

E6895 Advanced Big Data Analytics and AI Lecture 1:

Introduction of Advanced Big Data and AI

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January 19, 2024

1997



2011



\$24,000

Who is Stoker?
(1 For ONE WELCOME OUR
NEW COMPUTER OVERLOADS)

\$1,000



\$77,147

Who is Bram
Stoker?

\$ 17,973

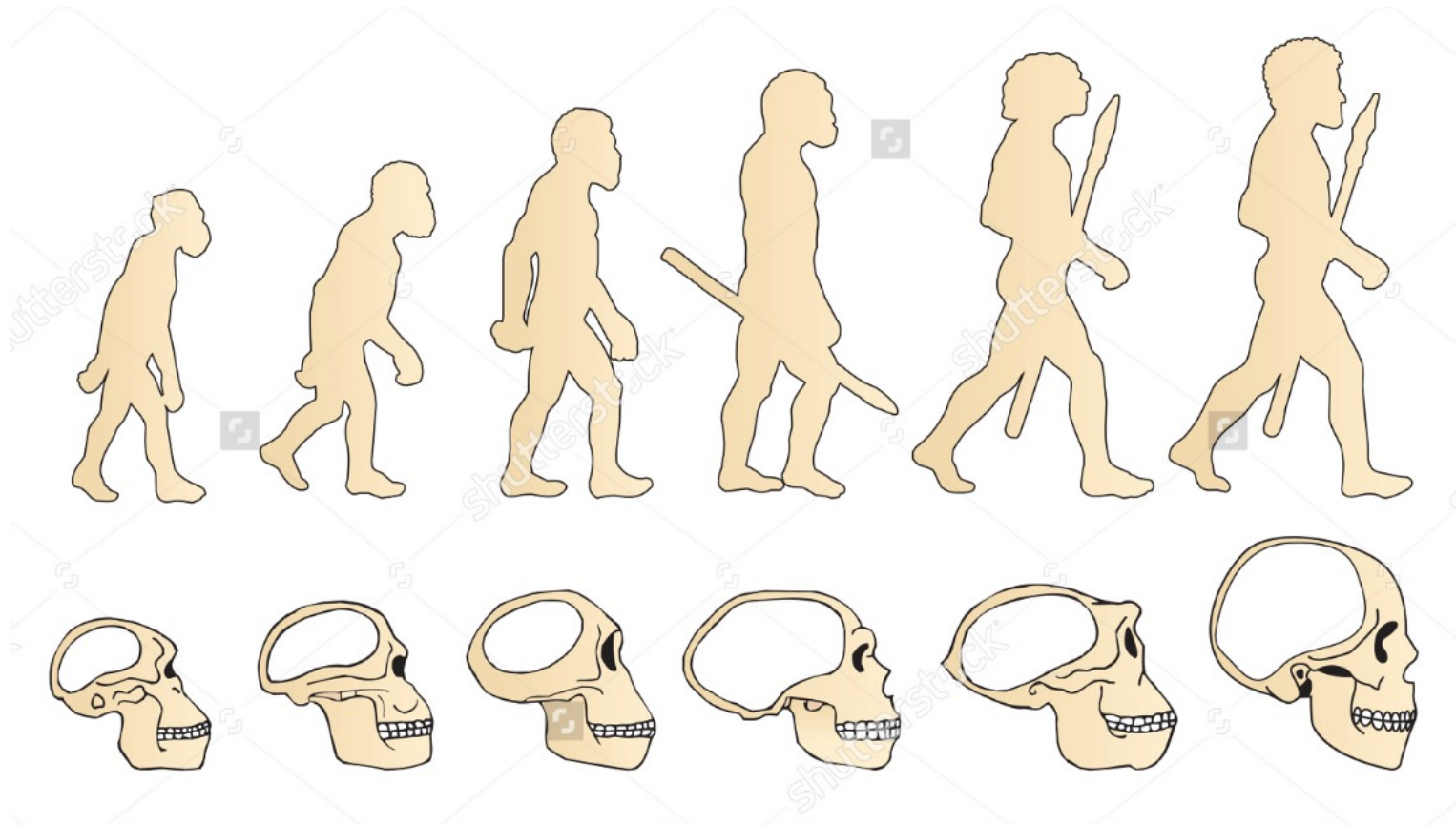
\$21,600

WHO IS
BRAM STOKER?

\$5600

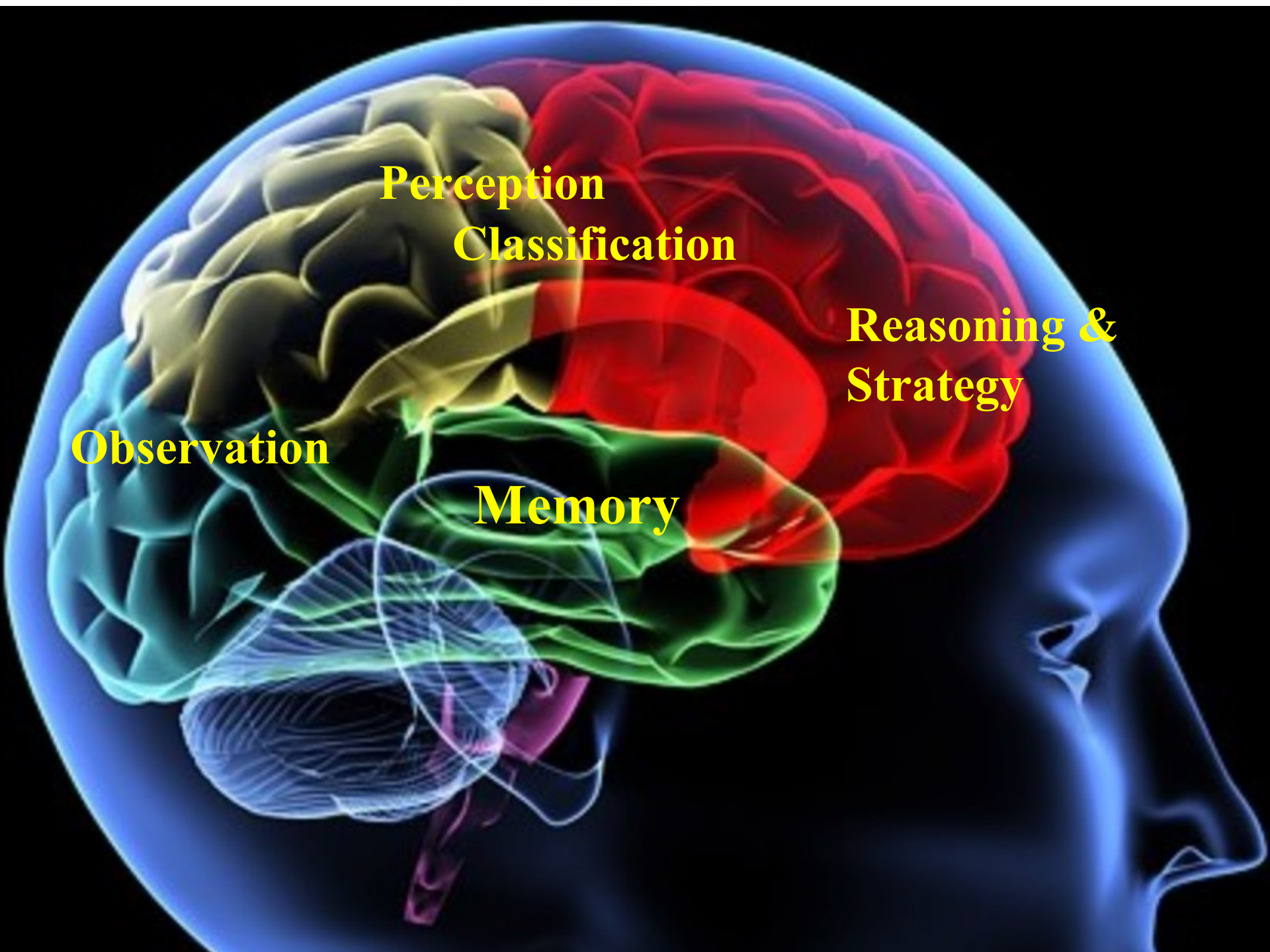
2015 +





shutterstock

IMAGE ID: 290914883
www.shutterstock.com



Perception
Classification

**Reasoning &
Strategy**

Observation

Memory

Who will be our caregiver?

Where to find Helps?



"Single Child"

Finalist of the 26th National Photo Contest, China

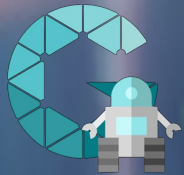
All Developed and some developing countries have been facing labor shortage crisis → More and more serious everyday.



<https://www.youtube.com/watch?v=BV8qFeZxZPE>

Graphen: The largest booth





Graphen
Robotics

Meet Aiia

- Hardware-Software Integrated Local AI 'Brain'.
- Privacy / Individual / Personal
- Speaks English, Chinese, Japanese, and Spanish
- Avatars with Personality & Emotion
- Eye Contact / Facial Expression
- Integrating with Payment, Mobile Apps, etc.

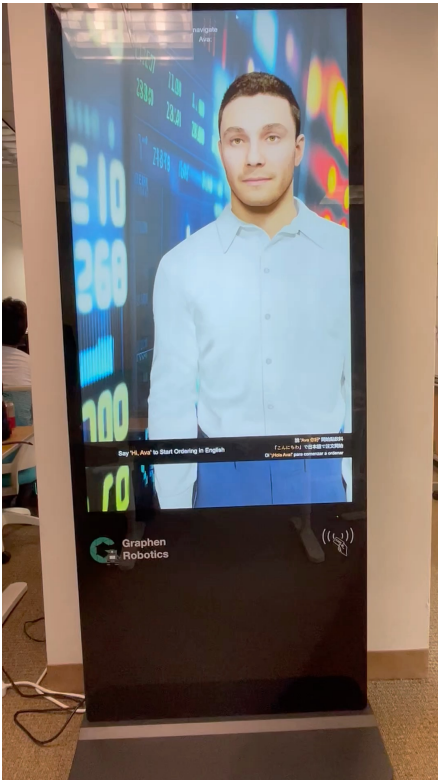


Aiia Kiosk



32"

Aiia Know



43" and 55"; Classic and Glass



Aiia Robot (Adam)



32"



Cashier Ava

Drinks, Restaurants, Supermarket, etc.



Sales Ava

Retail stores



Concierge Ava

Hotel, Train Stations, Travel Agent

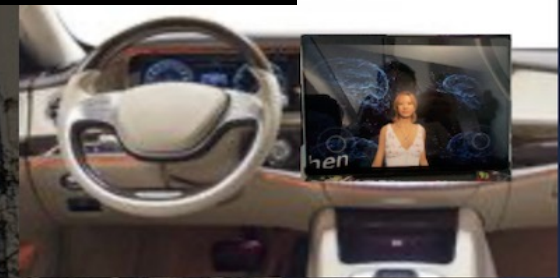
Six Ava demos at New York Convention Center (April 2023 @ NY Auto Show)



Hospital, Nursing Home
Nurse Ava



Financial Institutes
Advisor Ava



Automotives
Assistant Ava

Examples :



Instant reference tool for medication dosages, side effects, and interactions, reducing the risk of medication errors.



Patient education : helping nurses provide accurate, understandable explanations of medical conditions and treatments.

Question : What is the infusion time for 1 unit of Packed Red Blood Cells?

Aiia Nurse Assistant: PBRCs are a blood product used to replace erythrocytes; infusion time for 1 unit is usually between 2 and 4 hours.

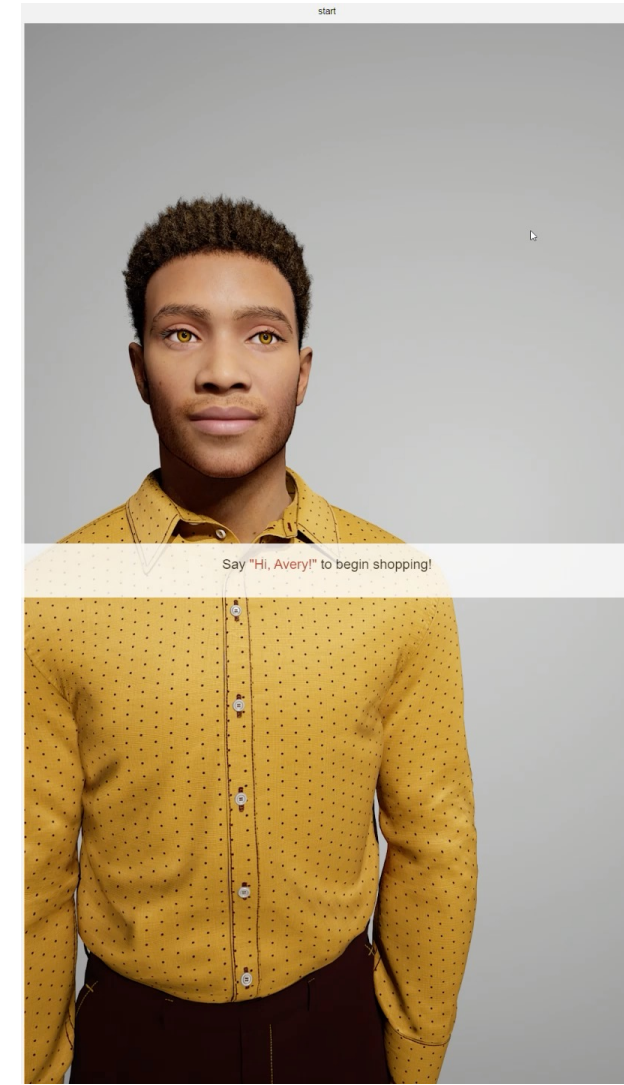
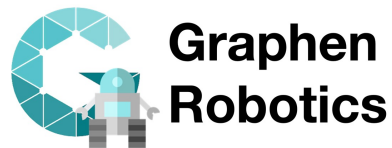
Source: The answer is obtained by retrieving page 158 in the provided PDF, which is the RN Exam textbook.

➔ Aiia answered 90% questions correctly in New York RN License Exam

Aiia Examples

Aiia Financial Advisor

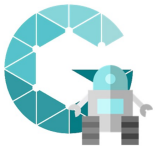
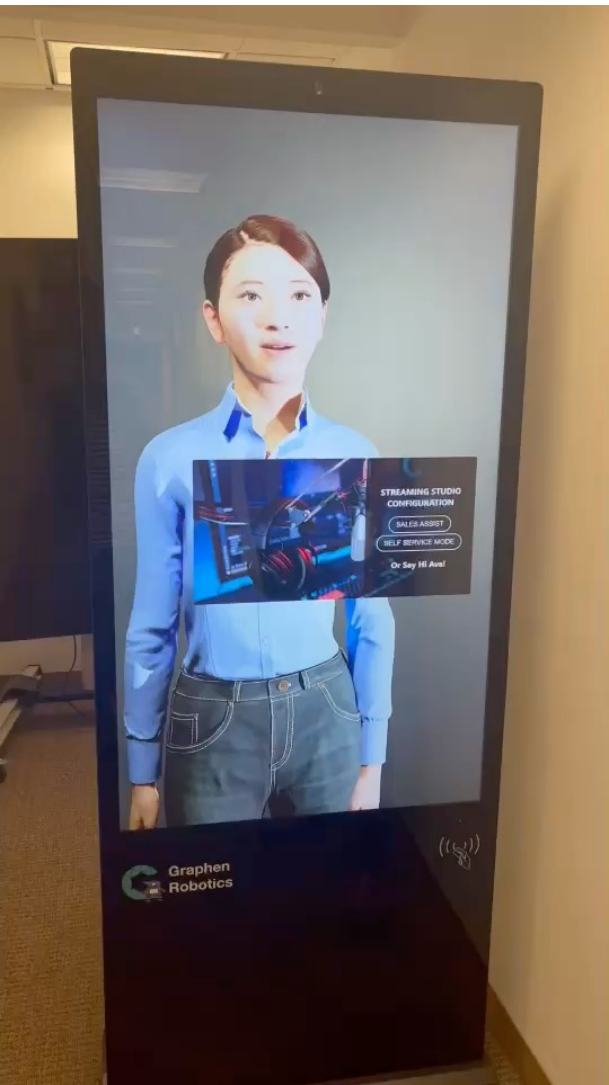
Retail Aiia



Aiia Examples

Aiia as Sales Assistant

Aiia helps ordering



Graphen Robotics





① Patient Care:

- **Do Routine Works for Nurse:** discharging info, facility info, forms to fill, patient and caregiver educations, social worker roles, etc.
- **Provide health-information** on how to cope with the situation by medical information, health information etc.,
- **Provision of information** on economics, travel, hobbies and preferences through conversations between patients and avatars
- **Brain vitalization** through enhanced daily conversation, maintenance and promotion of health, and **support as a "personal companion"**
- **Entertainment**

② Operational Support for Nurse Station:

- **Patient Personal information** (including gene information, treatment history, drug administration information, etc.)
- **Real-time sensor data monitoring** of patients (body temperature, blood pressure, sleep, turnover status, awake status, etc.)

Course Outline

Class Date	Class Number	Lecture Topics	Student Presentations
01/19/24	1	Introduction of Advanced Big Data and AI	
01/26/24	2	Big Data & AI Foundations	
02/02/24	3		Full-Brain AI (I) & Green Earth (I)
02/09/24	4		Financial Advisor (I) & Healthy Life (I)
02/16/24	5	Contextual Knowledge	Advanced AI Study
02/23/24	6	Machine Reasoning	Advanced AI Study
03/01/24	7		Full-Brain AI (II) & Green Earth (II)
03/08/24	8		Financial Advisor (II) & Healthy Life (II)
03/15/24		SPRING BREAK	
03/22/24	9	Language Models	Advanced AI Study
03/29/24	10	Cognition	Advanced AI Study
04/05/24	11		Full-Brain AI (III) & Green Earth (III)
04/12/24	12		Financial Advisor (III) & Healthy Life (III)
04/19/24	13	Edge AI	Advanced AI Study
04/26/24	14	Advanced Artificial Intelligence	Advanced AI Study
05/03/24	15		Final Project Workshop

Presentation Schedule shall be adjusted by on the distribution of tasks.

- Task: 45%
 - Teamwork: 1 - 2 students per team
 - Choose a task from 60 potential tasks
 - Language Requirement: Python, JavaScript, C/C++, Java, Perl
 - 3 milestones (45%): Presentation, Slides, Report and Source Code

- Final Project: 30%
 - Teamwork: 1 - 2 students per team
 - Building System
 - Final Report (paper, up to 12 pages)
 - Workshop Presentation and Online Video
 - Open Source

- Research Study: 15%
 - 3 research paper presentations related to Advanced AI: Slides

- Class Participation: 10%
 - Attendance
 - Discussion (Asking/Answering Questions)

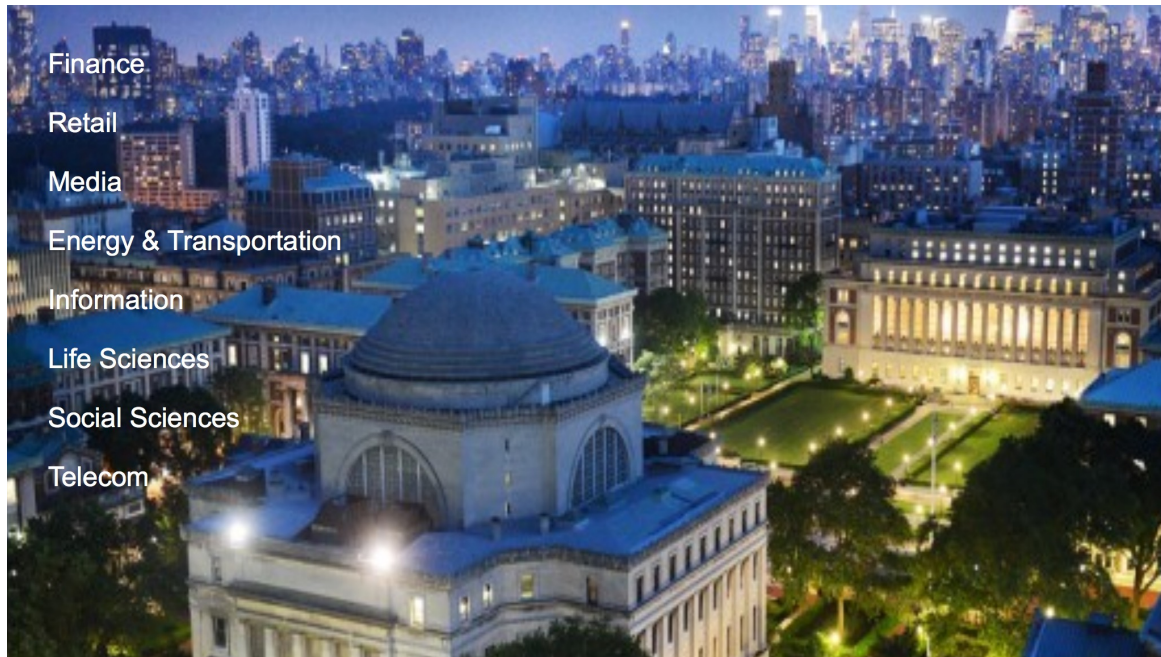
Task Sign-Up Spreadsheet is
available until midnight 1/26

- Website:

<http://www.ee.columbia.edu/~cylin/course/bigdata/>

- Textbook:

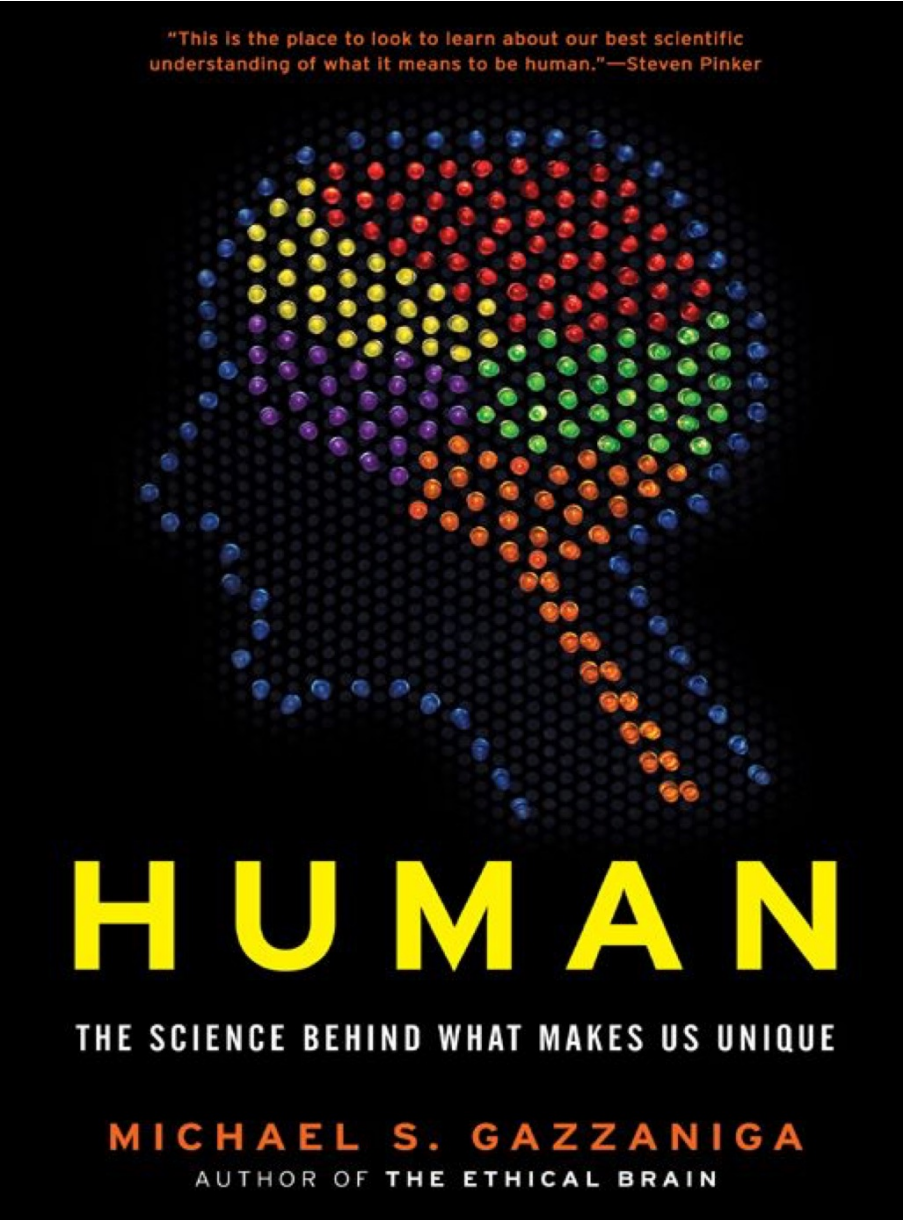
-- None, but reference book(s) and/or articles/papers will be provided each lecture.



