



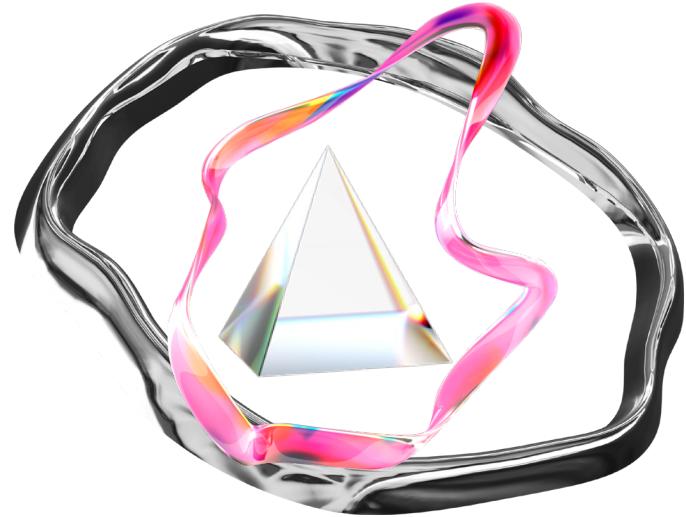
AI + AI + AI  
**AI MODULE X SCREENS**

enrique.encinas @aho.no

AIAIAI NEWS

# 3 WEEKS

13th March -> 31st March



[HTTPS://GITHUB.COM/ENRIQUEKI/AIAIAI](https://github.com/enriqueki/AIAIAI)

+

SLACK

# WEEK #1

13th March -> 20th March

**AI X LAST WEEK**

**:: P5.JS + AI BASICS**





AI BASICS

WWW.AUTODRAW.COM

+

WWW.QUICKDRAW.COM

# AI WHAT?

## ARTIFICIAL INTELLIGENCE

Any technique that allows computers to mimic human intelligence

### MACHINE LEARNING

Machine learns by itself.  
Algorithms that use statistics to find patterns in large amounts of data.

