



DATUM

2020-09-02

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1.

SEMINARS COMING UP



EVENTS COMING UP!

AI.X Conference

Topic | [“Special Experience : Post Covid-19”]

Date | [2020/09/10
9:30 - 17:50

& 9:30 -11:30 (held in english)

https://www.skt.ai/kr/ai_x/index.do

Human. Machine. Experience Together

Special Experience : Post COVID-19

2020.09.10 (목) 09:30 ~ 17:20



'Human. Machine. Experience Together' 주제로 3년째를 맞이하는

ai.x는 올해 “Special Experience : Post Covid-19” 테마에 집중하여 온라인 컨퍼런스로 진행됩니다.

한국에서 만나보기 어려웠던 국내외 연사들의 강연과 토론을 함께 할 수 있는 **ai.x 2020**에 많은 관심과 참여 부탁드립니다.

Time	Keynote & Talks
09:30 ~ 11:00	Fireside Chat : The Role of AI in a post-COVID society (Tom Gruber / Gary Marcus / Ören Etzioni / Yoon Kim)
11:00 ~ 11:40	뇌공학이 인공지능에 기여하다. (정재승, KAIST)
11:40 ~ 13:00	Lunch Break
13:00 ~ 13:40	Talks : 뉴노멀 시대를 위한 AI (삼성전자, 카카오, 신한은행, 현대자동차, SK텔레콤)
13:40 ~ 14:00	Break

EVENTS COMING UP!

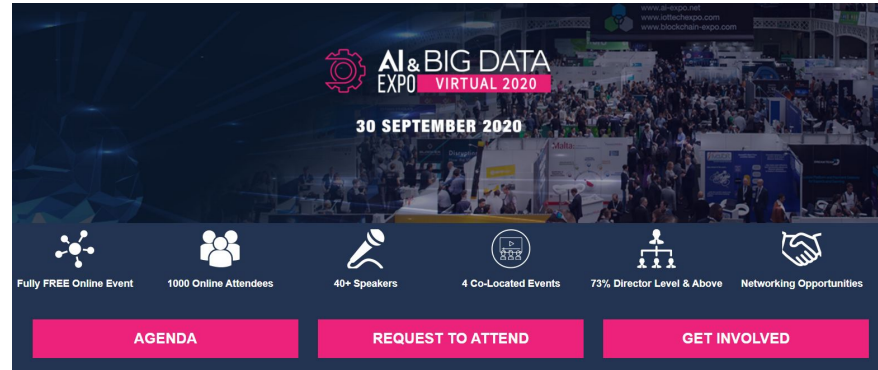
AI Big Data Expo

Topic | [How to apply and gain value through AI and Big Data]

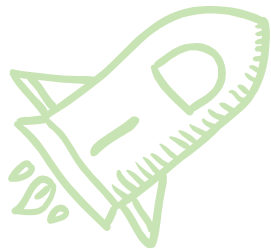
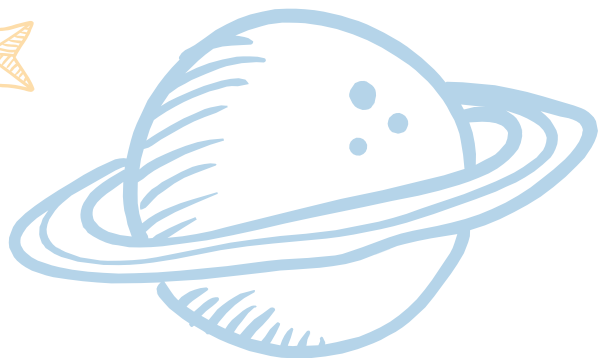
Date | [2020/09/30
18:30 - 12:15am]

