

U3 DEEP LEARNING AND NEURAL NETWORKS

U3.E7 DEEP LEARNING APPLICATIONS AND REAL-LIFE EXAMPLES

Artificial Intelligence Technician

March 2021, Version 1



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The student is able to

AIT.U3.E7.PC1	Know different application domains of deep learning.
AIT.U3.E7.PC2	Explore and analyse several examples and applications of deep learning.
AIT.U3.E7.PC3	Understand the challenges surrounding deep learning approaches.
AIT.U3.E7.PC4	Identify the ingredients required to start a deep learning project.
AIT.U3.E7.PC5	Train a deep neural network.
AIT.U3.E7.PC6	Know how to deploy deep neural networks into applications.
AIT.U3.E7.PC7	Identify techniques for improving the performance of deep learning applications.
AIT.U3.E7.PC8	Recognize the challenges and the importance of deep learning.

DEEP LEARNING APPLICATION DOMAINS









Marketing



Military



Education

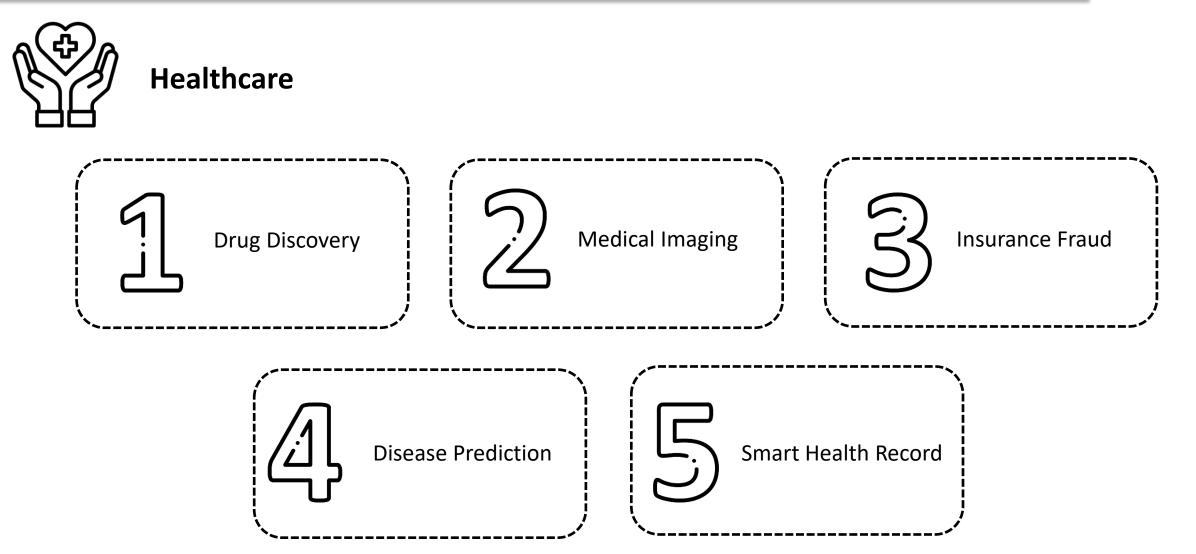


Finance

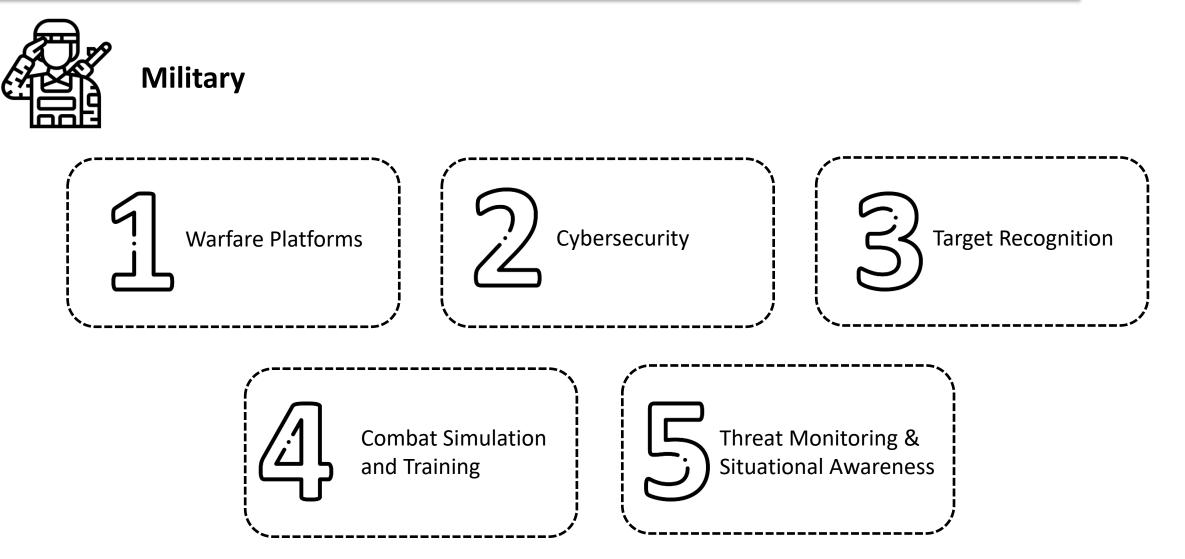


Retail

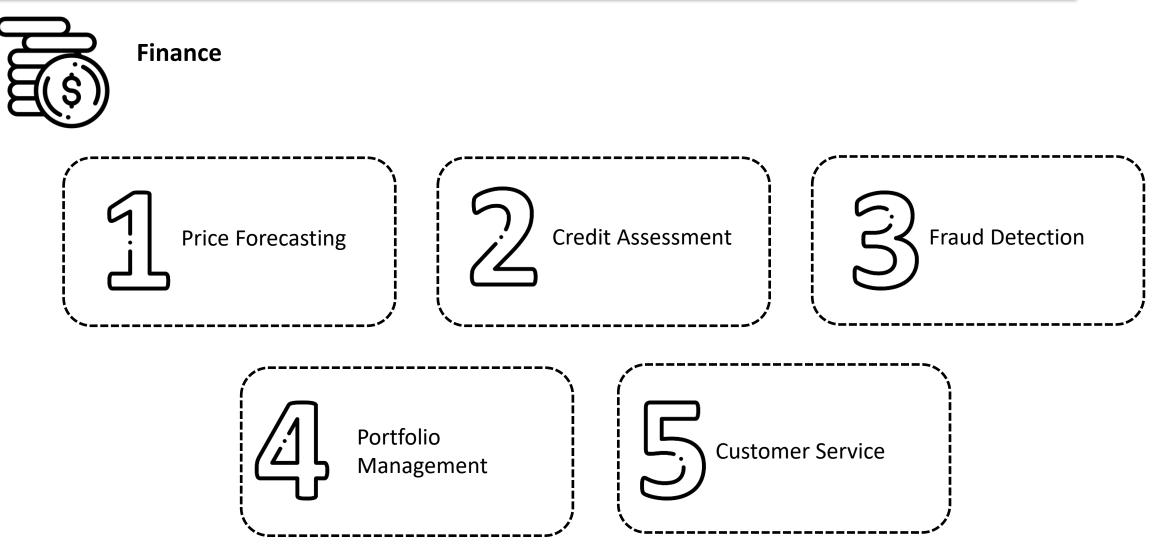




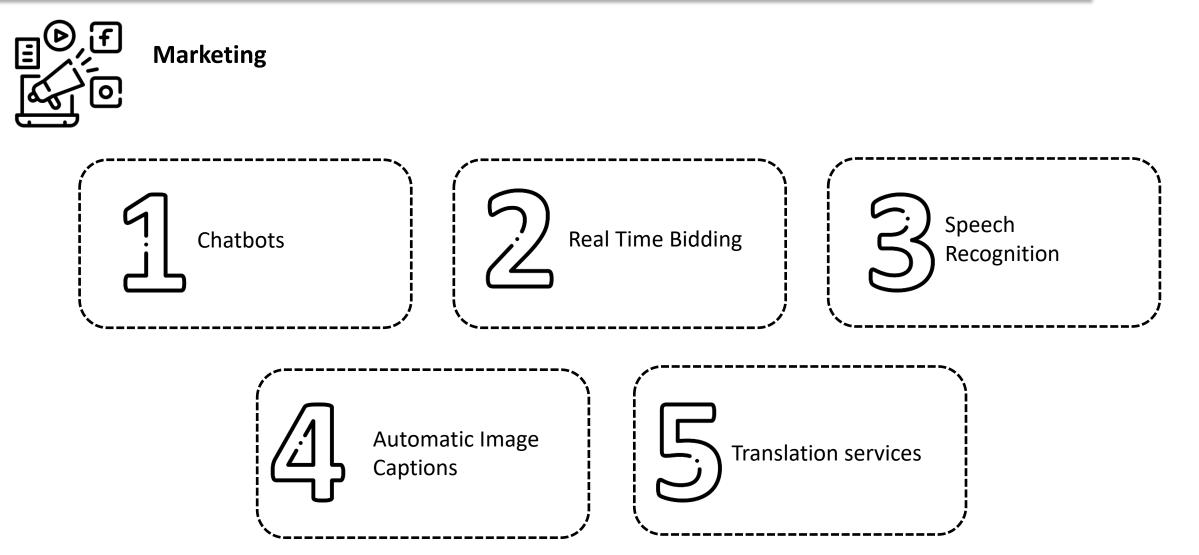




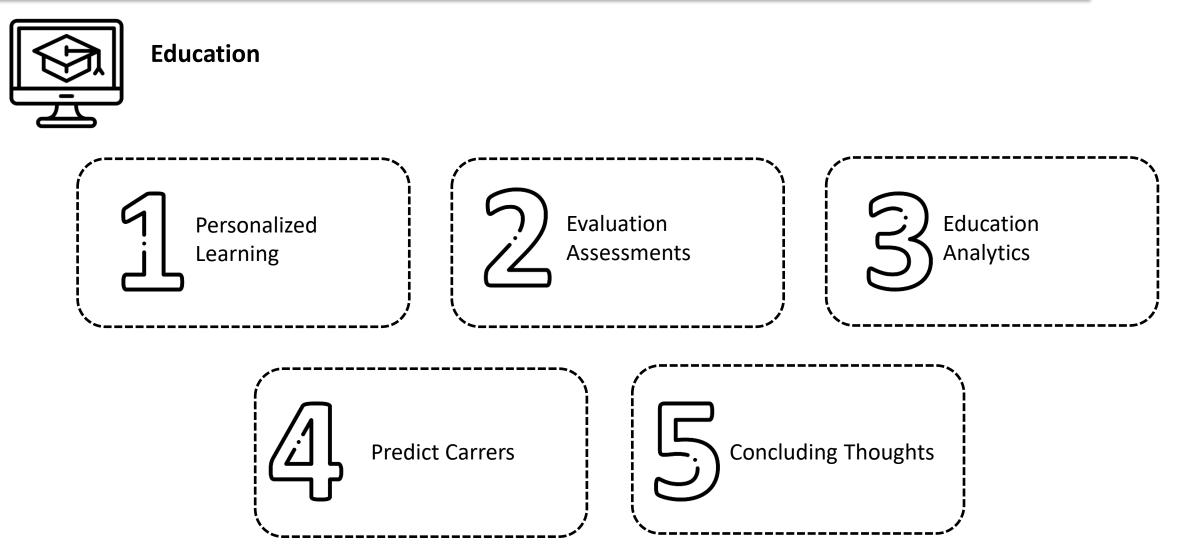
















CHALLENGES IN DEEP LEARNING APPLICATIONS



- Healthcare:
 - Data Volume
 - Data Quality
 - Temporality
 - Interpretability
 - Privacy
- Military
 - Transparency
 - Vulnerabilities
 - Data
- Finances
 - Expectations
 - Computing Resources
 - Lack of Motivation

- Marketing
 - Data Quality
 - Cost
 - Lack of trust
 - Legal issues
 - Complexity
- Education
 - inclusion and equity assurance
 - Teachers' acceptance
 - Required quality inclusive systems
 - Transparency
- Retail
 - Data Limitations
 - Flexibility
 - Privacy
 - Data Diversity





Define the Objective: You should be excited about the project. Create a marketable product.

- Sollect the Data: Systems cannot learn without data. You should have a very large data set. Prefferencially Real World Data.
- Data Scientist: You will need to learn or have someone that is able to work and manage huge volumes of data.



Business Comprehension of the Data: It is very important to know if the data and the results make sense.

