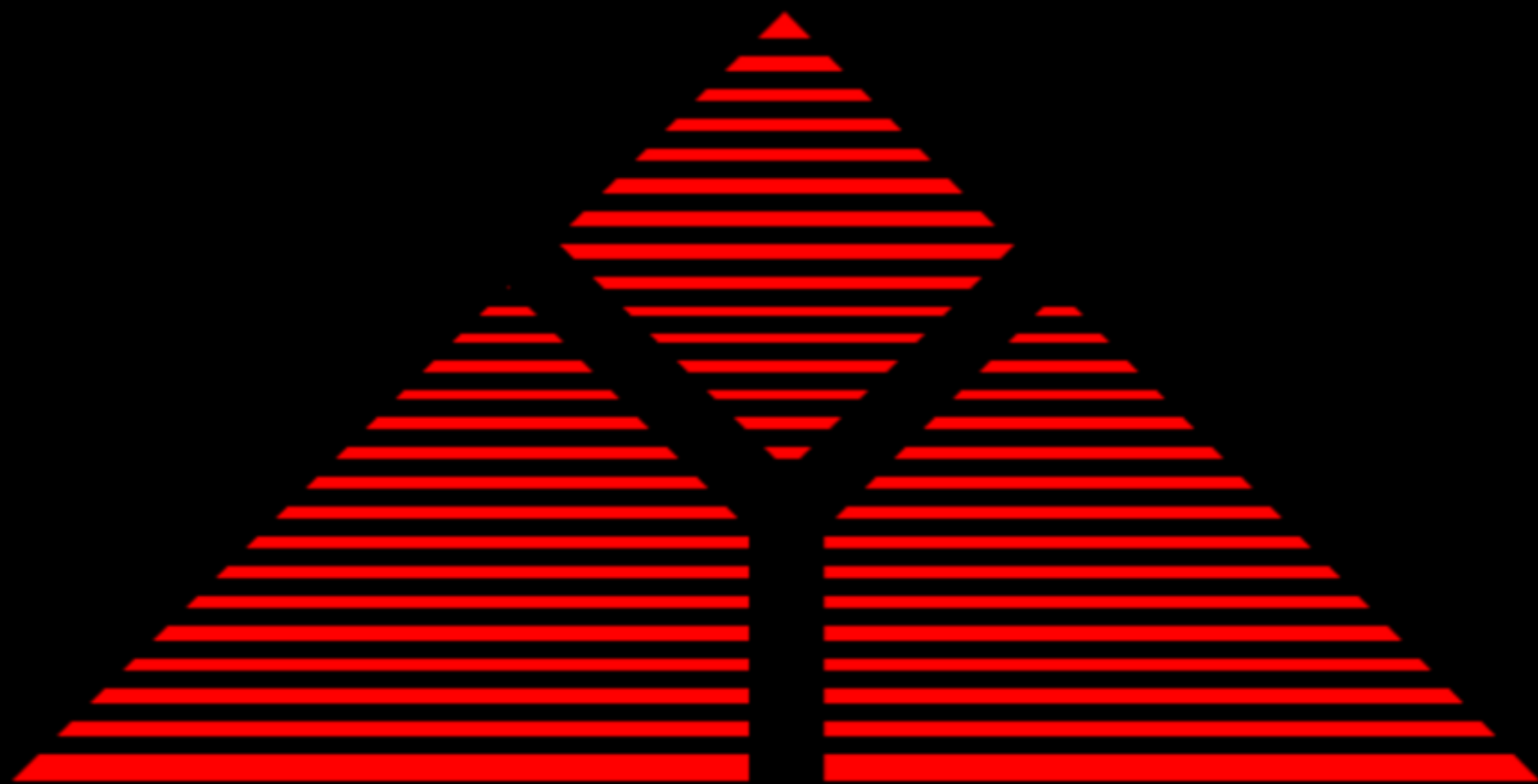




PASSION FOR **EXCELLENCE**

Cognitive LAB

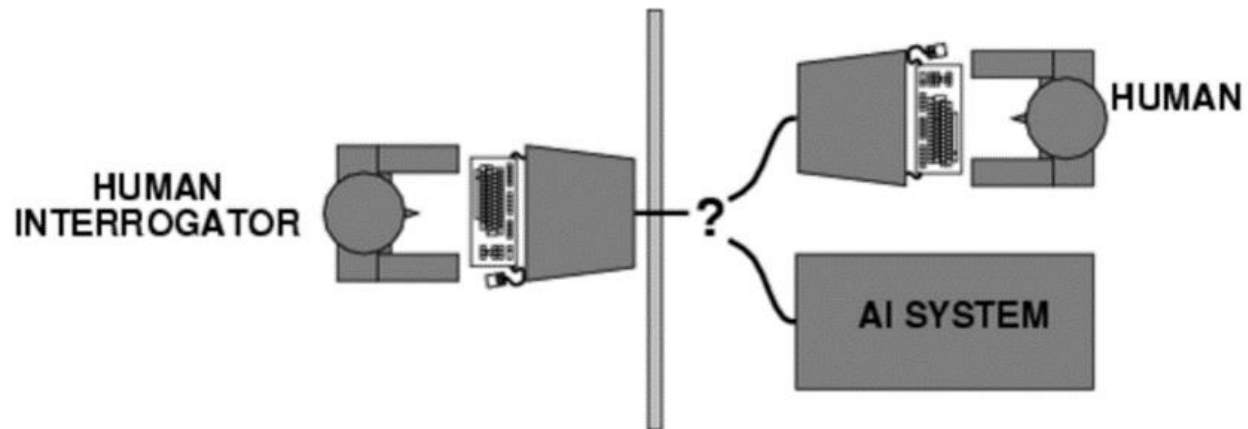


