

# INTRODUÇÃO À COMPUTAÇÃO COGNITIVA

**Cleber Hostalácio de Melo**  
**GTE – Gerência de Tecnologia**



THE CENTAUR  
EXCAVATIONS AT VOLOS

Do you believe in centaurs?

Vólos, Grécia



Vólos

Bóλος

Grécia

Ensolarado · 31 °C  
17:25

Rotas



SALVAR



PROXIMIDADES



ENVIAR PARA  
SMARTPHONE



COMPARTILHAR

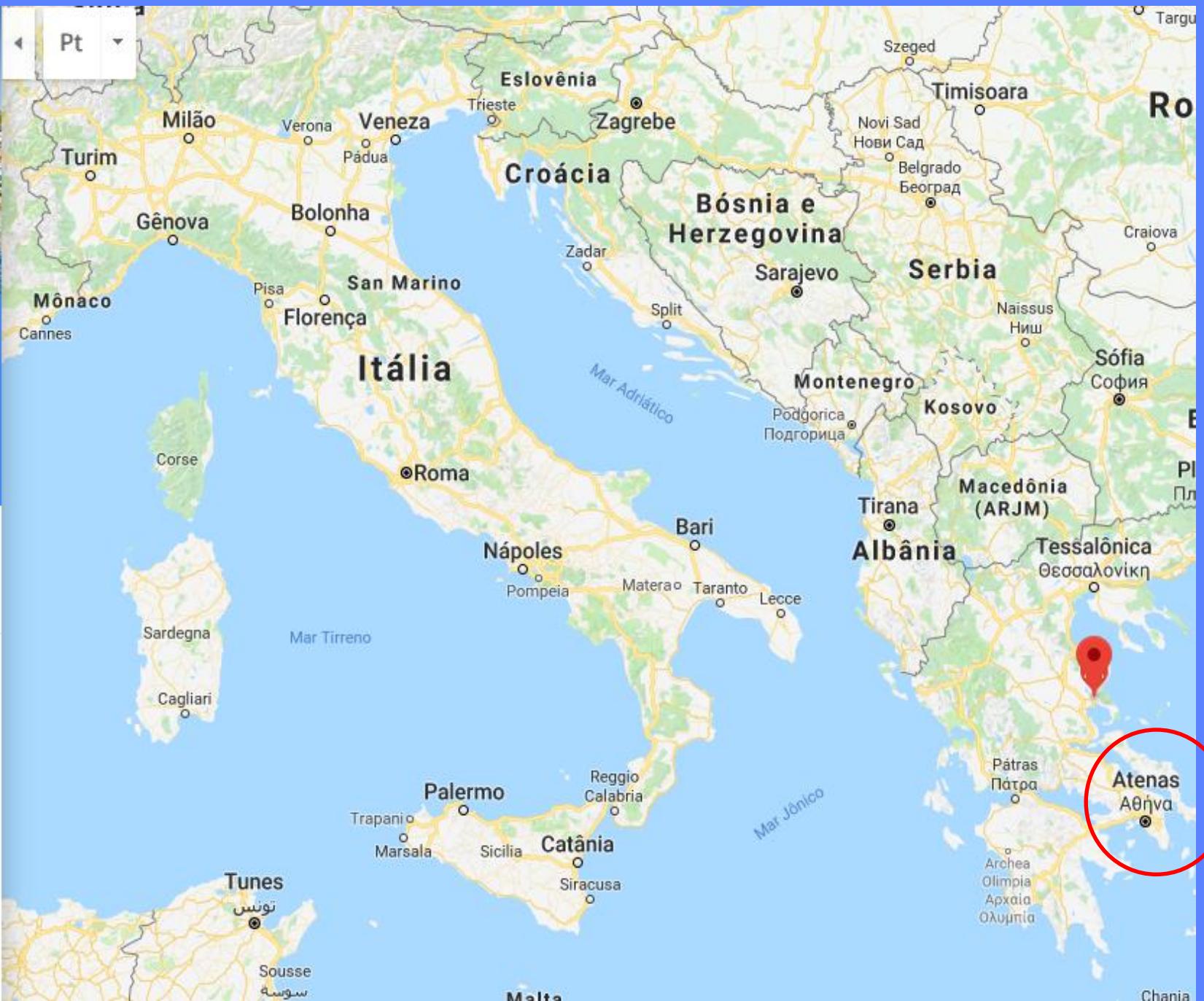


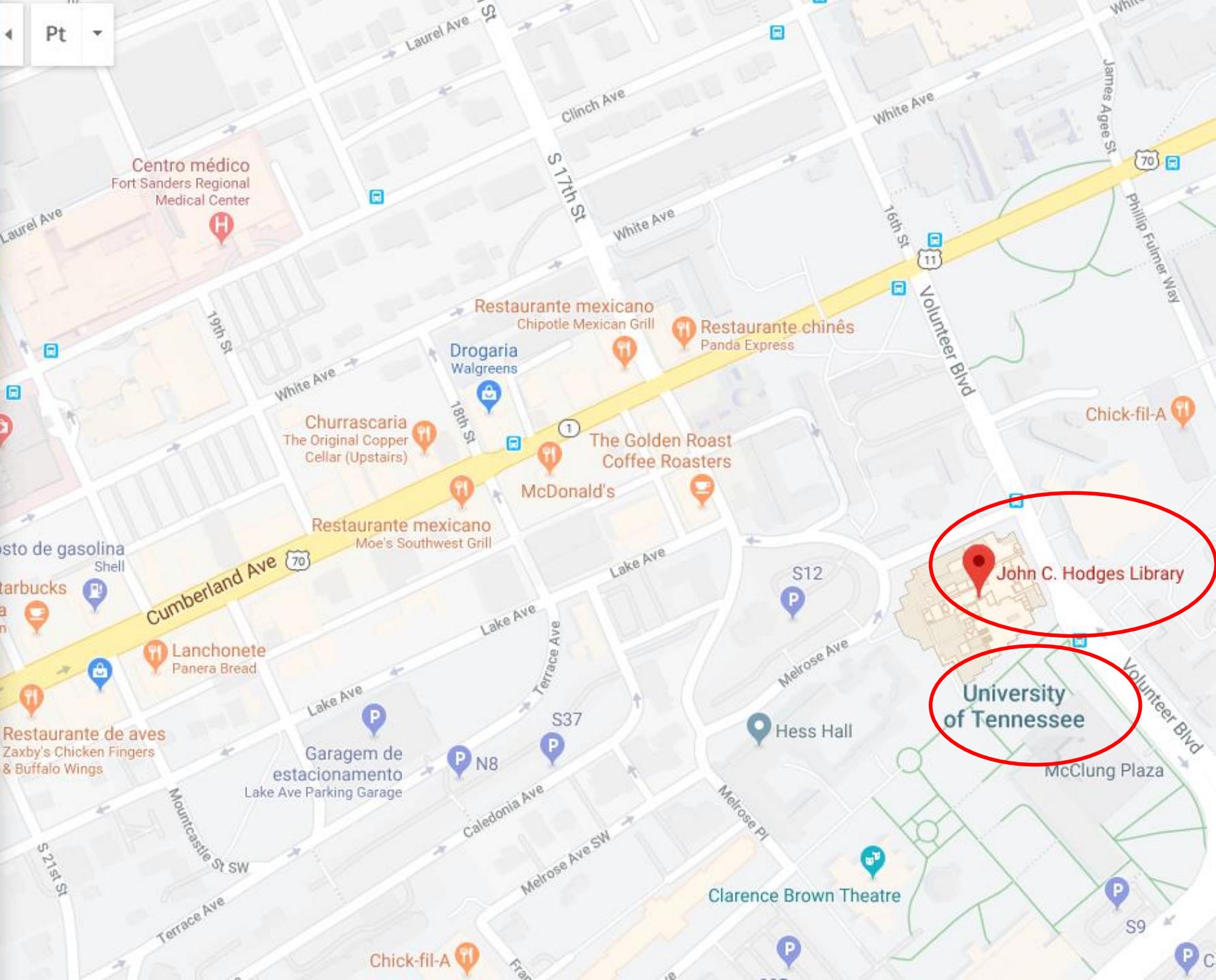
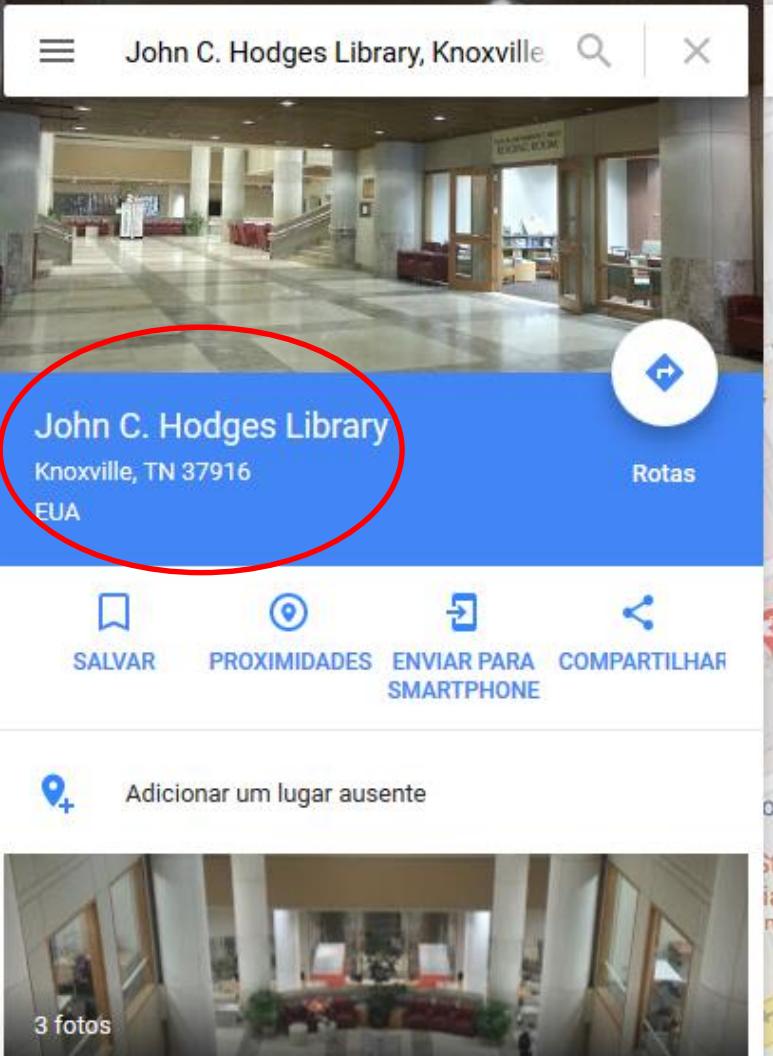
Fotos



## Fatos rápidos

Vólos é uma cidade situada no centro da Grécia, a cerca de 326km ao norte de Atenas e 215km ao sul de Tessalônica. É a capital da prefeitura da Magnésia. [Wikípédia](#)





# Computação Cognitiva

Procura-se uma definição convincente!

# Cognitive Computing Consortium



Pivotal

Next Era  
Research

CustomerMatrix



Google



ektron

Synthexis

 Cognitive Scale

# Cognitive Computing Consortium

## Cognitive Computing Defined

Cognitive computing makes a new class of problems computable. It addresses complex situations that are characterized by ambiguity and uncertainty; in other words it handles human kinds of problems. In these dynamic, information-rich, and shifting situations, data tends to change frequently, and it is often conflicting. The goals of users evolve as they learn more and redefine their objectives. To respond to the fluid nature of users' understanding of their problems, the cognitive computing system offers a synthesis not just of information sources but of influences, contexts, and insights. To do this, systems often need to weigh conflicting evidence and suggest an answer that is "best" rather than "right".

Cognitive computing systems make context computable. They identify and extract context features such as hour, location, task, history or profile to present an information set that is appropriate for an individual or for a dependent application engaged in a specific process at a specific time and place. They provide machine-aided serendipity by wading through massive collections of diverse information to find patterns and then apply those patterns to respond to the needs of the moment.

Cognitive computing systems redefine the nature of the relationship between people and their increasingly pervasive digital environment. They may play the role of assistant or coach for the user, and they may act virtually autonomously in many problem-solving situations. The boundaries of the processes and domains these systems will affect are still elastic and emergent. Their output may be prescriptive, suggestive, instructive, or simply entertaining.

In order to achieve this new level of computing, cognitive systems must be:

### Adaptive

They must learn as information changes, and as goals and requirements evolve. They must resolve ambiguity and tolerate unpredictability. They must be engineered to feed on dynamic data in real time, or near real time.

### Interactive

They must interact easily with users so that those users can define their needs comfortably. They may also interact with other processors, devices, and Cloud services, as well as with people.

### Iterative and stateful

They must aid in defining a problem by asking questions or finding additional source input if a problem statement is ambiguous or incomplete. They must "remember" previous interactions in a process and return information that is suitable for the specific application at that point in time

### Contextual

They must understand, identify, and extract contextual elements such as meaning, syntax, time, location, appropriate domain, regulations, user's profile, process, task and goal. They may draw on multiple sources of information, including both structured and unstructured digital information, as well as sensory inputs (visual, gestural, auditory, or sensor-provided).

Cognitive systems differ from current computing applications in that they move beyond tabulating and calculating based on preconfigured rules and programs. Although they are capable of basic computing, they can also infer and even reason based on broad objectives.

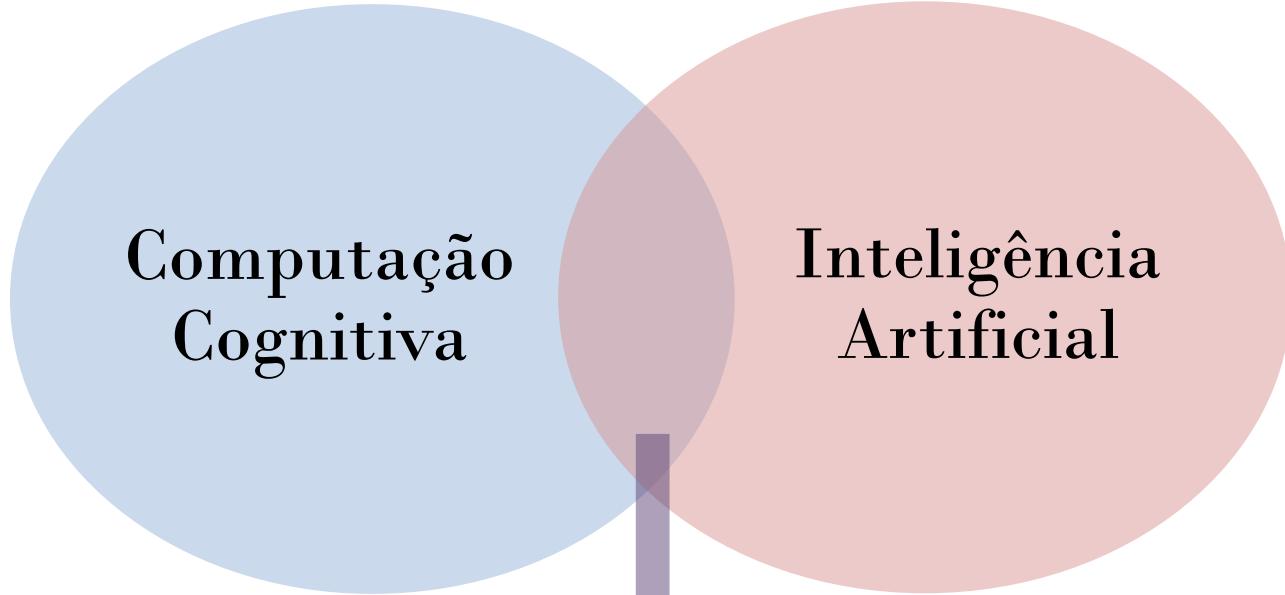
Beyond these principles, cognitive computing systems can be extended to include additional tools and technologies. They may integrate or leverage existing information systems and add domain or task-specific interfaces and tools as required.

Many of today's applications (e.g., search, ecommerce, eDiscovery) exhibit some of these features, but it is rare to find all of them fully integrated and interactive.

Cognitive systems will coexist with legacy systems into the indefinite future. Many cognitive systems will build upon today's IT resources. But the ambition and reach of cognitive computing is fundamentally different. Leaving the model of computer-as-appliance behind, it seeks to bring computing into a closer, fundamental partnership in human endeavors.

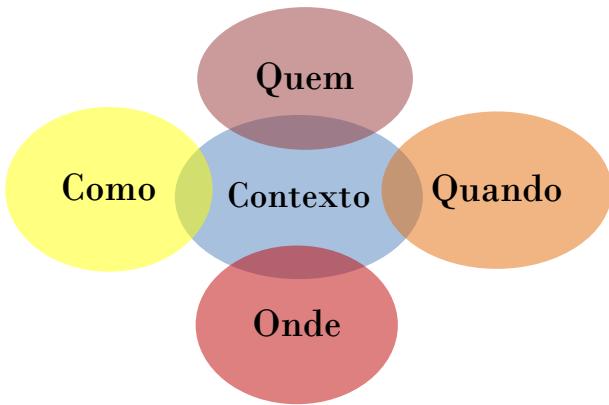
# Cognitive Computing Consortium

<https://cognitivecomputingconsortium.com/>

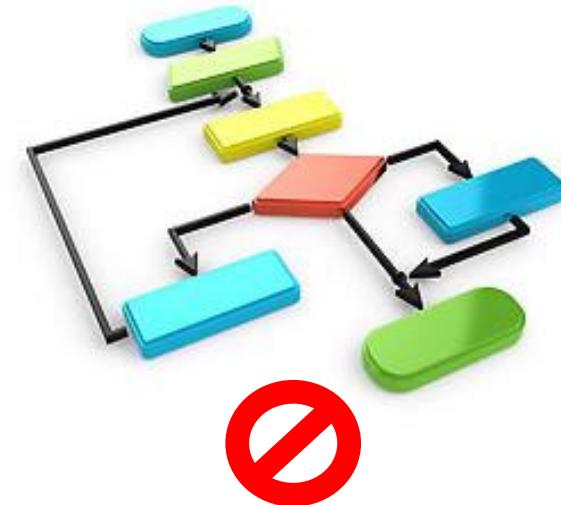
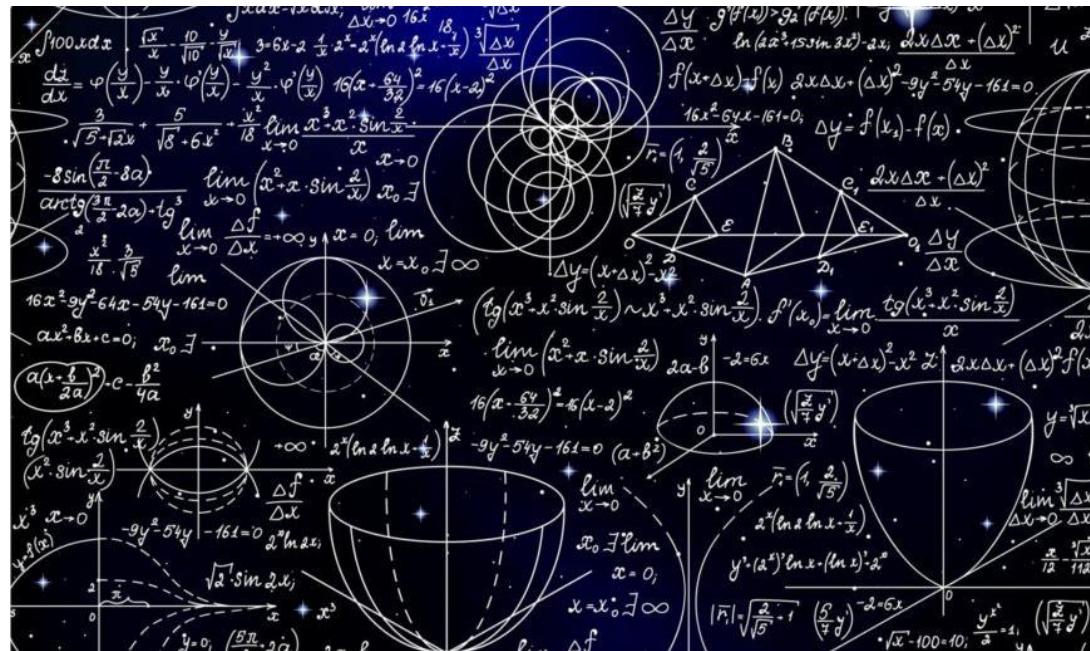


Atividades ou problemas complexos

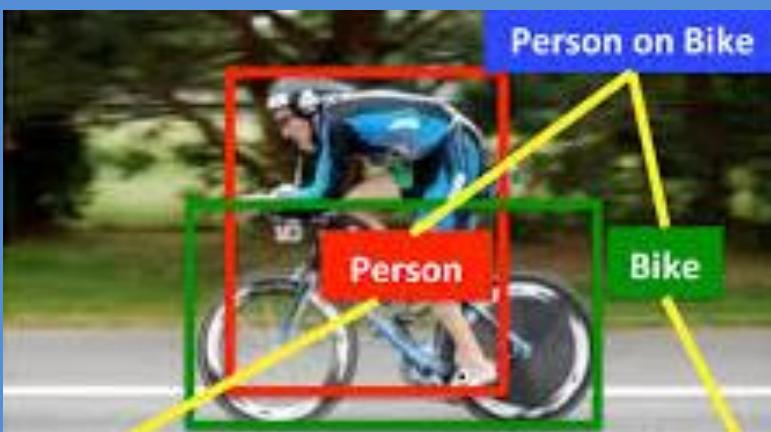
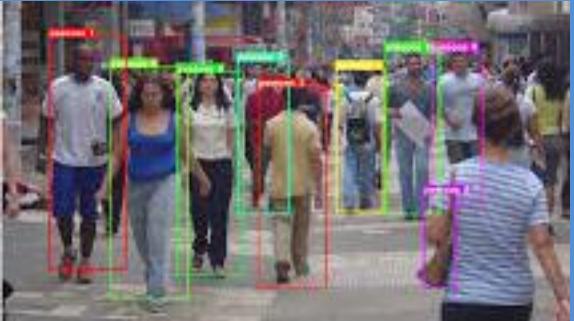
## Atividade complexa?



