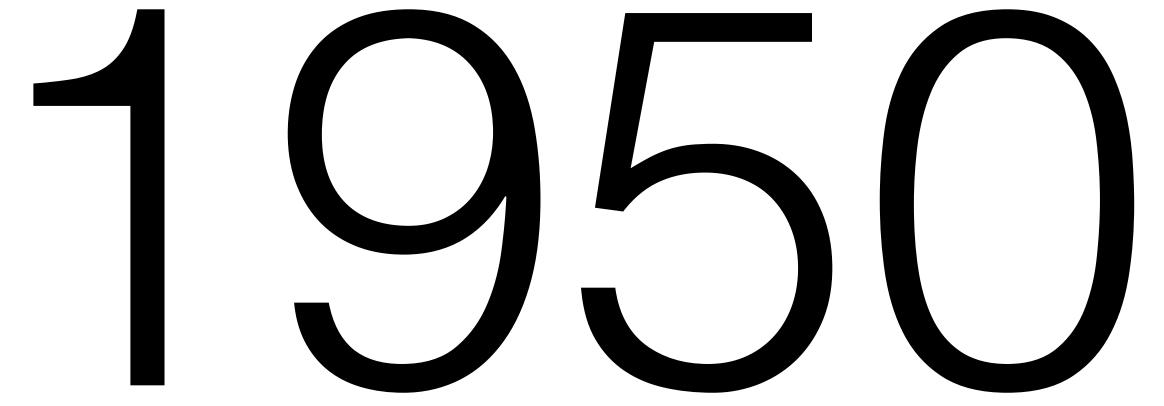
Michał Matłoka Semmatloka

SOFTWAREMILL





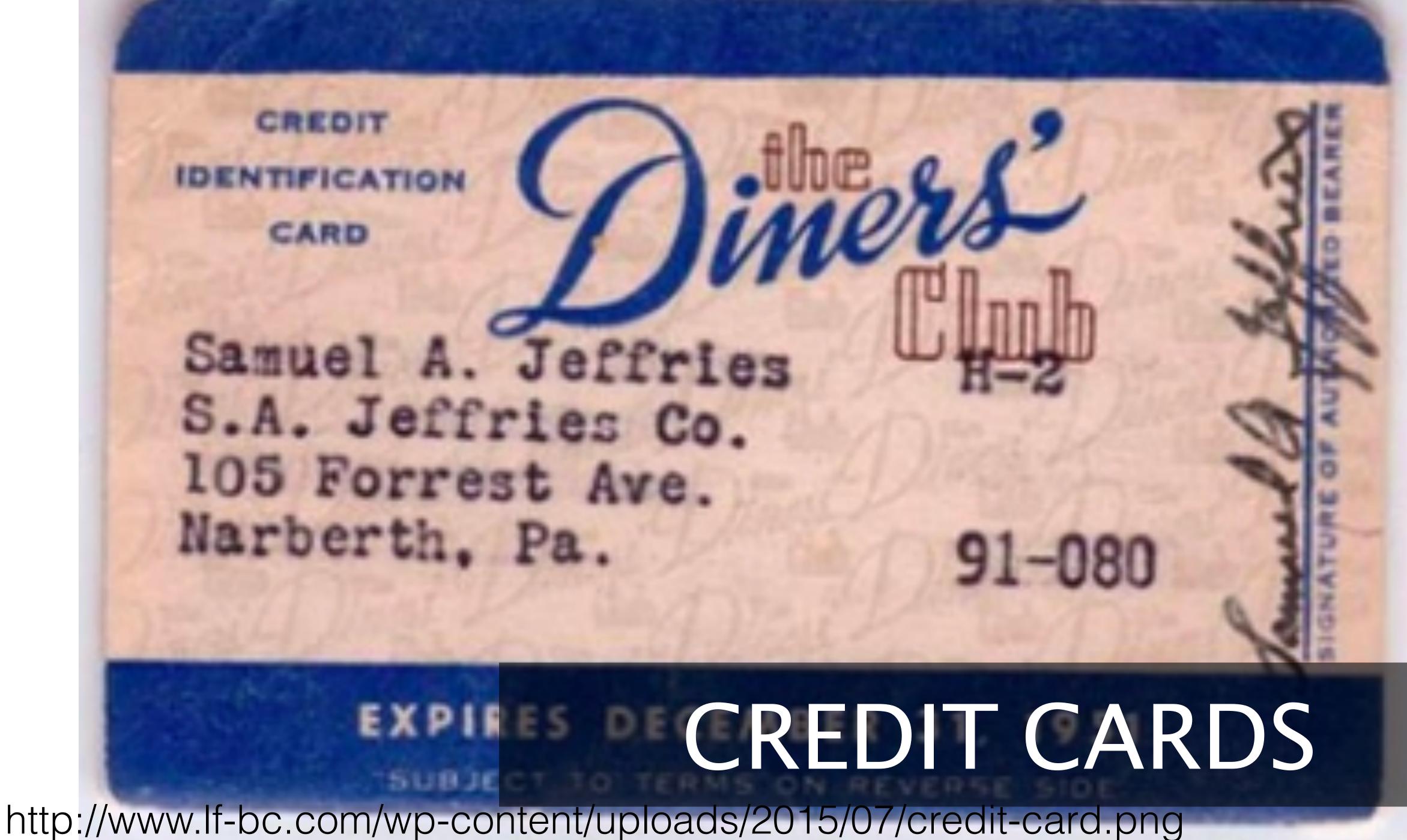






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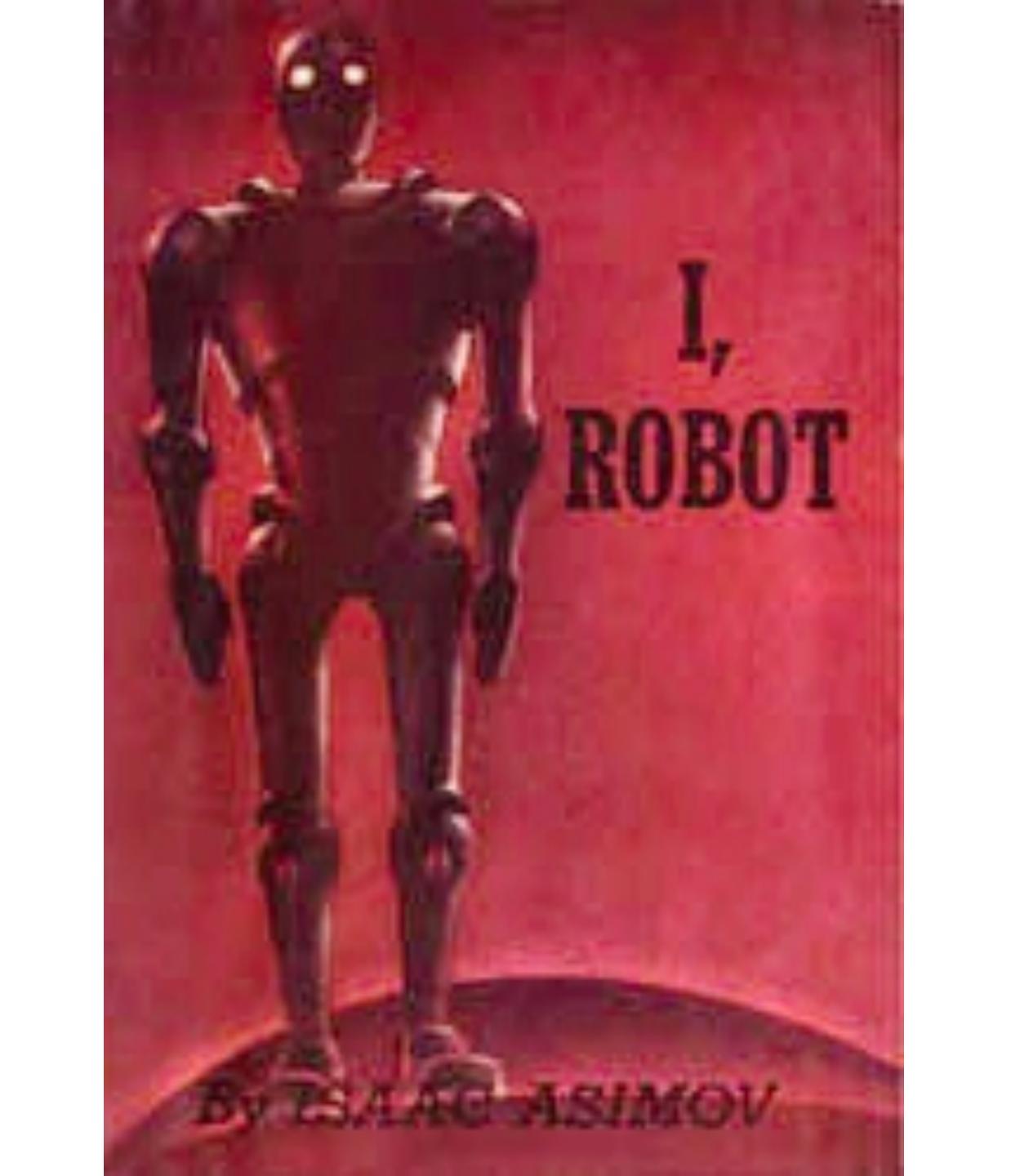


