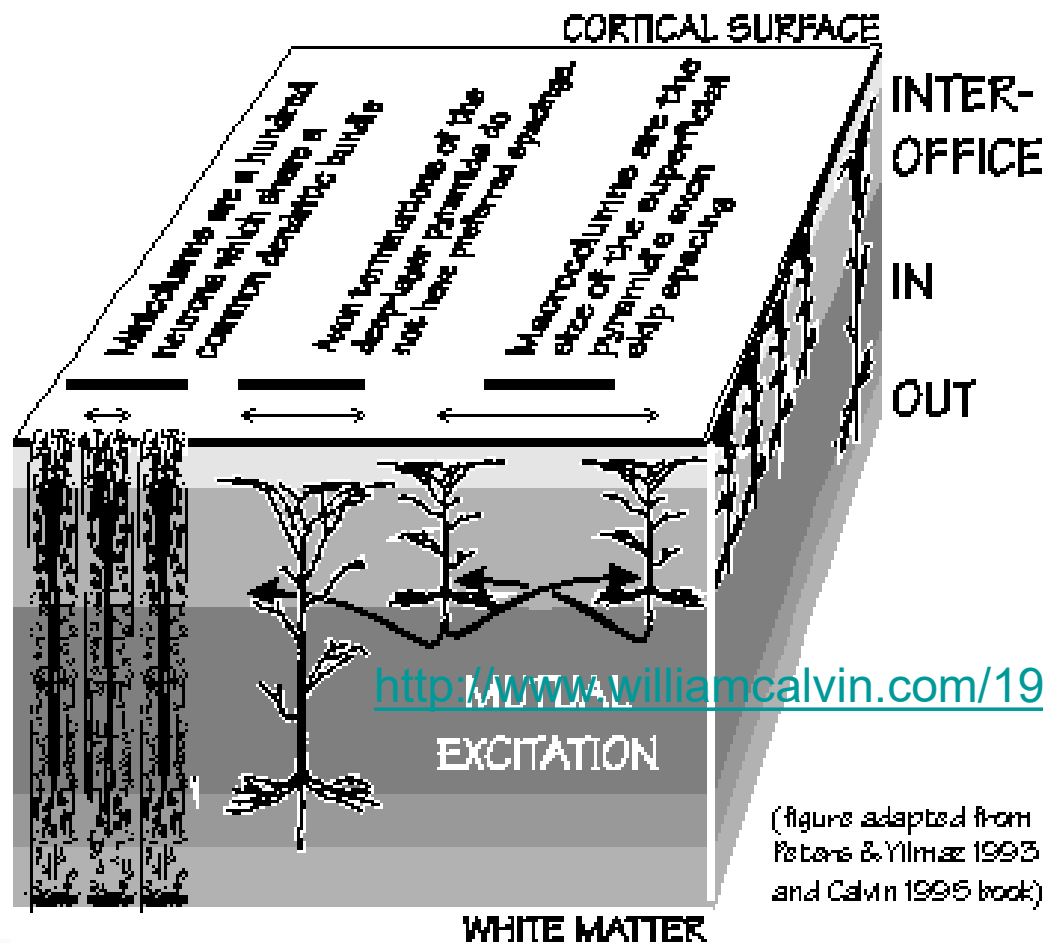
They obey  
the laws of  
physics



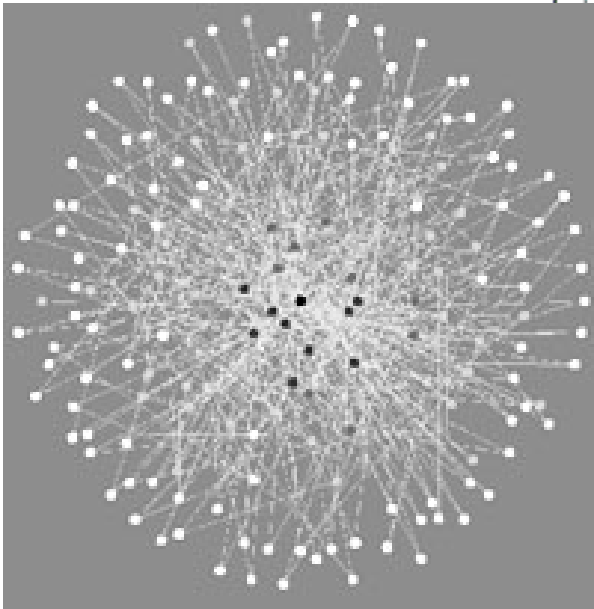
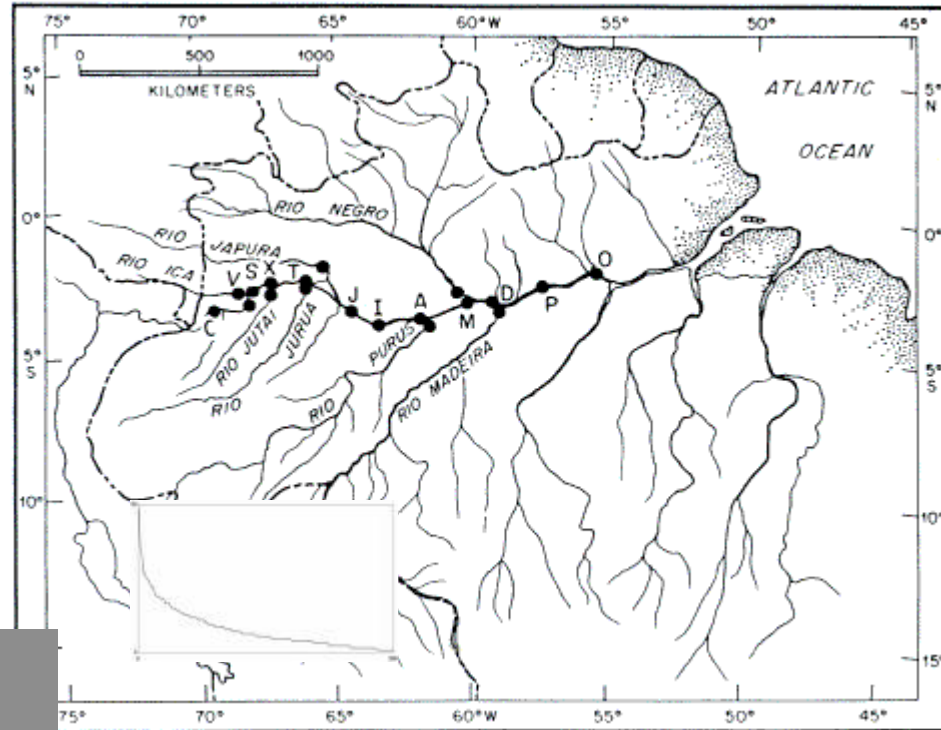
(Force patterns in  
construction...

<http://paginas.ufm.edu/arquitemas/ffconclusions03.html> )