## Problema complexo?

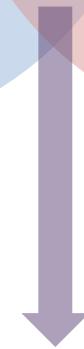
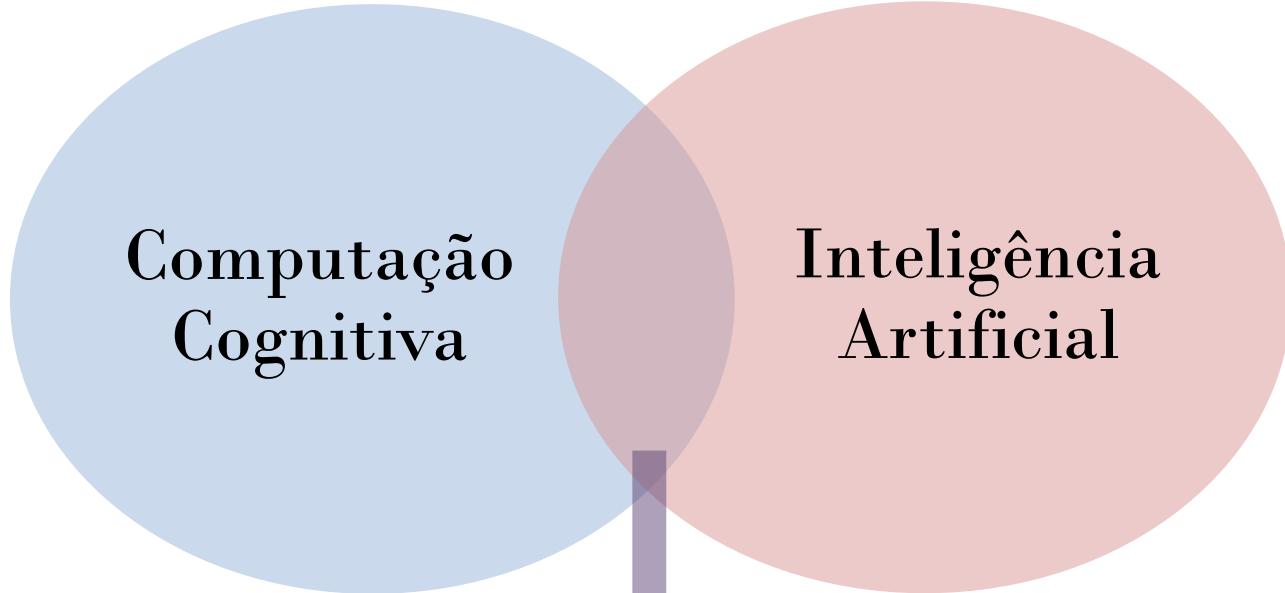


# Contexto Computável



# Contexto Computável

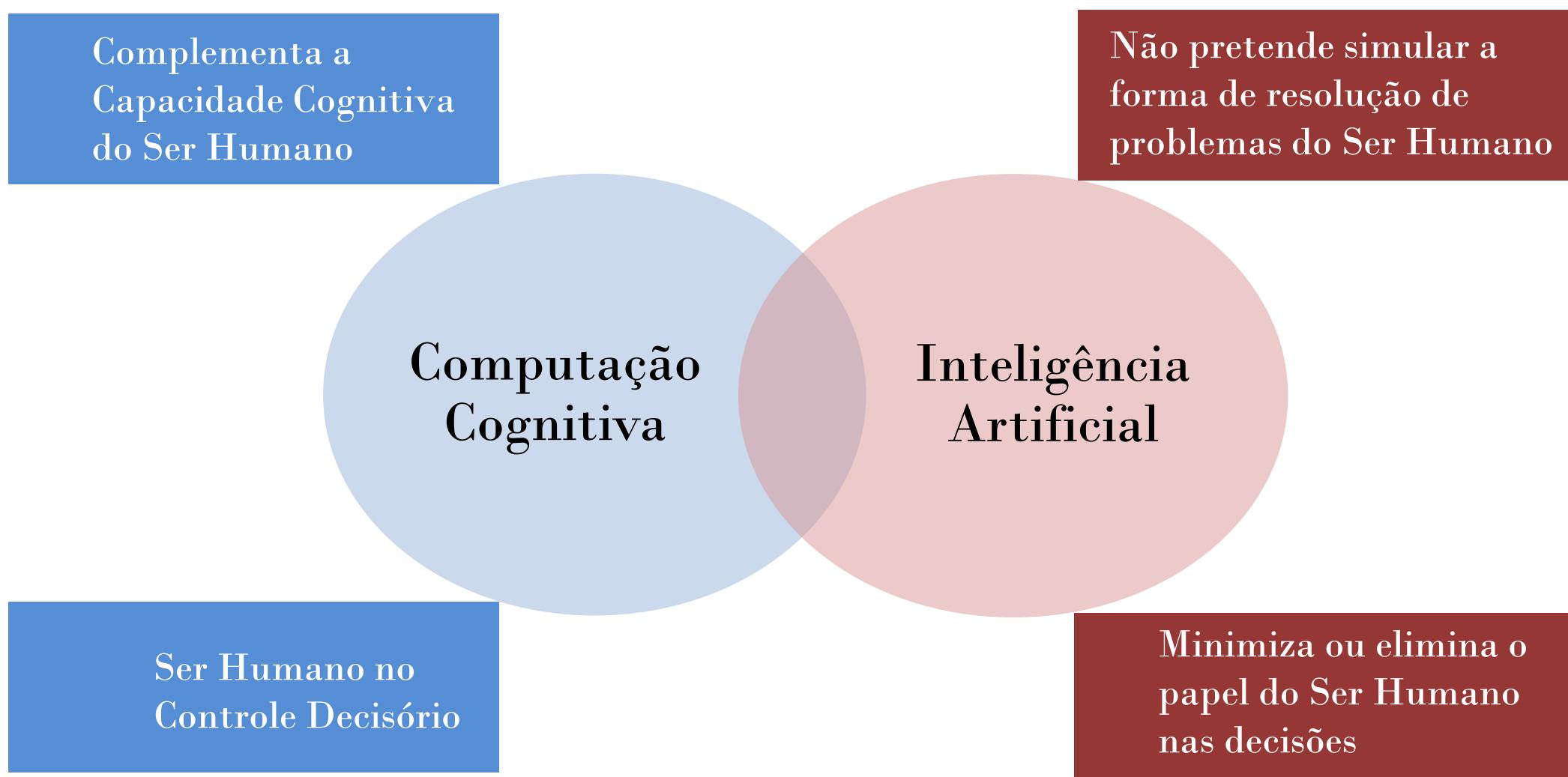




Atividades ou problemas complexos

Mesmos fundamentos científicos e tecnológicos

# DIFERENÇAS?

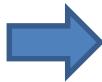




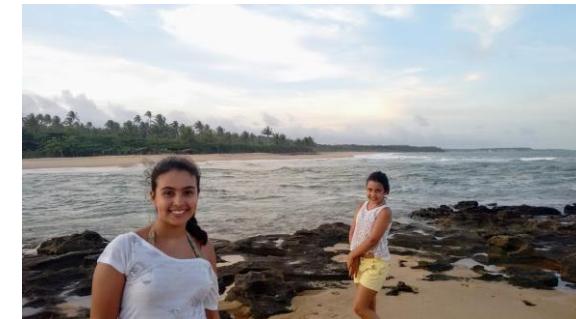
# Sistema de Reconhecimento de Imagem

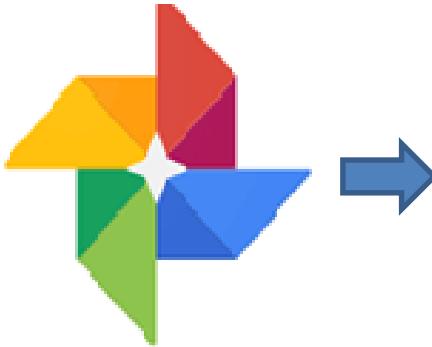
## Computação Cognitiva?

## Inteligência Artificial?



Pessoas





cachorros





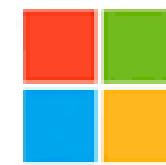
# Papel Decisório - Inteligência Artificial



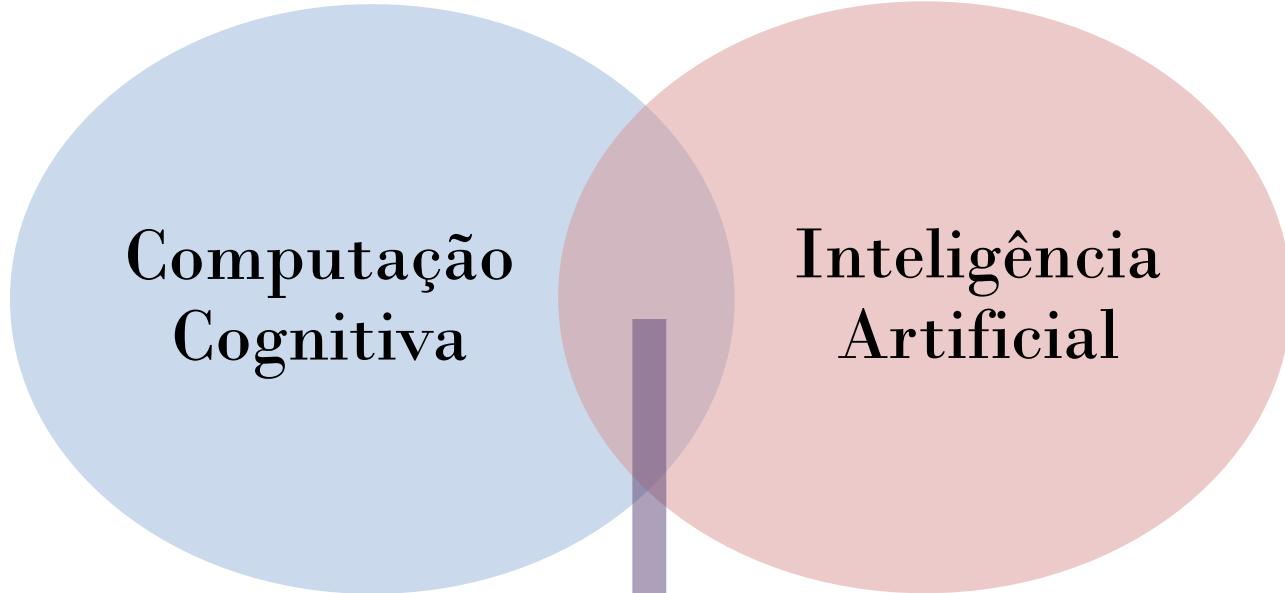


Grupo  
**ONCOCLÍNICAS**

Sua vida. Nossa vida.

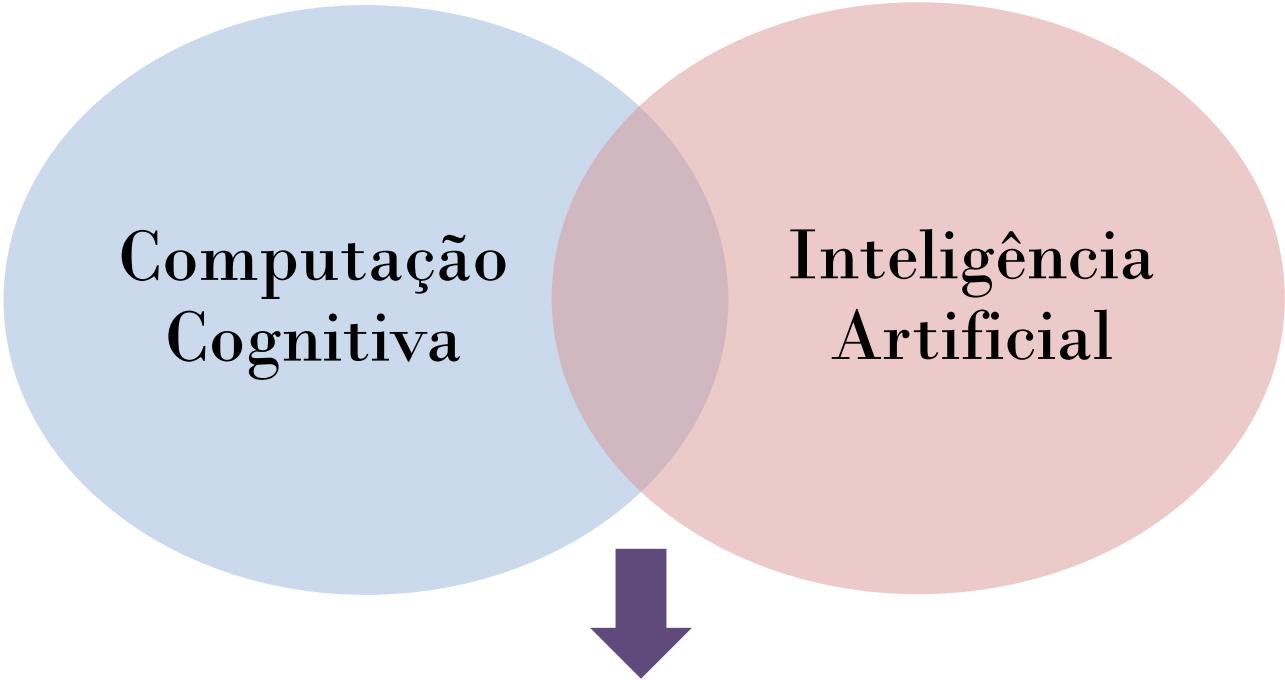


**Microsoft**



Solução de problemas complexos

Mesmos fundamentos científicos e tecnológicos



Reconhecimento  
de  
Fala

Reconhecimento  
de  
Imagem

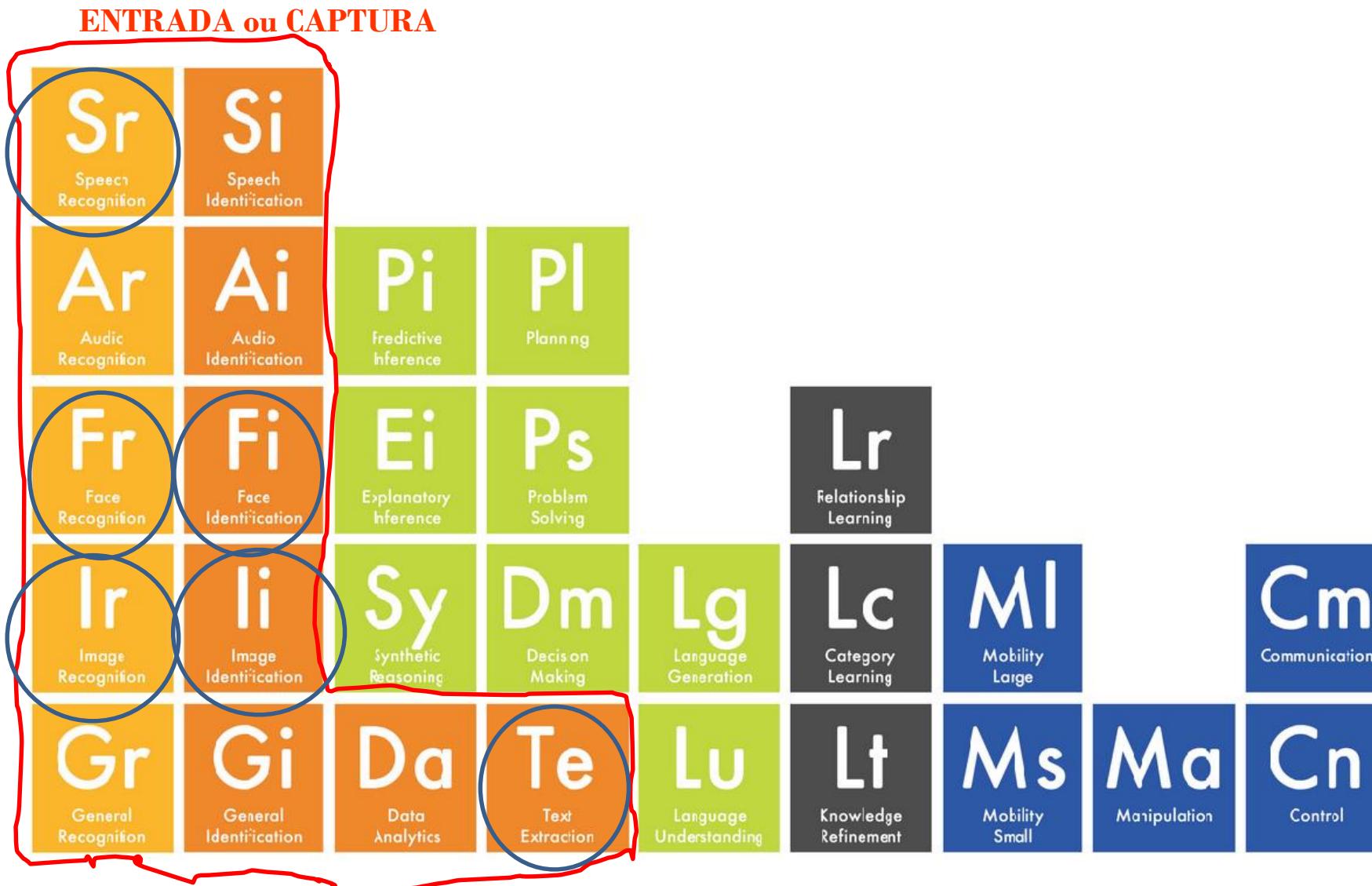
Síntese  
de  
Fala

Análise de Texto

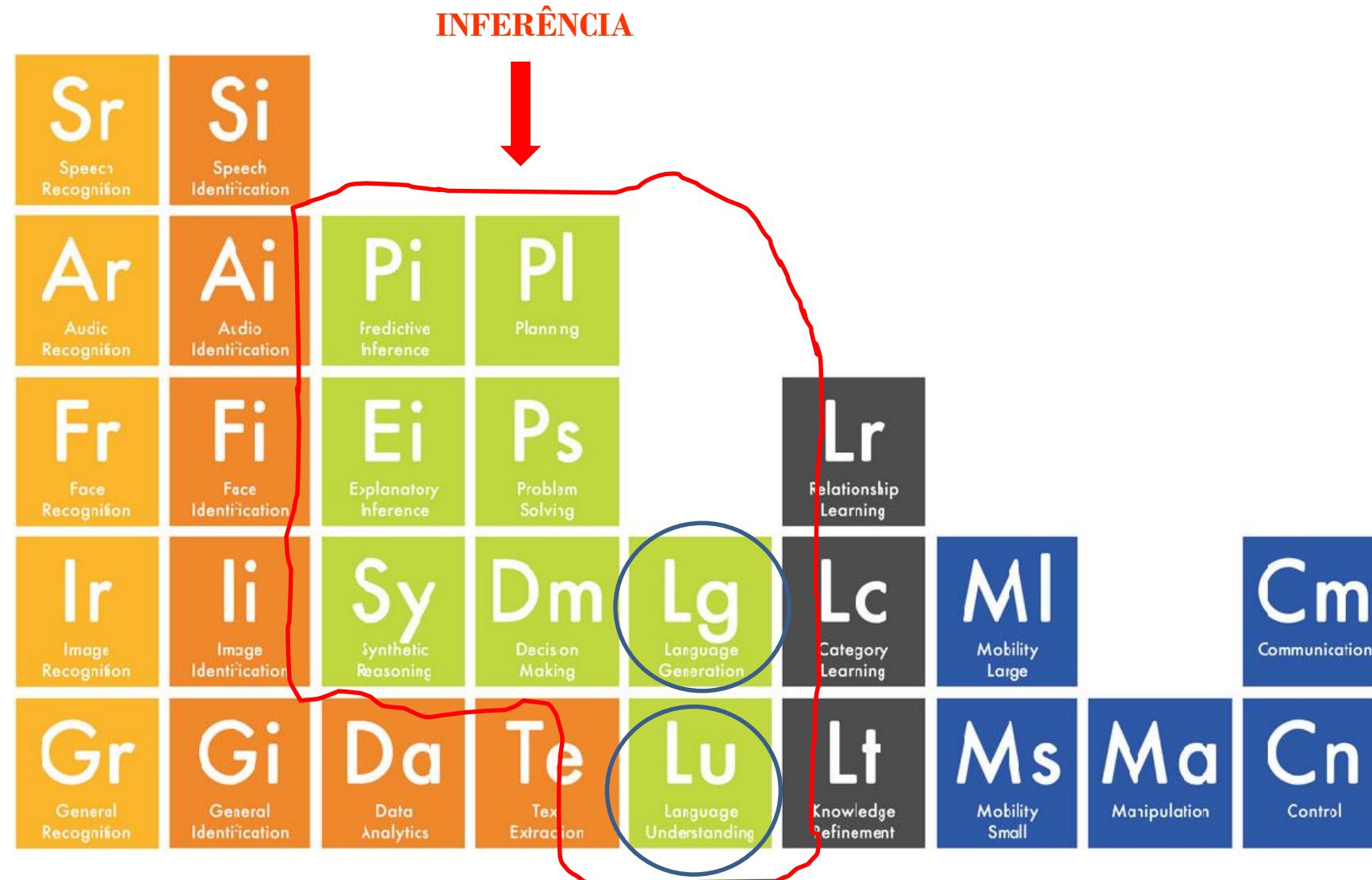
Análise de  
Dados

Aprendizado de Máquina

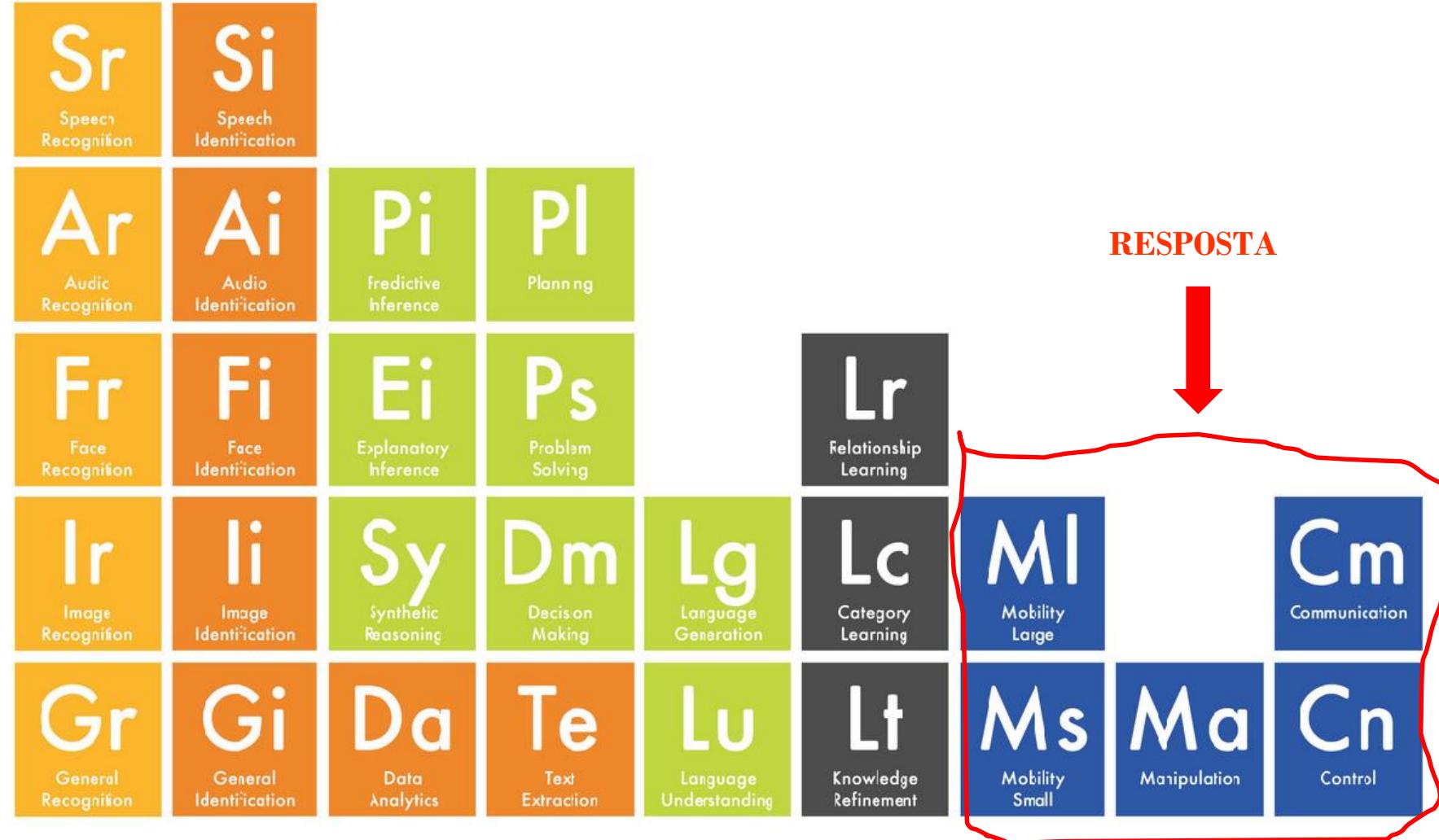
# Sistemas Inteligentes – Blocos Construtivos

