

Applied Artificial Intelligence – Machine Learning L1 – An Introduction

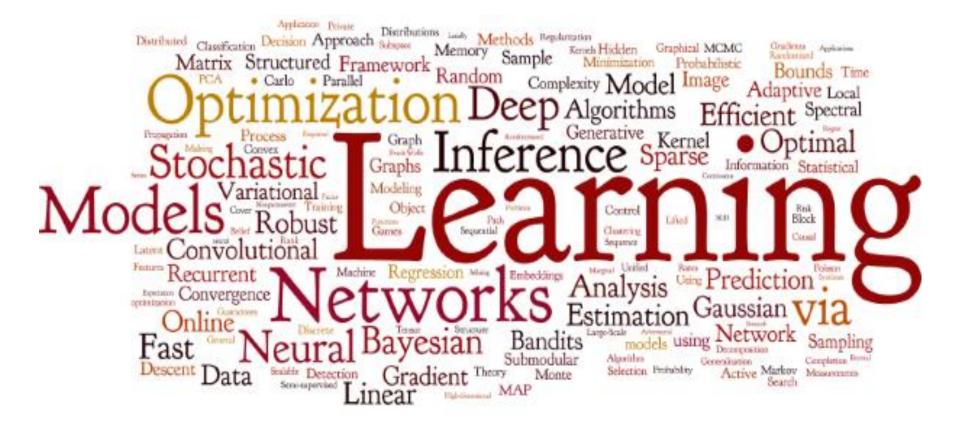
Snehalatha N



Agenda

- 1 What is Artificial Intelligence
- Timeline, Gartner's Hype Cycle, Forrester Research
- **3** Key Players and Focus Areas
- 4 NLP and Machine Learning
- 5 Al Applications and Eco System

6 Al Agents



Artificial intelligence (AI) is an area of computer science that emphasizes the creation of intelligent machines that work and react like humans.

Some of the activities computers with artificial intelligence are designed for include:

Speech recognition

Learning

Planning

Problem solving

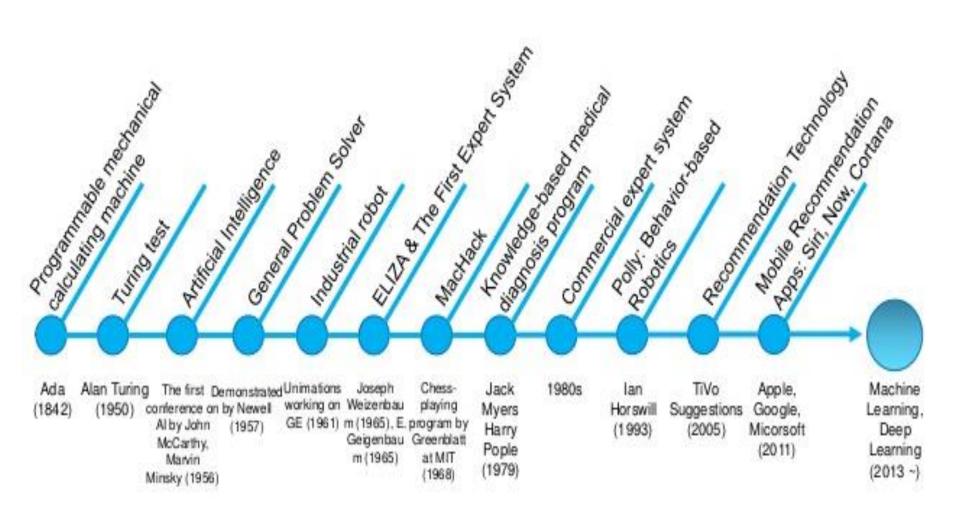
Artificial intelligence is a branch of computer science that aims to create intelligent machines

Machines that mimic the cognitive functions that humans associate with other human minds, such as "learning and "problem solving".