- Professor Lin:
 - Office Hours and Location:
Friday 9:30pm – 10:00pm (lecture room) or by appointment (500 Fifth Ave., Suite 2420, New York, NY 10110)
 - Contact: c.lin@columbia.edu
- TAs:
 - Shiyu Wang (sw3601)
 - TBD

Special Request — thanks:

- If you may not take the class, please do not sign up the task spreadsheet.
- Please remove your name from the task sign-up sheet immediately when you drop the class.
- Please drop the class as early as possible, if you are not planning to take the class.



PART 1
THE BASICS OF HUMAN LIFE

1	<u>ARE HUMAN BRAINS UNIQUE?</u>	7
2	<u>WOULD A CHIMP MAKE A GOOD DATE?</u>	38

PART 2
NAVIGATING THE SOCIAL WORLD

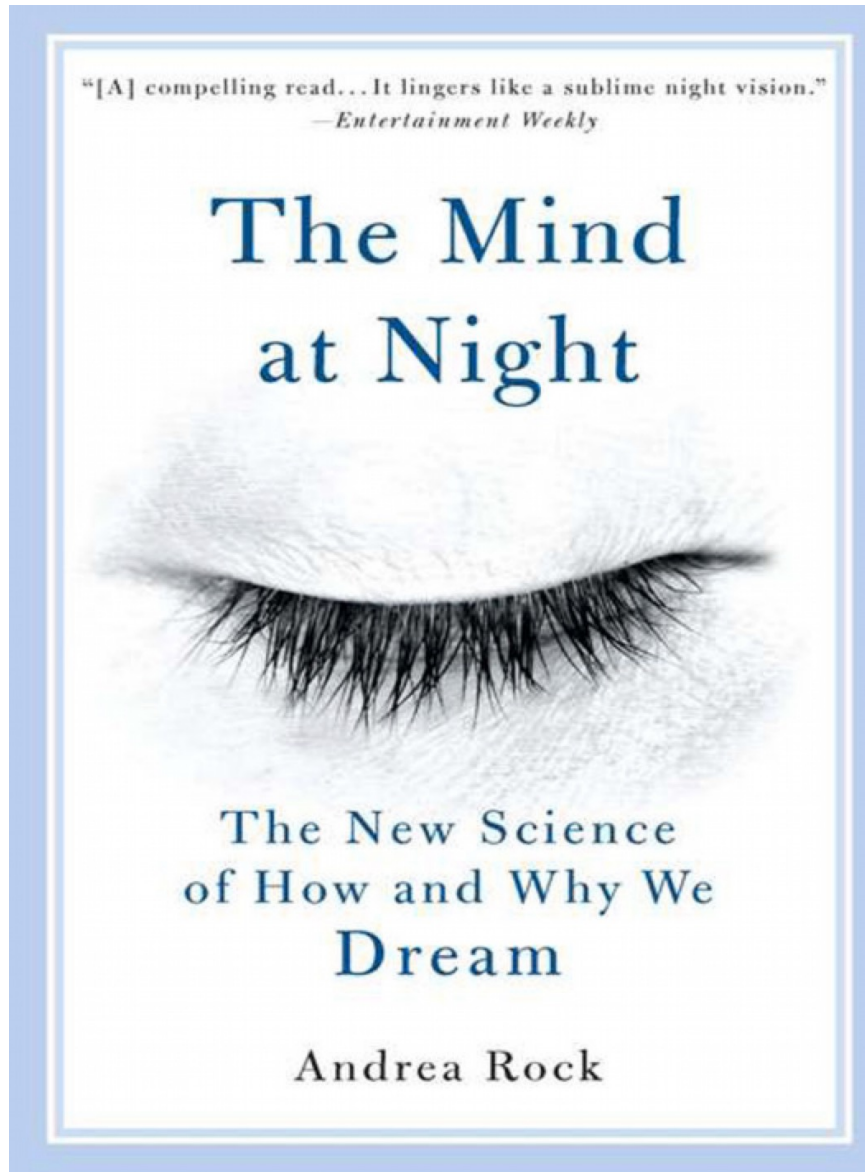
3	<u>BIG BRAINS AND EXPANDING SOCIAL RELATIONSHIPS</u>	79
4	THE MORAL COMPASS WITHIN	113
5	I FEEL YOUR PAIN	158

PART 3
THE GLORY OF BEING HUMAN

6	<u>WHAT'S UP WITH THE ARTS?</u>	203
7	WE ALL ACT LIKE DUALISTS: THE CONVERTER FUNCTION	246
8	<u>IS ANYBODY THERE?</u>	276

PART 4
BEYOND CURRENT CONSTRAINTS

9	<u>WHO NEEDS FLESH?</u>	325
	AFTERWORD	386
	NOTES	391
	INDEX	432



- 1 Rockettes, EEGs, and Banana Cream Pie
- 2 The Anti-Freud
- 3 Experiments of Nature
- 4 The Lesson of the Spiny Anteater
- 5 Rerunning the Maze
- 6 Nocturnal Therapy
- 7 The Ultimate Spin Doctor
- 8 Creative Chaos
- 9 Altered States
- 10 Consciousness and Beyond

- **Graph Middleware:**
 - Parallel Prog. Lib.
 - Power Optimization
 - GPU Optimization

- **Graph Analytics:**
 - Topological Analysis
 - Matching and Search
 - Path and Flow

- **Spatiotemporal Analytics:**
 - Spatiotemporal Mining
 - Spatiotemporal Indexing

- **Graph Database:**
 - Native Store
 - GBase

- **Graph Visualization:**
 - Multivariate Graph
 - Dynamic Graph
 - Big Graph

- **Machine Learning:**
 - Deep Learning Tools
 - Visual and Text Sentiment Tools
 - Anomaly Detection Tools

- **Mobile Cognition:**
 - iOS Cognition Tools
 - Robot Cognition Tools

- **Machine Reasoning:**
 - Bayesian Networks
 - Game Theory Tools
 - Multimodal Analysis Platform

2. Network Analytics
Technologies

3. Machine Learning
Technologies

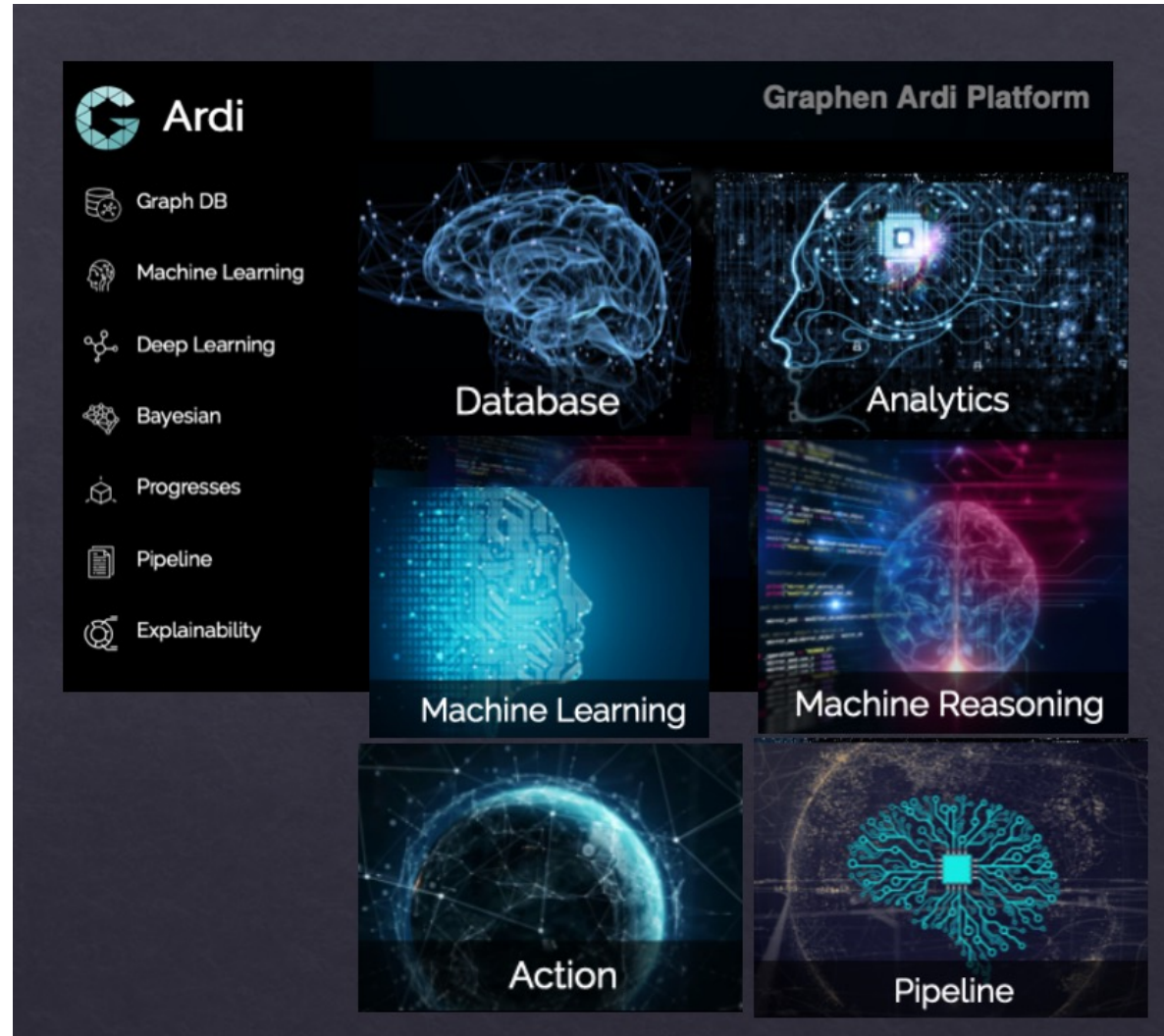
4. Machine Reasoning
Technologies

1. Graph Database
Technologies



Reference Advanced AI + Big Data Platform

- Terabyte-sized native GraphDB, supports trillion of vertices and edges
- ACID-compliant and distributed Graph database and analytics
- Asynchronous job scheduling (both Autonomous ML and GraphDB)
- Scalable, distributed Analytics, modular and expandable through plugins
- Cluster, Replication and High-Availability with disaster recovery
- Error and event Logging, Monitoring, Backup and Recovery

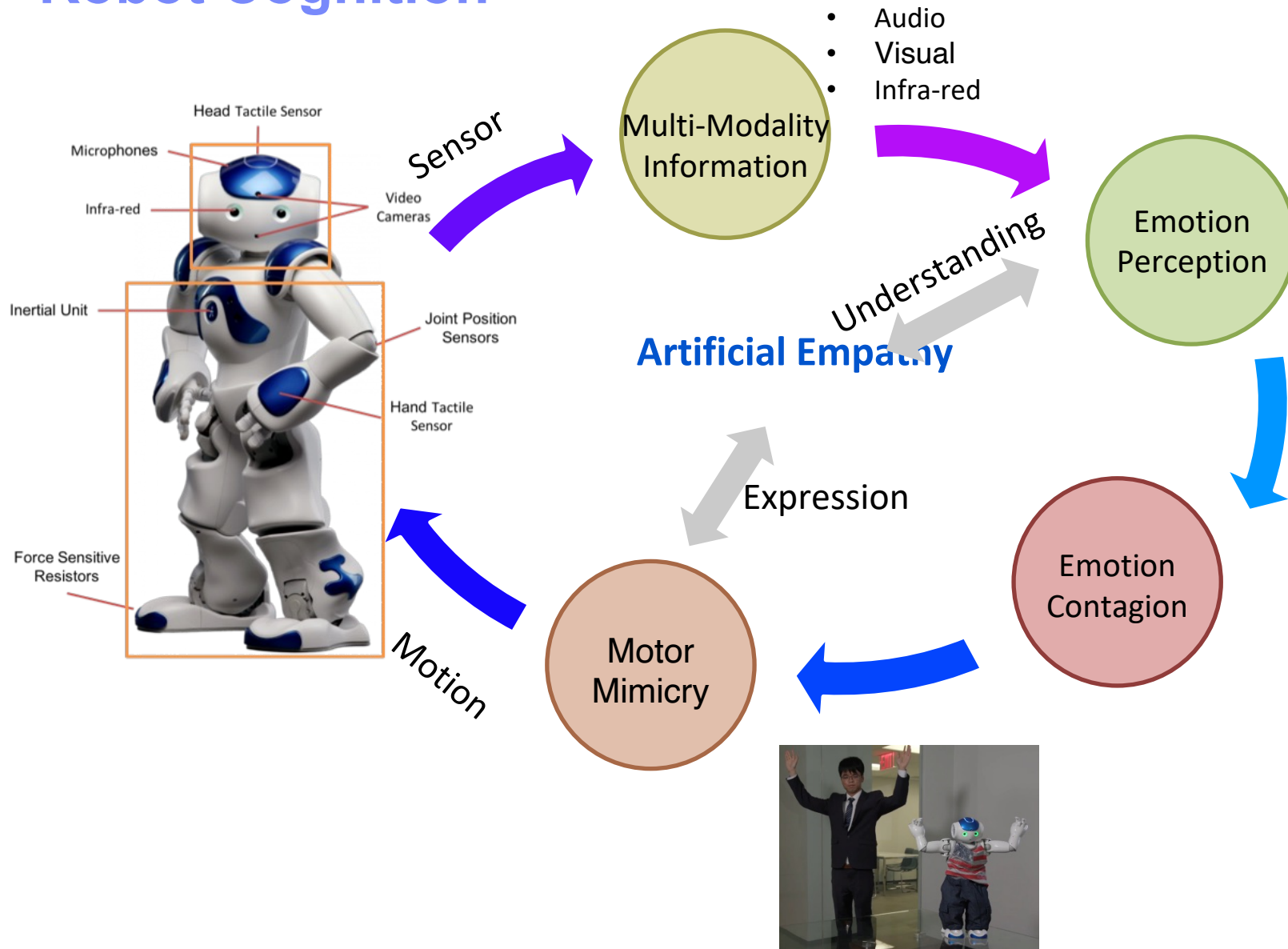




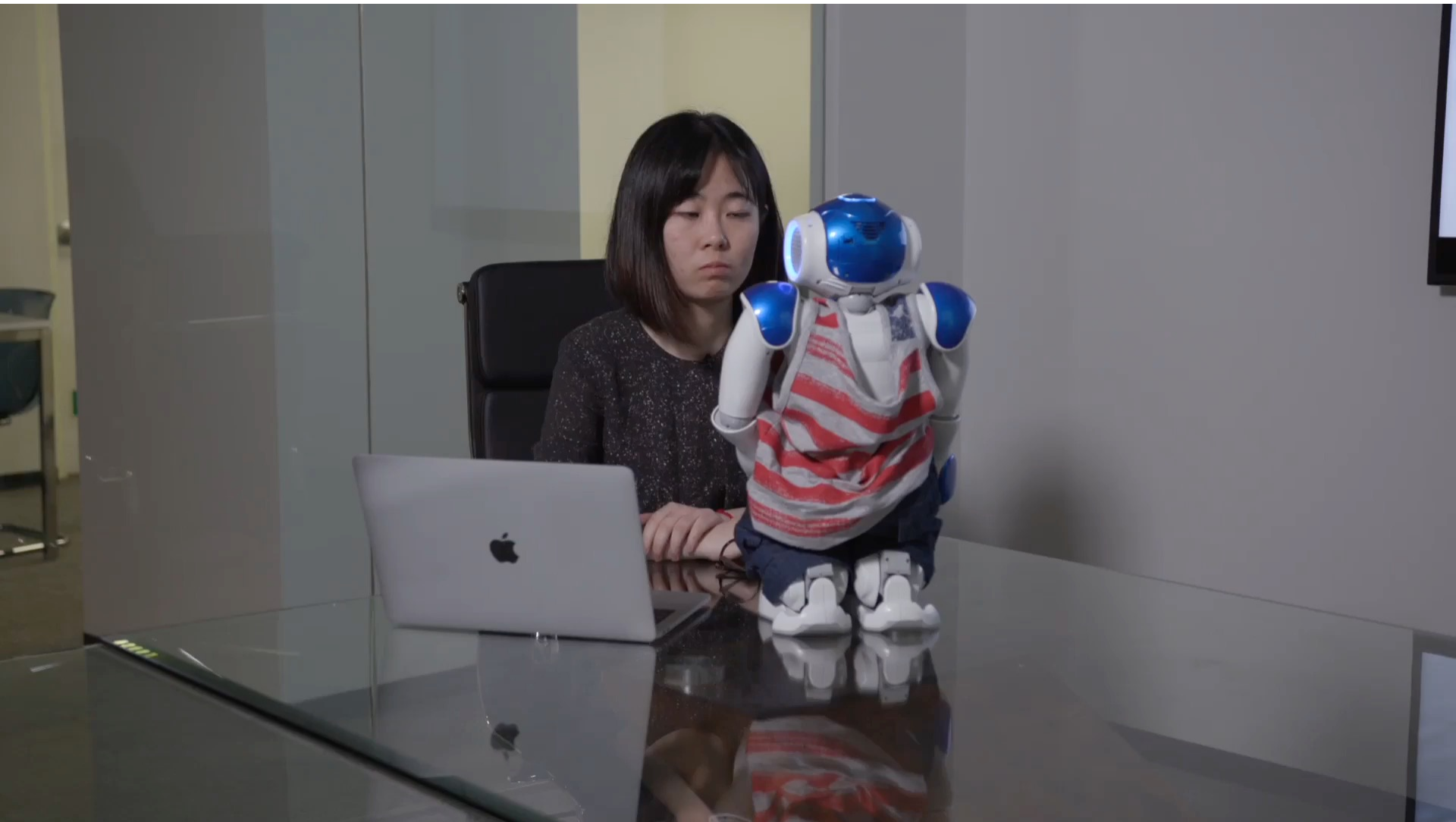
Area 1 ‘Cognitive Machine’ Tasks List:

- A1: Deep Video Understanding (Visual + Knowledge) — Face Recognition, Feeling Recognition, and Interaction
- A2: Deep Video Understanding (Language + Knowledge) — Speech Recognition, Gesture Recognition, and Feeling Recognition
- A3: Deep Video Understanding — Event and Story Understanding
- A4: Humanized Conversation — Personality-Based Conversations
- A5: Autonomous Robot Learning of Physical Environment
- A6: Autonomous Task Learning via Mimicking
- A7: Digital Human for Fashion
- A8: Digital Human for Tourism
- A9: Digital Human for Retail
- A10: Digital Human for Media and Marketing
- A11: Feeling and Art Recognition
- A12: Creative Writing & Story Telling
- A13: Knowledge Learning & Construction
- A14: Dreams — Simulating Brain functions while sleeping
- A15: Self-Consciousness, Ethics, and Morality

Robot Cognition



Emotion and Cheers



How Robot cheers you up

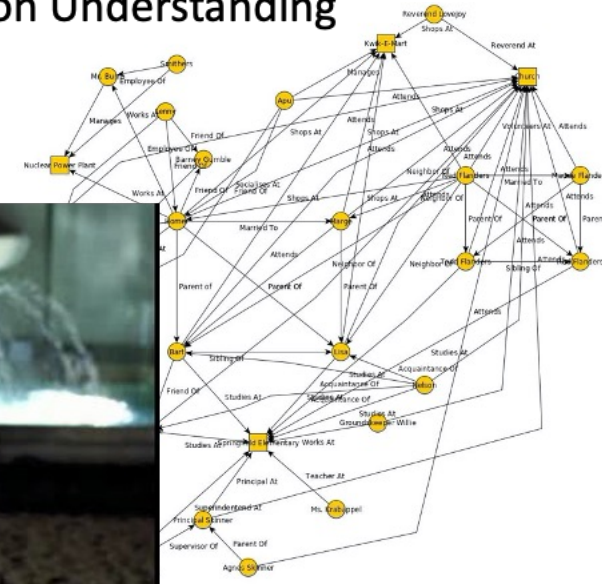


A1-A3. Deep Video Understanding

A complete system combining these for video understanding



- Visual Recognition
- Speech Recognition
- Knowledge Graph
- Face Recognition
- Emotion Recognition
- Speaker Identification
- Relationship Inference
- Event and Action Understanding



Potentially Target at NIST Deep Video Understanding 2022

A4. Humanized Conversation with Personality

Description:

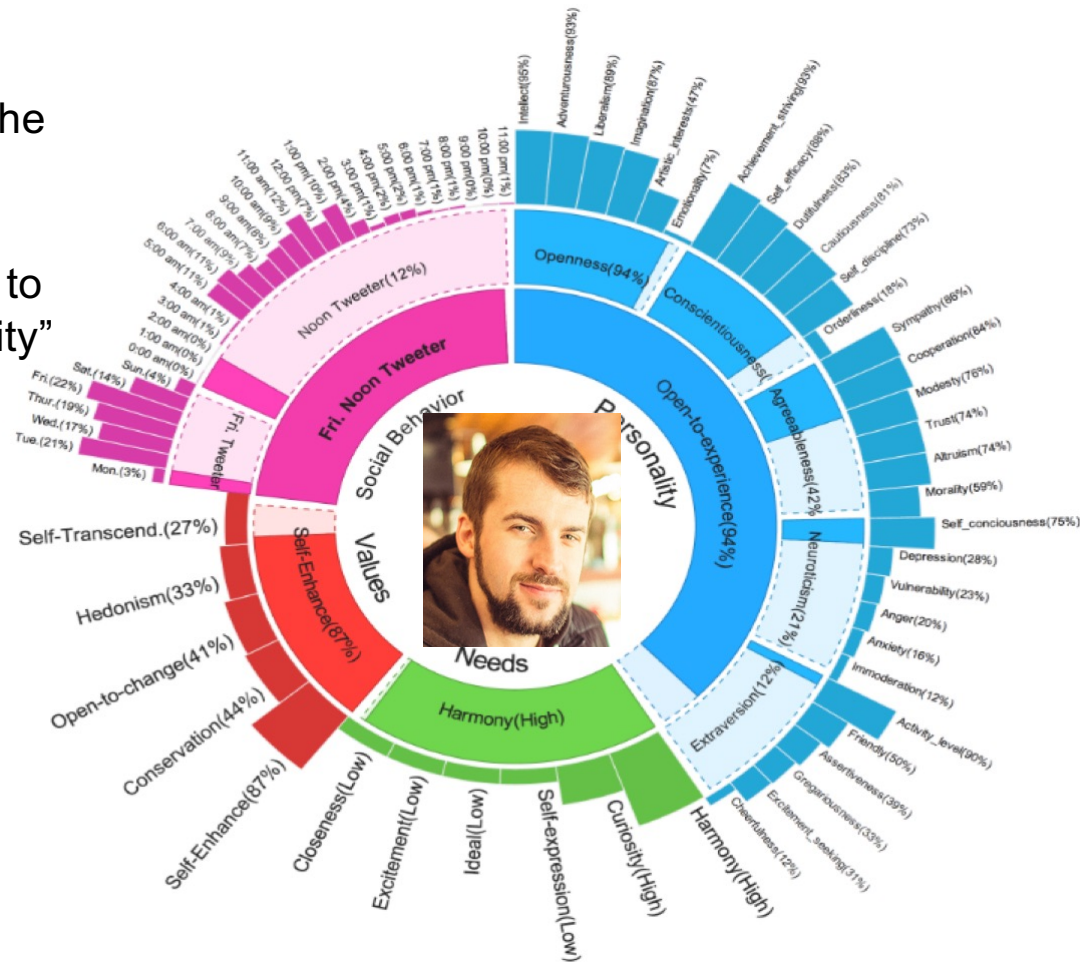
- Virtual Agents are progressing fast and entering people's life. However, the voice presented by the agents are mostly 'flat' — like machines.
- The first step to make virtual agents to be like human is to add the "personality" aspect in conversation.

