



ARTIFICIAL INTELLIGENCE MACHINE Early artificial intelligence stirs excitement. **LEARNING** Machine learning begins DEEP to flourish. **LEARNING** Deep learning breakthroughs drive AI boom. 1970's 1950's 1960's 1980's 1990's 2000's 2010's

Since an early flush of optimism in the 1950's, smaller subsets of artificial intelligence - first machine learning, then deep learning, a subset of machine learning - have created ever larger disruptions.



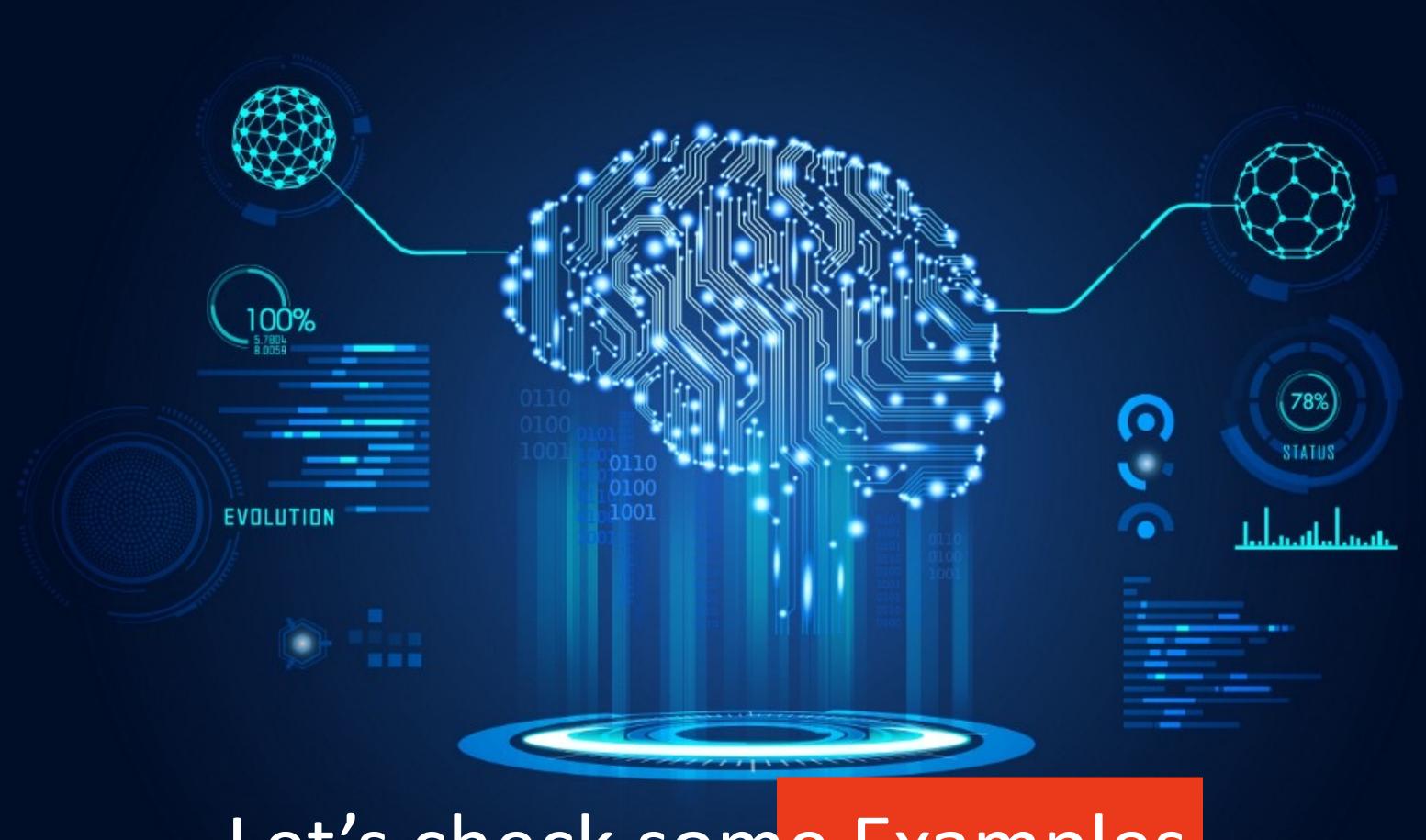
The Organization of Behavior (1949)

Donald Hebb

Machine learning is, in part, based on a model of brain cell interaction according to Donald Hebb.

