

Harvard



Yá'át'ééh 🖐️

EASI-22

Edge AI Summer
Institute 2022

with Navajo Tech



Hi! I'm Brian!

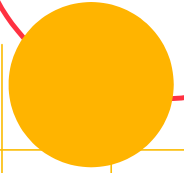
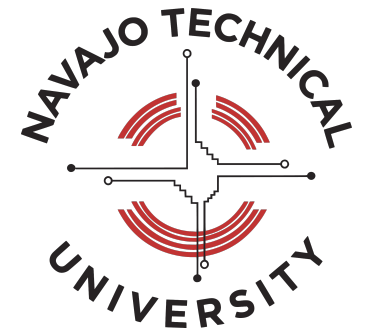
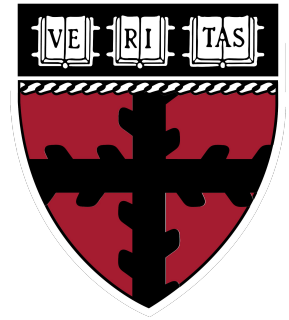
I'm an Assistant Professor of Computer Science
at **Barnard College, Columbia University**



Our team!



with help from **many more**



Our website!

tinyMLedu.org/EASI-22

home base for **all information!**

This workshop is based on materials from the TinyMLedu initiative. To learn more about TinyMLedu check out [their website!](#)

EASI-22

Edge AI Summer Institute
July 19-21 2022



Home

Schedule and Materials

Student Application

Educator Application

Apply by July 1st

Team

Workshop Flyer

Updated: 7/22
by [@plancherb1](#)

Schedule and Materials

The workshop will be held on [Zoom](#).

The workshop will run each day from **12:00 PM to 3:00 PM MDT (New Mexico Time)** which is **2:00 PM to 5:00 PM in your local timezone** (according to your computer system time). Times below adjusted to that time zone. Exact timing and topics subject to change.

| Day | Date | Topics | Speakers and Materials |
|-------|-----------|---|--|
| Day 1 | Tuesday | Introduction to Artificial Intelligence and (Tiny)ML 2:00 PM Conference Opening and Schedule 2:15 PM Buy2Pay Overview 2:25 PM Introduction to Artificial Intelligence and Machine Learning 4:45 PM Day Closing | Brian Plancher of Barnard College, Columbia University and of Harvard University Slides as PDF As Google Slides Molly Marshall of Harvard University Slides Buy2Pay Login |
| Day 2 | Wednesday | Keyword Spotting for the Navajo Language 2:00 PM Day Opening 2:10 PM Keyword Spotting with Convolutional Neural Networks 3:10 PM Hands-On Lab 4:45 PM Day Closing | Brian Plancher of Barnard College, Columbia University and of Harvard University |
| Day 3 | Thursday | Bringing AI/ML from the Cloud to the Edge 2:00 PM Day Opening 2:10 PM Introduction to the Arduino Tiny Machine Learning Kit 3:10 PM Hands-On Lab 4:15 PM Roundtable Discussion: Next Steps 4:45 PM Workshop Closing | Dhilan Ramaprasad of Harvard University |

Questions?

Contact easi-staff@googlegroups.com with any questions regarding this workshop.

Supporters

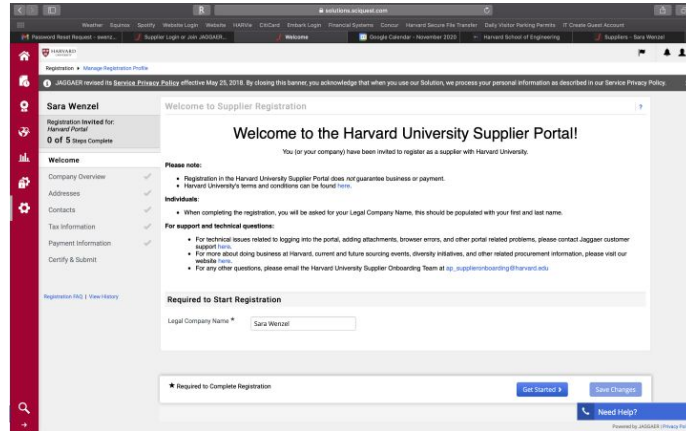
We would like to thank the [IEEE CS](#) for their generous support of this program through the [IEEE CS Diversity & Inclusion Fund](#).

Make Sure to Pick Up an Arduino Kit!



**Question? Contact:
Monsuru Ramoni
mramoni@navajotech.edu**

Teachers Sign up for Buy2Pay



Question? Contact:
Molly Marshall
mmarshall@seas.harvard.edu

Workshop **Agenda**

Day 1

Introduction to AI and (Tiny)ML

Cloud ML

Day 2

Keyword Spotting for the Navajo Language

Mobile ML

Day 3

Bringing AI/ML from the Cloud to the Edge

Embedded ML

Today's Agenda

- What is Artificial Intelligence?
- Hands-on: AutoDraw
- What is (Deep) Machine Learning?
- Hands-on: ThingTranslator
- What is Responsible TinyML?
- Summary

Today's Agenda

● What is Artificial Intelligence?

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Artificial Intelligence (AI) is when a computer can...

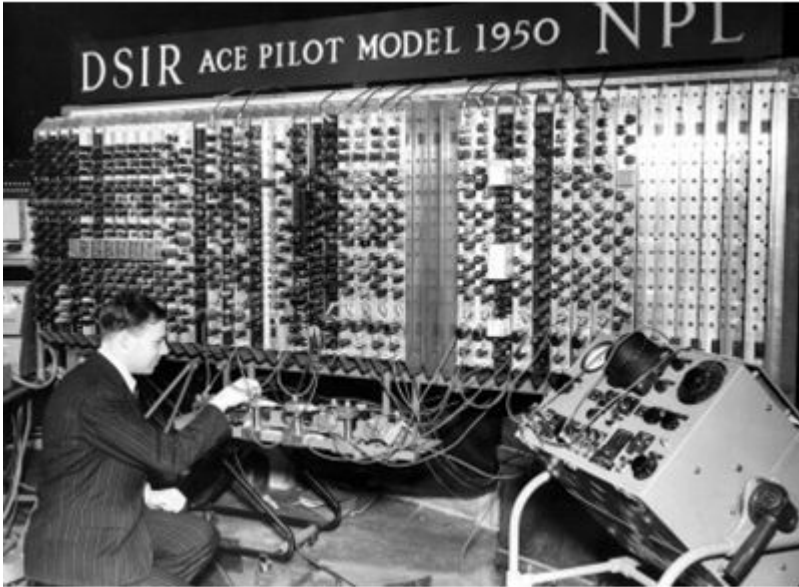
Think Like A Human

Think Rationally

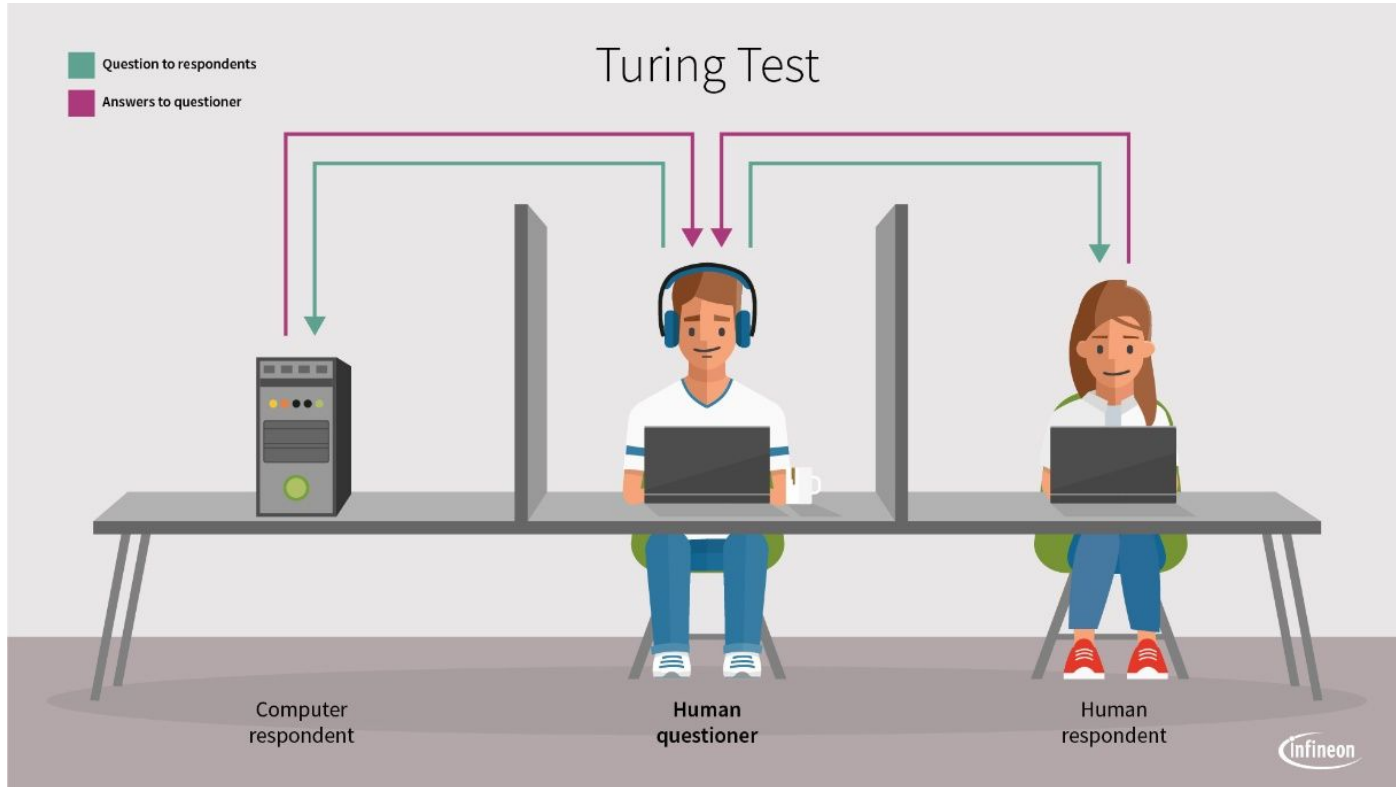
Act Like a Human

Act Rationally

The Turing Test



The Turing Test



The Turing Test

**Chatbots
can be
convincing**

Q: What is your favorite animal?

A: My favorite animal is a dog.

Q: Why?

A: Because dogs are loyal and friendly.

Q: What are two reasons that a dog might be in a bad mood?

A: Two reasons that a dog might be in a bad mood are if it is hungry or if it is hot.

Q: How many eyes does a giraffe have?

A: A giraffe has two eyes.

Q: How many legs does a frog have?

A: A frog has four legs.

Q: Are there any animals with three legs?

A: No, there are no animals with three legs.

Q: Why don't animals have three legs?

A: Animals don't have three legs because they would fall over.

The Turing Test

**Chatbots
can be
convincing**

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Q: Why?

A: Because dogs are loyal and friendly.

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A: No, there are no animals with three legs.

Q: Why don't animals have three legs?

A: Animals don't have three legs because they would fall over.

The Turing Test

But they
only know
“what they
know”

Q: How many eyes does a giraffe have?

A: A giraffe has two eyes.

Q: How many eyes does my foot have?

A: Your foot has two eyes.

Q: How many eyes does a spider have?

A: A spider has eight eyes.

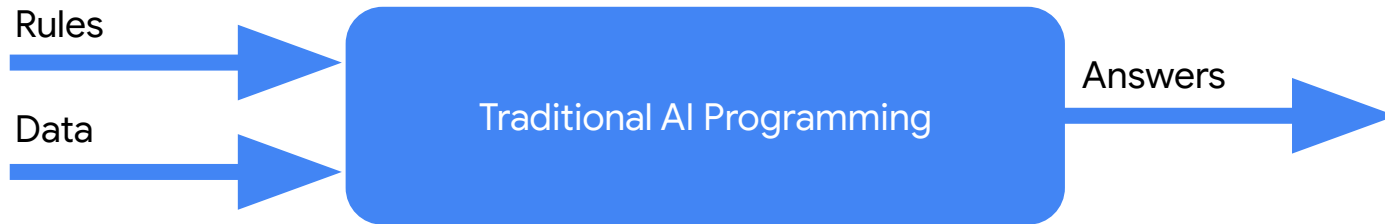
Q: How many eyes does the sun have?

A: The sun has one eye.

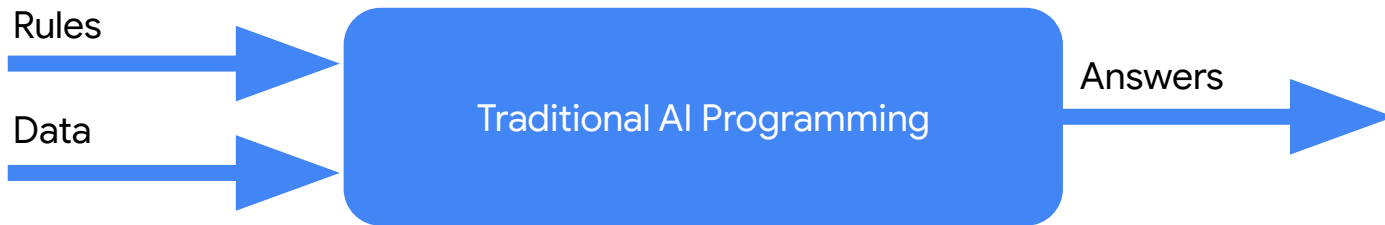
Q: How many eyes does a blade of grass have?

A: A blade of grass has one eye.

Traditional AI Programming

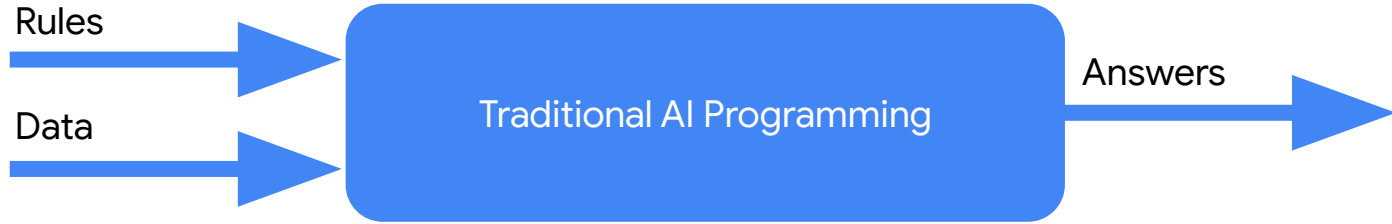


Traditional AI Programming



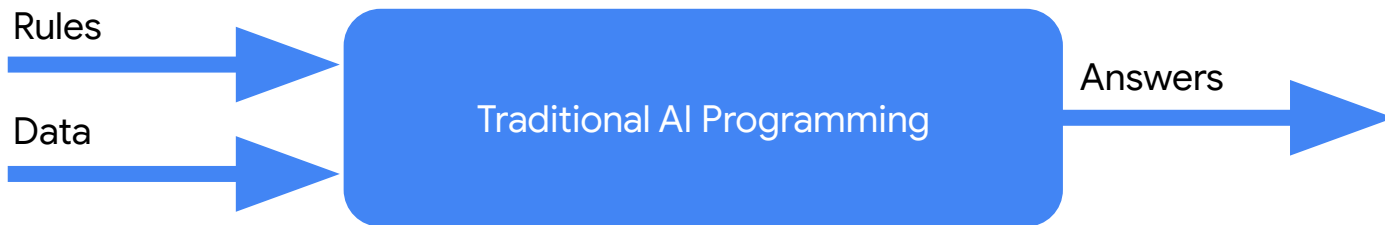
AI is the study of **algorithms** that can give computers the rules they need to be **“intelligent”!**

Traditional AI Programming



```
if(speed<4){  
    status=WALKING;  
}
```


Traditional AI Programming

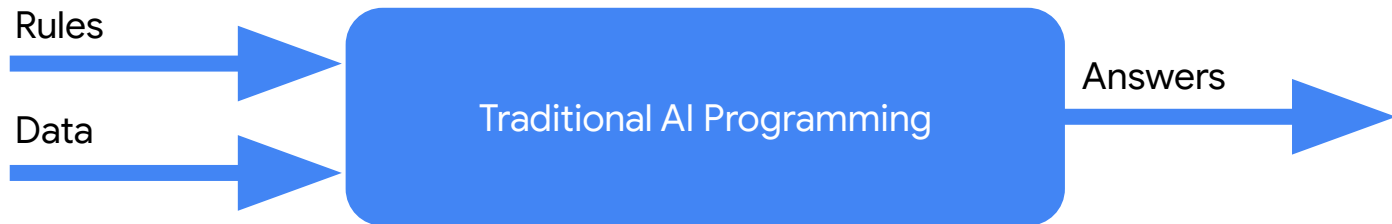


```
if(speed<4){  
    status=WALKING;  
}
```



```
if(speed<4){  
    status=WALKING;  
} else {  
    status=RUNNING;  
}
```

Traditional AI Programming



```
if(speed<4){  
    status=WALKING;  
}
```



```
if(speed<4){  
    status=WALKING;  
} else {  
    status=RUNNING;  
}
```



```
if(speed<4){  
    status=WALKING;  
} else if(speed<12){  
    status=RUNNING;  
} else {  
    status=BIKING;  
}
```

Deep Blue



Deep Blue
IBM chess computer



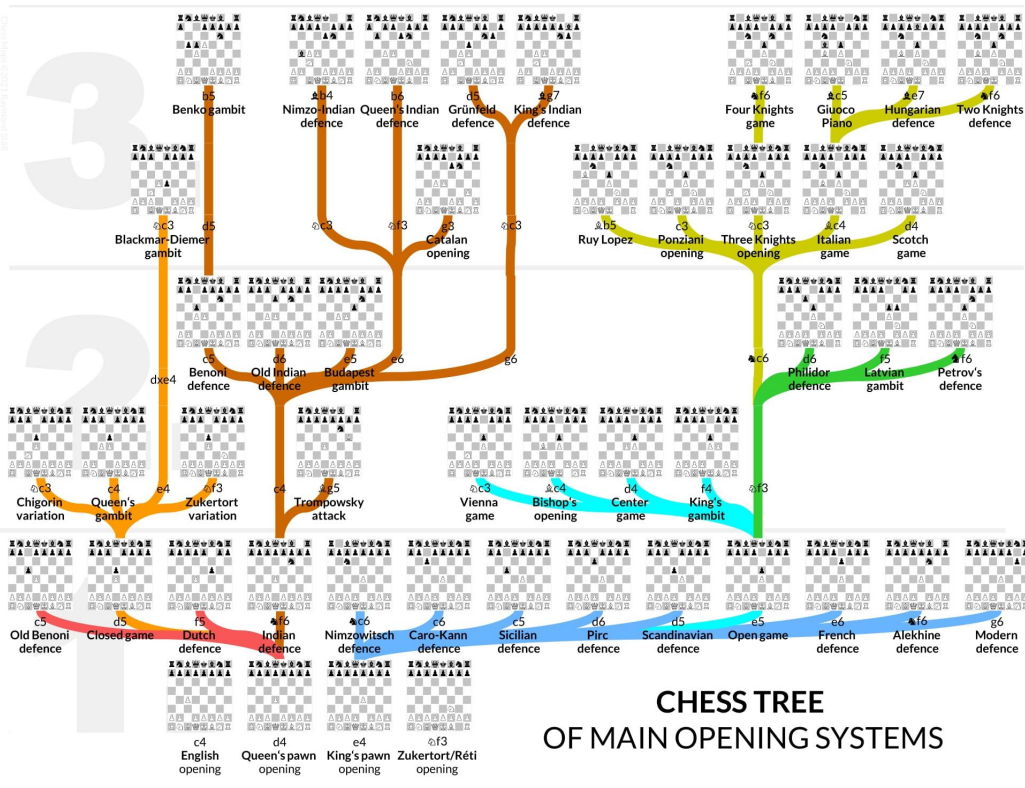
Garry Kasparov
World Chess Champion

Deep Blue



On average in any board configuration there are **35** possible moves in chess.