Goal:

- Create Personality-based Speaking Model Text for Conversation

Advanced Goal:

- Modify the Speech Tones to reflect Personality



A5. Autonomous Learning of Physical Environments

Description:

- Simultaneous Localization and Mapping (SLAM) refers to the problem of incrementally building the map of a previously unseen environment while at the same time locating the robot on it.
- Active localization was proven that picking actions to minimize the localization's uncertainty would result in a better localization than using a passive approach.
- Active SLAM augments this approach to the SLAM problem, and it can be defined as the paradigm of controlling a robot which is performing SLAM to reduce the uncertainty of its localization and the map's representation

Goal:

- Robot Awareness of Physical Environments
- Robot Action with Environments



A6. Autonomous Learning of Tasks via Mimicking

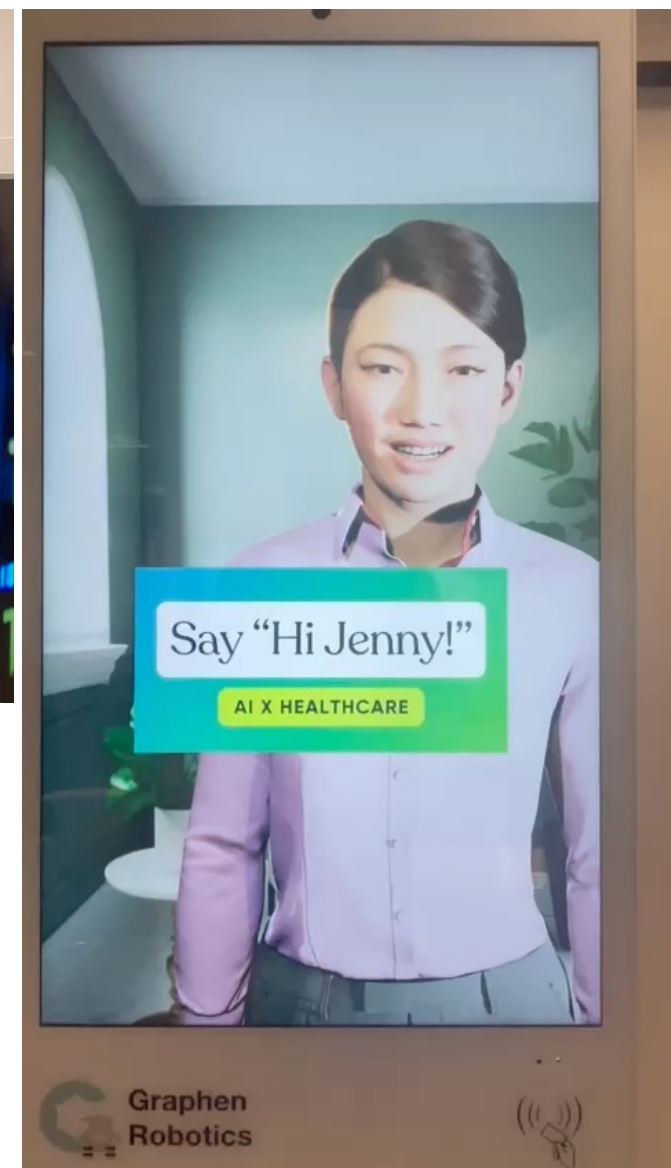
Description:

- Machine learning to act based on actions of human
- Watch how human activity in an environment and then learn how to behave by itself.

Goal:

- Observation and Action Extraction
- Reinforcement Learning to correct own actions





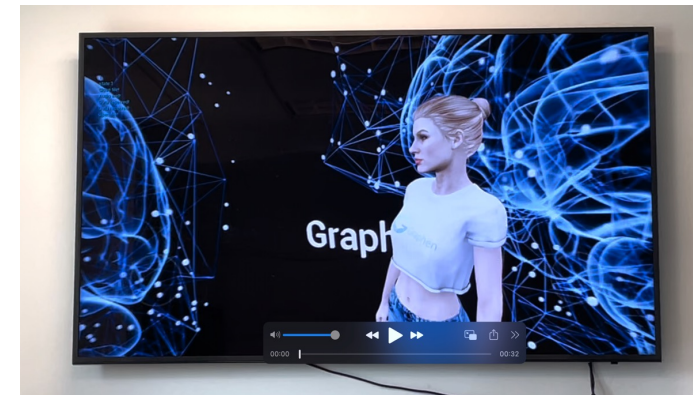
A7. Digital Human for Fashion Industry

A8. Digital Human for Tourism Industry

A9. Digital Human for Retail Industry

A10. Digital Human for Media and Marketing Industry

- Learning Industry Knowledges
- Local 'Brain'.
- Integrating with Mobile Apps.
- Multi-Languages
- Avatars with Personality & Emotion
- Reconstructing and Connecting with Real-World Objects
- (Optional) Utilizing with Physical Robotics



A11. Feeling and Art Recognition

- **Background**

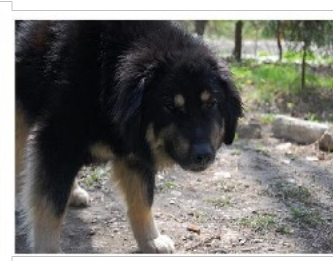
- Let machine to feel and appreciate arts like human

- **Project Goal**

- A team will work on the subjective machine feeling of visual information
- Allow machines to interpret arts.



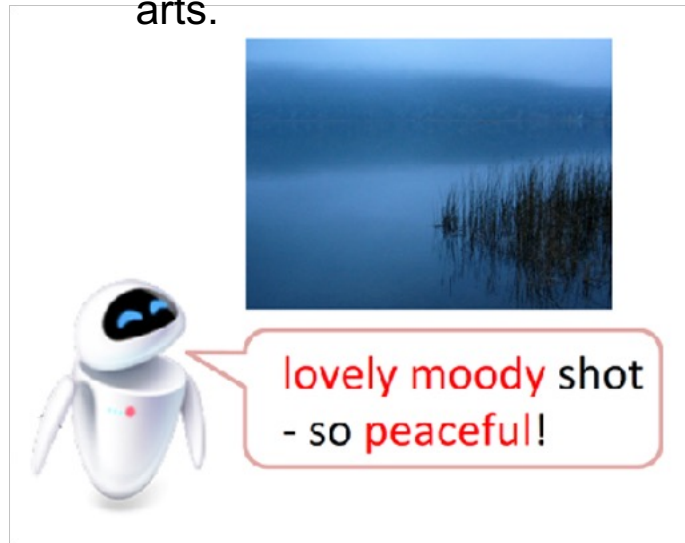
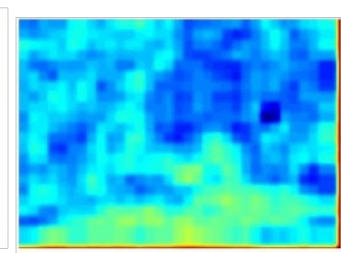
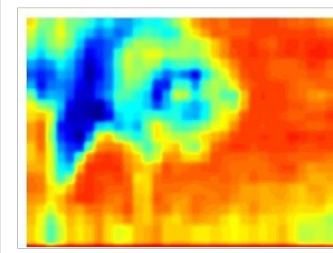
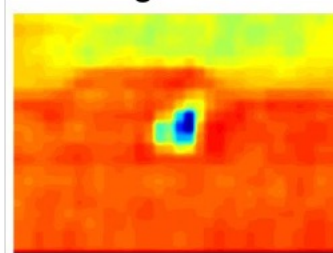
Abandoned building



Scary dog



Colorful landscape



A12. Creative Writing and Story Telling

- **Background**

- Overwhelming real-time information on media.
- Automatic writing and telling a story based a set of news articles.

- **Project Goal**

- A team will design and implement a platform that conducts data mining on various related media of a field.
- Using NLP to summarize key text information.
- Using visualization to create charts and graphs.
- Automatically create descriptions



A13. Knowledge Learning and Construction



“Airplane”

“Grandma”

“Grandma is in Taiwan”

“Auntie is also in Taiwan”

“I like grandma”

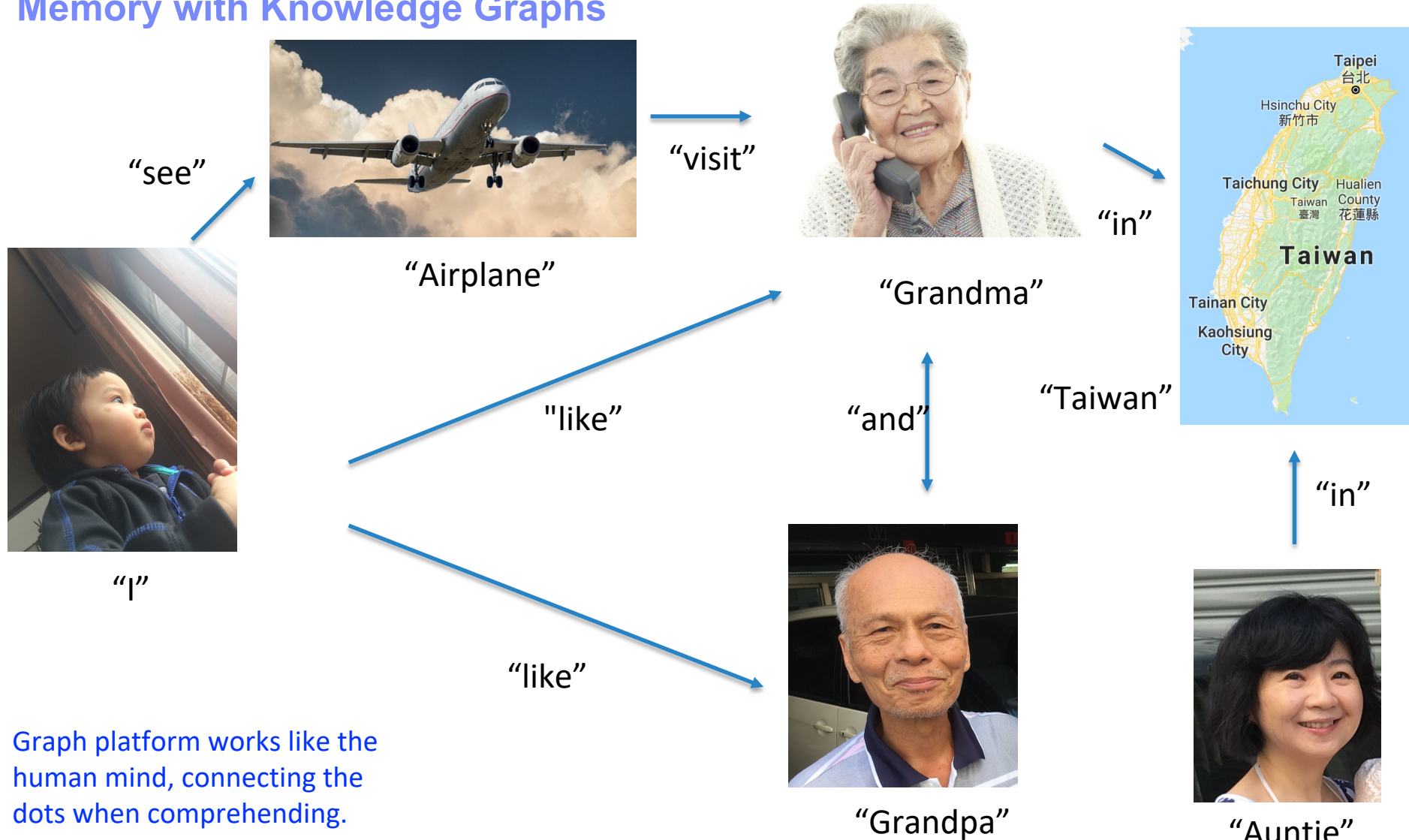
“I like grandpa”

“I like grandma and grandpa”

The boy said:

Image Source: <http://wonderforgood.com/category/visual-storytelling/>

Memory with Knowledge Graphs



Graph platform works like the human mind, connecting the dots when comprehending.

Image Source: <http://wonderforgood.com/category/visual-storytelling/>

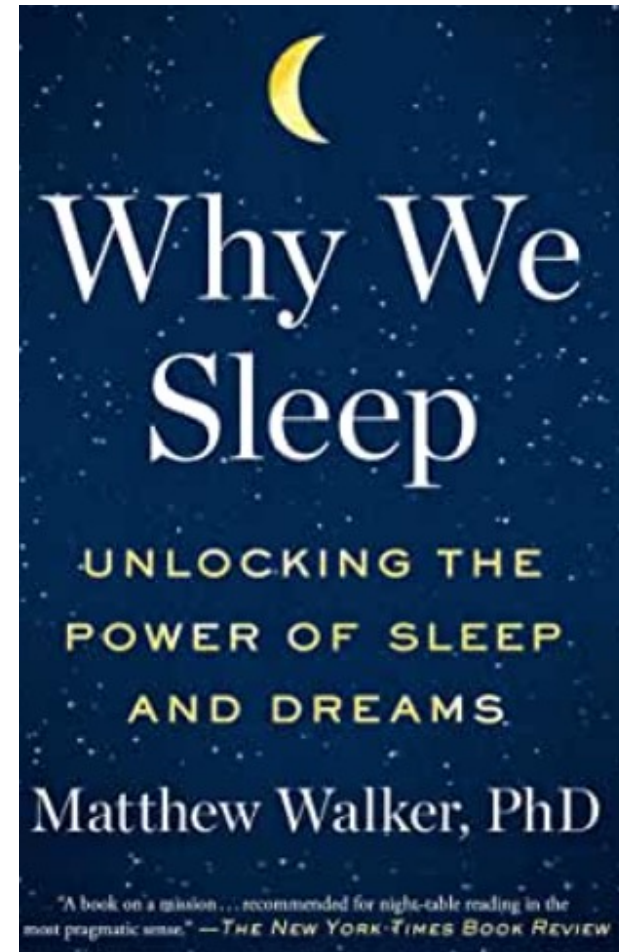
A14. Dreams Simulating Brain Functions while Sleeping

- **Background**

- When human sleeps, our brain works on 'storing' the massive information we see , hear, and learn during the day time into 'storage'
- Our brain would later on organize (in a bizarre way) to create dreams.

- **Project Goal**

- A team will work on simulating how brain functions during sleep.
- Create 'dreams',



A15. Self-consciousness, Ethics and Morality

- **Background**

- Consciousness is how robots know its own existence
- Can robot has self-identification?

- **Project Goal**

- Simulates empathy
- Simulates ethics and morality



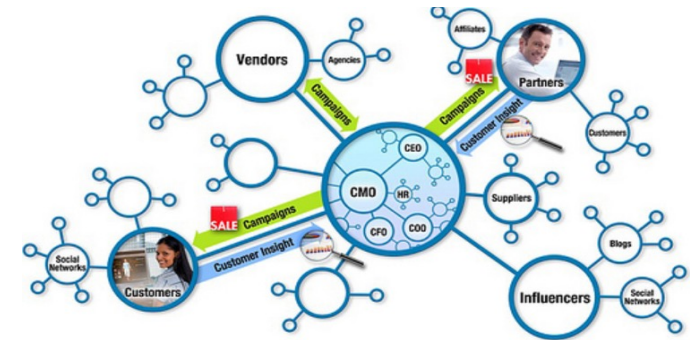
Task Area 2: Financial Advisors

Market Data Analysis and Investment Targets

Advanced Dynamic 'Know Your Customer'

Optimized Personalized Investment Strategy

Bank-Customer Interaction Strategy



High

Mass Affluent

Upper Middle

Middle

Lower Middle

High End Customers (Private Bank /
Special Investment Services)

Targeted Customers (Consumer Bank
Services) : \$15K - \$1M
(Customer #: 30M~50M in China)

General Public (Consumer Bank Services)
(Customer # : > 1B in China)

Area 2 'Finance Advisor' Tasks List:

- B1: Market Intelligence — Constructing Financial Knowledge Graphs
- B2: Market Intelligence — Company Environmental, Societal, and Governance Performance
- B3: Market Intelligence — Event Linkage and Impact Prediction
- B4: Market Intelligence — Alpha Generation from Alternative Sources
- B5: Advance KYC — Customer Profiling based on Personality, Needs, and Value
- B6: Advanced KYC — Customer Behavior Prediction
- B7: Investment Strategy — AI Trader (Foreign Exchange)
- B8: Investment Strategy — AI Trader (Stock Markets)
- B9: Investment Strategy — Automatic Dynamic Asset Allocation
- B10: Customer Interaction — Customer Communication Strategies
- B11: Customer Interaction — Insurance Product Sales & Marketing Strategy
- B12: Automatic Story Telling for Marketing
- B13: Automatic Market Competition Analysis
- B14: Automatic Consumer Sales Leads Finding
- B15: Human Capital Growth Recommendations

What is Robo-Advisor?

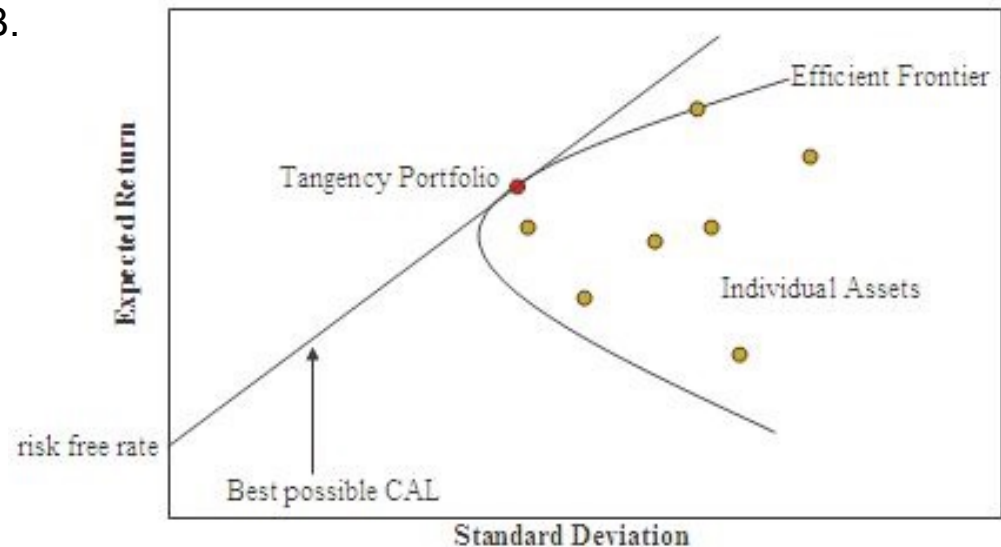
Robo-Advisor is a new type of wealth management service. Based on the risk level and investment goals provided by the investor, and it uses a series of 'smart algorithm' to calculate the optimal investment suggestions.

Robo-advisors directly managed about \$19 billion as of December 2014. By 2020 the global assets under management of robo-advisors is forecast to grow to an estimated US\$255B.

Features:

- **Strongly depend on technology, algorithm and financial theory**
- **Distributed investment, maximum long-term return**
- **Personalized portfolio allocation.**

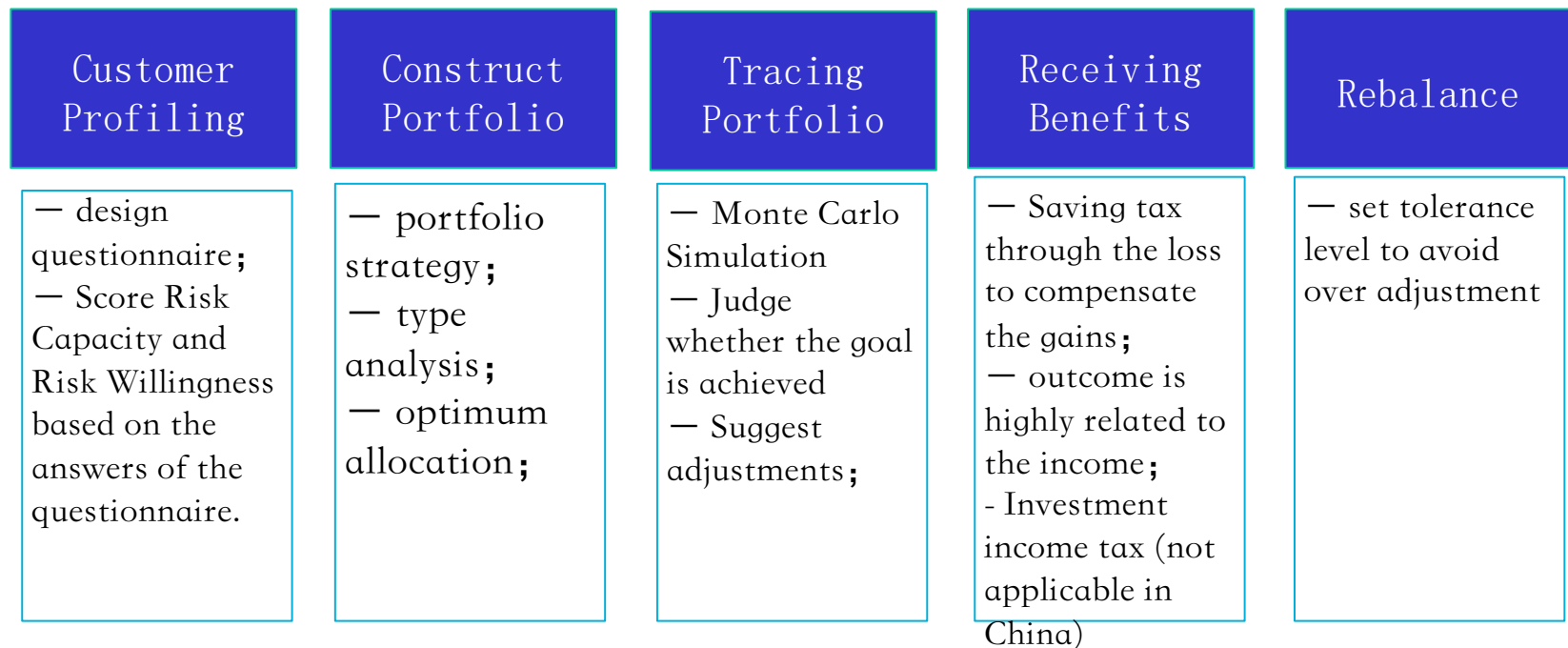
- Non-biased
- Low investment threshold
- Low starting entry money
- Low agent fee



Example: Harry Markowitz Theory

Typical Steps of Robo-Advisory

Most of the robo-advisor platform is built based on the modern investment portfolio theory, using Exchange Trade Funds (ETFs) to build portfolio.



Based on a survey of Wells Fargo, in US, there is only 16% of population in their 20s and 30s are willing to interact with investment consultants. The remaining people prefer to use these types of AI consultant.

Four Steps to use Big Data Cognitive Analysis for Robo-Advisor

Investment Market Analysis	Dynamically Know Your Customer	Optimized Personalized Investment Strategy	Precise Bank-Customer Interaction
<ul style="list-style-type: none">Analyze the market performance of various kinds of fundsAnalyze domestic and international financial and economic changes and how they may impact CPI, PPI, or GDP.Use Machine Learning and Deep Learning, based on historical economic numbers, find out how factors impact financial markets. <p><u>Data</u></p> <ul style="list-style-type: none">Product DataMarket DataHistorical Economic DataIndustry-related Data	<ul style="list-style-type: none">Customer Profiling, e.g, based on IPQ (Individual Profile Questionnaire), Feedback, Risk Capacity and Risk WillingnessUnderstand what the customer really wants based on their past behaviors interacting with bank <p><u>Data</u></p> <ul style="list-style-type: none">Customer DataBehavior Data / Interaction Data	<ul style="list-style-type: none">Strategy computation and optimization based on personal historyDemonstrate / Simulate 'what ifs' when the portfolio has different allocation.Explainability of 'what ifs' to customer to the customer. <p><u>Data</u></p> <ul style="list-style-type: none">Customer DataMarket Data	<ul style="list-style-type: none">Create and predict customer interaction strategy, including when, method, content to interact with customer – to achieve max customer and bank benefit. <p><u>Data</u></p> <ul style="list-style-type: none">Customer DataInteraction Data

Impact score of news on each stock

News to be analyzed

Graphen.ai

Your Watchlist

T-mobile Inc

-0.81%

Apple Inc

+2.22%

Sprint

-0.41%

Total Impact

79%

Single News Impact

79%

TMUS 64.16 X AAPL 162.37 X S 6.50 X

News Ranking List

Apple Beats Sales Estimates; Shares Rise

Bloomberg May 1, 2018, 5:23 PM EDT

90

Apple Earnings Show Growing Immunity to Smartphone Mal...

Bloomberg May 1, 2018, 9:34 PM EDT

86

T-Mobile and Sprint CEOs State Case for Merger at FCC

Bloomberg May 1, 2018, 6:11 PM EDT

80

Sprint, T-Mobile: Three Big Takeaways

Bloomberg April 29, 2018, 5:08 PM EDT

79

Should T-Mobile and Sprint Be Allowed to Merge? Not if You ...

SLATE MAY 02, 2018 7:44 AM

75

Market Intelligence

Target Stock Price Decrease

Acquirer Stock Price Decrease

Bloomberg LP [US] | https://www.bloomberg.com/news/articles/2...

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Pedestrians pass in front of a T-Mobile US Inc. store in New York. Photographer: Jeenah Moon/Bloomberg

LISTEN TO ARTICLE

1:08

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In this article

TMUS

T-MOBILE US INC

56.97 USD

-2.46 -4.14%

S

SPRINT CORP

5.17 USD

-0.25 -4.61%

The leaders of T-Mobile US Inc. and Sprint Corp. appeared at the Federal Communications Commission on Tuesday to begin laying the groundwork for their proposed \$26.5 billion merger, according to an agency official who spoke on condition of anonymity because the meeting wasn't public.

T-Mobile's John Legere and Sprint's Marcelo Claure met with FCC officials and laid out much the same case that the companies have presented in public since announcing T-Mobile's proposed purchase of its smaller rival on April 29, said the official.

