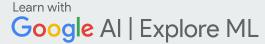
# Day 3 Cognitive Applications











Aditya Jyoti Paul @phreakyphoenix

Founder and Head of Research,
Cognitive Applications Research Lab (CARL)
Head of Computer Vision, Reflective AI
Google AI ExploreML Facilitator

## **Examples of Machine Learning**





Read a couple of news articles involving applications of ML.

- 1. Would a traditional programming solution be more efficient?
- 2. Could a human perform the same task in less time?
- 3. What are the benefits of a Machine Learning model in these instances?

### **Features**

## Predicting the Price of a House

- Location
- Number of bedrooms
- Size of property

- Number of light switches?
- Color of house?

### **Features**

## Recommending which video a user should watch next

- Topic
- Popularity of a video/Number of views
- Creator of video

- Length of video?
- Age of video?

## **Checkpoint on Learning**

A baker would like to optimize pricing of cakes in their bakery depending on previous pricing, cost to make, and time of year.

- 1. What about the scenario make it suitable for ML?
- 2. What is the benefit to the business?
- 3. Would a human perform the job better?
- 4. What are the inputs to the system?
- 5. How could the ML model go wrong?

## **Checkpoint on Learning**

An ocean conservationist would like to track fish populations over time.

- 1. What about the scenario make it suitable for ML?
- 2. What is the benefit for the organization?
- 3. Would a human perform the job better?
- 4. What are the inputs to the system?
- 5. How could the ML model go wrong?

## **Checkpoint on Learning**

An online brand influencer wants a model that can predict the number of 'likes' that a particular post may get.

- 1. What about the scenario make it suitable for ML?
- 2. What is the benefit for the business or individual?
- 3. Would a human perform the job better?
- 4. What are the inputs to the system?
- 5. How could the ML model go wrong?

## Problem Framing

What is Supervised Machine Learning?

In 90 seconds,

summarise what you know in pairs. Go!

**Label** is the true thing we are predicting "y"

The y variable in basic linear regression

**Label** is the true thing we are predicting "y"

Features are input variables describing our data "x1"

• The x1, x2, xn variables in basic linear regression

**Label** is the true thing we are predicting "y"

**Features** are input variables describing our data "x1"

**Example** is a particular instance of data, x

**Label** is the true thing we are predicting "y"

**Features** are input variables describing our data "x1"

**Example** is a particular instance of data, x

**Labeled example** {features, label}: (x,y)

Used to train the model

**Label** is the true thing we are predicting "y"

**Features** are input variables describing our data "x1"

**Example** is a particular instance of data, x

**Labeled example** {features, label}: (x,y)

**Unlabeled example** {feature,?}: (x,?)

Used for making predictions on new data

**Label** is the true thing we are predicting "y"

**Features** are input variables describing our data "x1"

**Example** is a particular instance of data, x

**Labeled example** {features, label}: (x,y)

**Unlabeled example** {feature,?}: (x,?)

Model maps examples to prediction labels: y

Defined by internal parameters, which are learned

## Problem Framing Feedback

A teacher wants to predict a student's end-of-year test result based on a student's performance on mini tests throughout the year.



- 1. Clear use case
- 2. Know the problem
- 3. You have a lot of data
- 4. Predictive power
- 5. Decisions, not just predictions