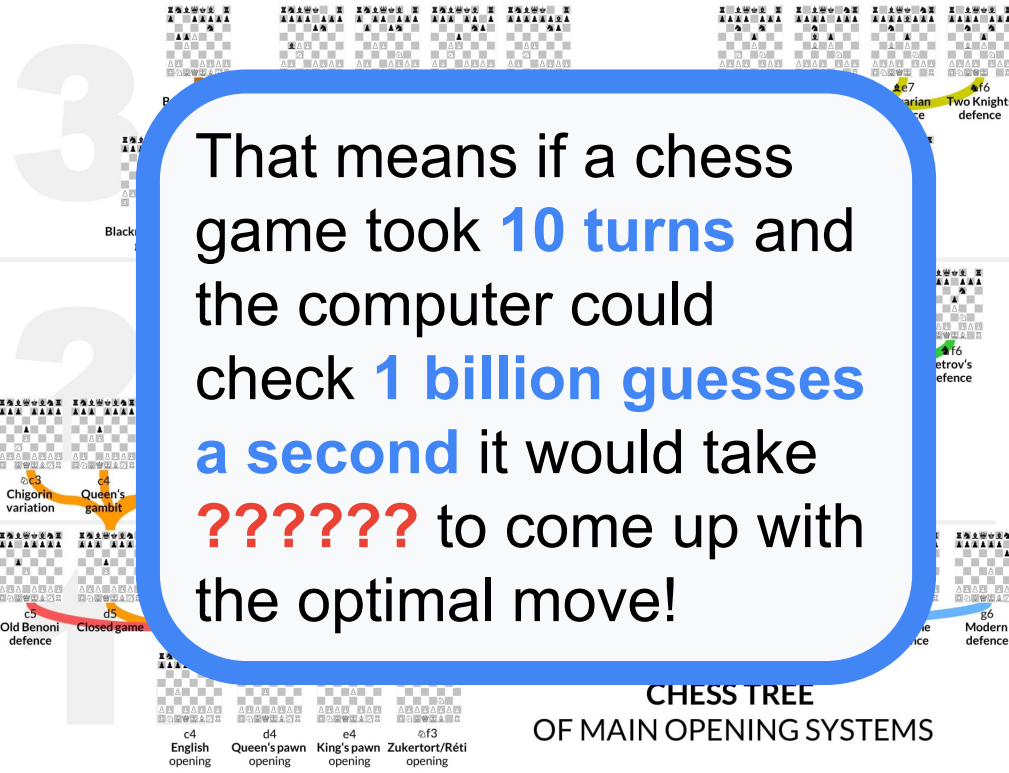
Deep Blue



On average in any board configuration there are **35** possible moves in chess.

That means that the computer can search for the move that eventually leads to success with a **35^{turns}** guesses

Deep Blue

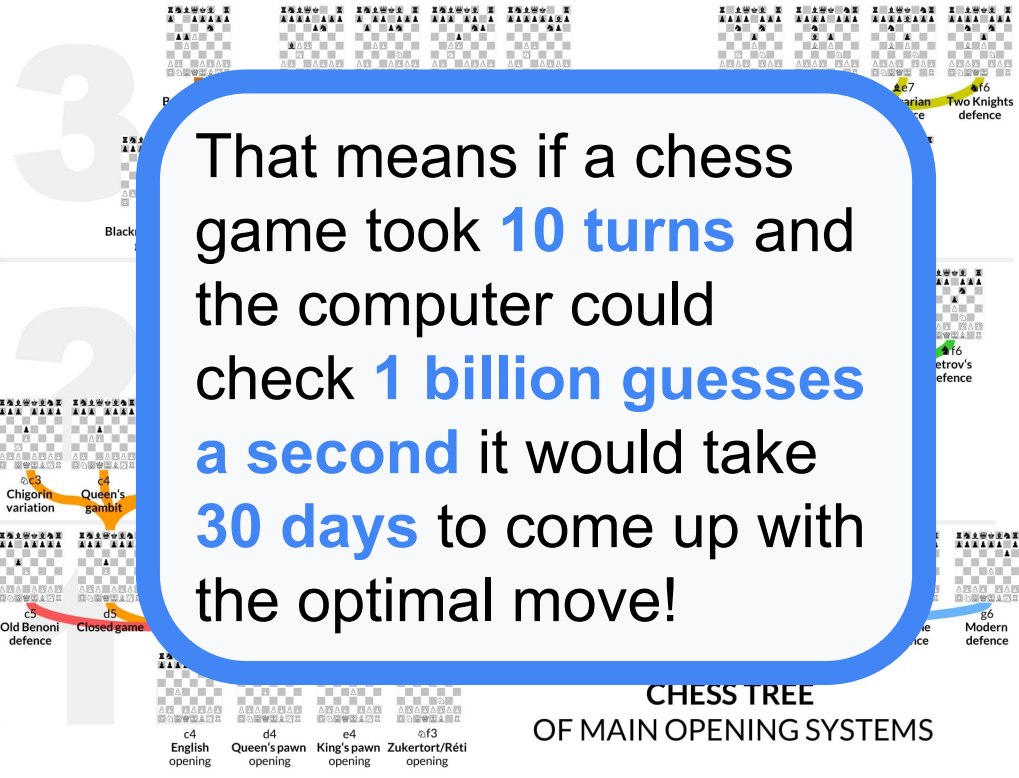


That means if a chess game took **10 turns** and the computer could check **1 billion guesses a second** it would take **??????** to come up with the optimal move!

On average in any board configuration there are **35** possible moves in chess.

That means that the computer can search for the move that eventually leads to success with a **35^{turns}** guesses

Deep Blue



That means if a chess game took **10 turns** and the computer could check **1 billion guesses a second** it would take **30 days** to come up with the optimal move!

On average in any board configuration there are **35** possible moves in chess.

That means that the computer can search for the move that eventually leads to success with a **35^{turns}** guesses

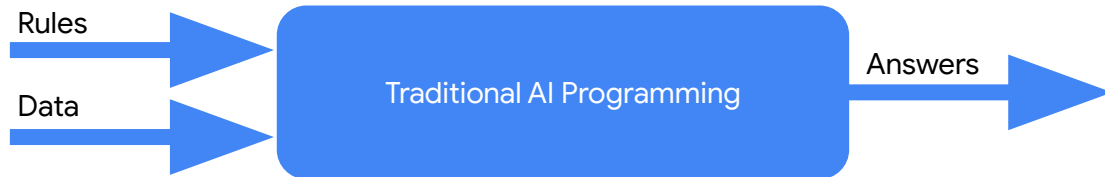
Deep Blue



Deep Blue
IBM chess computer

Garry Kasparov
World Chess Champion

So deep blue searched
~7 turns ahead and
relied on a **board
scoring rule** created by
the programmers!



Today's Agenda

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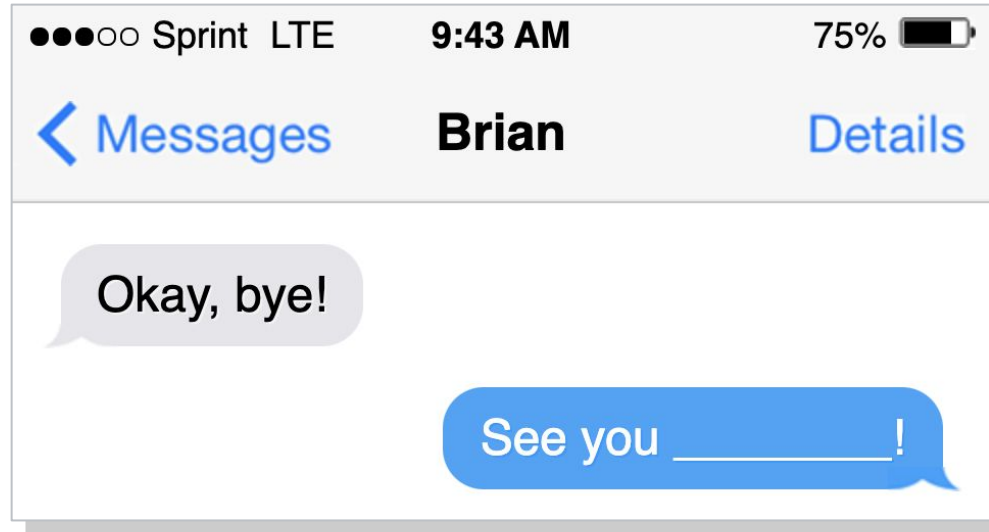
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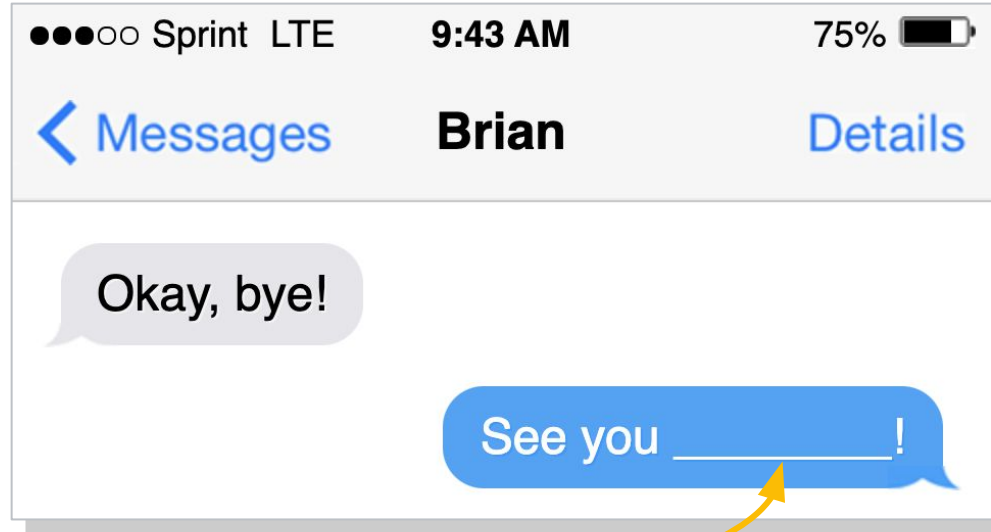
Experiments with **Google**

This is an
A.I.
Experiment

Fill in the blank

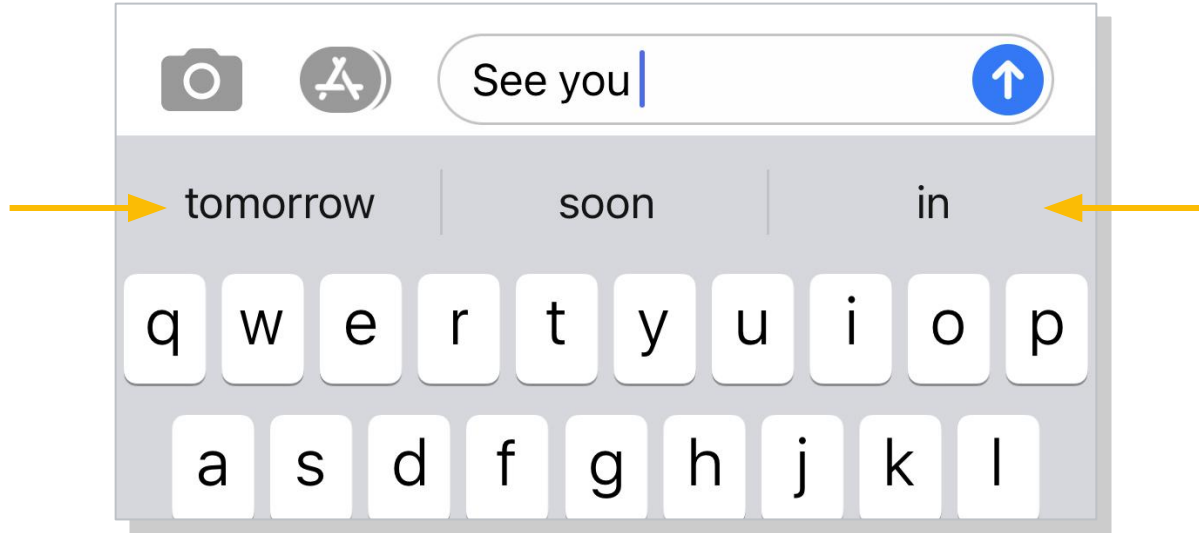


Fill in the blank

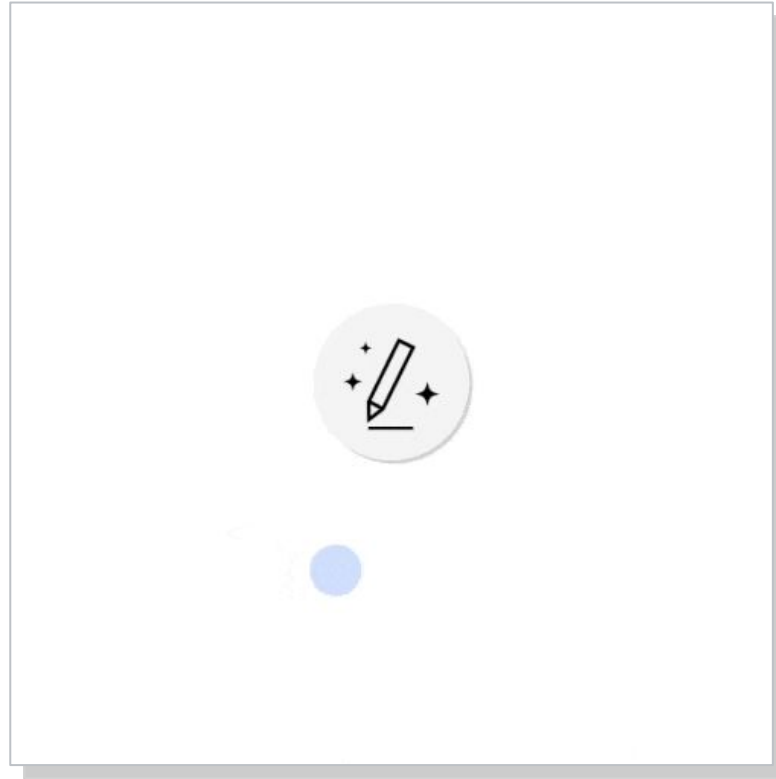


tomorrow
later

Prediction: autocomplete

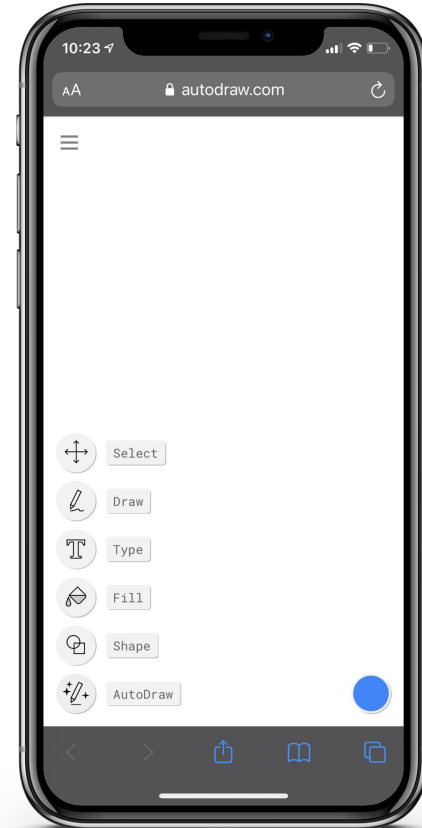
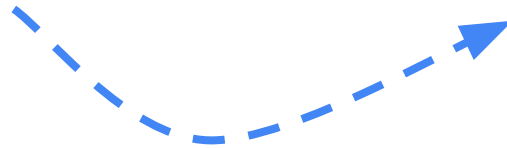


AutoDraw



AutoDraw

autodraw.com



Discussion Groups

1. Do you think the AI did a **good job**? 👍 / 👎
2. **Why** do you think the AI did (or did not) **work well**?
3. **How** do you think the AI is working to solve this task? 🤔
4. What types of things were **particularly hard or easy** for the AI?

anything else?

