

Artificial Intelligence

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Agenda

AI Overview

Python in AI

Machine Learning Basics

Deep Learning Explained

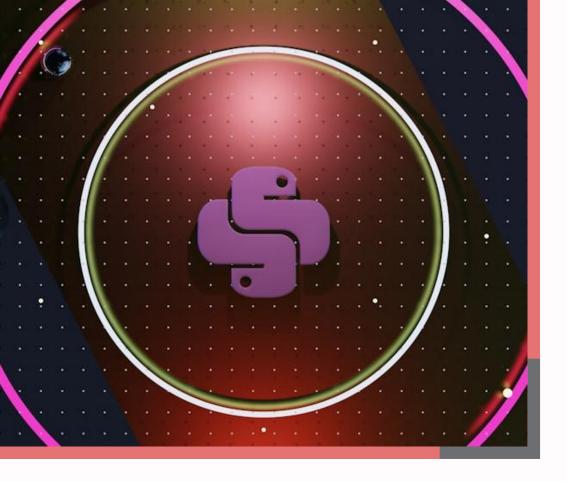
AI Applications



Al Overview

UNDERSTANDING AI

All is the simulation of human intelligence in machines designed to think and act like humans. It encompasses problem-solving, speech recognition, learning, and planning.



Python in Al

WHY PYTHON?

Python offers simplicity, readability, and a rich ecosystem of libraries, making it ideal for AI development.

KEY LIBRARIES

Popular libraries include TensorFlow, PyTorch, and Scikit-learn, which provide powerful tools for machine learning and neural networks.

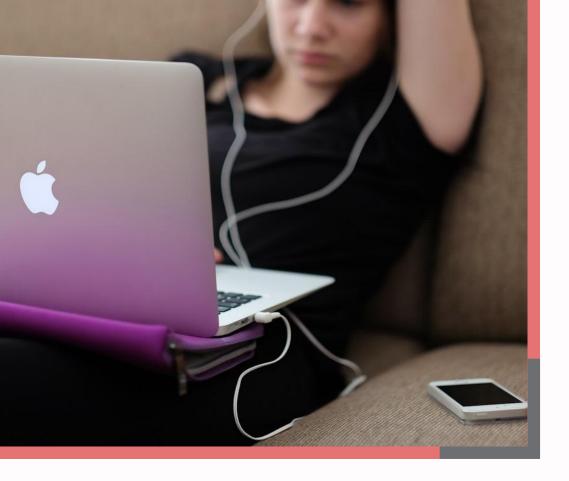
Machine Learning

BASICS OF ML

Machine Learning is a subset of AI that enables systems to learn from data and improve their performance without being explicitly programmed.

TYPES OF LEARNING

Supervised, unsupervised, and reinforcement learning are the three main types, each serving different purposes in data analysis.



Deep Learning

WHAT IS DEEP LEARNING?

Deep Learning is a specialized form of Machine Learning using neural networks with many layers, allowing for complex pattern recognition.

SIGNIFICANCE

It drives advancements in fields like computer vision and natural language processing, powering applications such as voice assistants and image recognition.

Al Applications

HEALTHCARE

Al aids in diagnosis, treatment recommendations, and personalized medicine.

FINANCE

Used for fraud detection, risk assessment, and automated trading.