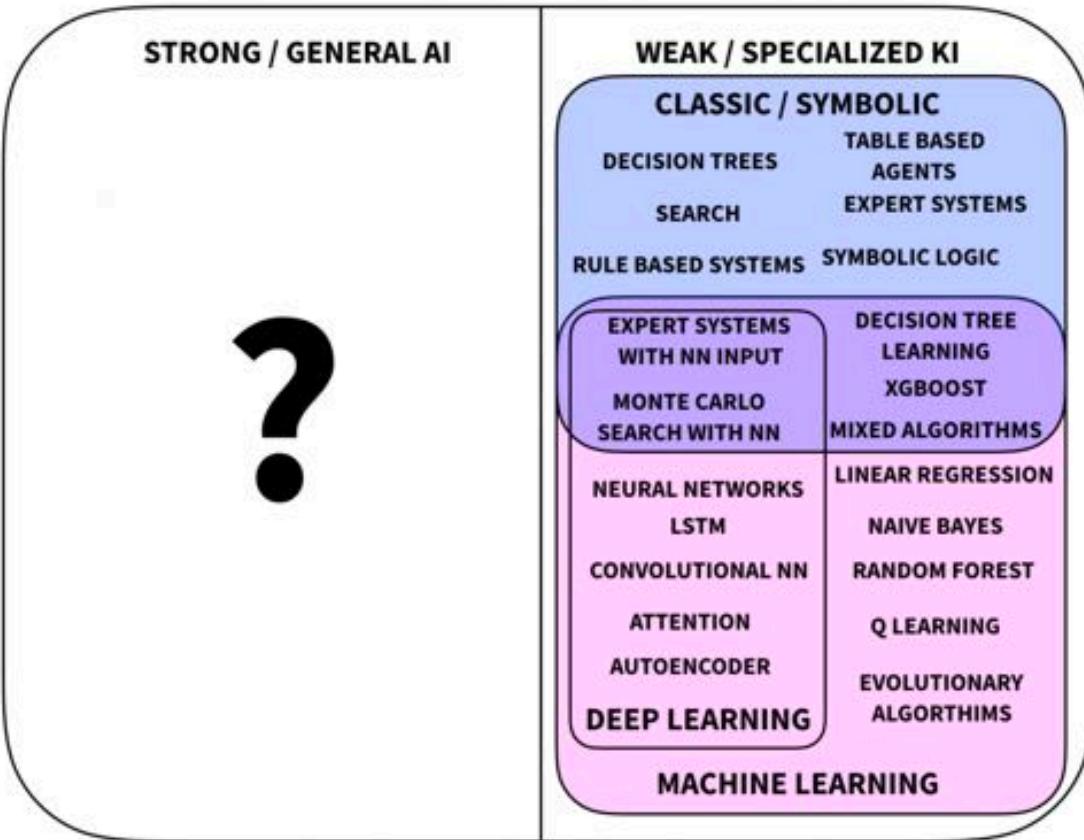
### SYMBOLIC AI

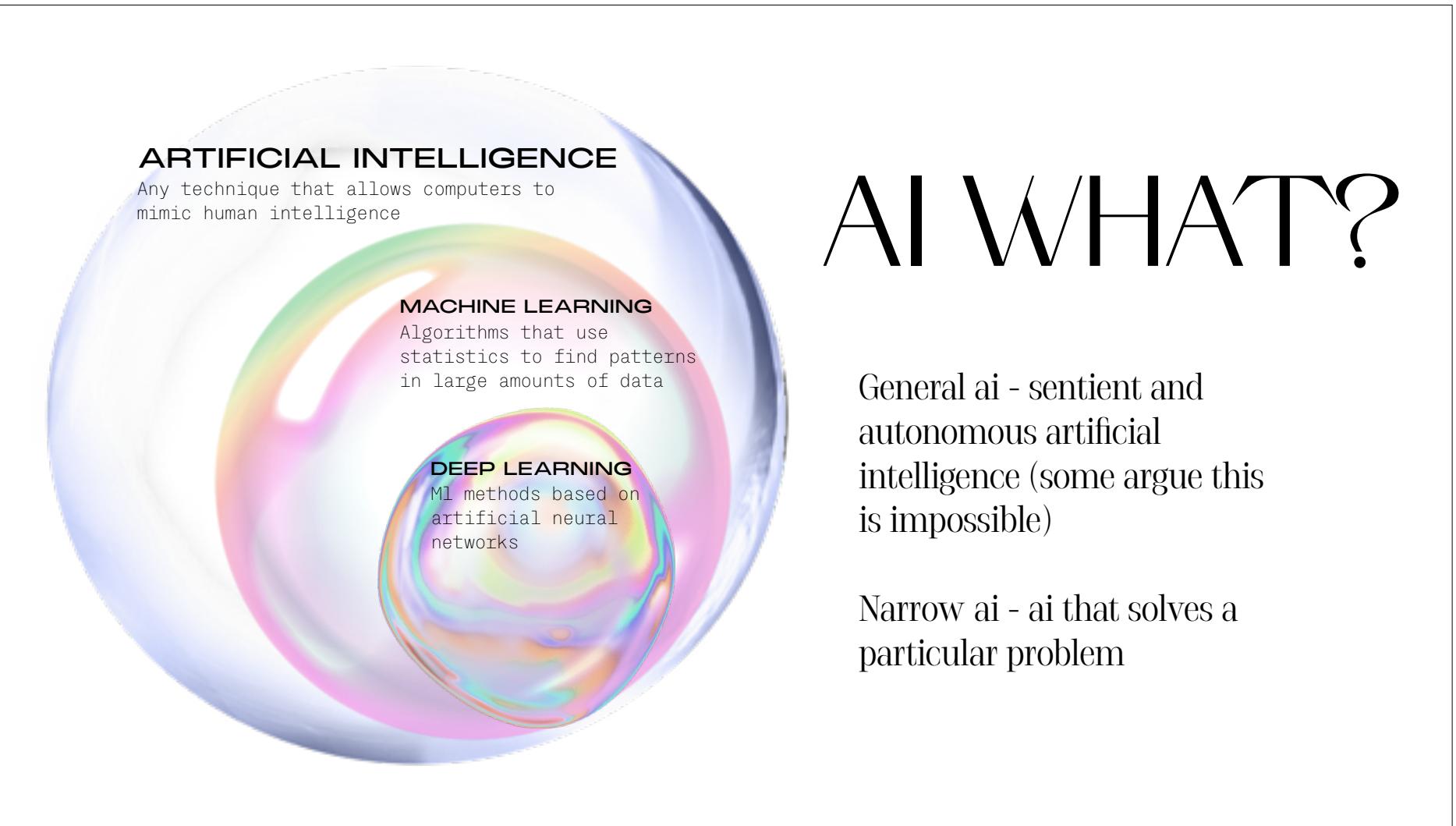
Machine learns through rules.

General ai - sentient and autonomous artificial intelligence (some argue this is impossible)

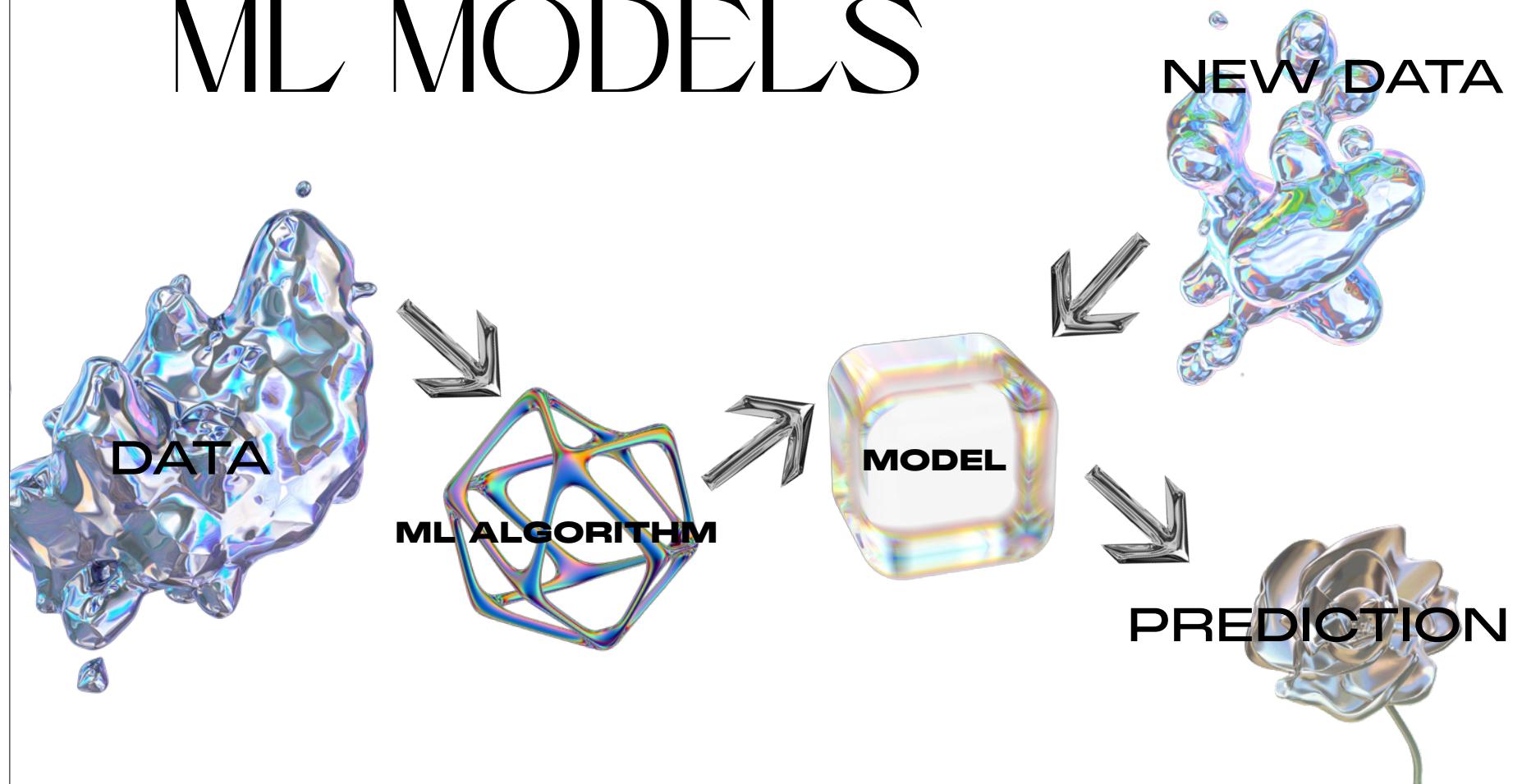
Narrow ai - ai that solves a particular problem

