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Volume 2

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The "Proceedings of the International Neural Networks Society INNS" publishes research contributions on fundamental principles and applications related to neural networks and modeling behavioral and brain processes. Topics of interest include new developments, state-of-art theories, methods and practical applications, covering all aspects of neural networks and neuromorphic technologies for (artificially; replace with anthropomorphic) intelligent (designs; replace with systems). This series covers high quality books that contribute to the full range of neural networks research, from computational neuroscience, cognitive science, behavioral and brain modeling, (add machine) learning algorithms, mathematical theories, to technological applications of systems that significantly use neural network concepts and techniques.

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Proceedings of the 21st EANN (Engineering Applications of Neural Networks) 2020 Conference

Proceedings of the EANN 2020



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EANN 2020 Preface

Artificial neural networks (ANN) are a typical case of machine learning, which mimics the physical learning process of the human brain. More than 60 years have passed from the introduction of the first perceptron. Since then, numerous types of ANN architectures have been developed. Among them are recurrent ANN, whose nodes' connections are forming a directed graph along a temporal sequence. More recently, generative adversarial neural networks are trying to fuse "imagination" to artificial intelligence (AI) and convolutional neural networks (CNN) are significantly contributing to the enhancement of pattern recognition, machine translation, anomaly detection, and machine vision. Neural networks have a significant contribution in natural language, and they are widely employed for text classification by search engines in the web. In this domain, CNN are successfully applied by the word2vec method, in recommendation systems–sentiment analysis for movies, customer reviews, and so on. Also, they are used in text-to-speech conversion and semantic parsing plus question answering systems.

The engineering applications of neural networks conference aim to bring together scientists from all AI domains and to give them the chance to exchange ideas and to announce their achievements. Since the first conference in 1995, EANN has provided a great discussion forum on engineering applications of all artificial intelligence technologies, focusing on artificial neural networks. More specifically, EANN promotes the use of modeling techniques from all subdomains of AI in diverse application areas, where significant benefits can be derived. The conference is also reporting advances in theoretical AI aspects. Thus, both innovative applications and methods are particularly appreciated. EANN is a mature and well-established international scientific conference held in Europe. Its history is long and very successful, following and spreading the evolution of intelligent systems.

The 21st EANN 2020 was collocated with the 16th EANN 2020 conference.

The first EANN event was organized in Otaniemi, Finland, in 1995. Since then, it has a continuous and dynamic presence as a major global, but mainly European scientific event. More specifically, it has been organized in Finland, UK (England), Sweden, Gibraltar, Poland, Italy, Spain, France, Bulgaria, UK (Scotland), UK

(Bristol), and Greece. It has been technically supported by the International Neural Networks Society (INNS) and more specifically by the EANN Special Interest Group.

This proceedings volume belongs to International Neural Networks (INNS) Springer Series, and it contains the papers that were accepted to be presented orally at the 21st EANN 2020 conference. The diverse nature of papers presented demonstrates the vitality of artificial intelligence algorithms and approaches. It is not only related to neural networks, but it certainly provides a very wide forum for AI applications as well.

The event was held from June 5 to 7, 2020, and it was broadcasted live through web, to all conference participants. There was no potential for physical attendance due to the global problem with CONVI-19 virus.

Regardless of the extremely difficult pandemic conditions, the response of the international scientific community to the EANN 2020 call for papers was more than satisfactory, with 89 papers initially submitted. All papers were peer reviewed by at least two independent academic referees. When needed, a third referee was consulted to resolve any potential conflicts. A total of 47% of the submitted manuscripts (42 papers) have been accepted to be published as full papers (12 pages long) in the Springer proceedings. Due to the high quality of the submissions, the Program Committee has decided that it should accept additionally six more papers to be published as short ones (ten pages long).

Four Keynote speakers gave state-of-the-art lectures (after invitation) in the timely aspects applications of artificial intelligence.