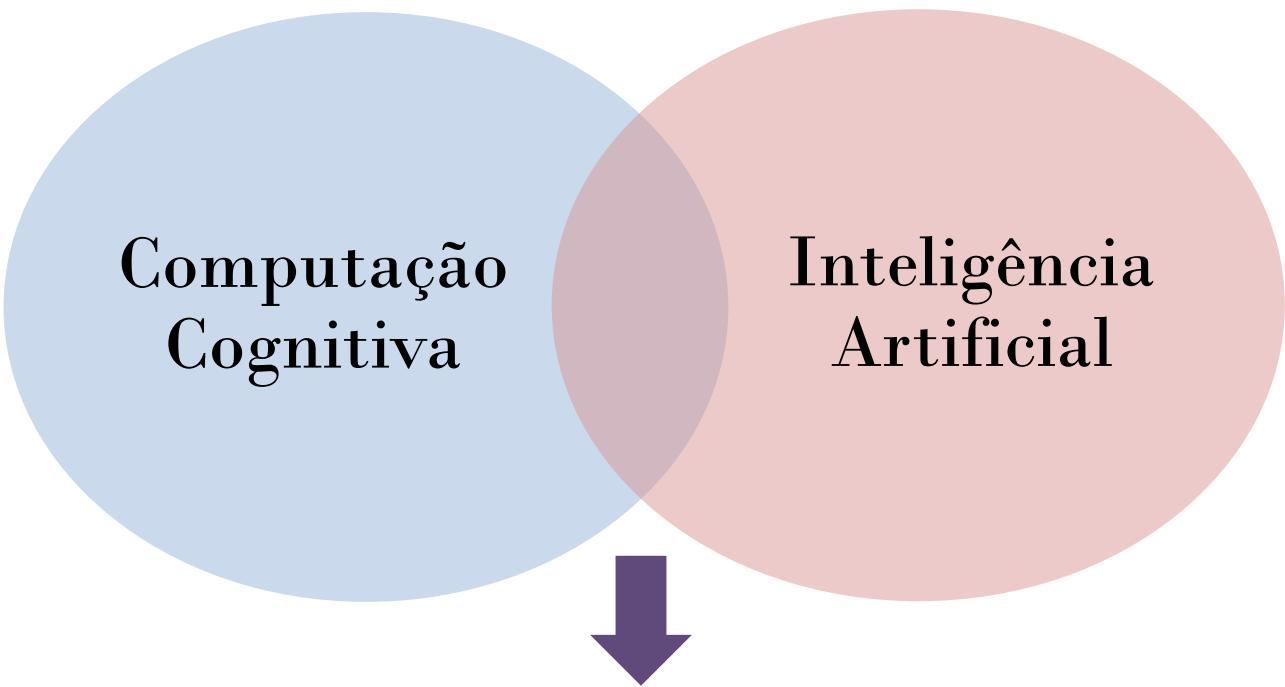


# Sistemas Inteligentes – Blocos Construtivos



# Sistemas Inteligentes – Blocos Construtivos





Reconhecimento  
de  
Fala

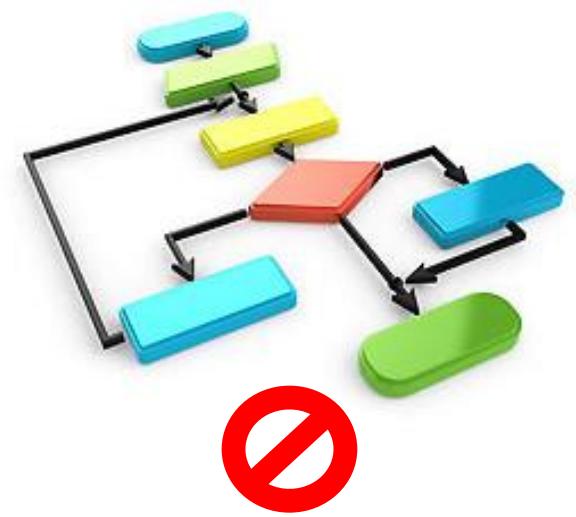
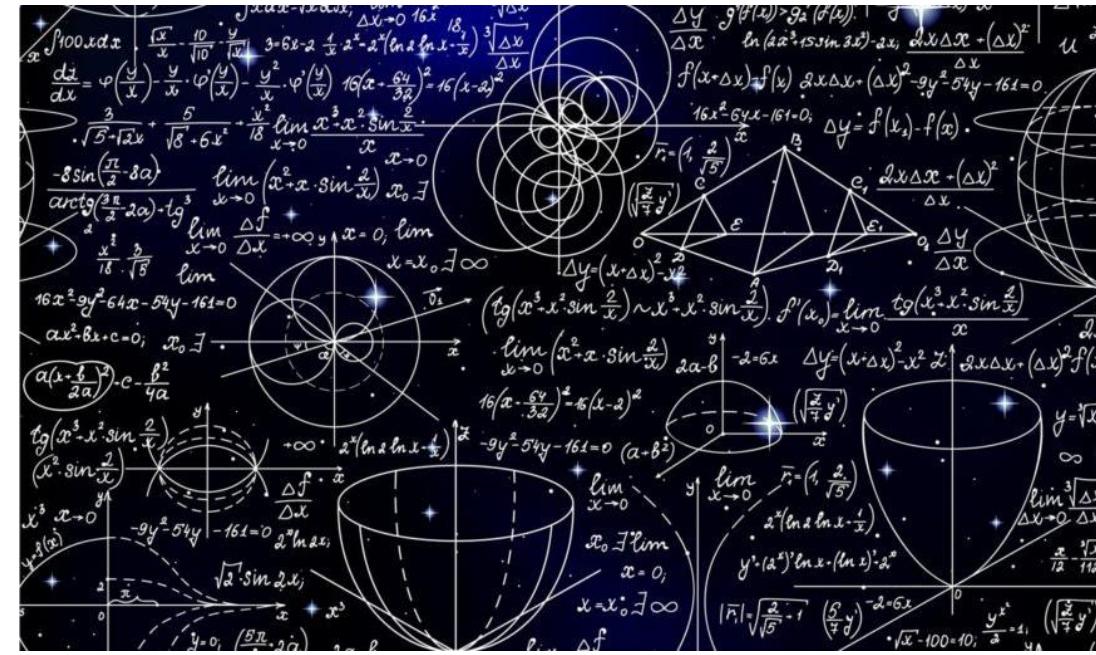
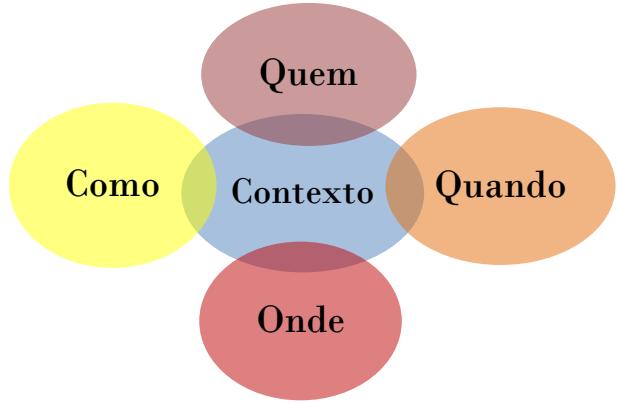
Reconhecimento  
de  
Imagem

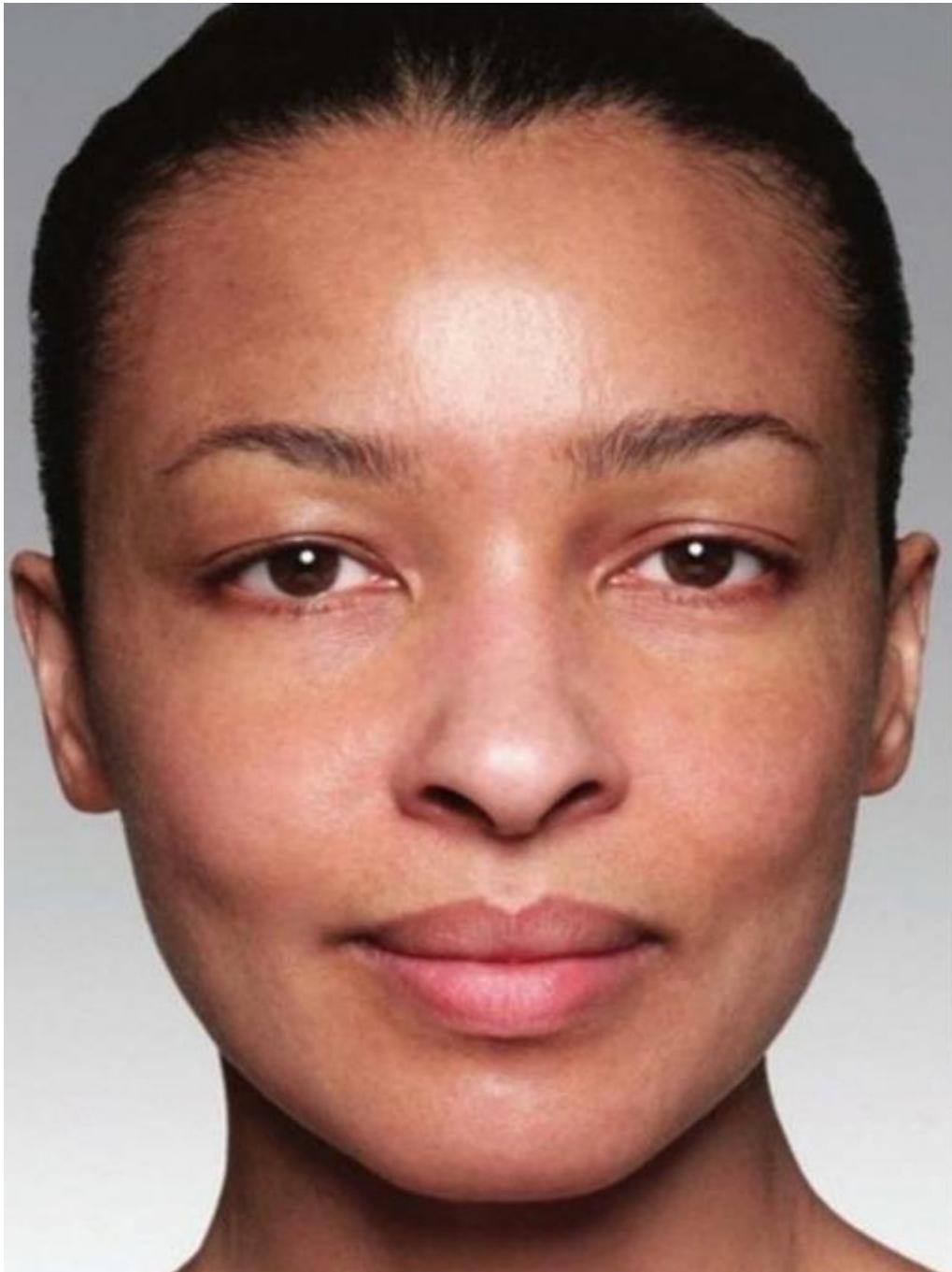
Síntese  
de  
Fala

Análise de Texto

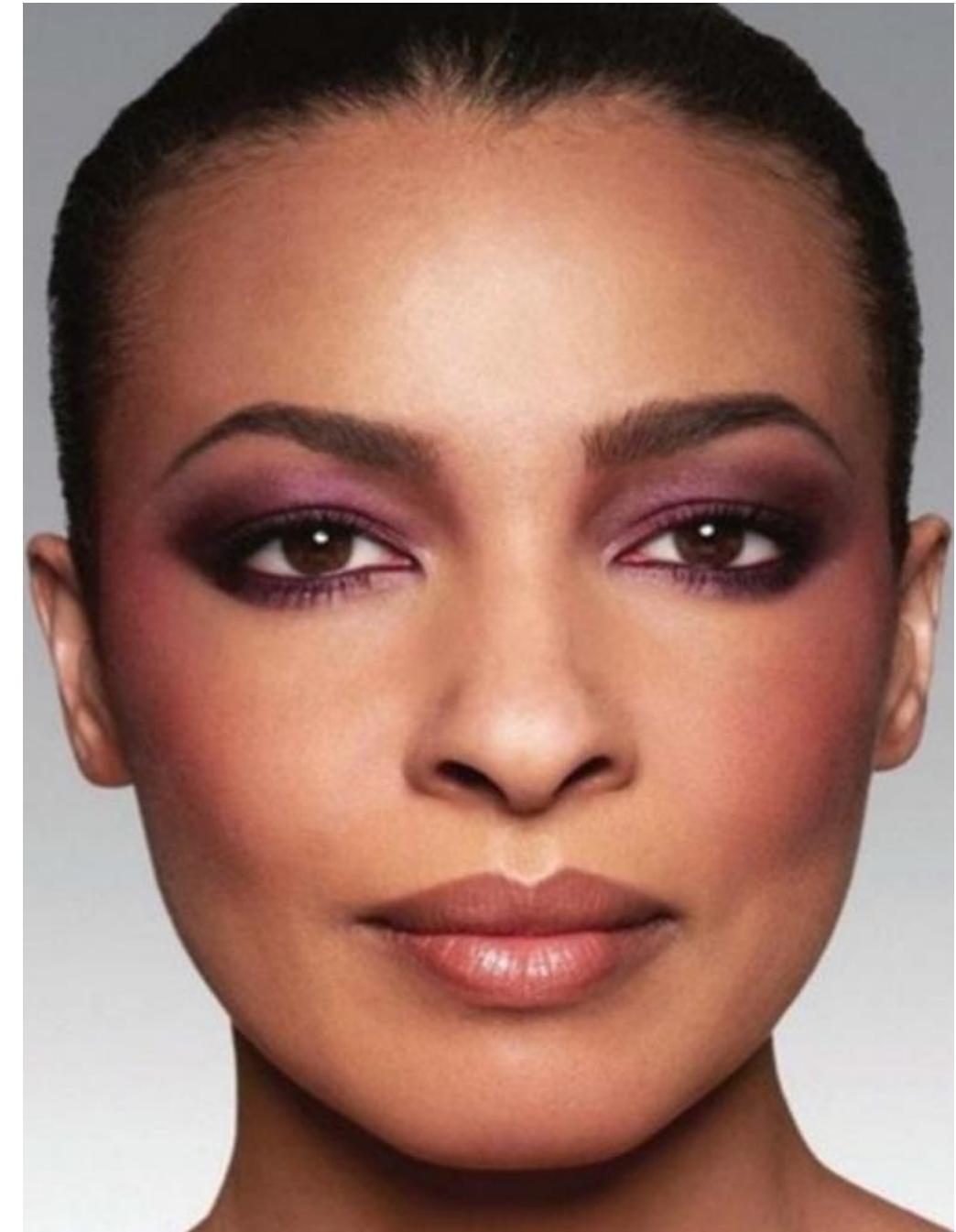
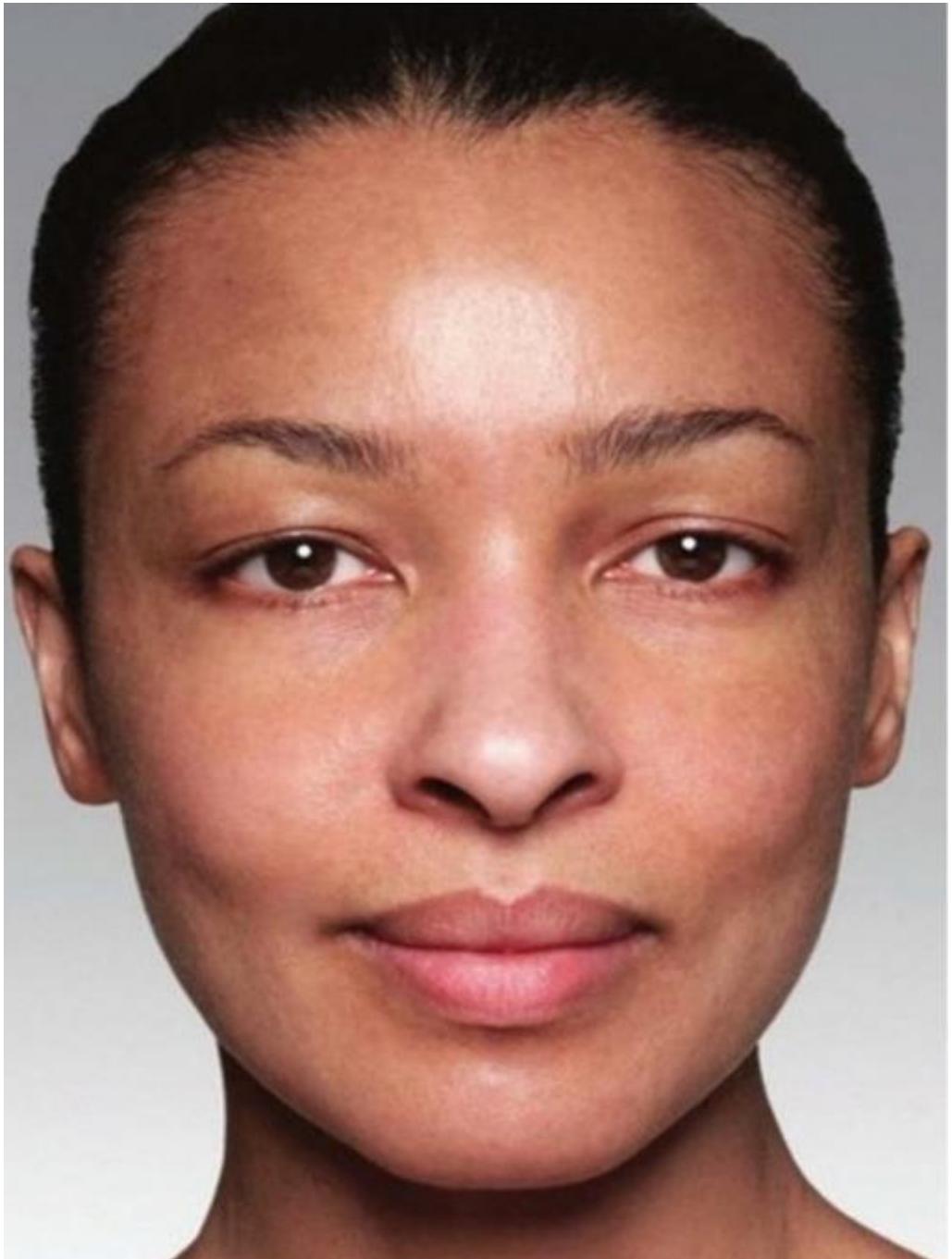
Análise de  
Dados

Aprendizado de Máquina





0101	1011	1101	1111	1101	1101	1100	1111	1010	1101
0101	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1111	1101	1111	1101	1101	1100	1111	1010	1001
0101	1011	1101	1111	1101	1101	1100	1111	1010	1101
0111	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1101	1101	1111	1101	1101	1100	1111	1010	1001
0101	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1101	1101	1111	1101	1101	1100	1111	1010	1001
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1101	1101	1111	1101	1101	1100	1111	1010	1111
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1101	1101	1111	1101	1101	1100	1111	1010	1111
0101	1001	1101	1001	1101	1111	1100	1111	1010	1101
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1001	1101	1011	1101	1111	1010	1111	1010	1101
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1001	1101	1001	1101	1111	1100	1111	1010	1101





0101	1011	1101	1111	1101	1101	1100	1111	1010	1101
0101	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1111	1101	1111	1101	1101	1100	1111	1010	1001
0101	1011	1101	1111	1101	1101	1100	1111	1010	1101
0111	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1101	1101	1111	1101	1101	1100	1111	1010	1001
0101	1111	1101	1111	1101	1101	1100	1111	1010	1101
0101	1101	1101	1111	1101	1101	1100	1111	1010	1001
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1101	1101	1111	1101	1101	1100	1111	1010	1111
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1101	1101	1111	1101	1101	1100	1111	1010	1111
0101	1001	1101	1001	1101	1111	1100	1111	1010	1101
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1001	1101	1011	1101	1111	1010	1111	1010	1101
0101	1001	1101	1111	1101	1111	1100	1111	1010	1001
0101	1001	1101	1001	1101	1111	1100	1111	1010	1101

# Aprendizado de Máquina

Solução computacional que toma decisões baseadas em experiências acumuladas através da solução bem sucedida de problemas anteriores

