Session 1 Resources

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GETTING STARTED WITH MACHINE LEARNING-PART 1

Instructions

Visit the Kadenze Wekinator homepage at http://wekinator.org/kadenze

This site includes an installer for the special version of the Wekinator software for this course. It also includes examples of programs for getting inputs from sensors or other sources, and programs for controlling sound or animations using Wekinator.

Important: Ensure you only have one Wekinator project open at a time when you are doing an assignment!

Otherwise our graders may get confused

a. Install the Kadenze version of Wekinator on your machine.

b. When you run this Kadenze version of Wekinator, it will prompt you to enter the assignment number you are working on. Make sure that whenever you work on this assignment, you always choose "Assignment 1, Part 1." This will ensure that all the work you do on Assignment 1 gets saved in one place, so you don't have to do it all in one sitting, or even within the same Wekinator project.

c. Look through the example input and output programs provided in the bundle. (You will not be able to run all of these on your computer, since some of them depend on you having other hardware or software; don't worry about this!) You can optionally read more about these examples in the file README. txt in your example bundle, or on the Wekinator website.

d. Go to http://wekinator.org/walkthrough and follow the instructions to get Wekinator set up with a very simple input (your mouse or webcam) and a very simple output (a simple sound generator or animation). If you have trouble getting this to work, use the Kadenze forum to ask for help.

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Instructions Continued

e. Try changing the training examples to see how this changes the behaviour of the system after it is retrained. Spend some time experimenting with the trained models to start to understand how the models are changed.

f. In Wekinator, go to the Kadenze menu and select "Create Kadenze Assignment 1 submission."

g. Upload this .zip file to coursework Getting Started with Machine Learning - Part 1