Dr. Pierre Philippe Mathieu

European Space Agency (ESA) Head of the Philab (Φ Lab) Explore Office at the European Space Agency in ESRIN (Frascati, Italy).

Pierre-Philippe is passionate about innovation and our planet: its beauty, fragility and complex dynamics as part of an integrated Earth System. His current role at ESA is to help scientists, innovators and citizens to use high-tech (such as satellite data) to better monitor, understand and preserve our home planet, by making sustainable use of its limited natural resources.

PP's background is in Earth Sciences. He has a degree in engineering and M.Sc from the University of Liege (Belgium), a Ph.D. in climate science from the University of Louvain (Belgium), and a Management degree from the University of Reading Business School (Uk). Over the last 20 years, he has been working in environmental monitoring and modelling, across disciplines from remote sensing, modelling up to weather risk management.

Currently, PP is trying to connect the global picture we get from space with world challenges in daily life, fostering the use of our Earth Observation (EO) missions to support science, innovation and development in partnership with user communities, industry and businesses.

Professor Leontios Hadjileontiadis, Department of Electrical and Computer Engineering, Aristotle University of Thessaloniki, Greece, and Coordinator of i-PROGNOSIS, gave a speech on the subject of "**Smartphone**, **Parkinson's and Depression: A new AI-based prognostic perspective**".

Professor Hadjileontiadis has been awarded among other awards, as innovative researcher and champion faculty from Microsoft, USA (2012), the Silver Award in Teaching Delivery at the Reimagine Education Awards (2017–2018) and the Healthcare Research Award by the Dubai Healthcare City Authority Excellence Awards (2019). He is a senior member of IEEE.

Professor Nikola Kasabov, FIEEE, FRSNZ, Fellow INNS College of Fellows, DVF RAE, UK, Director, Knowledge Engineering and Discovery Research Institute, Auckland University of Technology, Auckland, New Zealand, Advisory/Visiting Professor SJTU and CASIA China, RGU, UK, gave a speech on the subject of "Deep Learning, Knowledge Representation and Transfer with Brain-Inspired Spiking Neural Network Architectures".

Professor Kasabov has received a number of awards, among them: Doctor Honoris Causa from Obuda University, Budapest; INNS Ada Lovelace Meritorious Service Award; NN Best Paper Award for 2016; APNNA "Outstanding Achievements Award"; INNS Gabor Award for "Outstanding contributions to engineering applications of neural networks"; EU Marie Curie Fellowship; Bayer Science Innovation Award; APNNA Excellent Service Award; RSNZ Science and Technology Medal; 2015 AUT Medal; Honorable Member of the Bulgarian and the Greek Societies for Computer Science.

Professor Xiao-Jun Wu Department of Computer Science and Technology, Jiangnan University, China, gave a speech on the subject of "**Image Fusion Based on Deep Learning**".

Professor Xiao-Jun Wu has won the most outstanding postgraduate award by Nanjing University of Science and Technology. He has won different national and international awards, for his research achievements. He was a visiting postdoctoral researcher in the Center for Vision, Speech, and Signal Processing (CVSSP), University of Surrey, UK, from 2003 to 2004.

Tutorials

Prof. John Macintyre

Dean of the Faculty of Applied Sciences, Pro Vice Chancellor at the University of Sunderland, UK. During the 1990s, he established the Center for Adaptive Systems—at the University, which became recognized by the UK government as a center of excellence for applied research in adaptive computing and artificial intelligence. The center undertook many projects working with and for external organizations in industry, science, and academia, and for three years ran the Smart Software for Decision Makers program on behalf of the Department of Trade and Industry.

Professor Macintyre will give a plenary talk on the following subject: "AI Applications during the COVID-19 Pandemic - A Double Edged Sword?"

Dr. Kostas Karpouzis

Associate Researcher, Institute of Communication and Computer Systems (ICCS) of the National Technical University of Athens, Greece. Tutorial Subject: "AI/ML for games for AI/ML".