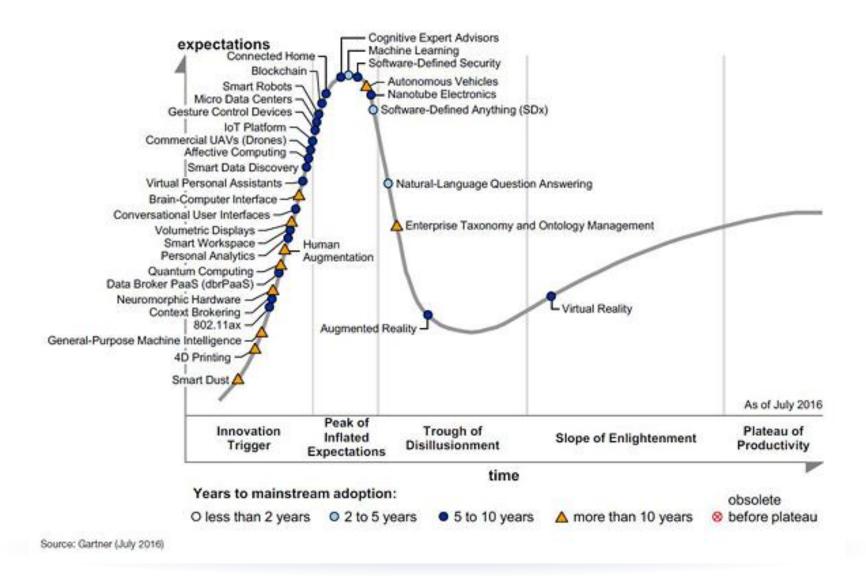
"In the next 10 years, the shift will be towards a world that is Al-first"

