## IT DATA SCIENCE AND ARTIFICIAL INTELLIGENCE: AN INTRODUCTION



## WELCOME TO THE SEMINAR IN MACHINE LEARNING! I HOPE YOU WILL HAVE FUN WITH THE DATA TECHNOLOGY THAT WE USE AND ALSO HOW TO USE IT!



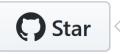
WELC MACF WILL TECH **ALSO** 



#### **Write With Transformer**

Get a modern neural network to auto-complete your thoughts.

This web app, built by the Hugging Face team, is the official demo of the //transformers repository's text generation capabilities.



58,894

OU'A



#### Plan

1. Introduction to Machine Learning

2. Context and history

3. Fundamental concepts

4. Why this is super exciting

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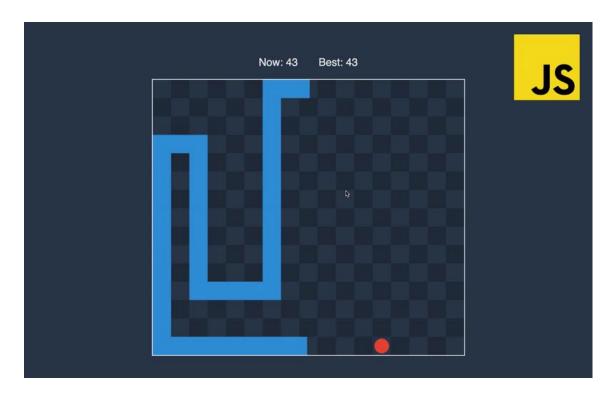
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#### WHAT IS MACHINE LEARNING?

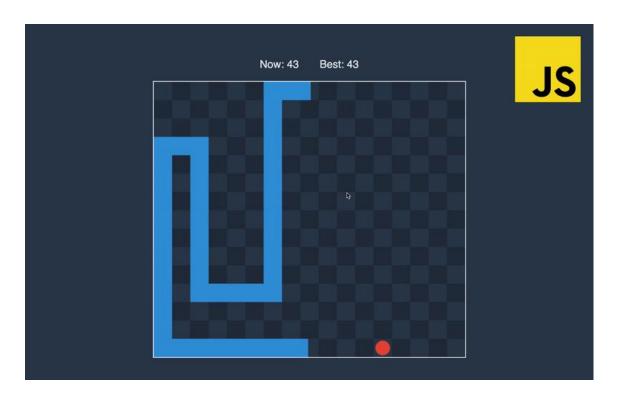
"Field of study that gives computers the ability to learn without being explicitly programmed." (A. Samuel, 1959)

#### WHAT IS MACHINE LEARNING?

"Field of study that gives computers the ability to learn without being **explicitly** programmed." (A. Samuel, 1959)



Source: <a href="https://github.com/RodionChachura">https://github.com/RodionChachura</a>