SKYNET

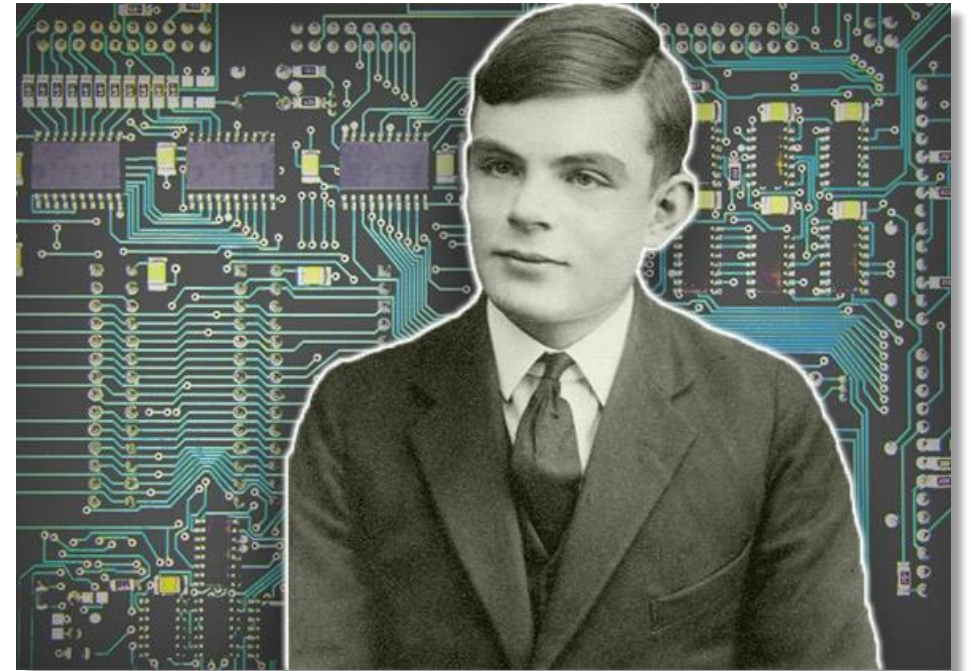
NEURAL NET-BASED ARTIFICIAL INTELLIGENCE

Let's look back 69 years