Translating Hebb's concepts to artificial neural networks and artificial neurons, his model can be described as a way of altering the relationships between artificial neurons (also referred to as nodes) and the changes to individual neurons.

The relationship between two neurons/nodes strengthens if the two neurons/nodes are activated at the same time and weakens if they are activated separately.



Let's check some Examples

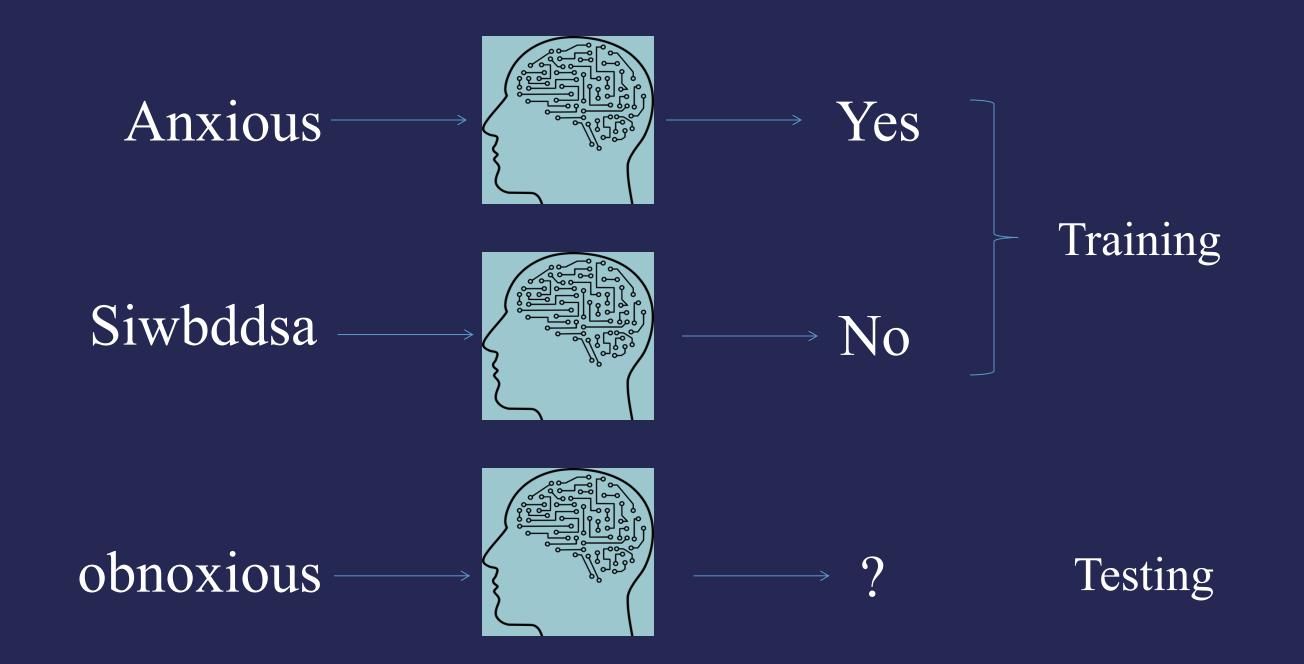
CHECK THESE WORDS

Anxious

•Siwbddsa

obnoxious

Are these English
Words Slish

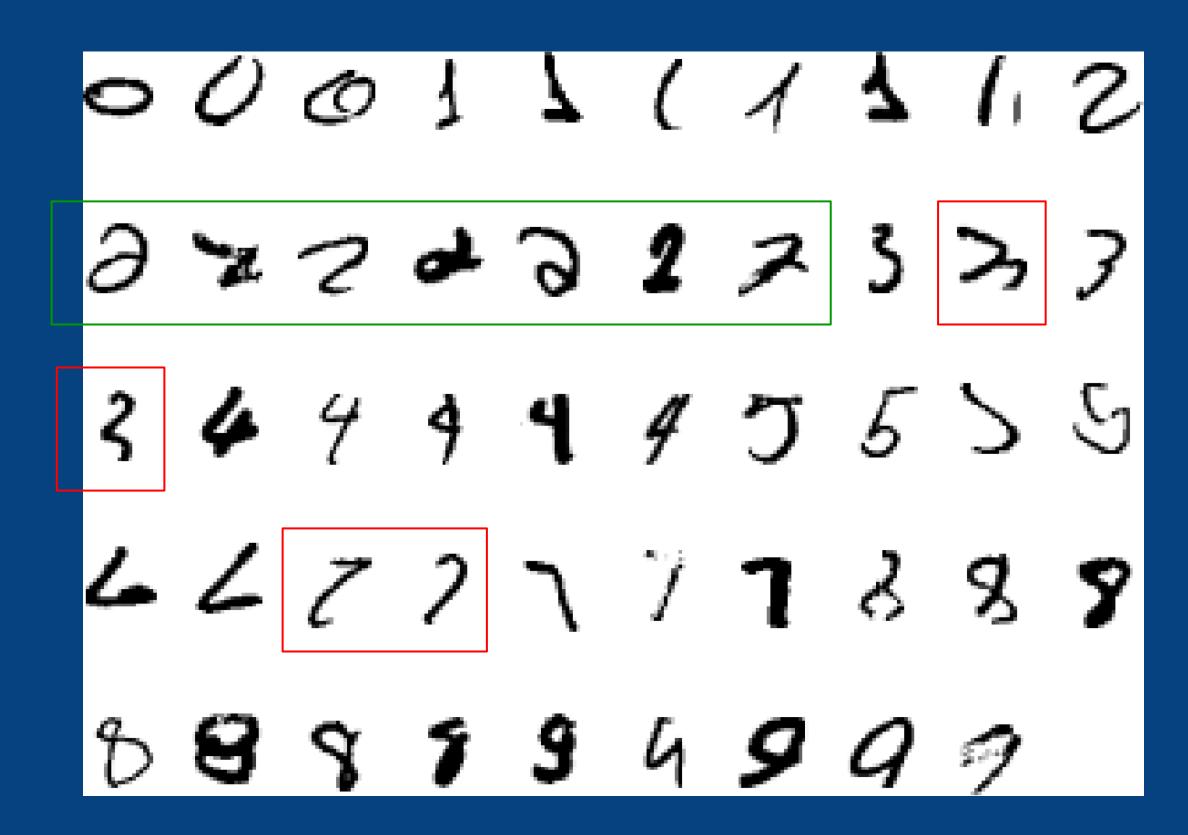


Find the number of faces



Find the number of faces

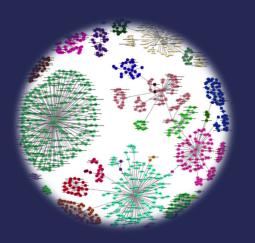




A classic example of a task that requires machine learning: It is very hard to say what makes a 2

Progress

Over the time



Nearest Neighbor Algorithm

KNN ..,



Multilayer Perceptron

Feed Forward & Back Propagation

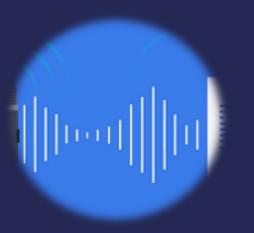


Boosting Algorithms

Adaboost, Brownboost, LPBoost ..,

Progress

Over the time



Speech Recognition



Facial Recognition



Identifying Exoplanets

Applications

| Image Recognition | |
|---|---|
| Cataloging and detecting a feature or an object | |
| | |
| | |
| Language Translation | ••••••••••• |
| Translation to other languages with o | contextual meaning |
| | |
| | |
| Banking Domain | ••••••••••••••••••••••••••••••••••••••• |
| To prevent fraud and unauthorized activities | |

Applications

| Social Media Features | •••••• |
|---|-------------------|
| Suggestions based on user activities | |
| | |
| | |
| Product Recommendations | •••••• |
| Based on previous purchase patterns, history, | |
| | |
| | |
| Sentiment Analysis | •••••• |
| Real time application determines em on public platforms | otion or opinions |