

## Overview of Artificial Intelligence (AI) at NASA Goddard

Jacqueline Le Moigne

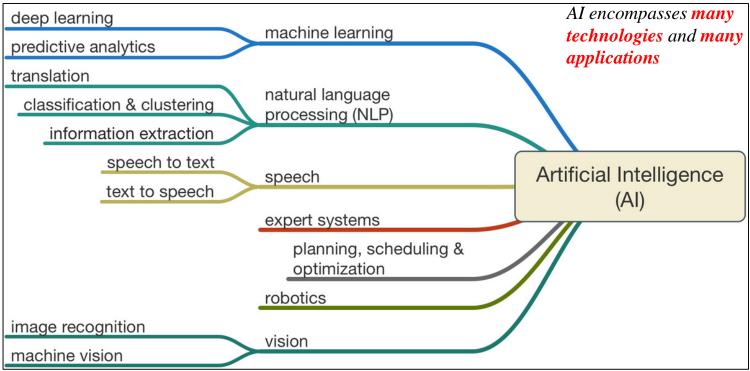
2018/10/29



### What is Artificial Intelligence?

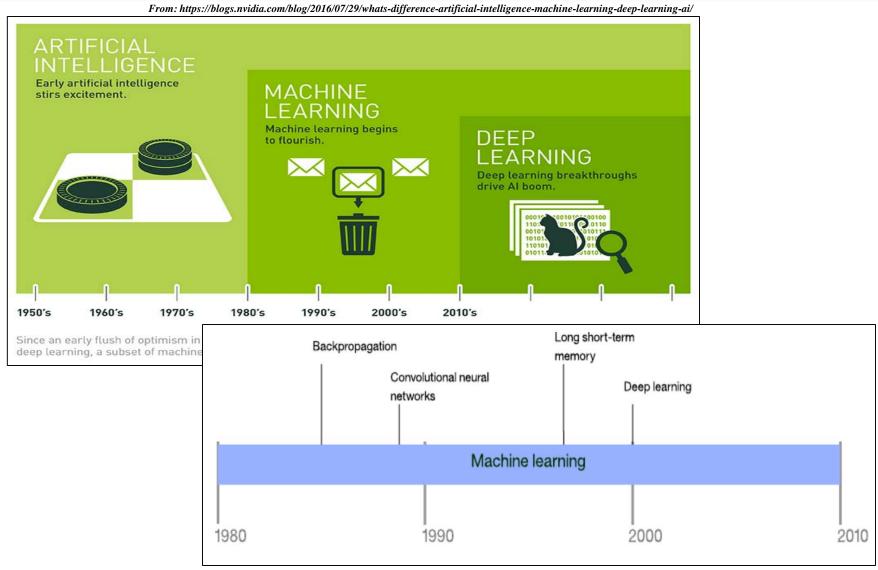
#### A few definitions:

- Artificial Intelligence (AI) covers the development of the framework and of the technologies that enable a machine to perceive, reason, plan, act and learn both rationally and humanly.
- *Machine Learning (ML)* covers the sub-field of AI dealing with a machine capable of learning rationally and humanly.
- Deep Learning (DL) is a sub-field of Machine Learning dealing with very large Artificial Neural Networks including larger numbers of layers and of neurons, trained with massive amounts of data.





# Artificial Intelligence and Machine Learning





## Al Strategy for NASA Applications

at Goddard

- Hardware and Software Infrastructure
- Novel HW investigation, e.g., Quantum and

HW and SW Infrastructure

- Neuromorphic Computing
- Fast Access to Large Amounts of Data

- AI Expertise
- Conceptual Software & Algorithm Development
- **Onboard Implementations**

AI Algorithm Development and Onboard *Implementations* 

Science **Applications** and Big Data **Analytics** 

- Science Applications and **Data Analytics**
- Algorithm Relevance and Validation



### Collaborations for Successful Al

# Business Insider: "Facebook's chief scientist says that Silicon Valley needs to work more closely with academia to build the future of Artificial Intelligence"

Yann LeCun, Facebook Aug. 3, 2018, 12:59 PM

#### Opinion



Facebook's chief Al scientist Yann LeCun. Facebook

- Facebook's chief AI scientist, Yann LeCun, says that letting
   AI experts split their time between academia and industry is
   helping drive innovation.
- Writing for Business Insider, the executive and NYU
  professor argues that the dual-affiliation model Facebook
  uses boosts individual researchers and the industry at large.
- A similar model has historically been practiced in other industries, from law to medicine.





### Today's Tour

1:30-2:50 p.m.	Overview of AI at Goddard  Jacqueline Le Moigne, assistant chief for technology, Software Engineering Division, NASA Goddard  Detecting Wildfires in MODIS Data Using Deep Neural Networks  James MacKinnon, computer engineer, NASA  Virtual Reality for Science Applications  Thomas G. Grubb, AR/VR product development lead, NASA
2:50-3:05 p.m.	Travel to Building 28
3:05-4:10 p.m.	A Look at Learning in Earth Sciences  Craig Pelissier, computational scientist, NASA  Science Data Visualization  Horace Mitchell, head, Scientific Visualization Studio, NASA; Craig Pelissier, computational scientist, NASA; Lori Perkins, computer engineer, Scientific Visualization Studio, NASA
4:10-4:20 p.m.	Travel to Building 29
4:20-4:45 p.m.	Autonomous and Tele-Robotics for Satellite Servicing  Brian Roberts, robotic technologist, Satellite Servicing Projects Division, NASA
4:45-5:45 p.m.	Depart NASA and head to the National Press Club

10/29/2018