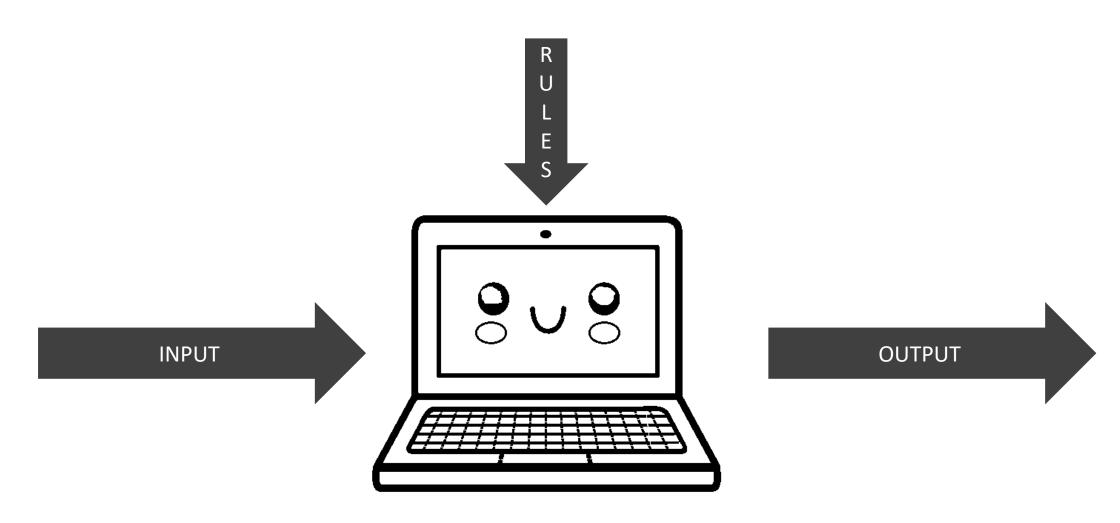




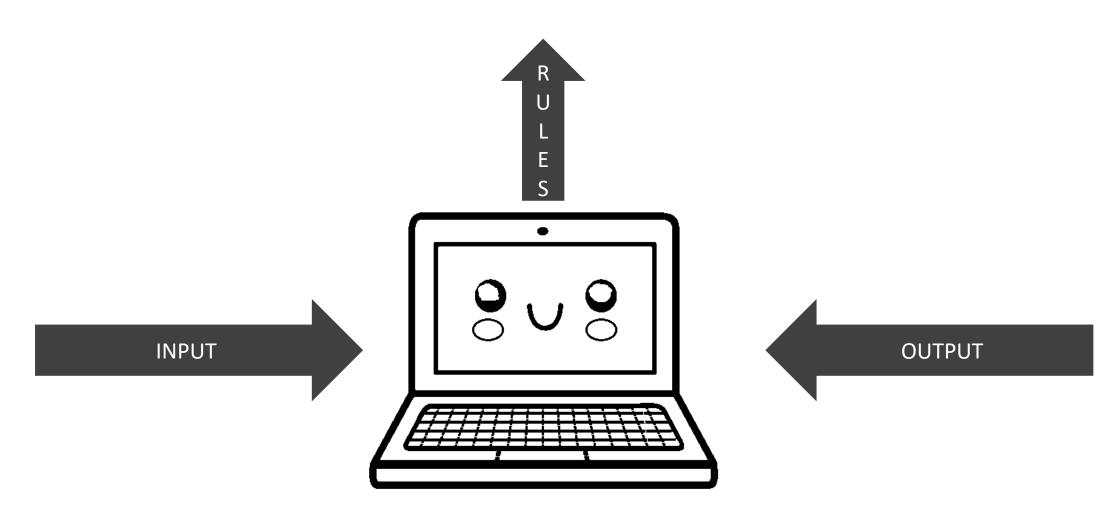
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Source: <a href="https://www.perficient.com">https://www.perficient.com</a>

