Machine Learning for Humans Notes

1. Introduction
   1. Artificial Intelligence perceives its environment and makes decisions to achieve a goal.
      1. Not intelligence, just advancement/improvement
   2. Machine Learning – computers learn without being programmed
      1. Supervised, Unsupervised, Reinforced

2.1 Supervised Learning

SENIOR PROJECT IDEA:

**machine learning - style transfer**

(medium has many articles on this)

get the style of a painting and a face/body

then recreate the face/body with the style of the painting

get the tone and style of a song/music

get the complimentary essence of a painting

or a person/face/things

then recreate the thing with respect to the music

or recreate the music based on the person's face/body

take a song or something not tangible

or a 2 dimensional painting or figure

then use 3d printing to make it 3d

monitor a person's vitals while they are listening to music/looking at art

not sure what I could turn that into though