Today's Agenda

- What is Artificial Intelligence?
- **Hands-on: AutoDraw**
- What is (Deep) Machine Learning?
- Hands-on: ThingTranslator
- What is Responsible TinyML?
- Summary

Today's Agenda

- What is Artificial Intelligence?

- Hands-on: AutoDraw

- **What is (Deep) Machine Learning?**

- Hands-on: ThingTranslator

- What is Responsible TinyML?

- Summary

Artificial
Intelligence

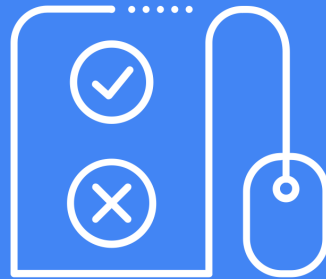
Machine
Learning

*What's the
difference?*

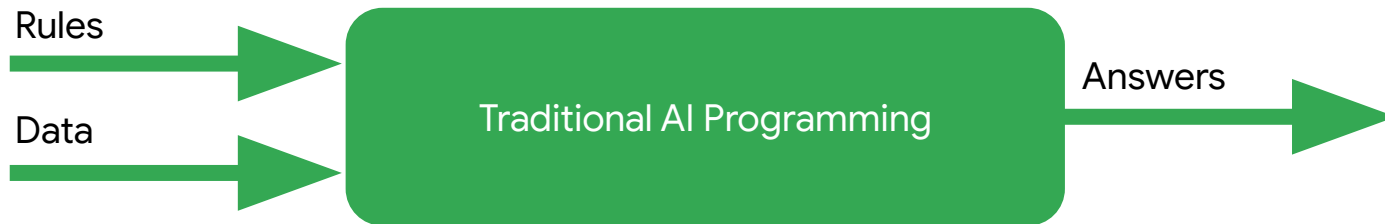


Artificial Intelligence

Machine Learning



Traditional AI Programming



```
if(speed<4){  
    status=WALKING;  
}
```

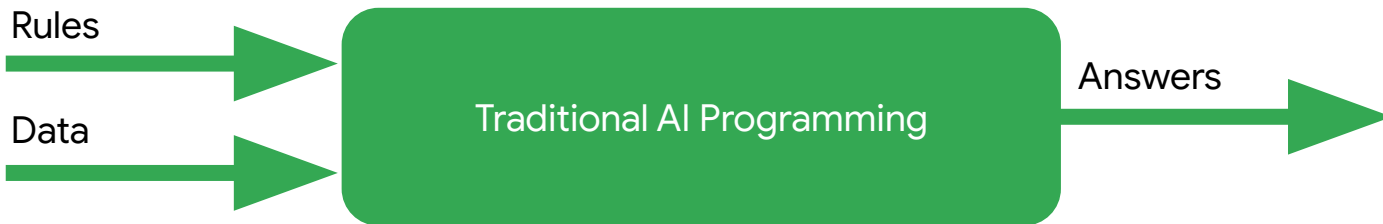


```
if(speed<4){  
    status=WALKING;  
} else {  
    status=RUNNING;  
}
```



```
if(speed<4){  
    status=WALKING;  
} else if(speed<12){  
    status=RUNNING;  
} else {  
    status=BIKING;  
}
```

Traditional AI Programming



```
if(speed<4){  
    status=WALKING;  
}
```



```
if(speed<4){  
    status=WALKING;  
} else {  
    status=RUNNING;  
}
```

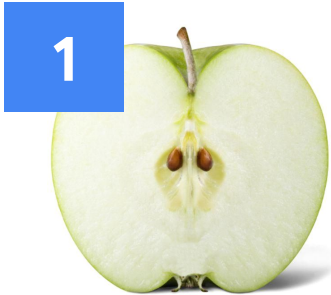


```
if(speed<4){  
    status=WALKING;  
} else if(speed<12){  
    status=RUNNING;  
} else {  
    status=BIKING;  
}
```



```
// ???
```

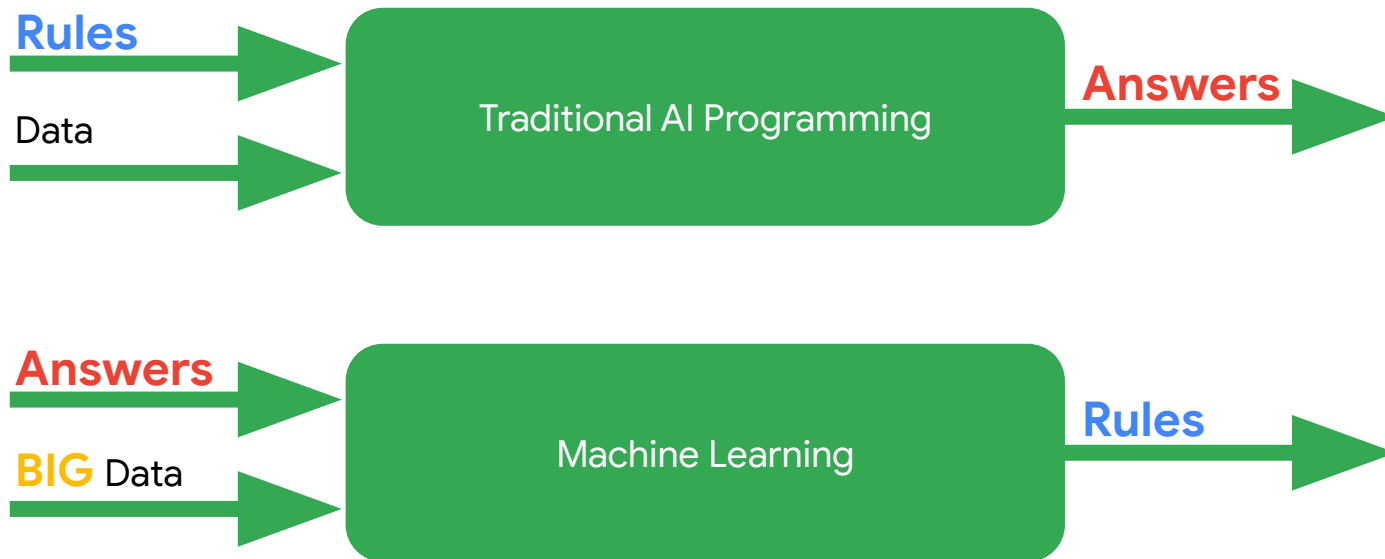

Categorize



8



The Machine Learning Paradigm



Activity Detection with Machine Learning



```
0101001010100101010  
1001010101001011101  
0100101010010101001  
0101001010100101010
```

Label = WALKING



```
1010100101001010101  
0101010010010010001  
0010011111010101111  
1010100100111101011
```

Label = RUNNING



```
1001010011111010101  
1101010111010101110  
1010101111010101011  
1111110001111010101
```

Label = BIKING



```
1111111111010011101  
0011111010111110101  
0101110101010101110  
1010101010100111110
```

Label = GOLFING

Activity Detection with Machine Learning



```
0101001010100101010  
1001010101001011101  
0100101010010101001  
0101001010100101010
```

Label = WALKING



```
1010100101001010101  
0101010010010010001  
0010011111010101111  
1010100100111101011
```

Label = RUNNING



```
1001010011111010101  
1101010111010101110  
1010101111010101011  
1111110001111010101
```

Label = BIKING



```
1111111111010011101  
0011111010111110101  
0101110101010101110  
10101010100111110
```

Label = GOLFING

Activity Detection with Machine Learning



```
0101001010100101010  
1001010101001011101  
0100101010010101001  
0101001010100101010
```

Label = WALKING



```
1010100101001010101  
0101010010010010001  
0010011111010101111  
1010100100111101011
```

Label = RUNNING



```
1001010011111010101  
1101010111010101110  
1010101111010101011  
1111110001111010101
```

Label = BIKING



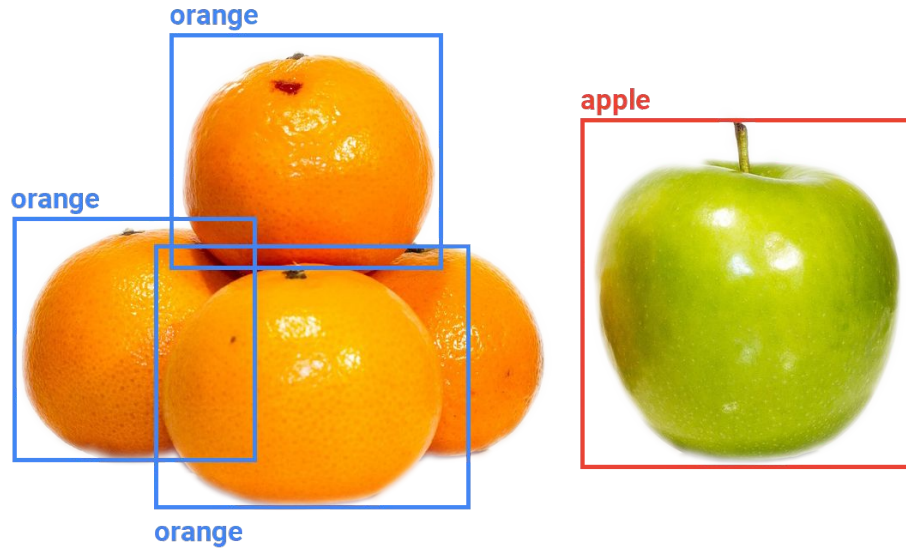
```
1111111111010011101  
0011111010111110101  
0101110101010101110  
1010101010100111110
```

Label = GOLFING

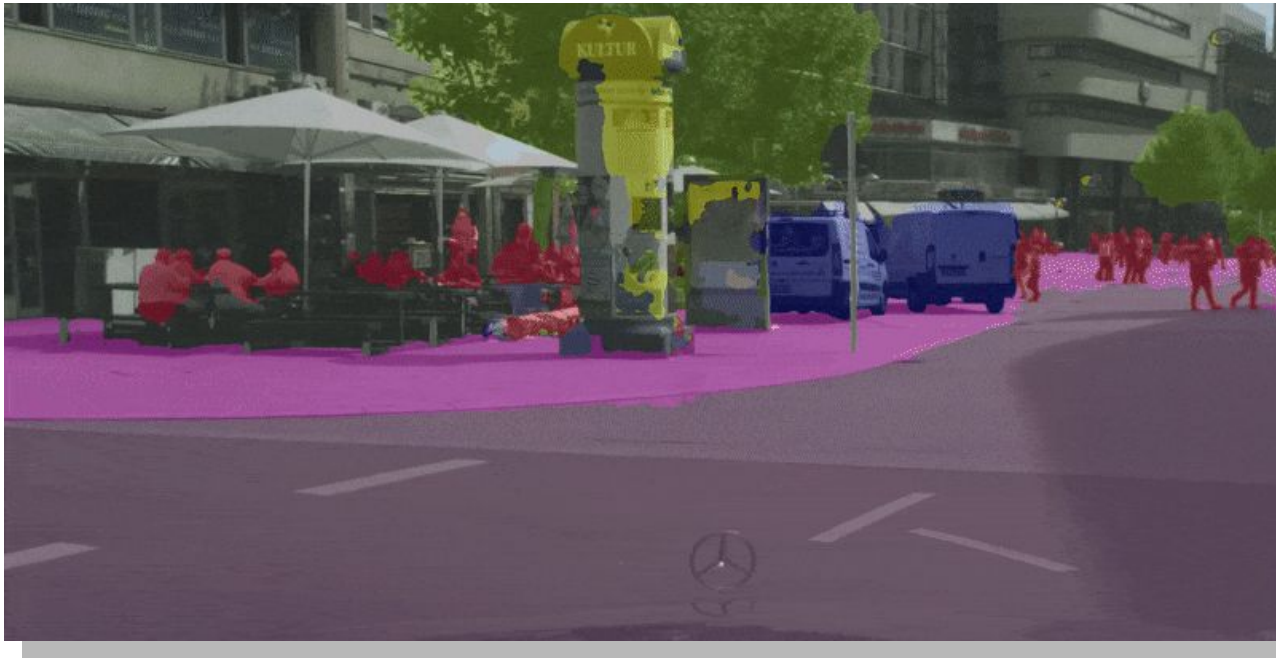
Review what we've learned

Machine learning provides a computer with data, **rather than explicit instructions**. Using these data, the computer learns to **recognize patterns** and becomes able to execute tasks on its own.

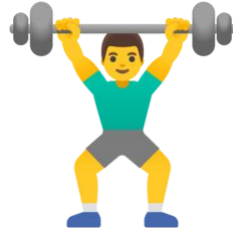
Object Detection



Segmentation



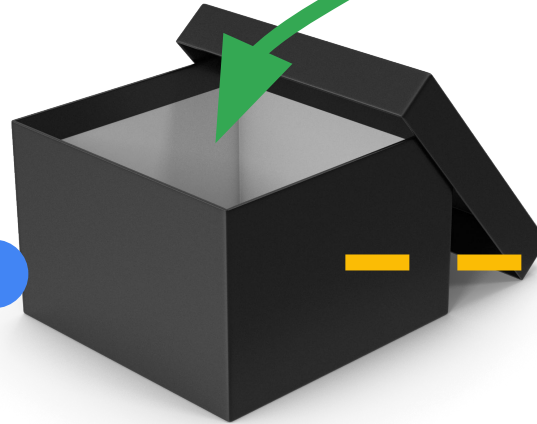
Training the machine



WE PROVIDE

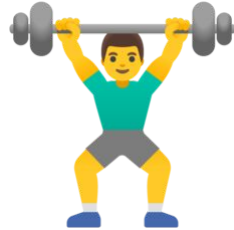
ANSWERS

INPUTS



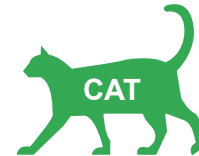
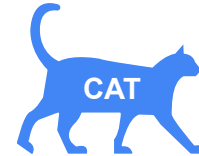
RULES

Training the machine

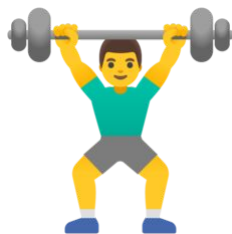


For a set of
Input Data

Input, Label



Training the machine



For a set of
Input Data

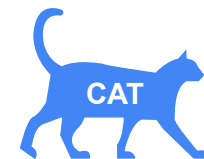
Guess the
Answer
and count mistakes

Input, Label

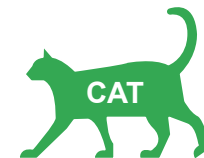
Result



Dog



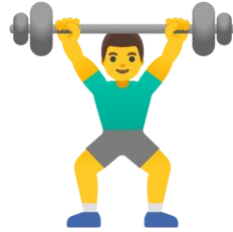
Dog



Cat

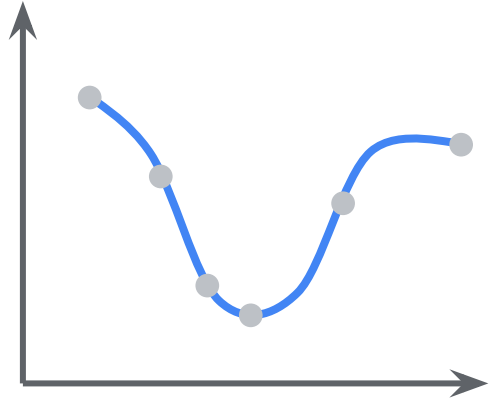


Training the machine

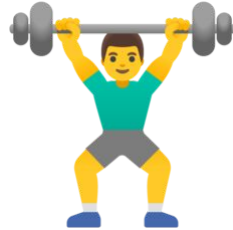


Guess the Answer
and count mistakes

Loss
function of mistakes



Training the machine

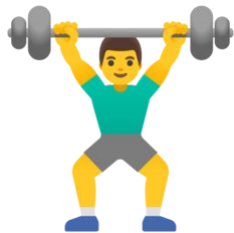


**For a set of
Input Data**

**Guess the
Answer**
and count mistakes

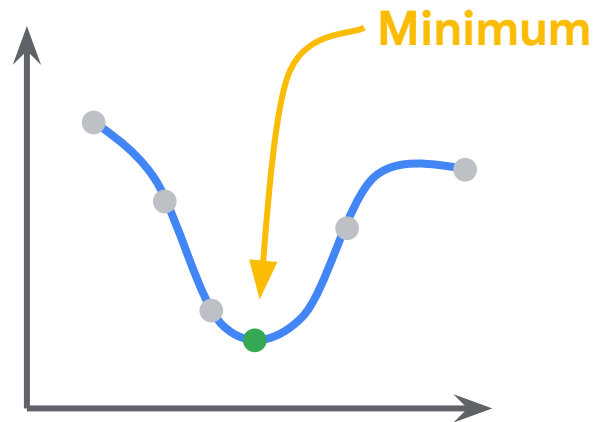
**Improve the
model to be
more correct**