Meetings had been scheduled with Commissioner Michael O'Rielly, a Republican, and Commissioner Jessica

47

E6895 Advanced Big Data Analytics

bia University

IBM System G Visualizer - Graph Database Explorer

Graph Selection

ibm_sire

Visualization

Graph Seer

Graph Query

Query by

Please Select

Visual Parameters

Raw Data

Background Color

#19193b

Node Default Color

#eeeeee

Edge Default Color

#eeeeee

Show Nodes

☒

Node Color Mapping

label

Node Size Mapping

degree_in_display

Filter Node Label by Node Size

3.7

Node Label Mapping

id

Node Label Size

11.1

Show Edges

☒

Edge Color Mapping

label

Node Color Mapping:

PERSON ORGANIZATION OTHERS MONEY GPE

Edge Color Mapping:

partOf agentOf hasAttribute locatedAt partOfMany employedBy productOf basedIn residesIn managerOf participantIn timeOf affectedBy ownerOf authorOf parentOf affiliatedWith memberOf populationOf educatedAt colleague clientOf subsidiaryOf awardedTo foundedOn before

Info

Gremlin Console

gShell Console

Running Tasks(0)

gshell>

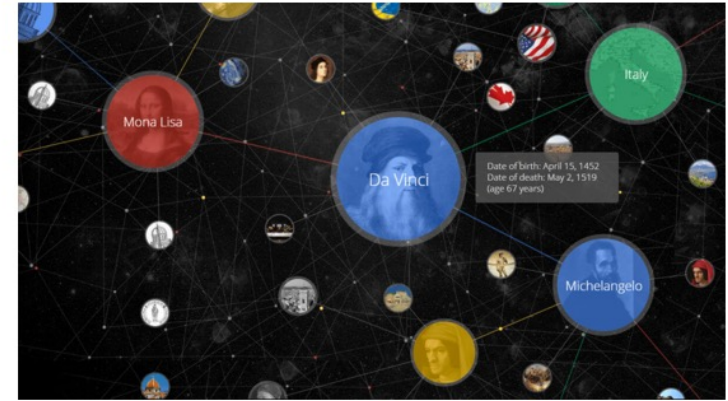
Example of Building and Utilizing Knowledge Graph

• Background

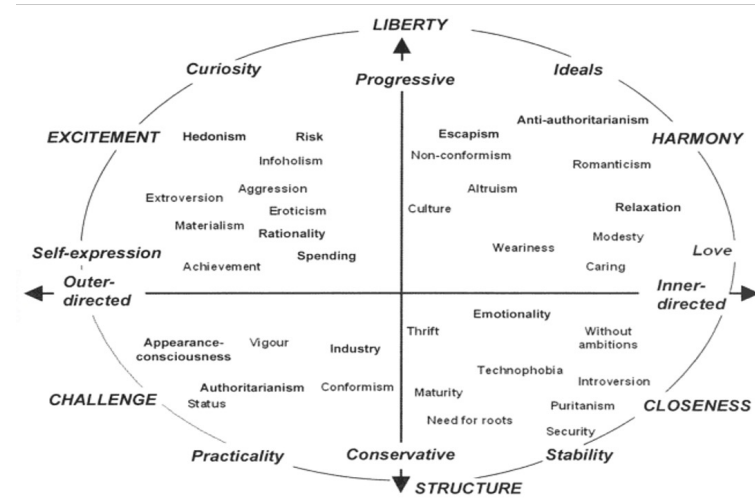
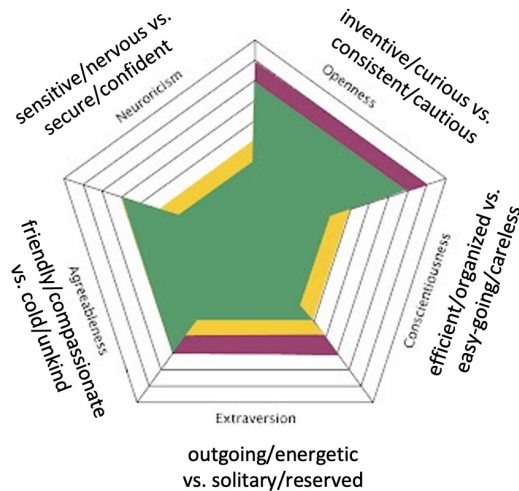
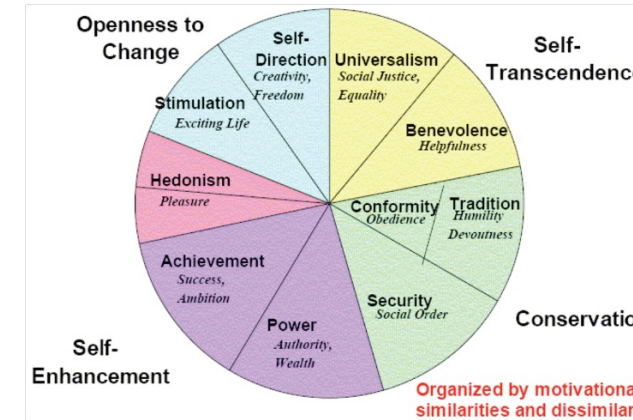
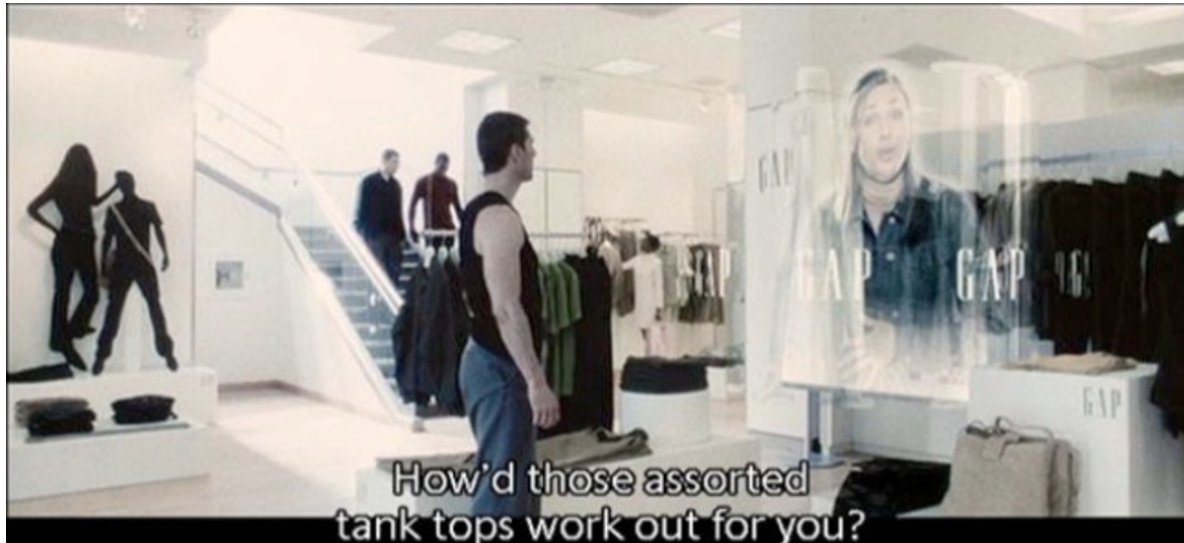
- For artificial intelligence and better search, many search companies have created a knowledge graph.
- However there are few knowledge graphs in the public domain.

• Project Goal

- A team will create knowledge graphs in several application domains (e.g., Finance, Medical, etc) by crawling public web pages, news, Twitter, Wikipedia, etc.
- A team will need to design the way of efficiently crawling data set, store them in a limited space, and quickly searching for required data set with the indexing functionality.



B5 - B6: Advanced KYC — Customer Profiling and Behavior Prediction



Anita avatars are earning: **\$2,503.26**



ANITA-324658
PER \$22,630 EARN: **-\$467.51**



ANITA-253758
PER \$30,178 EARN: **\$1,106.20**



ANITA-247917
PER \$31,809 EARN: **\$350.48**



ANITA-428339
PER \$39,494 EARN: **\$620.17**



ANITA-164762
PER \$29,395 EARN: **-\$17.07**



ANITA-450214
PER \$36,088 EARN: **\$178.12**



ANITA-247502
PER \$46,253 EARN: **\$318.35**



ANITA-267139
PER \$21,287 EARN: **\$44.81**



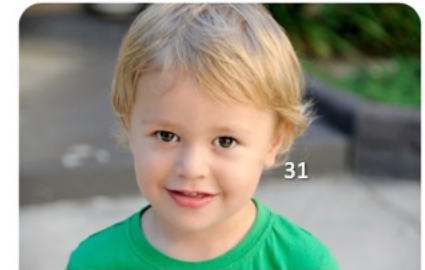
ANITA-544716
PER \$46,442 EARN: **\$166.03**



ANITA-418870
PER \$28,764 EARN: **\$21.32**



ANITA-432722
PER \$24,712 EARN: **\$132.59**



ANITA-208134
PER \$16,576 EARN: **\$49.76**



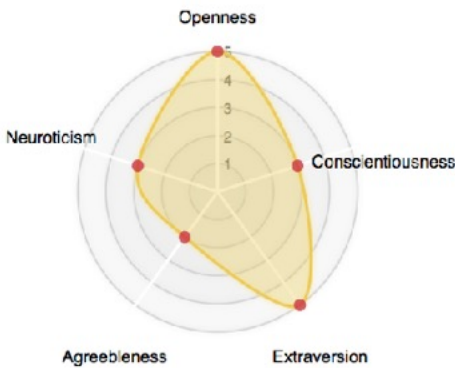
Anita 267139

-- an Adventurous AI Trader

Specialized at: EUR-USD

Knowledgeable of: Oil, Gold and Twitter

Strategy Learning Frequency at: 2.0 hours



Original: \$1,000.00, Current: \$1,404.50, Performance: Gain \$404.50



Activities

Time	Action	Cash	Unit	Balance
2017-10-12 13:45:05	Sell 50,000	\$1,404.50	0	\$1,404.50
2017-10-12 12:57:25	Buy 100,000	\$-57,792.00	50,000	\$1,386.50
2017-10-12 11:19:10	Sell 100,000	\$60,577.00	-50,000	\$1,372.00
2017-10-12 11:11:55	Buy 100,000	\$-57,822.00	50,000	\$1,366.00
2017-10-12 09:08:05	Sell 100,000	\$60,566.00	-50,000	\$1,310.00
2017-10-12 08:34:40	Buy 100,000	\$-57,935.00	50,000	\$1,287.50



Hundreds of
products/campaigns
Combinations with
incompatibilities
How much of each
product/campaign ?

Telesales,
Mail, email,
Office, etc...
Done through which
channel?



Nightly batch run,
select over 1.2M



Experts doing what-if
to improve process



To which customers?
Several millions of
customers

When?
Select actions for the
next days



B12. Automatic Story Telling for Marketing

- **Background**
 - Using Raw Materials in an organization to create marketing materials
- **Project Goal**
 - A team will design and implement platform that uses data in an organization
 - Automatically organize the information on a particular topic
 - Using visualization to create charts and graphs.
 - Manually or automatically create descriptions
 - Creates a video to tell story



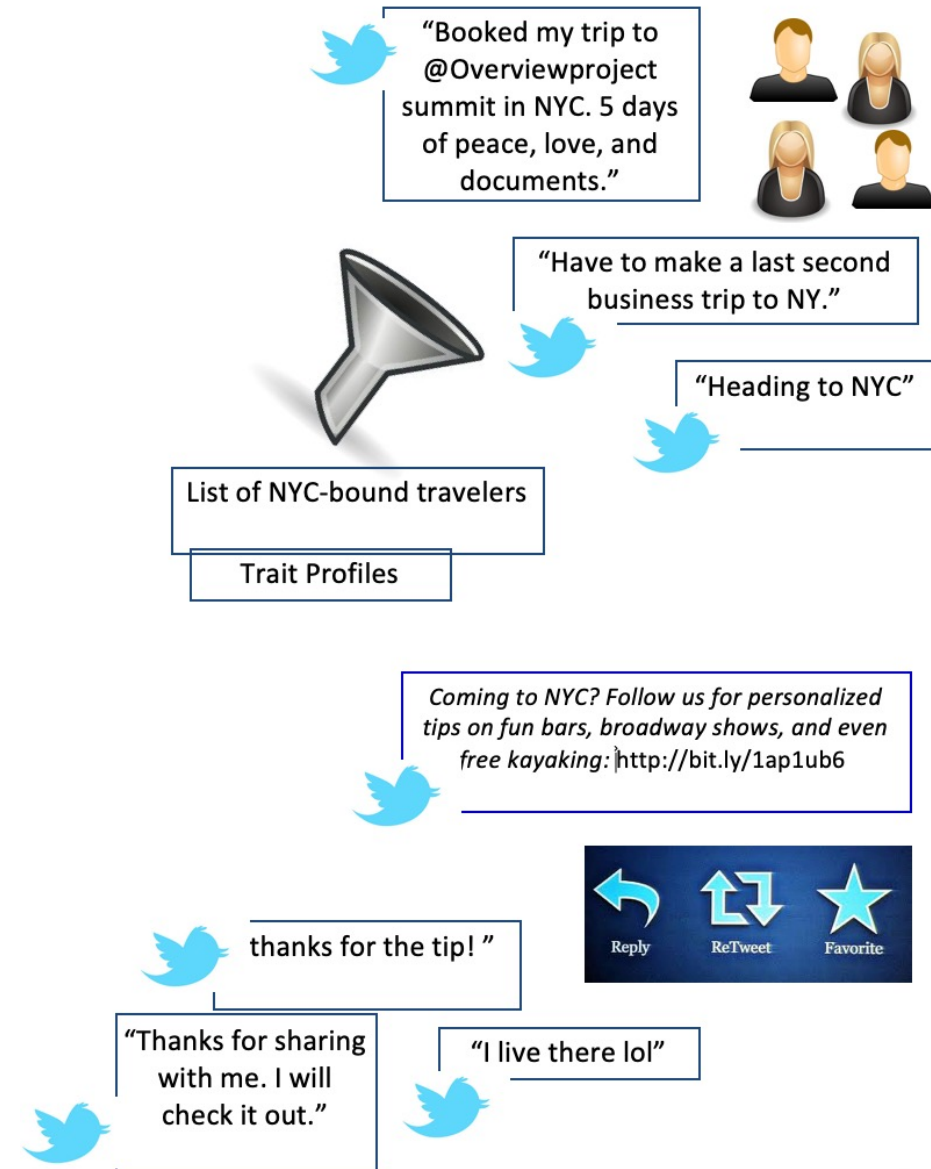
B13. Automatic Market Competition Analysis

- **Background**
 - Automatic searching internet to find competitor's information
- **Project Goal**
 - Automatic extraction of key information
 - Automatic compare key products and services of the company
 - Finding financial performance if those are available.



B14. Automatic Finding Sales Leads

- **Project Goal**
 - Using Public Raw Materials on Social Media to find potential customers

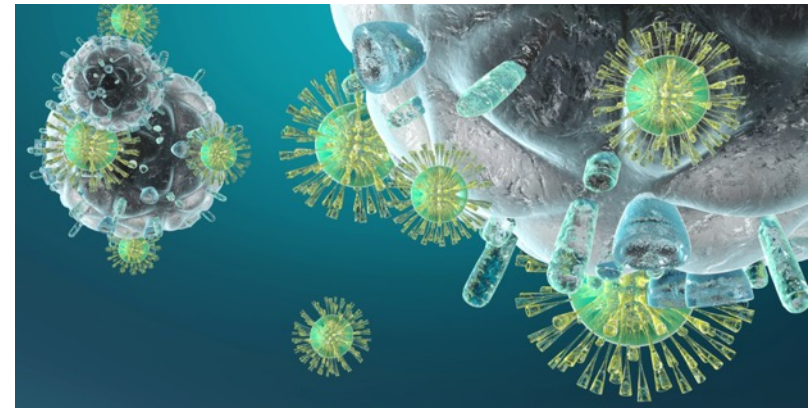
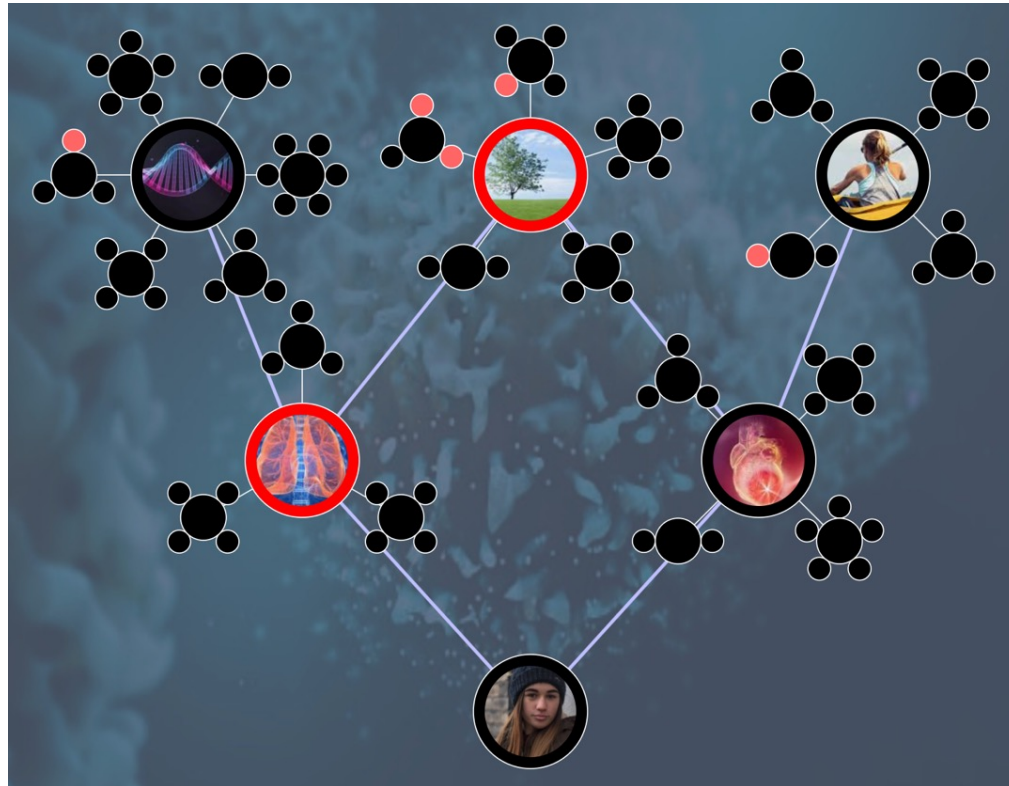


B15. Human Capital Growth Recommendation

- **Project Goal**

- Automatic analyzing a person's personality and goals
- Analyzing similar successful people from public datasources, e.g., LinkedIn.
- Creating Knowledge Graphs that makes successful on goals
- Suggesting what to learn to be competitive

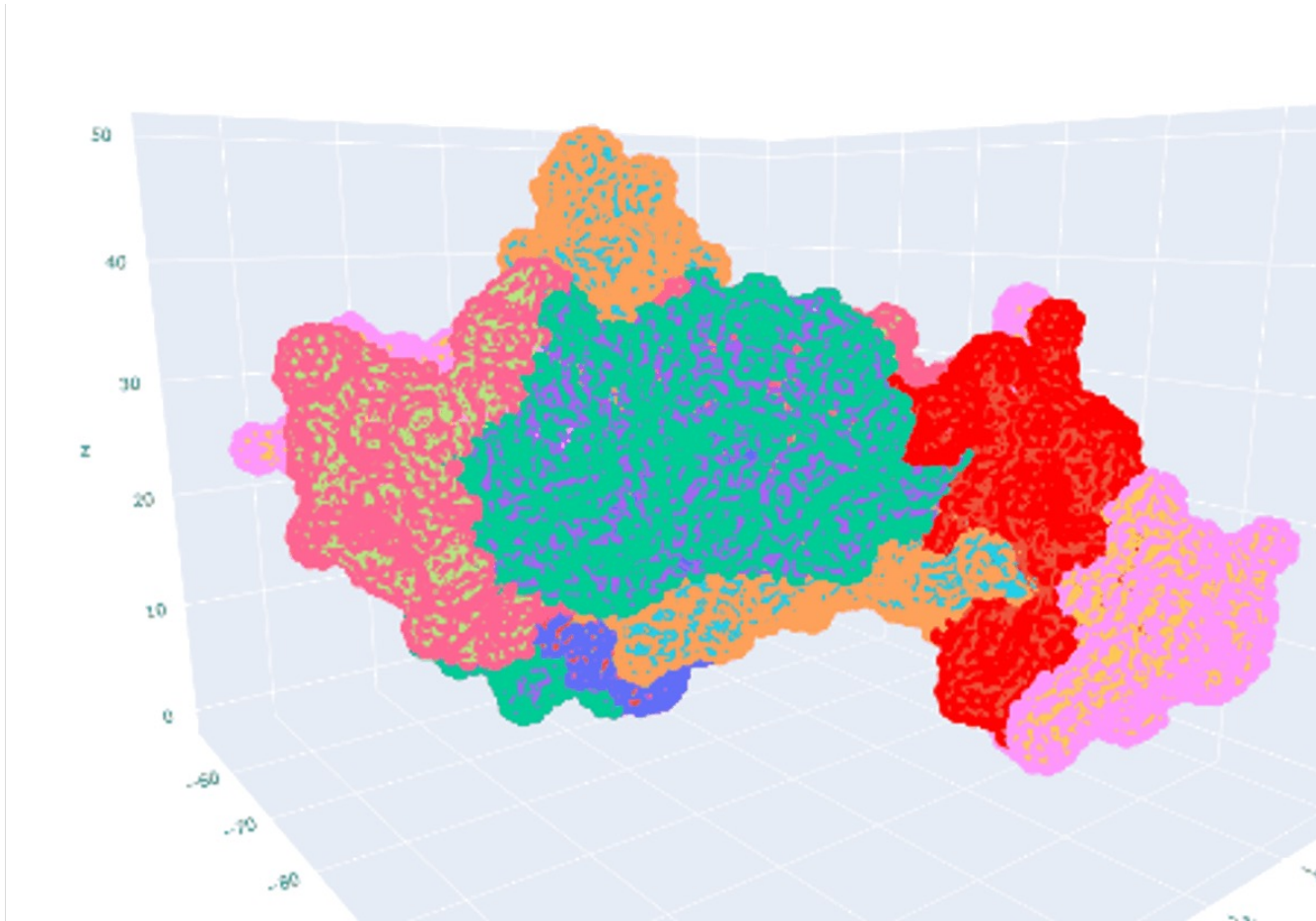




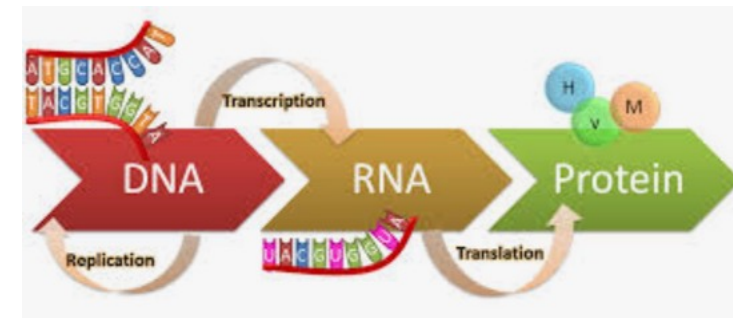
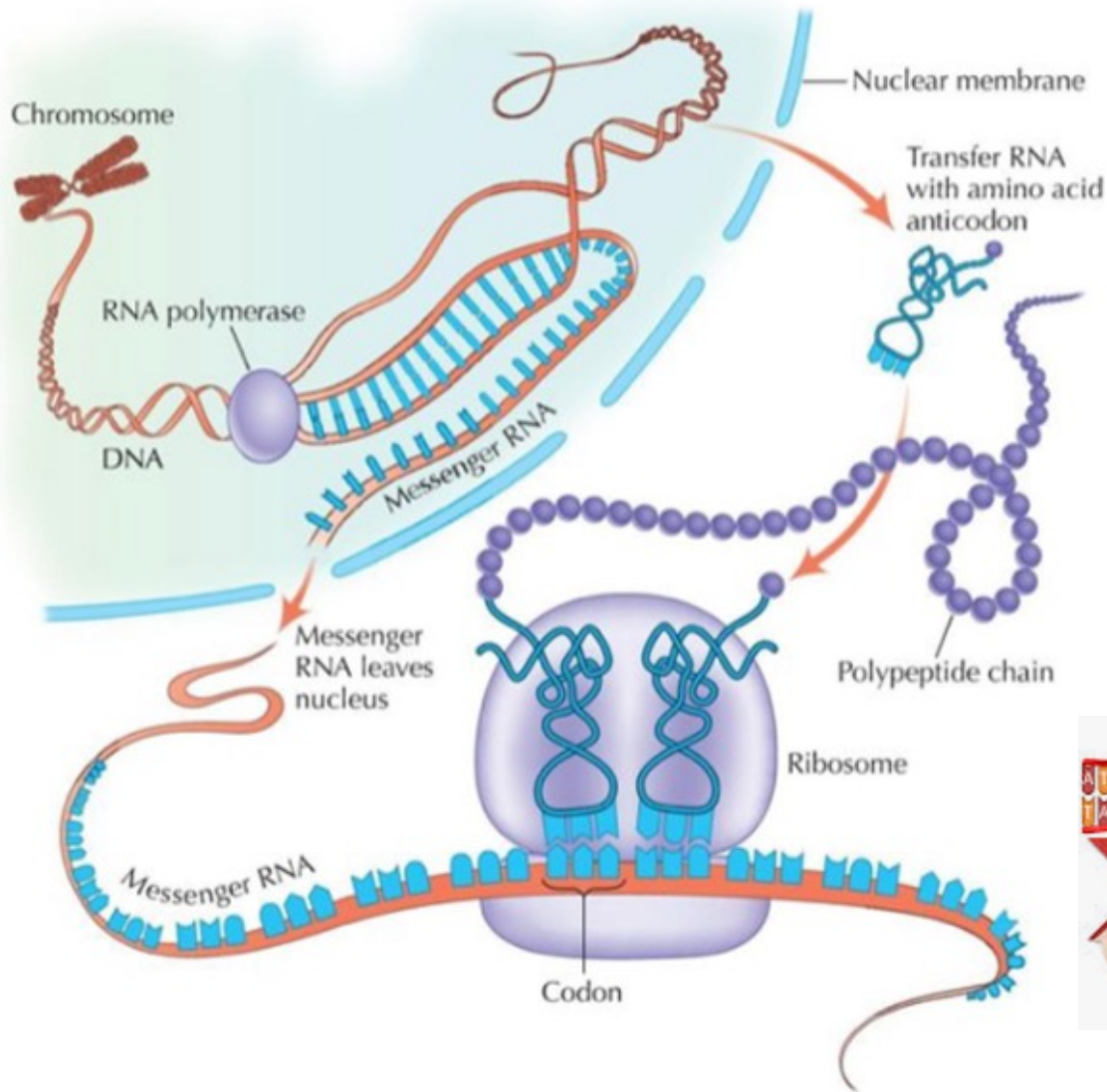
Area 3 'Healthy Life' Tasks List:

- C1: Precision Health — Gene and Protein Analysis of Network, Pathway, and Biomarkers
- C2: Large-Scale System for Human Genome Analysis
- C3: Genomic Mutations and Function Prediction
- C4: Druggable Targets for Precision Medicine
- C5: AI for Human Consciousness – EEG and AIoT
- C6: AI for Human Consciousness – fMRI and Connectome
- C7: Virtual Nurse -- Learning Medical Knowledge
- C8: Virtual Doctor – Advanced Learning Medical Knowledge
- C9: Virtual Doctor – Conversations
- C10: Microbe and Disease Knowledge Graph
- C11: Knowledge Graphs for Gene Interaction and Disease Relationships
- C12: Generating Gene or Immuno Therapy
- C13: Molecular Drug Synthesis via Deep Learning
- C14: Protein Interaction Predictor
- C15: AI Exploration and Understanding of Aging

Life is composed of graph of atoms



Central Dogma of Biology



The Emergence of Digital Biology

Biological Materials

Digitalize Bioinformation

Atomotive Forces

Information
unit :
DNA / RNA

Function
Unit :
Protein

Behavior
Unit :
Pathway



ATCGAATCGAATCGGTGCATT 3'
TAGCTTAGCTTAGC(AUGTAA 5'

AUCGAAUCGAAUCGGUGCAUU

**DNA / RNA
Sequence**

CGDGVNLTITRTQLPFTRGV
YYPDLMFQKVHSTQDLFTES
FLHYKIPFFHA(A)SGTNGT...