Digital games have recently emerged as a very powerful research instrument for a number of reasons: They involve a wide variety of computing disciplines, from databases and networking to hardware and devices, and they are very attractive to users regardless of age or cultural background, making them popular and easy to evaluate with actual players. In the fields of artificial intelligence and machine learning, games are used in a twofold manner: to collect information about the players' individual characteristics (player modeling), expressivity (affective computing), and playing style (adaptivity) and also to develop AI-based player bots to assist and face the human players and as a test bed for contemporary AI algorithms.

This tutorial discusses both approaches that relate AI/ML to games: Starting from a theoretical review of user/player modeling concepts, it discusses how we can collect data from the users during gameplay and use them to adapt the player experience or model the players themselves. Following that, it presents AI/ML algorithms used to train computer-based players and how these can be used in contexts outside gaming. Finally, it introduces player modeling in contexts related to serious gaming, such as health and education.

Intended audience: researchers in the fields of machine learning and human-computer interaction, game developers and designers, health and education practitioners.

The accepted papers of the 21st EANN conference are related to the following thematic topics:

- Classification Machine Learning
- Convolutional Neural Networks in Robotics/Machine Vision
- Deep Learning Applications in Engineering
- Deep Learning LSTM in Environmental Cases
- Deep Learning in Engineering
- Deep Learning/Image Processing
- Deep Learning and Medical Systems
- Fuzzy Logic Modeling
- Unsupervised Machine Learning/Clustering
- Fuzzy Modeling
- Machine Learning and Neuro/Biological Modeling
- Meta-Learning/Nonlinear Modeling
- · Algorithmic Foundations of Neural Networks
- Neural Networks in Engineering
- Optimization and Machine Learning
- Hybrid Machine Learning Systems

The authors of submitted papers came from 18 different countries from all over the globe, namely Bulgaria, Czech Republic, Germany, Greece, France, Hong Kong, Hungary, India, Italy, Japan, Norway, Poland, Romania, Russia, Spain, Turkey, UK, and Vietnam.

June 2020

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	IEEE Society/Council Active
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Abstracts of Invited Talks

The Rise of Artificial Intelligence for Earth Observation (AI4EO)

Pierre Philippe Mathieu

European Space Agency (ESA) Head of the Philab (Φ Lab) Explore Office at the European Space Agency in ESRIN (Frascati, Italy) Pierre.Philippe.Mathieu@esa.int

Abstract. The world of Earth Observation (EO) is rapidly changing as a result of exponential advances in sensor and digital technologies. The speed of change has no historical precedent. Recent decades have witnessed extraordinary developments in ICT, including the Internet, cloud computing and storage, which have all led to radically new ways to collect, distribute and analyse data about our planet. This digital revolution is also accompanied by a sensing revolution that provides an unprecedented amount of data on the state of our planet and its changes.

Europe leads this sensing revolution in space through the Copernicus initiative and the corresponding development of a family of Sentinel missions. This has enabled the global monitoring of our planet across the whole electromagnetic spectrum on an operational and sustained basis. In addition, a new trend, referred to as "New Space", is now rapidly emerging through the increasing commoditization and commercialization of space.

These new global data sets from space lead to a far more comprehensive picture of our planet. This picture is now even more refined via data from billions of smart and inter-connected sensors referred to as the Internet of Things. Such streams of dynamic data on our planet offer new possibilities for scientists to advance our understanding of how the ocean, atmosphere, land and cryosphere operate and interact as part on an integrated Earth System. It also represents new opportunities for entrepreneurs to turn big data into new types of information services.

However, the emergence of big data creates new opportunities but also new challenges for scientists, business, data and software providers to make sense of the vast and diverse amount of data by capitalizing on powerful techniques such as Artificial Intelligence (AI). Until recently AI was mainly a restricted field occupied by experts and scientists, but today it is routinely used in everyday life without us even noticing it, in applications ranging from recommendation engines, language services, face recognition and autonomous vehicles.