## AI TECHNOLOGIES



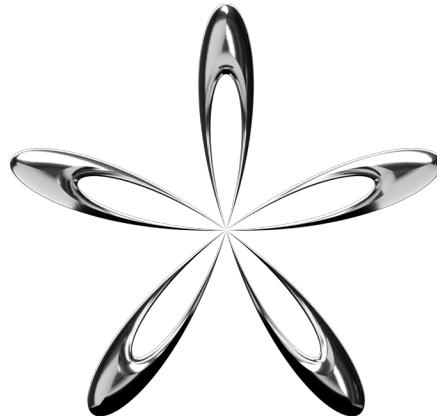


# ML MODELS

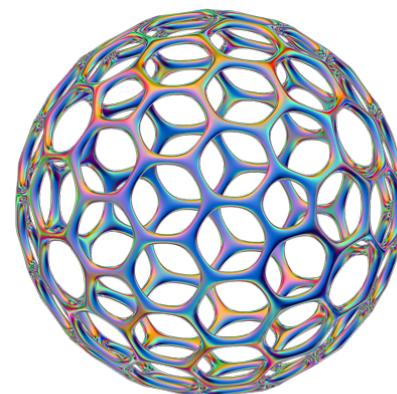


# TYPES OF ML

**SUPERVISED  
LEARNING**



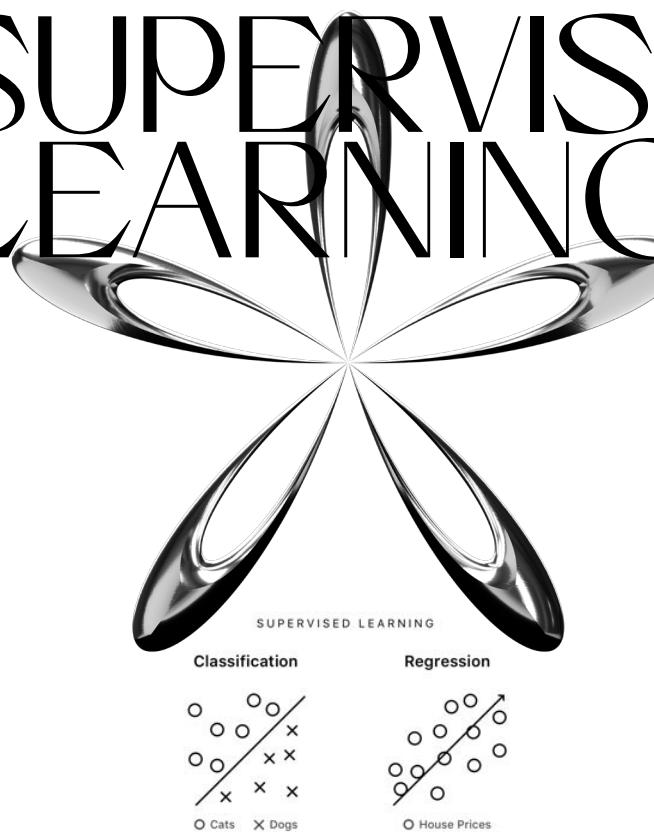
**UNSUPERVISED  
LEARNING**



**REINFORCEMENT  
LEARNING**



# SUPERVISED LEARNING



Supervised learning allows us to make predictions using correctly labeled data. Labeled data is a group of examples that has informative tags or outputs. For example, photos with associated hashtags or a house's features (eq. number of bedrooms, location) and its price.

<https://uxdesign.cc/an-intro-to-machine-learning-for-designers-5c74ba100257>

# UNSUPERVISED LEARNING



Unsupervised learning is helpful when we have unlabeled data or we are not exactly sure what outputs (like an image's hashtags or a house's price) are meaningful. Instead we can identify patterns among unlabeled data. For example, we can identify related items on an e-commerce website or recommend items to someone based on others who made similar purchases.

<https://uxdesign.cc/an-intro-to-machine-learning-for-designers-5c74ba100257>

# REINFORCEMENT LEARNING



Reinforcement learning doesn't use an existing data set. Instead we create an agent to collect its own data through trial-and-error in an environment where it is reinforced with a reward. For example, an agent can learn to play Mario by receiving a positive reward for collecting coins and a negative reward for walking into a Goomba. Used for Go or Chess too.