Training the machine

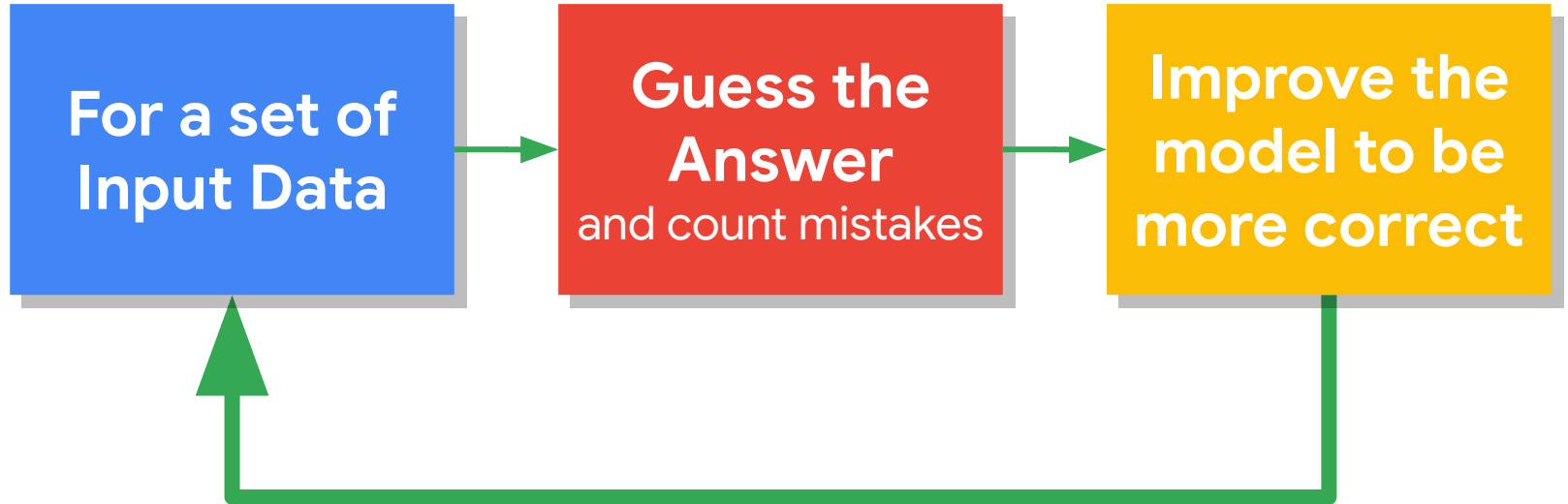
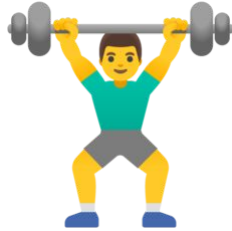


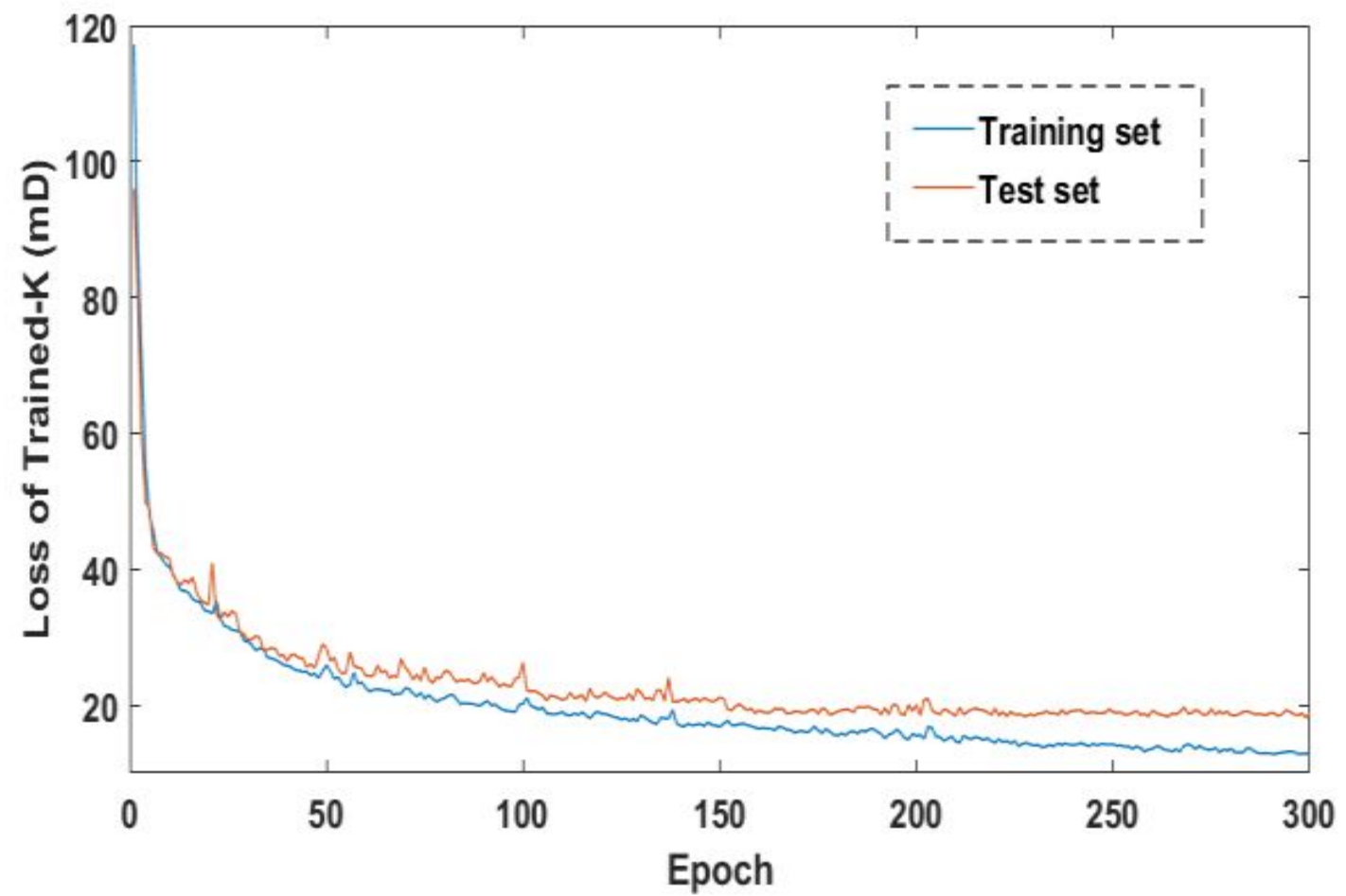
Loss
number of mistakes

Improve the
model to be
more correct

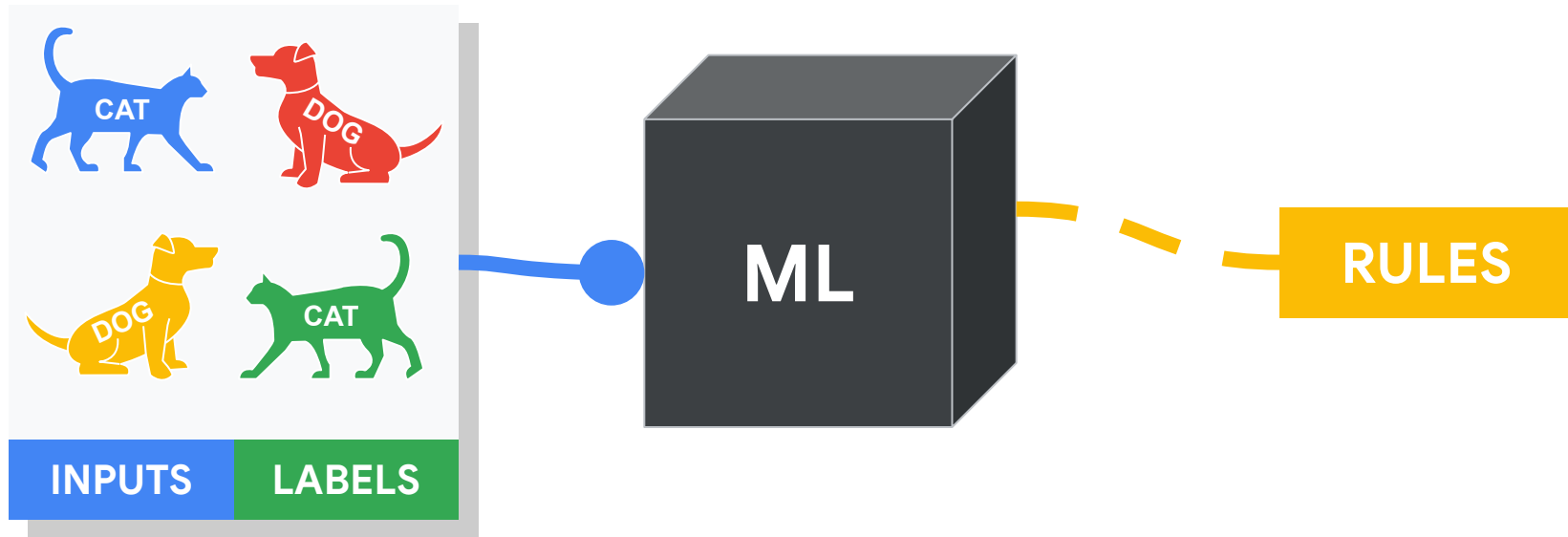
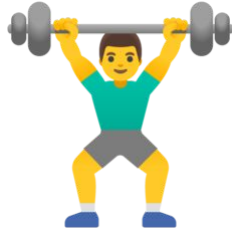


Training the machine

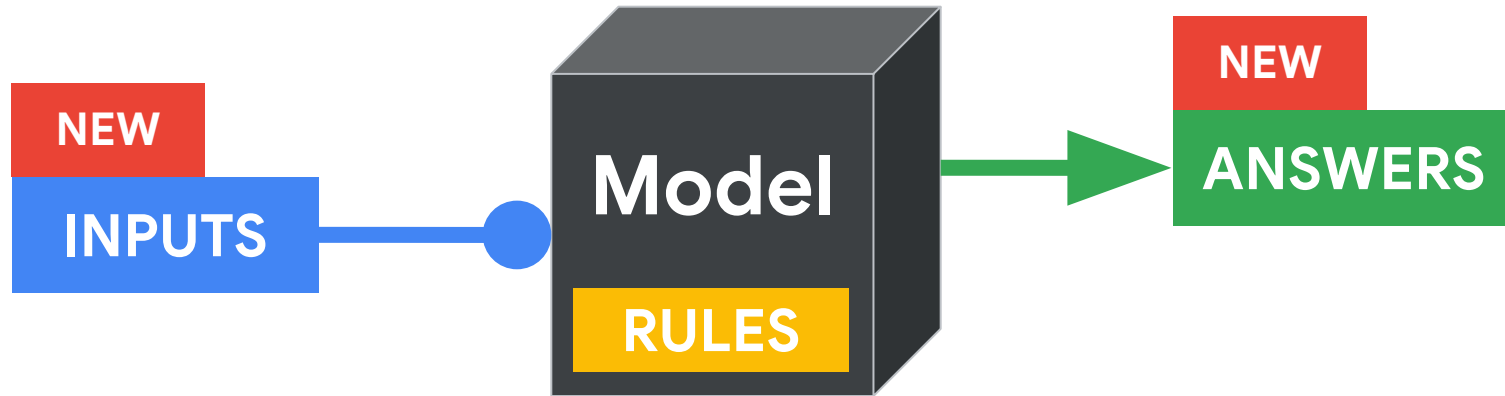




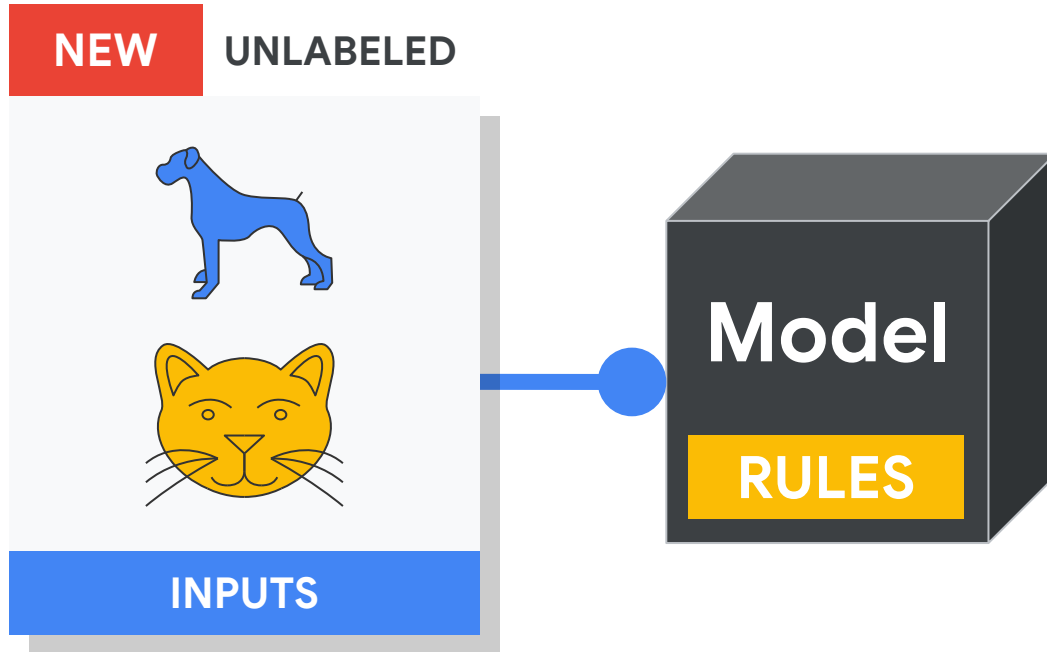
Training the machine



After it's learned:

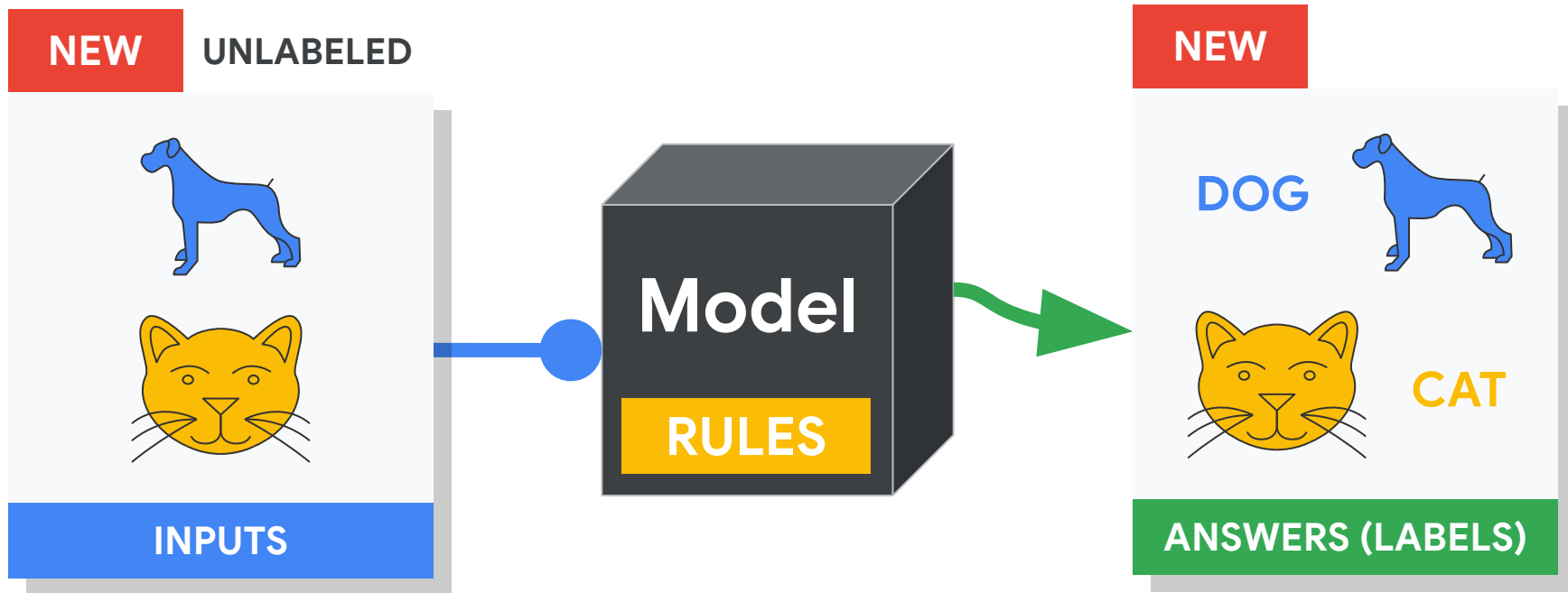


After it's learned:



Making predictions:

This is often called
INFERENCE!