& held in English set in
bst

<https://www.ai-expo.net/virtual/track/agenda/>

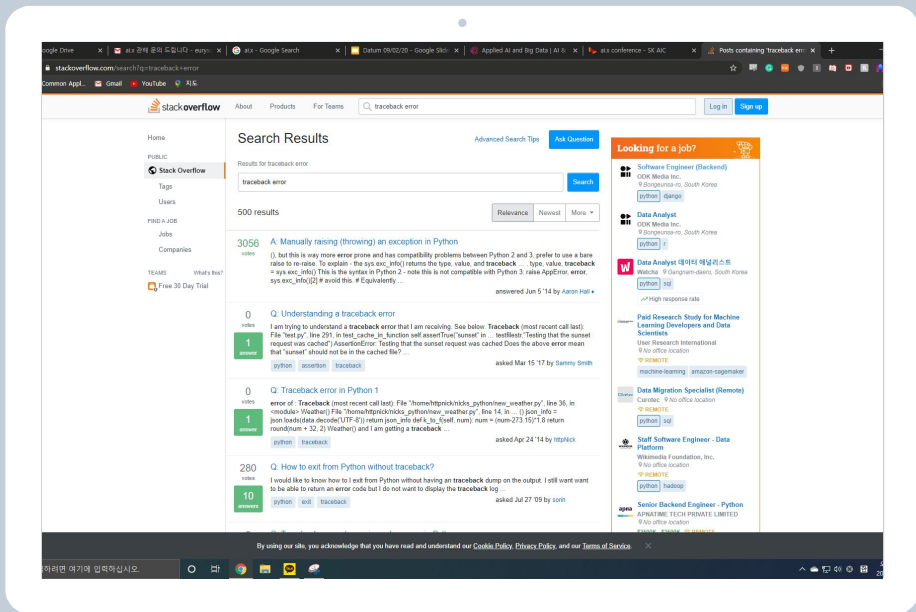


Day 2 - 30 September 2020



RESOURCES

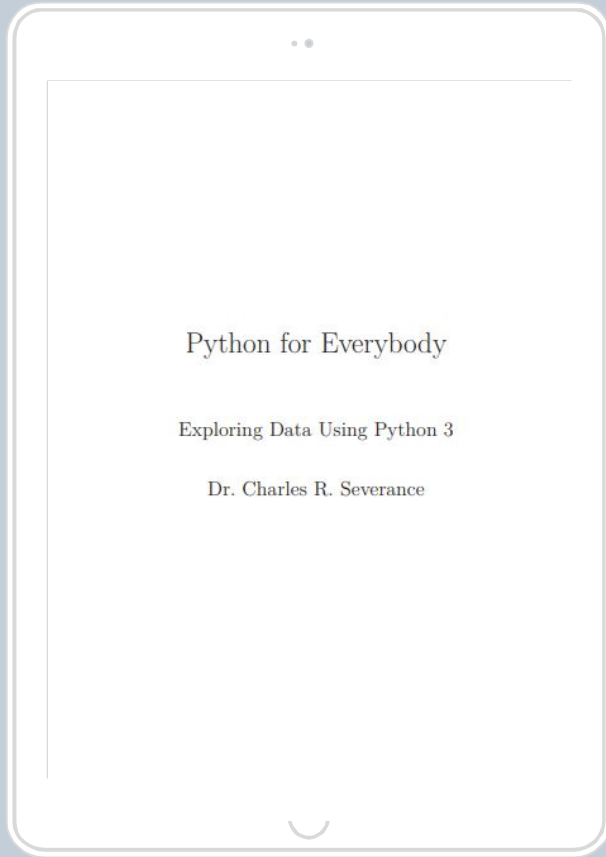
Where to go to help!



STACK OVERFLOW

Yahoo answers for programming related questions.

Codes don't work?
Search on Stack Overflow!



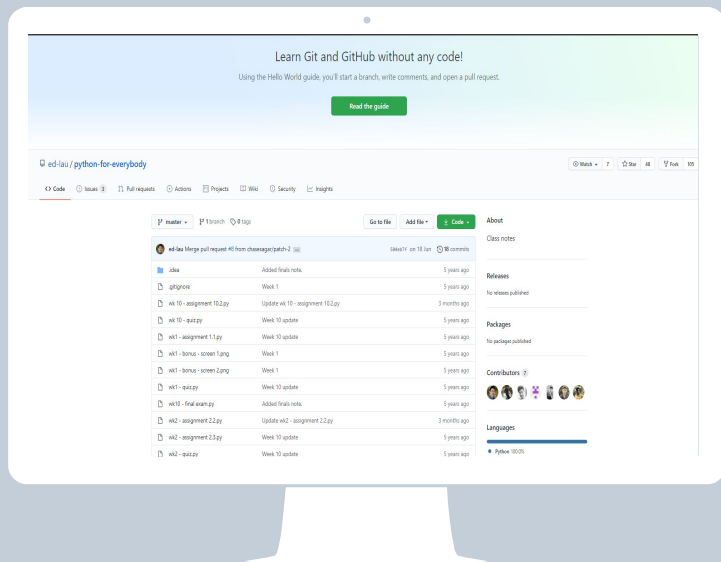
PY4E

If you need a
step-by-step explanation
and revision in python,
here's a free book &
videos & exercises which
explains everything!

