

课程大纲 COURSE SYLLABUS

1.	课程代码/名称 Course Code/Title	人脑智能和机器智能/Brain Intelligence and Machine Learning
2.	课程性质 Compulsory/Elective	专业选修课
3.	课程学分/学时 Course Credit/Hours	3 学分/48 学时 3Credits/48Hours
4.	授课语言 Teaching Language	中文&英语/Chinese & English
5.	授课教师 Instructor(s)	刘泉影/Quanying Liu
6.	是否面向本科生开放 Open to undergraduates or not	否
7.	先修要求 Pre-requisites	(如面向本科生开放, 请注明区分内容。 If the course is open to undergraduates, please indicate the difference.) 无/NA
8.	教学目标 Course Objectives	(如面向本科生开放, 请注明区分内容。 If the course is open to undergraduates, please indicate the difference.) 课程将从以下 4 个方向展开讨论学习: 神经信号处理、神经认知计算、机器智能算法以及人脑智能和机器智能的交互。学习主流神经信号处理技术 (EEG、fMRI、MEG 等) 和机器学习的常用算法; 了解神经认知计算、机器智能和人脑智能的交互等前沿动态领域的研究现状; 实践科研项目设计与实施; 具备对人脑智能和机器智能相融合的深入研究能力。
9.	教学方法 Teaching Methods	(如面向本科生开放, 请注明区分内容。 If the course is open to undergraduates, please indicate the difference.) 课堂讲授+论文讨论+项目设计及答辩
10.	教学内容 Course Contents	(如面向本科生开放, 请注明区分内容。 If the course is open to undergraduates, please indicate the difference.)
	Section 1	Introduction.
	Section 2	EEG Signal Processing and Analysis
	Section 3	fMRI Signal Processing and Analysis
	Section 4	MEG Signal Processing and Analysis
	Section 5	Statistical Methods for Data Analysis
	Section 6	Machine Learning Techniques for Data Analysis
	Section 7	Human intelligence: Human Observational Learning
	Section 8	Human intelligence: Causal Inference in the Multisensory Brain

Section 9	Human intelligence: Human Multisensory Perception
Section 10	Human Intelligence: Human Decision-making
Section 11	Machine Intelligence: Cognitive AI with Human-like Commonsense
Section 12	Machine Intelligence: Building Machines That Learn and Think Like People
Section 13	Machine Intelligence: Lifelong Learning in Artificial Neural Networks
Section 14	Brain-Machine Intelligence: Cortical Activity Machine Translation
Section 15	Brain-Machine Intelligence: Human-machine Interaction
Section 16	Brain-Machine Intelligence: Neuroscience-inspired AI
11. 课程考核 Course Assessment	
<p>(① 考核形式 Form of examination; ②. 分数构成 grading policy; ③ 如面向本科生开放, 请注明区分内容。 If the course is open to undergraduates, please indicate the difference.)</p> <p>课程讨论 30% 论文讨论 40% 项目设计 30%</p>	
12. 教材及其它参考资料 Textbook and Supplementary Readings	
<p>教材: [1] Computational Modelling of Cognition and Behavior, by Simon Farrell and Stephan Lewandowsky [2] Neuroscience: Exploring the Brain, by Mark F. Bear, Barry W. Connors, and Michael A. Paradiso</p> <p>参考资料: [1] EEGLAB Tutorial. https://sccn.ucsd.edu/wiki/EEGLAB#The_EEGLAB_Tutorial_Outline [2] Statistical Parametric Mapping Tutorial: https://www.fil.ion.ucl.ac.uk/spm/doc/manual.pdf [3] Murphy, K. P. (2012). <i>Machine learning: a probabilistic perspective</i>. MIT press. [4] Hu, L., & Zhang, Z. (2019). <i>EEG Signal Processing and Feature Extraction</i>. Springer Singapore. [5] Cao, Y., Summerfield, C., Park, H., Giordano, B. L., & Kayser, C. (2019). Causal Inference in the Multisensory Brain. <i>Neuron</i>, 102(5), 1076-1087.e8. [6] Charpentier, C. J., Iigaya, K., & O'Doherty, J. P. (2020). A Neuro-computational Account of Arbitration between Choice Imitation and Goal Emulation during Human Observational Learning. <i>Neuron</i>. [7] Rohe, T., Ehlis, A.-C. & Noppeney, U. (2019). The neural dynamics of hierarchical Bayesian causal inference in multisensory perception. <i>Nature Communication</i>. [8] Ji-An Li, Daoyi Dong, Zhengde Wei, Ying Liu, Yu Pan, Franco Nori, and Xiaochu Zhang. (2020). Quantum reinforcement learning during human decision-making. <i>Nature Human Behaviour</i> [9] Lake, B. M., Ullman, T. D., Tenenbaum, J. B., & Gershman, S. J. (2017). Building machines that learn and think like people. <i>Behavioral and Brain Sciences</i>, 40. [10] Yixin Zhu, Tao Gao, Lifeng Fan, Siyuan Huang, Mark Edmonds, Hangxin Liu, Feng Gao, Chi Zhang, Siyuan Qi, Yingnian Wu, Joshua B. Tenenbaum, Song-Chun Zhu.(2020). Dark, Beyond Deep: A Paradigm Shift to Cognitive AI with Human-like Commonsense. <i>Engineering</i> [11] Makin, J. G., Moses, D. A., & Chang, E. F. (2020). Machine translation of cortical activity to text with an encoder-decoder framework. <i>Nature Neuroscience</i>, 23(4), 575-582. [12] G. Gary Anthes. (2019). Lifelong learning in artificial neural networks. <i>Commun. ACM</i> 62, 13- 15. [13] Nalepka, P., Lamb, M., Kallen, R. W., Shockley, K., Chemero, A., Saltzman, E., & Richardson, M. J. (2019). Human social motor solutions for human-machine interaction in dynamical task contexts. <i>PNAS</i>, 116(4), 1437-1446. [14] Hassabis D, Kumaran D, Summerfield C, Botvinick M.(2017) Neuroscience-Inspired artificial intelligence. <i>Neuron</i> 95, 245- 258.</p>	