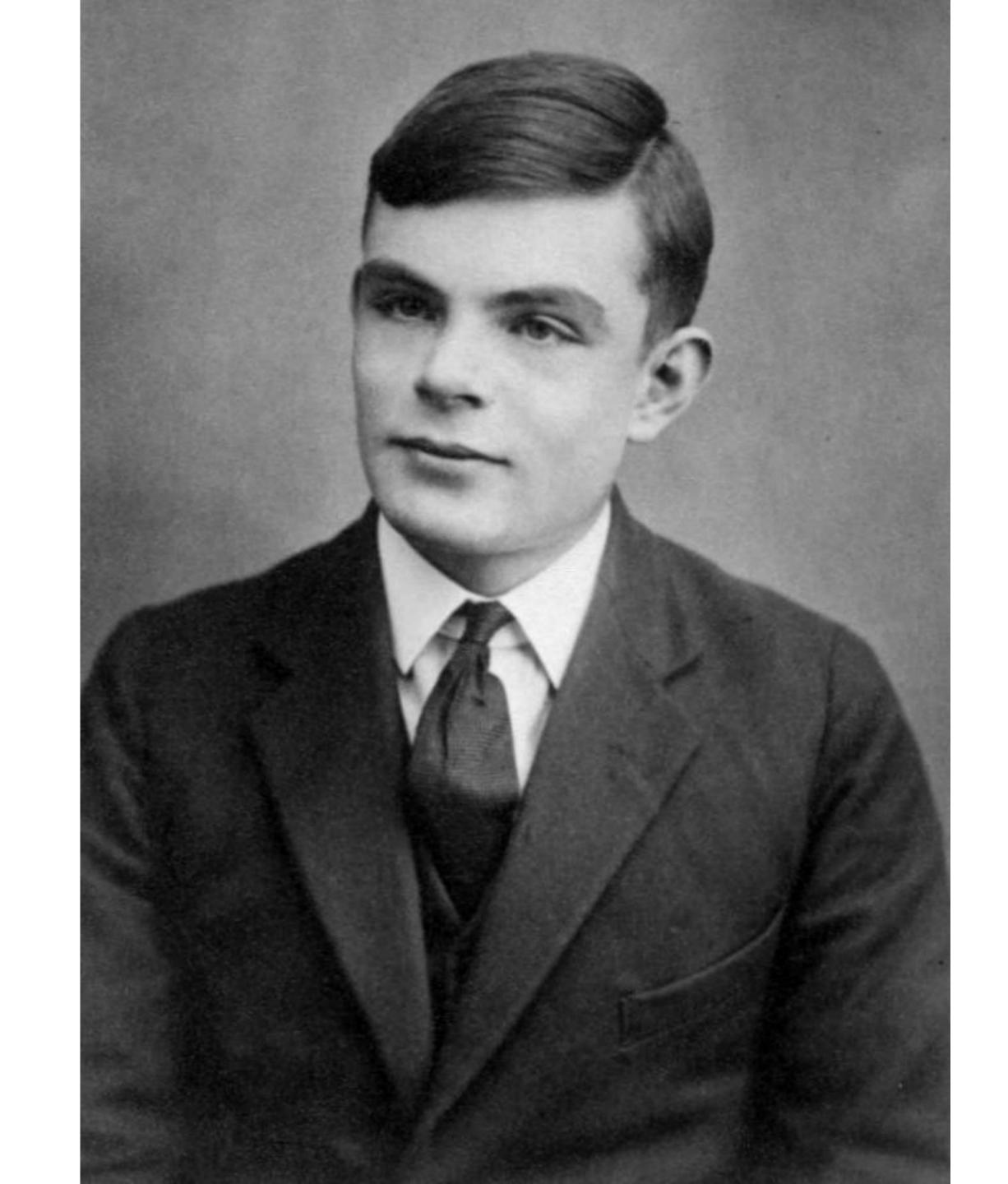
KOREAN WAR

. 46







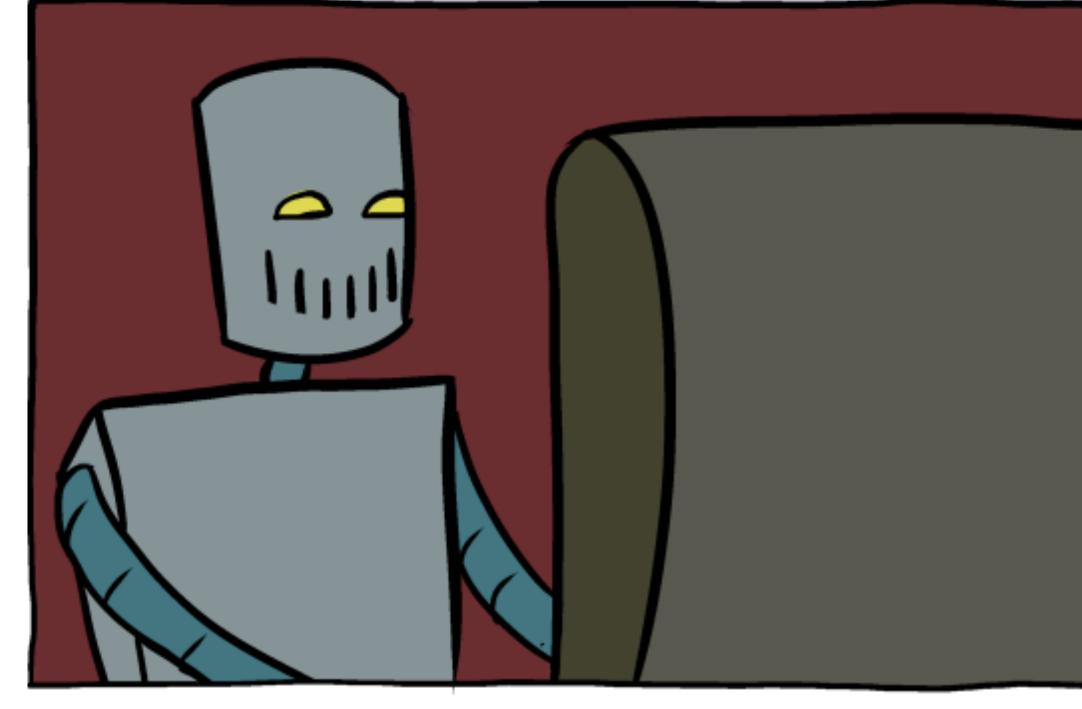


"Can machines think?"