São capazes de adquirir conhecimento de forma automática

# Aprendizado de Máquina

Inferência Lógica Indutiva

Aprendizado Supervisionado

# Indução

Casos Particulares

Observação

Reconhecimento de Padrões

Cria Generalizações

Aplica a novos dados

# Indução Matemática

$$f(n)^2 = n^2 - n + 41$$

Conjunto Exemplo

$$n = 1 \quad f(1) = 41$$

$$n = 2 \quad f(2) = 43$$

$$n = 3 \quad f(3) = 47$$

$$n = 4 \quad f(4) = 53$$

$$n = 40 \quad f(40) = 1.601$$

$$n = 41 \quad f(41) = 41^2 \quad \text{Não é primo!}$$

Generalização

$$f(n)^2 = n^2 - n + 41$$

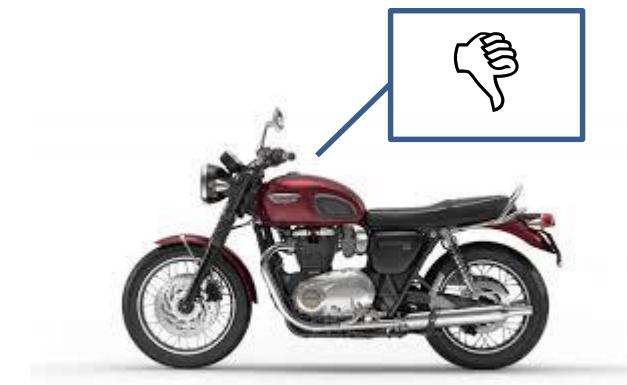


$f(n)$  = Número Primo

# Treinamento Supervisionado



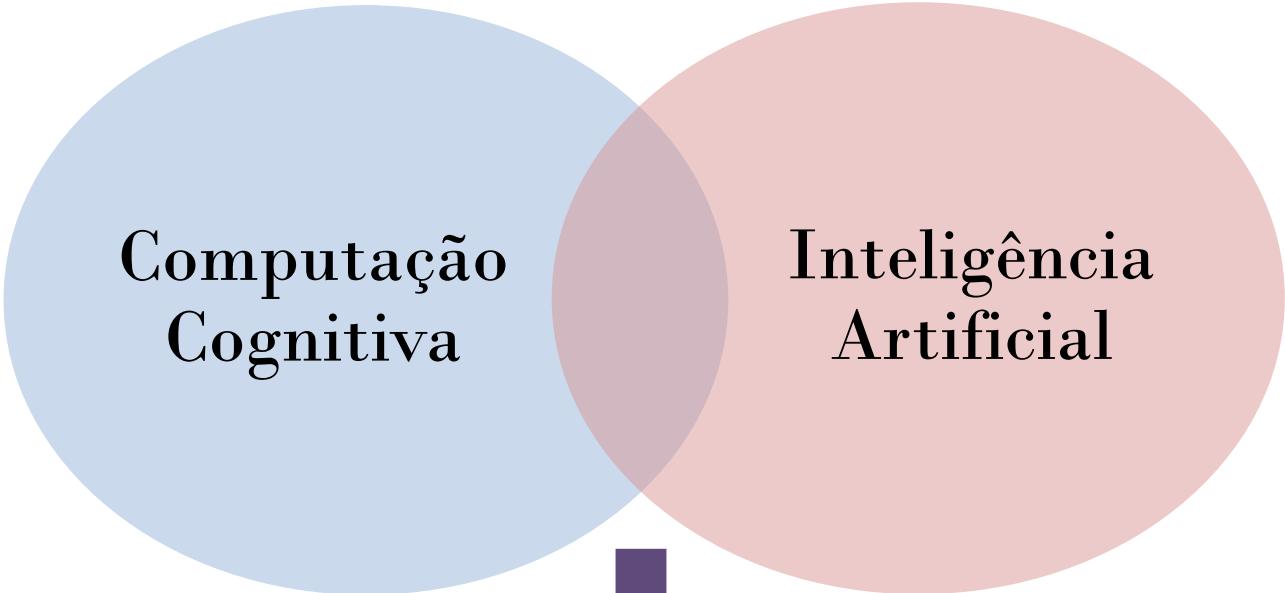
# Treinamento Supervisionado



# Treinamento Supervisionado

**X**

# Treinamento Não Supervisionado



Reconhecimento  
de  
Fala

Reconhecimento  
de  
Imagem

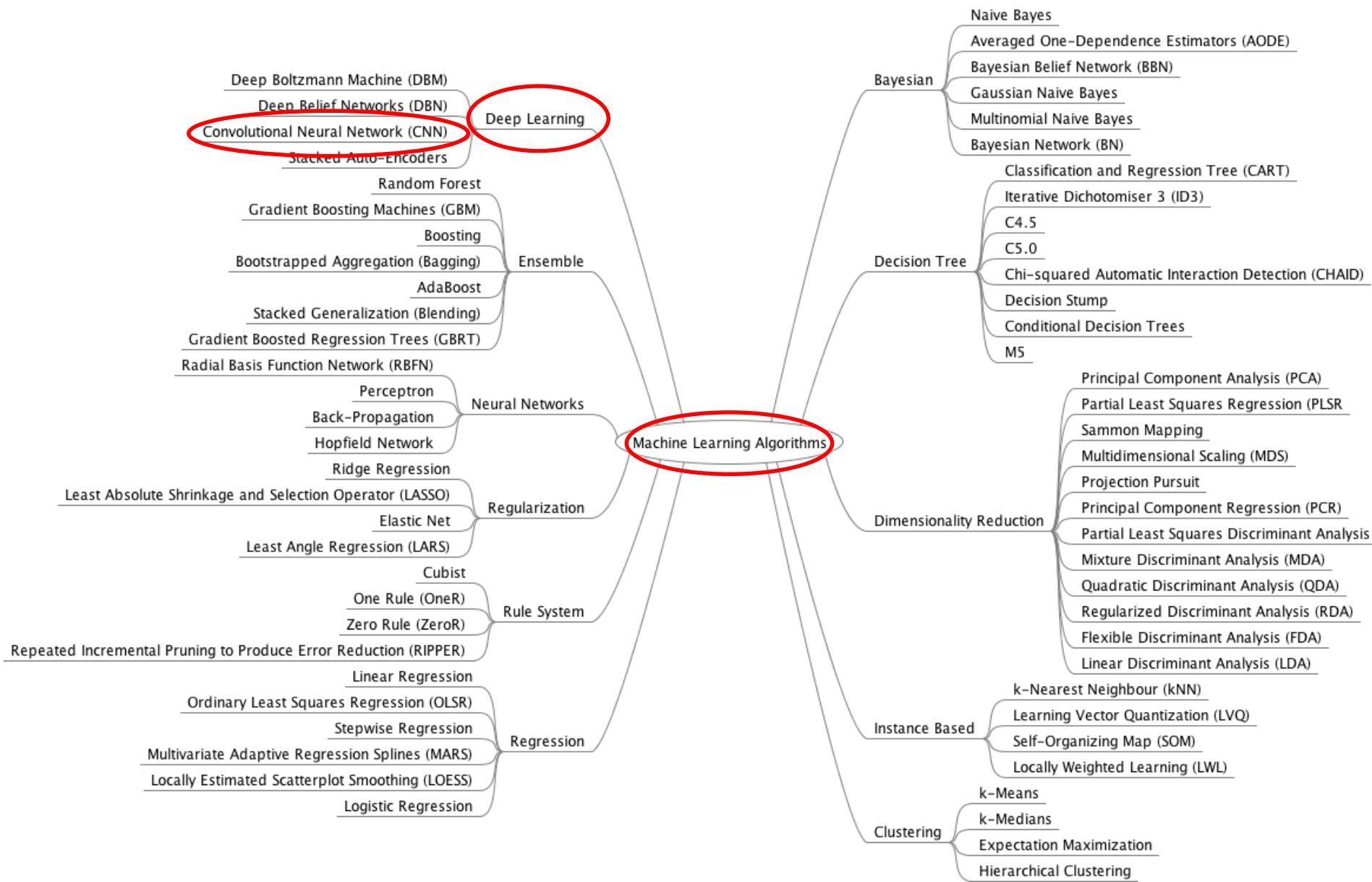
Síntese  
de  
Fala

Análise de Texto

Análise de  
Dados

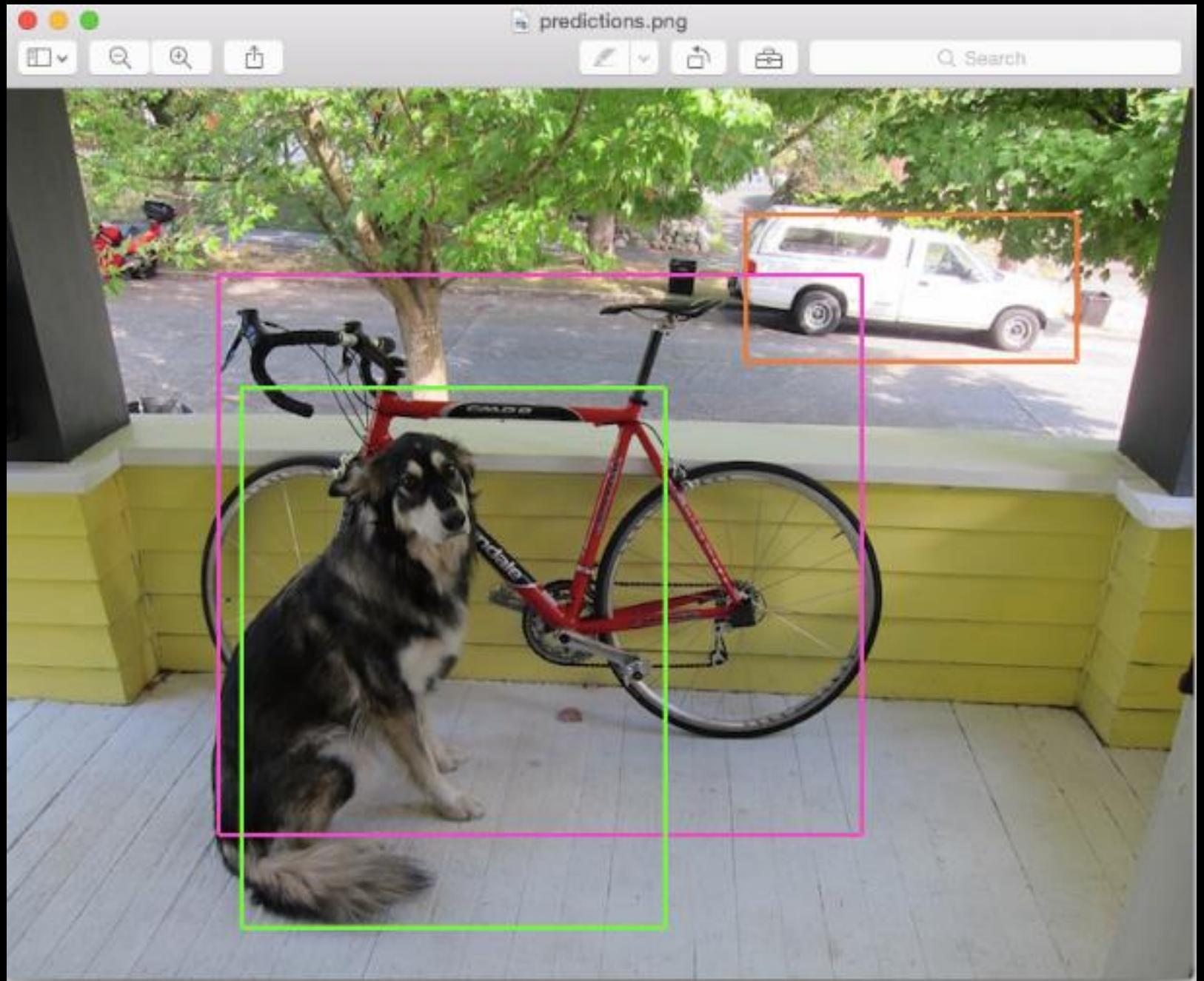
Aprendizado de Máquina

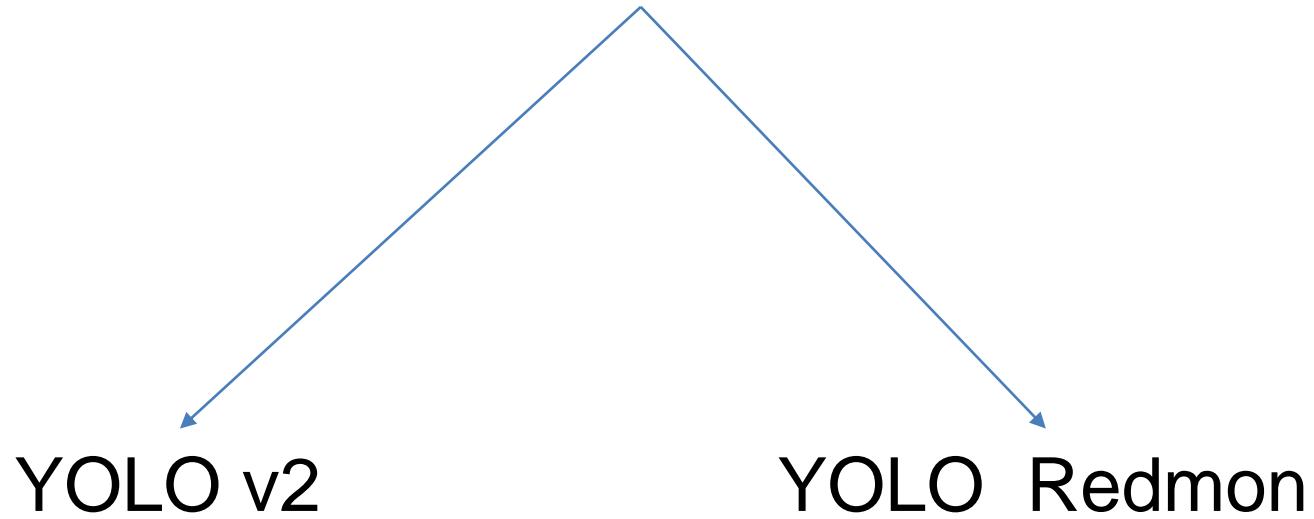
# Formas de Implementação



# YOLO

Real Time Object Detection





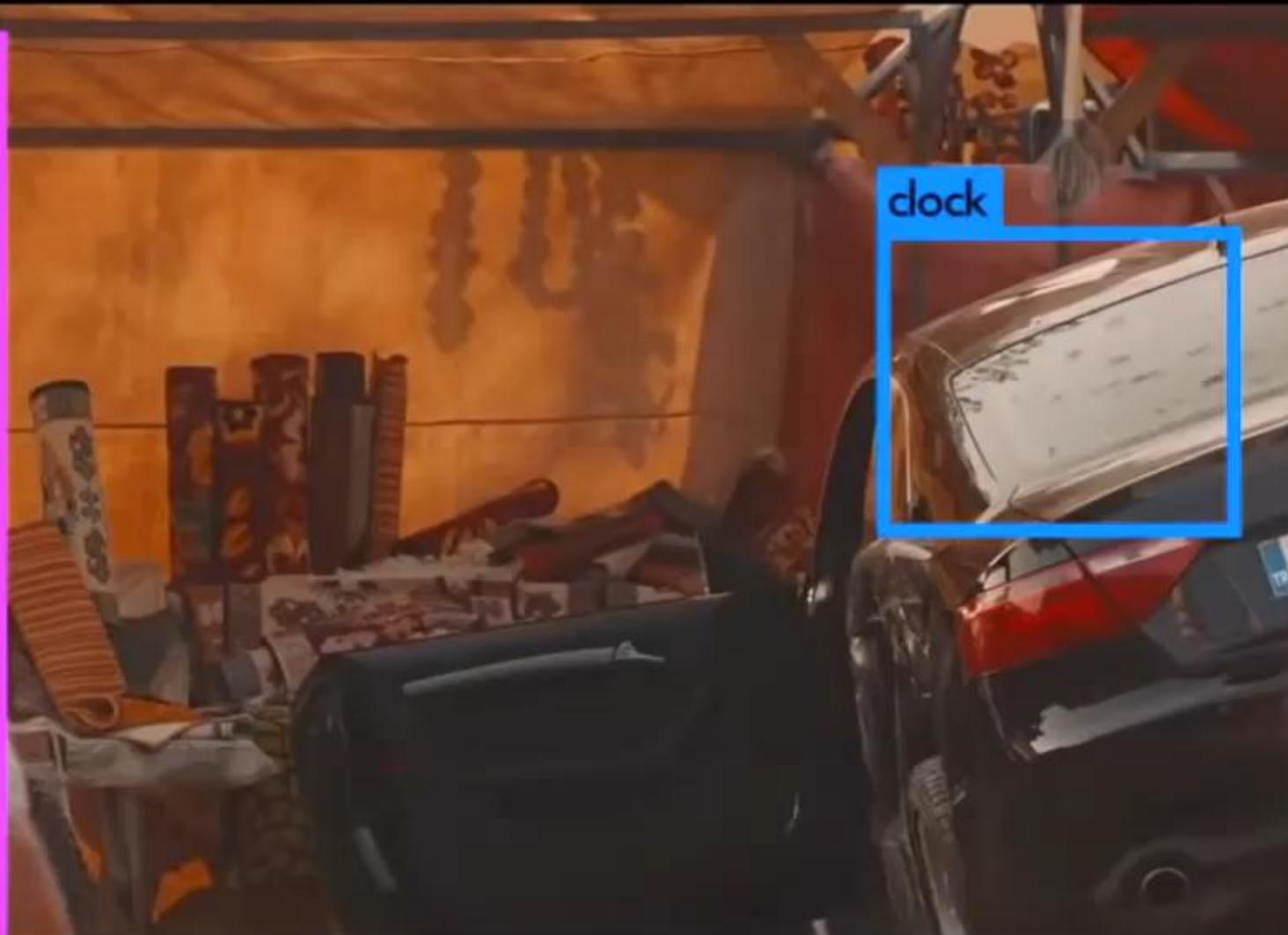
You Only Look Once

Su

person



clock



# Um exemplo...

---

Compreender e responder à linguagem natural

Analisar uma massa gigantesca de dados

Encontrar a melhor resposta possível para qualquer pergunta

Eficiente, sistemático, mas não algorítmico

# IBM Watson em Jeopardy!



# IBM Deep Blue x Kasparov



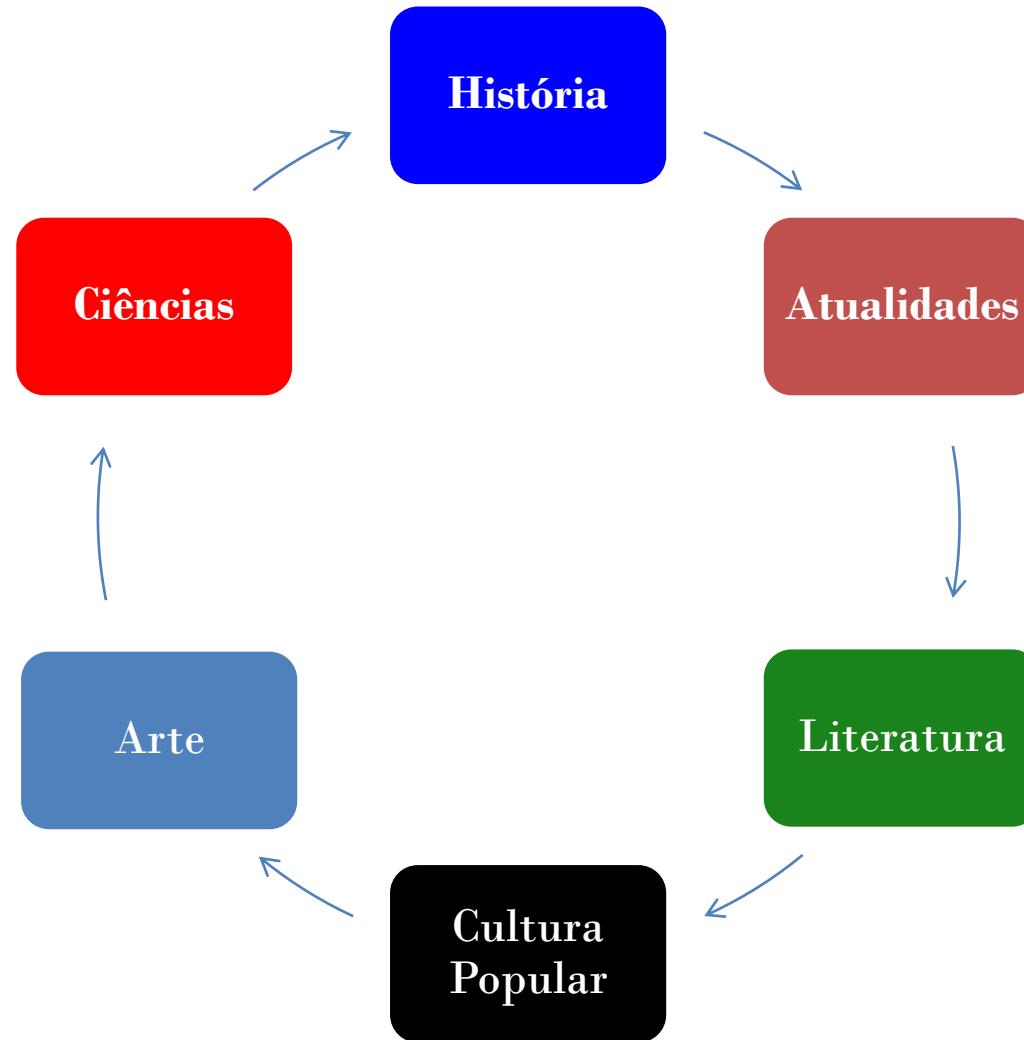
# IBM Deep Blue x Kasparov



# IBM Deep Blue x Kasparov



# Jeopardy!





# Jeopardy!



# Literatura

A primeira pessoa mencionada pelo nome em “O Homem da Máscara de Ferro” é o herói de um livro anterior do mesmo autor.



Quem é D'Artagnan?



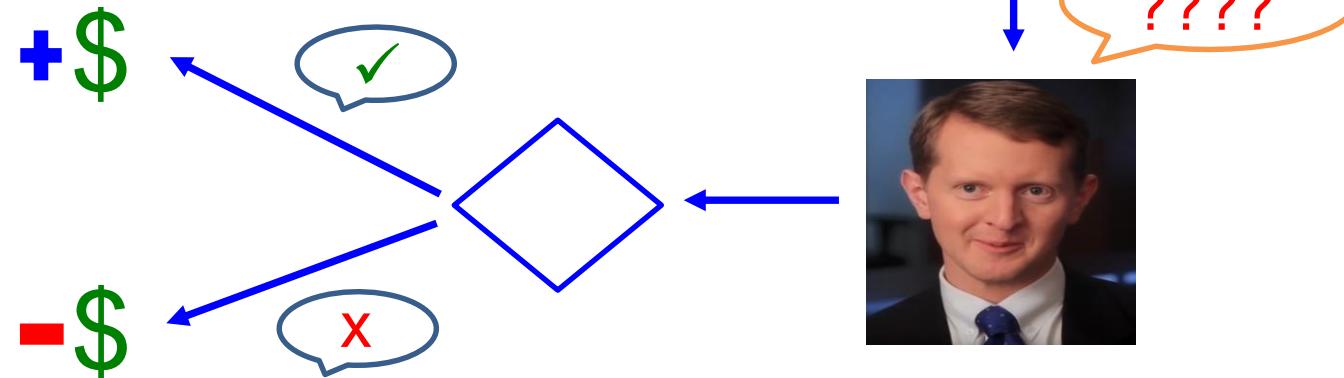
# Regras do Jeopardy!



1º que apertar

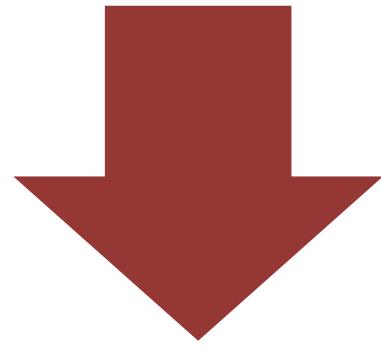


?????