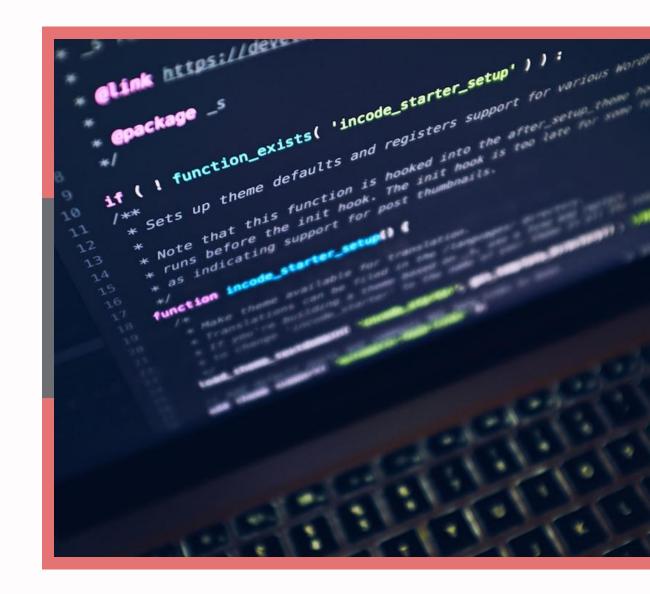
TRANSPORTATION

Enables autonomous vehicles and optimizes logistics and supply chains.

Challenges in Al

KEY CHALLENGES

Ethical concerns, data privacy, and algorithm bias pose significant challenges to AI development and deployment. Addressing these is critical for responsible AI use.