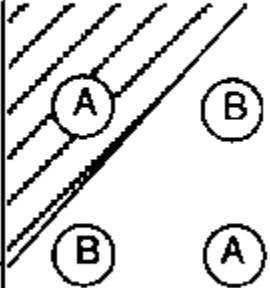
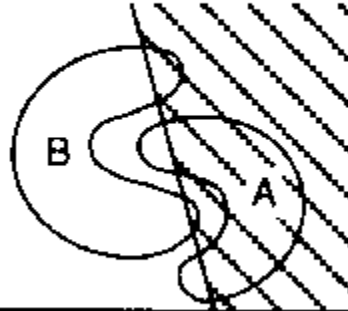


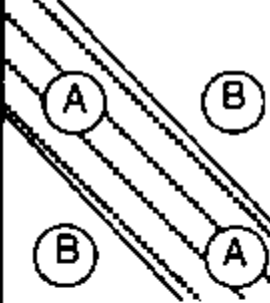
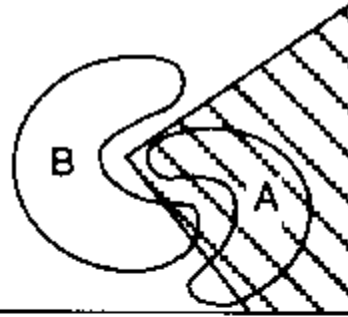
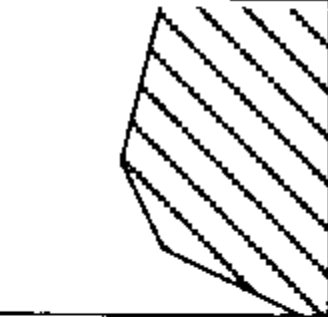