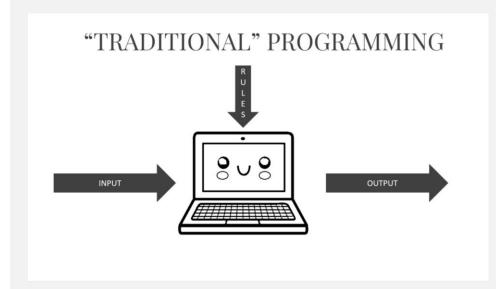
#### "TRADITIONAL" PROGRAMMING

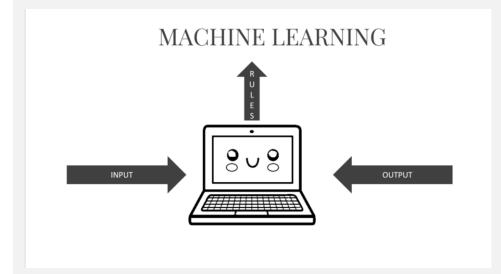


#### MACHINE LEARNING



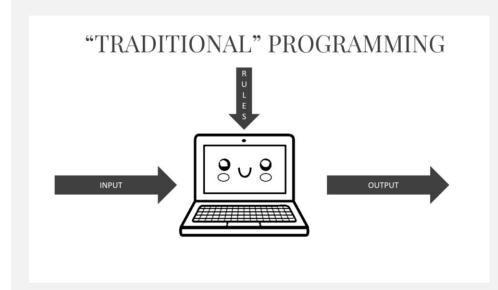
#### Two models

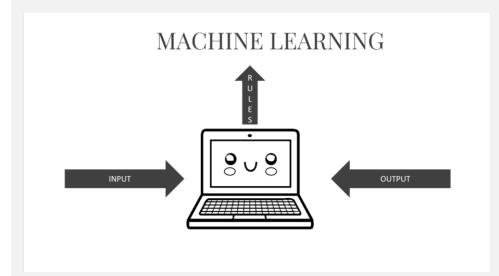




#### Two models

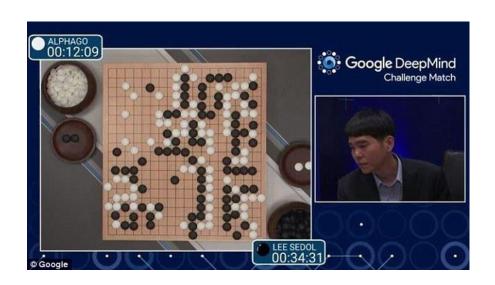
- If you need to compute average of a column in a database → Traditional Programming
- If you want to build a machine that beats the Go Master → Machine Learning

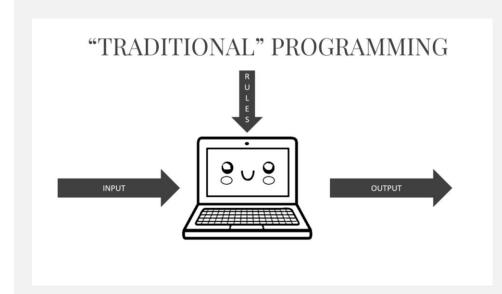


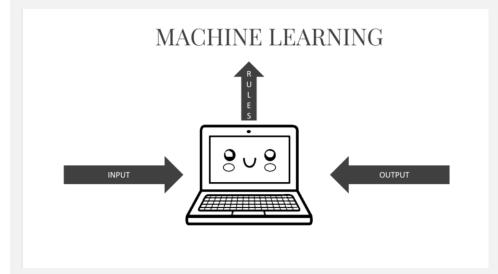


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#### ARTIFICIAL INTELLIGENCE

### A PROPOSAL FOR THE DARTMOUTH SUMMER RESEARCH PROJECT ON ARTIFICIAL INTELLIGENCE

August 31, 1955

J. McCarthy, Dartmouth College

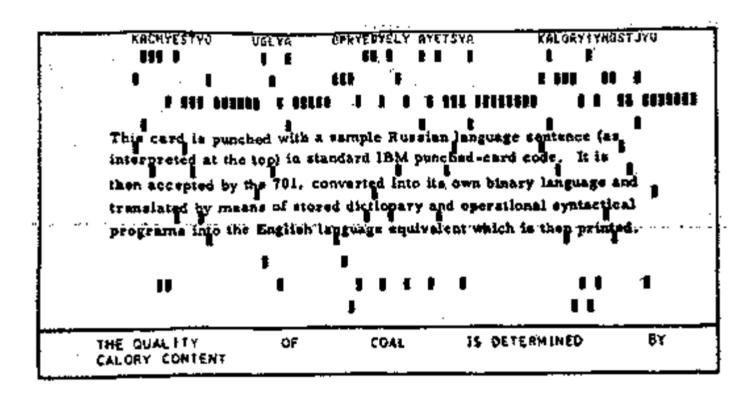
M. L. Minsky, Harvard University

N. Rochester, I.B.M. Corporation

C.E. Shannon, Bell Telephone Laboratories

We propose that a 2 month, 10 man study of artificial intelligence be carried out during the summer of 1956 at Dartmouth College in Hanover, New Hampshire. The study is to proceed on the basis of the conjecture that every aspect of learning or any other feature of intelligence can in principle be so precisely described that a machine can be made to simulate it. An attempt will be made to find how to make machines use language, form abstractions and concepts, solve kinds of problems now reserved for humans, and improve themselves. We think that a significant advance can be made in one or more of these problems if a carefully selected group of scientists work on it together for a summer.

#### FIRST EXPERIMENT



SPECIMEN punched card with, below, a strip with translation, printed within a few seconds of being fed Into the machine.