- A.I. is not new



Turing Test 1950



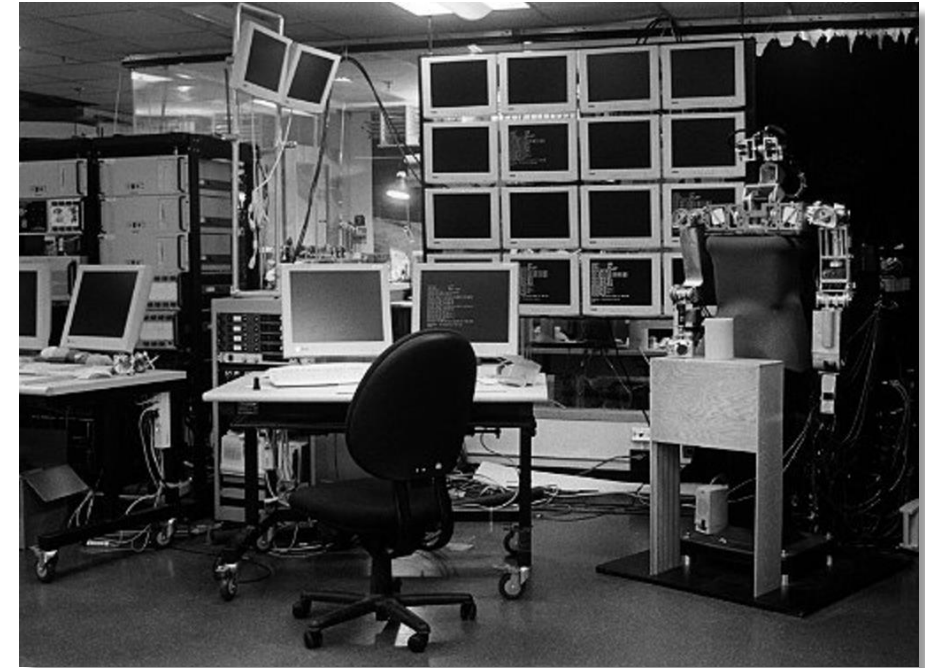
Meet Marvin Minsky, the father of A.I.