Course outline

Introduction to AI

Module 2: Programming Fundamentals

Module 3: Mathematics for AI

Module 4: Data Analysis

Module 5: Introduction to Machine Learning

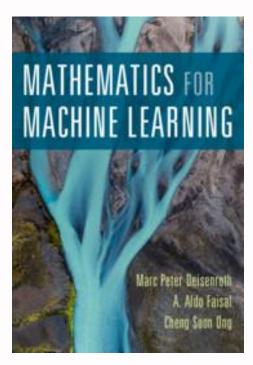
Module 6: Deep Learning

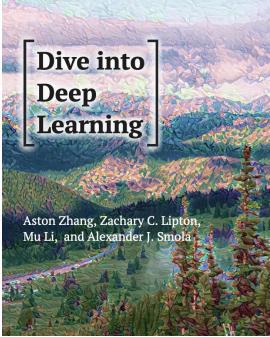
Module 7: Computer Vision

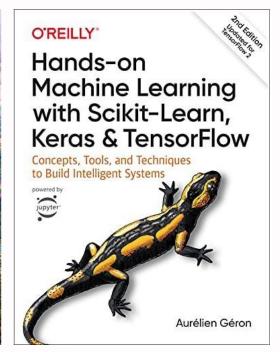
Module 8: Natural Language Processing

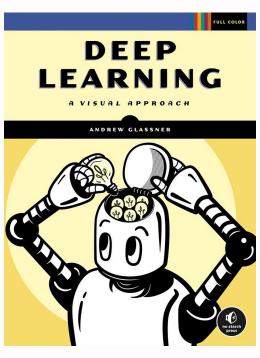
Module 9: Capstone Project

Coursebook









PRESENTATION TITLE 10

kaggle



Hugging Face













PRESENTATION TITLE 11

Github repo



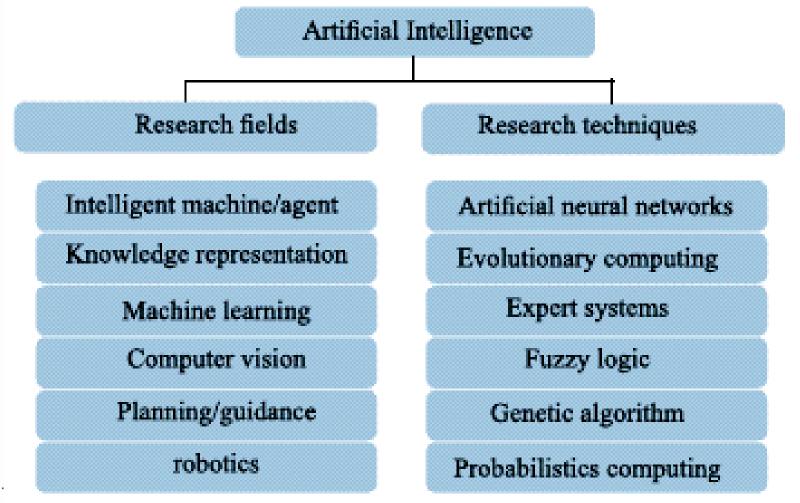
Prerequisites

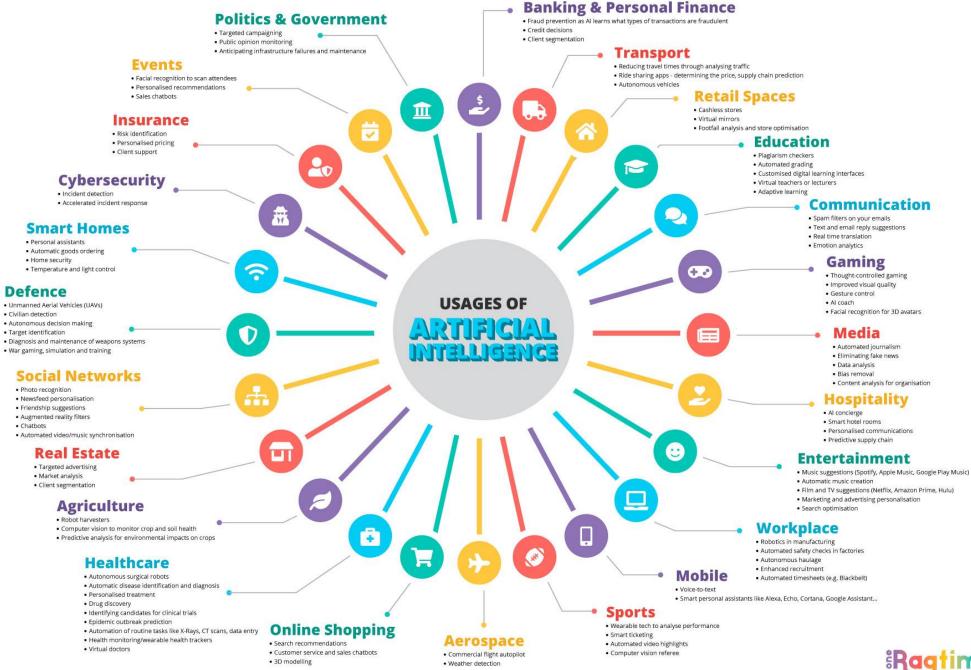
- → Strong hold on mathematics ⇒ Linear Algebra, Calculus and Statistics.
- → Experience with programming languages as Python and/or C++.
- → A good knowledge in understanding and creating algorithms.
- → Technical reading and writing which is essential in any technology. (self learning)

PRESENTATION TITLE

Artificial Intelligence vs. Machine Learning vs. Deep Learning?

Artificial intelligence (AI) is technology that enables computers and machines to simulate human learning, comprehension, problem solving, decision making, creativity and autonomy.