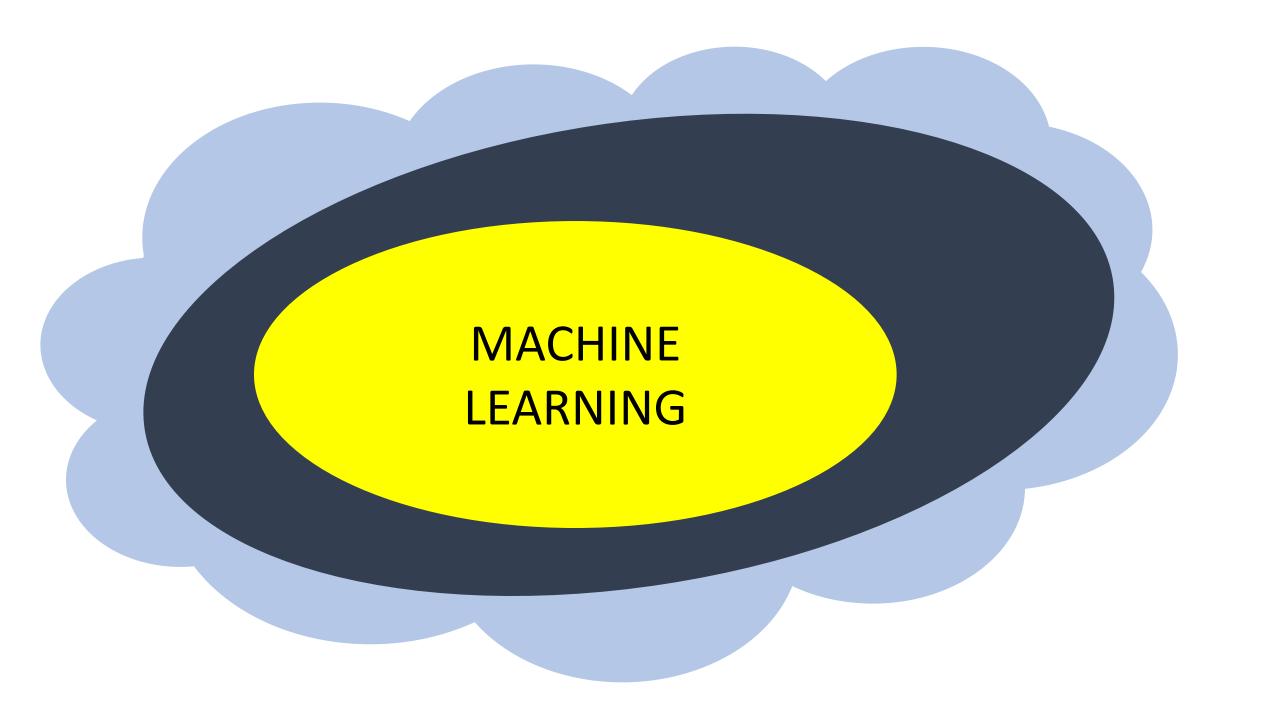
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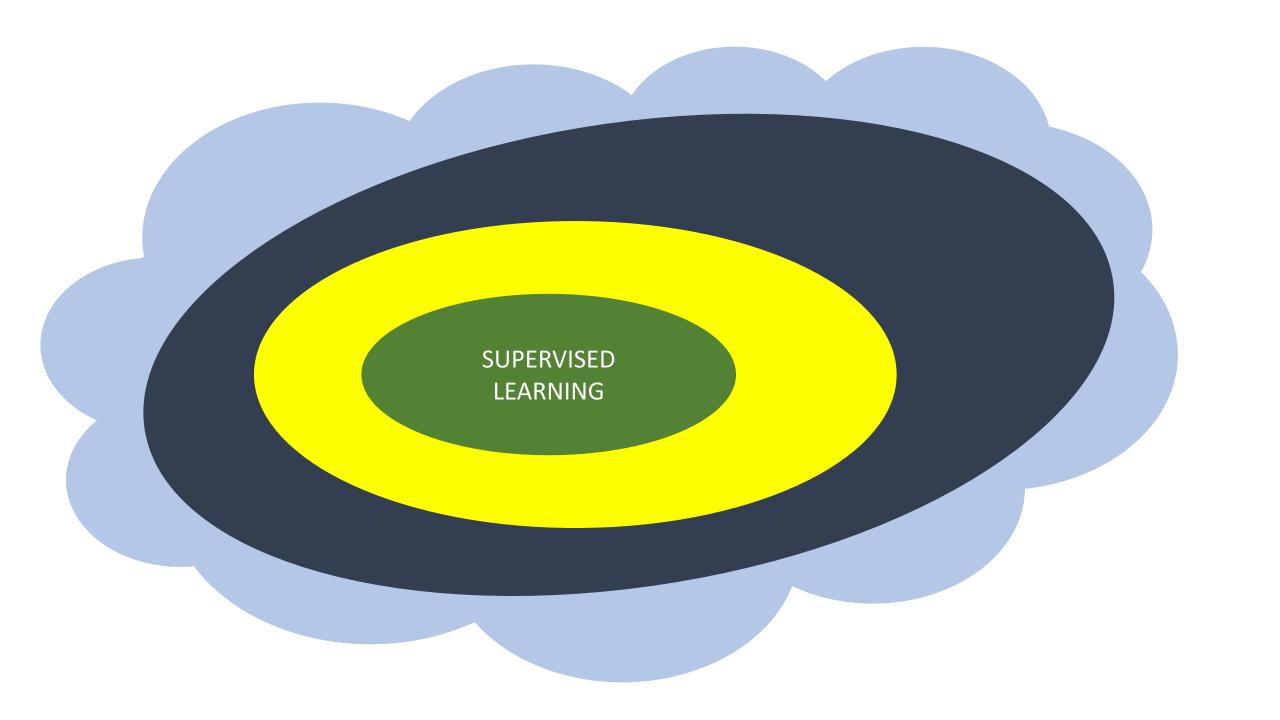
The spirit is strong, but the flesh is weak