**Protein
Sequence**



**Pathway
Network**

Molecular Graph

CAC

JU

CAV

Adenine

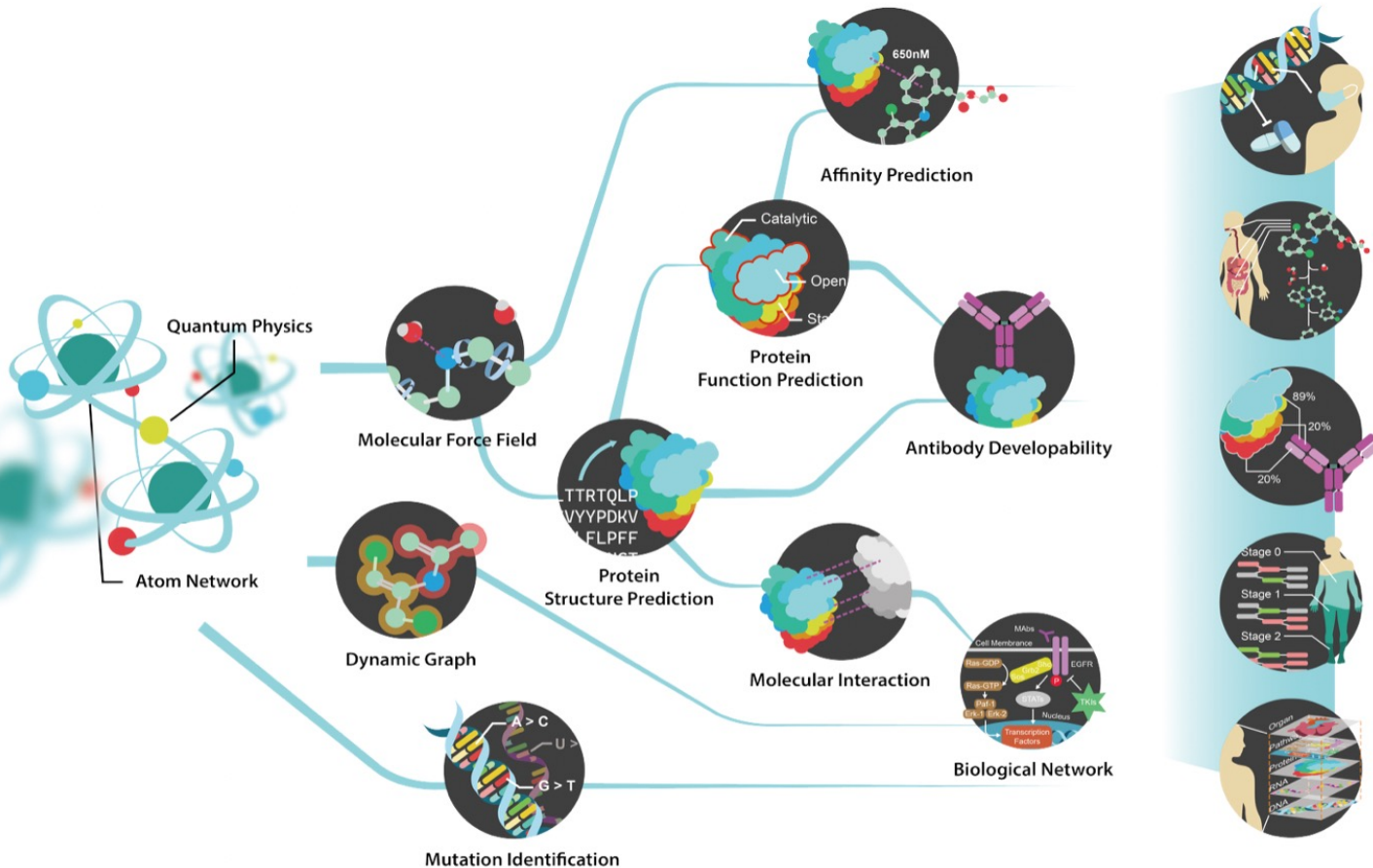
Uracil

Alanine

Quantum Physics

Atom Network

AI Tools power Digital Biology



Mutation Intelligence

- Disease Risk Evaluation
- Drug Resistance
- Genome Variant Reasoning

Drug Development

- New Drug Generation
- Drug Synthesis Reaction Simulation
- ADME Prediction

Immune formation

- Antibody-Antigen contact Prediction
- Antibody-Antigen Affinity Prediction

Progress Prediction

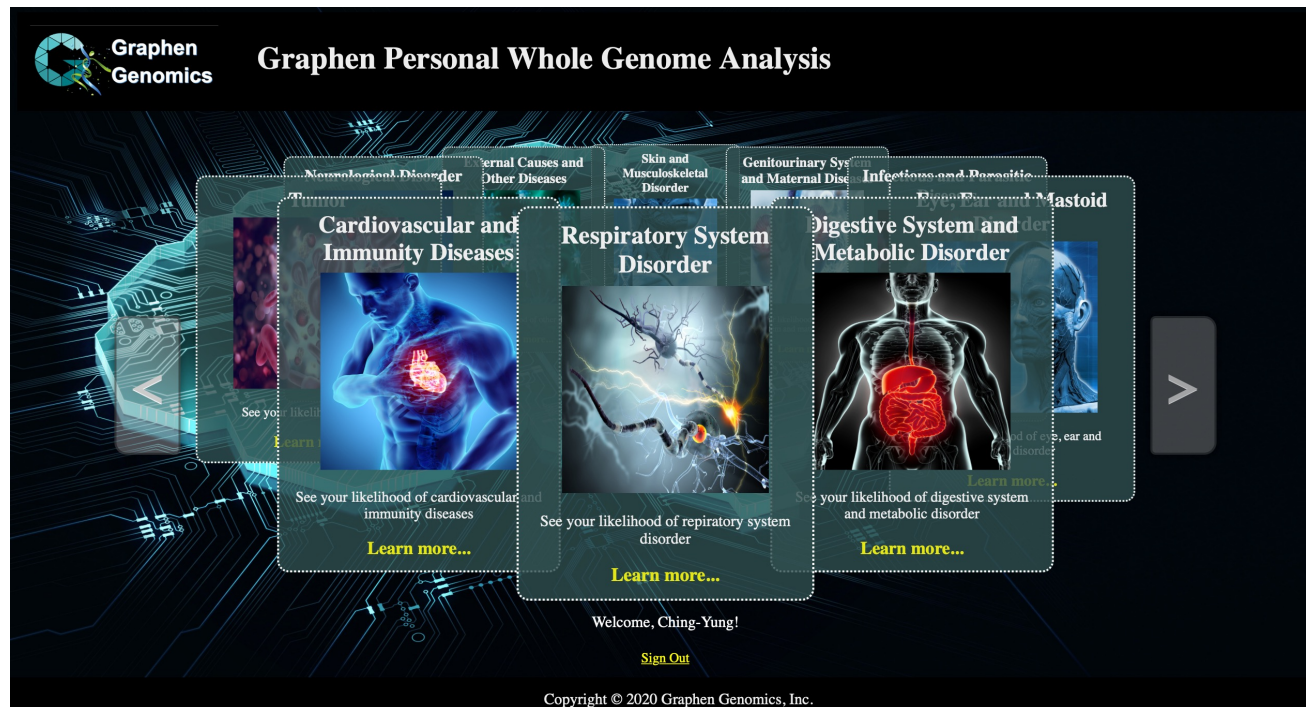
- Disease Progression
- Race Differentiation

Multi-Omics Analysis

- Multi-Omics Network
- Single-Cell Analysis

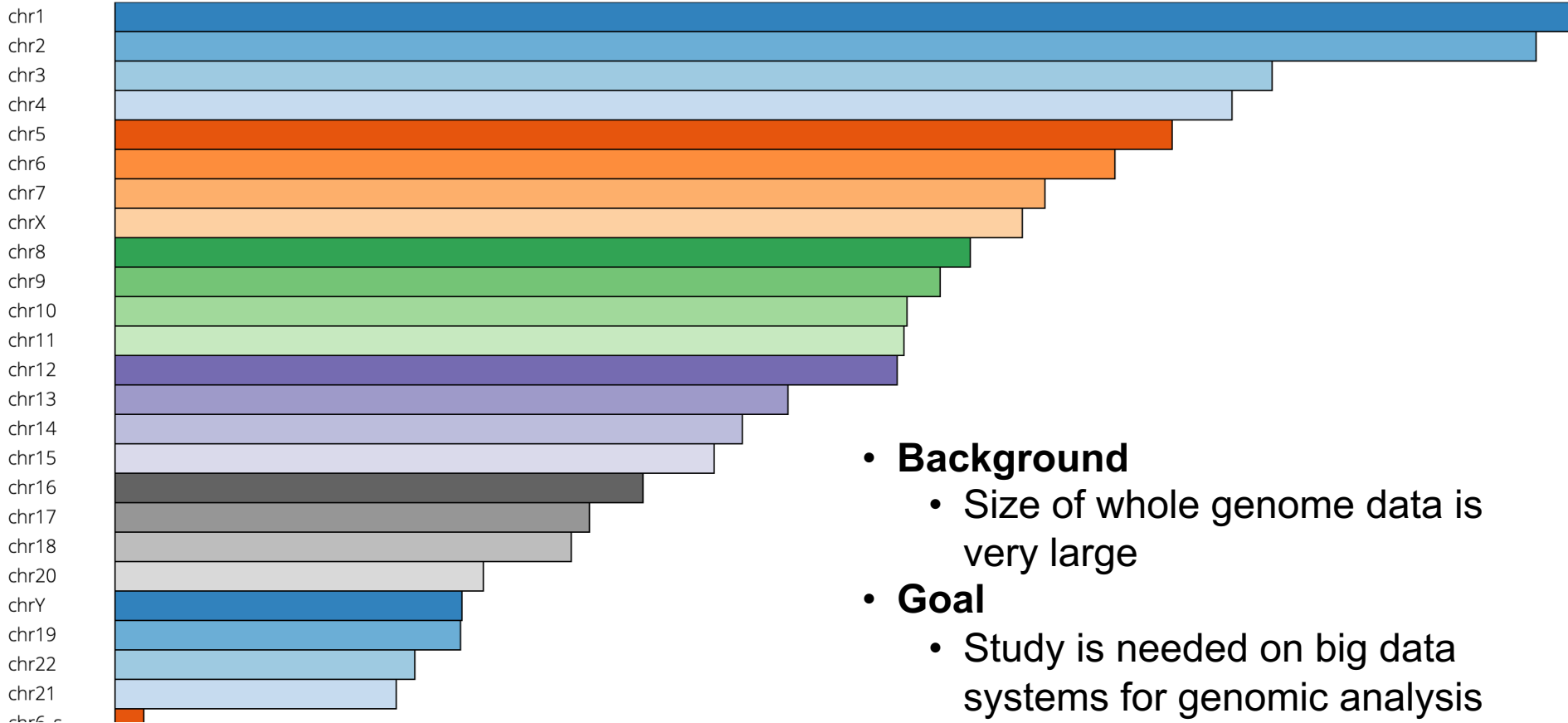
C1: Precision Health - Multiple Omics

- **Background**
 - Utilizing whole genome information can provide valuable information to patients
- **Goal**
 - Study open source whole genome data and explore their impact on disease prediction.



C2. Large-Scale System for Human Genome Analysis

Home Browser



- **Background**

- Size of whole genome data is very large

- **Goal**

- Study is needed on big data systems for genomic analysis and other comics analysis

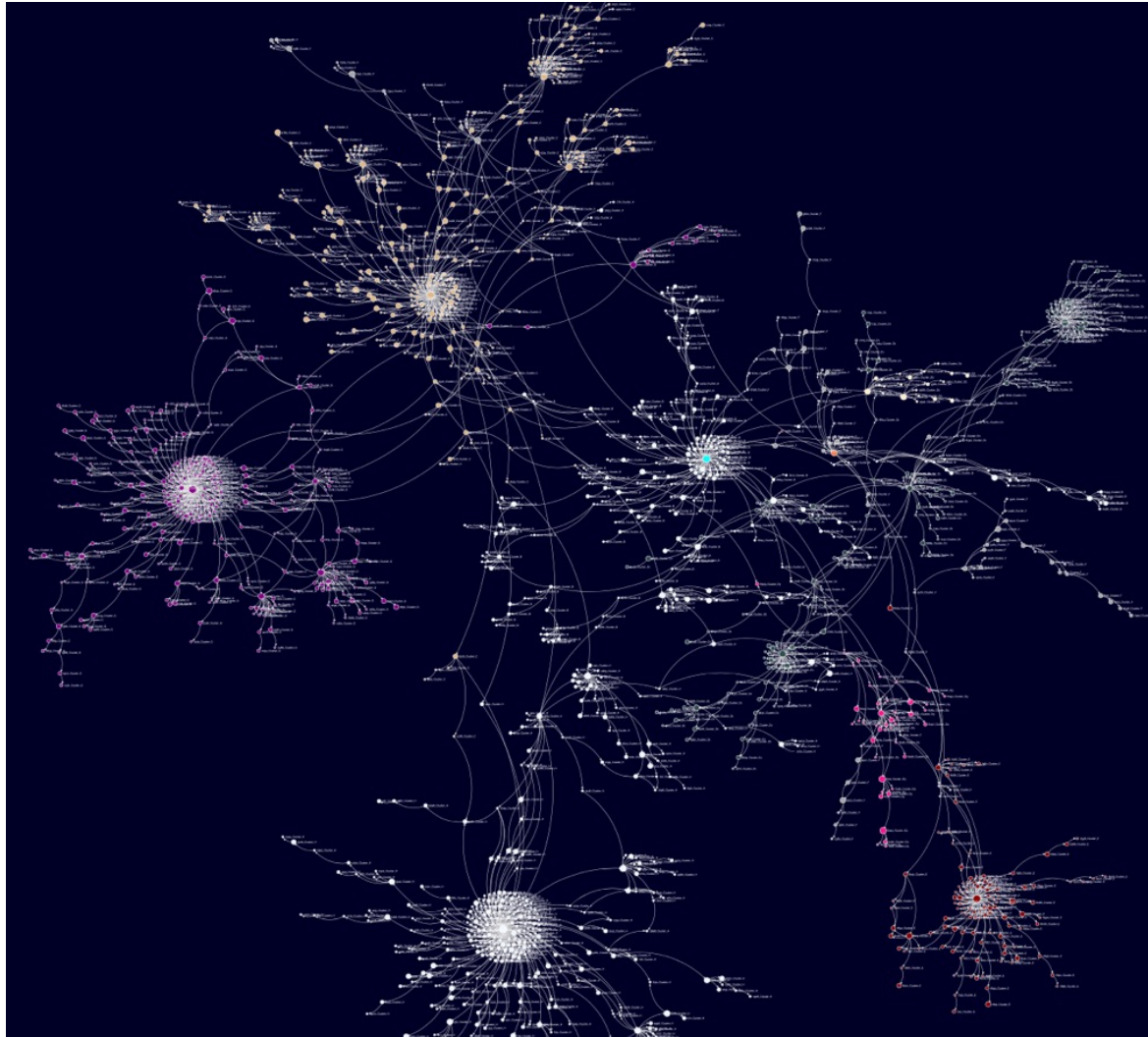
C3. Mutations and Function Prediction

• Background

- We have been monitoring COVID-19 worldwide mutations since Feb 2020.
- More than 12,000,000 virus strains have been sequenced
- Continuous monitoring of large-scale data become more and more challenging.

• Goal

- Keep exploring key algorithms for virus mutation classifications.
- Use Protein function prediction tools to estimate the mutated virus impact.



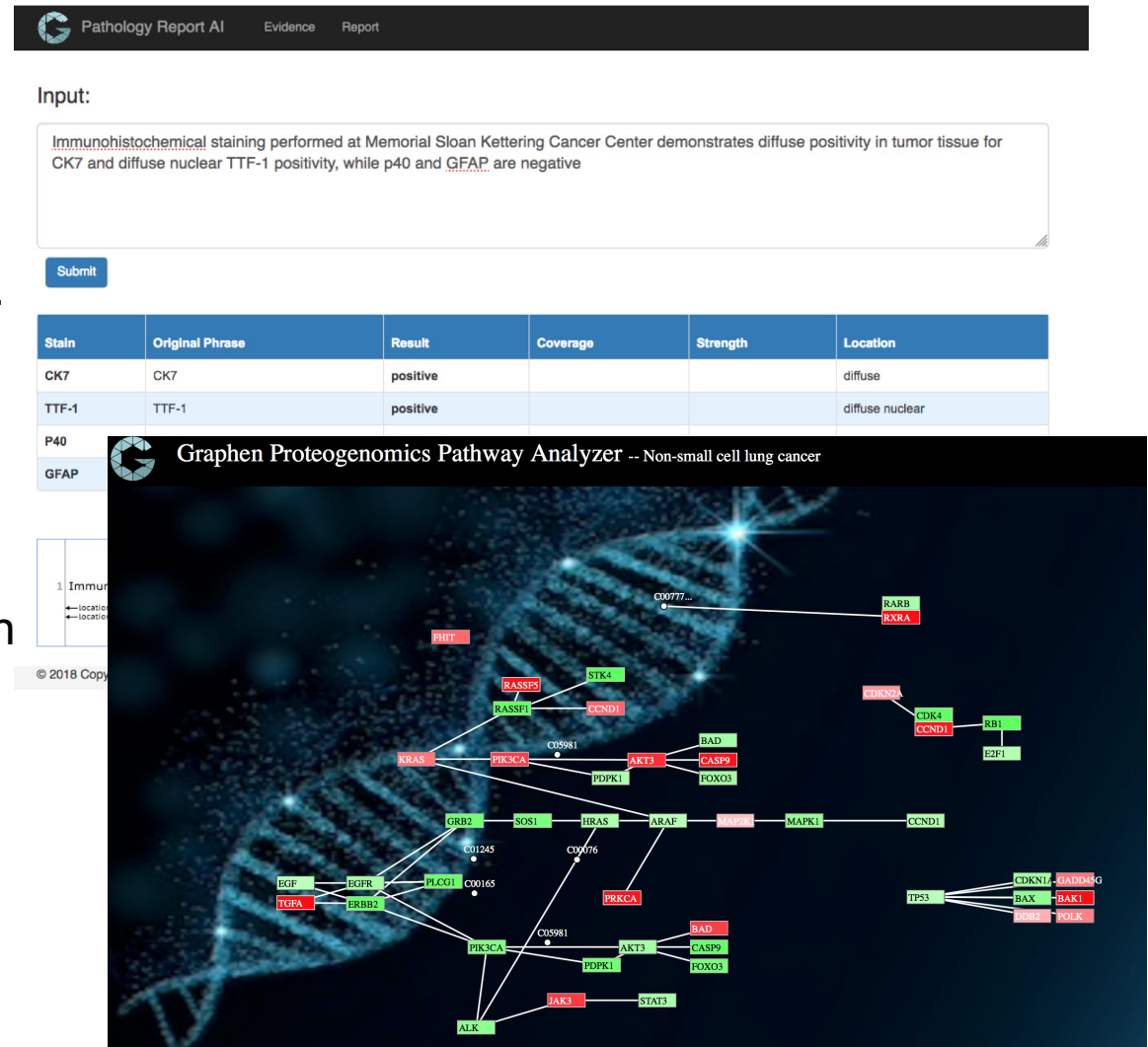
C4. Druggable Targets for Precision Medicine

• Background

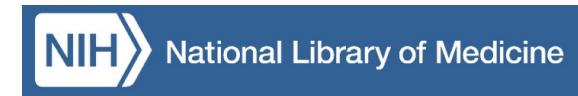
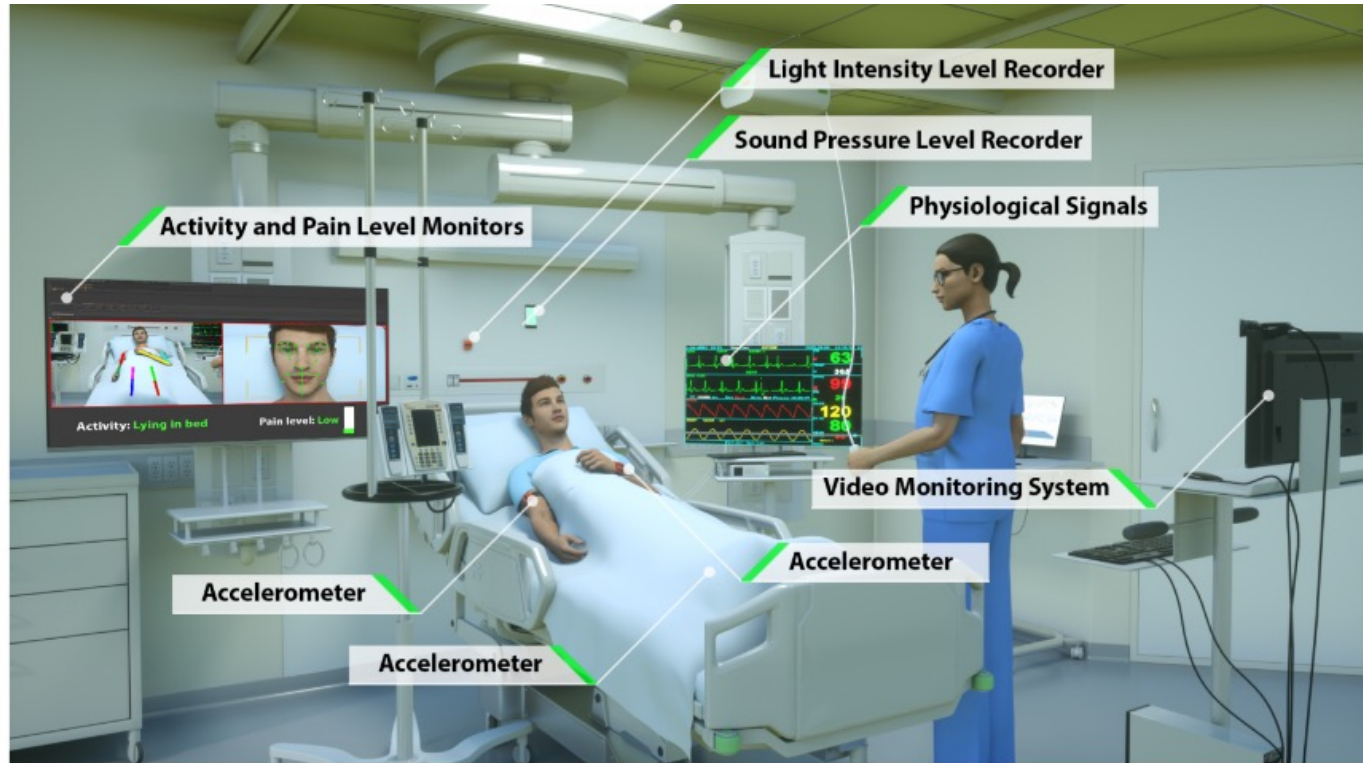
- Next-generation medicine will be based on personal genome data, proteome data, and pathway prediction.
- It's a continuous challenging problem to explore the appropriate drugs for diseases