Sundar Pinchai, CEO, Google

Artificial Intelligence: Time Line



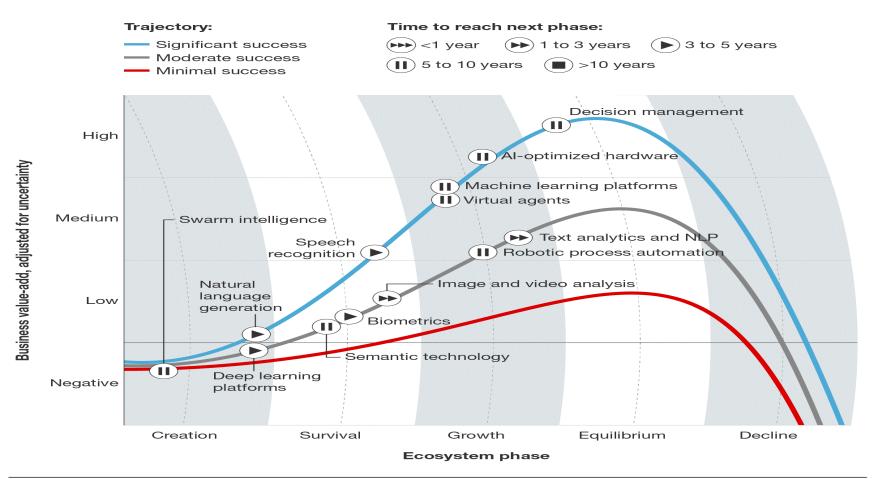
Artificial Intelligence: Hype Cycle



Artificial Intelligence: Forrester Research

TechRadar™: Artificial Intelligence Technologies, Q1 '17

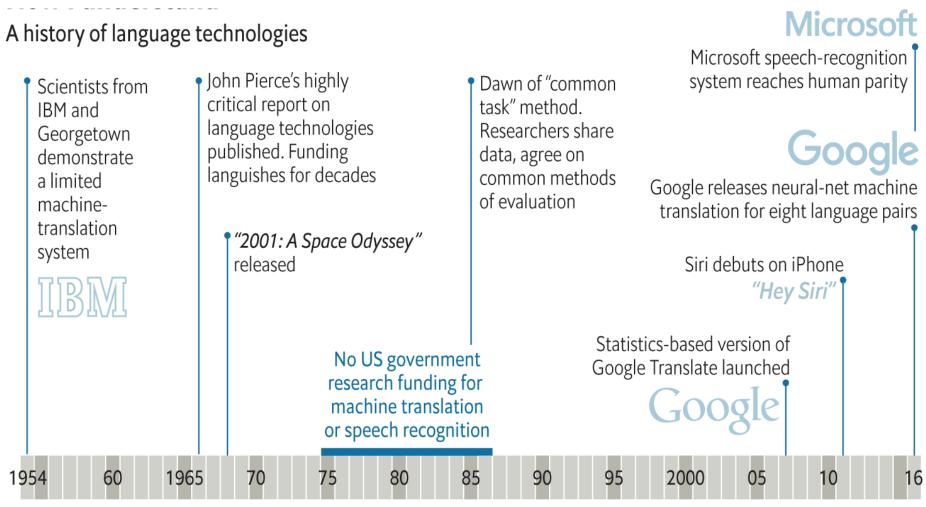
 $TechRadar^{ ext{ iny M}}$: Artificial Intelligence Technologies, Q1 2017



Source: Forrester Research, Inc. Unauthorized reproduction, citation, or distribution prohibited.

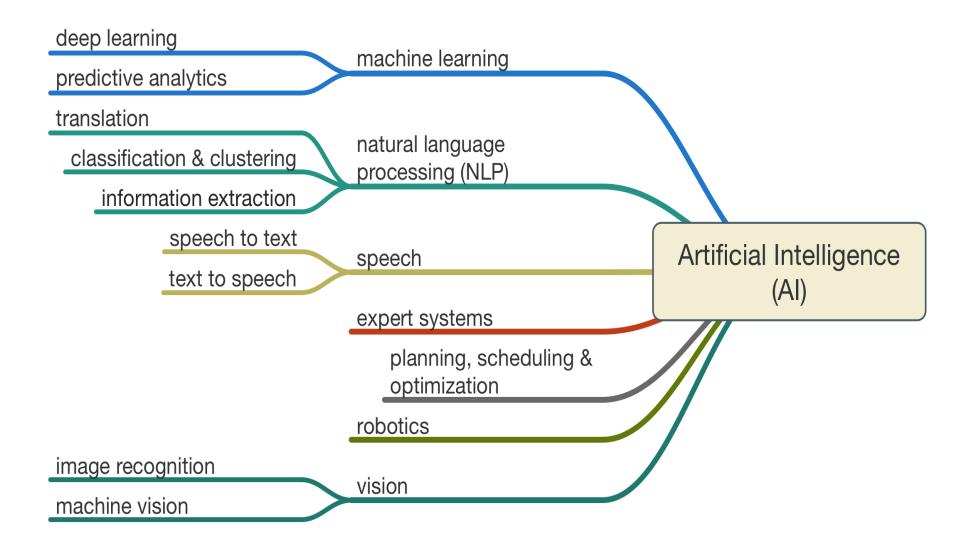
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Artificial Intelligence: Key Players