-Alan Turing

Turing test

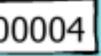
http://www.smbc-comics.com/?id=2999

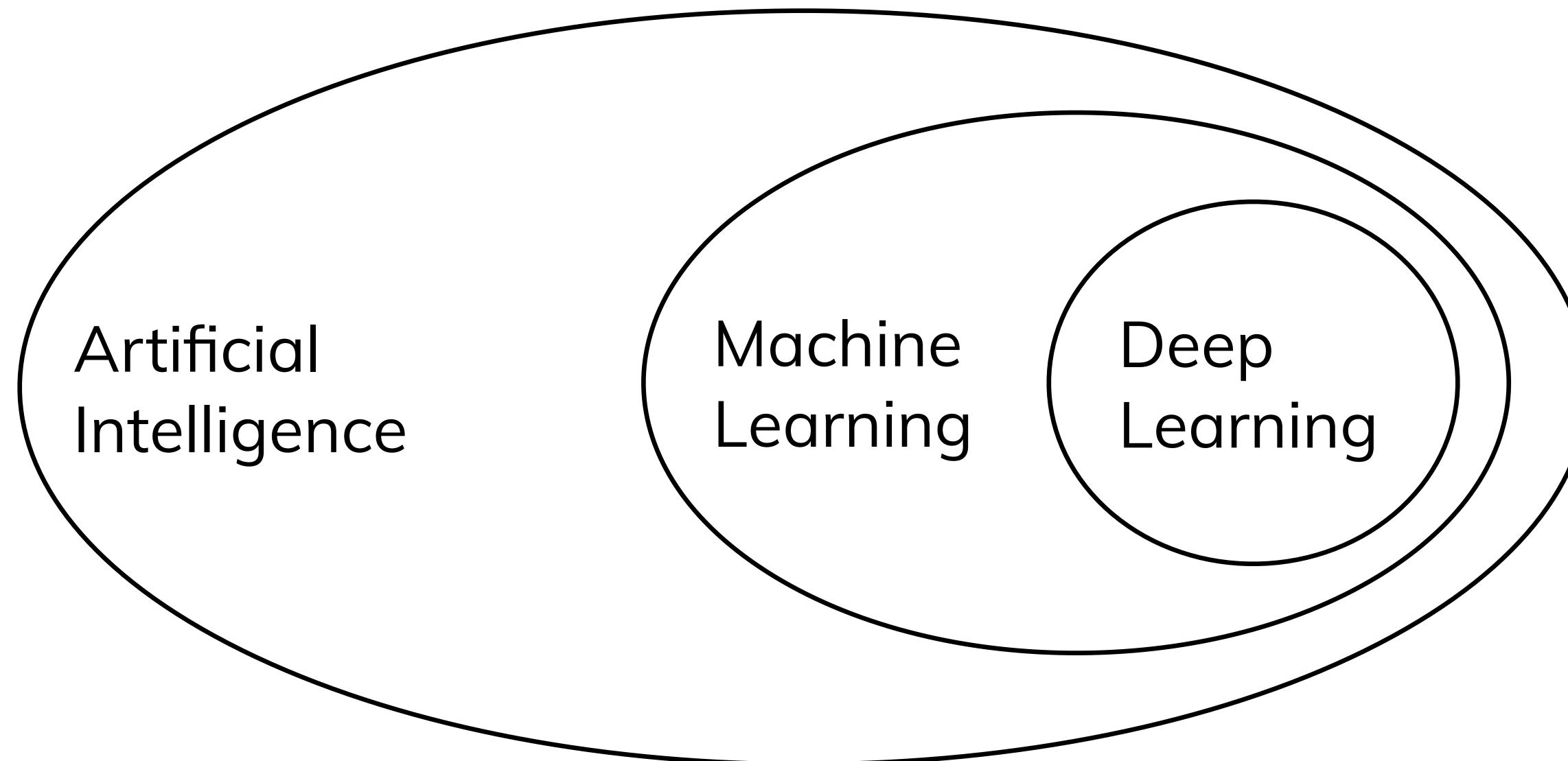


WELCOME TO THE SECRET INTERNET ROBOT

EARLIER ... Prove you are human: 0.1 + 0.2 = ?0.30000000000000004









Machine Learning



Semi-supervised

Reinfrocement

Supervised Learning



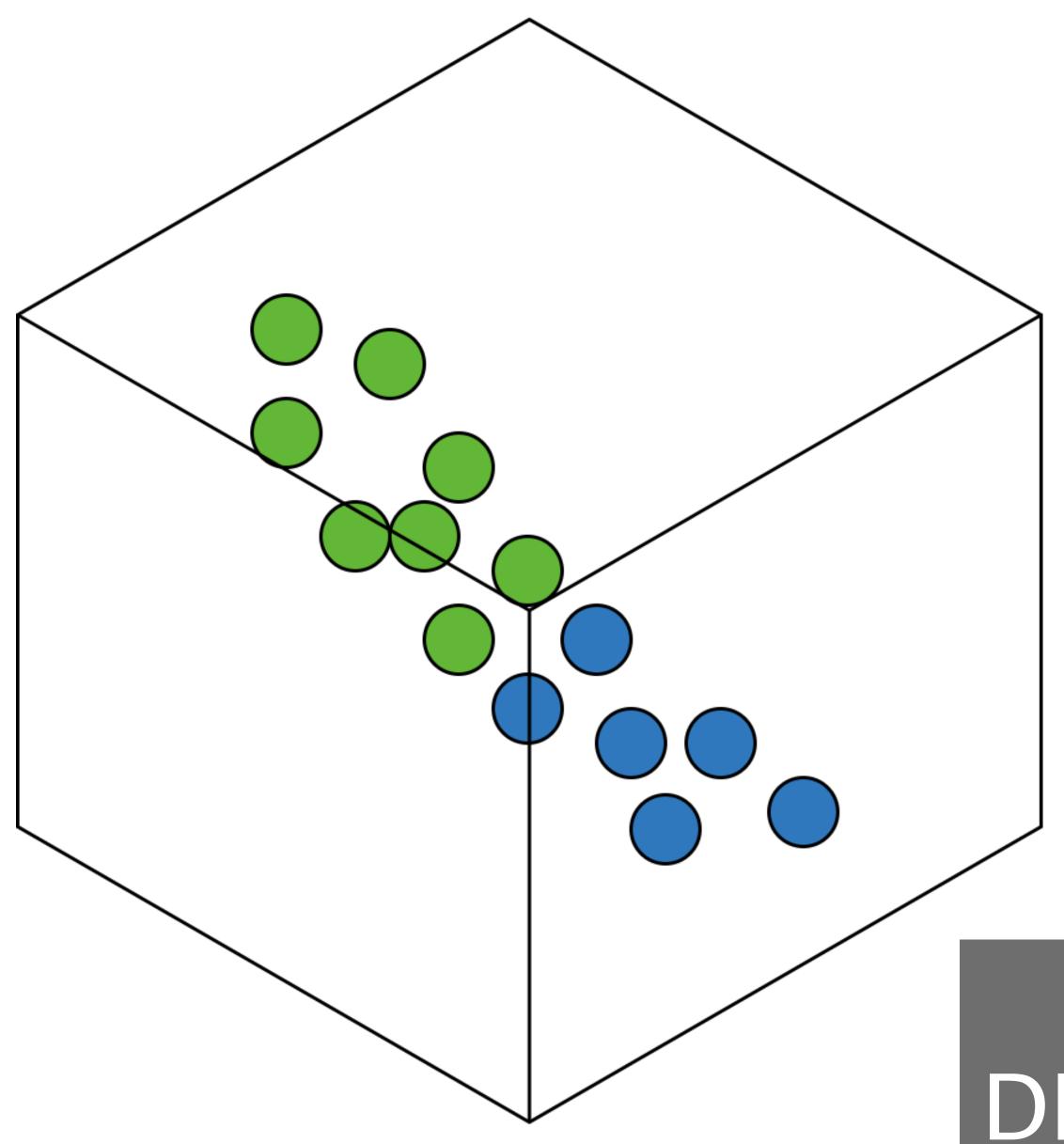


SUPERVISED – REGRESSION

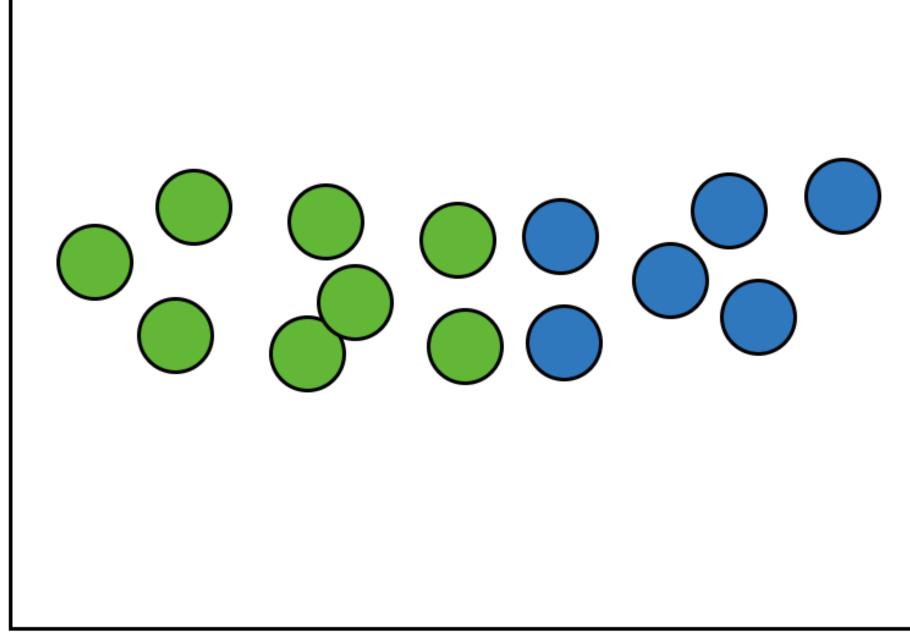


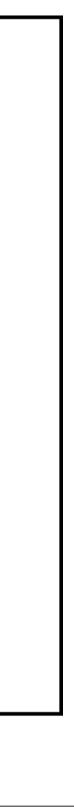
Unsupervised Learning



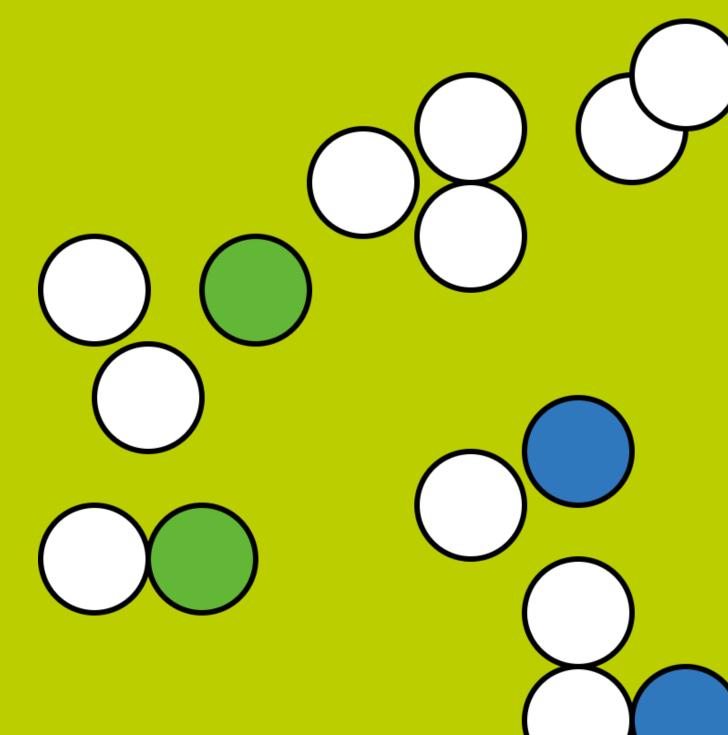


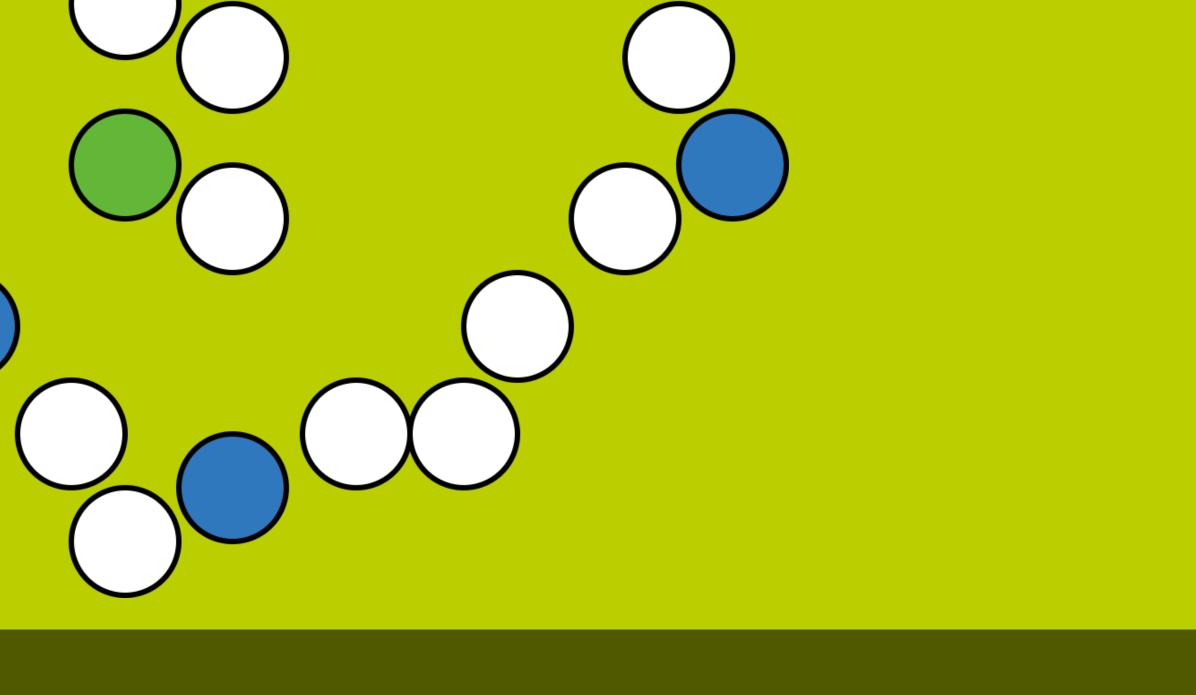
UNSUPERVISED DIMENSIONALITY REDUCTION











SEMI SUPERVISED





https://cdn.arstechnica.net/wp-content/uploads/sites/3/2017/05/GettyImages-688097364-800x549.jpg