• Goal

- Utilize Knowledge graph of disease and drugs.
- Use the pathway analysis of patients to identify key variants
- Analyze the potential drug targets

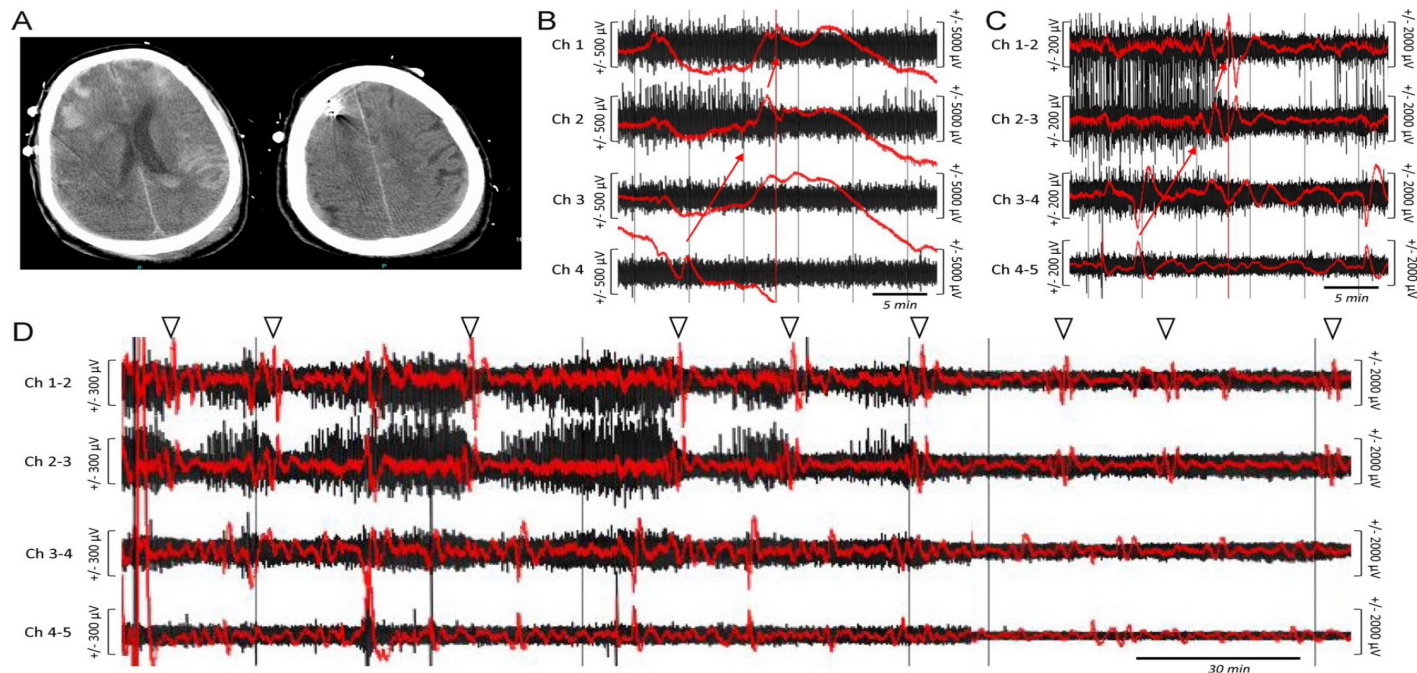


Building First Human Consciousness Monitoring and Prediction Open Platform



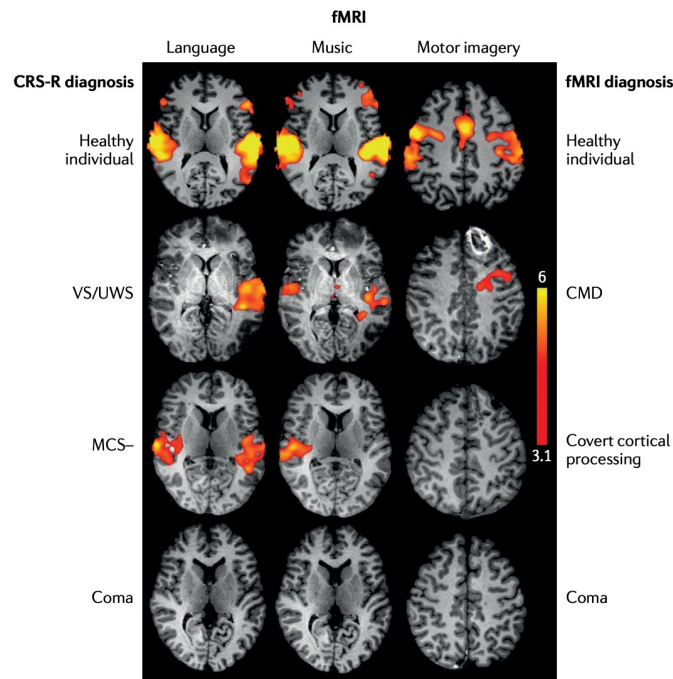
C5. AI for Human Consciousness -- EEG and AIoT

- **Background**
 - Human brain activities can be observed from sensing data
- **Goal**
 - Monitoring and Predicting Human Consciousness based on sensors, such as EEG sensors, biosensors, vital information, etc.

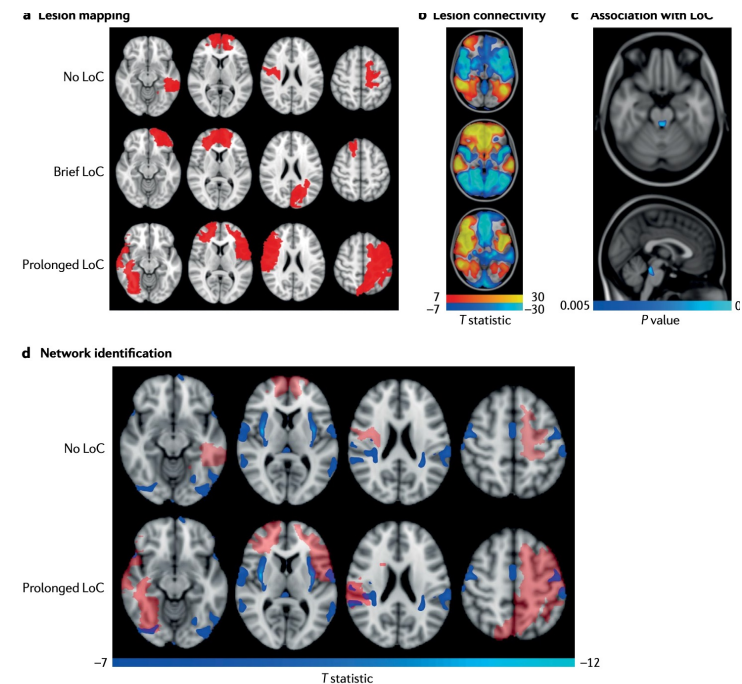


C6. AI for Human Consciousness – fMRI and Connectome

- **Background**
 - Human brain activities can be clearly observed from imaging data
- **Goal**
 - Monitoring and Predicting Human Consciousness based on medical images, such as CT, fMRI, Connectome, etc.



f-MRI



Connectome

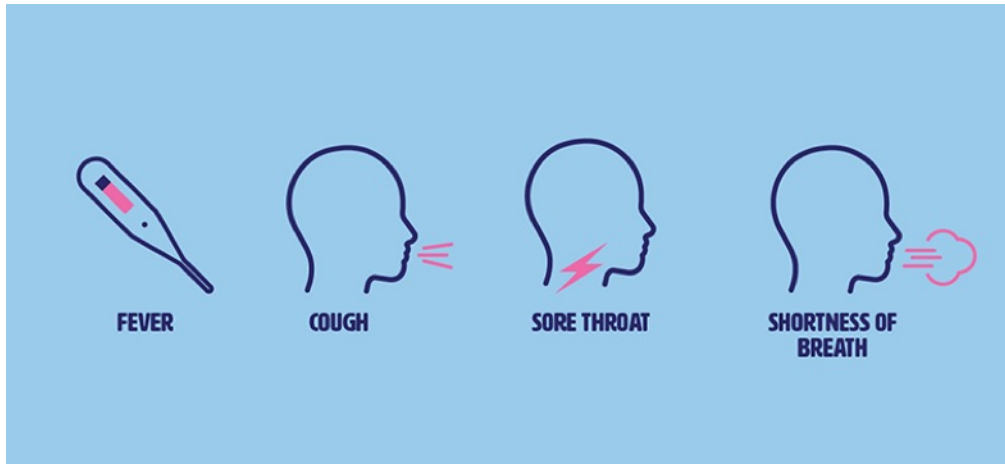
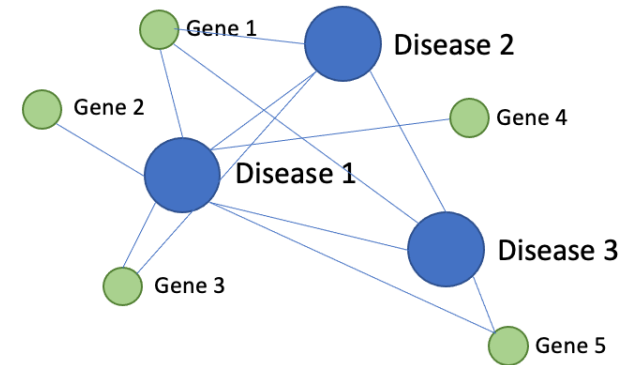
C7. Virtual Nurse – Medical Knowledge Learning

• Background

- Big Data and AI technologies have significant progress lately. It becomes possible to learn knowledge from diverse sources.

• Goal

- Establish AI system that can potentially pass the New York state nurse exam.



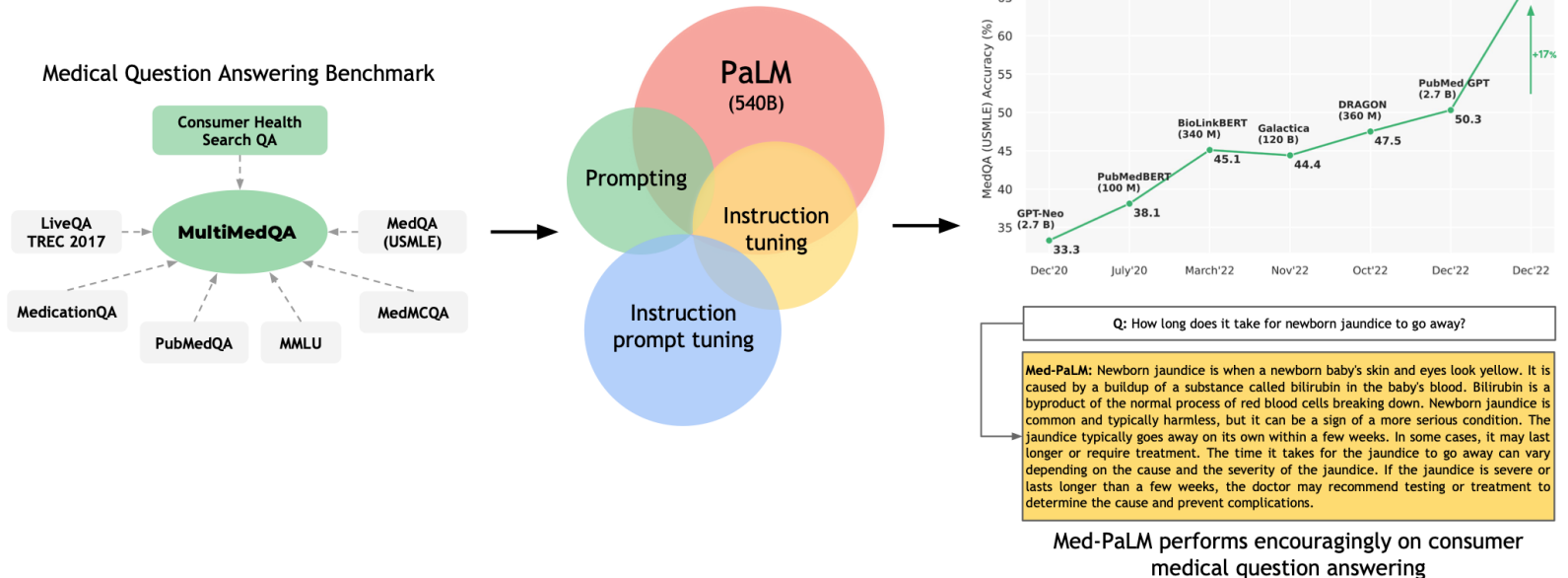
C8. Virtual Doctor – Advanced Medical Knowledge Learning

• Background

- Big Data and Deep Learning technologies have been significantly progressed lately. It can probably pass the Doctor Qualification Exams

• Goal

- Exploring Large Language Models and open Medical and Health datasets to learn medical knowledge



C9. Virtual Doctor – Conversations

- **Background**

- With deep medical knowledge, it is becoming possible for building virtual doctors who can interact with patients

- **Goal**

- Prototyping Virtual Doctors who can communicate with patients; observing from multi-modality information and QA from patients.



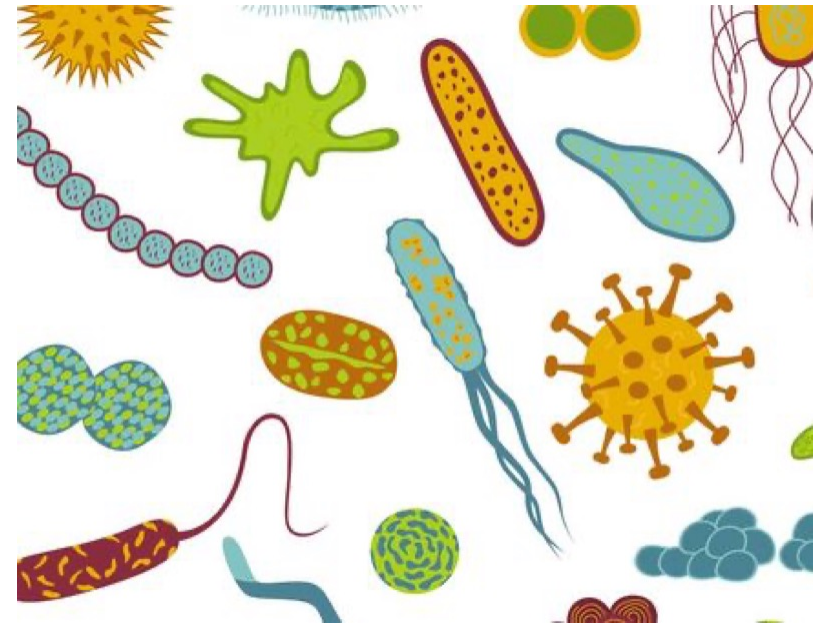
C10. Microbe and Disease Knowledge Graph

- **Background**

- Microbes are tiny living things that are found all around us and are too small to be seen by the naked eye. They live in water, soil, air, and in human body, which is also called microorganisms. The most common types are bacteria, viruses and fungi.
- Researches indicate that microbes and human health have strong correlations.

- **Goal**

- Find the similarity of microbes and similarity of diseases.
- Build the correlation network of microbes and diseases to help diagnose potential health conditions.



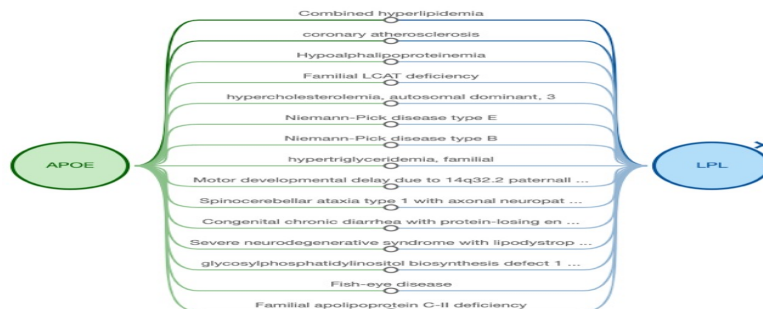
C11. Knowledge Graph of Gene Interaction and Disease Similarity

• Background

- Understanding the genetic networks and their associations in diseases is one of the important objectives of biological researchers. The knowledge graph serves as a powerful tool to investigate this topic.

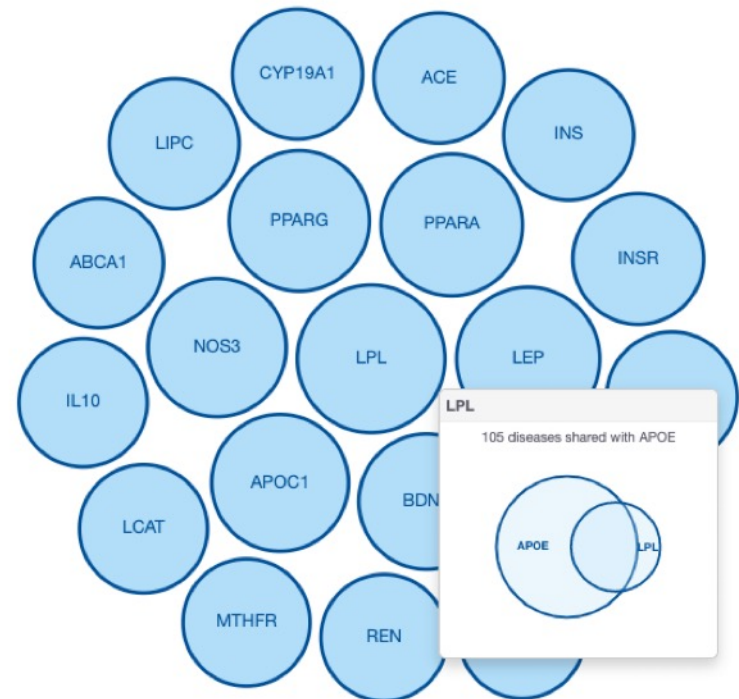
• Goal

- Construct and visualize knowledge graphs demonstrating associations among genes based on disease similarity.



The top 20 targets related to APOE based on a computation of similar target-to-disease connections and overall association scores. Clicking on a related target bubble will show you a list of the diseases used to calculate the similarity between the two targets. For more information on this visualisation and how we compute similarity scores, please read [our documentation on target and disease similarity](#).

Source: Open Targets



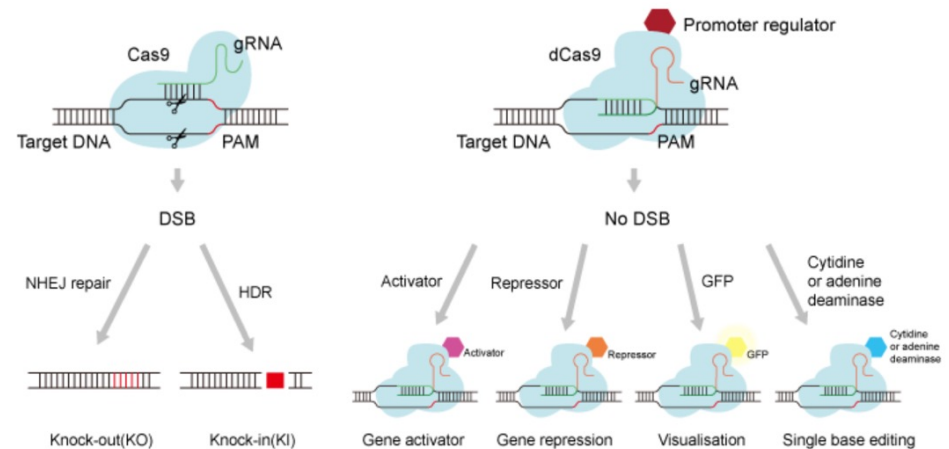
C12. Generating Gene or Immuno Therapy

• Background

- CRISPR, allowing to precisely edit the genome of cells by inducing double-stranded DNA (dsDNA) breaks at specific loci, is both an efficient and cost-effective technological tool.
- But how to design perfect sgRNA for detect cell DNA and without any off-target is challenging
- We need use outsourcing data to make a deep learning algorithm to solve this problem.

• Goal

- Use TDC open source data to predict what kind of sgRNA have ability to edit or repair cell DNA. And design an auto encoder or GAN to generate template sequence.



CRISPR Cas9

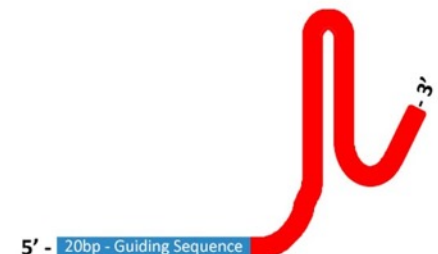
GC Content
40%-80%

Length
17-24 Base Pairs

Potential Off-Target Effects
17-24 Base Pairs



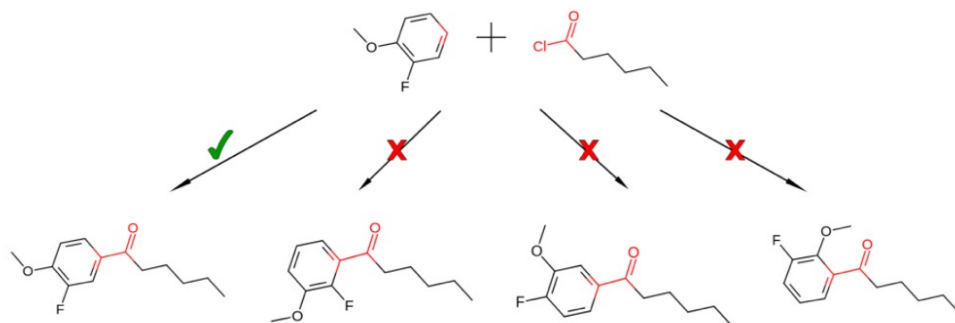
Basic Considerations



C13. Molecular Drug Synthesis via Deep Learning

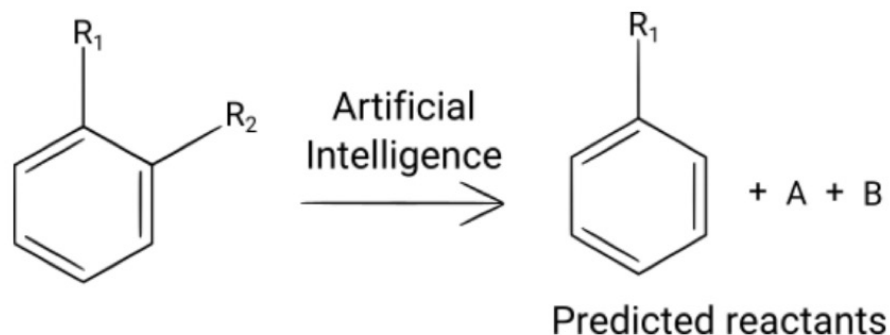
• Background

- Generate small molecular by deep learning will not be hard. In fact, these molecular are hard to be manufacture or synthesis. We need to design a algorithm to simulate chemical reaction and predict molecular synthesis feasibility.



• Goal

- Use open source data to predict the molecular can be produce or not, and try to simulate the synthesis processes by molecular properties.





C14. Protein Interaction Prediction

• Background

- Protein-protein interactions (PPIs) are useful for understanding signaling cascades, predicting protein function, associating proteins with disease and fathoming drug mechanism of action.
- Currently, only ~10% of human PPIs may be known, and about one-third of human proteins have no known interactions.

Known annotations for single proteins

Proteins	Features					
	Domains	PTMs		GO	Physiochemical features	
	ANK repeat 14-3-3...	Ac	P	Nucleus DNA repair	Charged	Aromatic
	✓	✓	✓	✓	✓	✓
	✓	✓	✓	✓	✓	✓
⋮						

Given protein pair
(sequence or structure)

...SIQWRDIVSSDFLSNM...

...SMDFQNHGSCQKC...



