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Social Science Journal

Evaluating The Contribution Made By Multilevel Cognitive And Machine Learning

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Abstract

In honor of the 125th celebration of science, researchers prepared a list containing 125 questions on July 1, 2005. How can we know the limits of machine learning? was question number 94. When asked what this meant, the following was gleaned: "Computers can defeat the top chess players around the world and they can gather rich information from the Internet." But computers still can't match the human brain when it comes to abstract thought. One of the most reliable measures of intelligence is a person's propensity for learning new things. To begin with, people get knowledge from two sources: the objective world surrounding them and their own personal experiences. Lifelong education is the best way to shape, develop, and eventually perfect one's reasoning and wisdom skills. In 1983, Simon presented a more precise definition of learning. "a particular long-term change that the system creates in order it adapt to the environment," reads the definition of learning here. By making this adjustment, the system will be able to do the same or comparable tasks more efficiently in the future. Learning refers to the process of internal change; it may mean either the persistent and methodical enhancement of work or perhaps the persistent and methodical alteration of an organism's behavior. This human-level concept learning was proven by researchers using probabilistic programmed induction in a science paper published on December 12, 2015. To put it in another way, a variety of distinct learning processes occurring simultaneously inside a complex system, each of which contributes to the overall change in learning.

Keywords— Marketing, Efficiency, Marketing margins, post-harvest losses, Risk

Introduction

Alpha Go is a computer programmed that was built by Google DeepMind in London to play the game of Go, which is played on a board. It was able to win over a professional player called Fan Hui, who was the European champion, in October of 2015. In a five-game encounter that took place in March of 2016, it prevailed against Lee Sedol, the best Go player in the world, by a score of four games to one. The success of AlphaGo represents a significant advancement in the field of artificial intelligence research. The algorithm that powers AlphaGo employs a technique known as Monte Carlo tree search to determine its next move. This technique is based on information that was "learned" in the past via machine learning, more particularly by a deep neural network and reinforcement learning. The study of learning theory entails gaining an understanding of the fundamentals of the educational process, including the guidelines and limitations that must be adhered to in order to investigate the different learning environments and provide an appropriate theory and explanation. (Koo, 2022) Individuals may make changes in their behavior that are more long-lasting via the process of learning, which is a form of process. There are many different theories of learning. Because of the differences in their own philosophical bases, theoretical foundations, and research methods, psychologists have been offering a wide variety of learning theoretical theory schools for more than a century. The behavioral school, the cognitive school, and the humanistic school are the most prominent examples of these theoretical schools. Recent years have seen significant advancements in artificial intelligence, with a primary emphasis placed on statistics and large amounts of data. Cognitive machine learning is offered in this study as a potential solution to the challenge of solving problems involving machines having the capacity of abstract thinking and computers being able to learn evolution. (Kumar & Makar, 2020)

Objective

The research aimed to fulfill the following objectives:

- Learning's Evolutionary Trends
- To study The Cognitive Machine Learning
- Cognitive Machine Learning future

Methodology

How can artificial intelligence (AI) and cognitive computing (CC) facilitate improvements in human and machine (including robotic) cooperation in the domain of augmented expertise in the coming decade? For someone who has worked in the software industry for almost twenty-five years, my favorite development is that we can now move beyond the need of "dashboards" to manage our interactions with software. The popularity of virtual assistants like Alexa and Siri has made it acceptable to have natural conversations with computers. The ability to communicate with artificial intelligence systems through voice is becoming so prevalent that even young toddlers can do it. Computer processing in the "cloud" Kafka, NoSQL databases, and serverless cloud computing are just a few examples of the technologies that are ushering in this era of microservices and containerization. This allows for a more flexible and economical AI and cognitive computing cloud platform.

The Cognitive Machine Learning

To combine the successes of machine learning, which we have studied for many years, with the mind model CAM is what is meant by "cognitive machine learning." Intelligent machine learning.