Deep
Learning

Machine
Learning

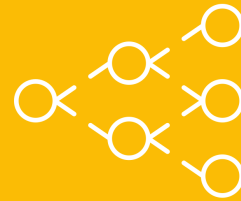
*Ok so what about
Deep Learning?*

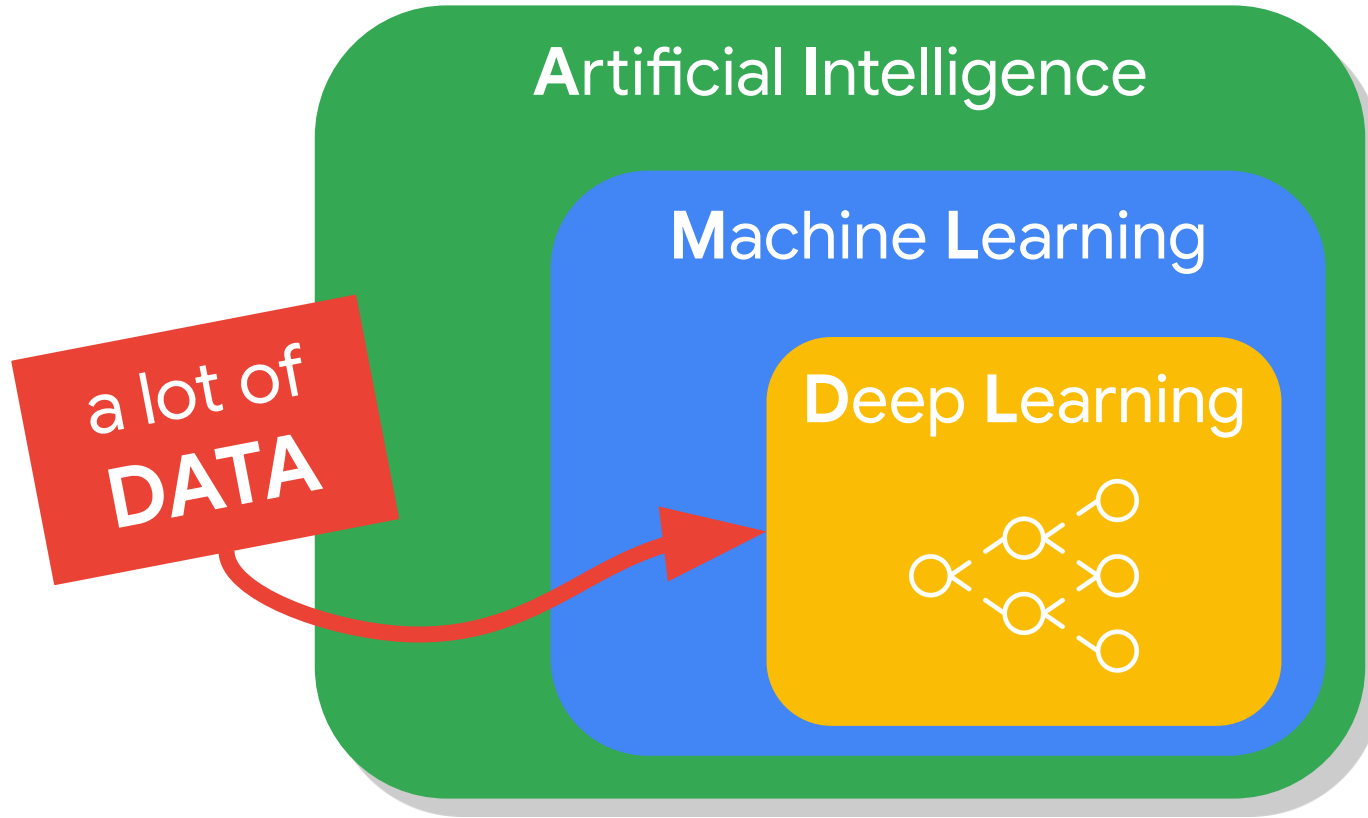


Artificial Intelligence

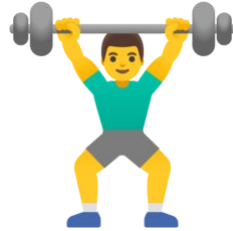
Machine Learning

Deep Learning

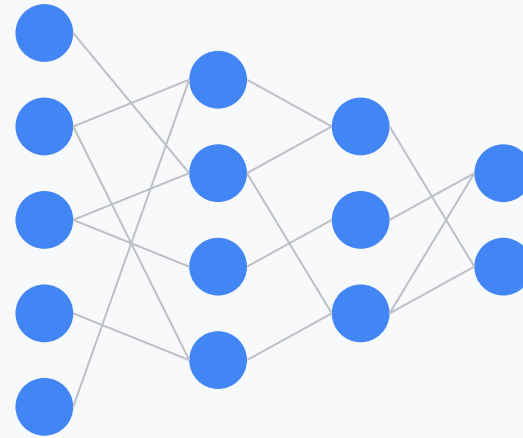




Training the machine

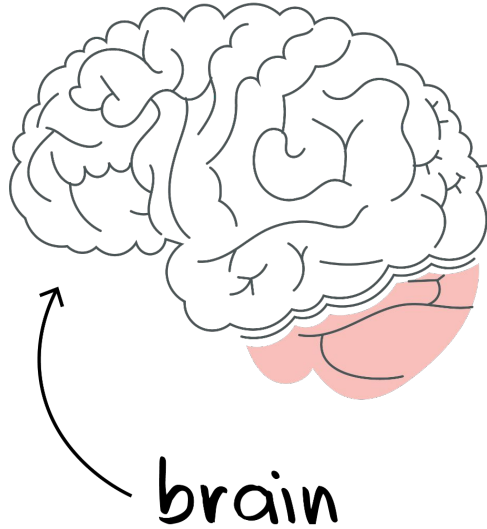


**Make a
Guess!**

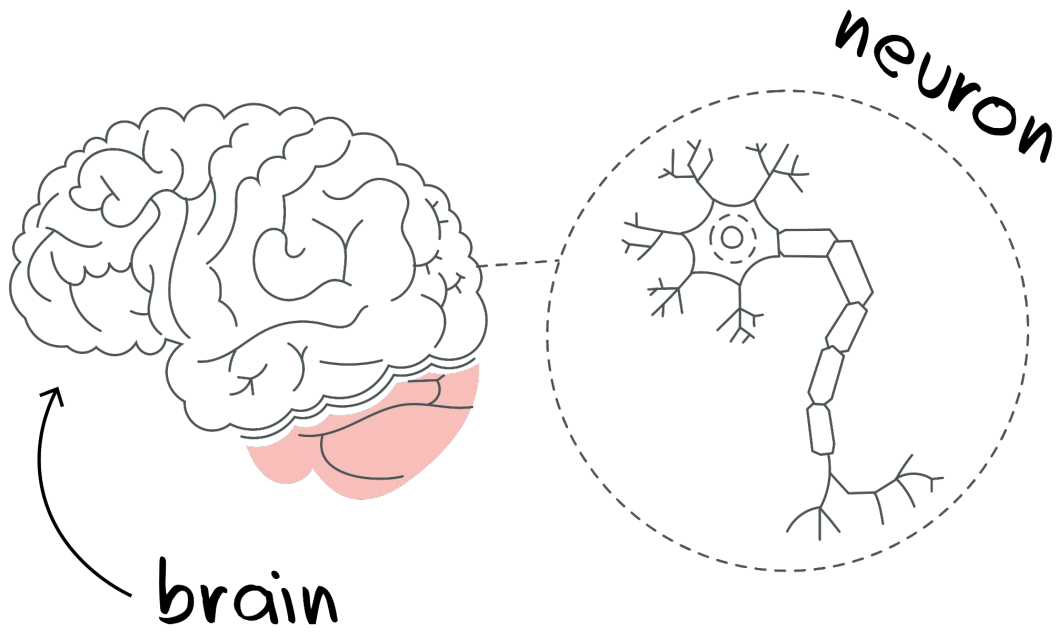


Neural Network

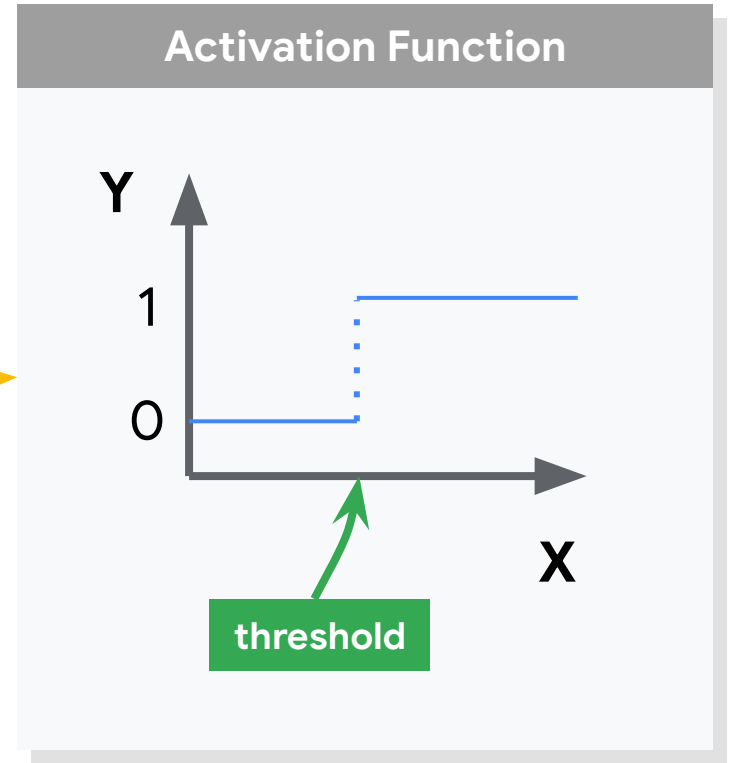
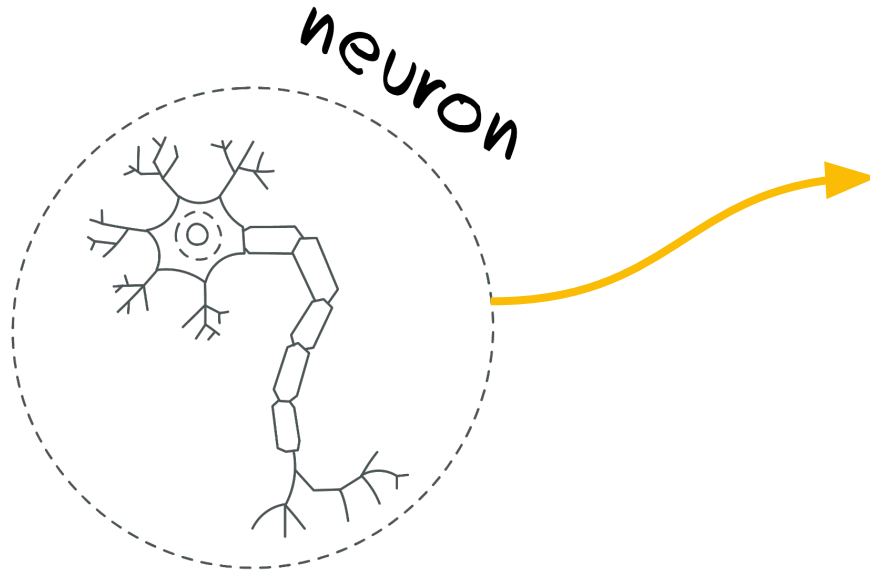
Neural network



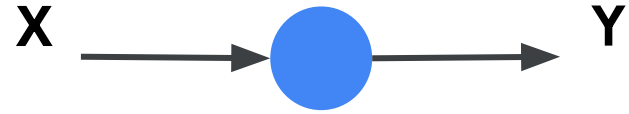
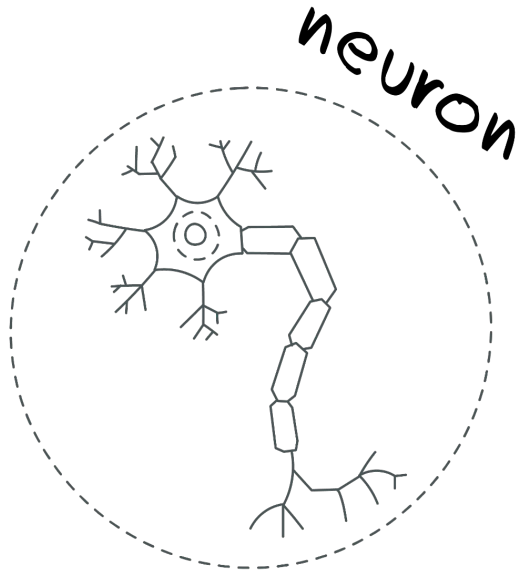
Neural network



Neural network



Neural network

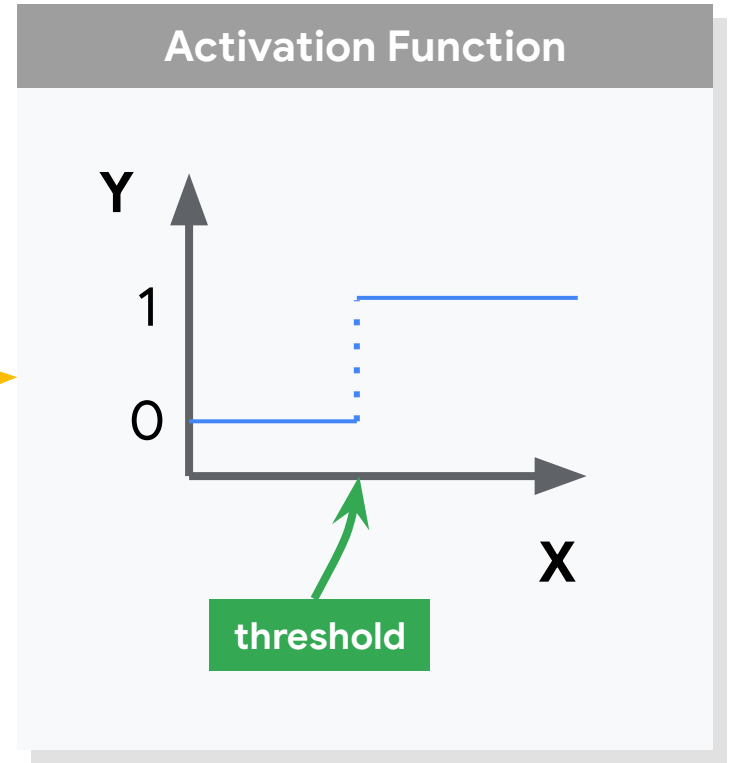
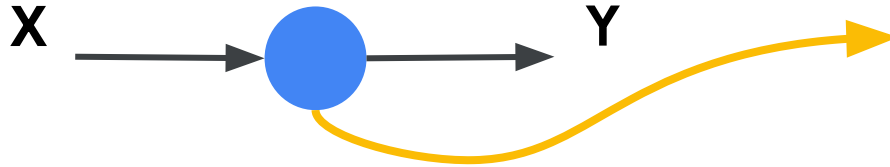


artificial

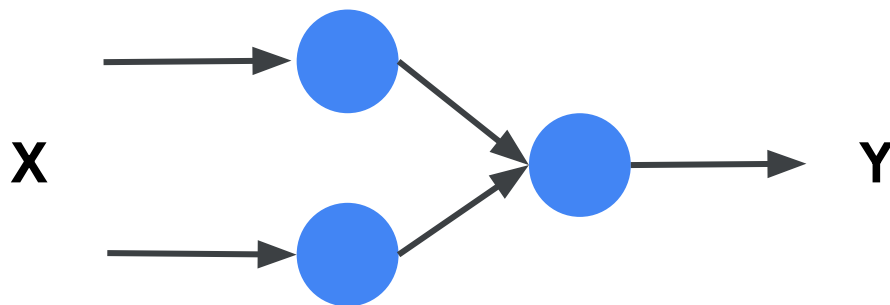
Neural network



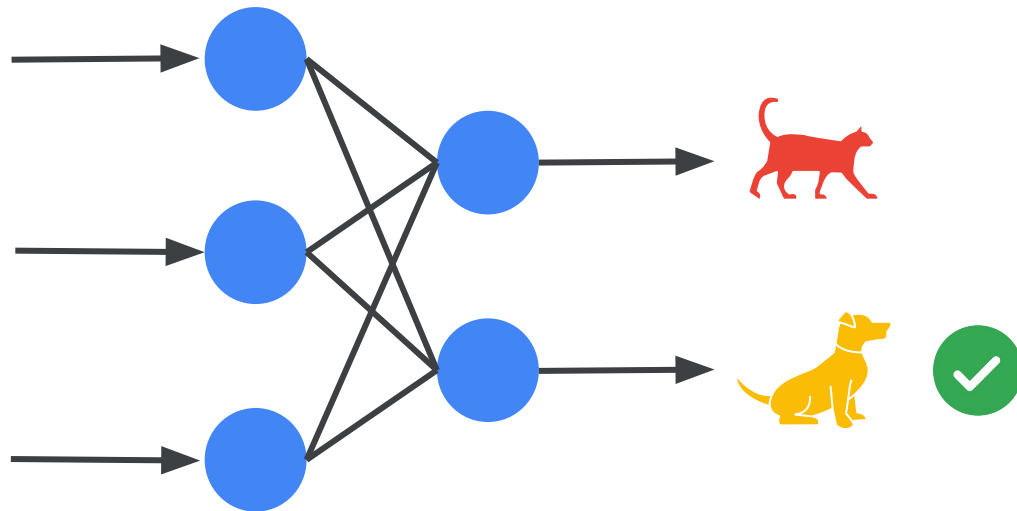
Neural network



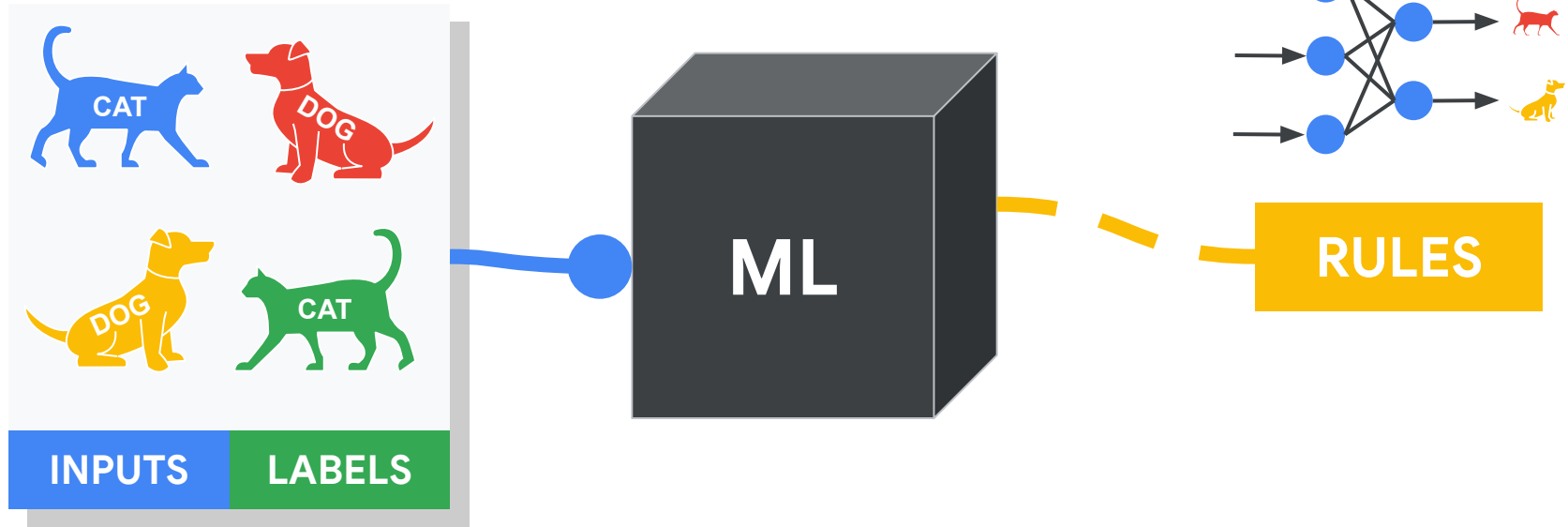
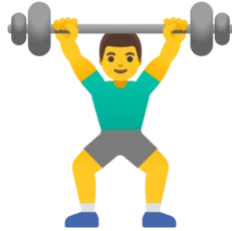
Multi-layer neural network