REINFORCMENT LEARNING ALPHAGO

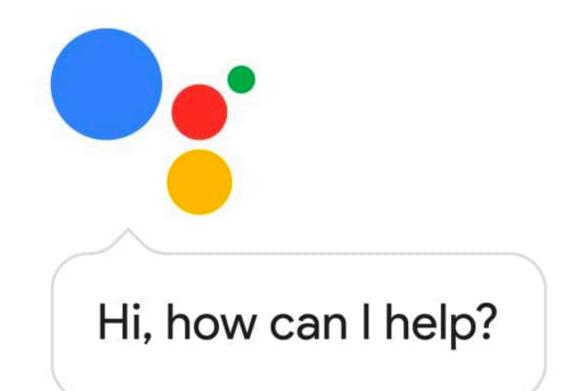


Use cases











VOICE ASSISTANTS





Describes without errors



A person riding a motorcycle on a dirt road.

Describes with minor errors



Two dogs play in the grass.



A group of young people playing a game of frisbee.



Two hockey players are fighting over the puck.



A herd of elephants walking across a dry grass field.



https://ai.googleblog.com/2014/11/a-picture-is-worth-thousand-coherent.html

Somewhat related to the image

Unrelated to the image



A skateboarder does a trick on a ramp.



A little girl in a pink hat is blowing bubbles.



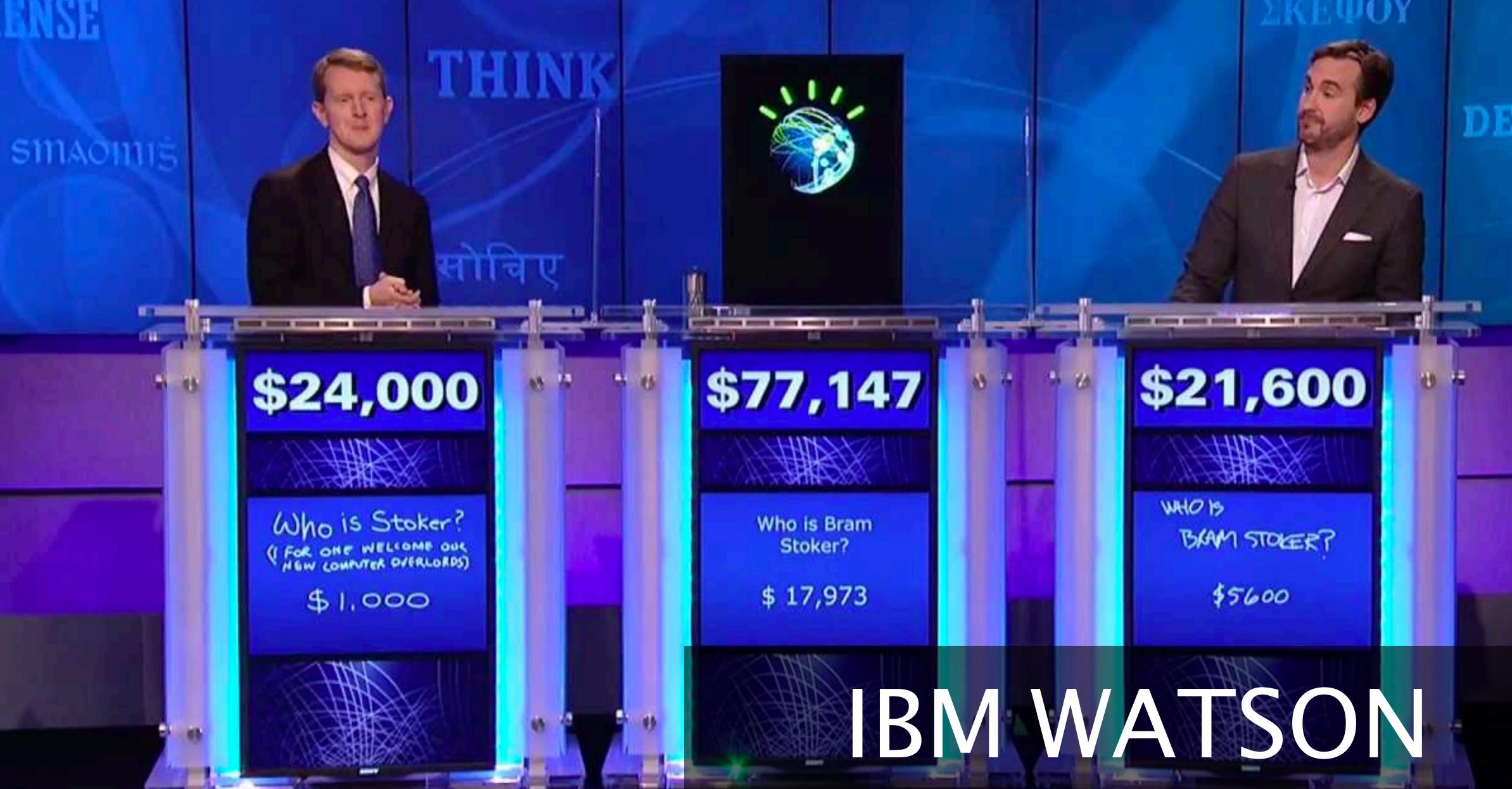
A dog is jumping to catch a frisbee.