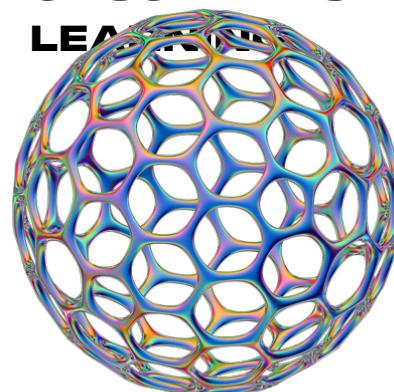
<https://uxdesign.cc/an-intro-to-machine-learning-for-designers-5c74ba100257>

# ALL ML CAN USE NEURAL NETWORKS

**SUPERVISED  
LEARNING**



**UNSUPERVISED  
LEARNING**

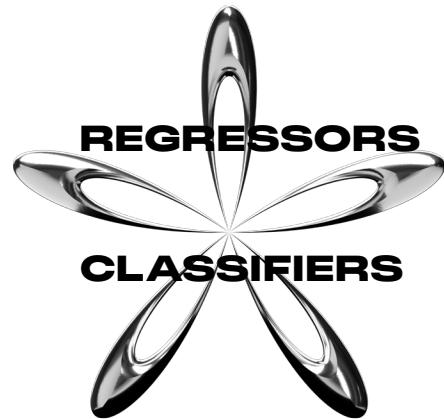


**REINFORCEMENT  
LEARNING**



# A DIFFERENT ANGLE ON ML: USE CASES

# USE CASES :



<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>



## Ai is Grouping Data

Grouping pictures of people based on similar features  
Identifying genres of songs  
Collaborative filters or recommenders (people like you liked...)

<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>



Ai is about recognizing stuff/categories in data

Text recognition  
Speech-to-Text  
Computer vision  
Song detection  
Face detection  
Spam Filters  
Translation

<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>



Ai is predicting/forecasting stuff from data

Weather predictions  
Financial predictions  
Health predictions

<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>

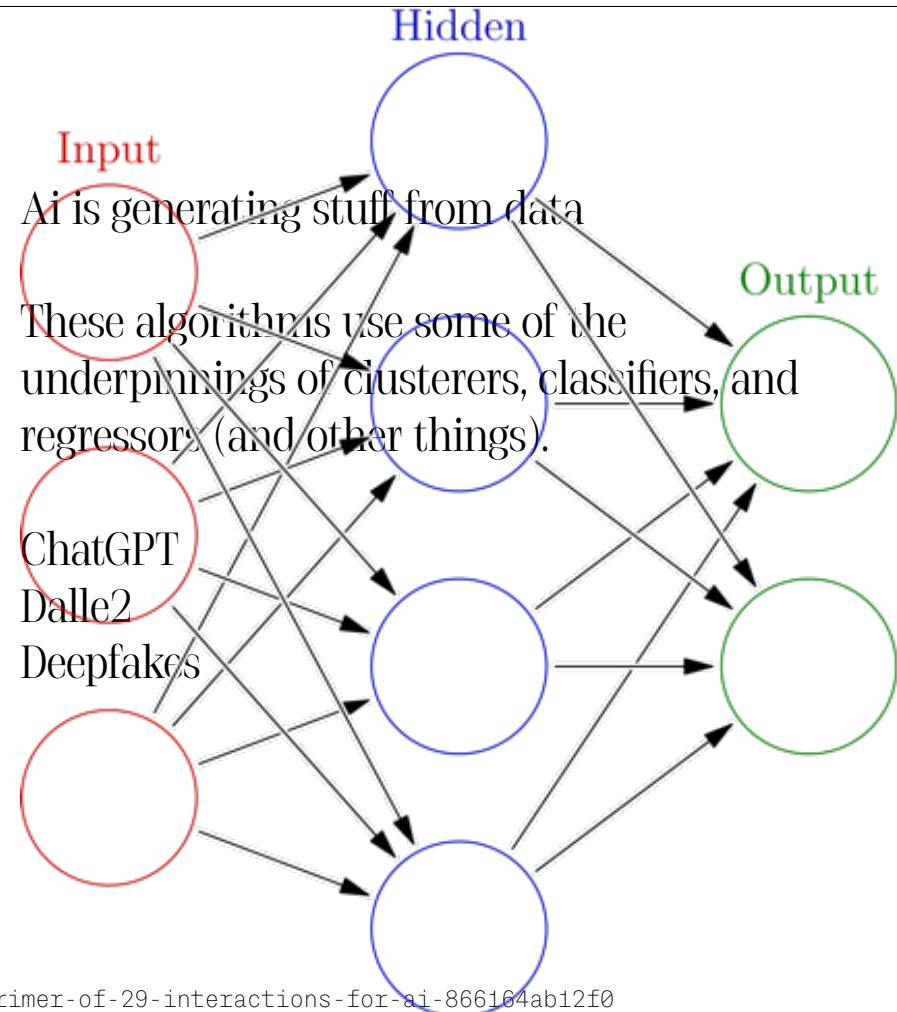


Ai is generating stuff from data

These algorithms use some of the underpinnings of clusterers, classifiers, and regressors (and other things).