The three primary focuses of cognitive machine learning research are:

The importance of learning: Perception is the first stage of the learning process since it is the stage through which humans make touch with the environment. The second stage, which includes idea, judgement, and reasoning, entails organizing and modifying the data gathered by broad perception. Through the use of our eyes, ears, and hands, we are able to elevate sensory information to a level of understanding comparable to that of the mind. Because of the vast store of acquired perceptual information, a novel notion known as learning has emerged in the human brain.

How to build a system that combines the advantages of both working memory and semantic memory is the topic of our second topic, "complementary learning."

As a result of hundreds of thousands of years of evolution, human brain capacity is also evolving, and this is reflected in the development of learning. The significance of language in this is crucial. As a result, the purpose of evolution is not only to adapt to environmental changes but also to alter one's internal structure. For us, it's crucial that it undergo fundamental internal reform. (Jean Bosco & Wang, 2021)

Learning at a Time of Crisis

Conceptual learning, both a learning strategy and a kind of critical thinking in which humans develop the capacity to classify and organize material by building cognitive logic-based frameworks, is necessary for the ascent from perceptual awareness to rational understanding. Knowledge production and acquisition are required for this process because people must first determine the defining characteristics that would classify a set of disparate topics under a common umbrella. While knowledge acquisition refers to picking up facts and figures from an established authority figure, knowledge creation involves making connections between new information and prior knowledge in order to make sense of a topic.

The similarity-recognition mechanism underlies both first-order concept production and high-order idea generation, both of which contribute towards conceptual learning. First-order ideation is related with the problem-driven stage, whereas higher-order concept development is linked to the inner-sense-driven stage. (Papa, 2022)

Numerous learning algorithms and methods have been proposed. Some research suggests that combining techniques from statistics, neural nets, fuzzy logic, as well as deep learning may improve conceptual learning including pattern recognition. To illustrate the idea of reinforcement learning under extreme conditions, we are using a convolutional generating stochastic model (CGSM) in this instance.

Neurocognitive machines were first introduced to the computer industry by Fukushima et al. and then by Yann Lacuna; these networks have since been developed and used successfully to image recognition and segmentation, object classification, and other domains.

Convolution neural networks typically consist of one or maybe more convolution layers, a completely connected layer at the top (the equivalent of the traditional neural network), non-linear mappings, including possibly local or global pooling layers (CNN). In order for a convolutional neural network to be effective, its input data must be limited to two dimensions. When compared to other types of deep feed forward neural networks, convolutional neural networks interpret less data. It has lately become a promising architecture for deep learning applications. Classifiers and features extractors are the backbone of a convolutional neural network. The technique of extracting features uses layers of convolution and subsampling. The classifier is composed of one maybe two layers using fully interconnected neural networks. (2019)

However, the effectiveness of convolutional networks decreases when data noise (such as local loss or modulus) is included. During the process of making a random network, the data noise's resiliency is optimized (such as local loss, blurring, distortion, etc.). While convolutional networks conform to the idea of biology visual perception channels, artificial random networks offer the advantages of multi-layer invariance but also spatial local correlation, both of which are useful for extracting visual data from images. We also introduce a convolutional generating stochastic network model (CGSM), which uses a convolutional network model to generate random networks.

Cognitive Machine Learning future

The software development process is set to undergo a period of fast evolution in the coming decade. Data tagging and cleaning will take center stage, replacing the current emphasis on logic/rule creation (deterministic programming). Good, clean data in abundance is the holy grail of artificial intelligence. Already, "offshore" software contracting is shifting its emphasis from traditional programming tasks to AI data tagging/labeling and the creation of enormous cloud infrastructures for data pipelines.

Cloud computing, or "cluster computing" as it is often referred to, is evolving because to technologies like Kubernetes, which make it easier and faster to set up and break down cloud-based AI infrastructure for DevOps. DevOps, for the uninitiated, is the practice of bringing together previously separate groups of people (development teams and operation teams) in order to construct software systems more quickly and effectively. In the future, I see AI and "the machine" playing a significant role in this DevOps group. It possesses the kind of practical intelligence needed for cognitive computing and can intelligently interpret data. This is not only true for DevOps, but also for other fields that focus on finding solutions, such as the medical field, the business sector, the supply chain, the armed forces, and academia. (Hens & Capek, 2020)