A refrigerator filled with lots of food and drinks.

https://blogs.nvidia.com/blog/2016/01/05/eyes-on-the-road-how-autonomous-carsunderstand-what-theyre-seeing/

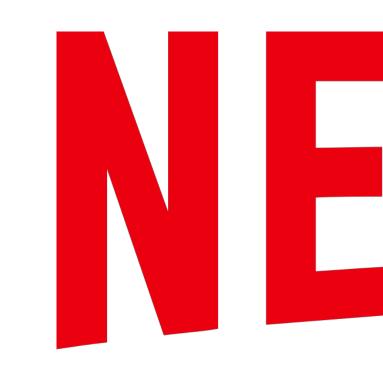




https://www.youtube.com/watch?v=P18EdAKuC1U



amazon







RECOMMENDATIONS





https://siliconmeetssociety.files.wordpress.com/2017/02/basket_analysis_joke.png

SASKET ANALYSIS







٨



50 mm



0 0.0.0.0 3100/input

Scan Report

Patient Info

Patient Name: Head1 Patient Sex: Unknown Study Date: 20170207

Analysis Result

Large area of high density is present in head CT scan, primarily in Left hemispher basal ganglion and part of the frontal lobe,the temporal lobe. The largest shadow 5.9cm×3.5cm on single slice (total volume: 28ml). The average CT value in the les Surrounding brain tissue is significantly compressed. Ipsilateral ventricular defor present due to compression.

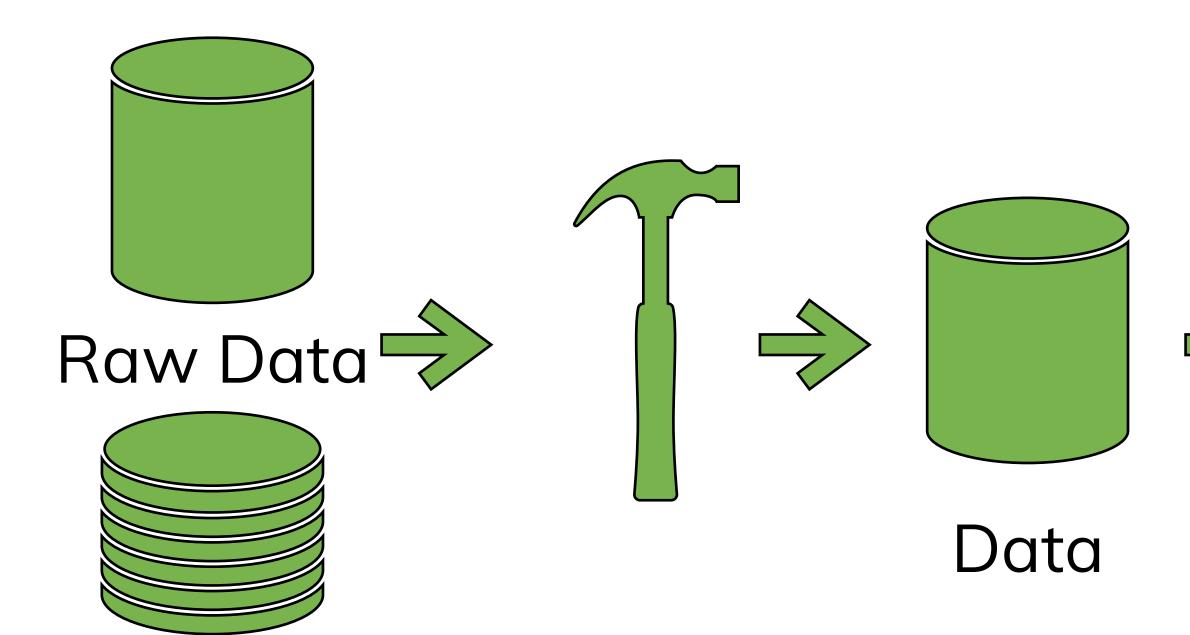
Brain fissures visible / no high density shadow.

Midline structure shifts to the right. / is at the center.

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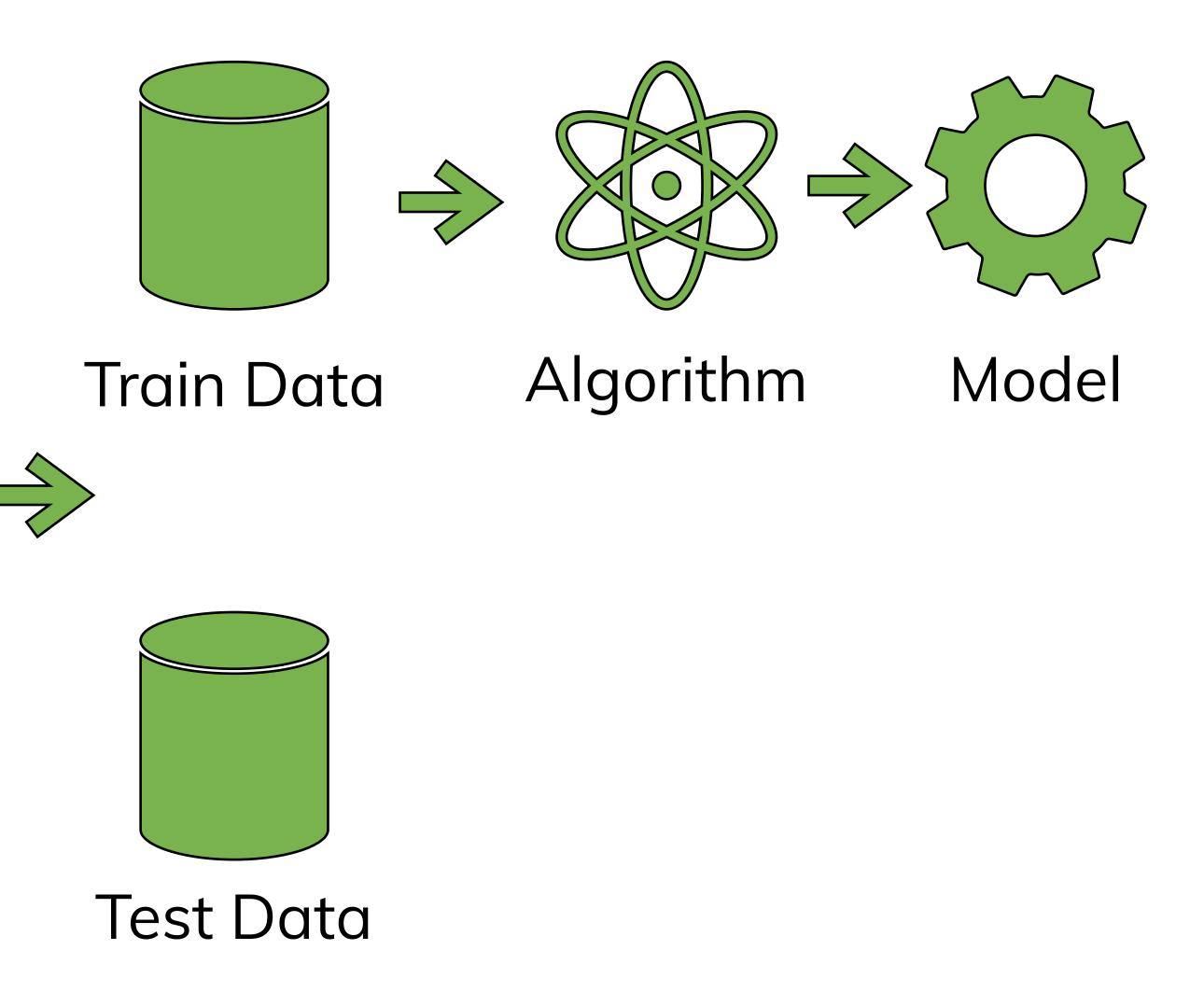
Learning process