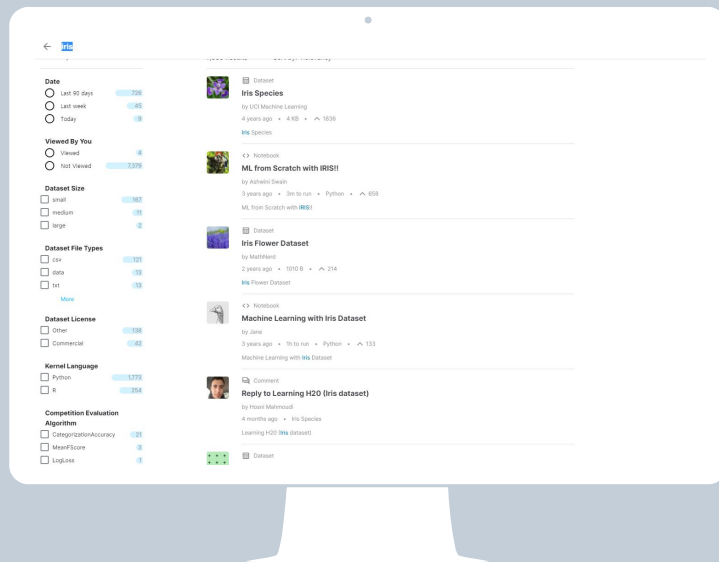
http://do1.dr-chuck.com/pythonlearn/EN_us/pythonlearn.pdf

WHERE TO GO TO SEE OTHER PEOPLE'S WORK AND GET INSPIRED~

GITHUB



KAGGLE



SOME FEEDBACK



Project ideas that you raised

What I am interested in

Form description

What Group are You in?

☐ programming

☐ data science

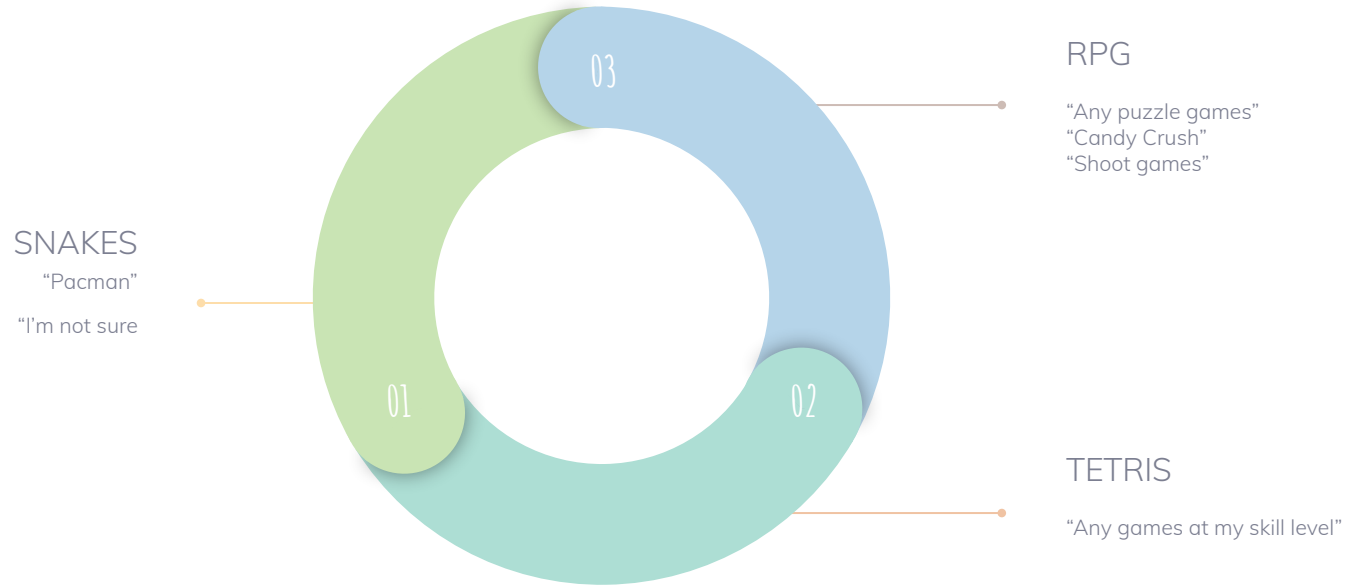
What is your Name?