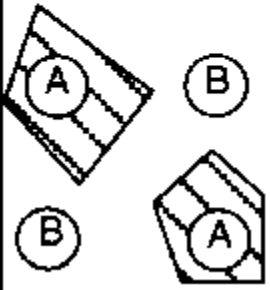
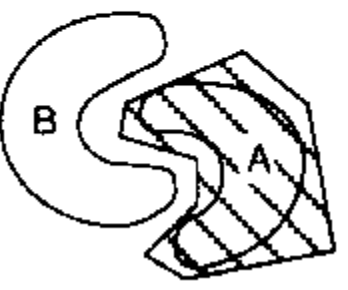
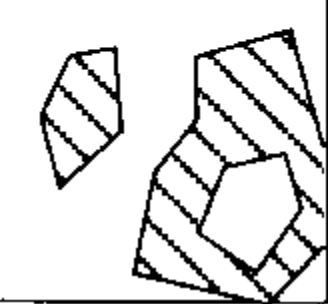
They are influenced by  
*external stimuli...*



Scale-free  
networks and  
power laws  
are  
just *one* type  
of network

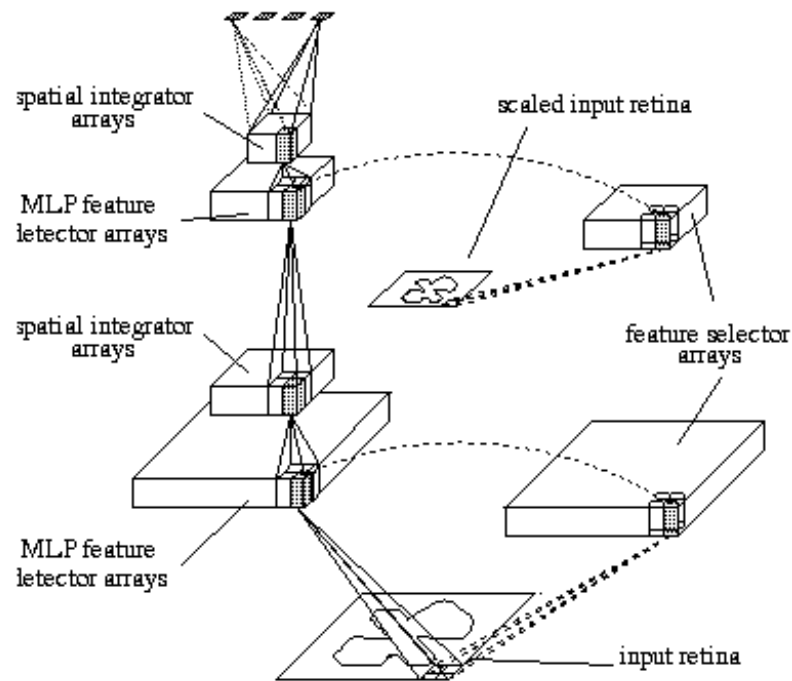


where *early* links are  
*attractors*...