Interaction prediction



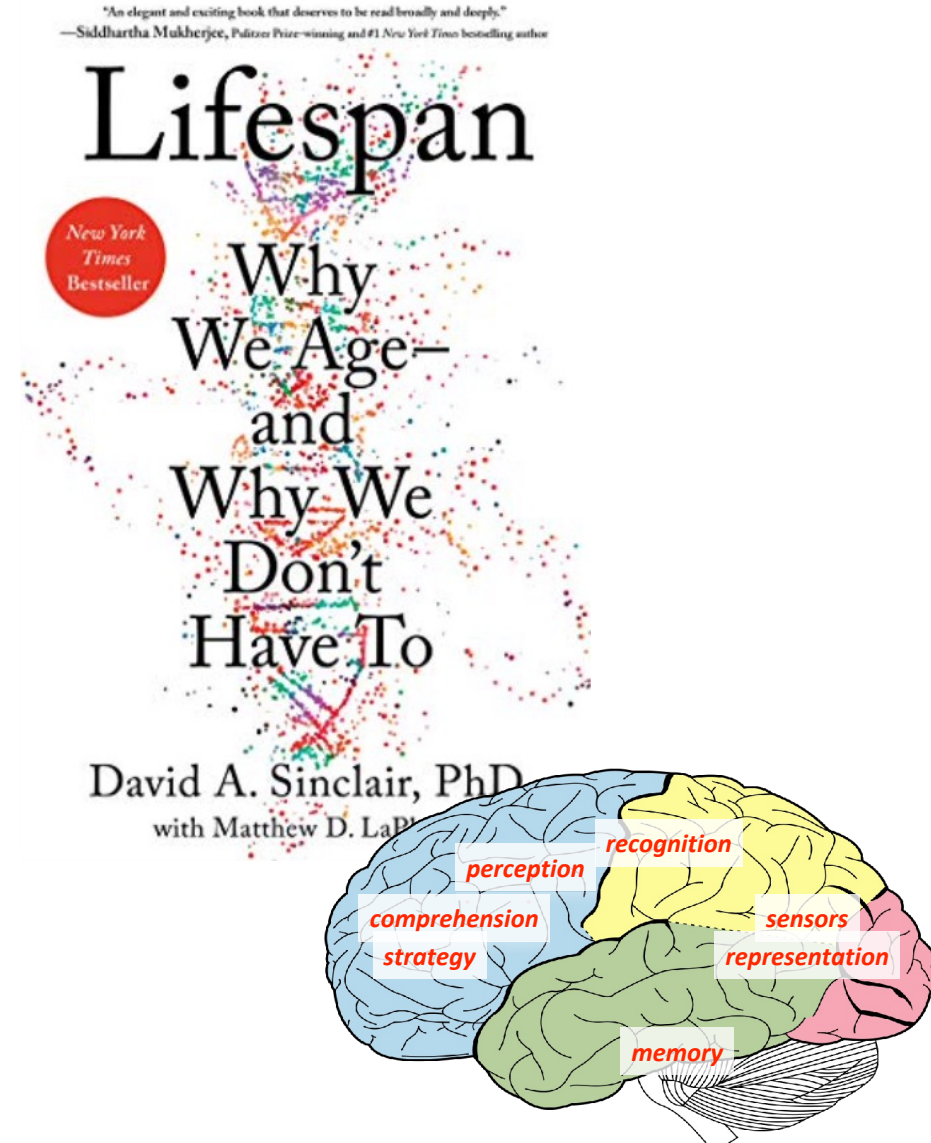
C15. AI Exploration and Understanding of Aging

• Background

- Aging is a major impact on human. Recent studies have been giving more and more information on how aging functions and whether it's possible to try to delay or even reverse some functions

• Goal

- Study the mechanisms causing aging in the gene and protein level.
- Use the protein structure prediction, protein-protein interaction, protein-drug binding tools to explore



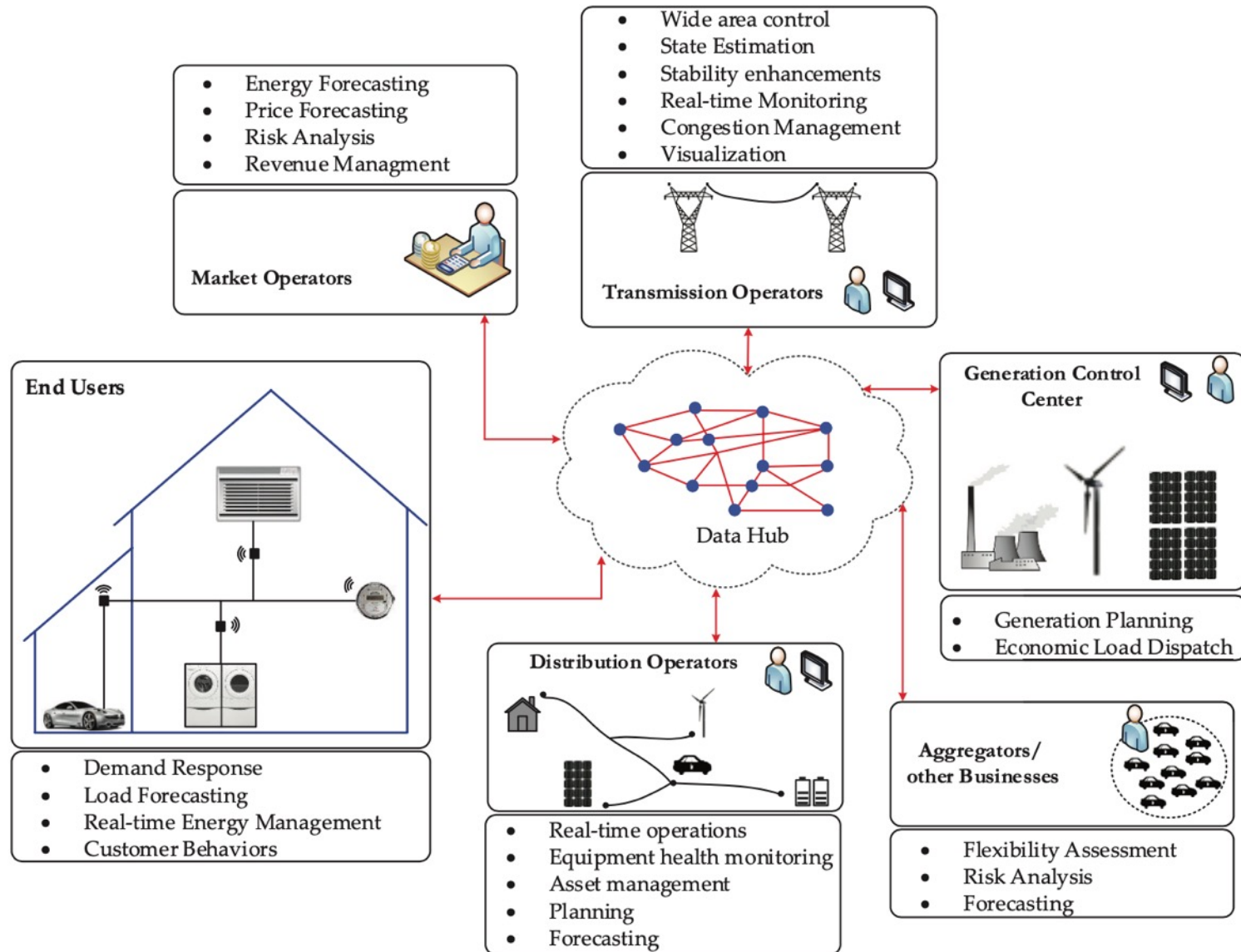
Task Area 4: Green Earth and Advanced Topics



Area 4 'Green Earth' Tasks List:

- D1: Distributed Solar Power Load Forecasting and Predictive Maintenance
- D2: Distributed Wind Power Load Forecasting and Predictive Maintenance
- D3: Power Flow Optimization
- D4: Smart Grid Pricing Strategy
- D5: AI for Novel Nuclear Fusion Power
- D6: Stimulating Crop Growth
- D7: Electronic Car Sensing and Predictive Maintenance
- D8: Autonomous Driving
- D9: Smart Cabin of Electrical Vehicles
- D10: Social Policy Monitoring
- D11: International Relationships and Policy Monitoring
- D12: AI Chips – AI System on Chip
- D13: AI Chips – Neural Processing Units
- D14: Exploration in Immersive Environment
- D15: Computer Vision Enhanced Immersive Environment

AI + Big Data Makes Smart Grid Possible



Key factors contribute to the complexity of the electric grid

- The variability and intermittency of renewable generation.
- Decreased frequency response capability and decreasing system inertia.
- Changing load patterns and unpredictability.
- The need to manage vastly increasing number of endpoints.
- Growing cyber attack risks to the electric grid.



Power Quality Analysis

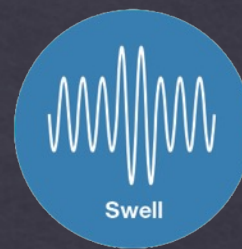
- Power system modeling
- Power system classifying
- Point of event occurrence into one unified frame
- Equipment sensitivity to the event disturbance
- Power quality events detection and characterizing
 - E.g. sag, swell, outage, harmonic, notch, flicker, impulse, etc.



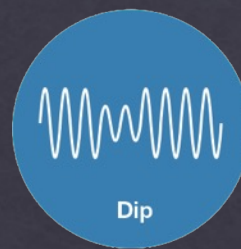
Flicker



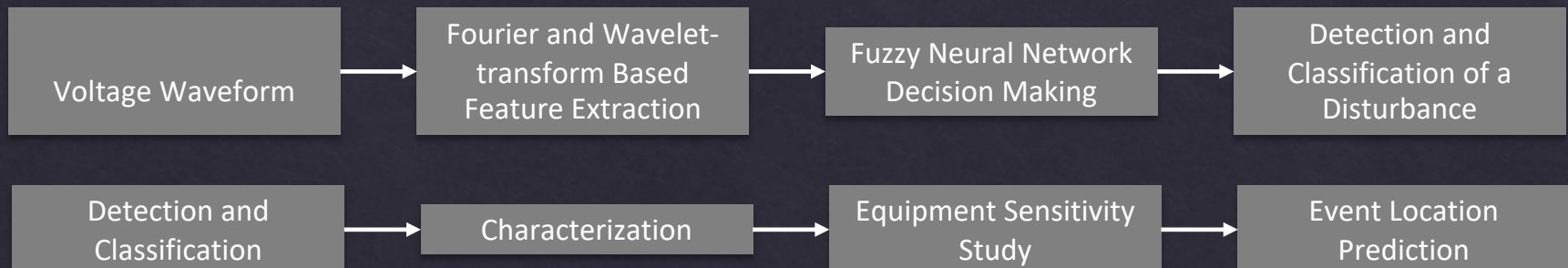
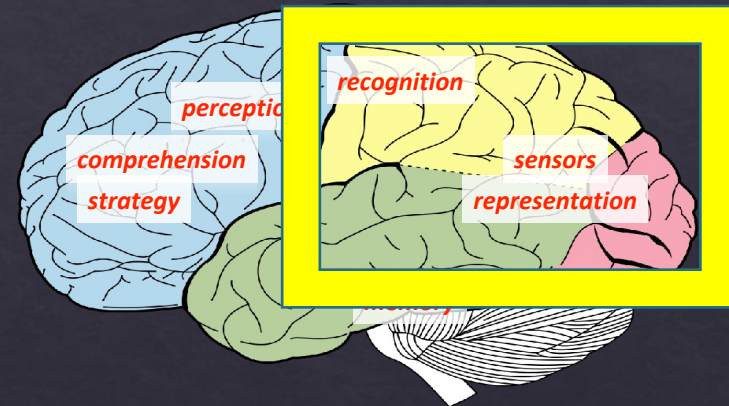
Harmonics



Swell

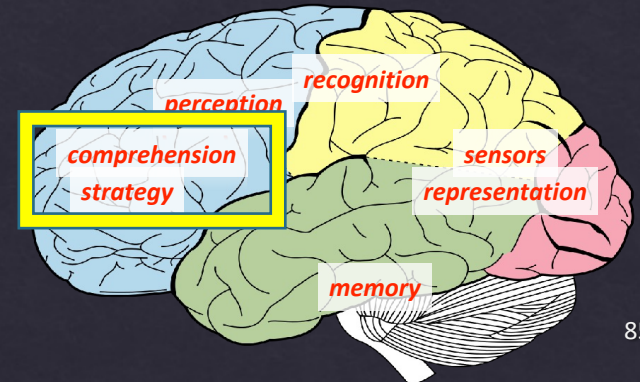
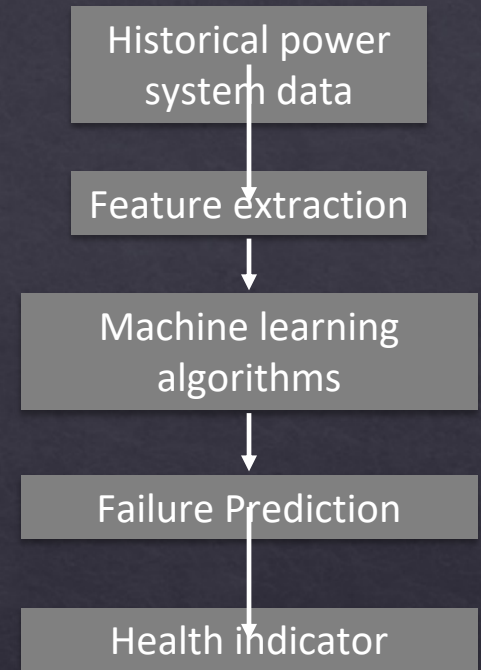


Dip



Predictive Maintenance

- Apply machine learning to historical power system data to reduce operating costs and failure risk
- Avoid or minimize the downtimes and reduce associated costs
- Optimize the periodic maintenance operations.
- Health indicator by machine learning
 - Classification – health indicator predicts what is the probability of failure in the future.
 - Regression approach – health indicator predicts how much time is left before the next failure.



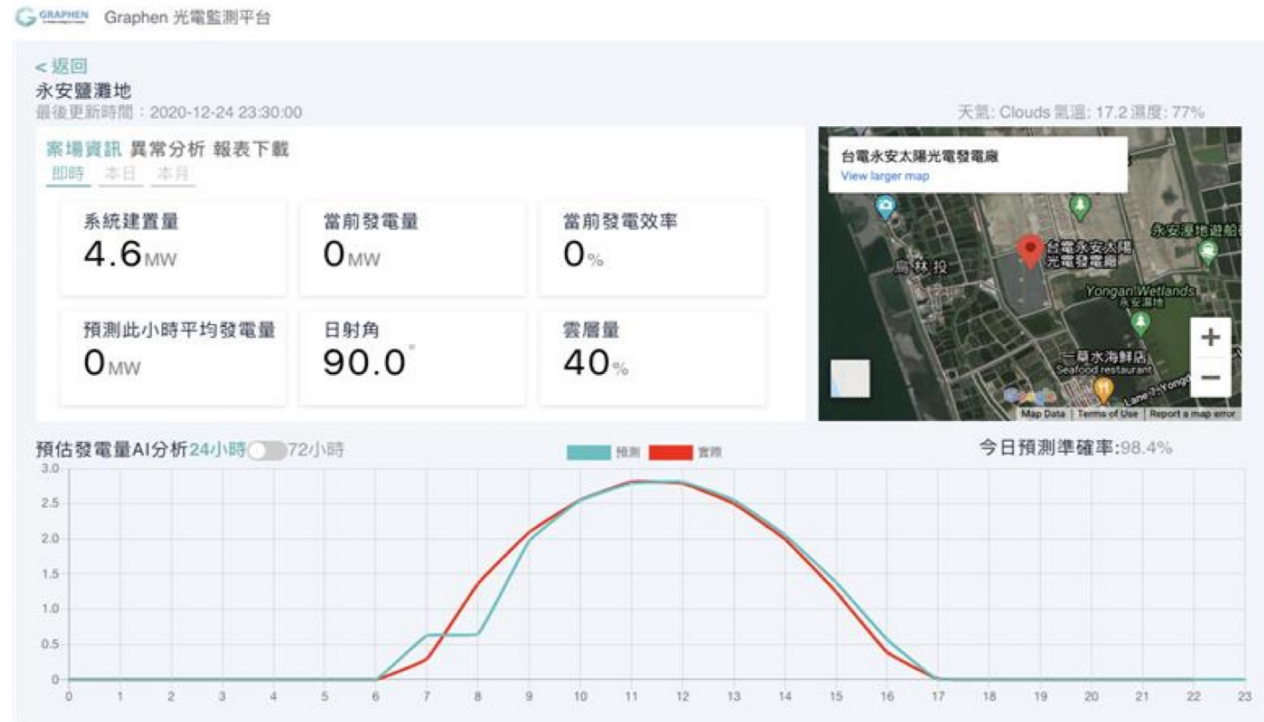
D1. Distributed Solar Power Load Forecasting and Maintenance

• Background

- Situation of Solar Power Plants varies and are time dependent. Power companies need good prediction on conditions and exclude anomalies in short time.

• Task Goal

- Predict Solar Power Generations based on weather data
- Anomaly Detection of Solar Power Plants
- Predictive Maintenance of solar power plants.



D2. Distributed Wind Power Load Forecasting and Maintenance

- **Background**

- Situation of Wind Power Plants varies and are time dependent. Power companies need good prediction on conditions and exclude anomalies in short time.

- **Task Goal**

- Predict WindPower Generations based on weather data
- Anomaly Detection of Wind Power Plants
- Predictive Maintenance of solar power plants.



D3. Power Flow Optimization

- **Background**
 - Transmission is key to a Low-Cost Decarbonized US Grid
- **Task Goal**
 - Study the optimal straggles for power flow
 - Simulate various scenarios



<https://www.greentechmedia.com/articles/read/study-transmission-is-the-key-to-a-low-cost-decarbonized-u.s-grid>

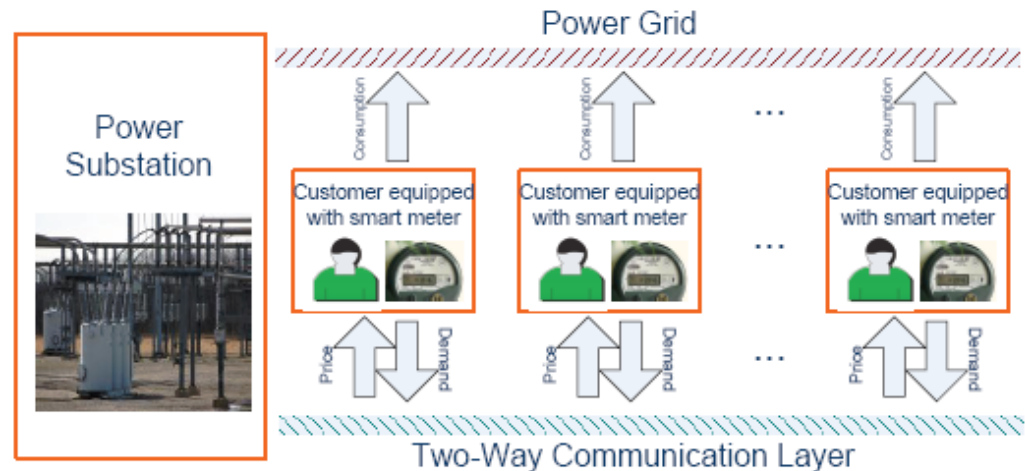
D4. Smart Grid Pricing Strategy

• Background

- Pricing strategy can be a way to optimize consumer behavior
- After more and more cars and IoT devices rely on power, it's critical to influence customer behavior to optimize use of power grid

• Task Goal

- Implement methodologies that can help change customer behavior
- Game theory is a possible solution.
- Other solutions should be also considered.



Chen et al. A cheat-proof game theoretic demand response scheme for smart grids, IEEE ICC 2012

D5. AI for Novel Nuclear Fusion Power

- **Background**

- Desktop-size Nuclear Fusion is becoming a reality

- **Task Goal**

- Studying and applying AI technology to advance novel desktop-size Nuclear Fusion Power

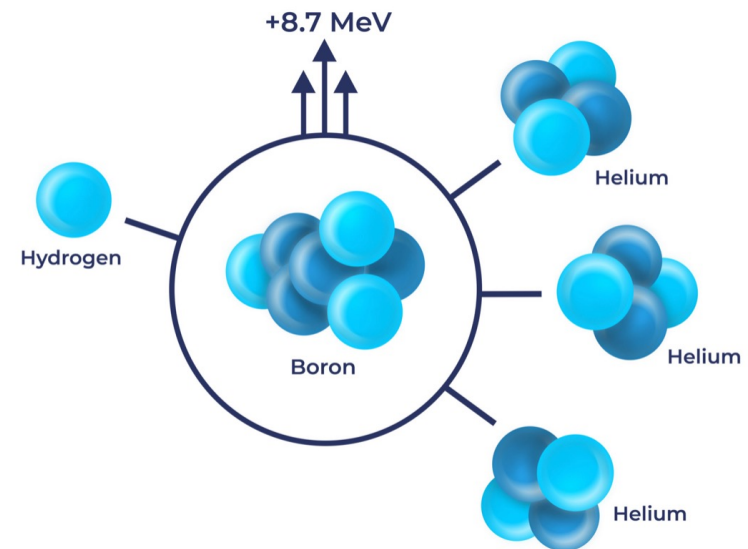
<https://alpharing.com>

Energy of the Future

Nuclear fusion is the process where two light nuclei merge to form a single heavier nucleus.

It is the most efficient and clean way to produce energy known to humanity. It is also the process the stars, including our Sun, use to create energy. It is ten times more fuel-efficient than nuclear fission, promising to solve our energy needs once and for all.

We are working on making aneutronic Proton-Boron fusion a reality here, today.



Fusion: two light nuclei merge to form a single, heavier nucleus.

Our approach

Get in touch

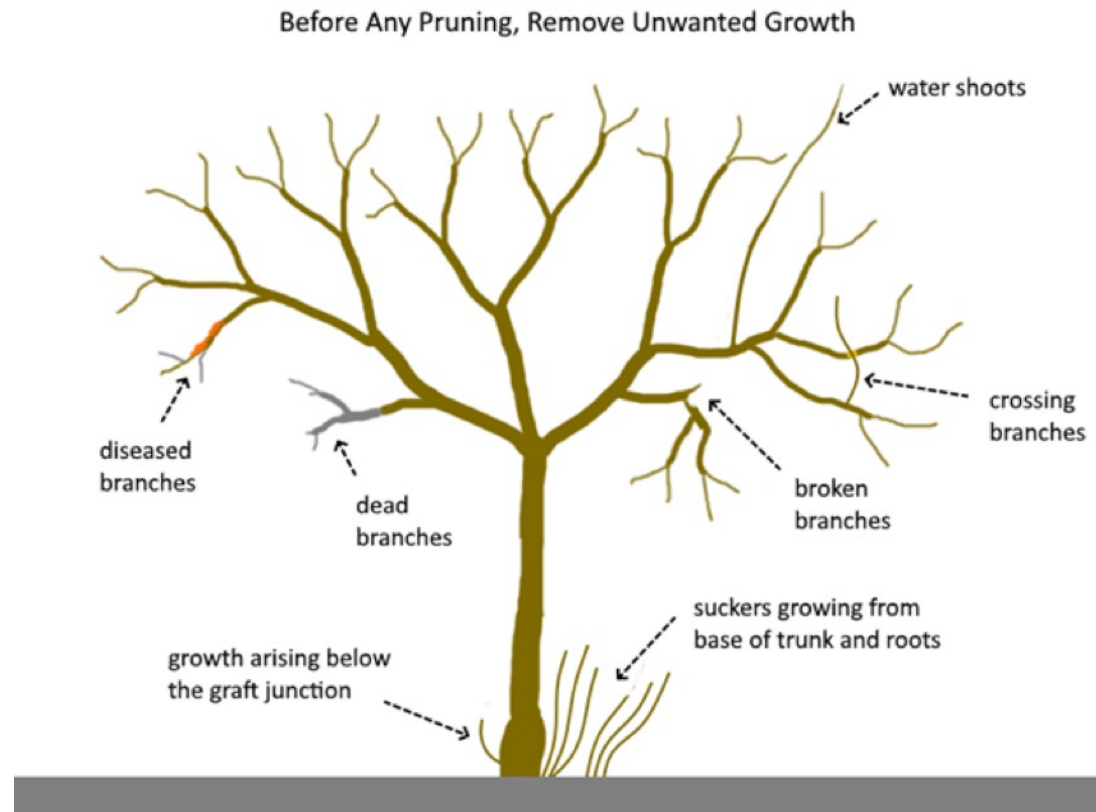
D6. Stimulating Crop Growth

• Background

- Machine learning in image recognition crop growth status and crop management strategy

• Task Goal

- Establish the ideal growth model of crops
- By using the image recognition find the crop growth status. Mark the unwanted growth. Give suggestion of the location to do the pruning.
- Using climate and soil data to give suggestion for irrigation and fertilization



D7. Electronic Car Predictive Maintenance

- **Background**

- Car Fixing and Predictive Maintenance are important issues in the automobile industry
- Pure electronic car is relative new

- **Task Goal**

- Model Knowledge Graphs of the functioning of subsystems in an electronic car
- Studying the sensors available in novel cars
- Detection Car Problems from sensors
- Prediction of maintenance requirements based on sensor signals
- Incorporating other information such as environmental and demographical patterns into consideration.