Short answer text

What are you interested in? If programming, what kind of games do you want to make? If Data science, what kind of data do you want to discover? (we're asking this so we can divide new group based on interest!)

Long answer text

PROGRAMMING



PYTHON GAMES

Battleship

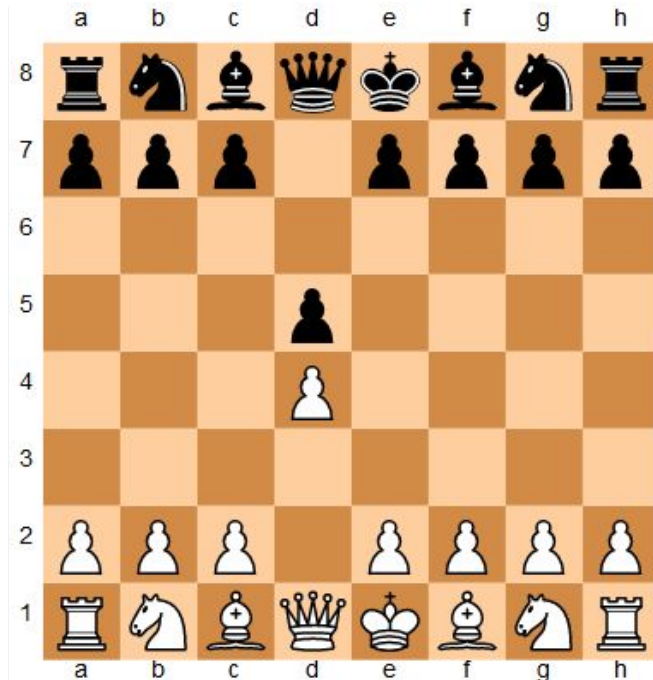
script.py

```
1 from random import randint
2
3 board = []
4
5 for x in range(5):
6     board.append(["O"] * 5)
7
8 def print_board(board):
9     for row in board:
10         print " ".join(row)
11
12 print "Let's play Battleship!"
13 print_board(board)
14
15 def random_row(board):
16     return randint(0, len(board) - 1)
17
18 def random_col(board):
19     return randint(0, len(board[0]) - 1)
20
21 ship_row = random_row(board)
22 ship_col = random_col(board)
23 print ship_row
24 print ship_col
25
26 # Everything from here on should go in your for loop!
27 # Be sure to indent four spaces!
28 guess_row = int(raw_input("Guess Row:"))
29 guess_col = int(raw_input("Guess Col:"))
30
31 if guess_row == ship_row and guess_col == ship_col:
32     print "Congratulations! You sunk my battleship!"
33 else:
34     if (guess_row < 0 or guess_row > 4) or (guess_col < 0 or guess_col > 4):
35         print "Oops, that's not even in the ocean."
```

```
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
Guess Row: 4
Guess Col: 4
1
0
You missed my battleship!
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 0 0
0 0 0 X
None
```