The application of AI to EO data is just at its infancy, remaining mainly concentrated on computer vision applications with Very High-Resolution satellite imagery, while there are certainly many areas of Earth Science and big data mining / fusion, which could increasingly benefit from AI, leading to entire new types of value chain, scientific knowledge and innovative EO services.

This talk will present some of the ESA research / application activities and partnerships in the AI4EO field, inviting you to stimulate new ideas and collaboration to make the most of the big data and AI revolutions.

Smartphone, Parkinson's, and Depression: A New AI-Based Prognostic Perspective

Leontios Hadjileontiadis^{1,2}

- ¹ Department of Electrical and Computer Engineering, Khalifa University of Science and Technology, Technology and Research, Abu Dhabi, United Arab Emirates
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- Aristotle University of Thessaloniki, Thessaloniki, Greece leontios@auth.gr

Abstract. Machine learning (ML) is a branch of artificial intelligence (AI) based on the idea that systems can learn from data, identify patterns, and make decisions with minimal human intervention. While many ML algorithms have been around for a long time, the ability to automatically apply complex mathematical calculations to big data—over and over, faster and faster, deeper and deeper—is a recent development, leading to the realization of the so-called deep learning (DL). The latter has an intuitive capability that is similar to biological brains. It is able to handle the inherent unpredictability and fuzziness of the natural world. In this keynote, the main aspects of ML and DL will be presented, and the focus will be placed in the way they are used to shed light upon the human behavioral modeling. In this vein, AI-based approaches will be presented for identifying fine motor skills deterioration due to early Parkinson's and depression symptoms reflected in the keystroke dynamics, while interacting with a smartphone. These approaches provide a new and unobtrusive way for gathering and analyzing dense sampled big data, contributing to further understanding disease symptoms at a very early stage, guiding personalized and targeted interventions that sustain the patient's quality of life.

Deep Learning, Knowledge Representation, and Transfer with Brain-Inspired Spiking Neural Network Architectures

Nikola Kasabov

Auckland University of Technology, Knowledge Engineering and Discovery Research Institute, Auckland, New Zealand nkasabov@aut.ac.nz

Abstract. The talk argues and demonstrates that the third generation of artificial neural networks, the spiking neural networks (SNN), can be used to design brain-inspired architectures that are not only capable of deep learning of temporal or spatiotemporal data, but also enabling the extraction of deep knowledge representation from the learned data. Similarly to how the brain learns time space data, these SNN models do not need to be restricted in number of layers, neurons in each layer, etc. When a SNN model is designed to follow a brain template, knowledge transfer between humans and machines in both directions becomes possible through the creation of brain-inspired brain-computer interfaces (BCI). The presented approach is illustrated on an exemplar SNN architecture NeuCube (free software and open source available from www.kedri.aut.ac.nz/neucube) and case studies of brain and environmental data modeling and knowledge representation using incremental and transfer learning algorithms. These include predictive modeling of EEG and fMRI data measuring cognitive processes and response to treatment, AD prediction, BCI for neuro-rehabilitation, human-human and human-VR communication, hyper-scanning, and other.

Image Fusion Based on Deep Learning

Xiao-Jun Wu

Department of Computer Science and Technology, School of IoT Engineering, Jiangnan University, China wu_xiaojun@jiangnan.edu.cn

Abstract. Deep learning (DL) has found very successful applications in numerous different domains with impressive results. Image fusion (IMF) algorithms based on DL and their applications will be presented thoroughly in this keynote lecture. Initially, a brief introductory overview of both concepts will be given. Then, IMF employing DL will be presented in terms of pixel, feature, and decision level, respectively. Furthermore, a DL-inspired approach called MDLatLRR which is a general approach to image decomposition will be introduced for IMF. A comprehensive analysis of DL models will be offered, and their typical applications will be discussed, including Image Quality Enhancement, Facial Landmark Detection, Object Tracking, Multi-Modal Image Fusion, Video Style Transformation, and Deep Fake of Facial Images, respectively.

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