c.1937 New York



1955 Dartmouth
Research Project



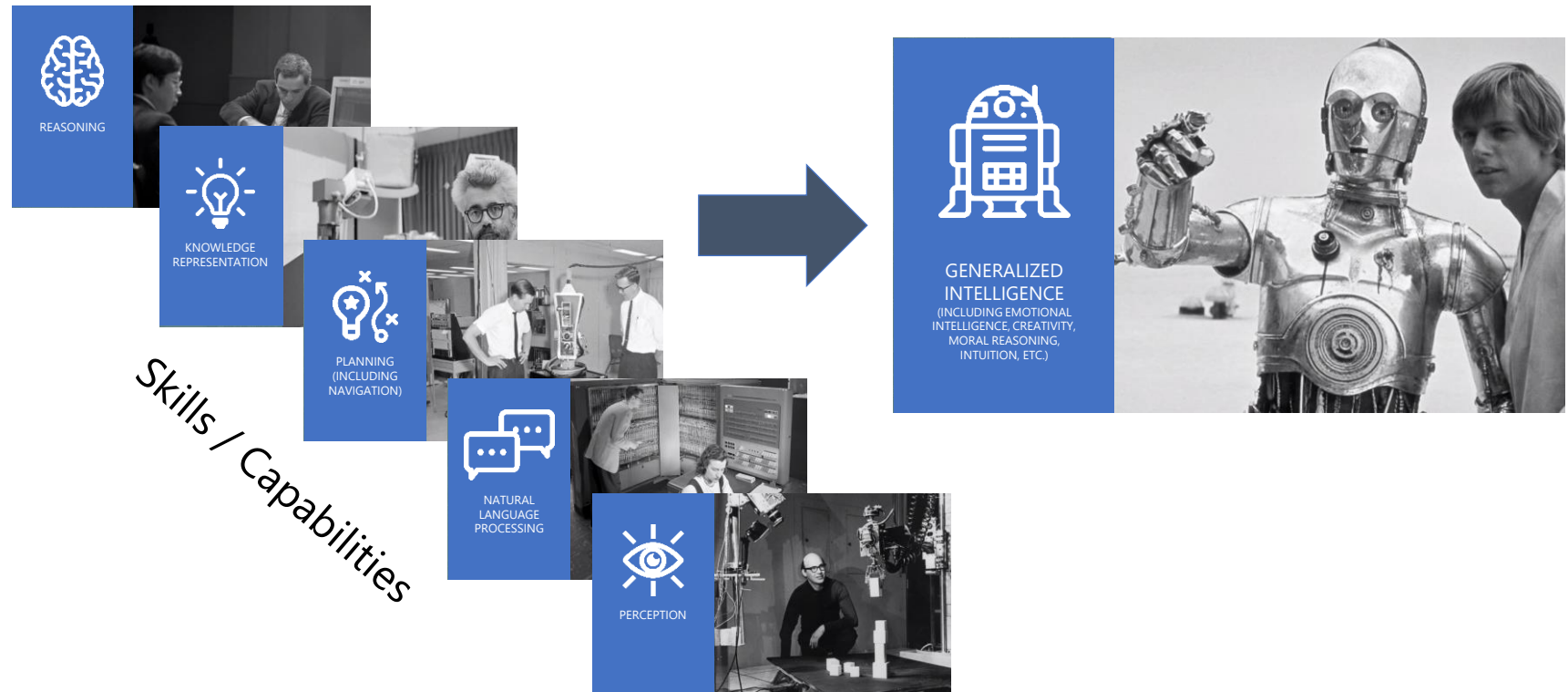
1959 Creates MIT A.I. Lab

Meet Marvin Minsky, the father of A.I.



1955 Dartmouth
Research Project

*"Learning can be so precisely described that
a machine can be made to simulate it"*





A.I. is a broad topic

The study of "intelligent agents": any device that perceives its environment and takes actions that maximize its chance of success at some goal.

+ Cognitive Computing

...involves self-learning systems to copying the way the human brain works.

+ Machine Learning

...computer programs that can change when exposed to new data.

+ Data Science

...**scientific** methods, processes and systems to extract knowledge or insights from **data**

Why A.I. now?

The arrival of machine learning
Performance for decades-old
challenges has been transformed

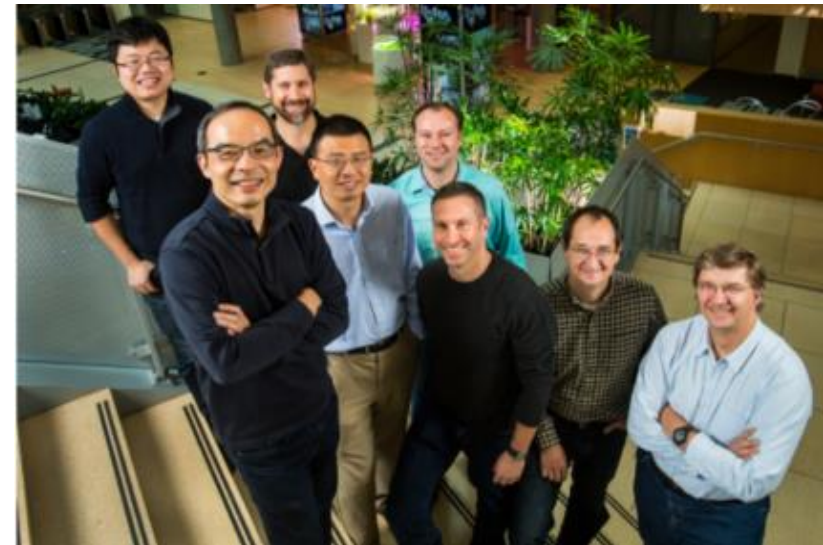
Image recognition

28% error rate → 7% →

Speech recognition

26% error rate → 4% →

Oct. 2016 Historic
Achievement:
Microsoft researchers
reach human parity in
conversational speech
recognition

