

Contents

Contributors	xiii
Preface	xv

Section A Fundamentals and Principles

1. Cognitive Computing: Concepts, Architectures, Systems, and Applications	3
<i>V.N. Gudivada</i>	
1 Introduction	3
1.1 Chapter Organization	4
2 Interdisciplinary Nature of Cognitive Science	5
3 Cognitive Computing Systems	6
4 Representations for Information and Knowledge	7
5 Principal Technology Enablers of Cognitive Computing	9
5.1 Big Data and Data Science	9
5.2 Performance, Scalability, and Elasticity	11
5.3 Distributed Computing Architectures	11
5.4 Massive Parallel Processing Through MapReduce	13
5.5 Cloud Computing	15
5.6 AI and Machine Learning	15
5.7 Neuromorphic Computing	16
6 Cognitive Computing Architectures and Approaches	17
6.1 Cognitivist Architectures and Approaches	18
6.2 Connectionist Architectures and Approaches	20
6.3 Hybrid Architectures and Approaches	22
7 Cognitive Computing Systems and Applications	24
7.1 Intelligent Tutoring Systems	24
7.2 Problem Solving Systems	25
7.3 Question Answering	25
7.4 Health Care	25
7.5 Cognitive Businesses	26
7.6 Human–Robot Interaction	26
7.7 Cognitive Robots	26
7.8 Deep Learning and Image Search	26
7.9 Cross-media Retrieval	27

7.10	Brain–Computer Interfaces	27
7.11	Autonomous Vehicle Navigation	28
8	Trends and Future Research Directions	28
9	Cognitive Computing Resources	30
9.1	Open Source Frameworks, Tools, and Digital Libraries	30
9.2	Nonopen Source Infrastructures and Cognitive Computing Systems	32
	References	33
2.	Cognitive Computing and Neural Networks: Reverse Engineering the Brain	39
	<i>A.S. Maida</i>	
1	Introduction	39
1.1	Chapter Outline	40
2	Brain Scalability	40
3	Neocortical Brain Organization	42
3.1	Ventral Visual Pathway	43
4	The Concept of a Basic Circuit	44
5	Abstractions of Cortical Basic Circuits	47
5.1	Abstract Neurons	47
5.2	Excitatory and Inhibitory Neurons	48
5.3	Receptive Fields and Visual Feature Maps	48
5.4	Optimal Representations with Respect to Natural Image Statistics	52
5.5	Softmax and Winner-Take-All Network	54
5.6	Learning in the spike domain	55
5.7	A Spiking EM Classifier	56
5.8	The Liquid Computing Model	57
5.9	Unsupervised Feature Discovery	59
6	Large-Scale Cortical Simulations	64
6.1	The Blue Brain Digital Reconstruction	64
7	Hardware Support for Brain Simulation	65
8	Deep Learning Networks	65
8.1	Stochastic Deep Belief Networks	66
8.2	Deep ConvNets and Machine Learning	70
8.3	Convolutional Sparse DBNs	72
9	Summary and Conclusion	74
	References	75

Section B

Complex Analytics and Machine Learning

3.	Visual Analytic Decision-Making Environments for Large-Scale Time-Evolving Graphs	81
	<i>S.R. Venna, R.N. Gottumukkala, and V.V. Raghavan</i>	
1	Introduction	82
2	Visual Analytics as an Approach to Cognitive Computing	85
2.1	Visual Analytics: A Definition	87