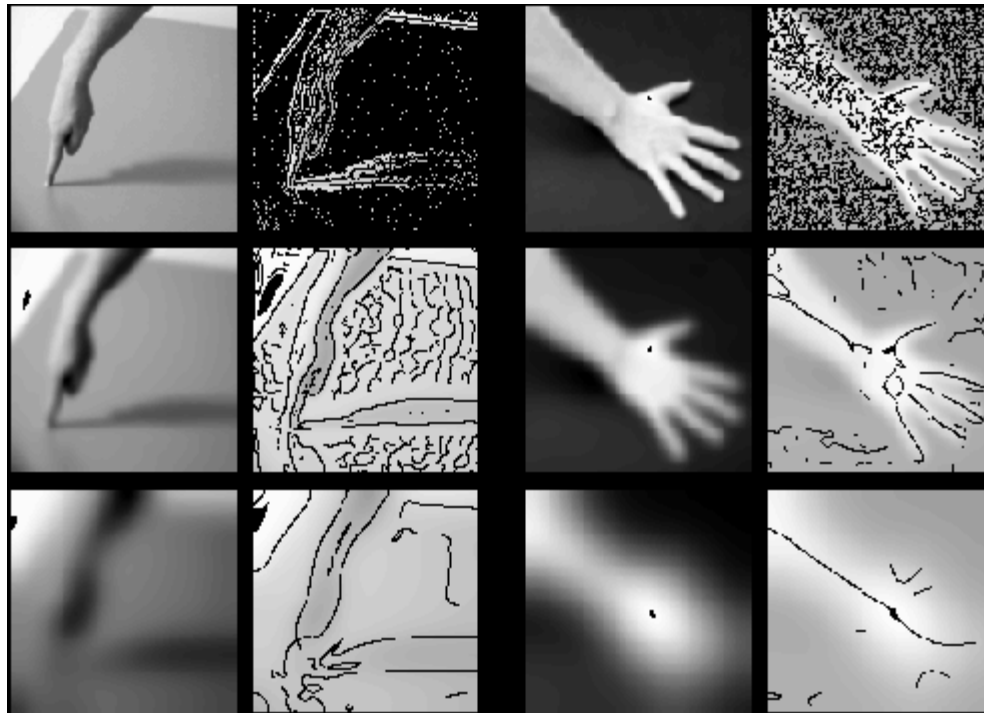
Structure	Types of Decision Regions	Exclusive OR Problem	Classes with Meshed Regions	Most General Region Shapes
<p>Single-Layer</p> 	<p>Half Plane Bounded by Hyperplane</p>			
<p>Two-Layer</p> 	<p>Convex Open or Closed Regions</p>			
<p>Three-Layer</p> 	<p>Arbitrary (Complexity Limited by Number of Nodes)</p>			

Different kinds of networks detect different kinds of patterns

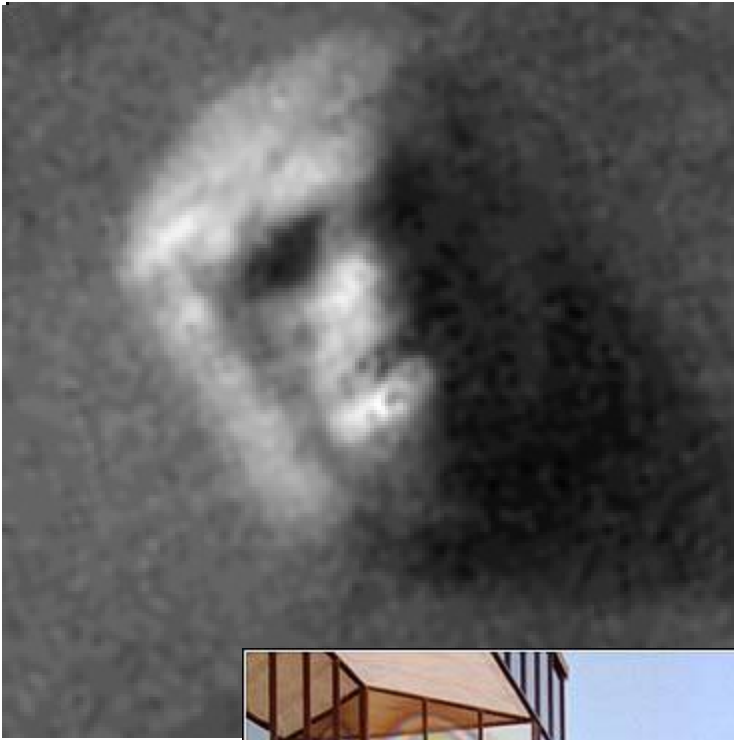
We are natural pattern recognizers...  
that's what our brains *do*



hierarchical neural network for visual pattern recognition



Some things (like edge detection) we do because of the way we're wired...