PYTHON GAMES

Battleship Chess



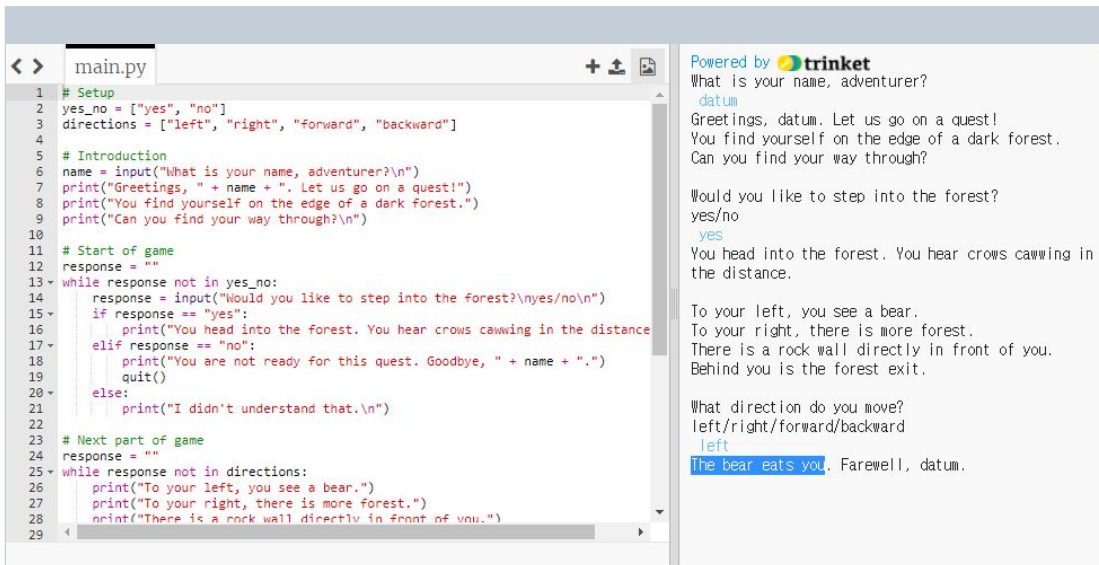
```
1 import chess.pgn
2 import datetime
3 import chess.uci
4
5 engine = chess.uci.popen_engine("C:/I
6 engine.uci()
7 engine.name
8
9 movehistory = []
10 game = chess.pgn.Game()
11 game.headers["Event"] = "Example"
12 game.headers["Site"] = "Linz"
13 game.headers["Date"] = str(datetime.)
14 game.headers["Round"] = 1
15 game.headers["White"] = "MyChess"
16 game.headers["Black"] = "Stockfish9"
17 board = chess.Board()
18 while not board.is_game_over(claim_d
19     if board.turn:
20         move = selectmove(3)
21         board.push(move)
```

PYTHON GAMES

Battleship

Chess

Text adventures



The screenshot shows a Trinket Python IDE with a file named `main.py`. The code is a text adventure game script. The output on the right shows the game's execution, including a greeting, a choice to enter a forest, and a description of the environment. The last line of the output, `The bear eats you. Farewell, datum.`, is highlighted in blue.

```
< > main.py
1 # Setup
2 yes_no = ["yes", "no"]
3 directions = ["left", "right", "forward", "backward"]
4
5 # Introduction
6 name = input("What is your name, adventurer?\n")
7 print("Greetings, " + name + ". Let us go on a quest!")
8 print("You find yourself on the edge of a dark forest.")
9 print("Can you find your way through?\n")
10
11 # Start of game
12 response = ""
13 while response not in yes_no:
14     response = input("Would you like to step into the forest?\nyes/no\n")
15     if response == "yes":
16         print("You head into the forest. You hear crows cawing in the distance")
17     elif response == "no":
18         print("You are not ready for this quest. Goodbye, " + name + ".")
19         quit()
20     else:
21         print("I didn't understand that.\n")
22
23 # Next part of game
24 response = ""
25 while response not in directions:
26     print("To your left, you see a bear.")
27     print("To your right, there is more forest.")
28     print("There is a rock wall directly in front of you.")
29
```

Powered by **trinket**
What is your name, adventurer?
datum
Greetings, datum. Let us go on a quest!
You find yourself on the edge of a dark forest.
Can you find your way through?

Would you like to step into the forest?
yes/no
yes
You head into the forest. You hear crows cawing in the distance.

To your left, you see a bear.
To your right, there is more forest.
There is a rock wall directly in front of you.
Behind you is the forest exit.

What direction do you move?
left/right/forward/backward
left
The bear eats you. Farewell, datum.