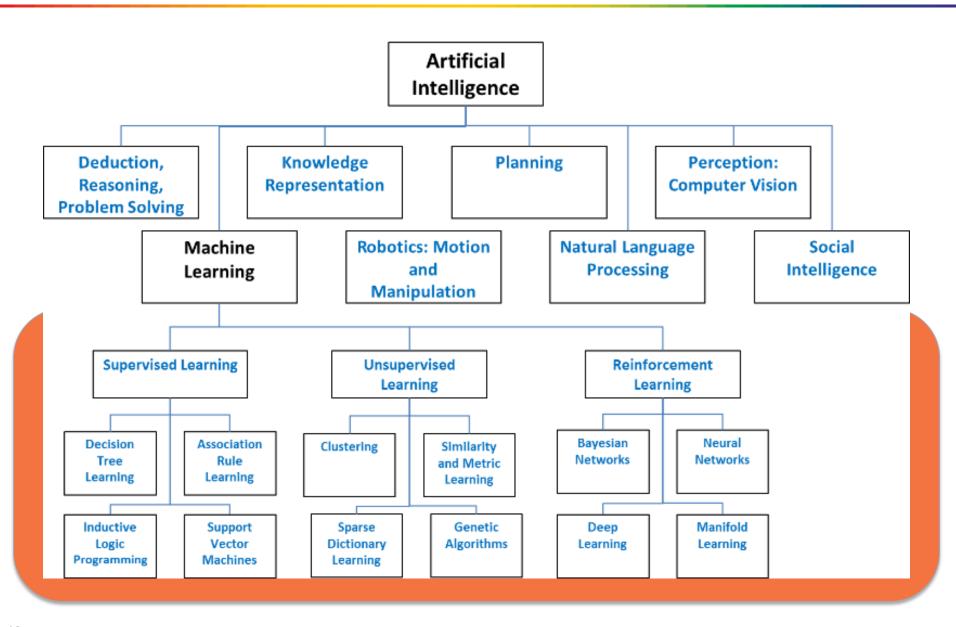


Source: The Economist

Artificial Intelligence : Focus Areas



Artificial Intelligence: NLP and Machine Learning



Artificial Intelligence : Application Areas

Search engines

Driverless cars

Voice recognition

Product recommender systems of webshops

Spam filtering

Handwrite recognition

Machine vision

Face recognition of digital cameras

Artificial Intelligence: State of Art

International grandmaster Arnold Denker studies the pieces on the board in front of him. He realizes there is no hope; he must resign the game. His opponent, HITECH, becomes the first computer program to defeat a grandmaster in a game of chess (Berliner, 1989)

TODAY, SELF DRIVING CARS?

An analyst in the Mission Operations room of the Jet Propulsion Laboratory suddenly starts paying attention. A red message has flashed onto the screen indicating an "anomaly" with the Voyager spacecraft, which is somewhere in the vicinity of Neptune. Fortunately, the analyst is able to correct the problem from the ground. Operations personnel believe the problem might have been overlooked had it not been for MARVEL, a real-time expert system that monitors the massive stream of data transmitted by the spacecraft, handling routine tasks and alerting the analysts to more serious problems (Schwuttke, 1992).

"I want to go from Boston to San Francisco," the traveller says into the microphone. "What date will you be travelling on?" is the reply. The traveller explains she wants to go October 20th, nonstop, on the cheapest available fare, returning on Sunday.

A speech understanding program named PEGASUS handles the whole transaction, which results in a confirmed reservation that saves the traveller \$894 over the regular coach fare. Even though the speech recognizer gets one out of ten words wrong,18 it is able to recover from these errors because of its understanding of how dialogs are put together (Zue et al., 1994)

Artificial Intelligence: Categories

"The exciting new effort to make computers think ... machines with minds, in the full and literal sense" (Haugeland, 1985)

"[The automation of] activities that we associate with human thinking, activities such as decision-making, problem solving, learning ..." (Bellman, 1978)

"The art of creating machines that perform functions that require intelligence when performed by people" (Kurzweil, 1990)

"The study of how to make computers do things at which, at the moment, people are better" (Rich and Knight, 1991) "The study of mental faculties through the use of computational models" (Charniak and McDermott, 1985)

"The study of the computations that make it possible to perceive, reason, and act" (Winston, 1992)

"A field of study that seeks to explain and emulate intelligent behavior in terms of computational processes" (Schalkoff, 1990)

"The branch of computer science that is concerned with the automation of intelligent behavior" (Luger and Stubblefield, 1993)