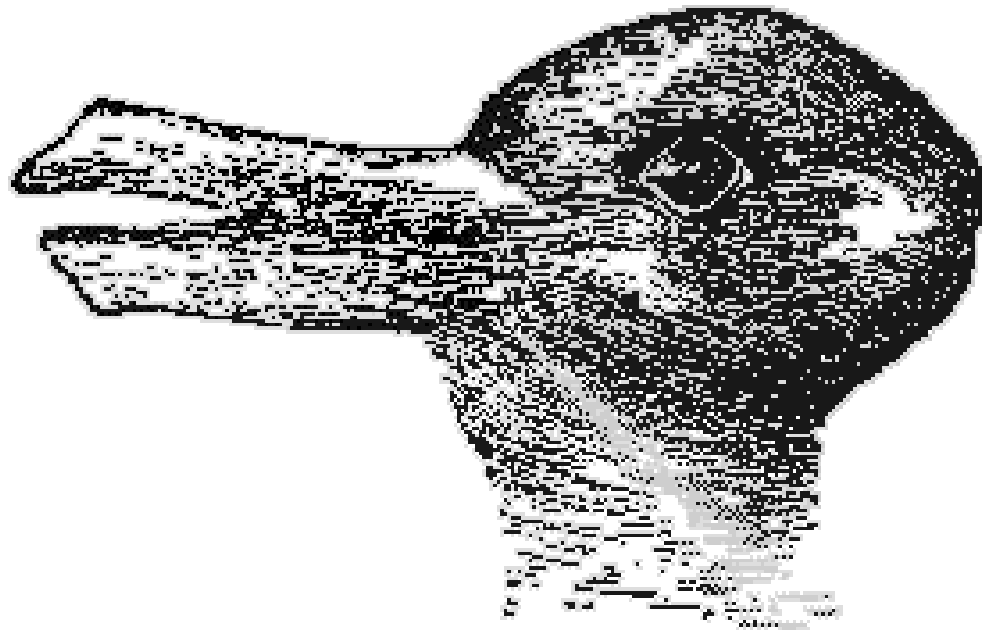


For most things, though, there is more at work...



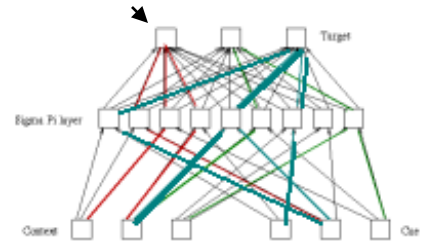
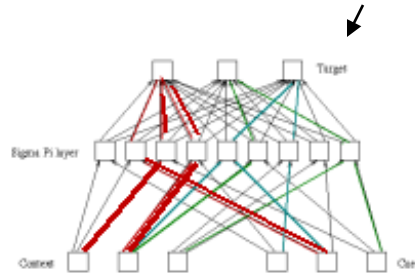
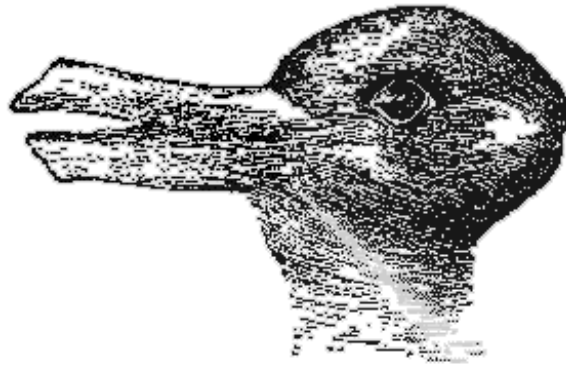
<http://www.mcs.drexel.edu/~gcmast/strange2.html>

(AP Photo)



What is it?