R.I.P Datum eaten by a bear

PYTHON GAMES

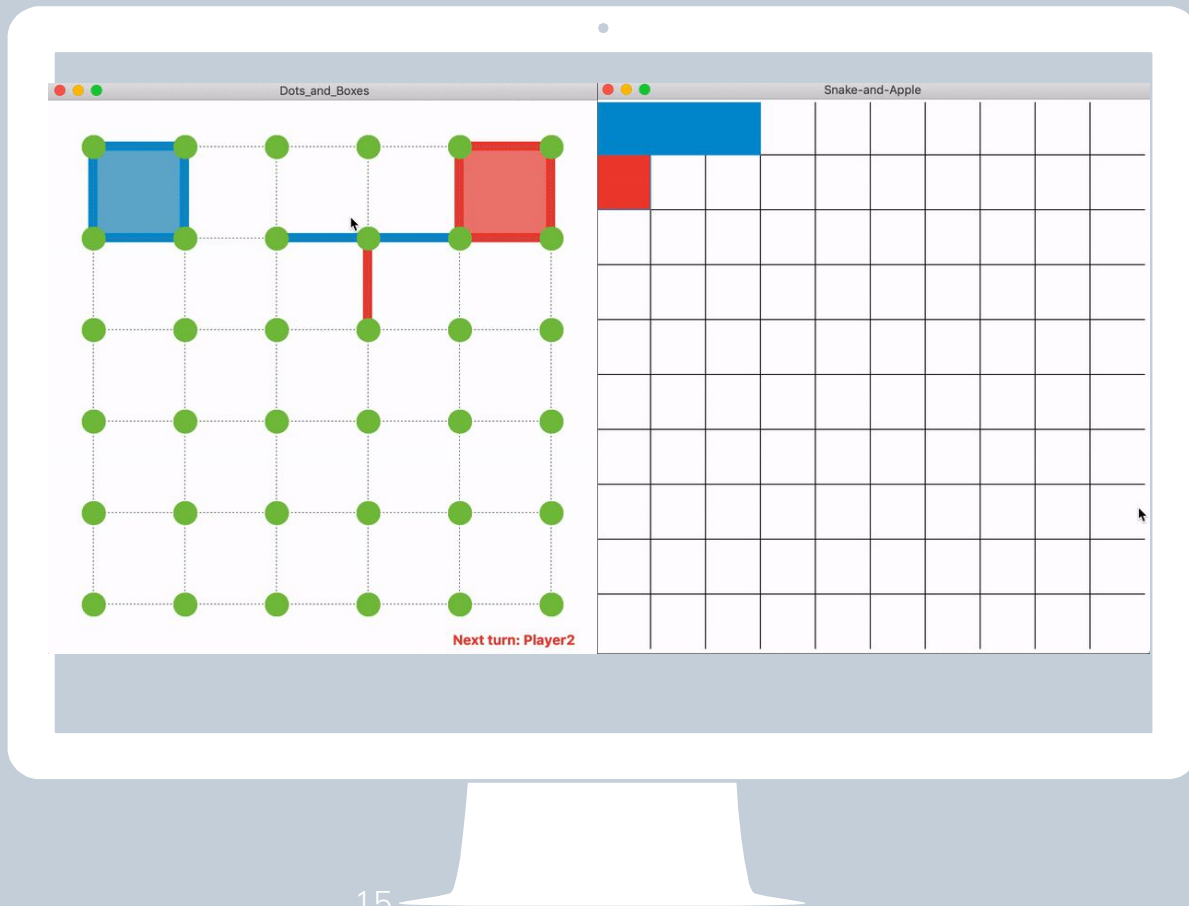
Battleship

Chess

Text adventures

Dots & Boxes

Snake

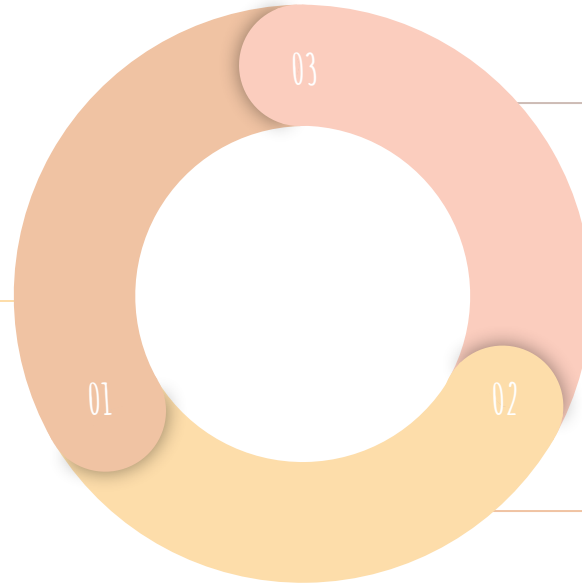


IDLE GAMES

DATA SCIENCE

CLASSIFICATION

Customer Segmentation
Sports Statistics
Crime Statistics
Fake News
Government
Financial



NLP

Web development
Sentiment analysis

AI

Endless possibilities

DATA SCIENCE

eSports prediction



DATA SCIENCE

eSports prediction House Price

Introduction

We will write code to predict the house price based on the different features that describe the house.