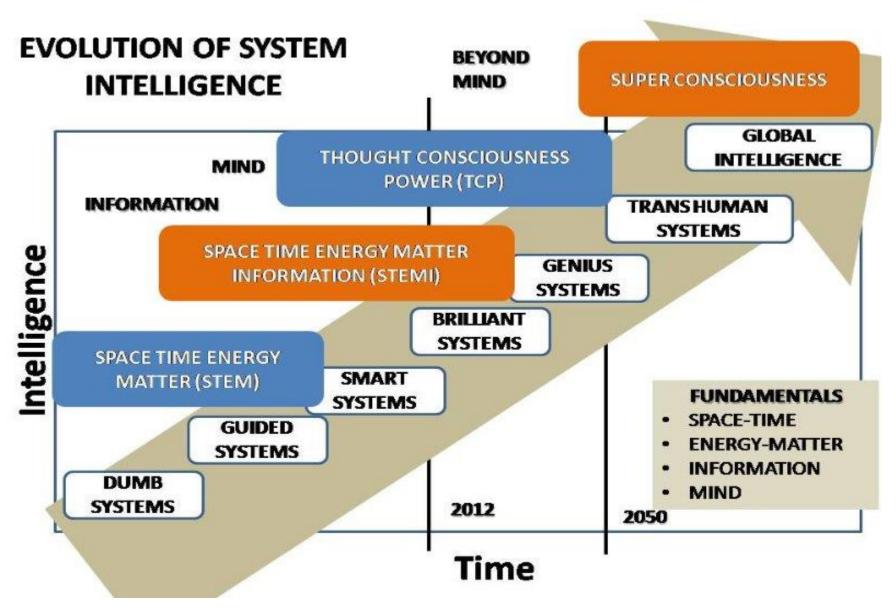
Systems That think like humans

Systems that think rationally

Systems that act like humans

Systems that act rationally

Artificial Intelligence: System Evolution





software

algorithms in decision making



rule-based decision making

if condition fulfilled then activity 1 else activity 2

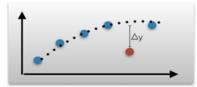
boolean data

(yes or no)

Examples:

- phone notification
- time- or thresholdbased alarms
- simple pattern matching

statistical reasoning



simple regression

numerical data

allowing for curve fitting

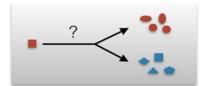
Examples:

- extra- and interpolation
- outlier detection
- predictive maintenance

every programmer

fuzzy boundaries

machine learning



classification tasks

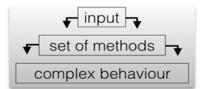
arbitrary data

that needs to be abstracted into numbers

Examples:

- identification of relevant features from large input datasets
- quality control using various metrics

artificial intelligence



dynamic adaptation to novelty

autonomous selection of best methodology when presented with arbitrary data

Examples:

- autonomous vehicles
- human-like conversational skills
- intelligent digital assistant