ChatGPT  
Dalle2  
Deepfakes

<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>

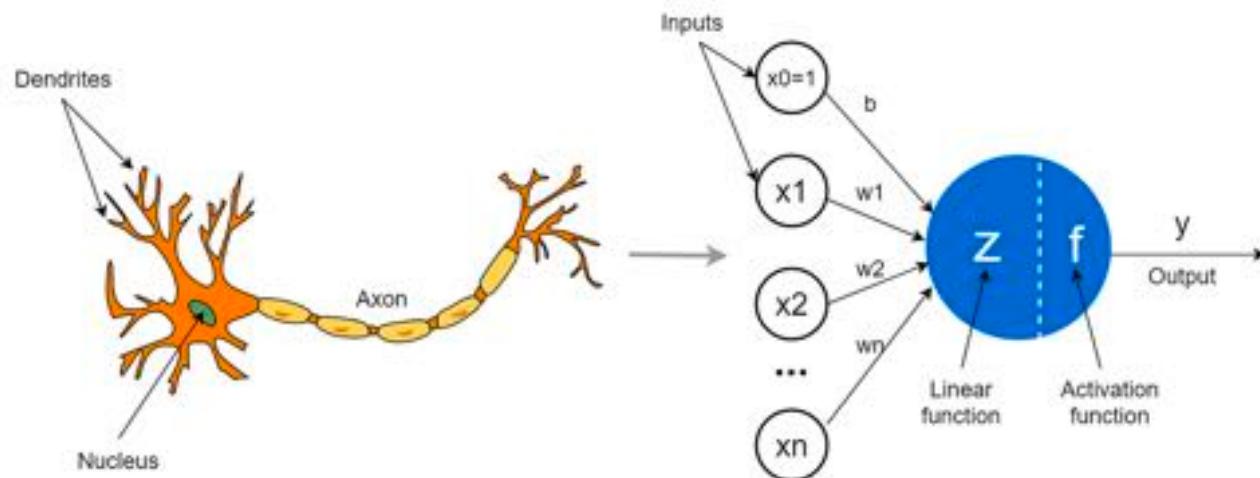


# ANN



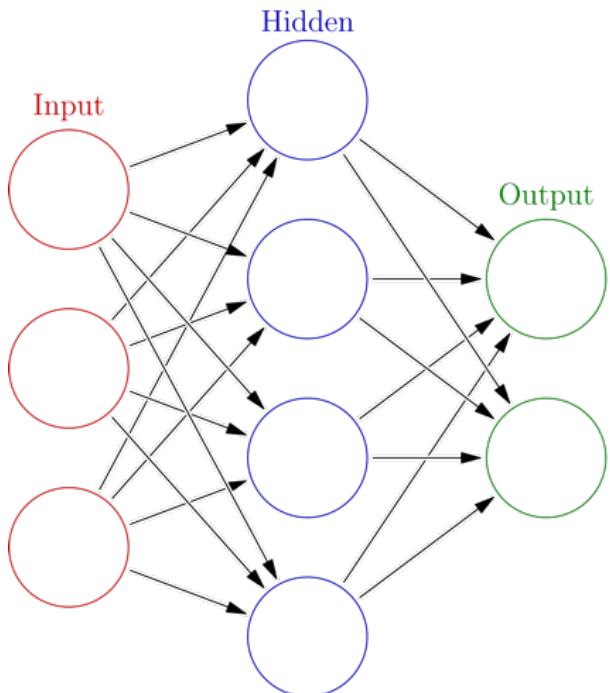
<https://www.youtube.com/watch?v=Tsvxx-0G1Tg>

# ARTIFICIAL NEURON



<https://www.youtube.com/watch?v=Tsvxx-0G1Tg>

# ANN



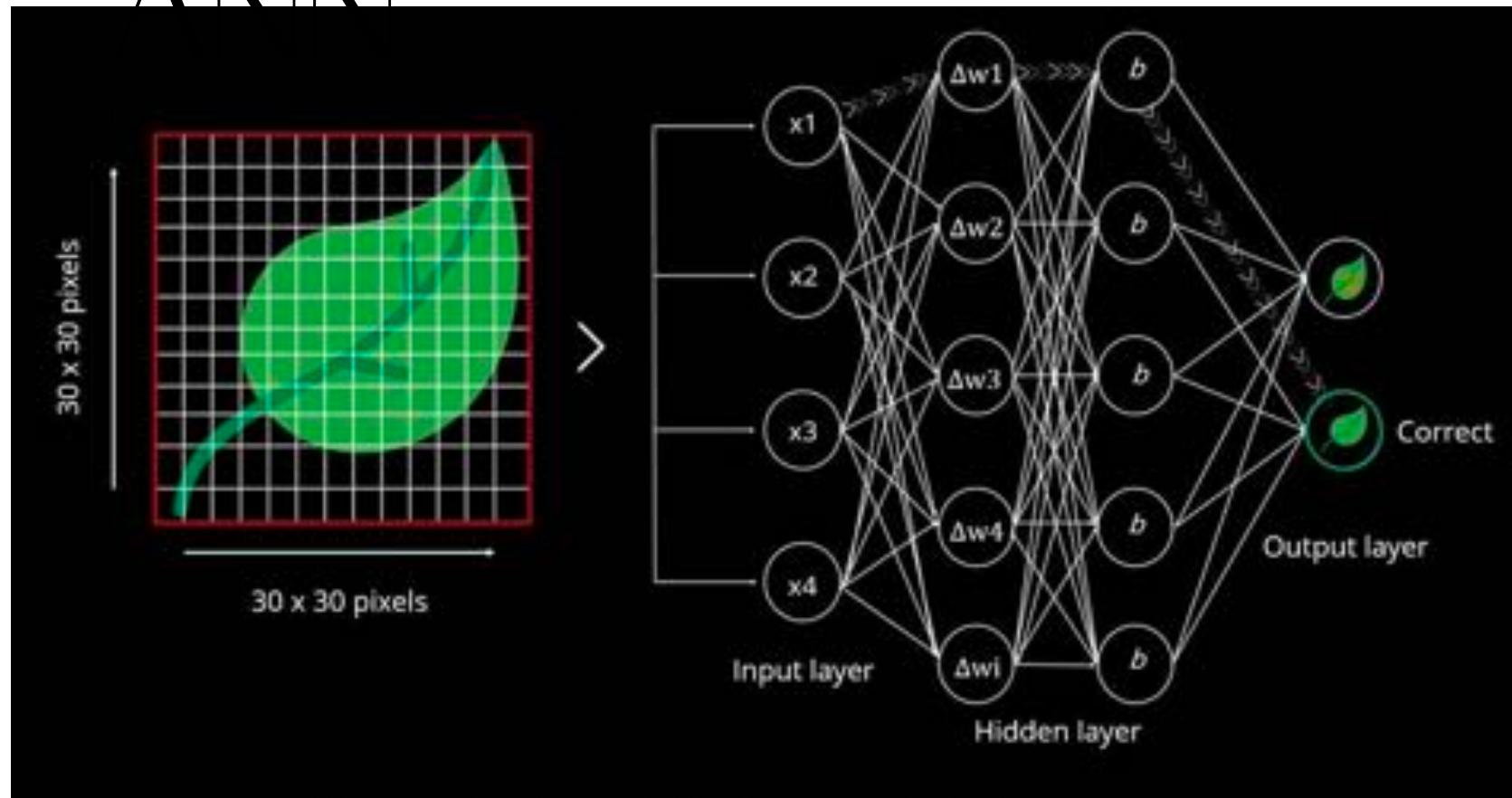
Artificial Neural Network

An ANN is based on a collection of connected units or nodes called artificial neurons, which loosely model the neurons in a biological brain.