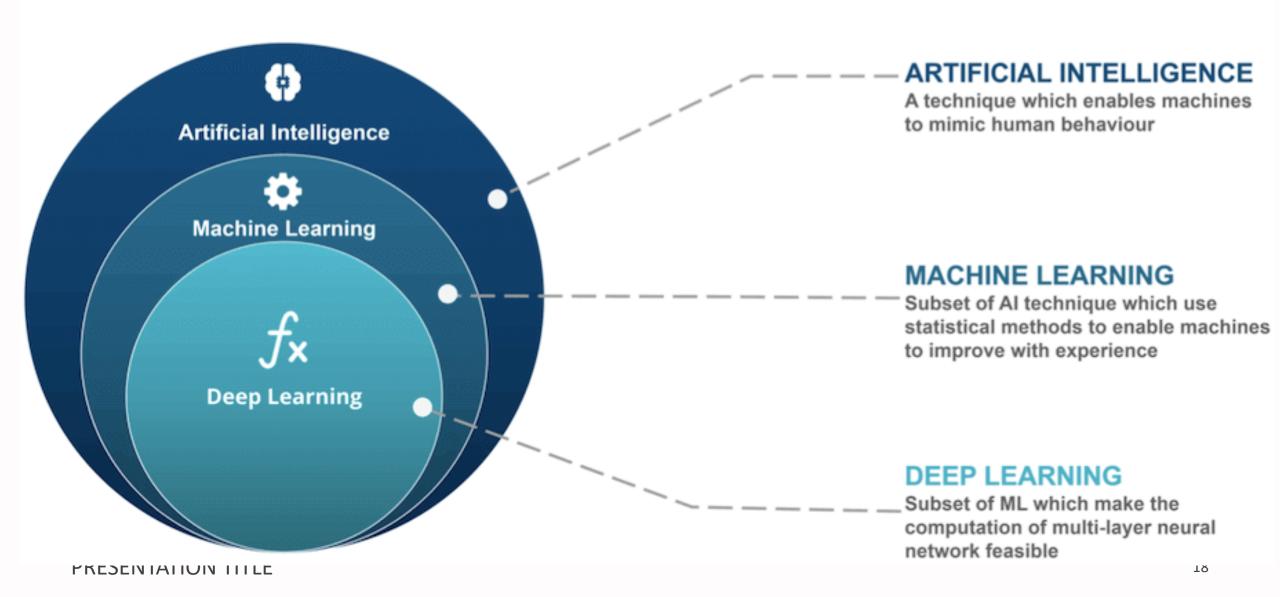


Artificial Intelligence vs. Machine Learning vs. Deep Learning?

17

PRESENTATION TITLE

Al vs ML vs DL



Tools setup

- 1. Git
- 2. Python
- 3. Vs code
- 4. Jupyter Notebook/ Anaconda





"python"

= Filters

Gaming

Apps

All departments Apps Games

















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Tools



Python.org

https://www.python.org

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Python For Beginners

Learning. Before getting started, you may want to find out which ...

About

Python is developed under an OSI-approved open source license ...

More results from python.org »

Python

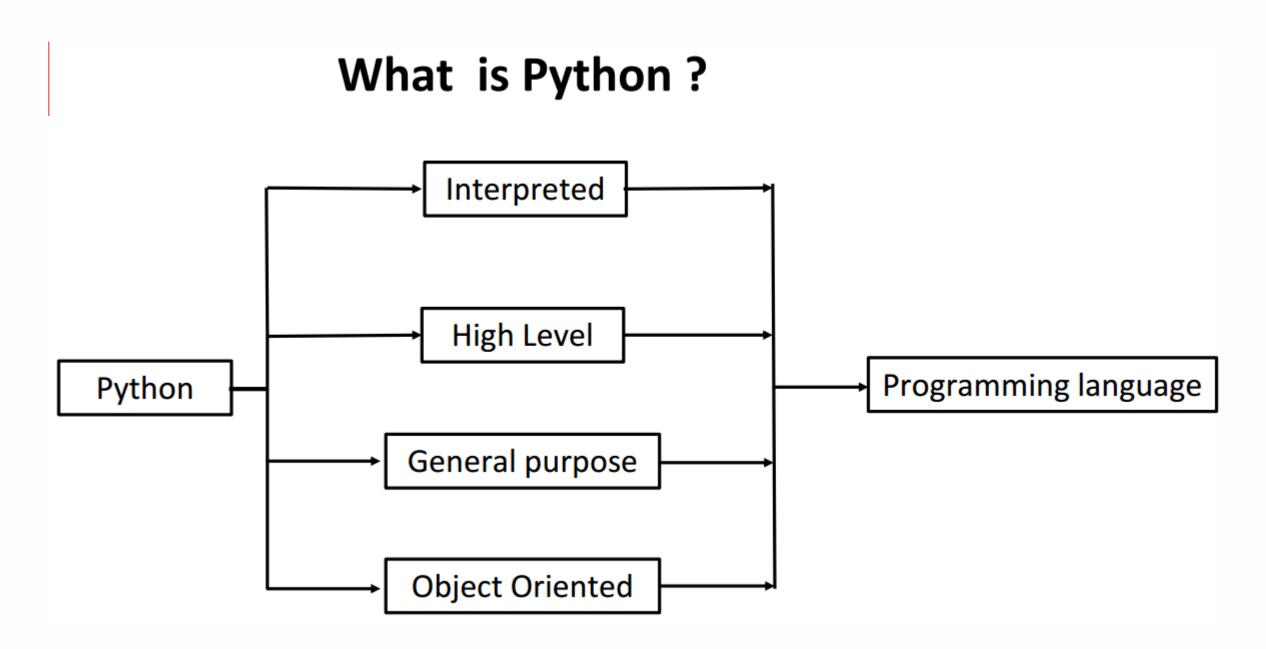
High-level programming language :