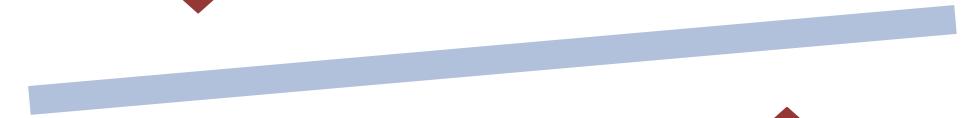


# Outras Regras e Dinâmicas

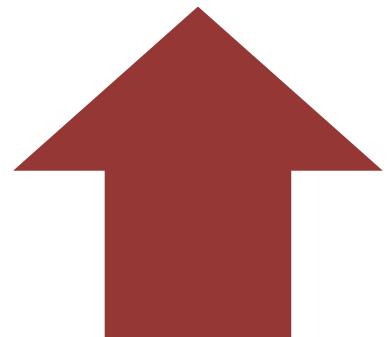
Tempo de  
Resposta



+ \$



< 3''

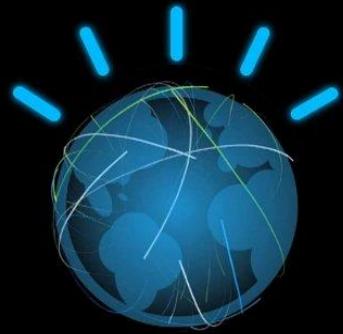


Precisão

# Bastidores de uma resposta...

ou na modéstia habitual da IBM:

“The Science behind an answer”



IBM Watson

# Arquitetura DeepQA

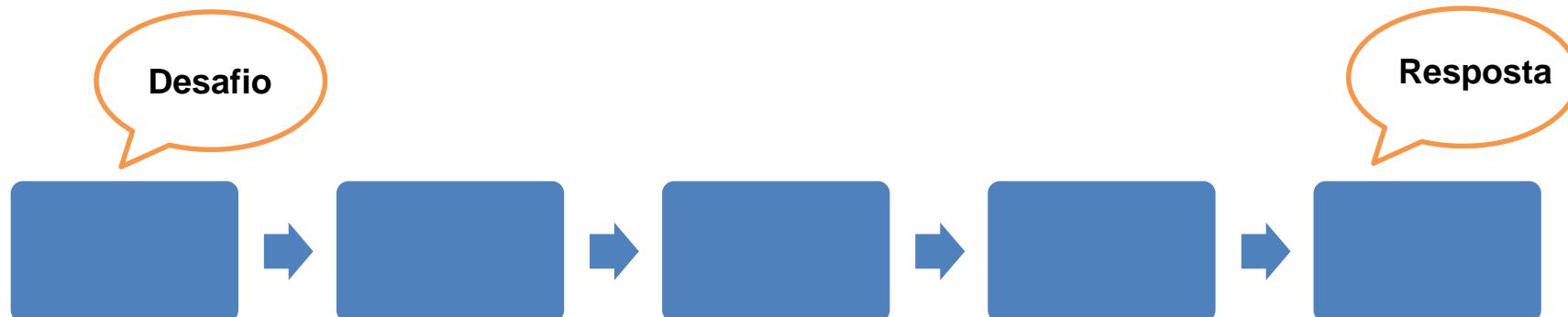
Deep Learning

Query & Answer

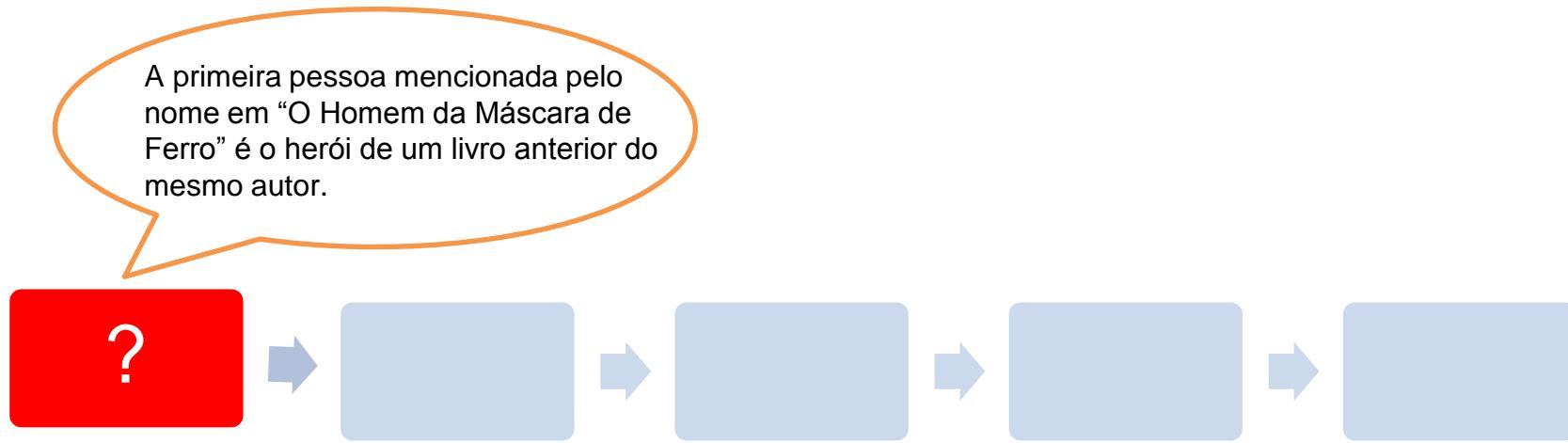
# Arquitetura DeepQA

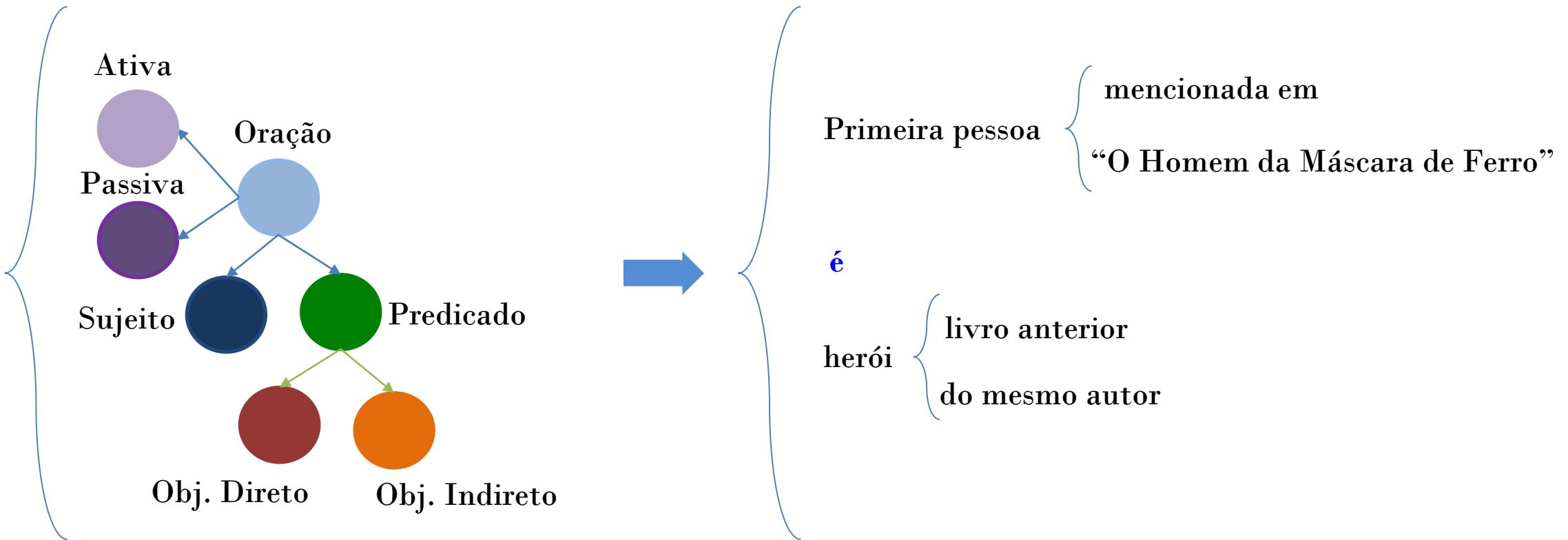
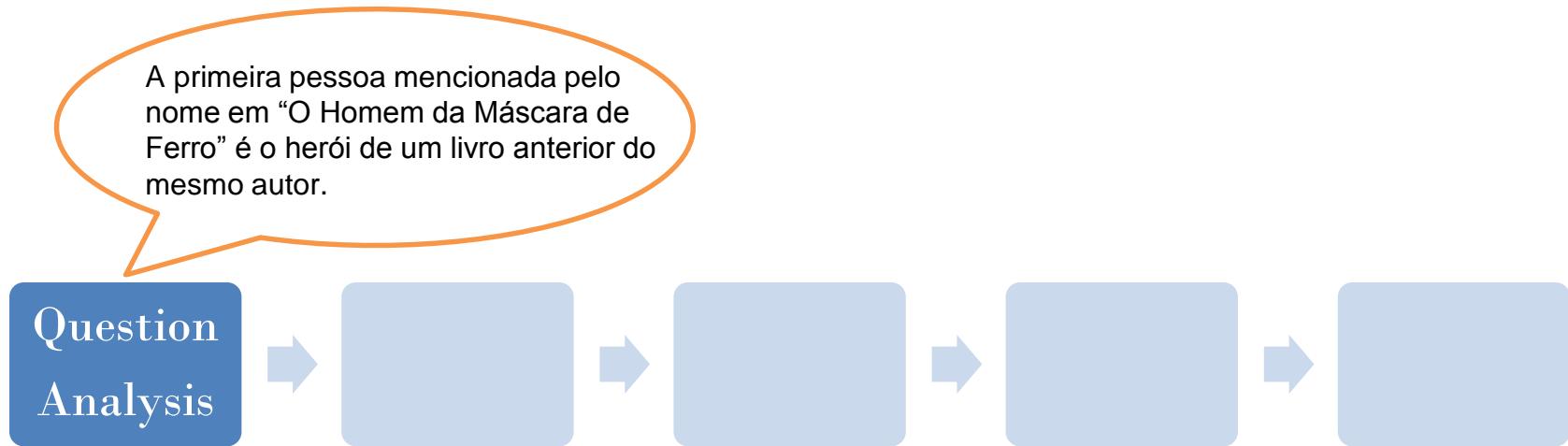


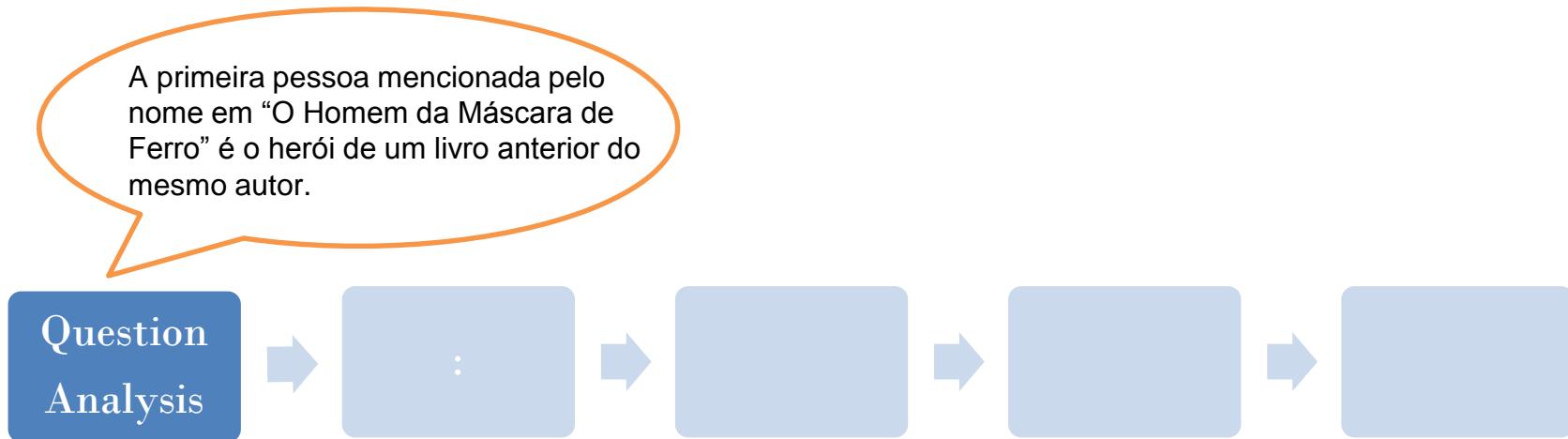
# Arquitetura DeepQA



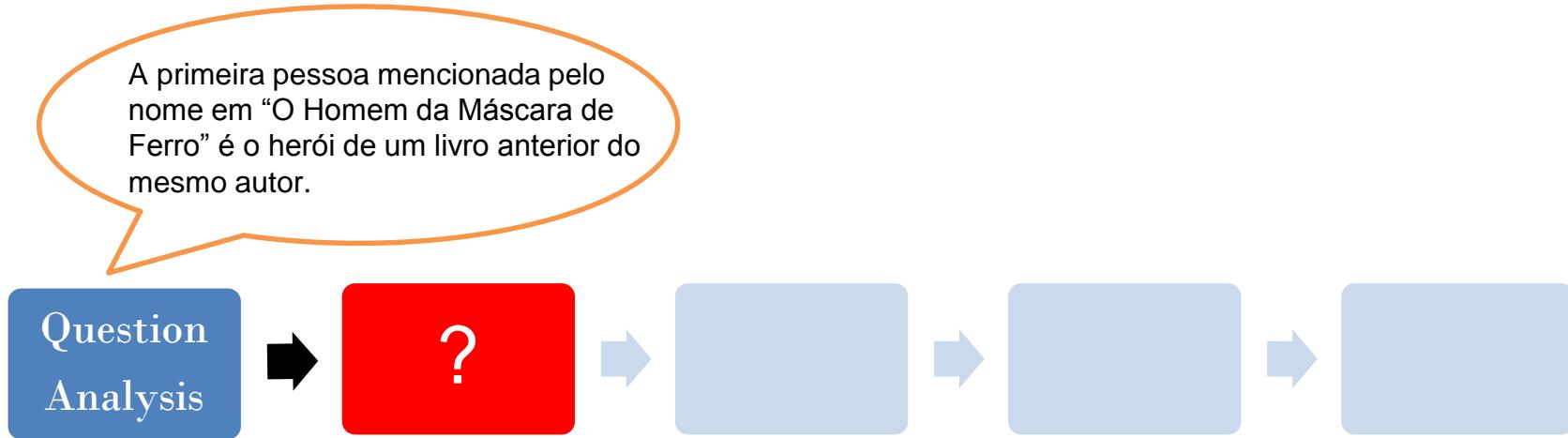
Sr Speech Recognition	Si Speech Identification							
Ar Audi Recognition	Ai Audio Identification	Pi Predictive Inference	Pl Planning					
Fr Face Recognition	Fi Face Identification	Ei Explanatory Inference	Ps Problem Solving	Lr Relationship Learning				
Ir Image Recognition	li Image Identification	Sy Synthetic Reasoning	Dm Decision Making	Lg Language Generation	Lc Category Learning	Ml Mobility Large	Cm Communication	
Gr General Recognition	Gi General Identification	Da Data Analytics	Te Text Extraction	Lu Language Understanding	Lt Knowledge Refinement	Ms Mobility Small	Ma Manipulation	Cn Control

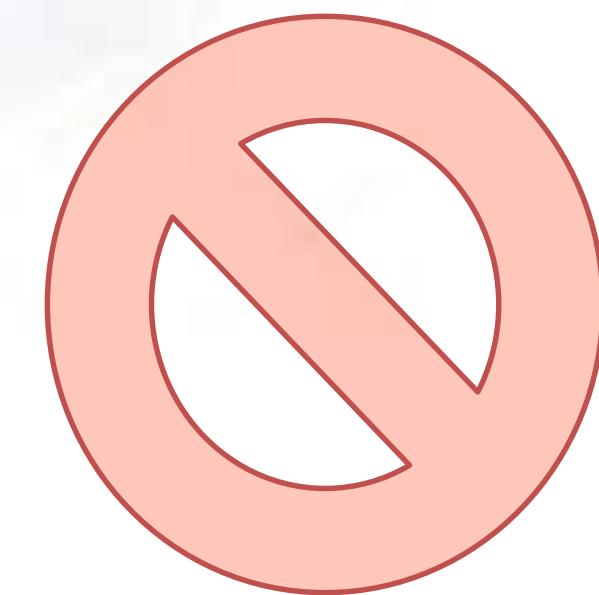
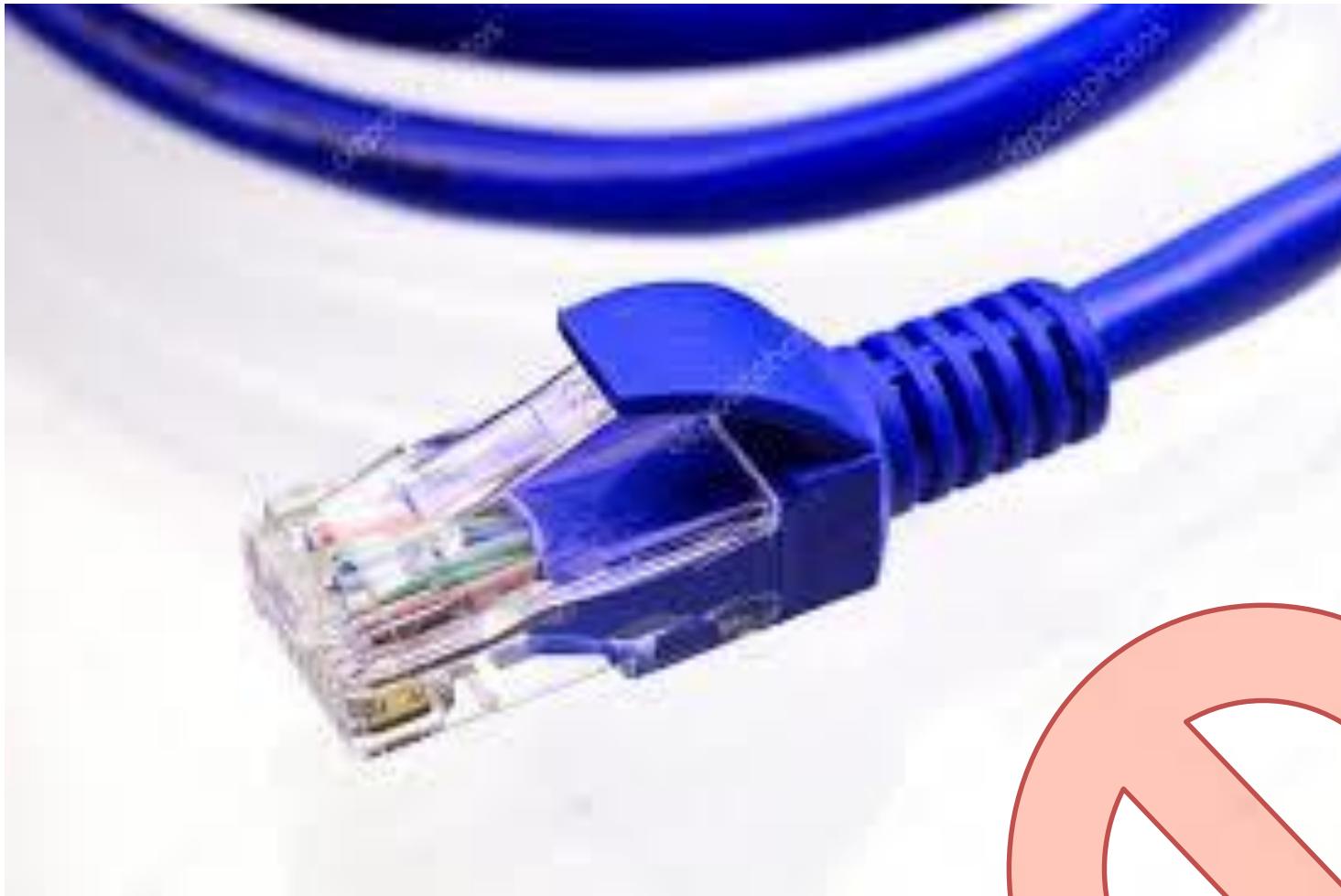






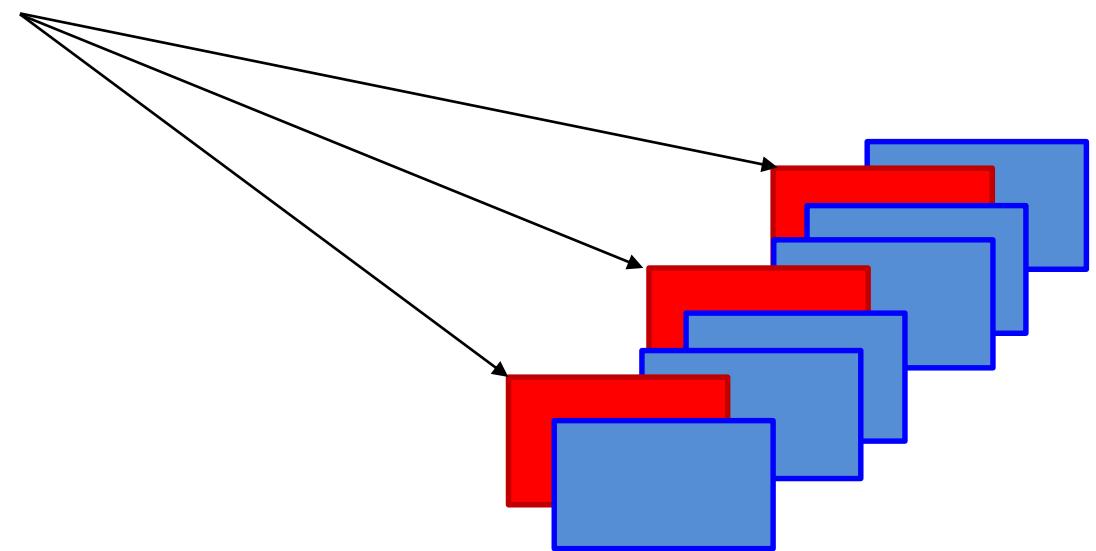
- Palavras chaves:** nome, homem, máscara, ferro, livro, heróis, autor, ....
- Relações:** pessoa ↔ nome  
livro ↔ título
- Lugares:** n/a
- Datas:** n/a
- Tipo de pergunta:** factual → **Resposta: Entidade**
- LAT (Tipo Léxico da Pergunta):** **Nome de Pessoa**





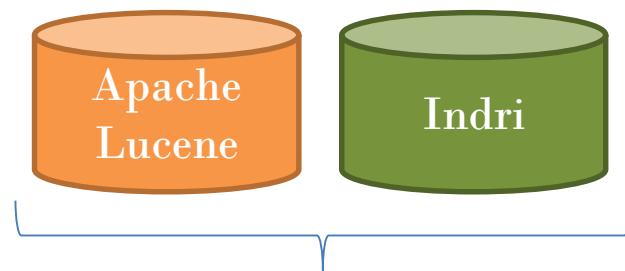


**Documentos ou trechos  
com  
Resposta Candidatas**





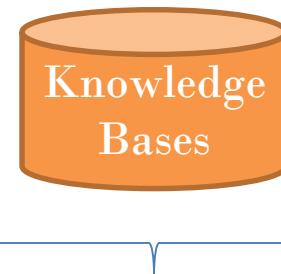
livro **AND** “homem da máscara de ferro” **AND** herói **AND** autor **AND.....**



- Enciclopédias
- Dicionários
- Tesauros
- Trabalhos literários
- Artigos de imprensa
- Wikipedia