Preprocessing

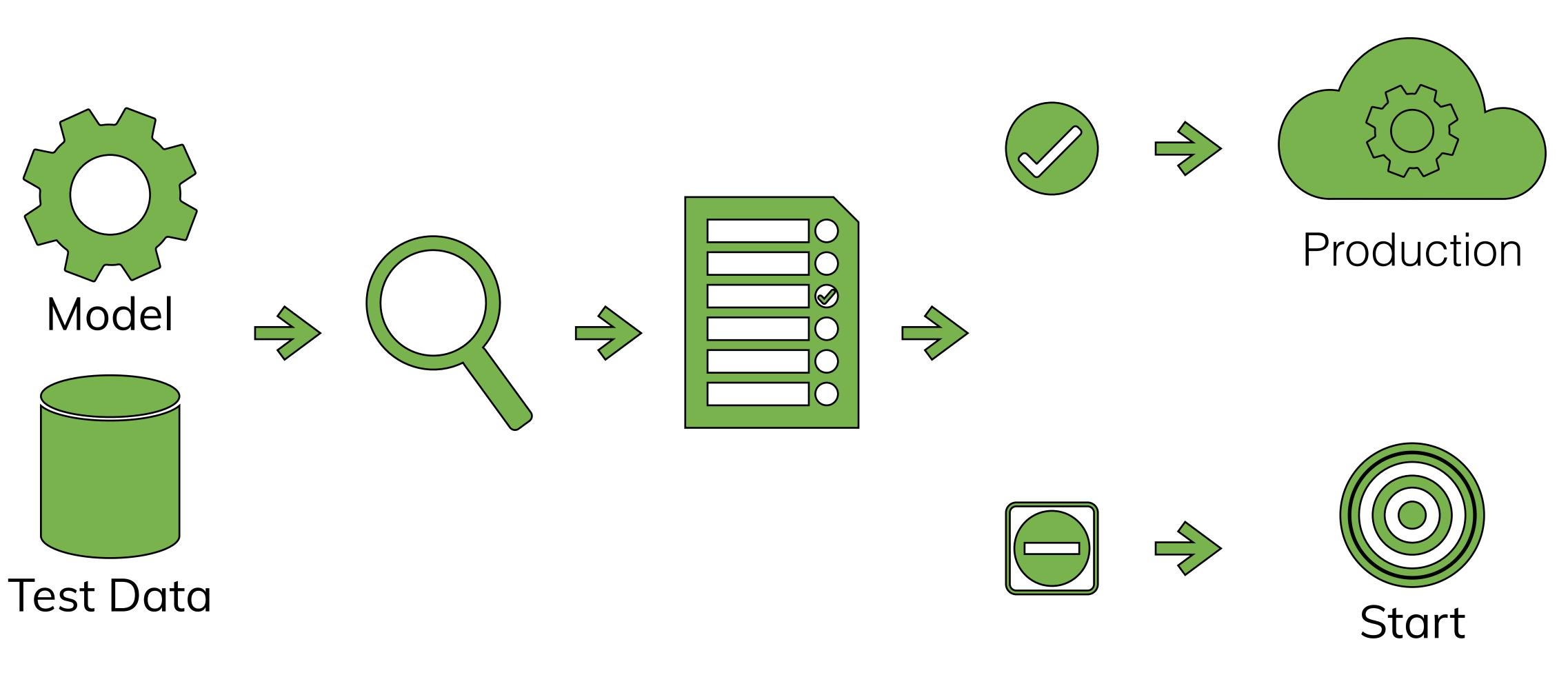




Learning



Testing Evaluation





× 🚭 🗸 🔎 Freigeben 🔲 AirPreview

EXAMPLE

| | <pre>webkit-transition-timing-function(cubit-berief(transform:scale3d(.3,.3,.3))20%{-webkit- {opacity:0;-webkit-transform:scale3d(.3,.3,.3);transform:scale3d(.3,.3,.3)}20%{-webkit- transform:scale3d(1.1,1.1,1.1);transform:scale3d(1.1,1.1,1.1)}40%{-webkit-transform:scale3d(.9,.9,.9);transform:scale3d(. 60%{opacity:1;-webkit-transform:scale3d(1.03,1.03);transform:scale3d(1.03,1.03,1.03)}80%{-webkit-transform:scale3d(.</pre> |
|-----------------------|--|
| -type .s)if(! | transform:scale3d(1.03,1.03,1.03);transform:scale3d(1,03,1.03,1.03);cost_webkit_transform:scale3d(1,1,1)}@keyframes.bounceIn{0%,100%,20%,40%,60%,80% 97,.97,.97)}100%{opacity:1;-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}@keyframes.bounceIn{0%,100%,20%,40%,60%,80% 97,.97,.97)}100%{opacity:1;-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}@keyframes.bounceIn{0%,100%,20%,40%,60%,80% |
| ("+= | function: cubic-bezier(0.215,.61,.355,1); transition-timing-function: cubic-bezier(0.215,.01,.355,1); transform: scale3d(1.1,1.1,1.1); transform: scale3d(1.1,1.1,1.1 |
| (t=new. | rotate3d(0,0,1,-1deg); transform: translate3d(-34,0,0). rotate3d(0,0,1, Legy), they rotate3d(0,0,1,-1deg); transform: translate3d(-34,0,0). rotate3d(0,0,1,-1deg); transform: translate3d(-34,0,0). rotate3d(0,0,1,-1deg); transform: translate3d(-34,0,0). rotate3d(0,0,1,-1deg); transform: translate3d(-34,0,0). rotate3d(-34,0,0). rotate3d(|
| rn. etejj etejj | rotate3d(0,0,1,3deg);transform:translate3d(204,0,0).rotate3d(0,0,1,3deg);Ast webkit-transform:translate3d(104,0,0). rotate3d(0,0,1,-3deg);transform:translate3d(-154,0,0).rotate3d(0,0,1,-3deg)}60%[-webkit-transform:translate3d(-54,0,0). |
| | <pre>rotate3d(0,0,1,2deg);transform:translate3d(104,0,0).rotate3d(0,0,1,2deg);//3dt webkit-transform:none;transform:none}}@keyframes. rotate3d(0,0,1,-1deg);transform:translate3d(-5%,0,0).rotate3d(0,0,1,-1deg)}100%{-webkit-transform:none;transform:none}}@keyframes. wobble{0%{-webkit-transform:none;transform:none}15%{-webkit-transform:translate3d(-25%,0,0).</pre> |
|) | rotate3d(0,0,1,-5deg);transform:translate3d(20%,0,0).rotate3d(0,0,1,3deg)}45%{-webkit-transform:translate3d(-15%,0,0). rotate3d(0,0,1,3deg);transform:translate3d(20%,0,0).rotate3d(0,0,1,3deg)}45%{-webkit-transform:translate3d(-15%,0,0). |
| | <pre>webkit-transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg);transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg)}100%[-webkit- transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg);transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg)}100%[-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.tada{-webkit-animation-name:tada;animation-name:tada}@-webkit-keyframes. wobble{0%{-webkit-transform:none;transform:none}15%{-webkit-transform:translate3d(-2%,0,0).</pre> |
| •)}} | rotate3d(0,0,1,-3deg);transform:scale3d(.9,.9,.9).rotate3d(0,0,1,-3deg)}30%,50%,70%,90%(-webkit-transform:scale3d(1.1,1.1,1.1). rotate3d(0,0,1,3deg);transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg)}40%,60%,80%(-webkit-transform:scale3d(1.1,1.1,1.1). rotate3d(0,0,1,-3deg);transform:scale3d(1.1,1.1,1.1).rotate3d(0,0,1,-3deg)}100%(-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}@keyframes.tada{0%(-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}100 transform:scale3d(1,1,1);transform:scale3d(1,1,1)}@keyframes.tada{0%(-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}100 complexed(0,0,1,-3deg);transform:scale3d(1,1,1)}@keyframes.tada{0%(-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}100 complexed(0,0,1,-3deg);transform:scale3d(0,0,1,-3deg);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0);transform:scale3d(0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scale3d(0,0,0,0,0,0);transform:scal |
| h(y) 300 | <pre>transform:rotate3d(0,0,1,-5deg);transform:rotate3d(0,0,1,-5deg)}100%{-webkit- transform:rotate3d(0,0,1,0deg);transform:rotate3d(0,0,1,0deg)}}.swing{-webkit-transform-origin:top.center;-ms-transform-origin:top. center;transform-origin:top.center;-webkit-animation-name:swing;animation-name:swing}@-webkit-keyframes.tada{0%{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}10%,20%{-webkit-transform:scale3d(.9,.9,.9).</pre> |
| l tent? | <pre>transform:rotate3d(0,0,1,0deg);transform:rotate3d(0,0,1,0deg)}/@keyTrancs.swing[200]-webkit- transform:rotate3d(0,0,1,15deg);transform:rotate3d(0,0,1,15deg)}40%[-webkit- transform:rotate3d(0,0,1,-10deg);transform:rotate3d(0,0,1,-10deg)}60%[-webkit- transform:rotate3d(0,0,1,5deg);transform:rotate3d(0,0,1,5deg)}80%[-webkit- transform:rotate3d(0,0,1,5deg);transform:rotate3d(0,0,1,5deg)}80%[-webkit-</pre> |