data science types

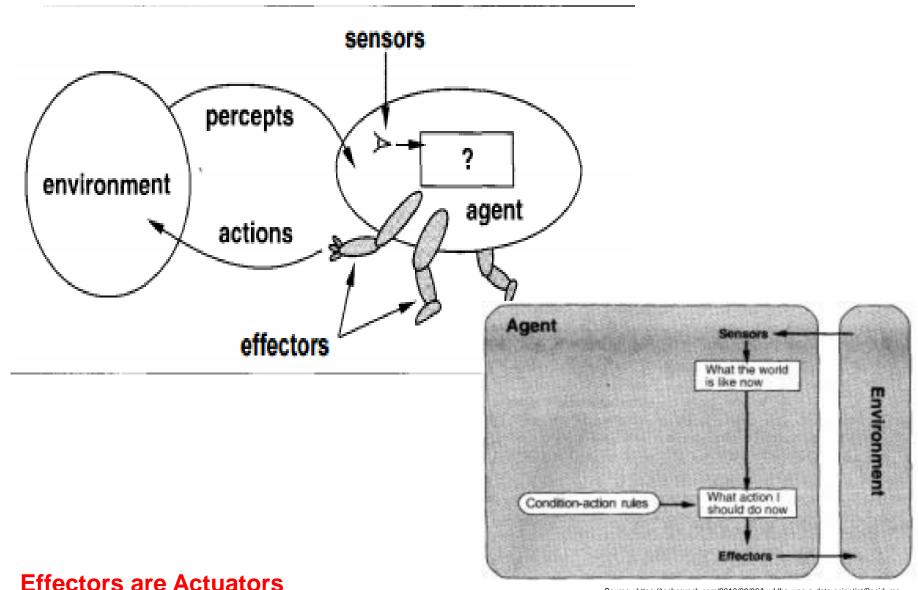
complex systems specialists

Artificial Intelligence : Eco System

Big Data → Intelligent Applications (A Lifecycle View) Semantic Graph Machine Reasoning Big Data **Data Ingestion** Intelligent Application Predict Sensemaking Engine Web Content Data Preparation (demand, inventory, ...) (web sites, blogs, ...) Data integration Recommendation Engine Data enrichment Design Social Networks Data imputation (product, process, ...) **Process Automation Engine** (twitter, facebook, ...) Data versioning Data provenance Analyze Online Activities Context Engine (performance, problem, ...) (search, shopping, ...) Semantic Search Discover Enterprise Apps (insight, pattern, ...) Natural Language (ERP, CRM, ...) Inference Engine Processing Detect Entity extraction Internet of Things (incident, anomaly, Rule Engine Entity resolution (sensor data, device data, ...) opportunity, ...) Relationship extraction Semantic Query Engine Taxonomy generation Processes Compare (process logs, server logs, ...) (products, companies,, ...) Network of: Machine Learning people, places, (classification, clustering, Textual Content Find organizations, processes, anomaly detection, ...) (documents, reports, ...) (people, content, ...) rules, policies, events, documents, devices, ... Knowledge-bases (taxonomies, ontologies, ...) Automated Update Cycle Semantic Inferencing Learning from Usage Patterns

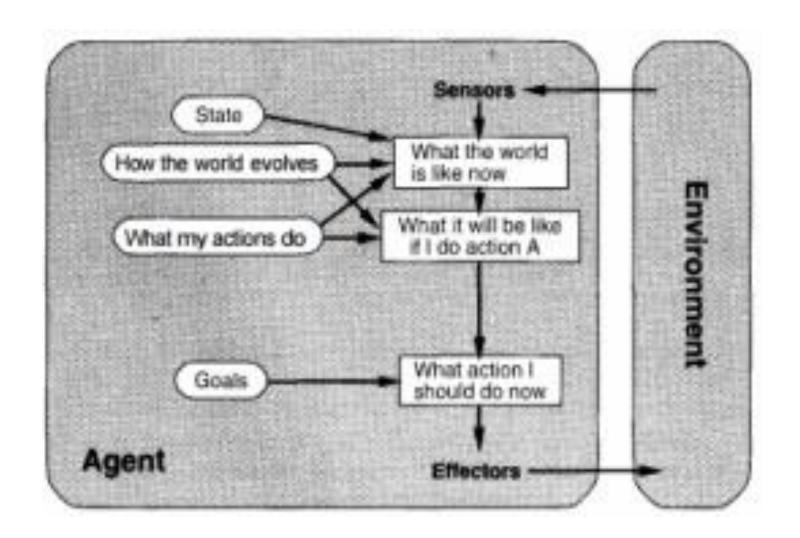
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Artificial Intelligence : Agents & Environment

