

---

---

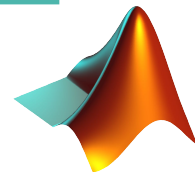
# Introduction to MATLAB

— A New Solution to Deep Learning —

---

---

Presenter: Shulin&& Stanley @MLDA



*Photo: Wikipedia*

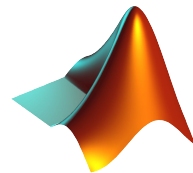
# Agenda

## Shulin

- 1) Introduction of Workshop
- 2) Basic Syntax
- 3) Extract Data Points from Image
- 4) Random Walk
- 5) Monte-Carlo Simulation using Blackjack

## Stanley

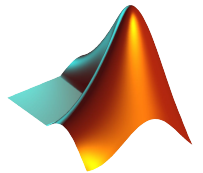
- 1) Overview of AI
- 2) Deep Learning Labelling
- 3) Training Detector Model with Labelled Data
- 4) Using the Detector on the Video
- 5) Evaluate the Detector Model



# What is MATLAB

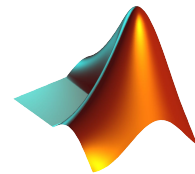
*“MATLAB is a programming and numeric computing platform used by millions of engineers and scientists to analyze data, develop algorithms, and create models.”*

*----Mathworks*



# What can you do with MATLAB?

- Analyze data
- Develop algorithms
- Create models and applications

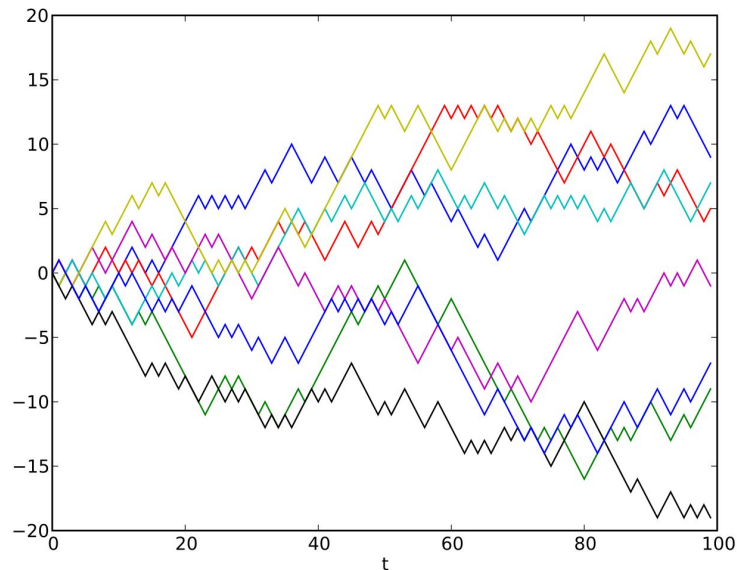


# Random Walk

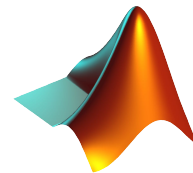
Wikipedia: In [mathematics](#), a **random walk** is a [mathematical object](#), known as a stochastic or [random process](#), that describes a path that consists of a succession of [random steps](#) on some [mathematical space](#) such as the [integers](#).

Changes in the model

- same distribution
- independent of each other.

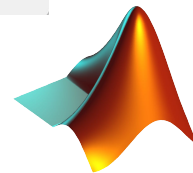
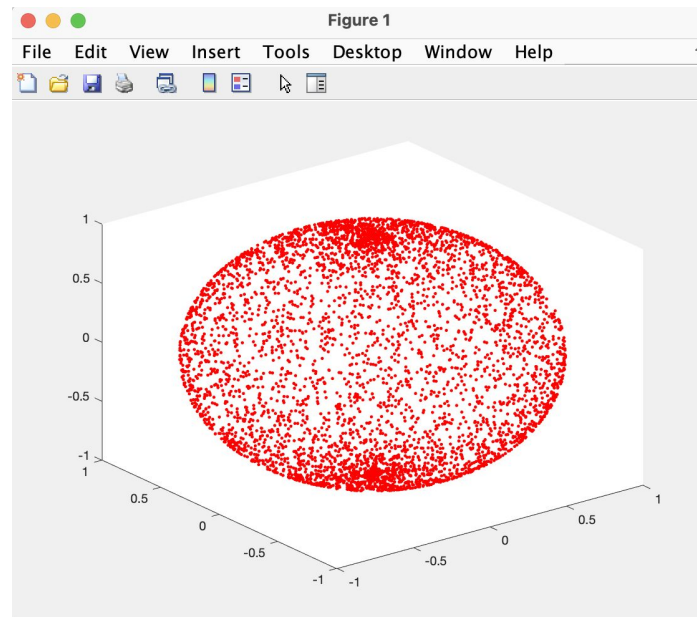


Random walk model, Photo: Wikipedia



# Isotropic distribution in 3D

```
1 - close all;
2 - clear all;
3
4 - lamda = 6;
5 - npoints = 5000;
6
7 - for i = 1: npoints
8 -     r = 1;
9 -     theta = pi*rand();
10 -    phi = 2*pi*rand();
11
12 -    x(i) = r*sin(theta)*cos(phi);
13 -    y(i) = r*sin(theta)*sin(phi);
14 -    z(i) = r*cos(theta);
15 - end
16
17 - plot3(x,y,z,'r.');
```



# What is Monte-Carlo Prediction?

" repeated random sampling to  
obtain numerical results "

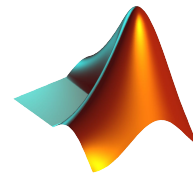


Source: Wikipedia

" the process of generating  
independent, random draws from a  
specified probabilistic model "

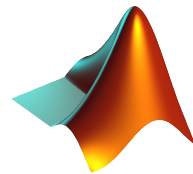


Source: MathWorks



# What is Monte-Carlo Prediction?

Use **RANDOMNESS** to solve problems that might be **DETERMINISTIC** in principle.