Deep Learning with **Neural Networks**



Training the machine



Case Study: Handwriting

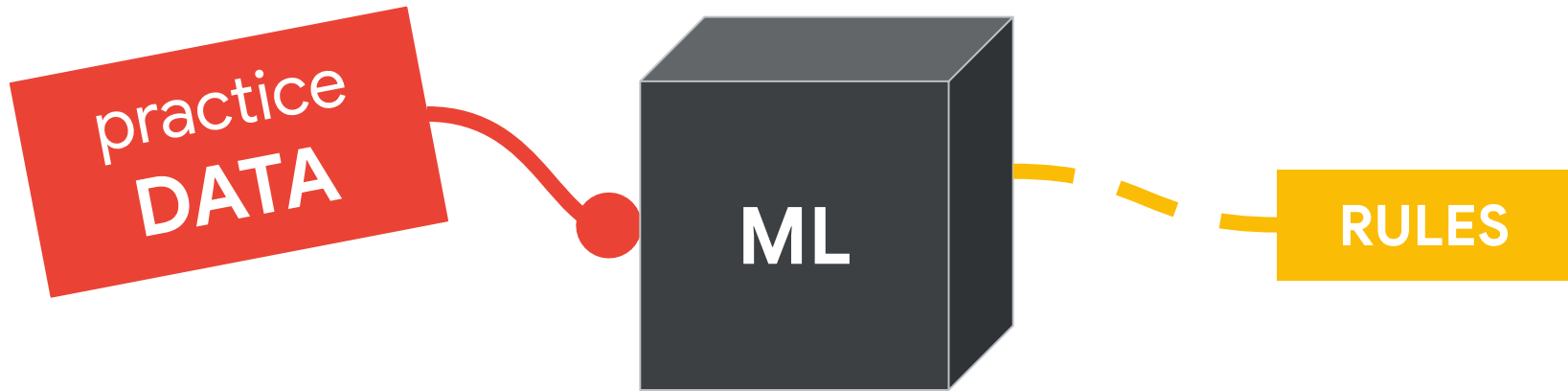
practice
DATA

| | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 |
| 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 | 2 |
| 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 | 3 |
| 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | 4 |
| 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 |
| 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 8 |
| 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 | 9 |

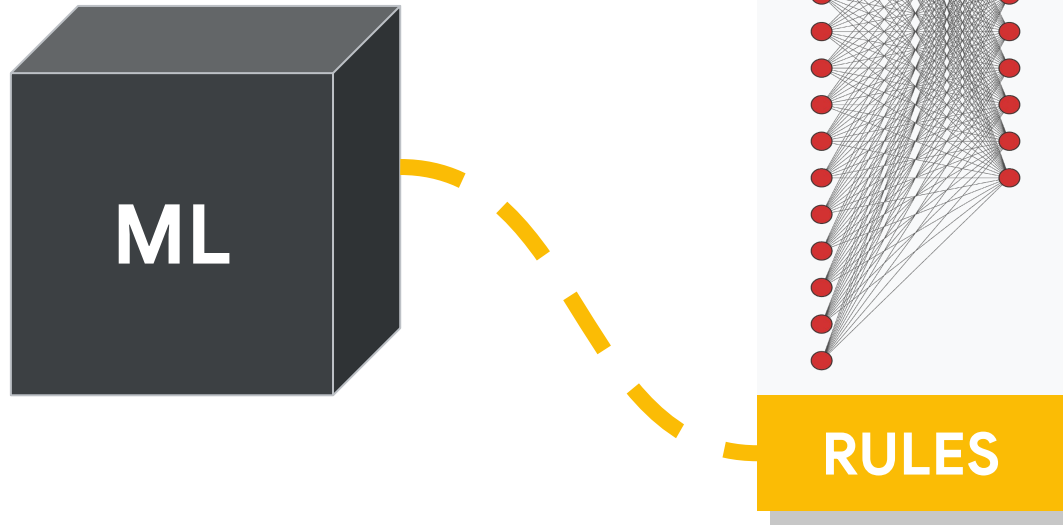
INPUTS

LABELS

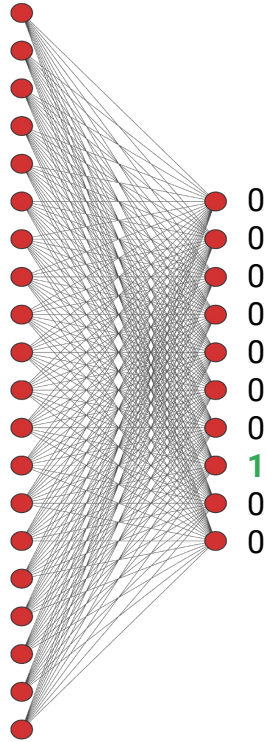
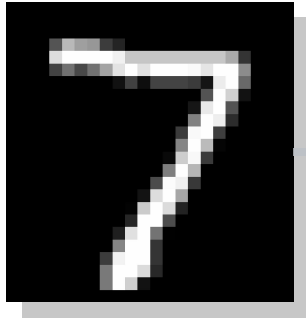
Case Study: Handwriting



Case Study: Handwriting

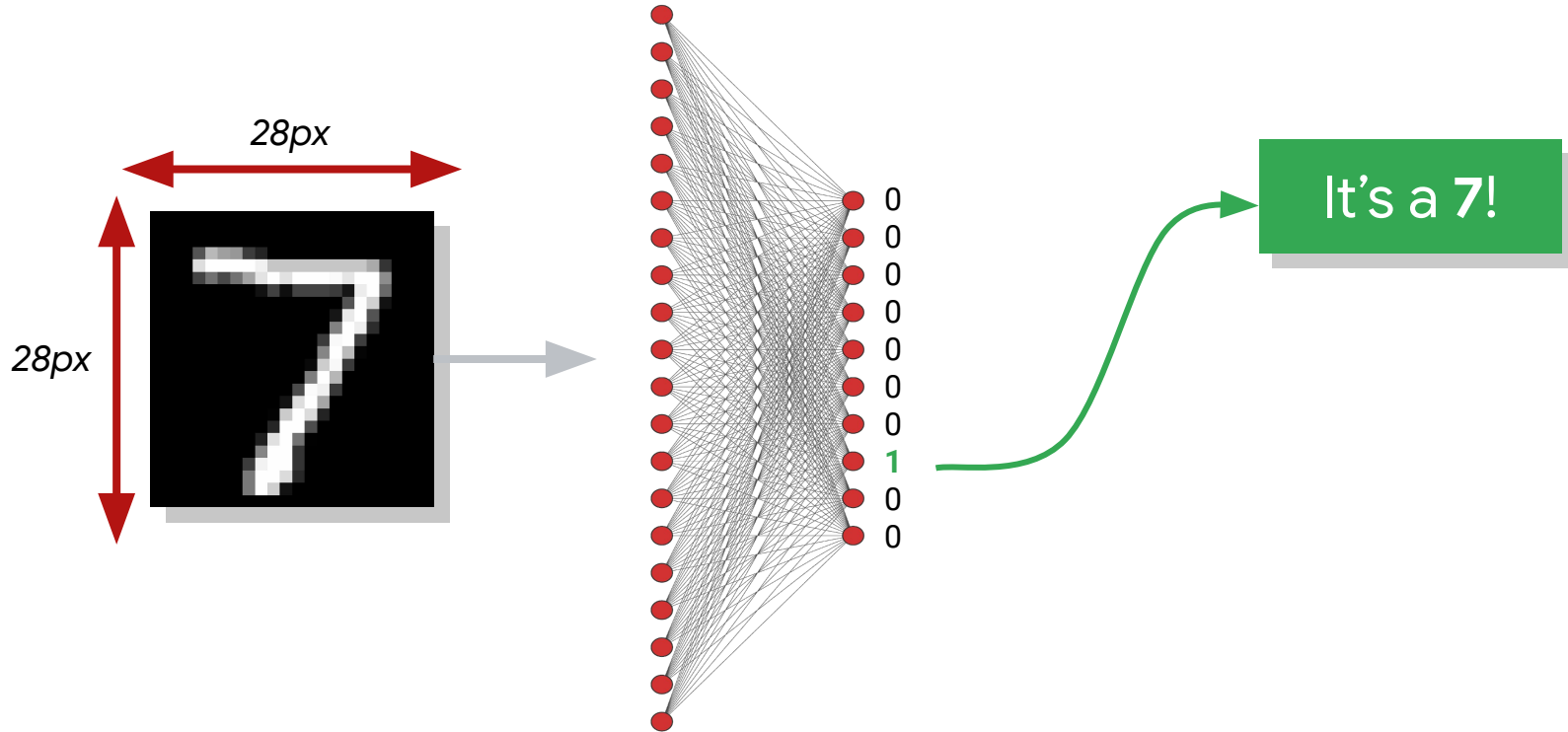


What number?

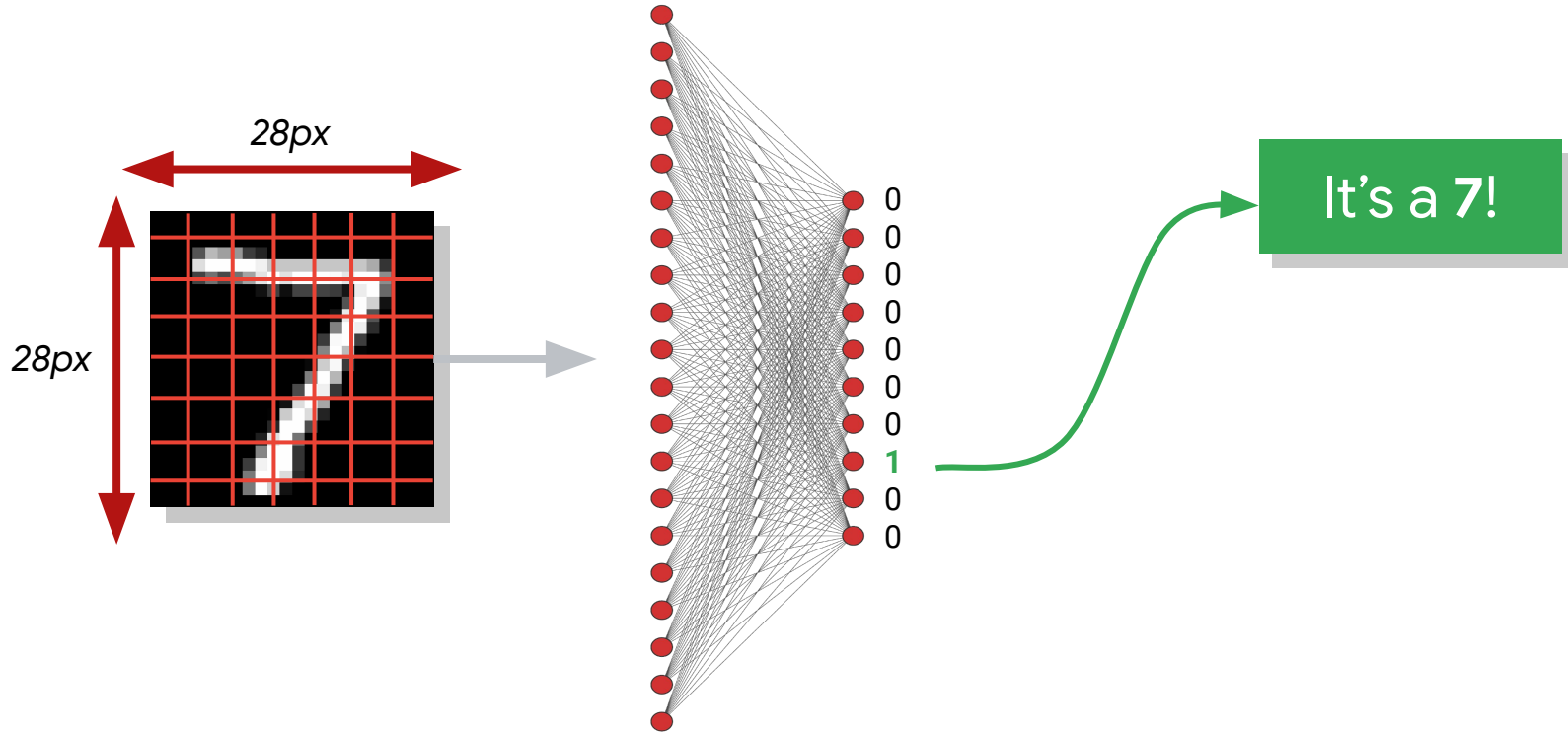


It's a 7!

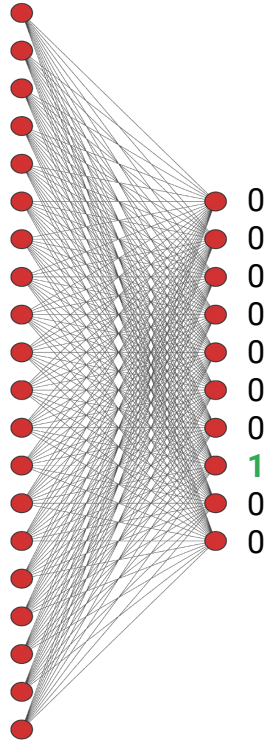
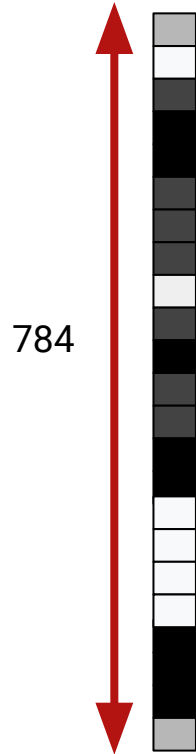
What number?



What number?
















Transform: flatten



It's a 7!

After Training the Model is VERY good!

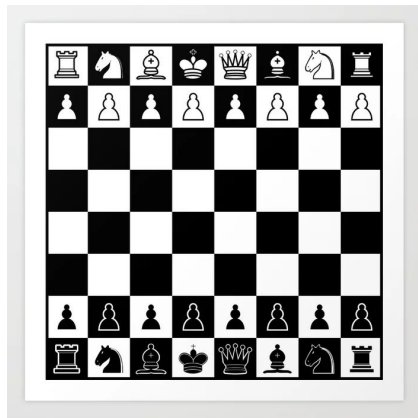
| Rank | Model | Percentage↓ error | Accuracy | Trainable Parameters | Error rate | Percentage correct | Extra Training Data | Paper | Code | Result | Year | Tags |
|------|---|----------------------|----------|-------------------------|---------------|-----------------------|---------------------------|---|---|---|------|------|
| 1 | Однородный ансамбль с простыми CNN | 0.09 | 99.91 | | | | × | An Ensemble of Simple Convolutional Neural Network Models for MNIST Digit Recognition |  |  | 2020 | |
| 2 | Branching/Merging CNN + Homogeneous Vector Capsules | 0.13 | 99.87 | 1,514,187 | | | × | No Routing Needed Between Capsules |  |  | 2020 | |
| 3 | EnsNet (Ensemble learning in CNN augmented with fully connected subnetworks) | 0.16 | 99.84 | | | | × | Ensemble learning in CNN augmented with fully connected subnetworks |  |  | 2020 | |
| 4 | Efficient-CapsNet | 0.16 | 99.84 | 161,824 | | | × | Efficient-CapsNet: Capsule Network with Self-Attention Routing |  |  | 2021 | |
| 5 | SOPCNN (Only a single Model) | 0.17 | 99.83 | 1,400,000 | | | × | Stochastic Optimization of Plain Convolutional Neural Networks with Simple methods | |  | 2020 | |
| 6 | RMDL (30 RDLs) | 0.18 | 99.82 | | | | × | RMDL: Random Multimodel Deep Learning for Classification |  |  | 2018 | |
| 7 | DropConnect | 0.21 | 99.79 | | | | × | Regularization of Neural Networks using DropConnect |  |  | 2013 | |

<https://paperswithcode.com/sota/image-classification-on-mnist>

And it can solve problems we couldn't solve without ML!

DeepBlue

On average in any board configuration there are **35** possible moves in chess.



And it can solve problems we couldn't solve without ML!