The future age of artificial intelligence (AI) cognitive computing is being laid today and will continue to be built upon the rapidly developing AI software industry. IBM and the Watson technology it developed seem to be committed to both the academic development of cognitive computing and the commercialization of this technology for widespread usage. For instance, Watson for Oncology from IBM has helped doctors explore several potential cancer treatments. Market Research Engine projects that the worldwide cognitive computing industry will rise from its anticipated $30.67 billion in 2018 to $360.55 billion by 2024, representing a CAGR of 50.92%. This is in addition to the investments made by firms such as Intel. (Zhou, 2022)

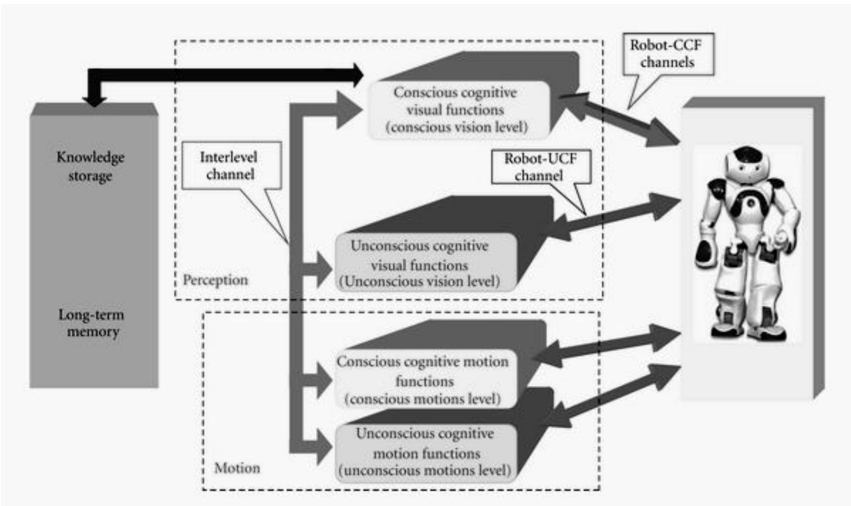

Figure 1. *Multilevel Cognitive Machine-Learning*

Learning's Evolutionary Trends

One of the most important processes is evolution, which alters its structure to fit the environment. This is really crucial, since it demonstrates how a random, goalless machine may, via learning, study its own objective. During the middle of the nineteenth century, Darwin developed his theory of biological evolution. Natural selection, genetic drift, and accumulated complexity give rise to higher forms of life. Evolution in the context of intelligence is learning about learning, which is distinct from learning about software but also results in a shift in the structure of intelligence. This is crucial, as the resulting structural modifications serve to both document and enhance the learning process. It also has integrated storage and operation, both of which are currently challenging for computers. Probably a fresh research field deserving of substantial attention is the evolution model for computer learning in this area. Analyses of ancient human skulls suggest that the size of the human mind has doubled in the previous two million years. The human brain had a period of fast development during which several specialized cortical regions, such as those responsible for motor language, written language, auditory language, and so on, emerged. Cortical regions associated with music and art seem to exist, and they show strong preferences for location. The human frontal lobe grows quickly, especially as people become more capable of abstract thought. Thus, the contemporary human brain is in a state of constant development. The only way to give robots human-level intelligence and overcome the limitations of computer-based learning is to give them the ability to learn and evolve on their own. It's not only that a machine's memory gets reorganized as it learns more; its knowledge base expands as well. Without the capacity for learning to evolve, we believe that the aim of reaching human levels of general intelligence will remain elusive for quite some time. (Mikael, 2018)