| itent- | <pre>transform:rotate3d(0,0,1,-10deg);transform:rotate3d(0,0,1,-10deg)}60%{-webkit- transform:rotate3d(0,0,1,5deg);transform:rotate3d(0,0,1,5deg)}80%{-webkit- transform:rotate3d(0,0,1,-5deg);transform:rotate3d(0,0,1,-5deg)}100%{-webkit-</pre> |
| oad. | 10%, 30%, 50%, 70%, 90%{-webkit-transform:translate3d(-10px,0,0);transform:translate3d(-10px,0,0)}20%, 40%, 60%, 80%{-webkit- transform:translate3d(10px,0,0);transform:translate3d(10px,0,0)}.shake{-webkit-animation-name:shake;animation-name:shake}@-webkit- keyframes.swing{20%{-webkit-transform:rotate3d(0,0,1,15deg);transform:rotate3d(0,0,1,15deg)}40%{-webkit- |
| 55. | <pre>keyframes.shake{0%,100%{-webkit-transform:translate3d(0,0,0);transform:translate3d(0,0,0);fransform:translate3d(10px, transform:translate3d(-10px,0,0);transform:translate3d(-10px,0,0)}20%,40%,60%,80%{-webkit-transform:translate3d(10px, 0,0);transform:translate3d(10px,0,0);transform:translate3d(0,0,0);transform:translate3d(0,0,0);</pre> |
| nt? | <pre>webkit-transform:scale3d(1.15,.85,1);transform:scale3d(1.15,.85,1)}65%{-webkit-transform:scale3d(.95,1.05,1);transform:scale3d(1.95,.95,1)} 75%{-webkit-transform:scale3d(1.05,.95,1);transform:scale3d(1.05,.95,1)}100%{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand;animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand;animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand;animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand;animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand}@-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}.rubberBand{-webkit-animation-name:rubberBand{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)</pre> |
| traDat | transform:scale3d(1,1,1);transform:scale3d(1,1,1)}}@keyframes.rubberBand{0%{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,1,1)}30%{-webkit-transform:scale3d(1.25,.75,1);transform:scale3d(1.25,.75,1)}40%{- |
| u) | <pre>rubberBand{0%{-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)}30%{-webkit- transform:scale3d(1.25,.75,1);transform:scale3d(1.25,.75,1)}40%{-webkit- transform:scale3d(0.75,1.25,1);transform:scale3d(0.75,1.25,1)}50%{-webkit- transform:scale3d(1.15,.85,1);transform:scale3d(1.15,.85,1)}65%{-webkit-transform:scale3d(.95,1.05,1);transform:scale3d(1.95,1.05,1)} 75%{-webkit-transform:scale3d(1.05,.95,1);transform:scale3d(1.05,.95,1)}100%{-webkit-</pre> |
| ıtı. | <pre>function:cubic-bezier(0.755,.050,.855,.060);-webkit-transform:translate3d(0,-15px,0);transform:translate3d(0,-15px,0)]90%{-webkit- transform:translate3d(0,-4px,0);transform:translate3d(0,-4px,0)}.bounce{-webkit-animation-name:bounce;animation-name:bounce;- webkit-transform-origin:center.bottom;-ms-transform-origin:center.bottom;transform-origin:center.bottom)&-webkit-keyframes.flash{0%, 100%,50%{opacity:1}25%,75%{opacity:0}}@keyframes.flash{0%,100%,50%{opacity:1}25%,75%{opacity:0}}.flash{-webkit-animation- name:flash;animation-name:flash}@-webkit-keyframes.pulse{0%{-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)} ransform:scale3d(1.05,1.05,1.05);transform:scale3d(1.05,1.05,1.05)}100%{-webkit-transform:scale3d(1,1,1);transform:scale3d(1,1,1)} @keyframes.pulse{0%{-webkit-transform:scale3d(1,05,1.05,1.05)}100%{-webkit- transform:scale3d(1.05,1.05,1.05);transform:scale3d(1.05,1.05,1.05)}100%{-webkit- transform:scale3d(1,05,1.05,1.05);transform:scale3d(1.05,1.05,1.05)}100%{-webkit- transform:scale3d(1,0,1,1);transform:scale3d(1,0,1,0,1.05,1.05)}100%{-webkit- transform:scale3d(1,0,1,1);transform:scale3d(1,0,1,0,1.05,1.05)}100%{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,0,1,0,1.05,1.05)}100%{-webkit- transform:scale3d(1,1,1);transform:scale3d(1,0,1,1)}.pulse{-webkit-animation-name:pulse;animation-name:pulse}@-webkit-keyframes.</pre> |
| | <pre>transform:translate3d(0,-4px,0);transform:translate3d(0,-4px,0)}}@keyframes.bounce{0%,100%,20%,53%,80%{-webkit-transition-timing- function:cubic-bezier(0.215,.61,.355,1);transition-timing-function:cubic-bezier(0.215,.61,.355,1);-webkit- transform:translate3d(0,0,0);transform:translate3d(0,0,0)}40%,43%{-webkit-transition-timing-function:cubic- bezier(0.755,.050,.855,.060);transition-timing-function:cubic-bezier(0.755,.050,.855,.060);-webkit-transform:translate3d(0,-30px, 0);transform:translate3d(0,-30px,0)}70%{-webkit-transition-timing-function:cubic-bezier(0.755,.050,.855,.060);transition-timing- function:cubic-bezier(0.755,.050,.855,.060);transition-timing-function:cubic-bezier(0.755,.050,.855,.060);-webkit-translate3d(0,-30px, 0);transform:translate3d(0,-30px,0)}70%{-webkit-transition-timing-function:cubic-bezier(0.755,.050,.855,.060);transition-tim</pre> |

Classify conference talk abstracts into tracks



Code. https://github.com/mmatloka/machine-learning-by-example

What can be improved?