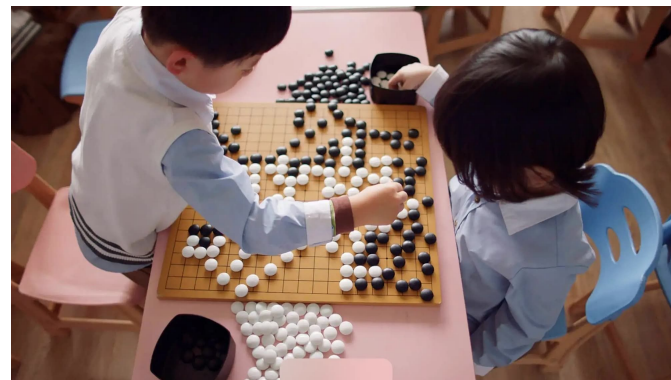
AlphaGo

“There are an astonishing **10 to the power of 170 possible board configurations** - more than the number of atoms in the known universe. This makes the game of Go a **googol times more complex than chess.**”

<https://www.deepmind.com/research/highlighted-research/alphago>

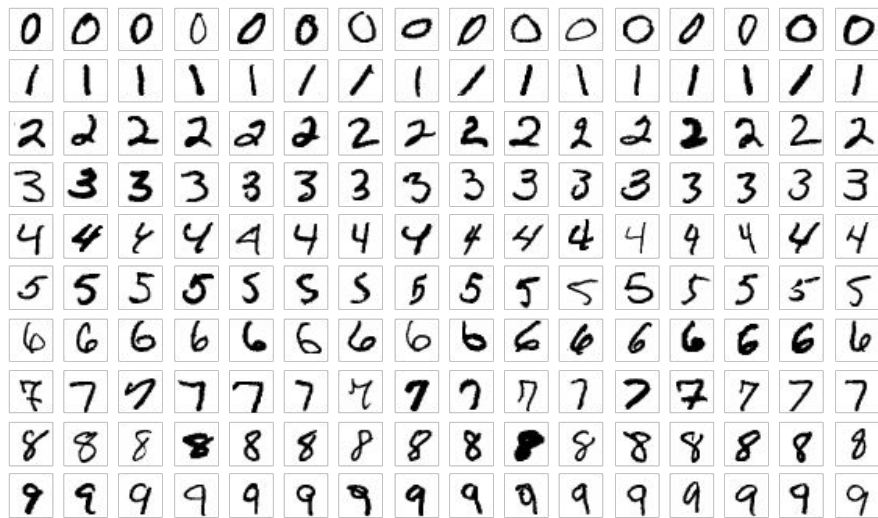
DeepBlue

On average in any board configuration there are **35** possible moves in chess.



But It Need Lots of Data

This is
considered
a **SMALL**
and simple
dataset
(~45MB)



10 Classes

6000 Images / Class

But It Need Lots of Data

**GPT-3 Used
~45TB of
data that's
~1,000,000
times more
data than
MNIST!**



Today's Agenda

- What is Artificial Intelligence?

- Hands-on: AutoDraw

- **What is (Deep) Machine Learning?**

- Hands-on: ThingTranslator

- What is Responsible TinyML?

- Summary

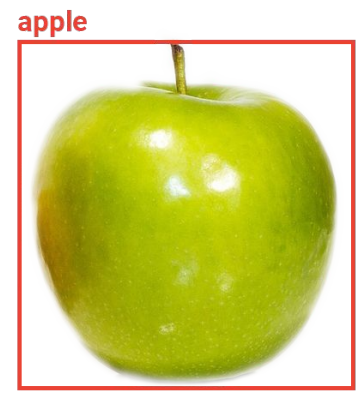
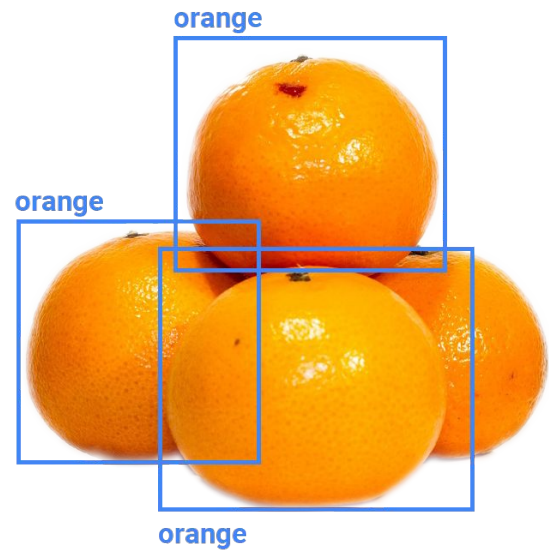
Today's Agenda

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Thing Translator

This is an
A.I.
Experiment

Thing Translator

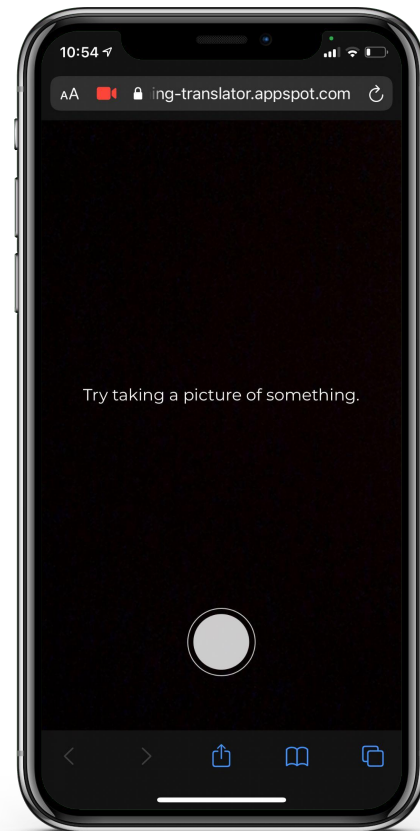
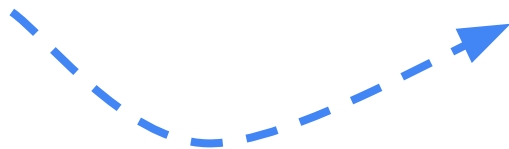


Thing Translator



Thing Translator

thing-translator.appspot.com



Discussion Groups

1. Do you think the AI did a **good job**? 👍 / 👎
2. **Why** do you think the AI **worked well**?
3. **How** did the AI solve this task? 🤔
4. What types of things were **particularly hard or easy** for the AI?
5. Was the AI **better or worse** in this experiment? **Why** do you think?

anything else?



Today's Agenda

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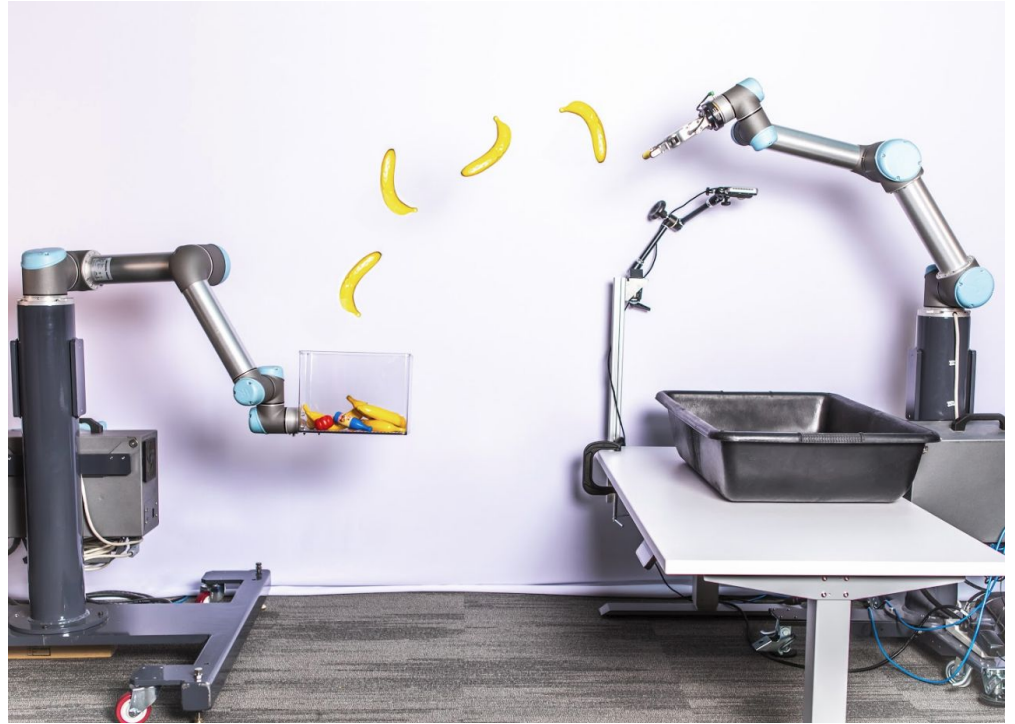
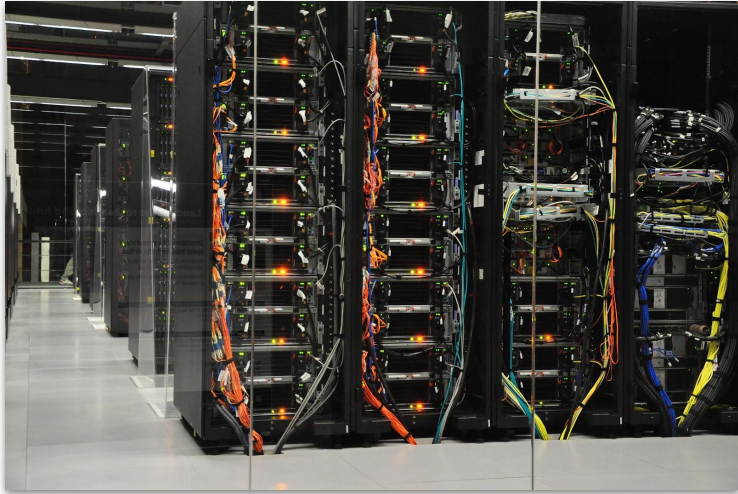
TinyML

ML

*What's the
difference?*



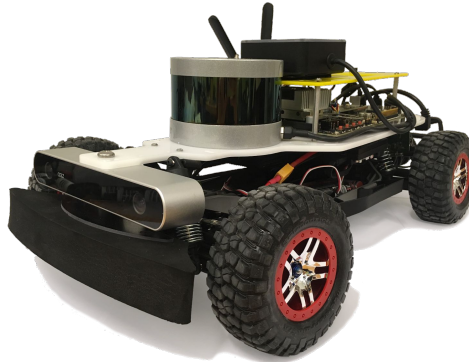
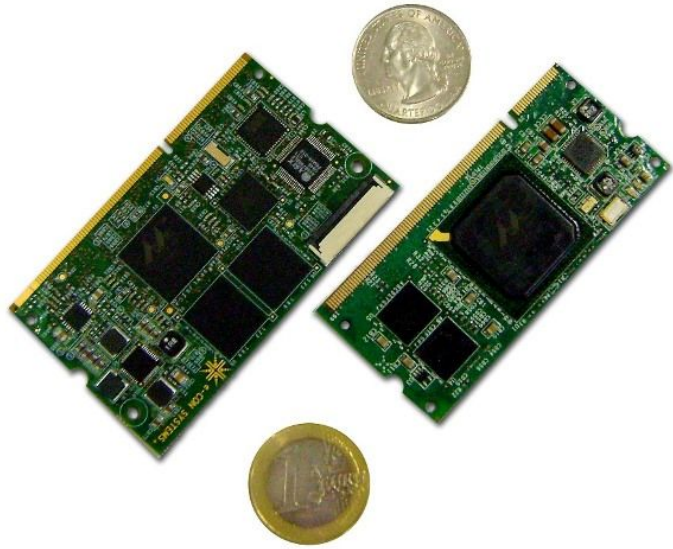
☁ Cloud / Server



Mobile



ML on Embedded Devices



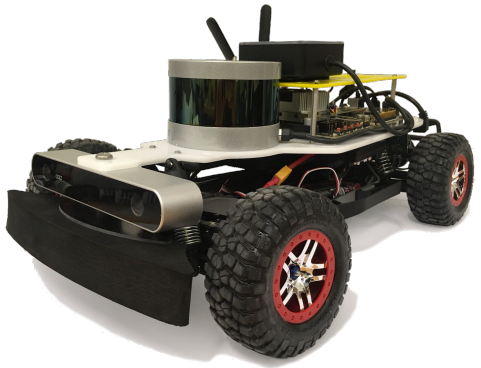
Google Assistant



IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things



Google Assistant



No Good Data Left Behind

5 Quintillion

bytes of data produced
every day by IoT

<1%

of unstructured data is
analyzed or used at all

IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things

B

L

E

R

P

IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things

Bandwidth

Latency

Energy

Reliability

Privacy

IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things

Bandwidth
Latency
Energy



**Battery Life is
only O(months)
and only sends
GPS signal**

IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things

Bandwidth

Latency

Energy

The OpenCollar
initiative



IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things



Google Assistant



Reliability
Privacy

IoT 1.0:
Internet
of Things



IoT 2.0:
Intelligence
on Things

Bandwidth

Latency

Energy

Reliability

Privacy

**TinyML to
the rescue!**

What is Tiny Machine Learning (**TinyML**)?

TinyML



Fastest-growing field of **ML**



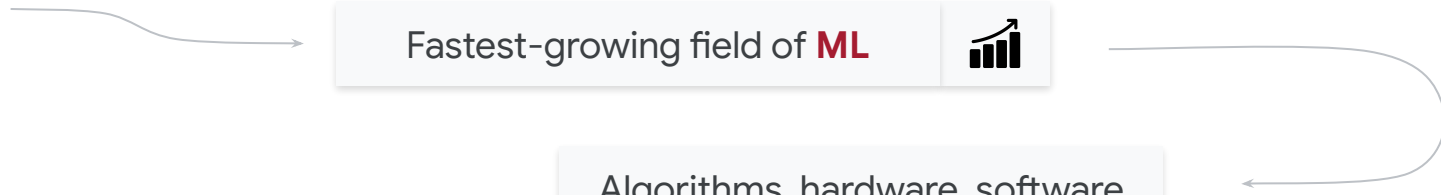
What is Tiny Machine Learning (**TinyML**)?

TinyML

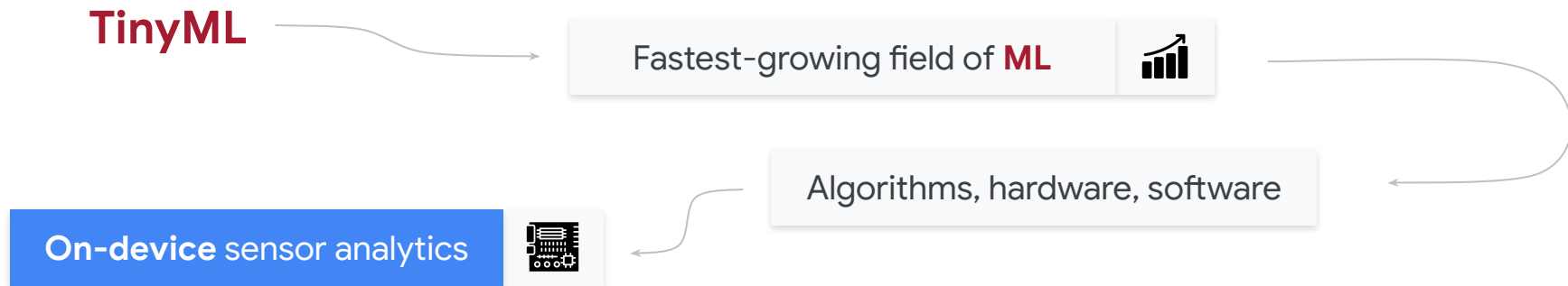
Fastest-growing field of **ML**



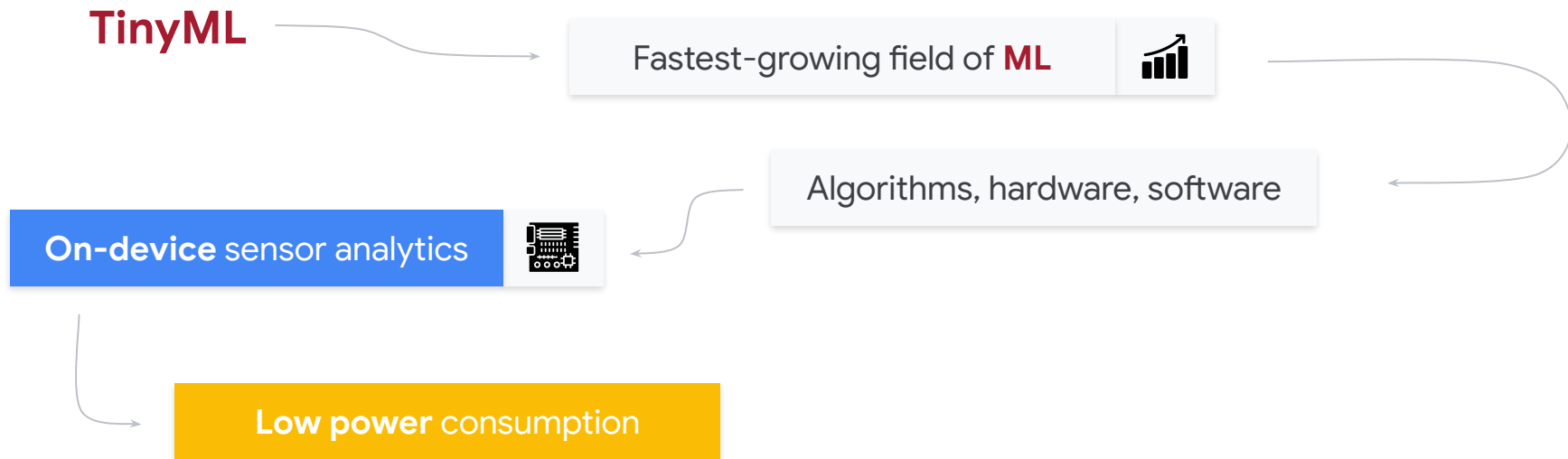
Algorithms, hardware, software



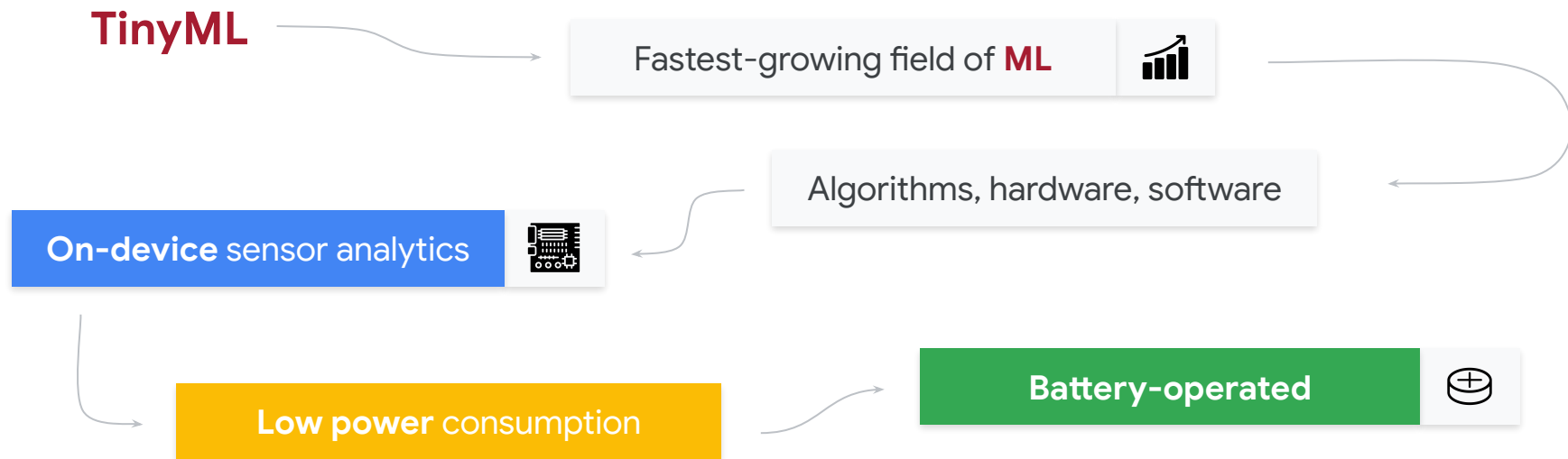
What is Tiny Machine Learning (**TinyML**)?



