### MACHINE LEARNING

Joshua Savoie

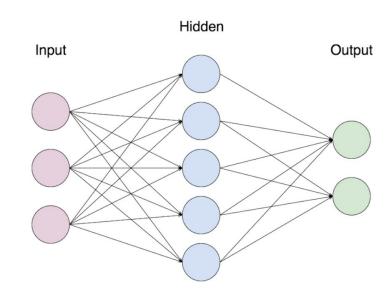
## FIRST STEPS

#### RESEARCH AND PLANNING

- 2 weeks of heavy research + light curiosity in the prior 2 months.
- Sourced many scholarly articles, blogs, and videos.
- Created a general structural layout for the neural network.
- This all allowed the foundations for the neural network to be coded within a few days.

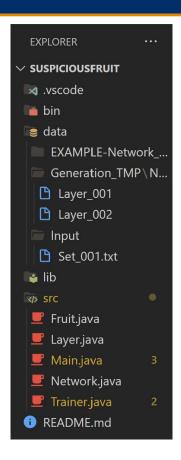
#### POISONOUS FRUIT

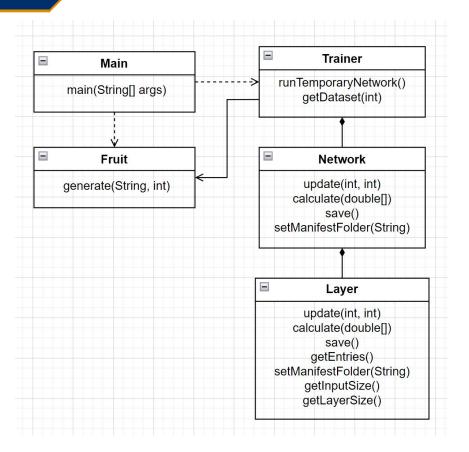
- The task: determine whether a fruit was poisonous or not.
- The fruit has three characteristics that act as inputs to the network:
  - one (1): Length of the spikes;
  - two (2): Density of the spots;
  - three (3): The size of the fruit itself.



#### CODE STRUCTURE

#### 892 Lines of Code





## MNIST DATABASE

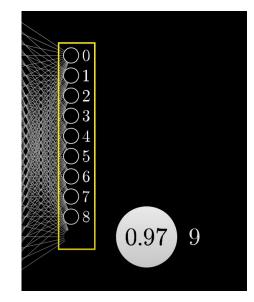
#### "HELLO WORLD"

The MNIST database is considered the "hello world" of machine learning.

• The task: determine the number (0 - 9) represented by a handwritten digit.

784 inputs (28x28 pixels) with each input ranging on a scale of 0.0 - 1.0, 0

being black, 1 being white.



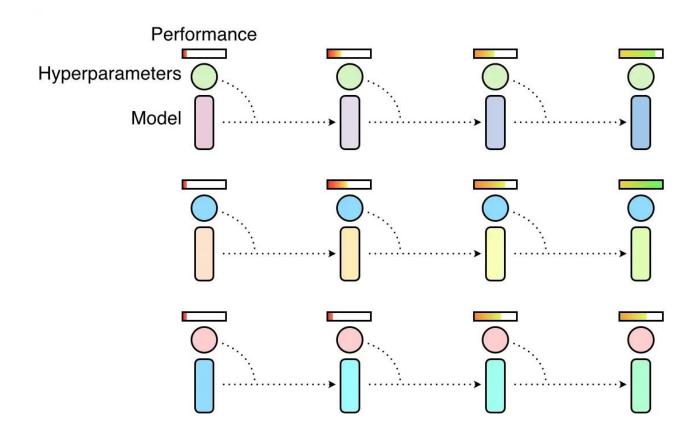
#### **EXAMPLES**

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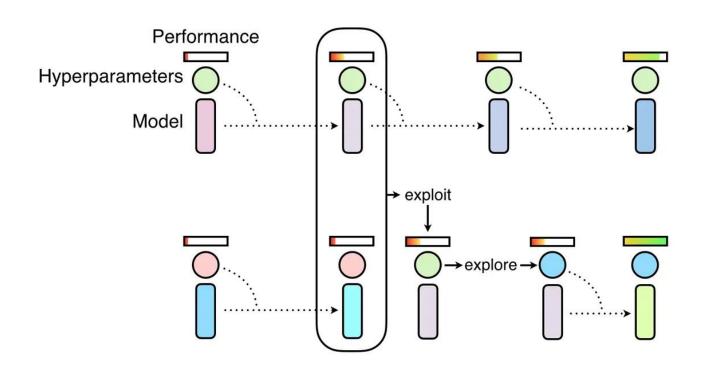
# POPULATION-BASED TRAINING

A training method developed by Google DeepMind.

#### POPULATION BASED TRAINING

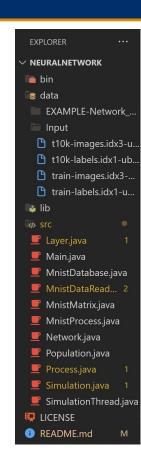


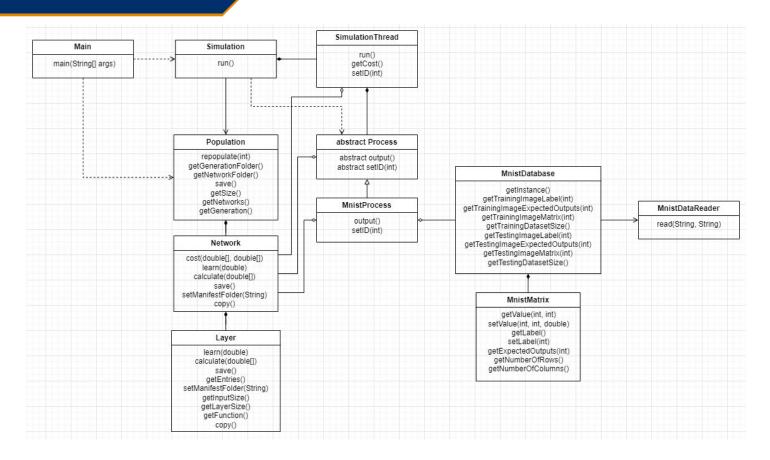
#### **POPULATION BASED TRAINING**



#### CODE STRUCTURE

#### 1859 Lines of Code



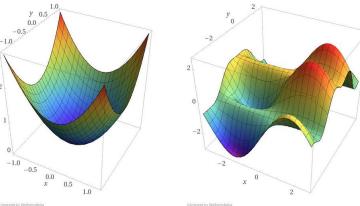


## DEMO

## GOING FORWARD

#### THE AI IS SLOW

- Performing completely random changes to the AI is not very efficient...
  - I let my AI run overnight once and it made no progress at all.
- Solution: backpropagation and gradient descent.
  - Calculus concepts that will take at least a good couple weeks to get a grasp of with then another week to flesh out the new structure (not including the actual implementation of it in code).



#### BEYOND FRUIT AND MNIST

- Face/object recognition
- Checkers





#### POST-PRESENTATION

- All code with extensive documentation, links to helpful resources, and a pseudo-dev journal via GitHub commits are found at this repository:
  - https://github.com/savojosh/NeuralNetwork/tree/MNIST
  - Code from when I was seeing if a fruit was poisonous or not is not posted at this repository.

#### Special thanks to:

- Google DeepMind for Population-Based Training (PBT);
- Sebastian Lague for an intro on how to actually code a neural network;
- Dr. Cao for help with Java Reflections;
- Jason Brownlee for extremely informational blog posts;
- And to all other sources that helped me along the way.