Python is a high-level, general-purpose programming language. Its design philosophy emphasizes code readability with the use of significant indentation. Python is dynamically type-checked and garbage-collected. Wikipedia >

Designed by: Guido van Rossum

Developer: Python Software Foundation



Types Of Programming languages			
	Compiled programming language	Interpreted programming languages	
Compilation Process	Code is translated into machine code or an intermediate code by a compiler before execution. Code Compiler Compiler Code Code	Code is translated and executed line by line by an interpreter during runtime. Code	
Execution Speed	Generally faster execution as the entire code is translated into machine code beforehand.	Generally slower compared to compiled languages.	
Debugging	Errors are detected during the compilation process, making debugging more challenging.	Errors are identified during runtime, making it easier to pinpoint and fix issues.	
Memory Usage	more efficient memory usage	May result in less optimized memory usage compared to compiled languages	
Example	C , C++ , C#	Python , Ruby	

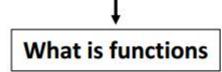
What is Python?

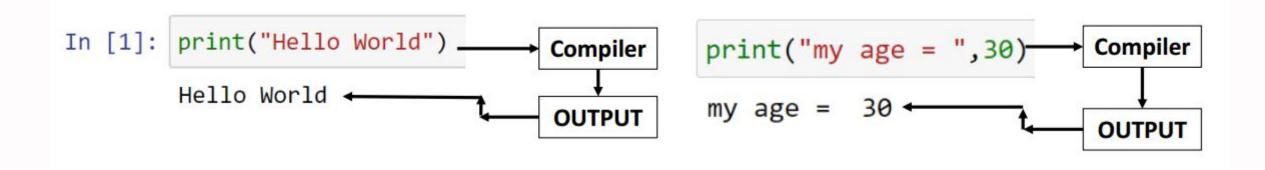
Programming languages Levels			
	Low Level Language	High level language	
Definition	These languages are like talking directly to the computer's hardware.	 programming language that's easier for humans to understand. 	
	- They're a basic set of instructions that the computer easily understands.	- They use words and structures that resemble everyday language, making programming more user-friendly.	
Example	assembly languages and machine code.	Python, Java, C++, Ruby, Swift	

Programming and Python Basics

Print() Function

The print() function in Python is a built-in function that displays information on the screen.