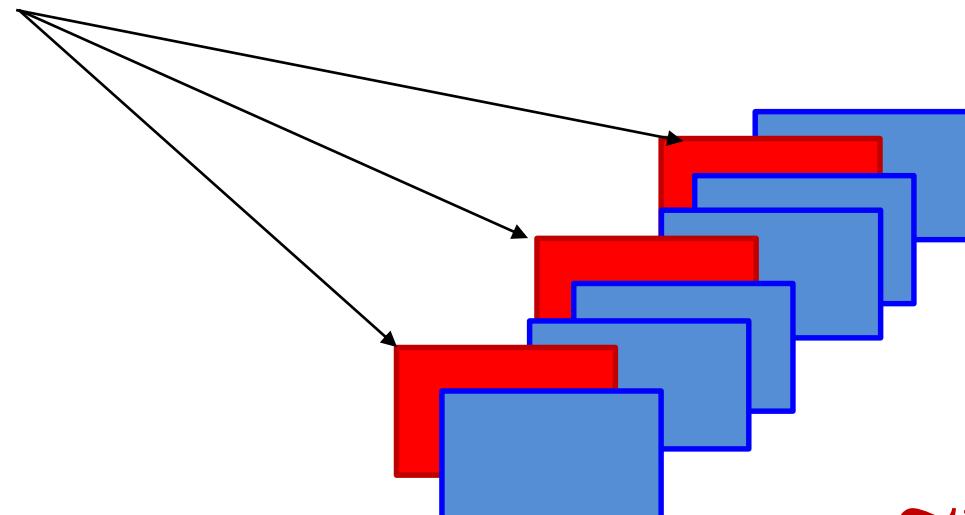
Consulta **SQL ou SPARQL**



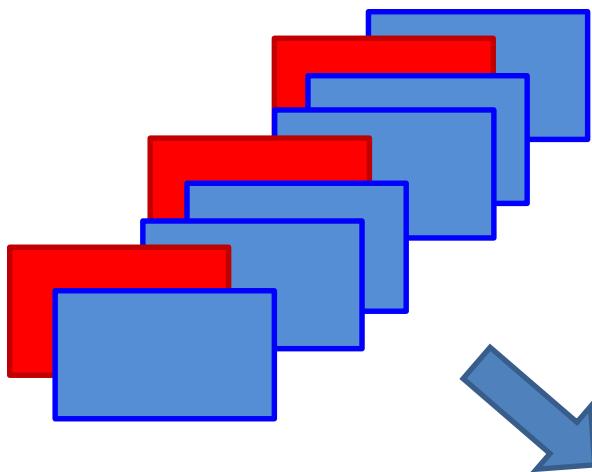
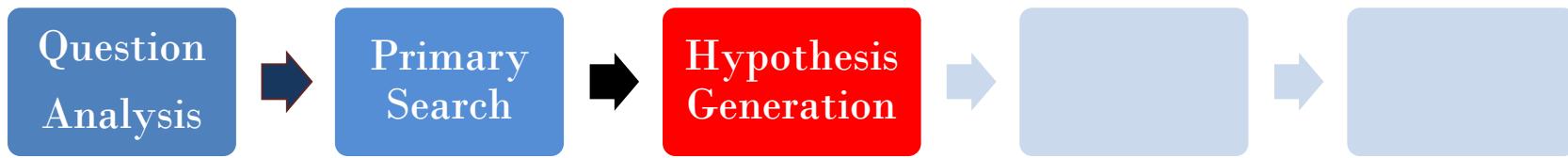
- 
- A blue curly brace is positioned below the cylinder, grouping the following list of knowledge bases:
- BD Relacionais
  - Taxonomias
  - Ontologias
  - DBpedia



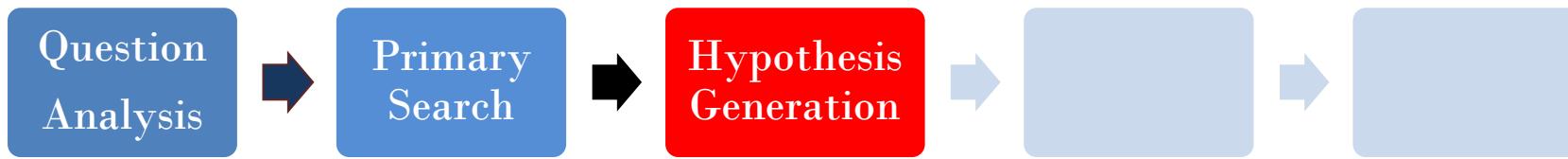
Documentos ou trechos  
com  
Resposta Candidatas







Geração das Respostas Candidatas  
( Hypothesis Generation )



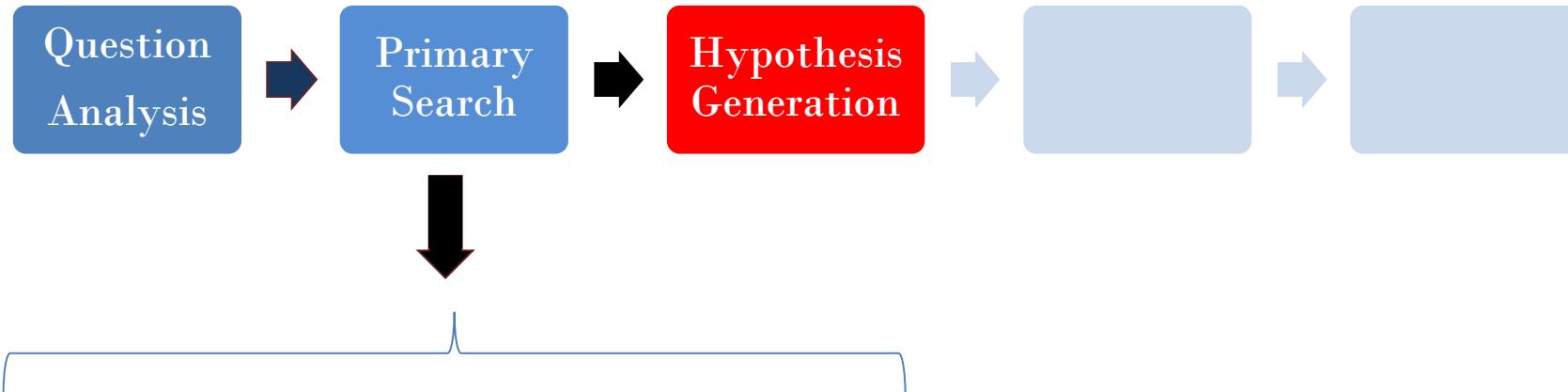
Maior número possível de respostas candidatas



Menor intervalo de tempo

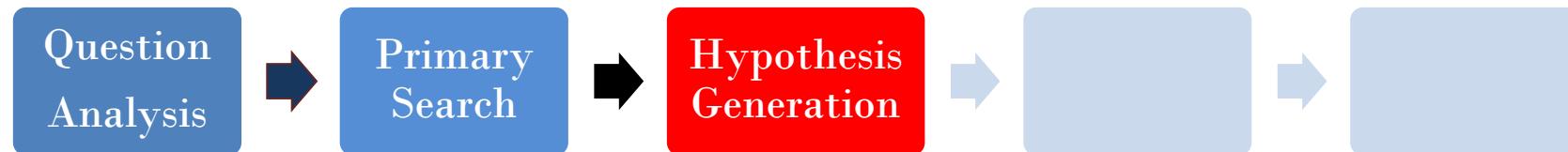


Garantir que a resposta correta não fique fora do conjunto



**Tipo de pergunta:** factual

**Resposta esperada:** nome de uma entidade



### Respostas Candidatas

Os Três Mosqueteiros

DiCaprio

O Conde de Monte Cristo

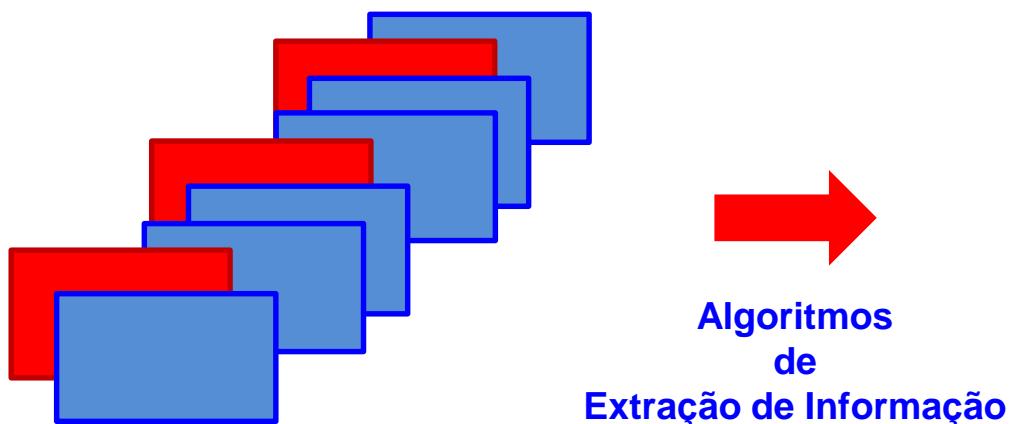
Aramis

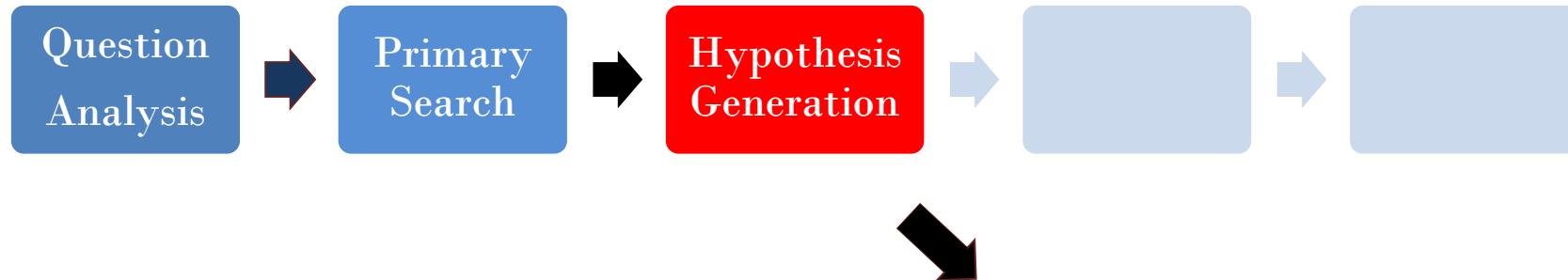
Alexandre Dumas

D'Artagnan

Gerard Depardieu

~x00





Qual é a correta?

**Respostas Candidatas**

Os Três Mosqueteiros

DiCaprio

O Conde de Monte Cristo

Aramis

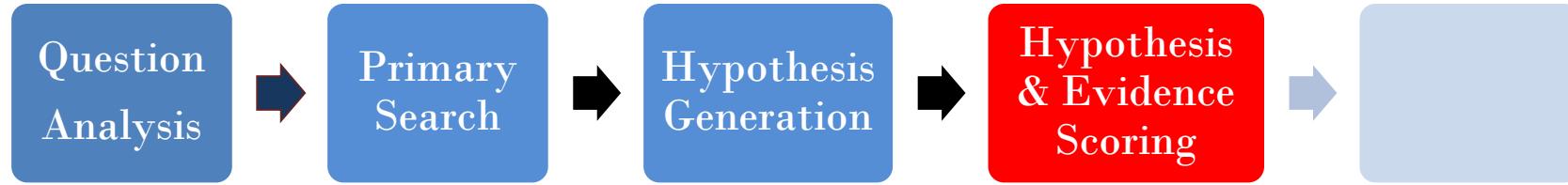
Alexandre Dumas

D'Artagnan

Gerard Depardieu

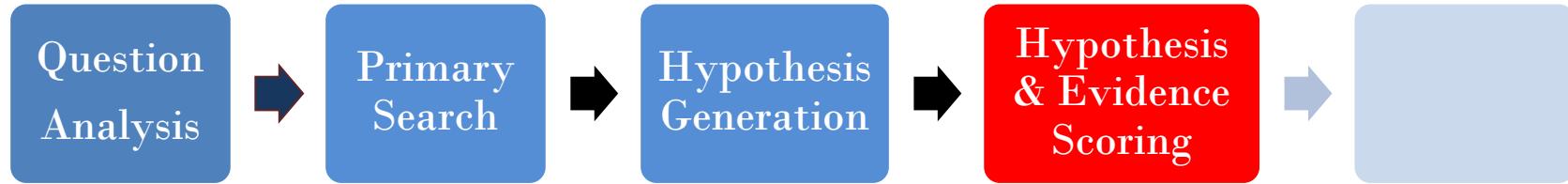
.....

**~x00**



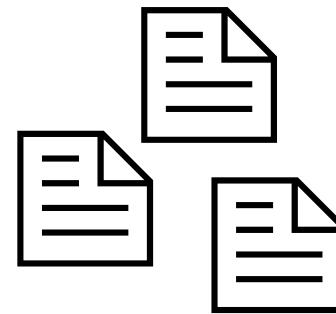
**Competição entre as resposta candidatas**

**Qual delas é a mais relevante?**

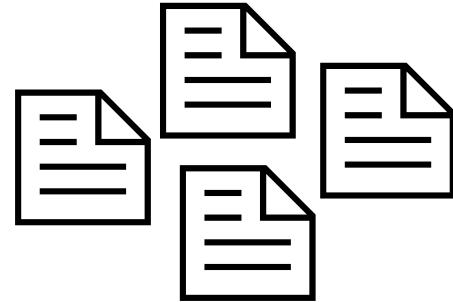


Coleta  
de  
Evidências  
 $\sim x_0$

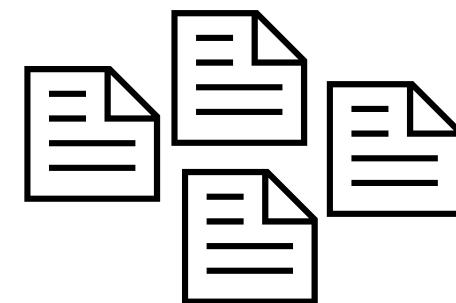
Alexandre Dumas



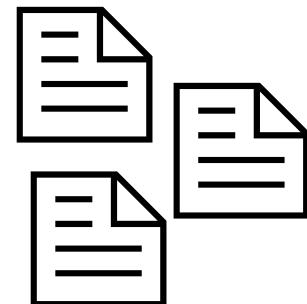
Os Três Mosqueteiros

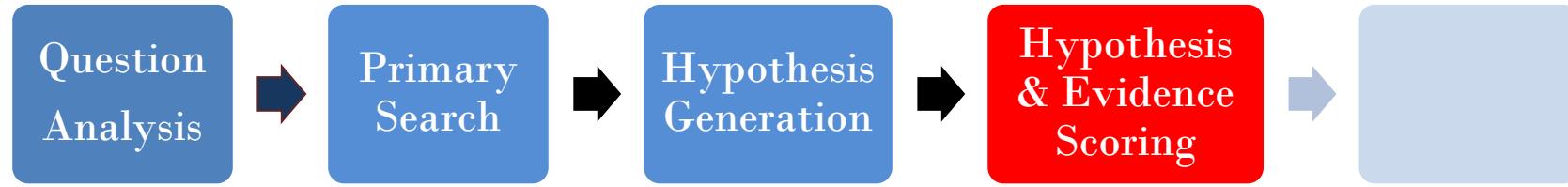


D'Artagnan



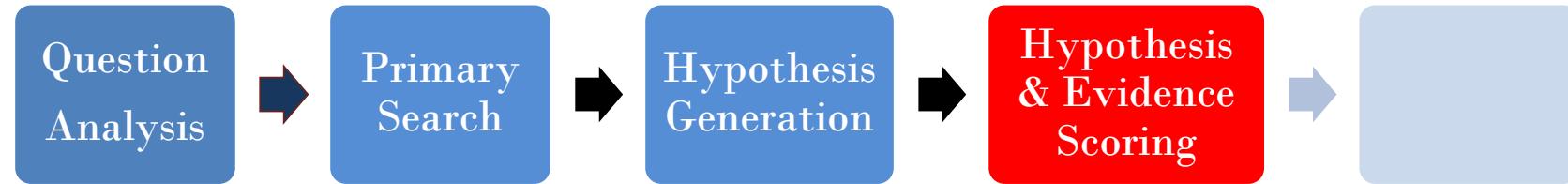
DiCaprio





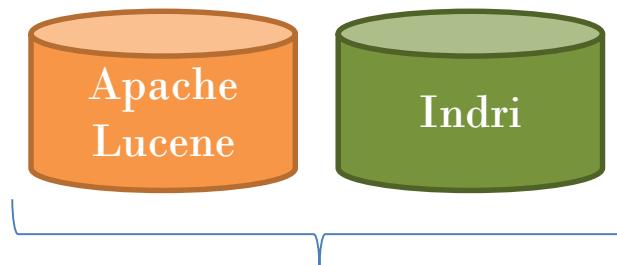
Como ele descobre essas evidências?

Outra rodada de recuperação de informação

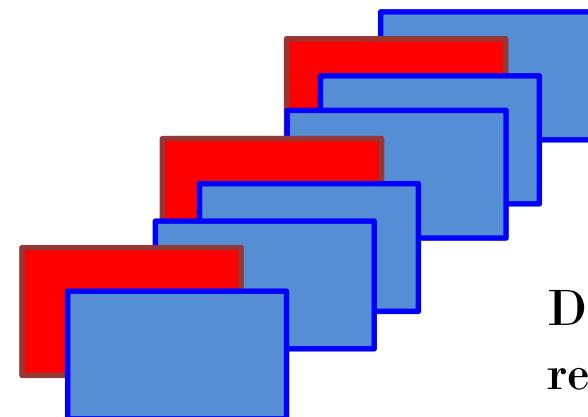


**Resposta Candidata**  
~x00

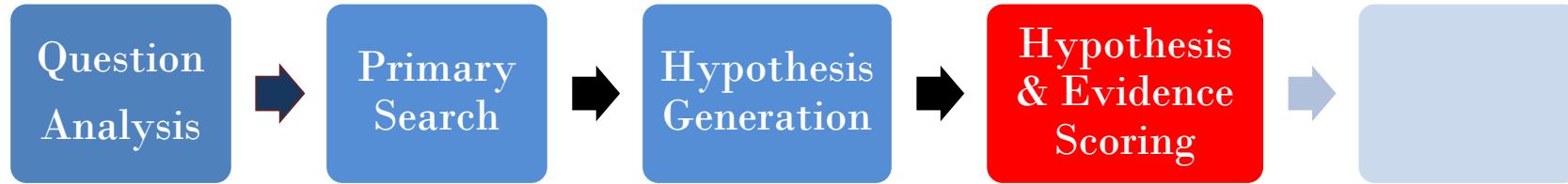
DiCaprio + { AND livro AND “homem da máscara de ferro” AND herói AND....}



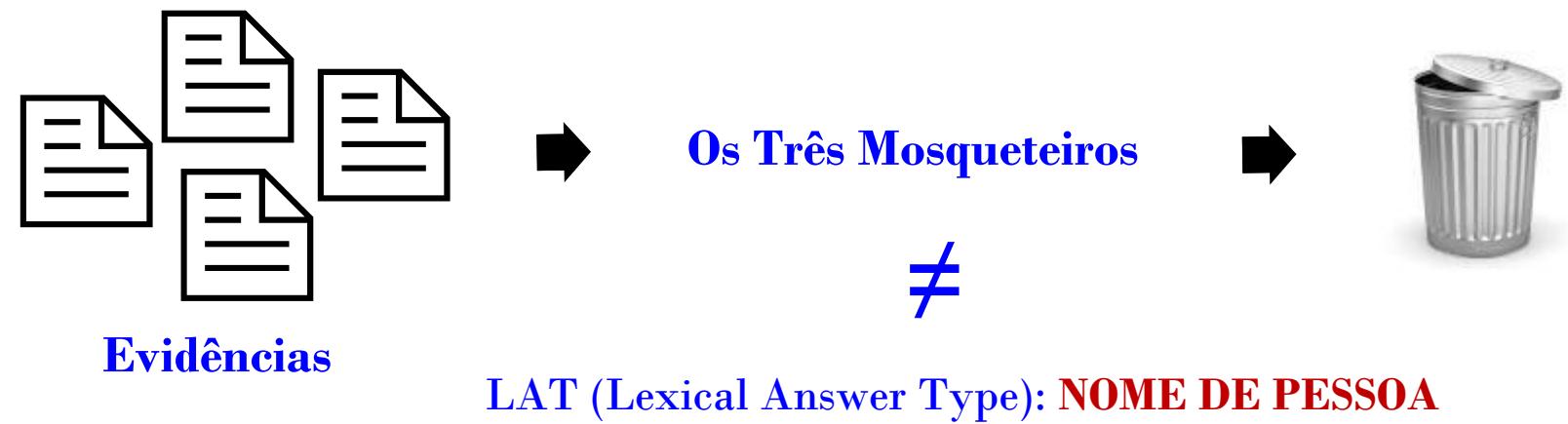
- Enciclopédias
- Dicionários
- Tesauros
- Trabalhos literários
- Artigos de imprensa
- Wikipedia

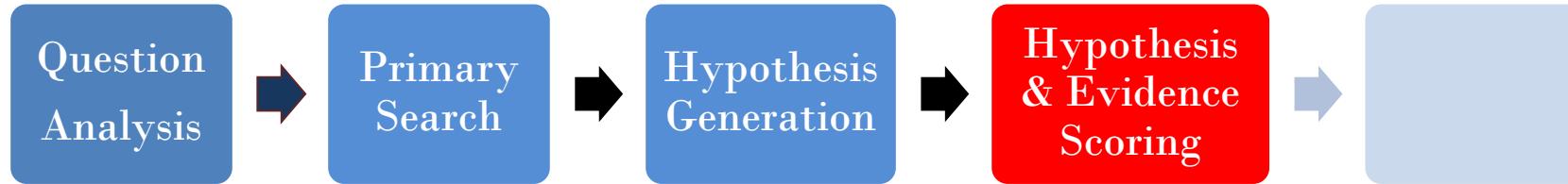


Documentos recuperados no  
**Primary Search**



# Limpeza



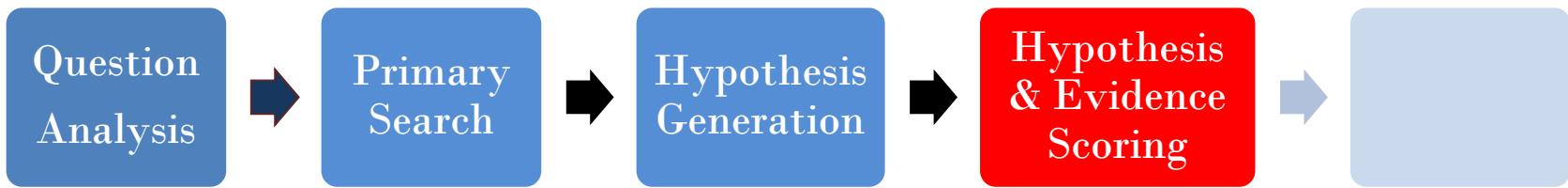


E a competição?