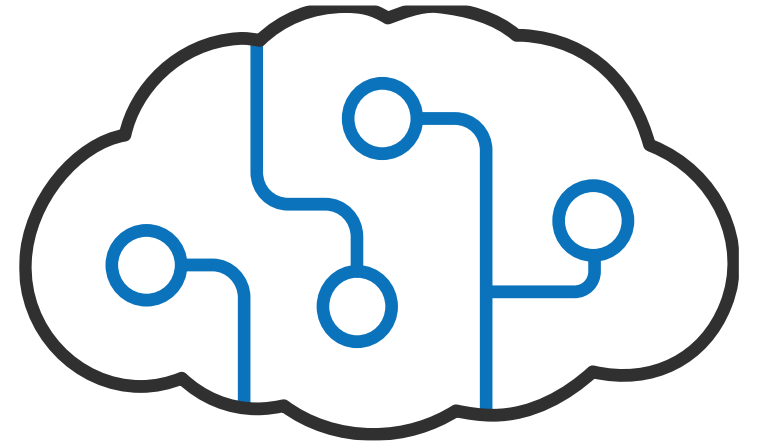


What are Cognitive Services?

The Cognitive Services are a collection of complimentary 'services' (29 and counting) to assist developers with the processing of natural input sources such as speech, images and emotion.

The Cognitive Services are organized into five pillars: Speech, Language, Vision, Knowledge and Search.

By combining different Cognitive Services developers can build intelligent apps with powerful algorithms using just a few lines of code.



100



Custom Language Understanding



Custom Vision Service



Custom Speech



Custom Search

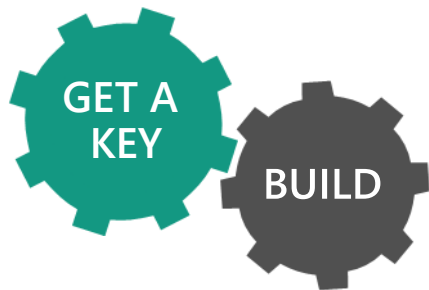


Custom Decision Service

Cognitive Services

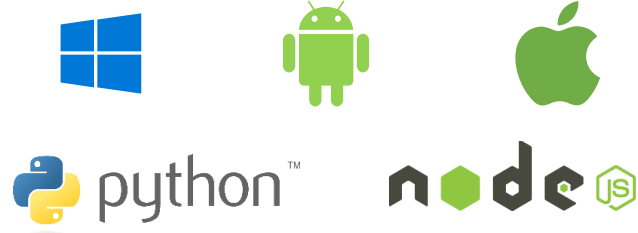
Easy

Roll your own with REST APIs
Simple to add: just a few lines of code required



Flexible

Integrate into the language and platform of your choice
Breadth of offerings helps you find the right API for your app



Tested

Built by experts in their field from Microsoft Research, Bing, and Azure Machine Learning
Quality documentation, sample code, and community support



LUIS



The Language Gap

Language understanding in human-computer interaction is:

Technically Challenging

It's exceedingly difficult to enable a computer to understand what a person wants and to find the pieces of information that are relevant to their intent.

Costly to Implement

Building and maintaining machine learning systems requires a large investment of time, money and engineering resources