Duck

Rabbit

Attractors = the tendency of the network to interpret a phenomenon one way as opposed to another



Associative memory =  
patterns of connectivity =  
the creation of attractors =  
*recognition*

(energy states of various  
neural net configurations)

*Knowledge is like recognition*

*Learning is like perception*

*the acquisition of new patterns of  
connectivity*

*through experience*



Like I said, you already know this phenomenon,  
you've already seen it

## Emergent Learning

<http://growchangelearn.blogspot.com/2007/02/emergent-learning.html>

Tom Haskins



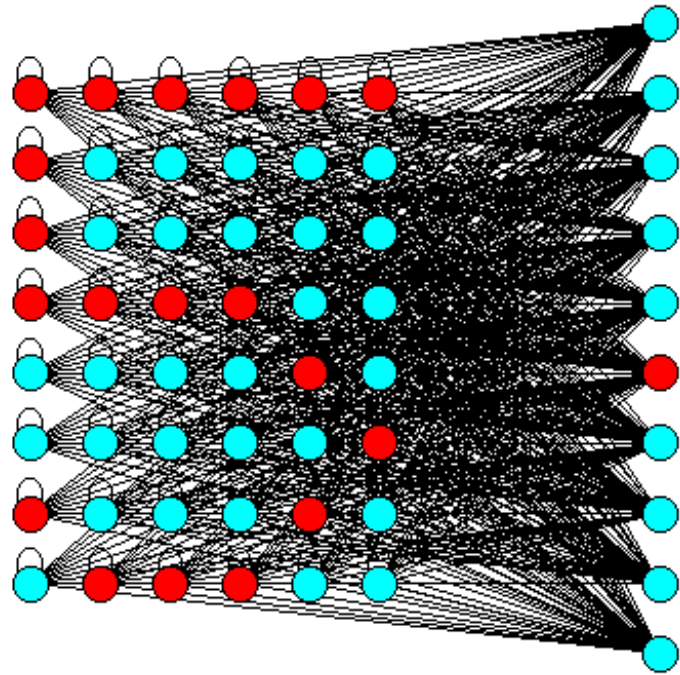
**"Now I get it"**  
**A-ha!**  
**"Out of the blue"**  
**"My mind leaped"**  
**"Did an about-face"**  
**"Shut up and did it"**  
**Sudden breakthrough**

Knowledge is  
*recognition*

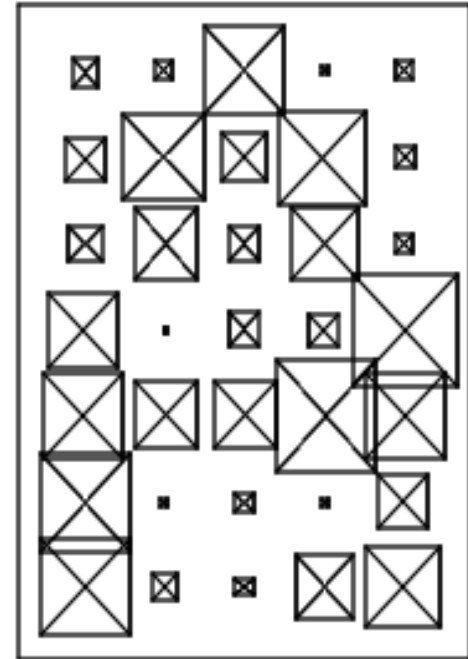
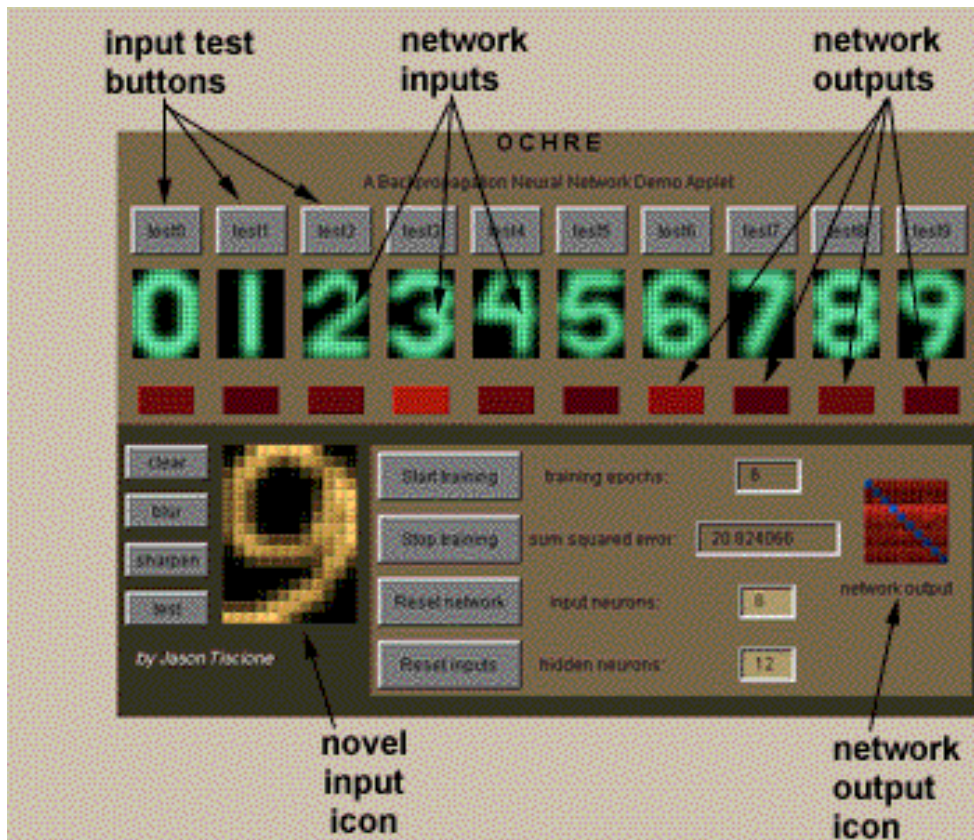
It's a belief you  
*can't not have*