The whiskey is strong, but the meat is rotten

#### ARTIFICIAL INTELLIGENCE







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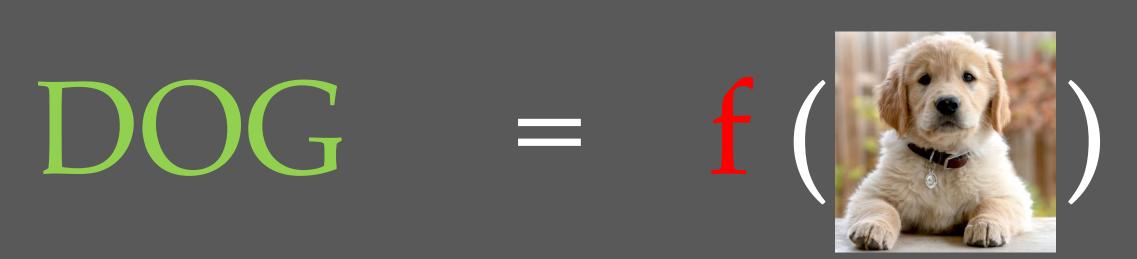
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## Y = f(X)

$$Y = f(X)$$

#### SUPERVISED LEARNING

REGRESSION	CLASSIFICATION
<ul> <li>Continuous output</li> </ul>	Discrete output
• Given various information abot a house, what is its price?	<ul> <li>Given an image, is it a dog or a cat?</li> <li>Famous examples: segmentation, image recognition, object detection, fraud detection</li> </ul>