3	Time-Evolving Graphs	87
3.1	Definition	87
3.2	Properties of Time-Evolving Graphs	88
4	Visual Analytics as a Framework for Time-Evolving Graphs	91
4.1	Visual Analytics Frameworks	91
4.2	Data Management	93
4.3	Graph Analytics	97
4.4	Visualization	99
4.5	Visual Representation and Interaction	100
5	Visual Analytics Sandbox: An Implementation Architecture	101
5.1	Implementation Architecture	101
5.2	Case Study: Emerging Event Detection for Social Media	102
5.3	Case Study: Real-Time Information-Based Evacuation Decision Support System for Emergency Management	105
5.4	Case Study: Forecasting Influenza	107
6	Conclusion and Future Research	109
	Acknowledgments	110
	References	110
4.	CyGraph: Graph-Based Analytics and Visualization for Cybersecurity	117
	<i>S. Noel, E. Harley, K.H. Tam, M. Limiero, and M. Share</i>	
1	Introduction	118
2	Related Work	120
3	Description of CyGraph	122
3.1	CyGraph Architecture	122
3.2	CyGraph Data Sources	123
3.3	Big Data Analytics in CyGraph	125
3.4	CyGraph Client–Server	127
3.5	CyQL: CyGraph Domain-Specific Query Language	129
3.6	CyGraph Interactive Visualization	136
4	Example Applications	137
4.1	Cyber Analytics	139
4.2	Cyber Modeling and Simulation	156
5	Summary	162
	Acknowledgments	164
	References	164
5.	Cognitive Analytics: Going Beyond Big Data Analytics and Machine Learning	169
	<i>V.N. Gudivada, M.T. Irfan, E. Fathi, and D.L. Rao</i>	
1	Introduction	169
1.1	Chapter Organization	172
2	Evolution of Analytics and Core Themes	172
2.1	Multiple Perspectives	173
2.2	Analytics Evolution	173
2.3	Data Warehouses and Data Marts	174
2.4	ROLAP, MOLAP, and HOLAP	175

2.5	Data Mining/Knowledge Discovery	175
2.6	Visual Analytics	176
2.7	Cognitive Analytics	176
3	Types of Learning	178
3.1	Active Learning	179
3.2	Reinforcement Learning	179
3.3	Ensemble Learning	180
4	Machine Learning Algorithms	181
4.1	Logistic Regression	183
4.2	Decision Trees	184
4.3	Support Vector Machine	185
4.4	Artificial Neural Networks and Deep Learning	186
4.5	Bayesian Networks	187
4.6	Libraries and Frameworks	188
5	Cognitive Analytics: A Coveted Goal	190
5.1	Cognalytics: A Reference Architecture for Cognitive Analytics	190
5.2	Implementing Cognalytics	192
6	Cognitive Analytics Applications	197
6.1	Learning Analytics	197
6.2	Personalized Learning	198
6.3	Cognitive Businesses	198
6.4	BCI and Assistive Technologies	198
7	Current Trends and Research Issues	199
8	Conclusions	200
	References	201

6.	A Cognitive Random Forest: An Intra- and Intercognitive Computing for Big Data Classification Under Cune Condition	207
	<i>S. Suthaharan</i>	
1	Introduction	207
2	Terminologies	210
2.1	Cognitive Computing Models	211
2.2	Cognitive Computing Architectures	212
2.3	Cognitive Computing System	212
3	Random Forest Classifiers	213
4	The STE-M Model	214
4.1	Modeling of Computing as Senses	215
4.2	Modeling of Computing as Thoughts	215
4.3	Modeling of Computing as Experiences	216
4.4	Modeling of Computing as Memory	216
5	Cognitive Random Forest	217
5.1	Integration of Domain Divisions	217
5.2	Random Forest for Continuous Learning	218

6	Cognitive Computing System	218
7	Experimental Validation	219
	7.1 Selected Cune Conditions	220
	7.2 Standard Random Forest	221
	7.3 Cognitive Random Forest	223
8	Conclusions	226
	References	226
7.	Bayesian Additive Regression Tree for Seemingly Unrelated Regression with Automatic Tree Selection	229
	<i>S. Chakraborty</i>	
	1 Introduction	229
	2 BART for SUR with Automatic Tree Selection	232
	2.1 BART-SUR Model	232
	2.2 Prior Distribution	235
	3 Fitting BART-SUR Model Through MCMC	236
	4 Simulation Studies	238
	5 Data Analysis	243
	5.1 Biscuit Dough Data Set	243
	5.2 Rohwer Data Set	244
	5.3 Grunfeld's Investment Data	246
	6 Conclusion	247
	Appendices	248
	References	250