Each connection, like the synapses in a biological brain, can transmit a signal to other neurons. An artificial neuron receives signals then processes them and can signal neurons connected to it. The "signal" at a connection is a real number, and the output of each neuron is computed by some non-linear function of the sum of its inputs.

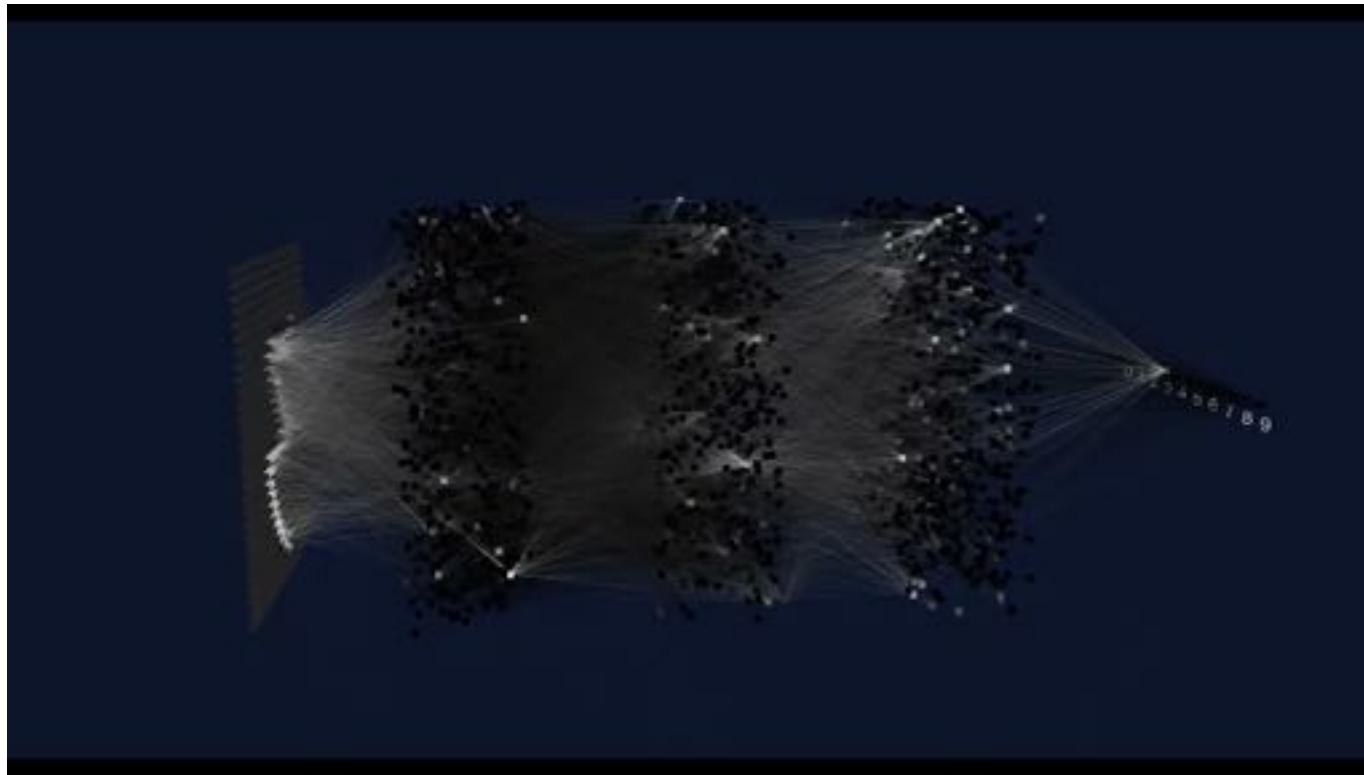
Neurons and edges typically have a weight that adjusts as learning proceeds. The weight increases or decreases the strength of the signal at a connection.

[https://en.wikipedia.org/wiki/Artificial\\_neural\\_network](https://en.wikipedia.org/wiki/Artificial_neural_network)