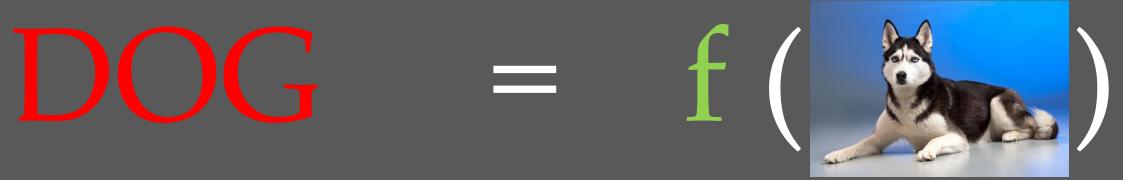
# $CAT = f(\frac{1}{2})$

# CAT = f(



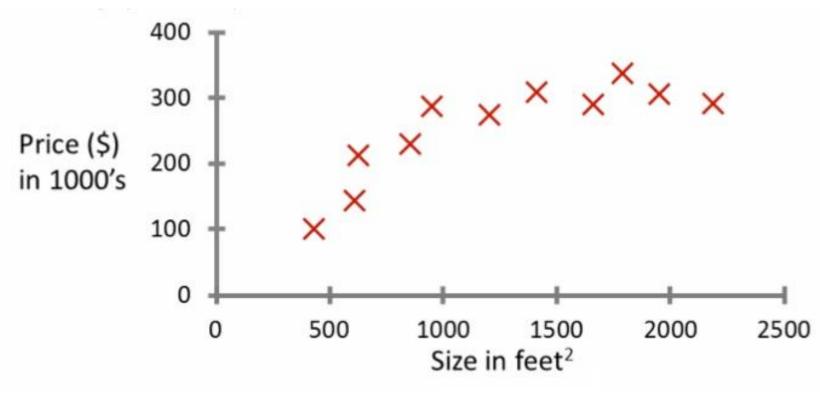
### AFTER "ENOUGH" EXAMPLES...





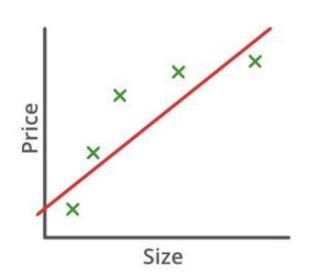
#### HOUSE PRICING EXAMPLE

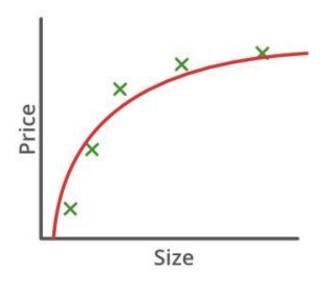
• The Problem: given the size of a house, we want to predict its price.

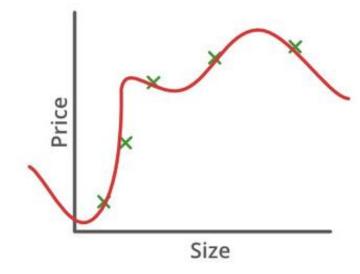


Source: <a href="https://www.udemy.com">https://www.udemy.com</a>

## WHAT IS THE "BEST" FUNCTION?

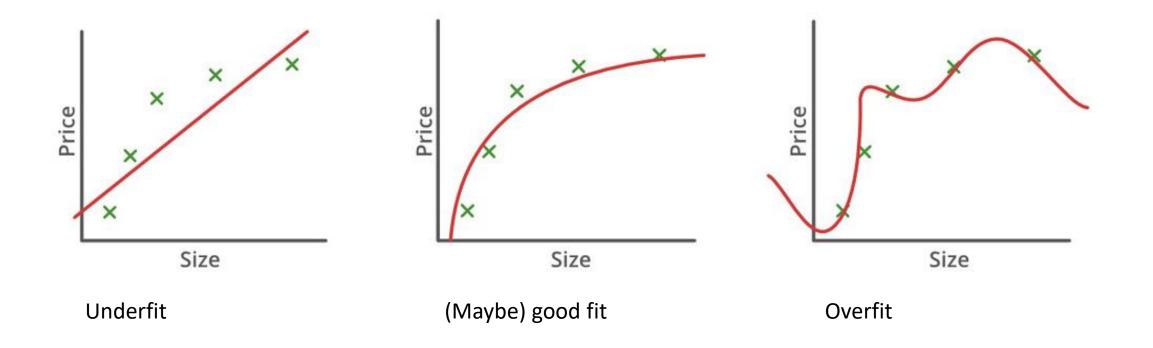






Source: <a href="https://www.geeksforgeeks.com">https://www.geeksforgeeks.com</a>

# WHAT IS THE "BEST" FUNCTION?



Source: https://www.geeksforgeeks.com

Find a "good" function **f** that maps the features **X** to the labels **Y** such that

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# GENERALIZATION

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COOL = f (MACHINE LEARNING IS)

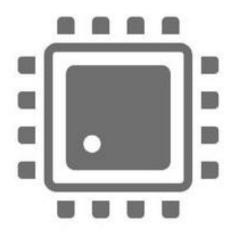


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**ALGORITHM** 

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COMPUTING POWER



ALGORITHMS