SUMMER SYMPOSIUM ON AI RESEARCH

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SAIDL (SOCIETY FOR ARTIFICIAL INTELLIGENCE AND DEEP LEARNING)

- A non-profit, professional group of students from BITS Goa
- Dedicated to research in Artificial Intelligence and Deep Learning
- Our members work in collaboration with researchers from reputed labs and institutions from around the world
- Aim to inculcate the spirit of research and collaborate with research labs on cutting edge AI Research.
- Our aim is to help everyone get a head start on their journey in AI Research.

ARTIFICIAL INTELLIGENCE

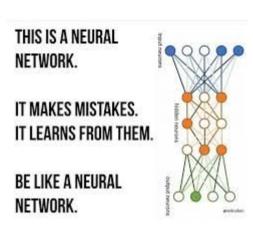
- Artificial Intelligence or AI, is intelligence demonstrated by machines, unlike the natural intelligence displayed by humans and animals.
- The term "AI" is often used to describe machines (or computers) that mimic "cognitive" functions that humans associate with the human mind, such as "learning" and "problem-solving".



Source-tadigital.com

APPROACHES TO AI

- The earliest (and easiest to understand) approach to AI was symbolism (such as formal logic).
- Since then, a lot of approaches have been derived from various mathematical principles.
- Other approaches such as SVMs and Nearest Neighbours are widely used in various applications be it industrial or academic.
- Another widely used approach is that of using an artificial neural network that uses artificial "neurons" as its building blocks.



Source - devrant.com

CHALLENGES TO AI

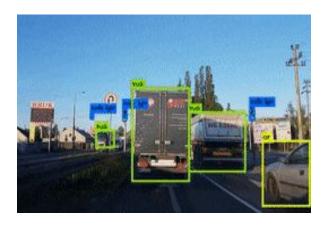
- The cognitive capabilities of current architectures are very limited.
- The overall research goal of artificial intelligence is to create technology that allows computers and machines to function in an intelligent manner.
- General problem of simulating (or creating) intelligence has been broken down into sub-problems such as Vision, Natural Language Understanding, Motion and manipulation, Knowledge Representation, Planning, etc.



Source - giphy.com

APPLICATIONS OF AI

- Relevant to any intellectual task
- Autonomous vehicles,
- Medical diagnosis,
- Creating art (such as poetry),
- Proving mathematical theorems,
- Playing games (such as Chess or Go),
- Search engines (such as Google search),
- Image recognition in photographs,
- And many many more...



Source - google.com



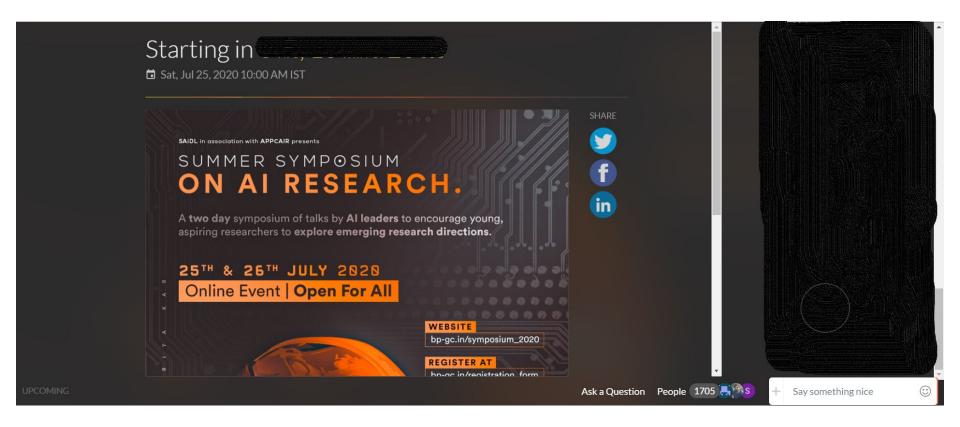
Source - bbc.com

AIM OF THE EVENT

- We aim to expose researchers and students, especially undergraduates, to the various subdomains in AI Research where people are actively contributing.
- The speakers for this event have been actively contributing to significant research in their respective domains.
- We aim to make AI more accessible to everyone so that people can use it for the common good of society.
- This event would have never been possible without the help and support by APPCAIR



CROWCAST TOUR



THANK YOU!

TO KNOW MORE ABOUT ME CHECK OUT MY WEBSITE het-shah.github.io