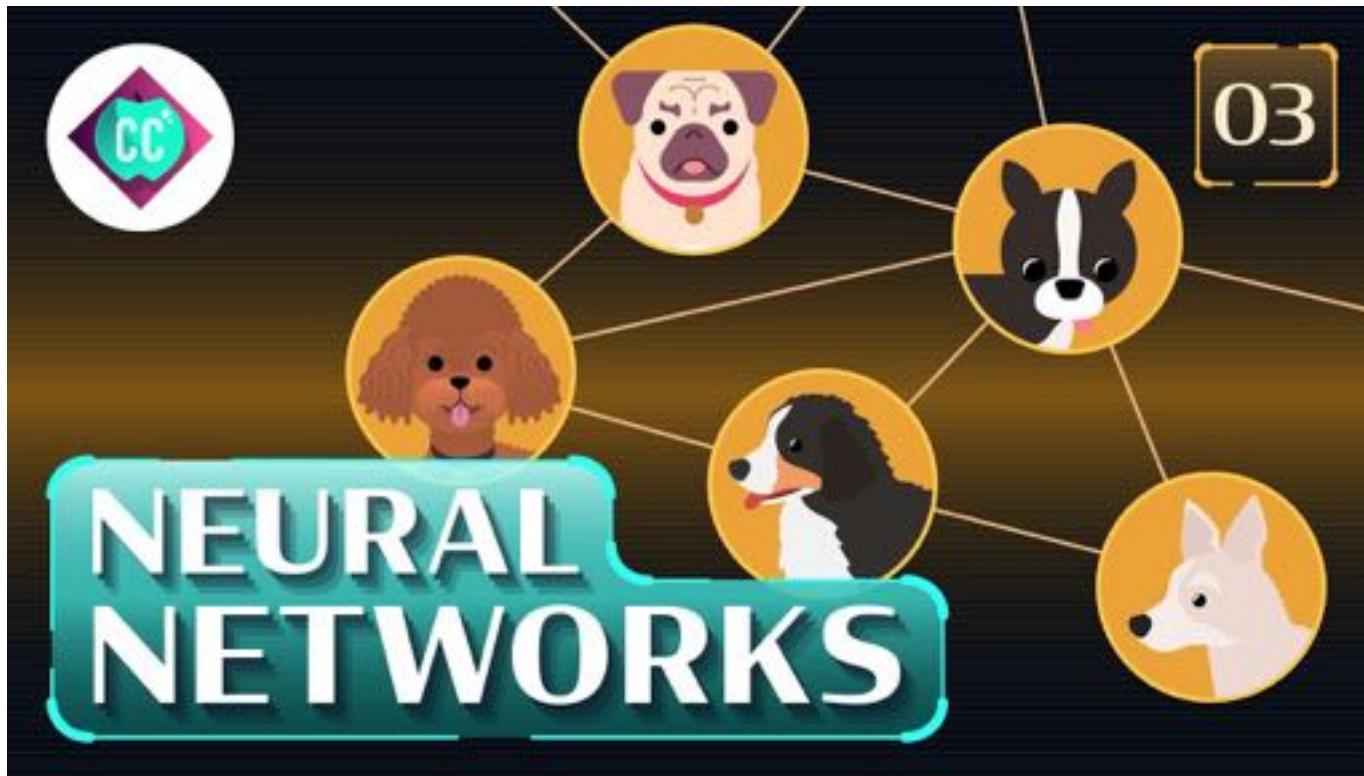
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# ANN

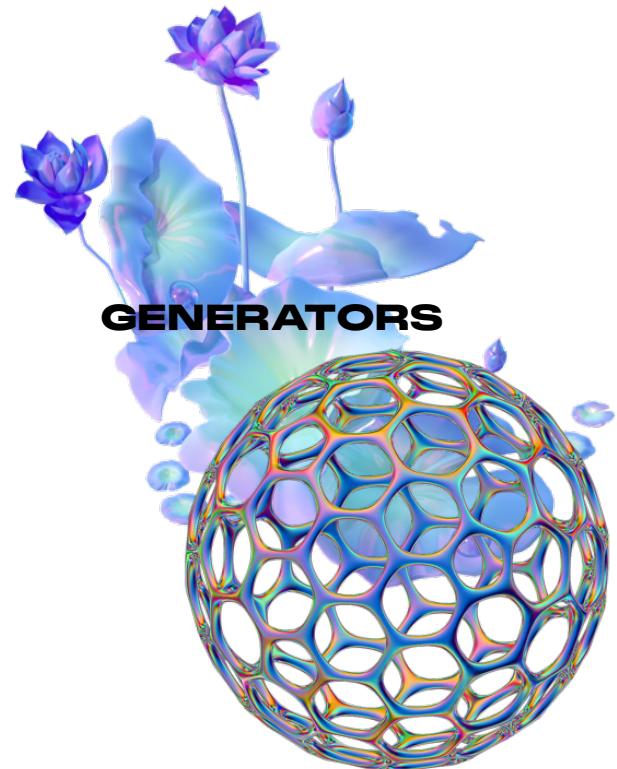


<https://www.youtube.com/watch?v=Tsvxx-0G1Tg>

# ANN



<https://www.youtube.com/watch?v=Tsvxx-0G1Tg>



# GAN

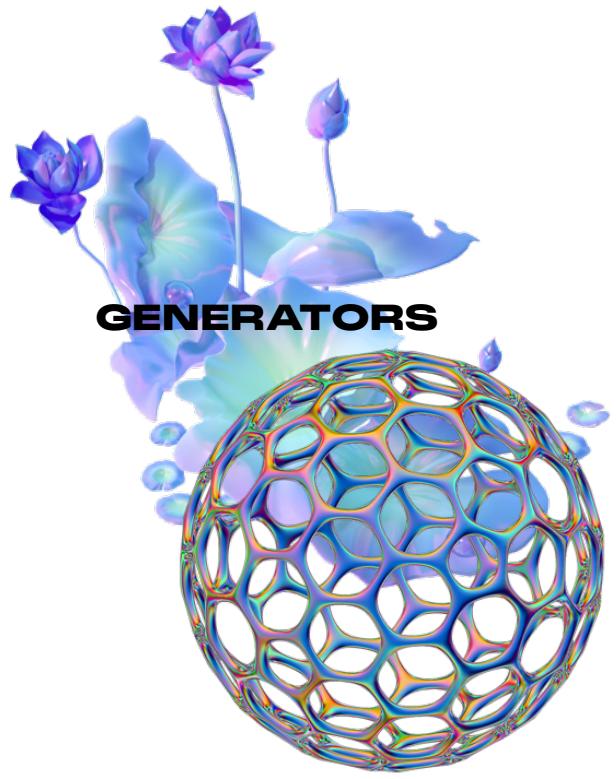
Generative Adversarial Networks

"Generative" describes a class of statistical models that contrasts with discriminative models.