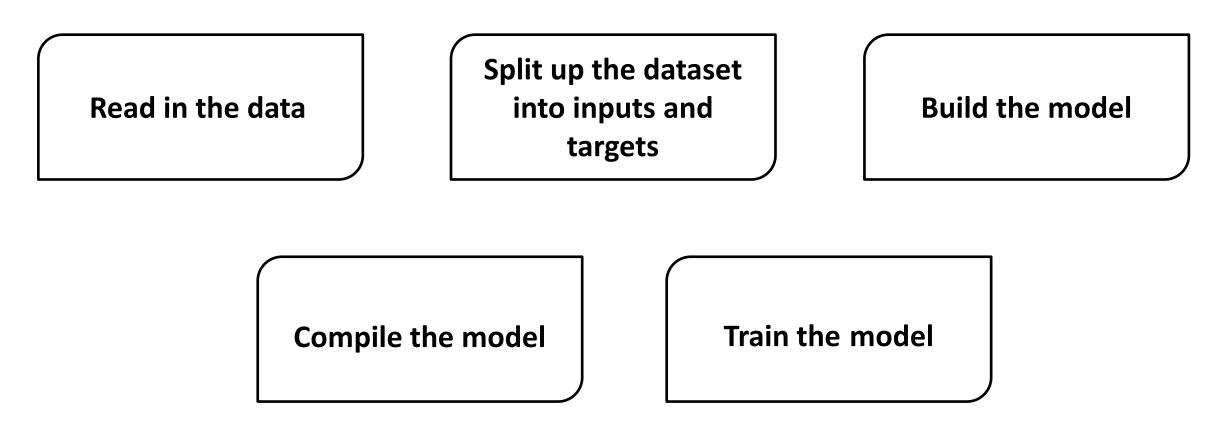


Time: Deep Learning is a long iterative process. The project will take its time.

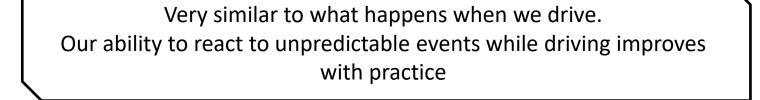


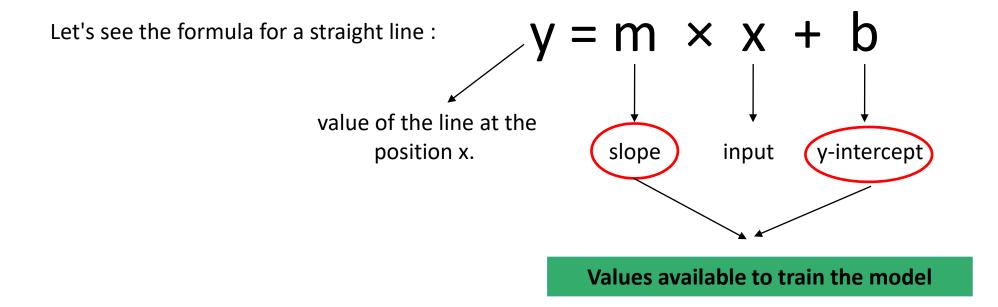
Deep learning is an advanced form of machine learning that emulates the way the human brain learns

through networks of connected neurons.



The purpose of training a model is to progressively improve the model's ability to make a prediction

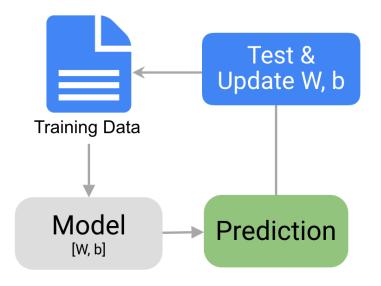






In Deep Learning there are many M's and many B's

- The training process involves initializing some random values for W and b and therefore trying to predict the output with these values, and because of this the process can be a bit time consuming.
- To improve the prediction, we can compare the predictions of our model with the output it should produce and adjust the values for W and b so that we have a more correct prediction.

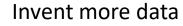


TECHNIQUES FOR IMPROVING THE PERFORMANCE OF DEEP LEARNING APPLICATIONS.



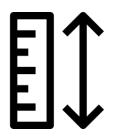
Option 1 : Improving Performance with Data

Get more data





Rescale your data



Feature Selection



Transform your data



TECHNIQUES FOR IMPROVING THE PERFORMANCE OF DEEP LEARNING APPLICATIONS.

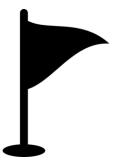


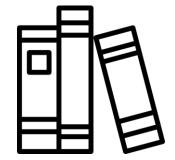
Option 2 : Improving Performance with Algorithm

Spot-Check Algorithms

Steal From Literature

Resampling Methods









Option 3 : Improving Performance with Algorithm Tuning

Activation Functions



Early Stopping



Network Topology



Learning Rate

Batches and Epochs

Optimization and Loss





TECHNIQUES FOR IMPROVING THE PERFORMANCE OF DEEP LEARNING APPLICATIONS.

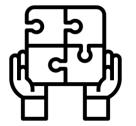


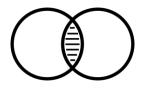
Option 3 : Improving Performance with Ensembles

Combine Models

Combine Views

Stacking









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Thank you for your attention

DRIVES project is project under <u>The Blueprint for Sectoral Cooperation on Skills in</u> <u>Automotive Sector</u>, as part of New Skills Agenda.

The aim of the Blueprint is to support an overall sectoral strategy and to develop concrete actions to address short and medium term skills needs. Follow DRIVES project at:

More information at:

www.project-drives.eu



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