What can be improved? (Tokenizer)

"I will present Big Data topics"

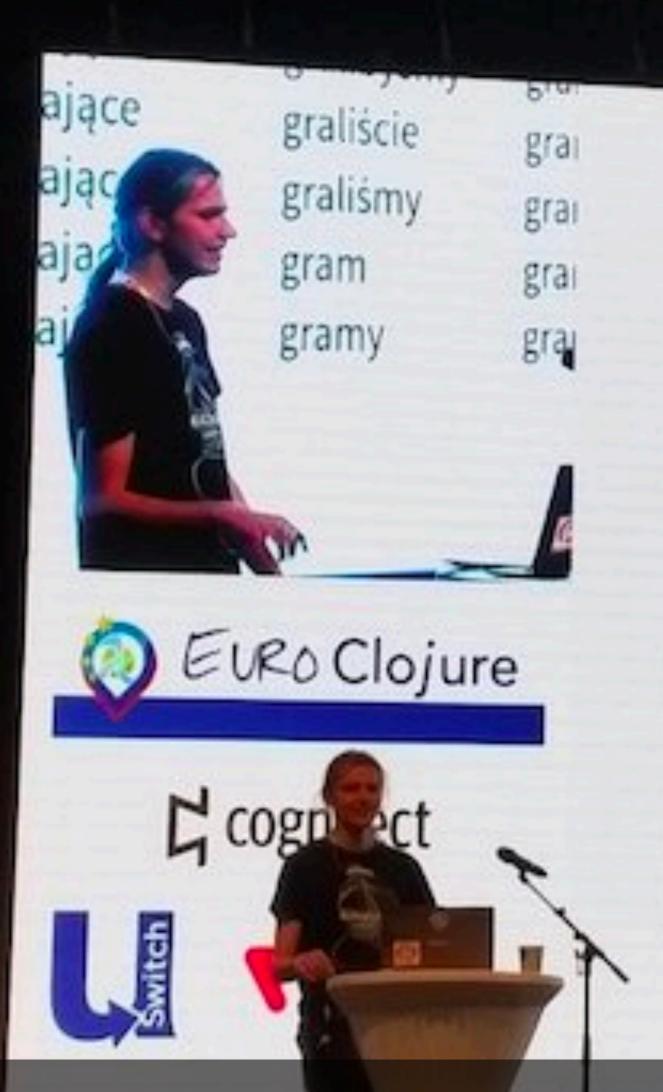
"I", "will", "present", "Big", "Data", "topics"

What can be Improved? (n-grams)

"I will present Big Data topics"

"I will", "will present", "present Big", "Big Data", "Data topics"

STEMMING & LEMMATIZATION



gra gracie graj grajcież grajcież grajmyż grajmyż grając grająca grające grającego grającego grającego

grający grającym grającymi grającą grajże graliby gralibyście gralibyśmy gralibyśmy graliście graliśmy graliście

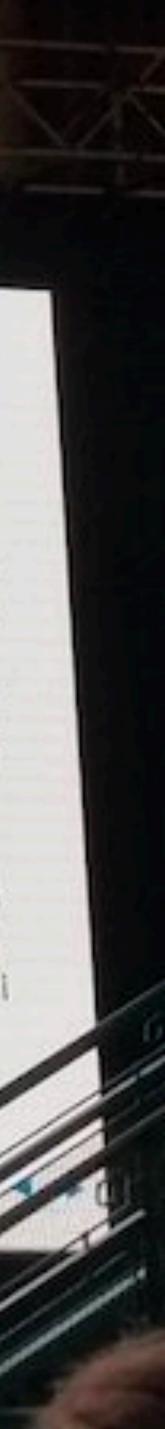
Polish is hard

grana grane granego granej grania grania graniach graniach graniami granie graniem graniem graniom graniom grany granych granymi graną grasz grał grała grałaby grałaby grałabys grałabys grałabys grałabys grałabys grałabys

grałbym grałbyś grałem grałeś grało grałoby grałyby grałyby grałybyście grałybyśmy grałybyśmy grałyście grałyśmy grałyście

niegrającego niegrającego niegrającemu niegrający niegrającym niegrającymi niegrającymi niegrającą niegrana niegrane niegranego niegranego niegranej niegranemu

niegrania niegraniach niegraniami niegranie niegraniem niegraniu niegranyu niegranych niegranymi niegranymi niegranymi niegranymi



What can be Improved? (Porter Stemmer)

"communities", community"

"commun"



What can be improved? (Lemmatization)

"communities", community"

"community"



What can be Improved? (TF & IDF)

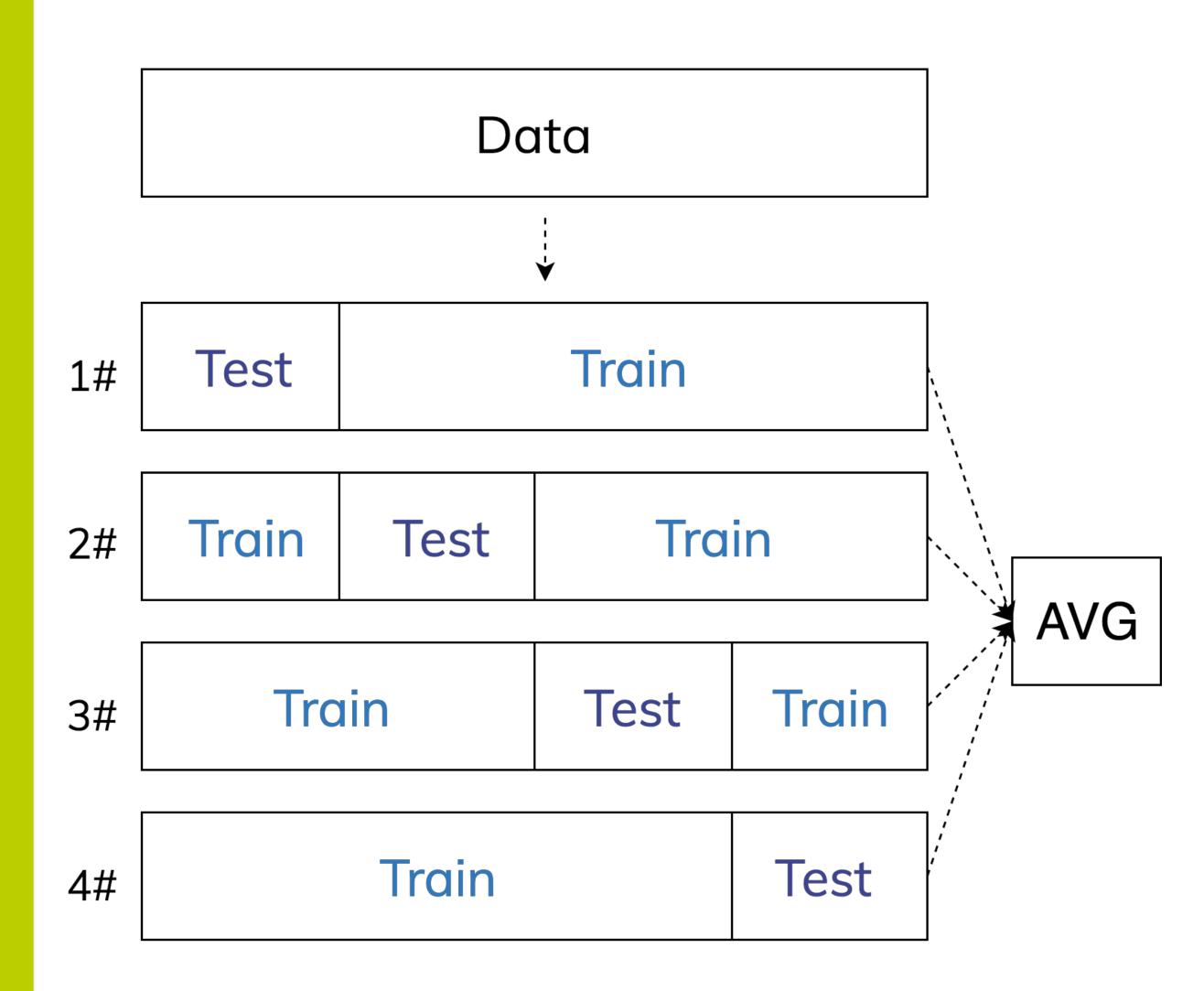
TF - Term Frequency (HashingTF!) - number of times term occurs in given document

IDF - Inverse Document Frequency - occurs many times in documents set





What can be improved? (K-fold Cross-Validation)



What can be Improved? (Grid search)

val paramGrid = new ParamGridBuilder()

.addGrid(hashingTF.numFeatures, Array(256, 512, 1024, 2048, 4096)) .build()

val cv = new CrossValidator()

- .setEstimator(pipeline)
- .setEvaluator(evaluator)
- .setEstimatorParamMaps(paramGrid)
- .setNumFolds(5)

val cvModel = cv.fit(trainData)







https://imgs.xkcd.com/comics/machine_learning_2x.png

Articles & references

- <u>http://spark.apache.org/</u>
- <u>https://databricks.com/try-databricks</u>
- thousand-coherent.html
- <u>deepmind-alphago-go-ke-jie-china/</u>
- https://www.kaggle.com
- https://github.com/dylanmei/docker-zeppelin
- https://github.com/databricks/spark-corenlp
- <u>https://www.coursera.org/learn/scala-spark-big-data</u>

• <u>https://www.csee.umbc.edu/courses/471/papers/turing.pdf</u>

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Thank you, Q&A?



@mmatloka
 mmatloka
 softwaremill.com/blog

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