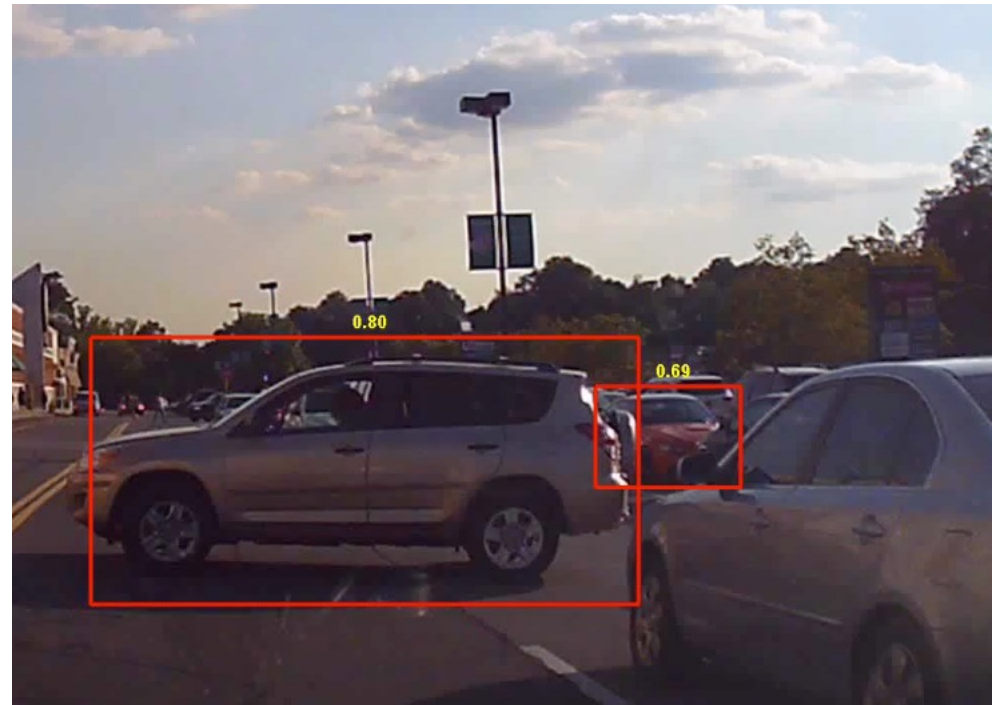
D8. Autonomous Driving

- **Background**

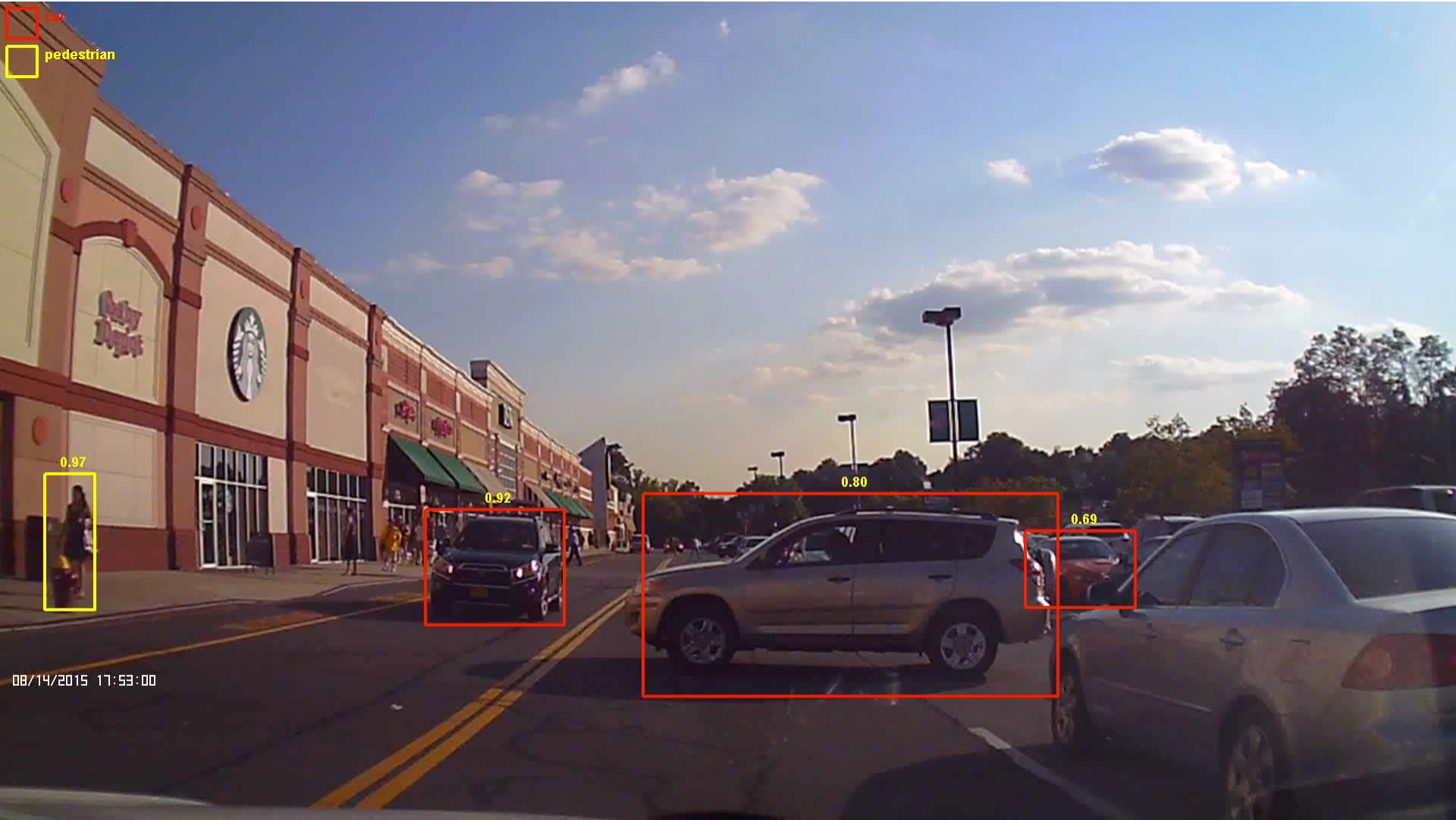
- Autonomous Driving is becoming mature
- Autonomous Driving has to consider the complex situations in the road.

- **Task Goal**

- Explore and experiment on autonomous driving technologies
- Utilizing sensors to come up with optimal strategies to drive the car.
- Build a Game Theory and Bayesian Network model to consider the complex behaviors on the road.

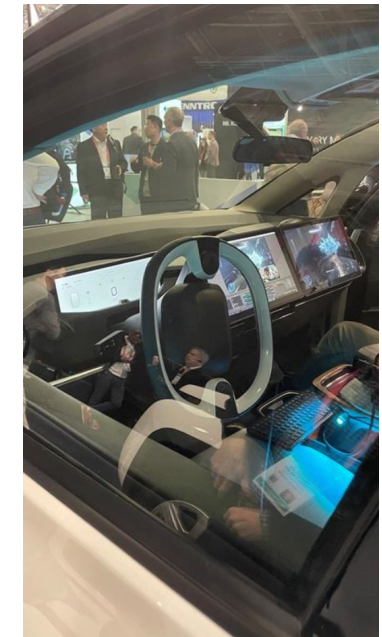


Example: Mobile Cognition in complex scenario



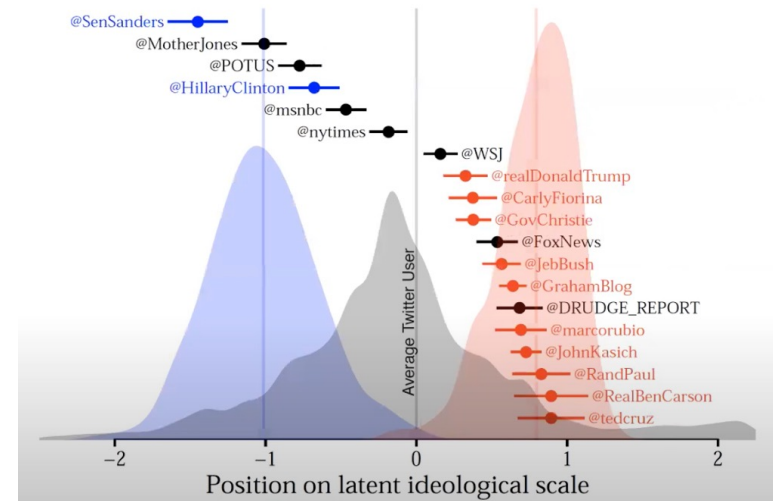
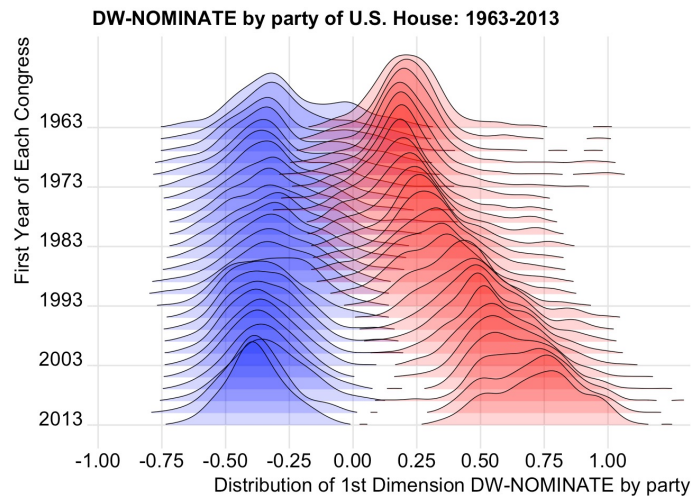
D9. Smart Cabin of Electrical Vehicles

- **Background**
 - Cars are being connected with all kinds of systems in a city
 - Novel applications in car based on digital human platform.
- **Task Goal**
 - Exploring novel car driving experience via Digital Human



D10. Social Policy Monitoring

- **Background**
 - Social Issue and Policies have been impacting people's life
- **Task Goal**
 - Information Mining from Social Media to analyze the impact of social policy.
 - Analyze the effectiveness of policy making



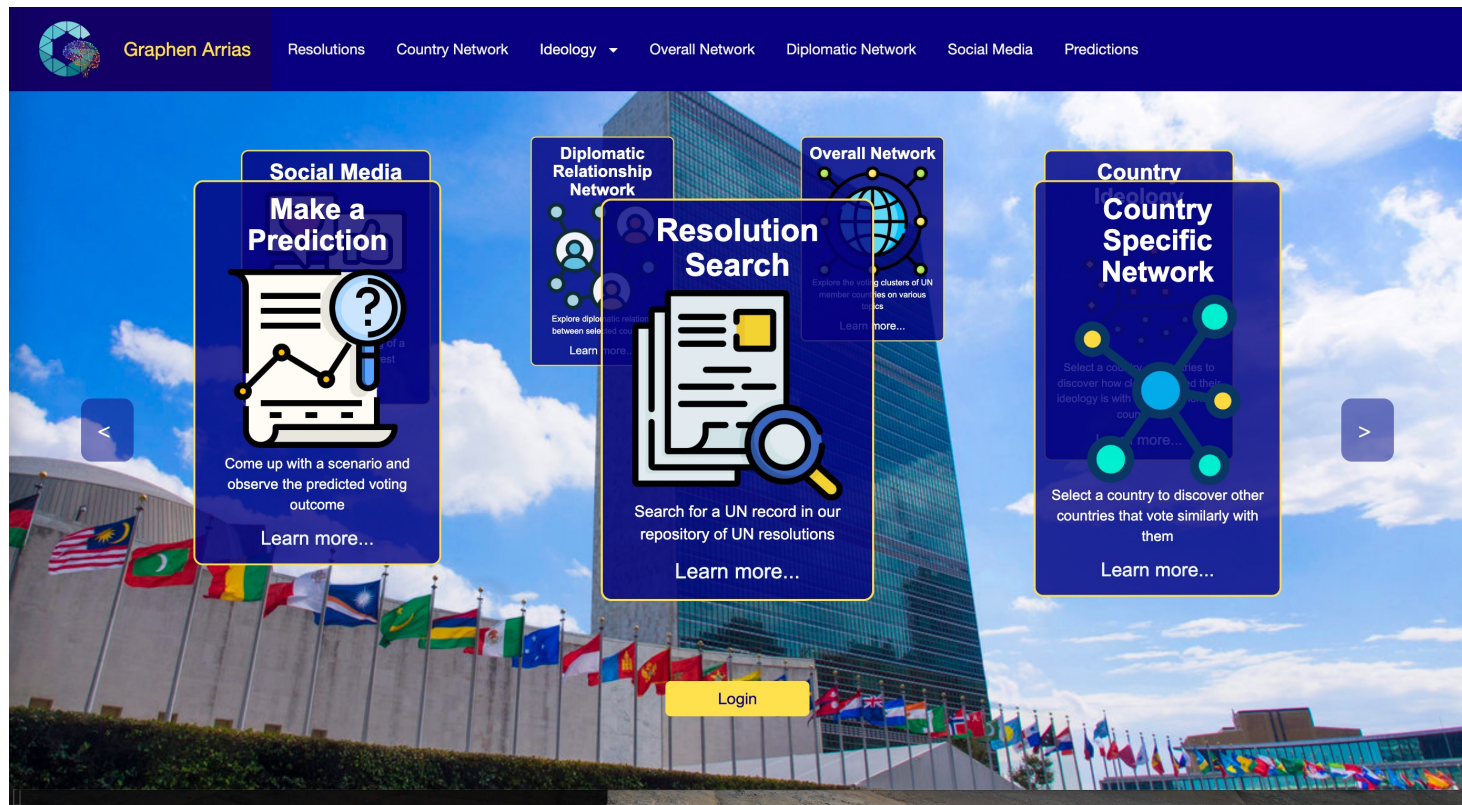
D11. International Relations and Policy Monitoring

• Background

- Relationships between countries have been a major issue toward world policy changes

• Task Goal

- Large-Scale Data Mining of international relationship evolutions
- Visualize and create early alert of relationship changes

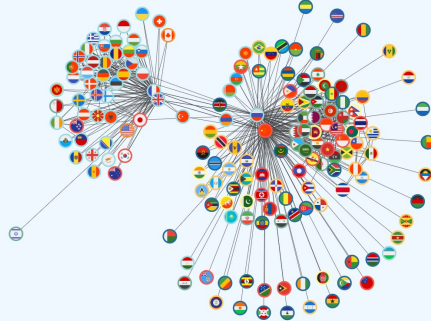


Voting Concurrence Among UN Members

All

*The threshold set for All Topics is 60%

+ - Reset



Keyword: Taiwan

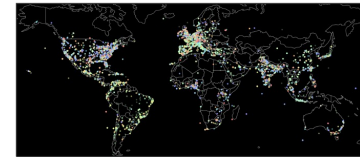
Date

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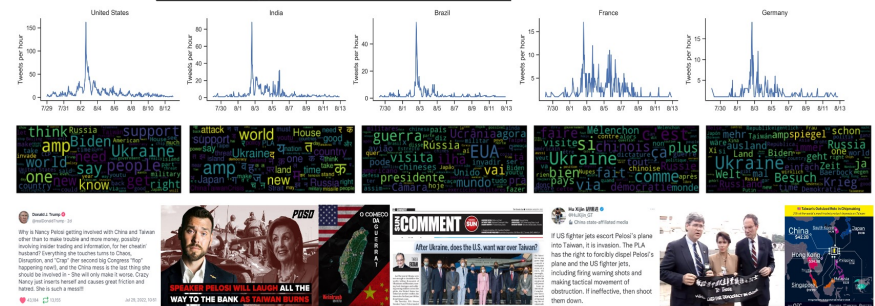
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Countries:

- United States
- India
- Brazil
- France
- Germany
- Japan
- Australia
- Canada



Positive	Country	#Tweets
1.0	United States	4143
0.5	Taiwan	3305
0.0	China	1491
-0.5	India	1444
-1.0	Brazil	709
	United Kingdom	613
	France	599
	Canada	595
	Spain	592
	Australia	544



Graphen Arrias
Resolutions
Country Network
Ideology
Overall Network
Diplomatic Network
Social Media
Predictions

Pick a Country

United States

United States Specific Network

United States

Region: North America

Total Population: 331,501,080

Life Expectancy: 77 years

GDP Per Capita: \$63,206.52

Annual Inflation: 1.23%

Unemployment: 8.05%

Balance of Payment: -\$616,087,900,000.00

Countries with United States

Number of Connections:

Albania, Andorra, Argentina, Belgium, Bulgaria, Canada, Switzerland, Republic, Germany, Finland, France, Micronesia, Georgia, Hungary, Iceland, Israel, Liechtenstein, Monaco, Moldova, Macedonia, Malta, Norway, New Zealand, Portugal, Romania, Slovak Republic, South Africa

Twitter List of US Ambassadors

Tweets from U.S. Ambassadors

Department of State @StateDept · 60 Members



Ambassador Michael Adler @USAmbBelgium · 15m

Pleased to meet with Belgium's new State Secretary for Asylum and Migration @Nicole_demoor to discuss our mutual support for #Ukraine and shared priorities.



Twitter List of China State Media

Tweets from China state media

Eric Liu 刘力朋 @EricLiu_USA · 275 Members



CGTN Europe @CGTNEurope · 3m

China state-affiliated media
#BREAKING: Gutierrez at UN Security Council meeting: Warning lights are flashing at Zaporizhzhya nuclear power plant. Plant security must be stabilized.



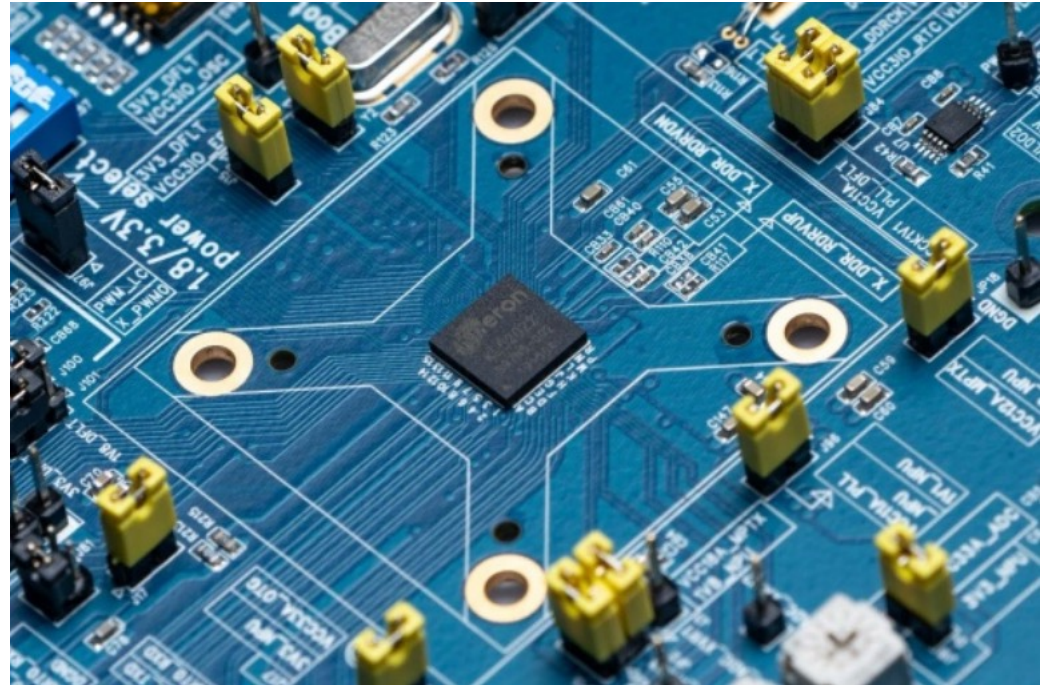
Global Times @globaltimesnews · 4m

China state-affiliated media
#GTGraphic: Half a year into the #UkraineCrisis, the US has provided \$9.9 billion in military aid to Ukraine as of Aug 19 and has announced an extra \$3 billion on Wed. Meanwhile, the US still owes \$2 billion to the UN's flagship Green Climate Fund.



D12. AI Chips – AI System on Chip

- **Background**
 - Hardware AI Chips design is getting more and more popular
- **Task Goal**
 - Explore the functions and roadmaps of Edge AI Chips



D13. AI Chips -- Neural Processing Units

- **Background**
 - Hardware AI Chips design is getting more and more popular
- **Task Goal**
 - Explore the functions and roadmaps of AI Chips based on Neural Processing Units



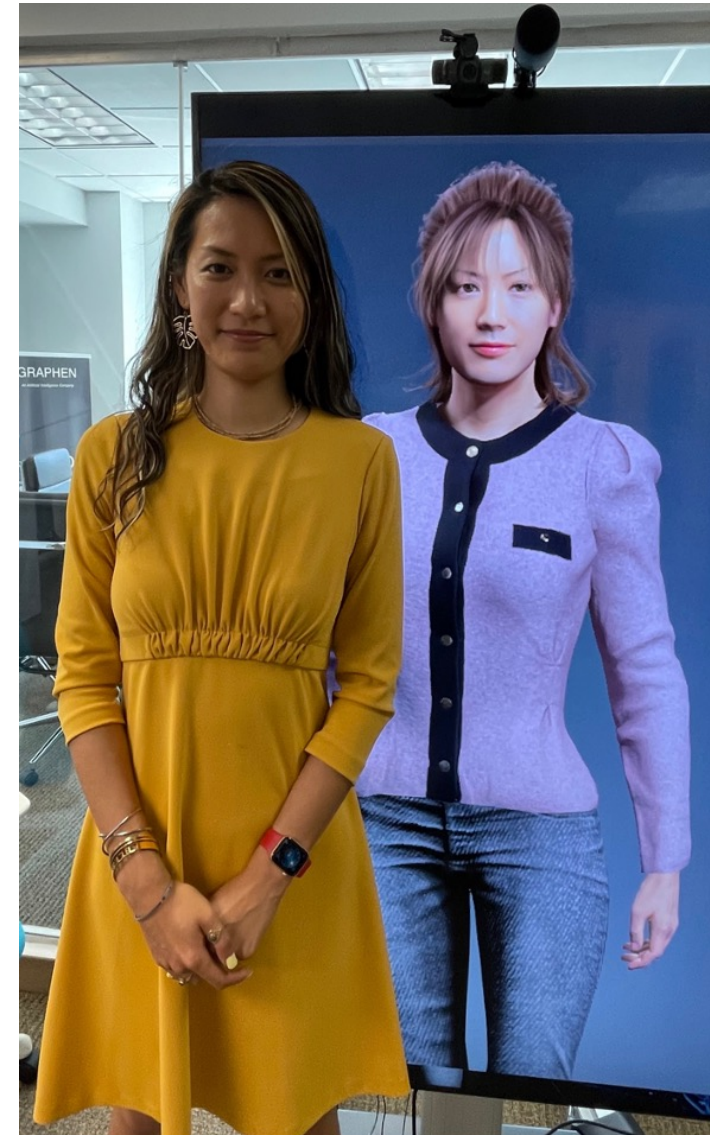
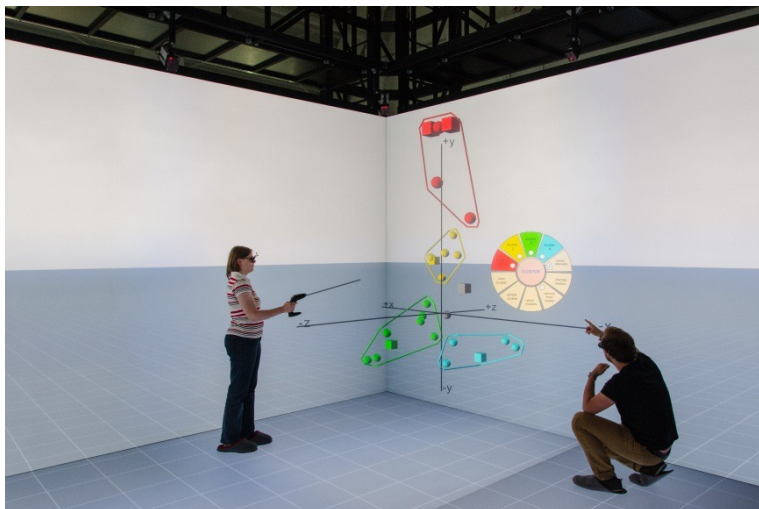
D14. Exploration in Immersive Environment

• Background

- Augment Reality is now becoming more popular and more and more devices have been available in the market.
- So far, less research and few systems are available for exploring networks in such condition.

• Task Goal

- A team will design and implement augment reality applications based on Google Lens or Graphen Space.



D15. Computer Vision Enhanced Immersive Environment

• Background

- Augment Reality is now becoming more popular and more and more devices have been available in the market.
- Computer Vision techniques, such as objection recognition, can further enhance the intelligence and improve the capability of what can be achieved.

• Project Goal

- A team will design and implement an augment reality application based on HoloLens or GoogleLens.
- Some computer vision techniques will be implemented, such as object recognition and OCR.
- The team encouraged to bring out any interesting usage scenarios on how these techniques can seamlessly enhance user experience of HoloLens or Google Lens.