Section C Applications

8.	Cognitive Systems for the Food–Water–Energy Nexus	255
	<i>V.P.A. Lonij and J.-B. Fiot</i>	
	1 Introduction	256
	1.1 Constrained Resources	256
	1.2 The Value of Cognitive Systems in Managing Constrained Resources	259
	2 Invariance, Correlation, and Data	261
	2.1 Invariance	261
	2.2 Correlation	262
	2.3 Sparse Data, Big Data, and Data Types	264
	3 Time-Series Data	264
	3.1 Physics-Based Methods	265
	3.2 Data-Driven Methods	266
	3.3 Hybrid Methods	267
	3.4 Hierarchical Time-Series and Missing Data	268

4	Images, Video, and Spatio-Temporal Data	268
4.1	Making the Most of Sensor Data	268
4.2	Forecasting and Deep Learning	271
4.3	Forecasting Horizon vs Accuracy	273
5	Autonomous Systems to Manage Complexity	273
6	Conclusion	276
	References	276
9.	Cognitive Computing Applications in Education and Learning	283
	<i>M.T. Irfan and V.N. Gudivada</i>	
1	Introduction	283
2	EDM and LA	285
2.1	Educational Data Mining	285
2.2	Learning Analytics	288
3	Recent Research	291
3.1	Intelligent Tutoring Systems	292
3.2	Clustering and Student Modeling	293
3.3	Predicting Student Performance	294
3.4	Affect Detection and Student Engagement	295
4	Conclusion	296
	References	297
10.	Large Scale Data Enabled Evolution of Spoken Language Research and Applications	301
	<i>S. Jothilakshmi and V.N. Gudivada</i>	
1	Introduction	301
1.1	Chapter Organization	302
2	Speech Signals	302
2.1	Human Speech Frequencies	303
2.2	Formants	303
2.3	Phonemes and Syllables	303
2.4	Analog to Digital Conversion of Speech Signals	304
3	Signal Preprocessing	304
3.1	Preemphasis	304
3.2	Framing	305
3.3	Windowing	306
4	Segmental Feature Extraction	306
5	Prosodic Feature Extraction	309
5.1	Non-Automatic Speech Recognizer Based Prosodic Feature Extraction	310
5.2	Features for Voice Activity Detection	311
6	Mathematical Models	311
6.1	Acoustic and Language Models	311
6.2	Gaussian Mixture Models	313
6.3	Hidden Markov Models	313

6.4	Support Vector Machines	314
6.5	Artificial Neural Network Models	315
6.6	Deep Neural Networks	315
7	Speech Processing Core Tasks and Applications	316
7.1	Speech Recognition	316
7.2	Speech Synthesis	319
7.3	Speaker Recognition	321
7.4	Spoken Language Identification	324
7.5	Speech-to-Speech Translation	326
7.6	Speaker Diarization	328
8	Resources for Speech Research	330
9	Trends and Research Directions	332
10	Conclusions	333
	References	333
11.	The Internet of Things and Cognitive Computing	341
	<i>F.D. Hudson and E.W. Nichols</i>	
1	Introduction	341
2	The IoT—Definition and History	342
3	The Role of Big Data	346
4	Big Data Challenges and Opportunities for IoT and Cognitive Computing	347
4.1	Volume	348
4.2	Variety	351
4.3	Velocity	352
4.4	Veracity	352
4.5	Value	354
5	IoT Use Cases and Opportunity to Leverage Cognitive Computing	355
5.1	Smart Cities—Personal Transportation Planning	355
5.2	Smart Cities—City Transportation Management	360
5.3	Healthcare—The Internet of Medical Things and Precision Medicine	365
6	Future Opportunities for IoT and Cognitive Computing	370
	References	371
	Index	375