In this article, we examine the basic concepts of machine learning at the human level, with a focus on the principles underpinning the development of learning. When we talk about the "me-charism of psychological activities," we're referring to the cognitive structure, This is how thoughts are structured and how they run as a mode of operation. Multiple functional procedures, for instance the intel-action of parts and parts in cognitive processes, are involved. The concept of cognitive structure focuses specifically on the internal organization of the mind, paying particular attention to the ways in which our mental frames are constructed and the effects they have on our educational experiences. Theories of cognitive structure, such as Piaget's learning theories, Gestalt's insight hypothesis, Tolman's cognitive map hypothesis, Bruner's categorization theory, Ausubo's cognitive assimilation theory, etc., have developed throughout time. According to cognitive structure theory, learning is the process of continuous modification and rearrangement for cognitive system, with the surroundings and the attributes of the individual learner acting as the deciding factors. Absorption, adaptation, as well as equilibrium are the mechanisms that Piaget identified as driving the formation of cognitive structures. Environment, he said, was very important. He believed that the environment had the duty of providing the variety of experiences that kids need for their minds to develop. Neisser, a modern cognitive psychologist, claims that the cognitive component is constructively because learning includes two procedures: the learner's conscious supervision, transformation, and development of ideas and imagery, and the learner's unique response to external stimuli. According to (Zhang Jongwe and Wang Fangfang 2019)

The learner's mental framework is something they build up through time in response to their own unique combination of experiences and the world around them. Piaget's formalization work on the development of intelligence may be split into two distinct phases: the early structuralist phase and indeed the later post-structuralist phase. The former is more often recognized as the new phase of theory, although the latter is also characterized as classical theory. Piaget's new formal theory, the morphism-category theory, largely supplanted the operation-structure theory. The typical theoretical process goes as follows: from a perceptual-motor schema to a representational schema to an intuitive-cognitive schema to that of an operational-cognitive schema. According to Piaget's revised formal theory, the stages of development now include an "intermorph," "metamorphic," and "metamorphic" tier. "Tetramorphic level" describes the first phase. Psychologically speaking, it's simply a straight correspondence, no mix, and matching. Correct or incorrect observations, particularly visual predictions, underpin commonalities. However, this comparison is based only on actual evidence and assumes just the simplest of state transitions. Intermorph level 2 is the start of a more organized approach to combinatorial building. The building of intermorph level combinations is a limited, slow process that does not provide a closed general system. The ultimate, metamorphic stage comes last. Morphisms are compared in the main body in terms of several operations. Number theory, for example, is used to accurately explain and summarize the meaning of the preceding morphism. (Kumar & Makar, 2020)

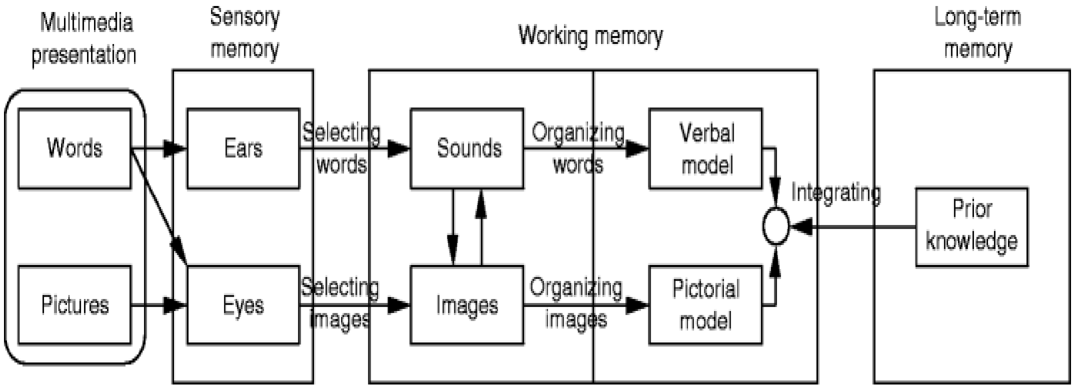

Figure 2: - *Cognitive Learning*

Conclusion

One of the most reliable measures of intelligence is a person's propensity for learning new things. In order to get around the drawbacks of AI education, this research proposes using a cognitive machine learning strategy. The article outlines three potential lines of inquiry into cognitive machine learning: the need of learning quickly, the use of a complementary learning system, or the development of learning to bring artificial intelligence up to human standards. The subject of how to design a supplementary learning system that bridges the gap between working memory and long-term memory is an active area of study within the CAM framework. By continuing our education, not only may we get more information, but we can also change the structure of our long-term memory. If this happens, it will have monumental consequences for the future of AI.

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