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Assignment 6.

Title: Android & Machine Learning.

Problem Statement: Draw Interf Inferences over data coming from phone's seasing hardware.

(Eg accelerometer GPS, microphone UC) & process the samples with help of Machine Learning

Theory.

ML: It is a programming technique that provides your apps the ability to automatically learn be improve from experience without being explicitly programmed to do so.

ML Development Process

Design - Building & Trainer - Inference |
Deployment

- 1. Design: In this stage, produce manager, designers & developers work together to define produce good & create high level design of the app.
- 2. Building & Training:

 Machine learning requires a model that's trained to perform a perfor particular took, like making a prediction on classifying recognizing some input Developers can select an existing model or build a model from scratch

Date: / / Page no: 3. Inforences: It is the process of using machine leaving model that has already been bearied to perform specific task Mouae issues to be taken into account are lateracy, cost & privacy issues 4. Deployment: It is the process of packaging le updaling your MI model for use on Android when doing on device inference. There are 3 options available. 1) Include model with android app. ii) Provide model at runtime iii) Combination of both Some of the key applications of ML is android axe: Image labelling: It allow devices to sucognize entities in an image without having to provide any contextual metadara, using either on device to ucognize entities in API as cloud based API Barcade Scanning This Barcode scanning model allows you to read data encoded using most standard barcode formals Conclusion: Thus, I have used Machine leavening Model in Android