Like after you've  
*found Waldo*





Pattern Recognition...

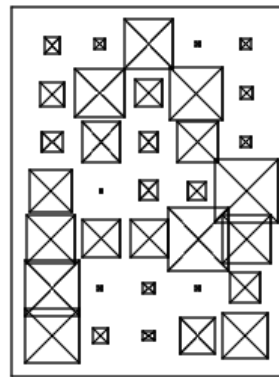
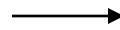
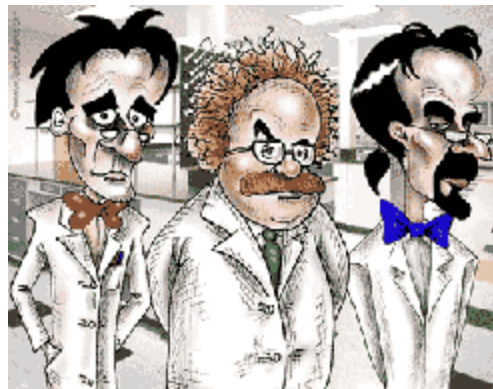


<http://www.sund.de/netze/applets/BPN/bpn2/ochre.html>

Pattern recognition is based on *similarity* between the current phenomenon and previously recognized phenomena

What we *want* is for students to recognize patterns in existing networks – in communities of experts, communities of practice

That's why we model and demonstrate



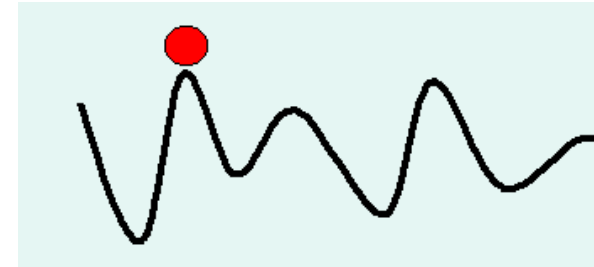


But what *kind* of network do we want to model for our students?

For that matter, what kind of network do we want for *ourselves*?

*To maximize knowledge?*

To little connection and information never propagates



Too much connection and information propagates too quickly

**The internet itself illustrates a sound set of principles, grounded by two major characteristics: simple services with realistic scope. "Simple service or simple devices with realistic scope are usually able to offer a superior user experience compared to a complex, multi-purpose service or device".**

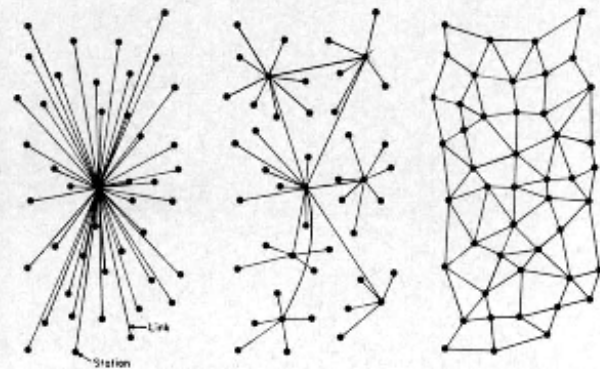
## On Distributed Communications Networks