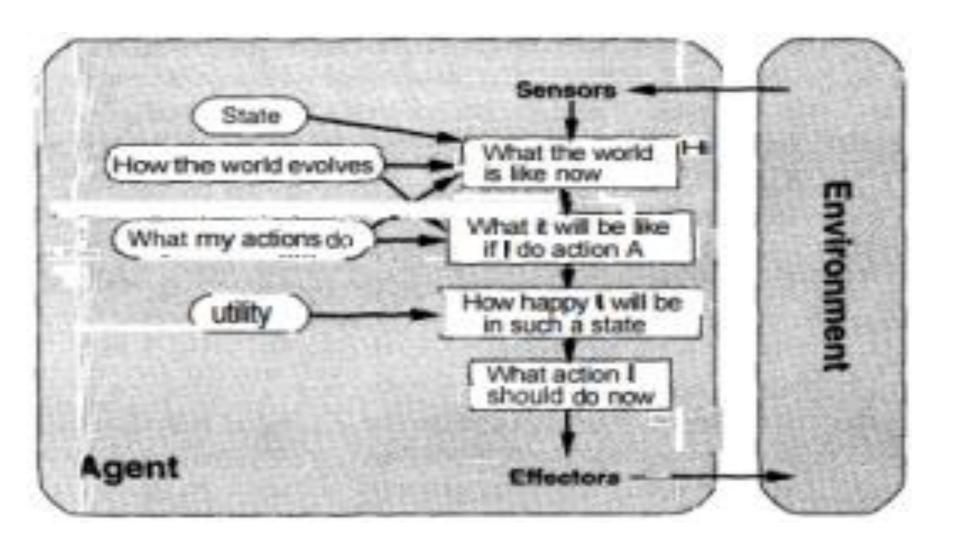


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Artificial Intelligence : Goal Based Agent



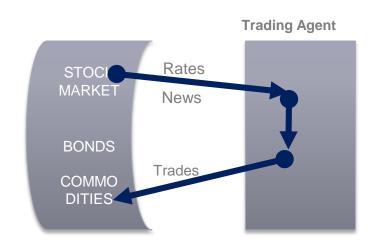
Artificial Intelligence: Utility Based Agent

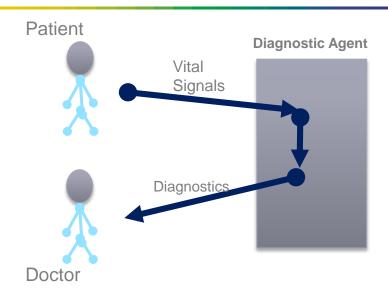


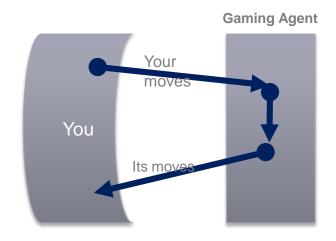
Artificial Intelligence : Examples

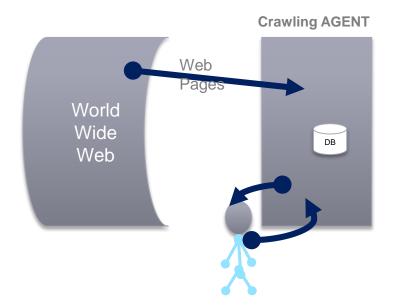
Agent Type	Percepts	Actions	Goals	Environment
Medical diagnosis system	Symptoms, findings, patient's answers	Questions, tests, treatments	Healthy patient, minimize costs	Patient, hospital
Satellite image analysis system	Pixels of varying intensity, color	Print a categorization of scene	Correct categorization	Images from orbiting satellite
Part-picking robot	Pixels of varying intensity	Pick up parts and sort into bins	Place parts in correct bins	Conveyor belt with parts
Refinery controller	Temperature, pressure readings	Open, close valves; adjust temperature	Maximize purity, yield, safety	Refinery
Interactive English tutor	Typed words	Print exercises, suggestions, corrections	Maximize student's score on test	Set of students

Artificial Intelligence Applications









Artificial Intelligence : Uncertainty Management

What to do when you don't know what to do?