Let's build this predictive model by incrementally building upon complexity.

```
In [1]: # Let's import basic packages
import numpy as np
import pandas as pd
import matplotlib.pyplot as plt
import seaborn as sns
%matplotlib inline
```

Data Description

```
In [2]: with open('../input/house-prices-advanced-regression-techniques/data_description.txt') as file:
        print(file.read())
```

MSSubClass: Identifies the type of dwelling involved in the sale.

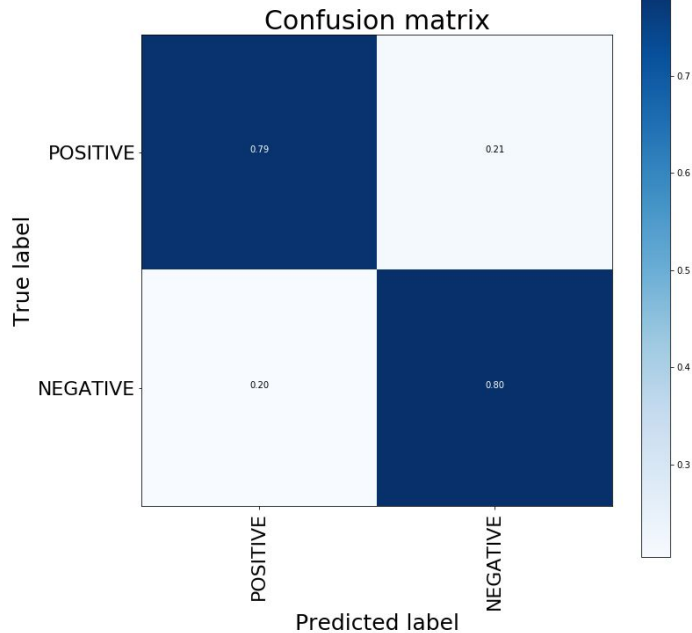
20 1-STORY 1946 & NEWER ALL STYLES

DATA SCIENCE

eSports prediction

House Price

Twitter Sentiment



DATA SCIENCE

eSports prediction

House Price

Twitter Sentiment

Twitter Bot

Automatic Donald Trump



Donald J. Trump ✓

@realDonaldTrump



Follow



Why isn't this part of life!

16:10 - 9 Mar 2016



1,461



1,599

DATA SCIENCE

eSports prediction

House Price

Twitter Sentiment

Twitter Bot

Churn Modelling

Kernel's Methodolgy

In this kernel aims to find most suitable model via CRISP-DM strategy for Bank customer which could churn. CRISP-DM is basically data mining methodology but nowadays it use to data science project. Although different approaches have been developed in the field of data science over the years, at the last point reached, where a data science project can be started, which steps should be followed, the outputs of the phases of the project and the measurable steps during the project can be managed with the method shortened as CRISP-DM.

What is CRISP-DM

CRISP-DM (Cross Industry Standard Process for Data Mining) bir veri madenciliği metodolojisidir. Bu yöntemde bir proje altı parçaya bölünerek süreç ilerletilir.

1. Business Understanding: This is the understanding of the business and the understanding of the business being processed.

2. Data Understanding: It is the phase of having information about the data structure. 3. Data Preparation: This is the data preparation phase. 4. Modeling: Creating a model with data is the stage. 5. Evaluation: This is the evaluation phase of the model. 6. Deployment: Application is the phase of action. After the model is created, the application is started by programming.

1. Business Understanding

Basically, expectation of the bank, which customer could be churn and how modelling data of customer of the bank. In line with this expectation, main objective detects customers that could be leave from there.