# Monte-Carlo Simulation

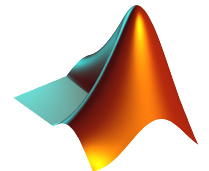
*“Help to answer probability questions”*

Used for example:

- in **Finance** for economic forecasting, risk management and stress testing.



Source: MathWorks

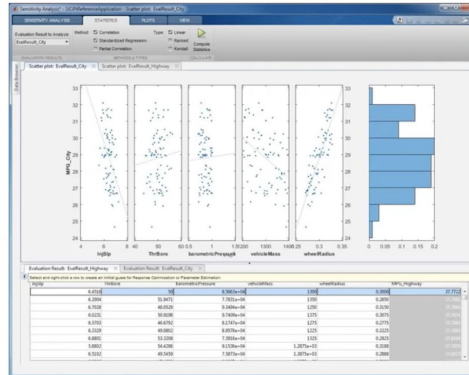


# Monte-Carlo Simulation

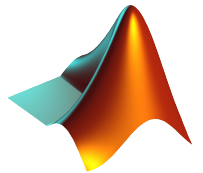
*“Help to answer probability questions”*

Used for example:

- in **Finance** for economic forecasting, risk management and stress testing.
- in **Automotive** for sensitivity analyses to result in robust consumer products



Source: MathWorks

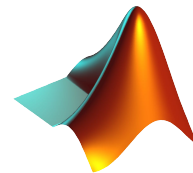
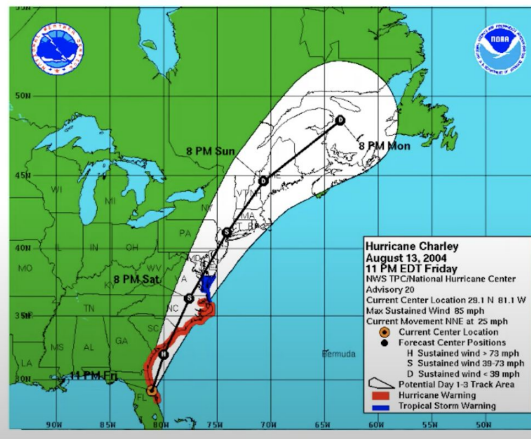


# Monte-Carlo Simulation

*"Help to answer probability questions"*

Used for example:

- in **Finance** for economic forecasting, risk management and stress testing.
- in **Automotive** for sensitivity analyses to result in robust consumer products
- in **Weather Forecasting**




# How to Make Monte-Carlo Simulation?

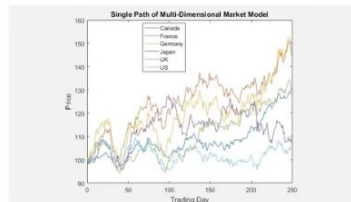
1. Start with a simulation model



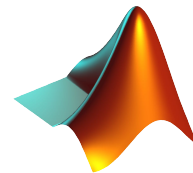
2. Run that model many times with randomly changing parameters

```
for i = 1:inf  
    run   
end
```

3. Analyze the results systematically



Source: MathWorks



# Blackjack ("21")

## Rules:

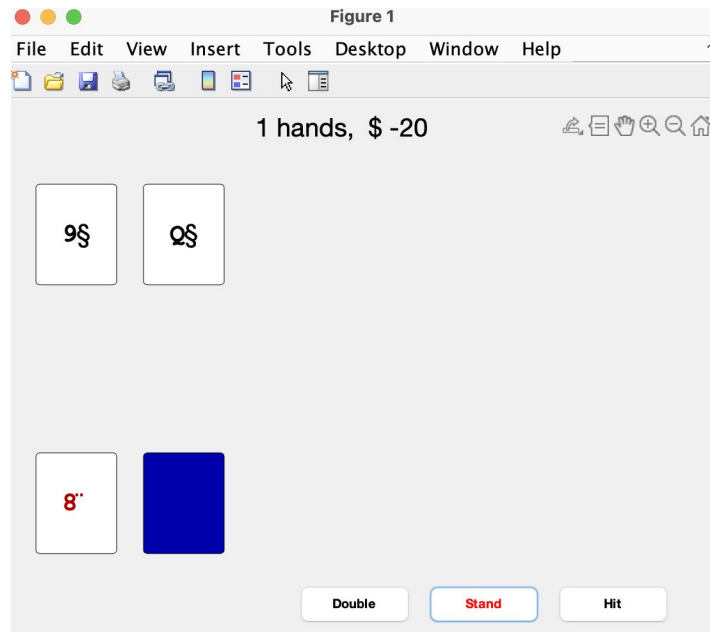
The object is to get a hand with a value close to, but not more than, 21.

- Face cards are worth 10 point
- Aces are worth either 1 or 11
- All other cards are worth their numerical value.

You play against the dealer.

You each start with two cards.

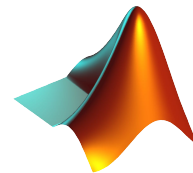
Your cards are dealt face up; one of the dealer's cards stays face down.



**Double:** Take 1 more card; increase the initial bet by 100%

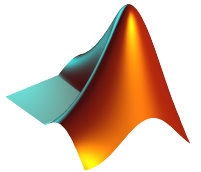
**Stand:** Take no more cards

**Hit:** Take 1 more card



# Blackjack conclusion

In the long run, the casino still has 0.5% higher probability of winning.



# Feedback