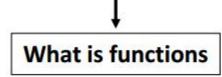


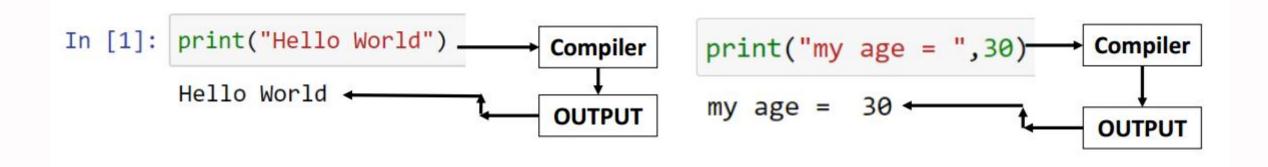
Types of functions

- 1.Built-in (print, abs, sum...)
- 2.User defined

Print() Function

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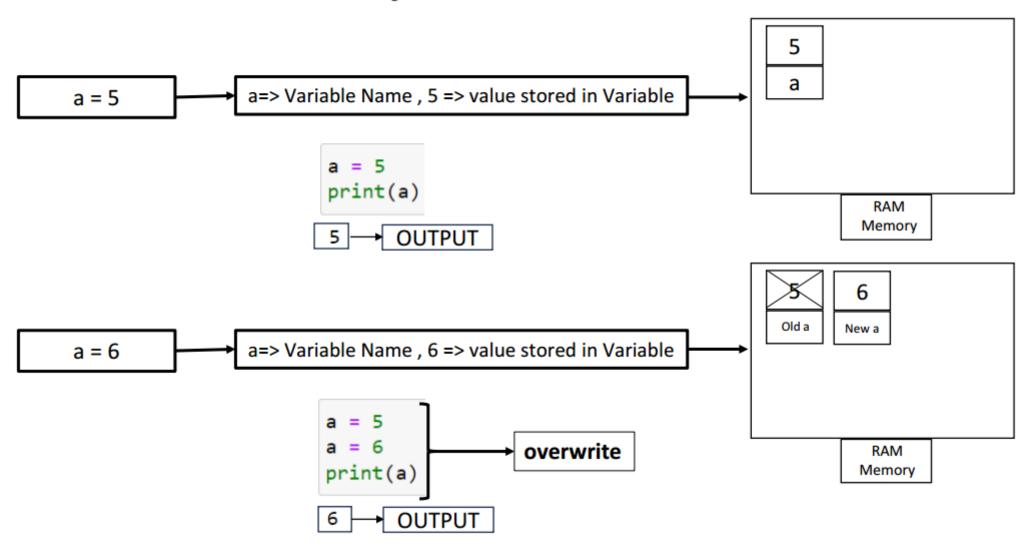




Built-in functions

A	E		R
abs()	enumerate()		
aiter()	eval()	L	range()
all()	exec()	<u>len()</u>	repr()
anext()	F	<u>list()</u>	reversed()
any()	filter()	locals()	round() S
ascii()	float()	M	
В	format()	<u>map()</u>	set()
bin()	<u>frozenset()</u>	<u>max()</u>	setattr()
bool()	G	memoryview()	slice()
breakpoint()	getattr()	<u>min()</u>	sorted()
bytearray()	globals()	N	staticmethod()
bytes()	Н	next()	str()
С	hasattr()	0	sum()
callable()	hash()	object()	<u>super()</u> T
chr()	help()	oct()	
<pre>classmethod()</pre>	hex()	open()	tuple()
compile()	I	ord()	type() V
<pre>complex()</pre>	<u>id()</u>	P	
D	input()	pow()	vars() Z
delattr()	int()	<pre>print()</pre>	
dict()	isinstance()	property()	zip()
dir()	issubclass()		import ()
divmod()	iter()		<u>import</u> ()

Python Variables



PYTHON IDENTIFIERS

- 1. Python identifiers are user-defined names for variables, functions, classes, or objects in code.
- 2. Guidelines for creating identifiers include using letters (uppercase and lowercase), numbers, and underscores.
- 3. Special characters and operators are not allowed in identifiers.
- 4. Identifiers should not begin with a number, and certain keywords are reserved and cannot be used as standalone identifiers.
- 5. Meaningful names for identifiers are encouraged.
- 6. **Python is case-sensitive,** distinguishing between uppercase and lowercase identifiers.
- 7. Avoid using 'l', 'l', or 'O' as single-character variable names due to potential font-related confusion.

Class names	Variable names / Methods / Functions / Arguments / Globals	Constants
PascalCase	snake_case	FULLY CAPITALIZED

Python Data Types

One variable: One Data

Integer	Float	String	Boolean
whole number without a decimal point.	numeric data type that represents real numbers and can include a decimal point.	sequence of characters, enclosed within single or double quotes, used to represent text data.	binary data type representing either True or False

One variable : Many Data

List	Tuple	Set	Dictionary
 Data ordered Changeable Data Allow Duplicate Data List can be represented by [] Can be nested among all Convert any datatype to list using List() function 	 Data ordered Unchangeable Data Allow Duplicate Data Tuple can be represented by () Can be nested among all Convert any datatype to tuple using tuple() function 	 Data unordered Unchangeable Data Not allow Duplicate Data Tuple can be represented by { } Can be nested among all Convert any datatype to set using set() function 	 Data ordered Changeable Data Not allow Duplicate for keys Dictionary can be represented by { } Can be nested among all Convert any datatype to dictionary using dict() function