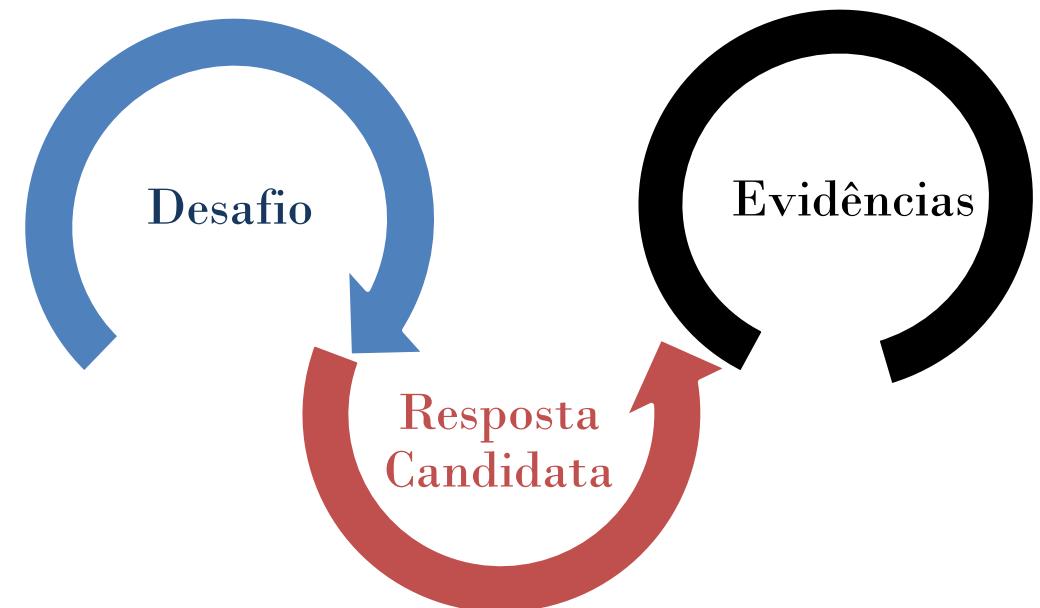
Como pontuar?

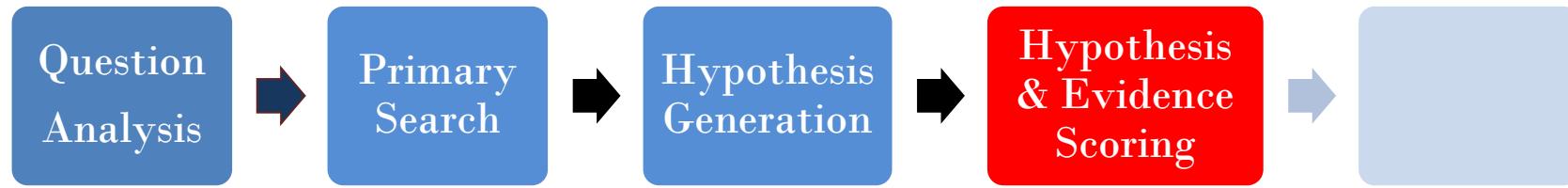
Qual é a correta?

Respostas Candidatas
<del>Os Três Mosqueteiros</del>
DiCaprio
<del>O Conde de Monte Cristo</del>
Aramis
Alexandre Dumas
D'Artagnan
Gerard Depardieu



Como decidiram pontuar?

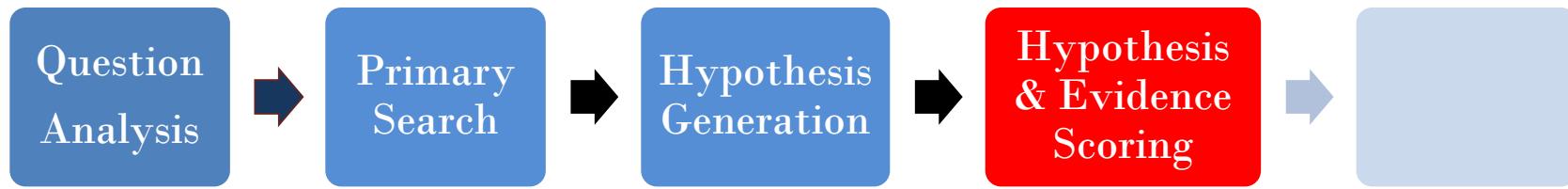




### Dimensões ou Perspectivas

Respostas Candidatas	Lex	Geo	Temp	Taxon.
DiCaprio	0,7	0,0	0,0	0,7
Aramis	0,5	0,7	0,8	0,9
Alexandre Dumas	0,5	0,7	0,8	0,9
D'Artagnan	0,8	0,7	0,8	0,9
Gerard Depardieu	0,5	0,6	0,0	0,7
.....	----	----	----	----
.....	----	----	----	----

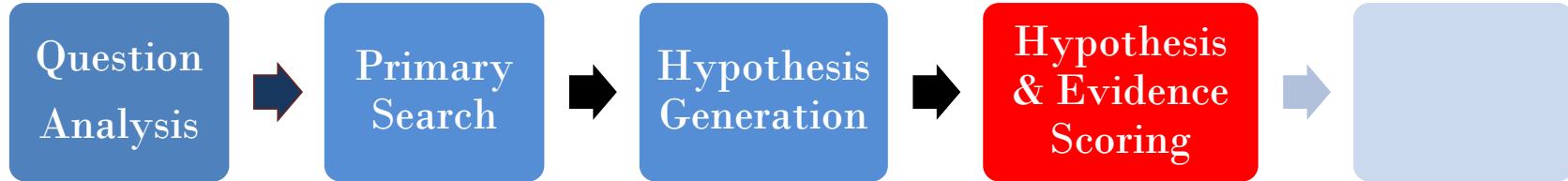
**Grau de confiança que aquela resposta atende ao desafio, naquela dimensão**



## Sobreposição Léxica

Respostas Candidatas	Lex
DiCaprio	0,7
Aramis	0,5
Alexandre Dumas	0,5
D'Artagnan	0,8
Gerard Depardieu	0,5
.....	----
.....	----





## Compatibilidade Temporal

Respostas Candidatas	Temp
DiCaprio	0,0
Aramis	0,8
Alexandre Dumas	0,8
D'Artagnan	0,8
Gerard Depardieu	0,0
.....	---
.....	---

## Desafio

Em maio de 1898 Portugal celebrou os 400 anos da chegada deste explorador na Índia.

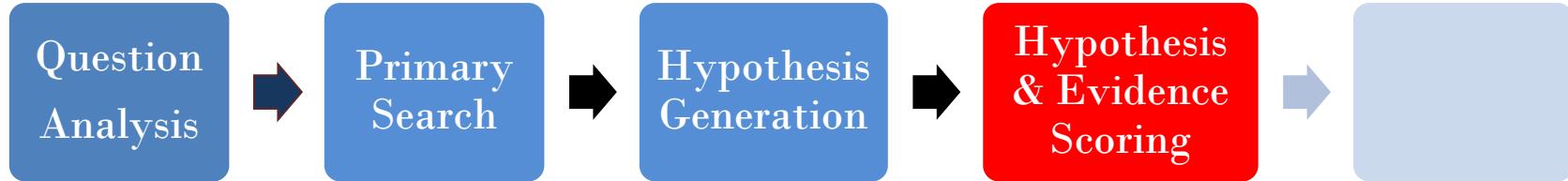
Proximidade Temporal

Resposta Candidata

Vasco da Gama

Evidência

Em 27 de maio de 1498, Vasco da Gama desembarcou na Praia de Kappad



## Desafio

Em maio de 1898, Portugal celebrou os 400 anos da chegada deste explorador na Índia.

Proximidade  
Temporal

Fator de Confiança  
elevado nesta dimensão

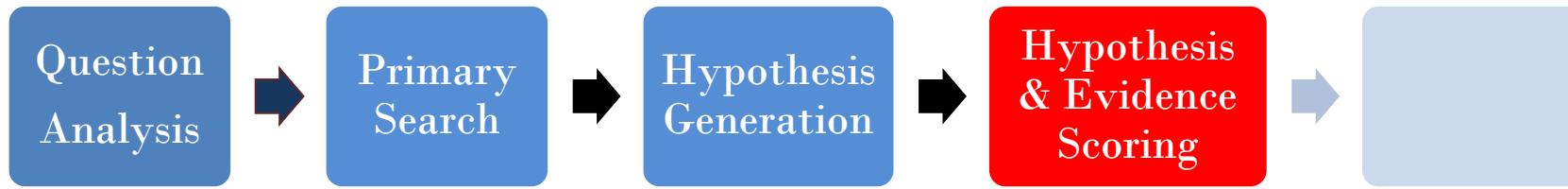
Resposta  
Candidata

Vasco da Gama

Evidência

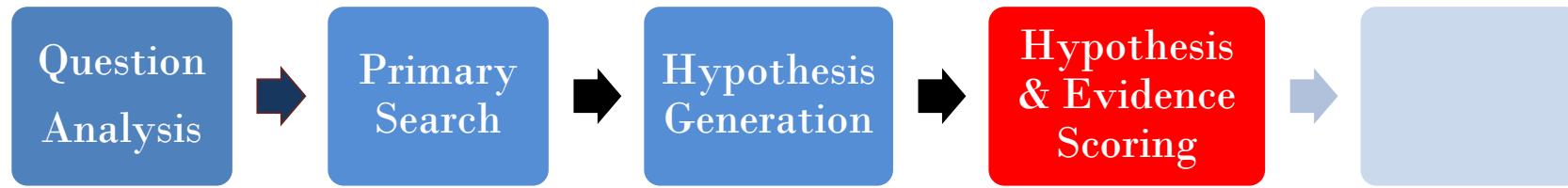
Em 27 de maio de 1498, Vasco da Gama desembarcou na Praia de Kappad

# Cálculo dos Fatores de Confiança

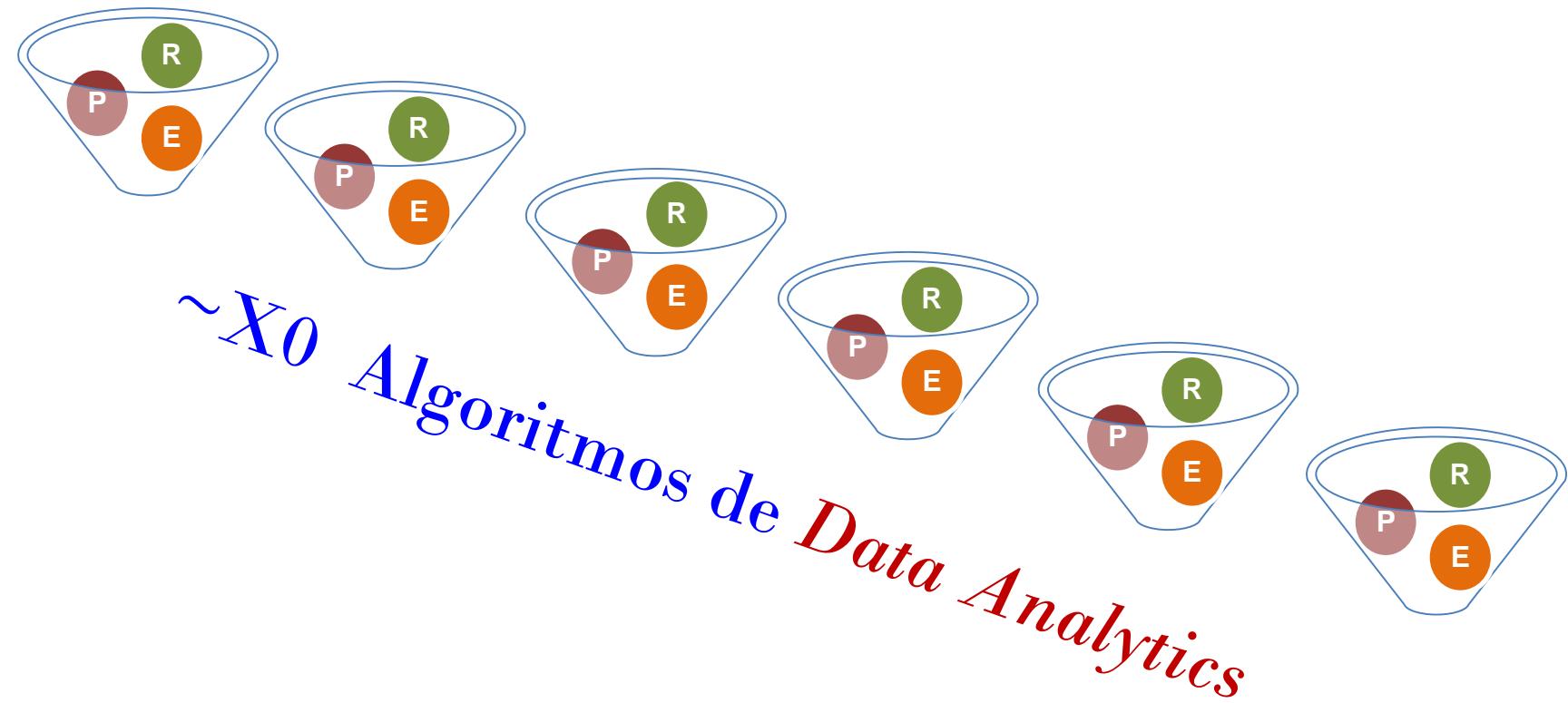


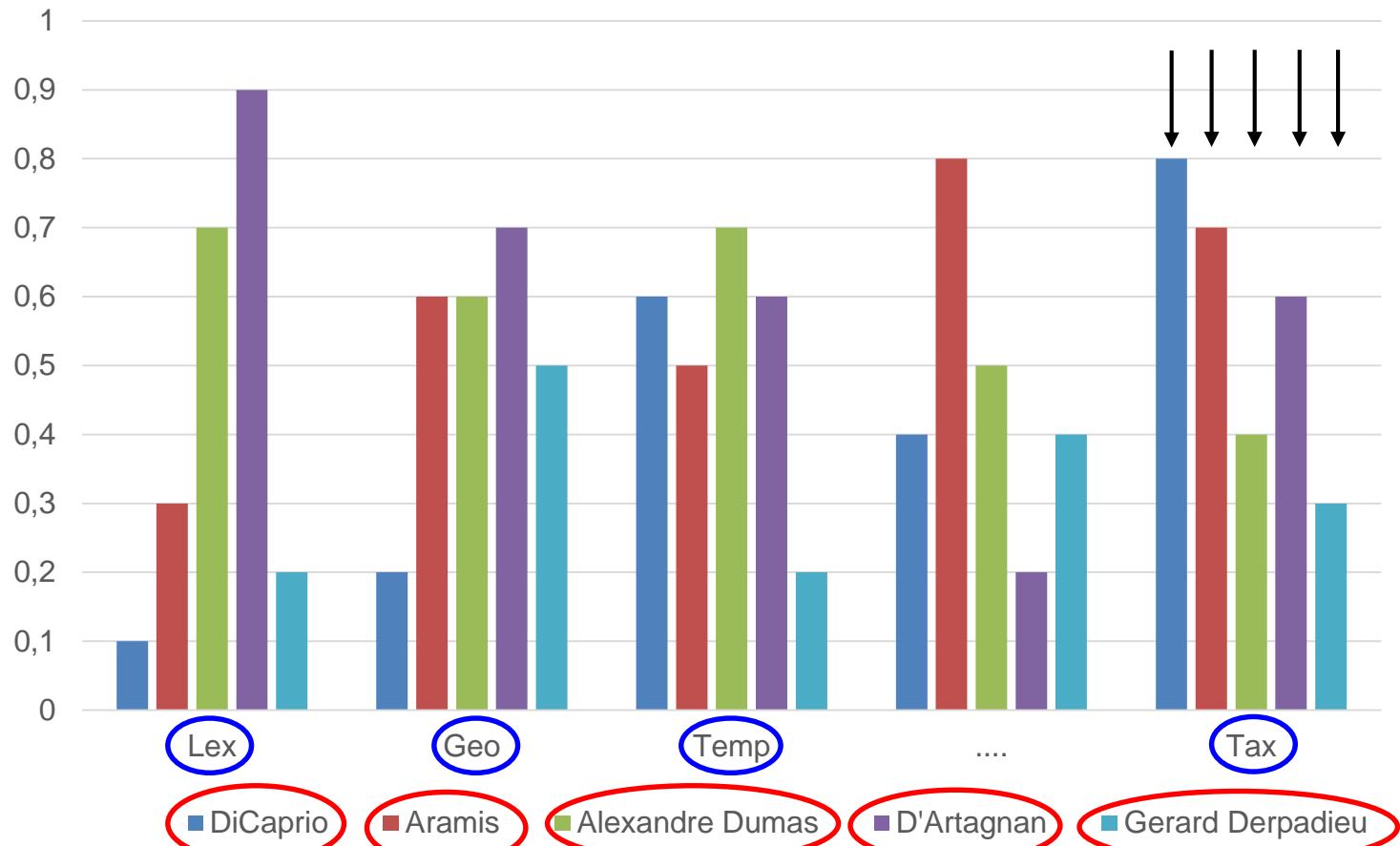
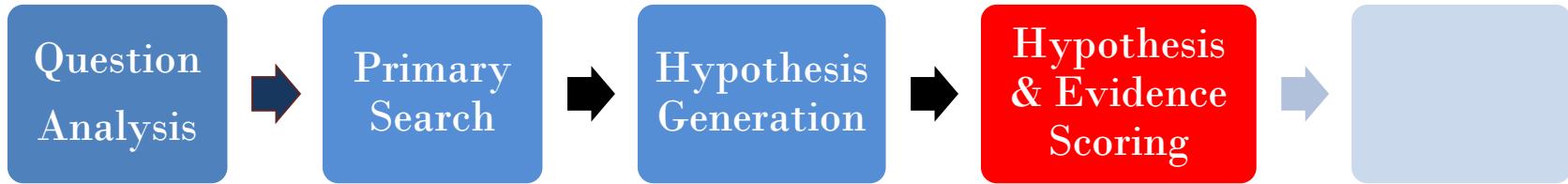
Dimensões ou Perspectivas

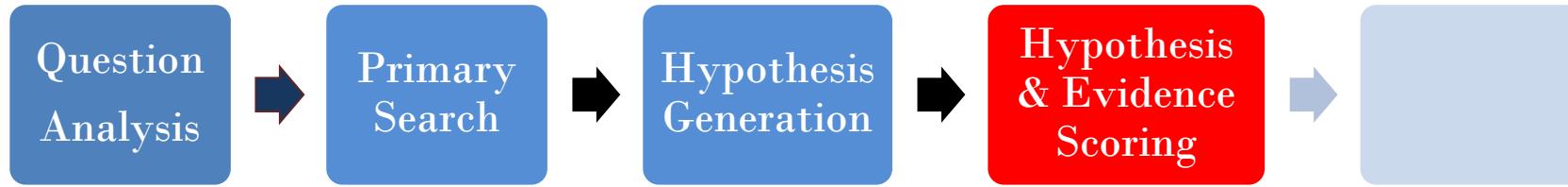
Respostas Candidatas	Lex	Geo	Temp	Taxon.
DiCaprio	0,7	0,0	0,0	0,7
Aramis	0,5	0,7	0,8	0,9
Alexandre Dumas	0,5	0,7	0,8	0,9
D'Artagnan	0,8	0,7	0,8	0,9
Gerard Depardieu	0,5	0,6	0,0	0,7
.....	----	----	----	---
.....	----	----	----	---



Cálculo  
dos  
Fatores  
de  
Confiança

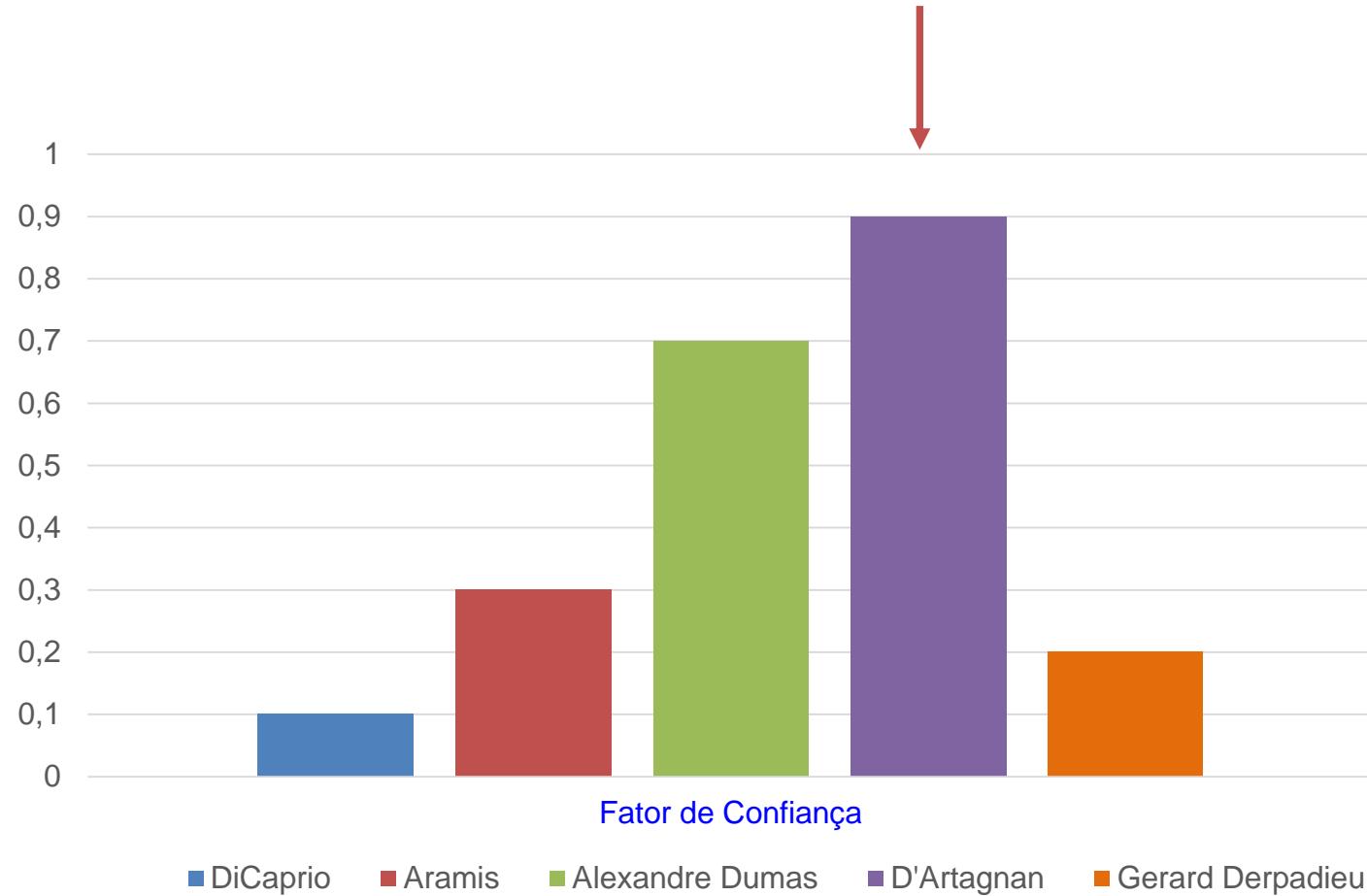
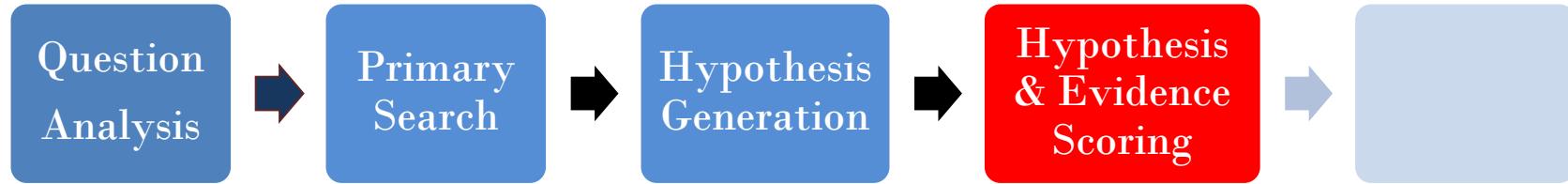


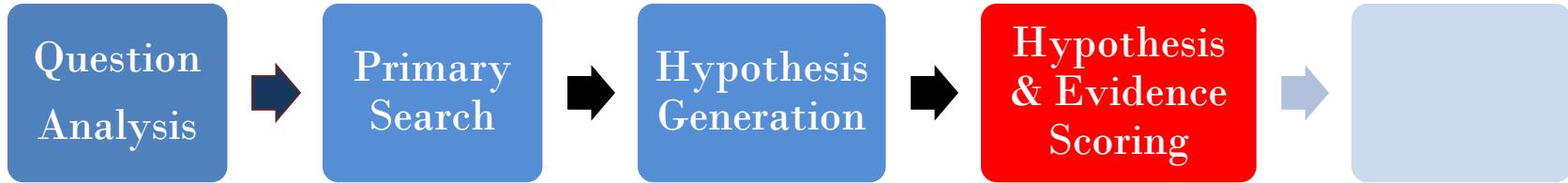


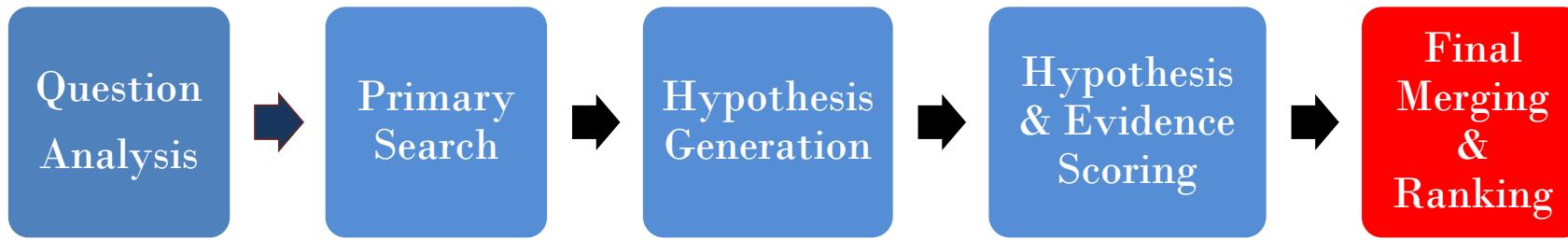


O que o Watson precisa para decidir?