REASONS FOR UNCERTAINTY

- SENSOR LIMITS
- IGNORANCE
- ADVERSARIES
- LAZINESS
- STOHASTIC ENVIRONMENT

Artificial Intelligence : Machine Learning

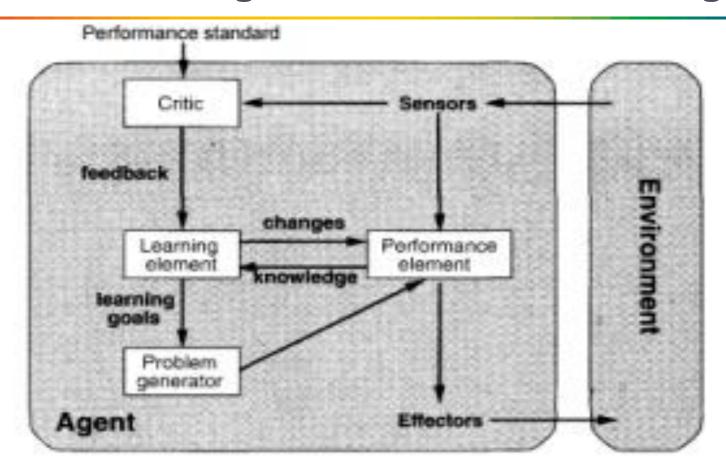
Bayes Network

Reasons with known models

Machine Learning

Learn models from data

Artificial Intelligence: Machine Learning



Machine learning algorithms results <u>improve with</u> <u>experience</u>, enable us to <u>find patterns in large data sets</u> and make <u>predictions more effectively</u>—about people, equipment, systems and processes.

Artificial Intelligence : Open Source ToolKits

Brain https://github.com/harthur/brain

Concurrent Pattern http://www.cascading.org/projects/pattern/

Convnetjs https://github.com/karpathy/convnetjs

Decider https://github.com/danielsdeleo/Decider

etcML www.etcml.com

Etsy Conjecture https://github.com/etsy/Conjecture

Google Sibyl https://plus.google.com/+ResearchatGoogle/posts/7CqQbKfYKQf

GraphX https://amplab.cs.berkeley.edu/publication/graphx-grades/

KNIME http://www.knime.org/

List https://github.com/showcases/machine-learning

ML software http://www.cs.ubc.ca/~murphyk/Software/index.html

MLPNeuralNet https://github.com/nikolaypavlov/MLPNeuralNet

Ø GoData5cience

Artificial Intelligence: Landscape













Artificial Intelligence

633 Companies

Contact info@venturescanner.com to see all

















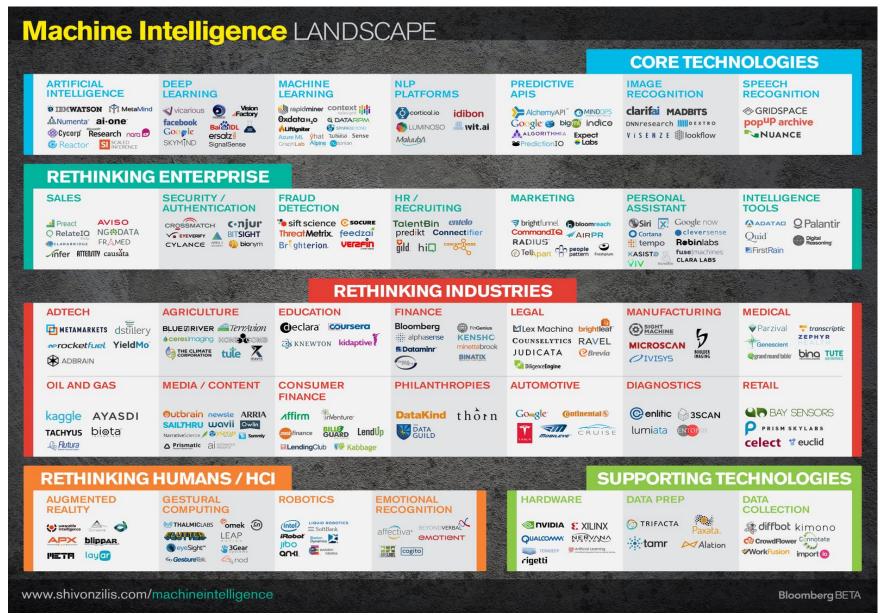
Thank You

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Artificial Intelligence: Landscape



Artificial Intelligence: Landscape