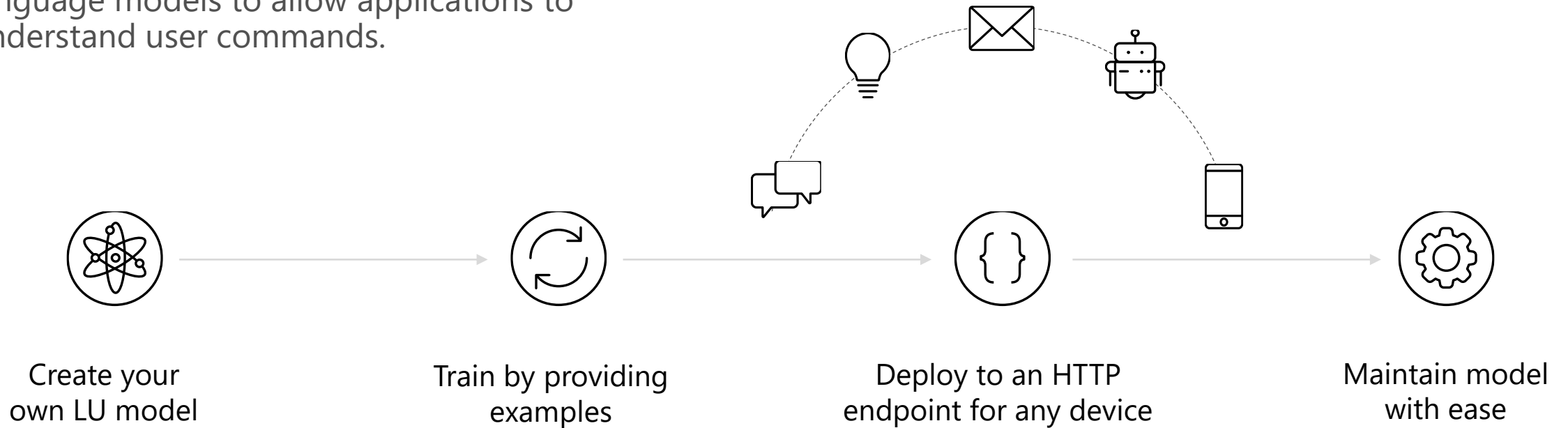
Often domain specific

In the past, building your own machine learned models often required assistance of a team of data scientists that would customize the models to the specific domain.

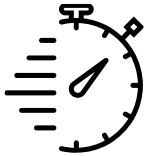
Introducing LUIS

Language Understanding Intelligence Service

A Microsoft Cognitive Service that provides developers with an easy way to create language models to allow applications to understand user commands.



Why LUIS?



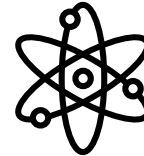
It is fast and easy

LUIS is designed to enable you to quickly deploy an HTTP endpoint that will take the sentences you send it and interpret them in terms of the intention they convey and the key entities that are present.



It learns and adapts

After your endpoint has processed a few dozen interactions, LUIS begins active learning. LUIS examines all the utterances that have been sent to it, and calls to your attention the ones that it would like you to label.



It is innovative

LUIS relies on the cutting-edge technologies developed and incubated directly by Microsoft Research that have been tried and tested with hundreds of internal and external customers all over the globe.



Pre-built Applications

In addition to allowing you to build your own applications, LUIS also provides selected models from the Microsoft Cortana personal assistant as a pre-built application.

How LUIS works

LUIS takes a user utterance and extracts intents and entities that correspond to activities in the client application's logic.

Utterance

An *utterance* is the textual input from the user, that your app needs to interpret. It may be a sentence, like "Book me a ticket to Paris", or a fragment of a sentence, like "Booking" or "Paris flight."

Intents

Intents are like verbs in a sentence. An *intent* represents actions the user wants to perform. Such as booking a flight, paying a bill, or finding a news article.

Entities

If *intents* are verbs, then *entities* are nouns. An *entity* represents an instance of a class of object that is relevant to a user's *intent*. In the *utterance* "Book me a ticket to Paris", "Paris" is an *entity* of type location.

LUIS Responses

User Utterance

"What's the forecast for London today?"

Query

```
"query": "What's the forecast for  
London today?",  
"topScoringIntent": {  
  "intent": "Weather",  
  "score": 0.9999981  
}
```

Intents

```
"intents": [  
  {  
    "intent": "GetWeather",  
    "score": 0.9999981  
  },  
  {  
    "intent": "None",  
    "score": 0.0604290478  
  },  
  {  
    "intent": "LocationFinder",  
    "score": 0.0201619361  
  },  
  {  
    "intent": "Reminder",  
    "score": 0.00177723425  
  },  
  {  
    "intent": "BookFlight",  
    "score": 0.00110256893  
  }  
]
```

Entities

```
"entities": [  
  {  
    "entity": "forecast",  
    "type": "GetWeather",  
    "startIndex": 9,  
    "endIndex": 9  
  },  
  {  
    "entity": "today",  
    "type": "Datetime",  
    "startIndex": 11,  
    "endIndex": 16,  
    "score": 0.8928091,  
    "resolution": {  
      "date": "2017-09-13"  
    }  
  }  
]
```



Demo