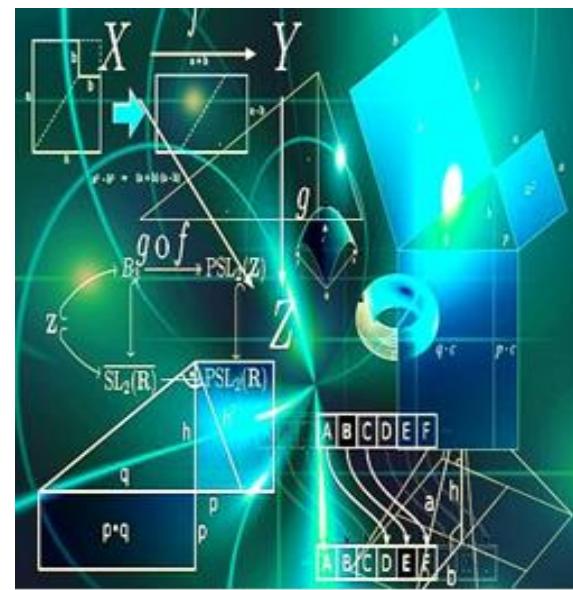
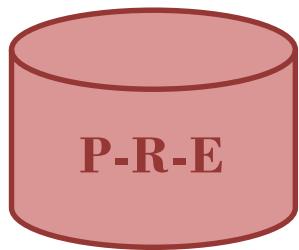
Saber qual é a melhor resposta candidata







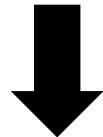
40 Anos  
Jeopardy!



Regressão Logística

Resposta Candidata	Fator Confiança
D'Artagnan	78%
Aramis	60%
Alexandre Dumas	45%
Athos	6%
DiCaprio	0%
Derpadieu	0%
.....	----

# Buzz Threshold



**Limiar para acionamento da campainha**

D'Artagnan

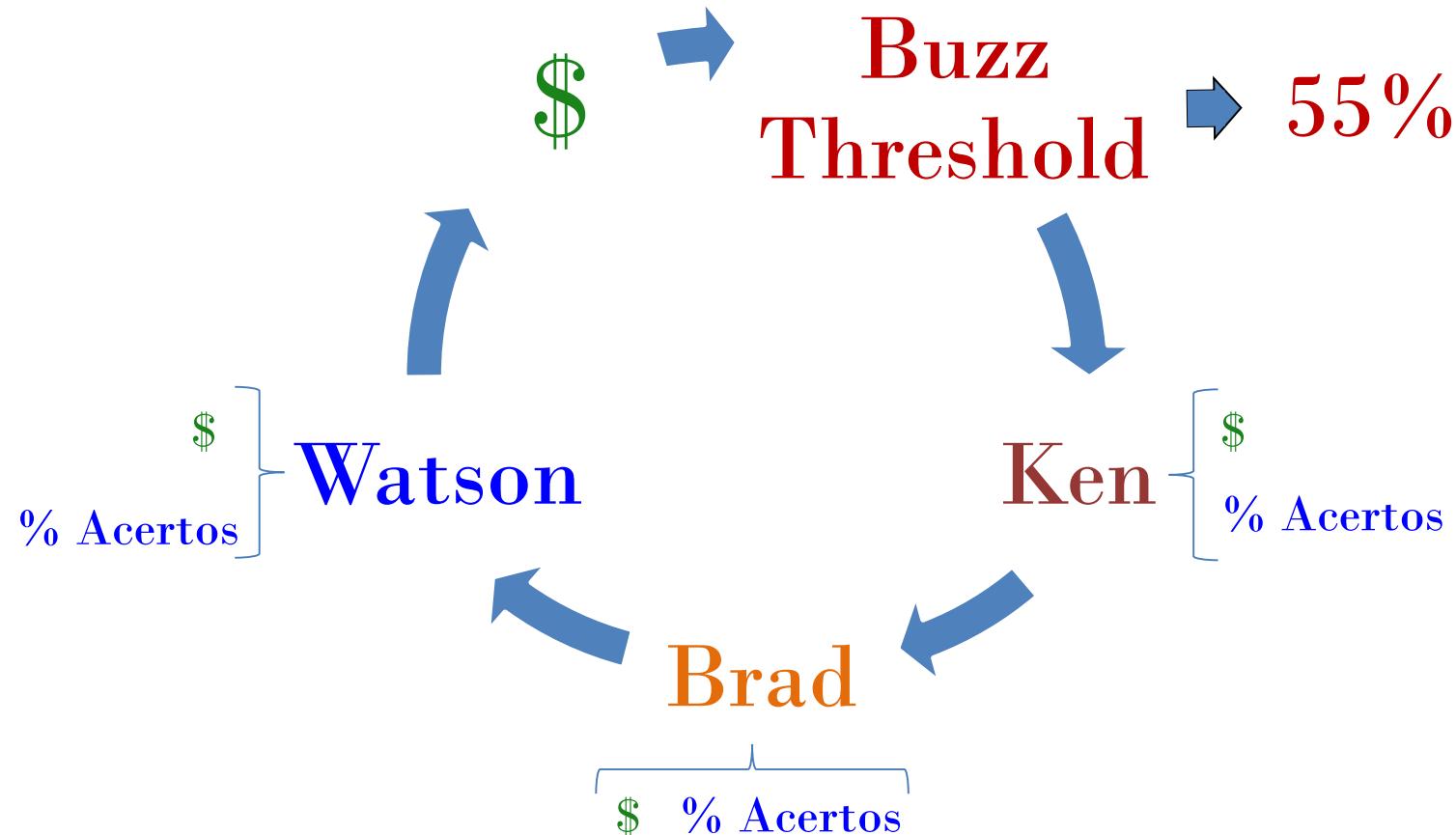


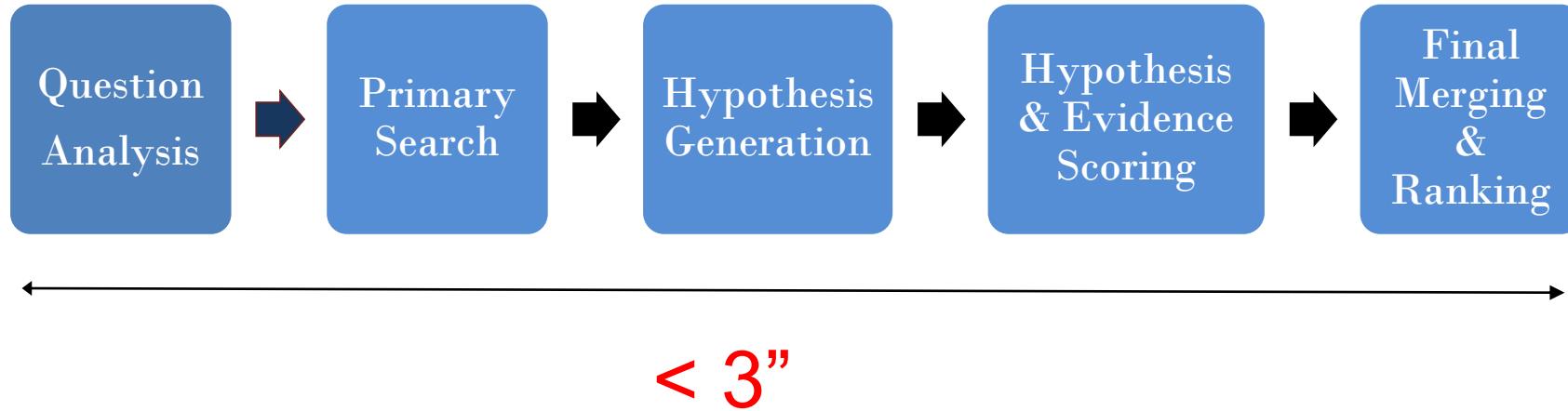
78%

> Buzz Threshold

Quem é D'Artagnan?

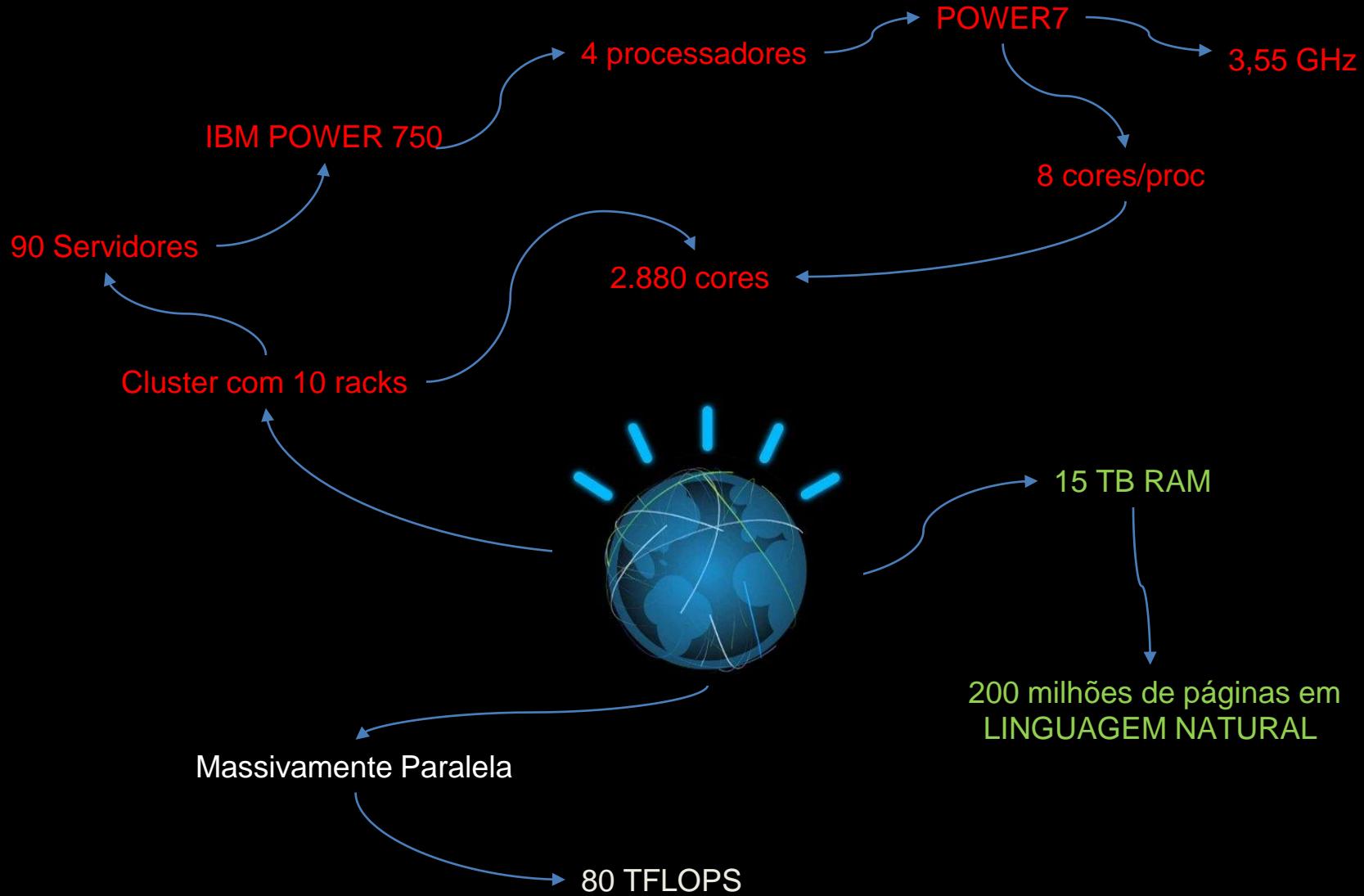
# Buzz Threshold Dinâmico



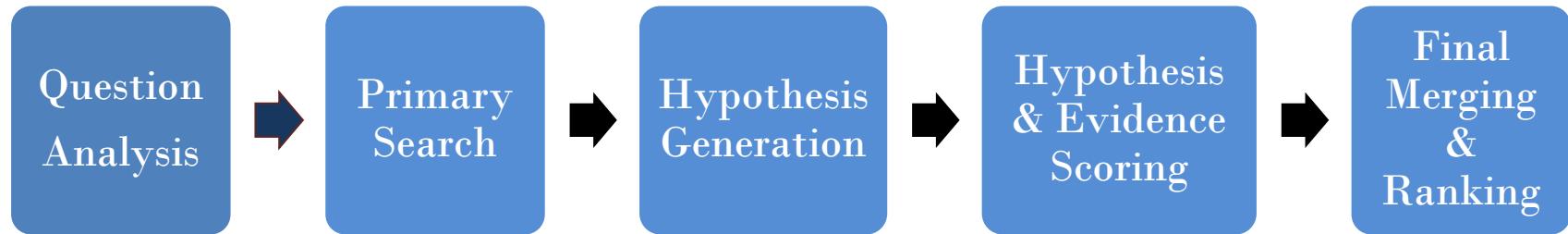


# Avatar do Watson





**Por que este exemplo em detalhes?**



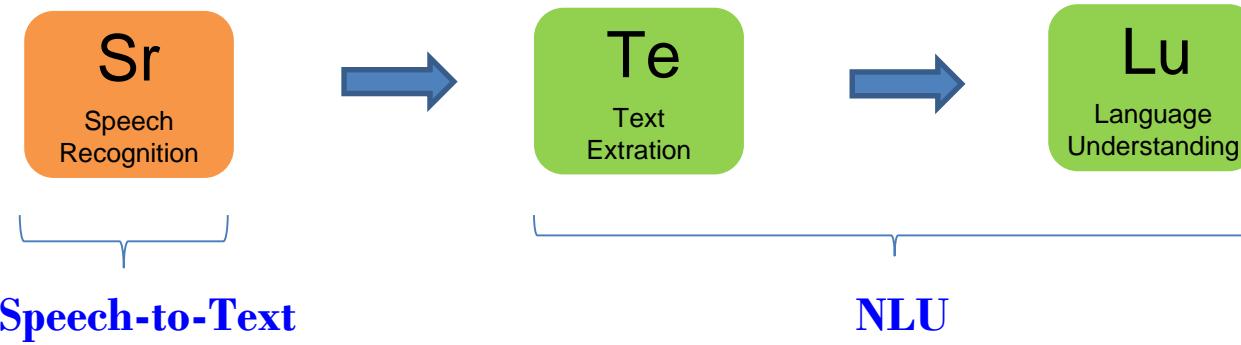
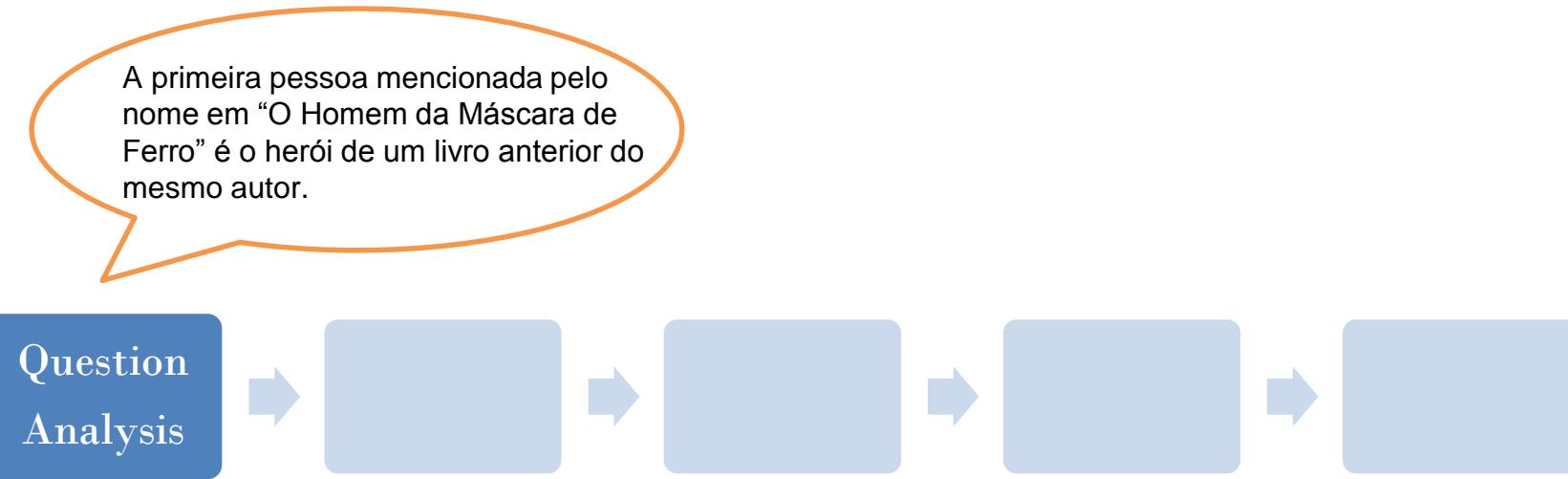
A periodic table of AI functions, organized into four rows and ten columns. The elements are color-coded by category:

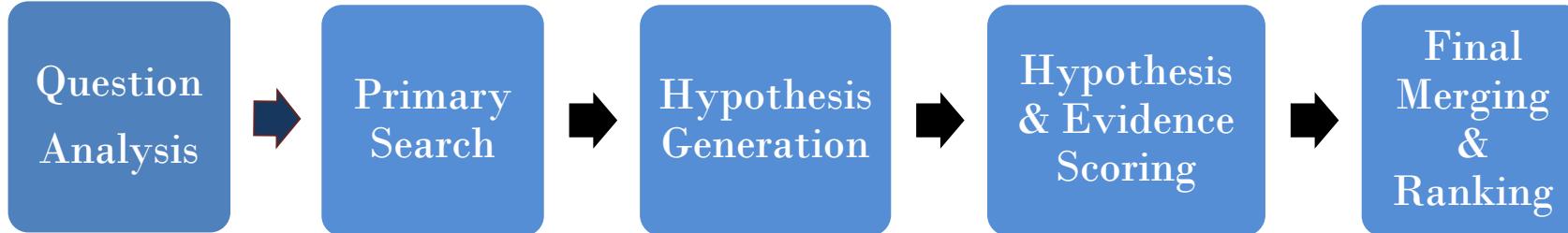
- Row 1 (Orange):** Sr (Speech Recognition), Si (Speech Identification), Ar (Audic Recognition), Ai (Audio Identification).
- Row 2 (Orange):** Fr (Face Recognition), Fi (Face Identification), Ei (Explanatory Inference), Ps (Problem Solving).
- Row 3 (Green):** Ir (Image Recognition), li (Image Identification), Sy (Synthetic Reasoning), Dm (Decision Making), Lg (Language Generation), Lc (Category Learning).
- Row 4 (Blue):** Gr (General Recognition), Gi (General Identification), Da (Data Analytics), Te (Text Extraction), Lu (Language Understanding), Lt (Knowledge Refinement), Ms (Mobility Small), Ma (Manipulation), Cn (Control).

Specific elements are highlighted with circles:

- Blue Circles:** Sr, Ps, Dm, Te, Lu.
- Red Circles:** Lr, Lc, Ma.

Sr Speech Recognition	Si Speech Identification	Ar Audic Recognition	Ai Audio Identification	Pi Predictive Inference	Pl Planning	Lr Relationship Learning	Ml Mobility Large	Cm Communication	Cn Control
Fr Face Recognition	Fi Face Identification	Ei Explanatory Inference	Ps Problem Solving	Dm Decision Making	Lg Language Generation	Lc Category Learning			
Ir Image Recognition	li Image Identification	Sy Synthetic Reasoning							
Gr General Recognition	Gi General Identification	Da Data Analytics	Te Text Extraction	Lu Language Understanding	Lt Knowledge Refinement	Ms Mobility Small	Ma Manipulation		





## Camada de Aplicação Cognitiva

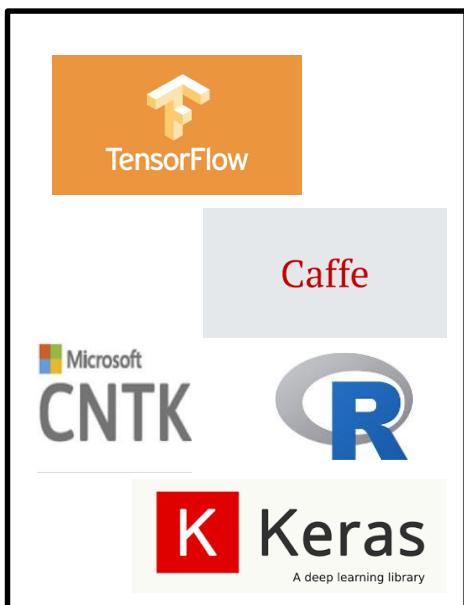


**prodemge**

Camada de Aplicação Cognitiva



ou / e



A large, stylized profile of a human brain is centered on the left side of the image. The brain is composed of glowing blue lines representing circuit boards and binary code. The background is a dark blue gradient.

OBRIGADO!!