**Generative** models can generate new data instances.

**Discriminative** models discriminate between different kinds of data instances.

<https://becominghuman.ai/a-primer-of-29-interactions-for-ai-866164ab12f0>

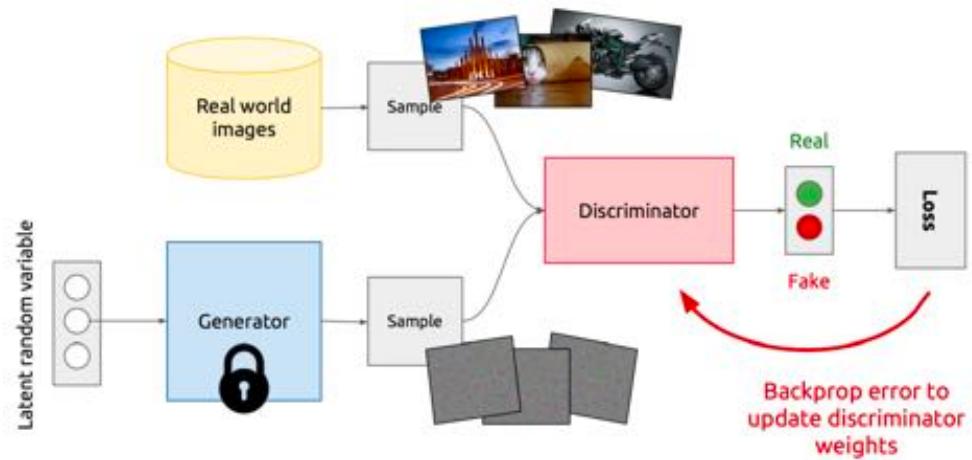
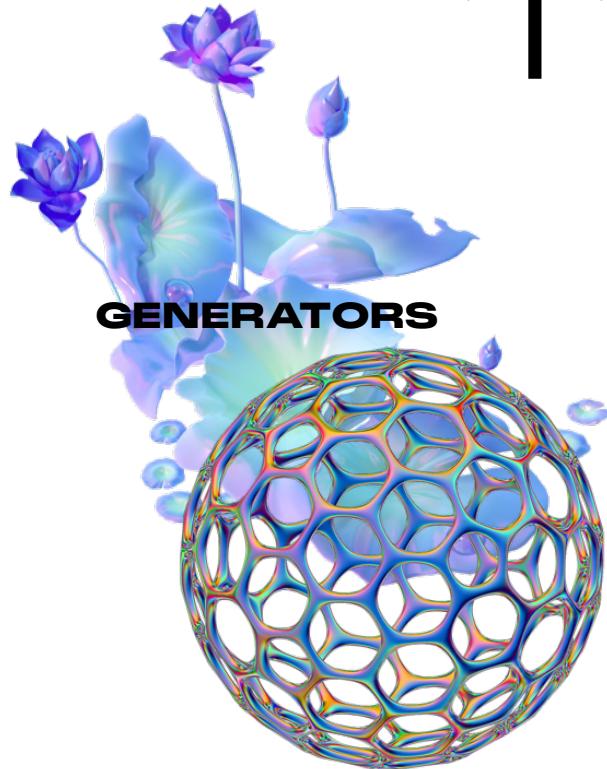


# GAN

Given a training set, this technique learns to generate new data with the same statistics as the training set. For example, a GAN trained on photographs can generate new photographs that look at least superficially authentic to human observers, having many realistic characteristics. Though originally proposed as a form of generative model for unsupervised learning, GANs have also proved useful for semi-supervised learning,<sup>[3]</sup> fully supervised learning,<sup>[4]</sup> and reinforcement learning.<sup>[5]</sup>

[https://en.wikipedia.org/wiki/Generative\\_adversarial\\_network](https://en.wikipedia.org/wiki/Generative_adversarial_network)

# TRAINING A GAN

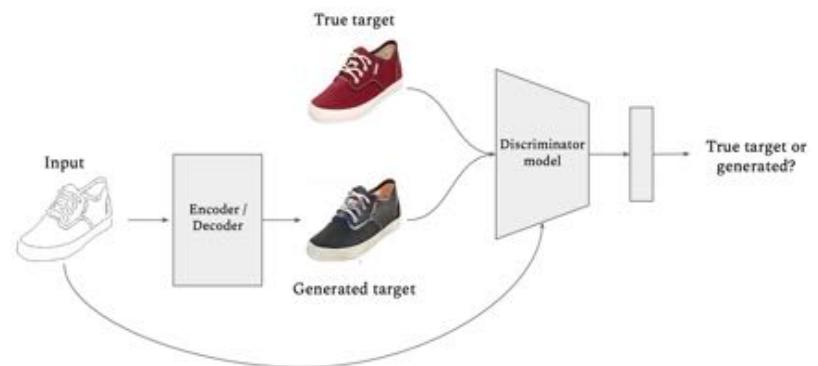


[https://en.wikipedia.org/wiki/Generative\\_adversarial\\_network](https://en.wikipedia.org/wiki/Generative_adversarial_network)

# GAN GENERATE!



Pix2Pix



[https://en.wikipedia.org/wiki/Generative\\_adversarial\\_network](https://en.wikipedia.org/wiki/Generative_adversarial_network)



HANDS ON

# TODAY



The . Is -> To use the resources in GitHub to explore the generative possibilities of Ai.

News story as inspiration for the design of the protagonist of the next Dennis Villeneuve Social Sci-fi film (Its gonna be Arrival-like).

Who/what is your character?  
What inspired you from the news story?  
What tools did you use when making it?  
What was interesting from the process?

Presentations at 15:00!

# GENERATE

[HTTPS://WWW.THEGUARDIAN.COM/TECHNOLOGY/2023/MAR/16/THE-STUPIDITY-OF-AI-ARTIFICIAL-INTELLIGENCE-DALL-E-CHATGPT](https://www.theguardian.com/technology/2023/mar/16/the-stupidity-of-ai-artificial-intelligence-dall-e-chatgpt)



**15:00**





**AI + AI + AI**  
**AI MODULE X SCREENS**

**TAKK!**

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