2. Data Understanding

First of all importing all libraries

Version 8 of 8

Notebook

Kernel's Methodolgy

What Is CRISP-DM

Input (1)

Execution Info

Log

Comments (0)

DATA SCIENCE

eSports prediction

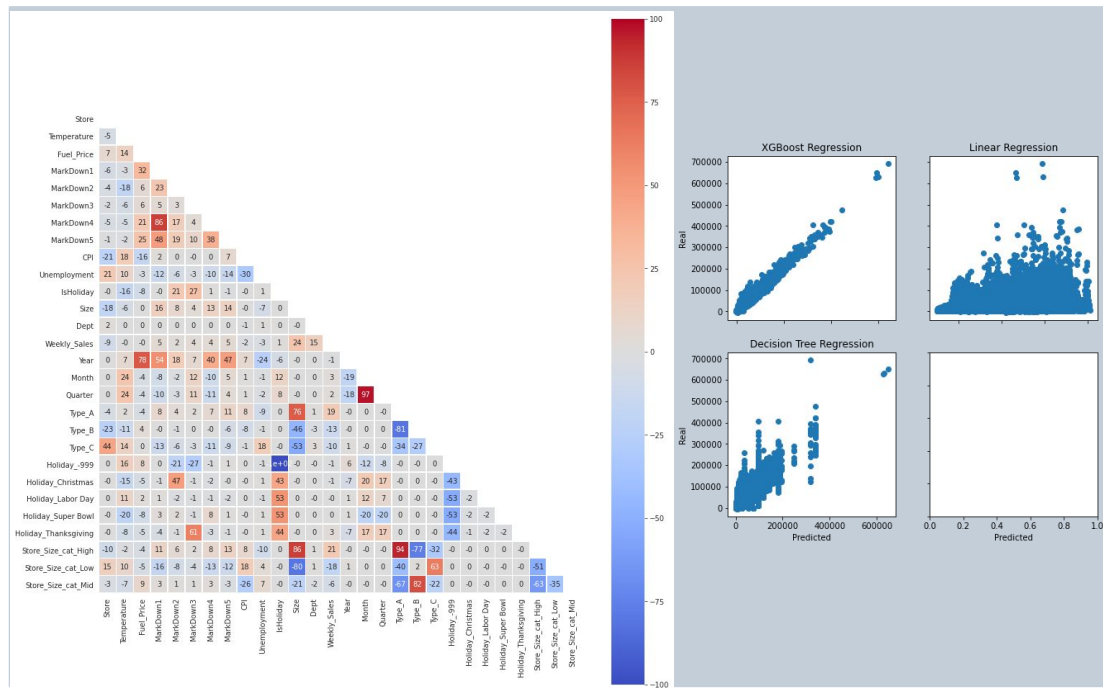
House Price

Twitter Sentiment

Twitter Bot

Churn Modelling

Sales prediction



DATA SCIENCE

eSports prediction

House Price

Twitter Sentiment

Twitter Bot

Churn Modelling

Sales prediction

NFL Prediction

NFL 1st and Future 2019

Can you investigate the relationship between the playing surface and the injury and performance of NFL athletes?



This kernel is made in hopes of helping those interested in joining the competition get a jump start on the data. Much of the text was taken directly from the competition description. However be sure to read the official rules and data description on the kaggle website [here](#).

tl;dr:

In this challenge, you're tasked to investigate the relationship between the playing surface and the injury and performance of National Football League (NFL) athletes and to examine factors that may contribute to lower extremity injuries.

Submissions will be judged by the NFL based on how well they address:

- Representation of player movement, including, but not limited to, the development of novel metrics that characterize player movement on the field:



NEXT WEEK?

Groups based on interests!

NOW TO THE HOMEWORK PROJECTS



(didn't see this coming did you?)

PROGRAMMING GROUP

Write a Python program to guess a number between 1 to 100

A number is randomly generated. [using `random.randint`] User is prompted to enter a guess. If the user guesses wrong then the prompt appears again until the guess is correct, on successful guess, user will get a "Nice Job!" message.

DATA SCIENCE

Create a Rock-Paper-Scissor-Lizard-Spock game with the rules as so:

"Scissors cuts paper, paper covers rock, rock crushes lizard, lizard poisons Spock, Spock smashes scissors, scissors decapitates lizard, lizard eats paper, paper disproves Spock, Spock vaporizes rock, and as it always has, rock crushes scissors."