PAUL BARAN, SENIOR MEMBER, IEEE

*Summary*—This paper<sup>1</sup> briefly reviews the distributed communication network concept in which each station is connected to all adjacent stations rather than to a few switching points, as in a centralized system. The payoff for a distributed configuration in terms of survivability in the cases of enemy attack directed against nodes, links or combinations of nodes and links is demonstrated.

A comparison is made between diversity of assignment and perfect switching in distributed networks, and the feasibility of using low-cost unreliable communication links, even links so unreliable as to be unusable in present type networks, to form highly reliable networks is discussed.

The requirements for a future all-digital data distributed network which provides common user service for a wide range of users having different requirements is considered. The use of a standard format message block permits building relatively simple switching mechanisms using an adaptive store-and-forward routing policy



# Effective networks are...

Decentralized



Disaggregated



Distributed



Disintermediated

Dis-Integrated



Dynamic



Desegregated



Democratic

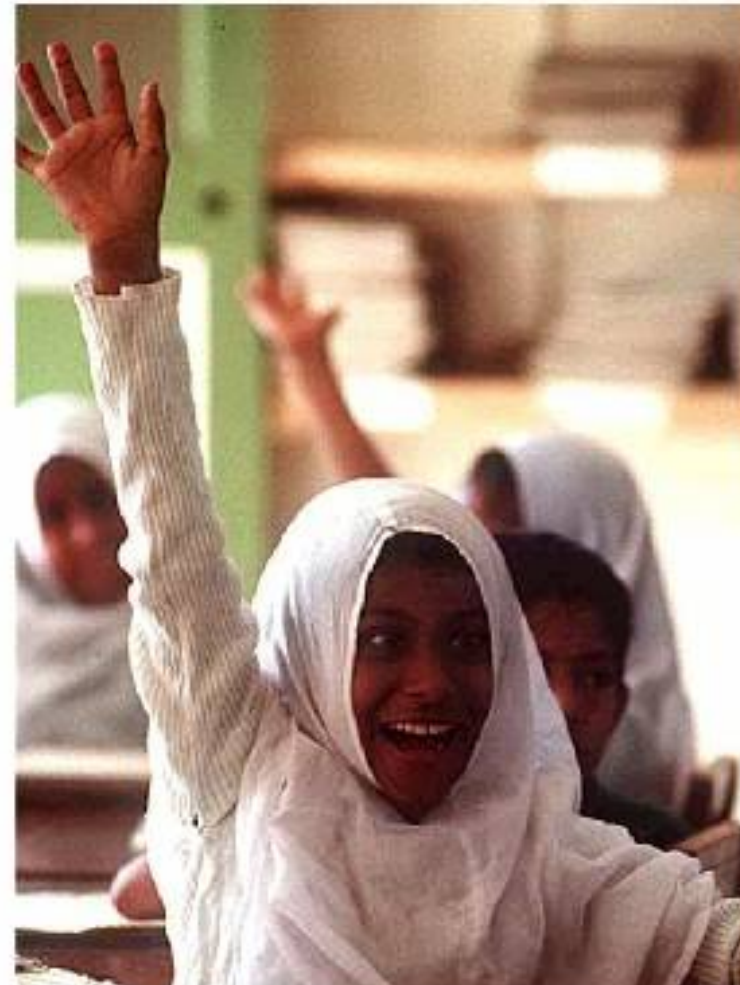


Democratic =

## The Semantic Condition

*Reliable networks support...*

- *Autonomy*
- *Diversity*
- *Openness*
- *Connectivity*



How is this practical?

Ask yourself...



To teach the concept of brackets, would you use this same example over and over? Of course not.

Why not?

Because of the need for *diversity*.

Diverse experiences create better networks than monotonous experiences

# Thank you

<http://www.downes.ca>