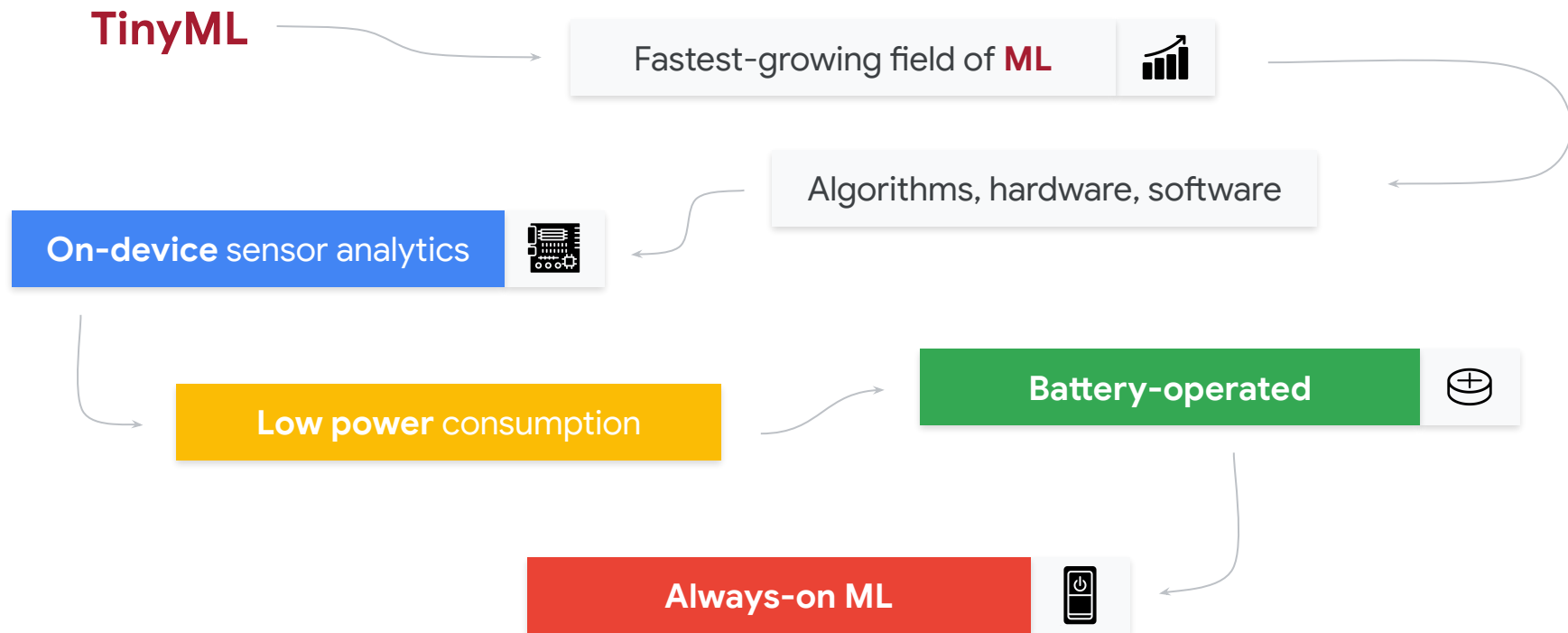
What is Tiny Machine Learning (**TinyML**)?



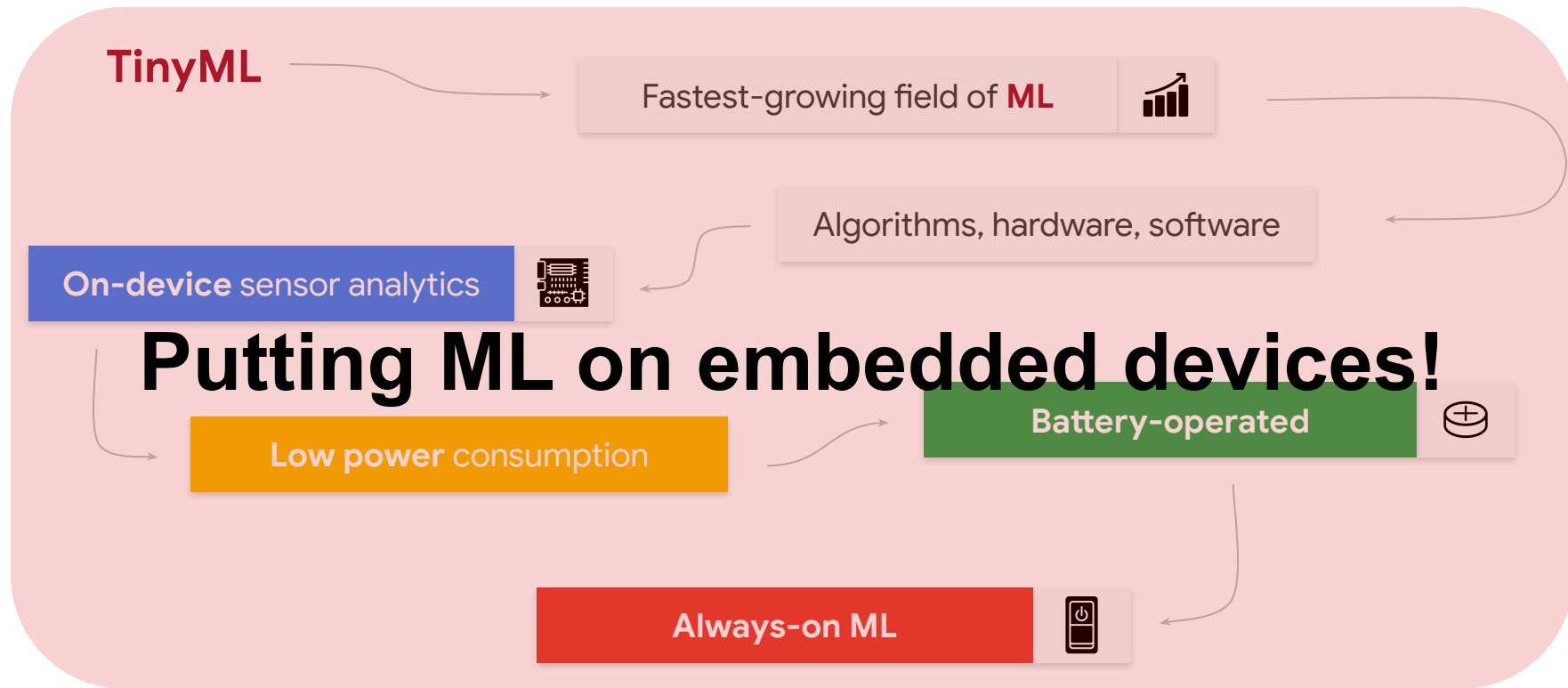
What is Tiny Machine Learning (**TinyML**)?



What is Tiny Machine Learning (**TinyML**)?



What is Tiny Machine Learning (**TinyML**)?





Promising Social Applications of TinyML

Wildlife conservation

ElephantEdge

Building The World's Most Advanced
Wildlife Tracker.



Agriculture

May be able to reduce agrichemical use to 0.1%
of conventional blanket spraying

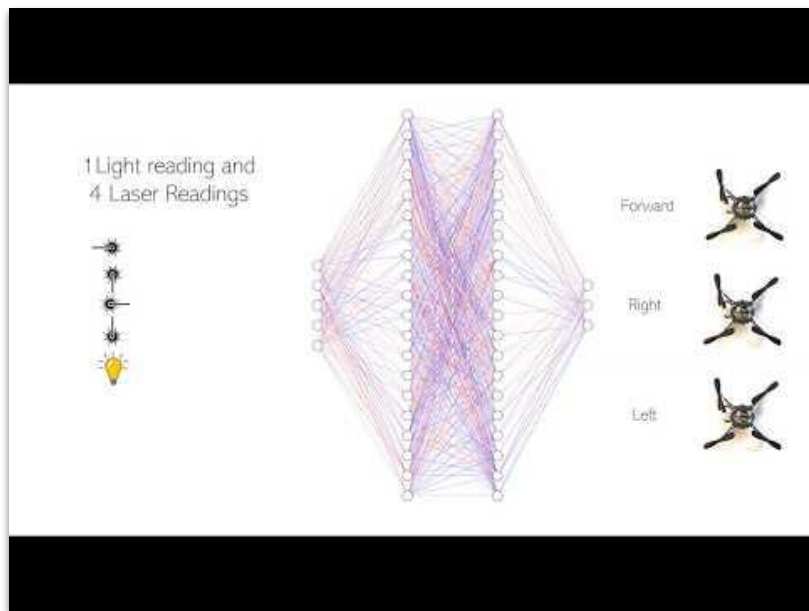
Technology: The Future of Agriculture

[Anthony King](#)

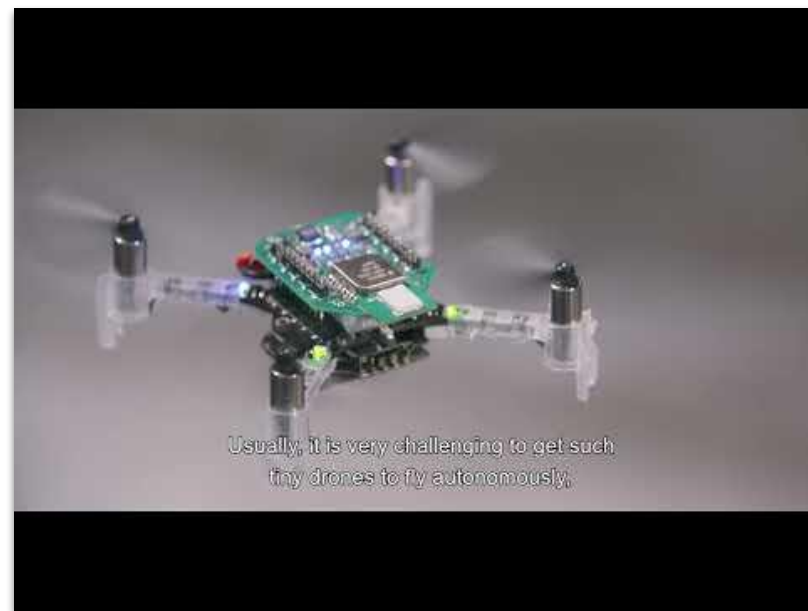
[Nature](#) 544, S21–S23 (2017) | [Cite this article](#)

161k Accesses | 132 Citations | 209 Altmetric | [Metrics](#)

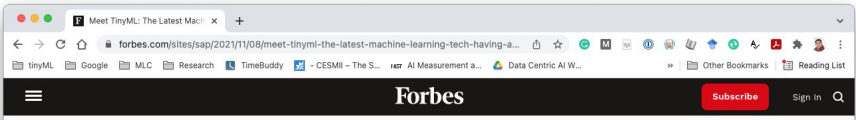
TinyRL: Autonomous Navigation on Nano Drone



[ICRA'21]



[IROS'21]



Meet TinyML: The Latest Machine Learning Tech Having An Outsize Business Impact

Dr. Nicholas Nicoloudis | Brand Contributor
SAP BRANDVOICE | Paid Program
Innovation

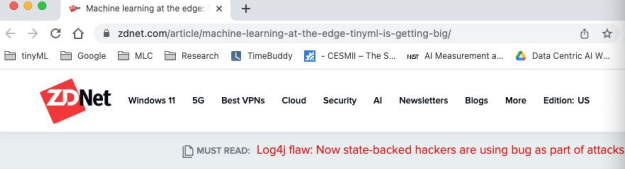
As device sensors proliferate across product development through insurmountable...
There are sound economic reasons researchers predict IoT will have a trillion by 2025, identifying manufacturing...



The rise of tinyML to collect data from edge devices... explosion of sensors in pretty much every industry...

The tinyML community was established... learning architectures, techniques, on-device analytics for a variety of chemical, and others) at low power devices. One of the tinyML founders...

"...we are in the midst of the digital... ultimate benefits of extreme energy intelligence and analytics at low cost features..."



Machine learning at the edge: TinyML getting big

Being able to deploy machine learning applications at the edge is the key to unlocking... TinyML is the art and science of producing machine learning models frugal enough to rapid growth.

Written by **George Anadiotis**, Contributing Writer
Posted in Big on Data on June 7, 2021 | Topic: Big Data

Is it \$61 billion and 38.4% CAGR by 2028 or \$43 billion and 37.4% CAGR by 2027? Depends on which report outlining the growth of **edge computing** you choose to go by, but in the end it's not that different.

What matters is that **edge computing is booming**. There is growing interest by vendors, and ample coverage, for good reason. Although the definition of **what constitutes edge computing** is a bit fuzzy, the idea is simple. It's about taking compute out of the data center, and bringing it as close to where the action is as possible.

Whether it's stand-alone IoT sensors, devices of all kinds, **drones**, or **autonomous vehicles**, there's one thing in common. Increasingly, data generated at the edge are used to feed applications powered by machine learning models. There's just one problem: machine learning models were never designed to be deployed at the edge. Not until now, at least. Enter **TinyML**.



What is machine learning? Everything you need to know

Tiny machine learning (TinyML) is broadly defined as a fast growing



Home



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How TinyML is powering big ideas across critical industries

BrandPost Sponsored by SAP | Learn More | JUL 18, 2021 4:31 PM PDT



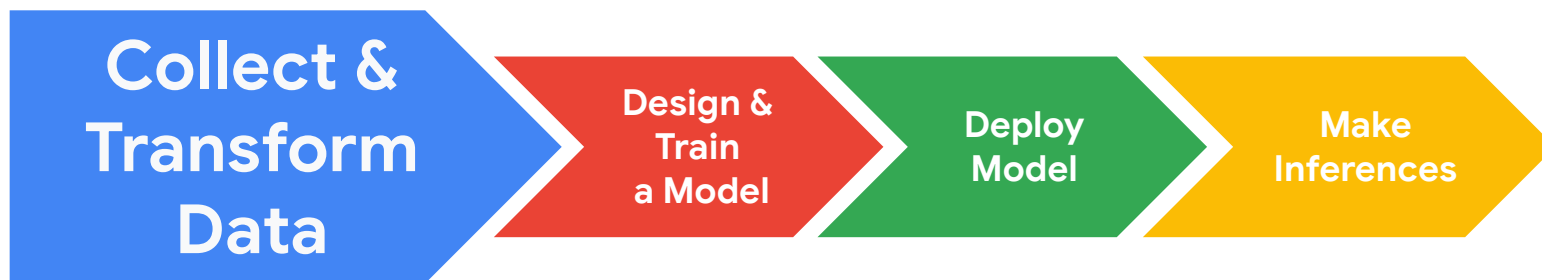
From cars and TVs to lightbulbs and doorbells. So many of the objects in everyday life have 'smart' functionality because the manufacturers have built chips into them.

But what if you could also run machine learning models in something as small as a **golf ball dimple**? That's the reality that's being enabled by TinyML, a **broad movement** to run tiny machine learning algorithms on embedded devices, or those with

The (Tiny) Machine Learning **Workflow**



The (Tiny) Machine Learning **Workflow**



**If ML is going to be everywhere
we need to consider how to best
collect **GOOD** data **RESPONSIBLY****

Good Data is Necessary for Accuracy

What problem are you trying to *solve*?

- Your data must contain useful features
- Can a human (expert) distinguish between examples of each class?
- How will you measure performance?

Good Data is Necessary for Accuracy

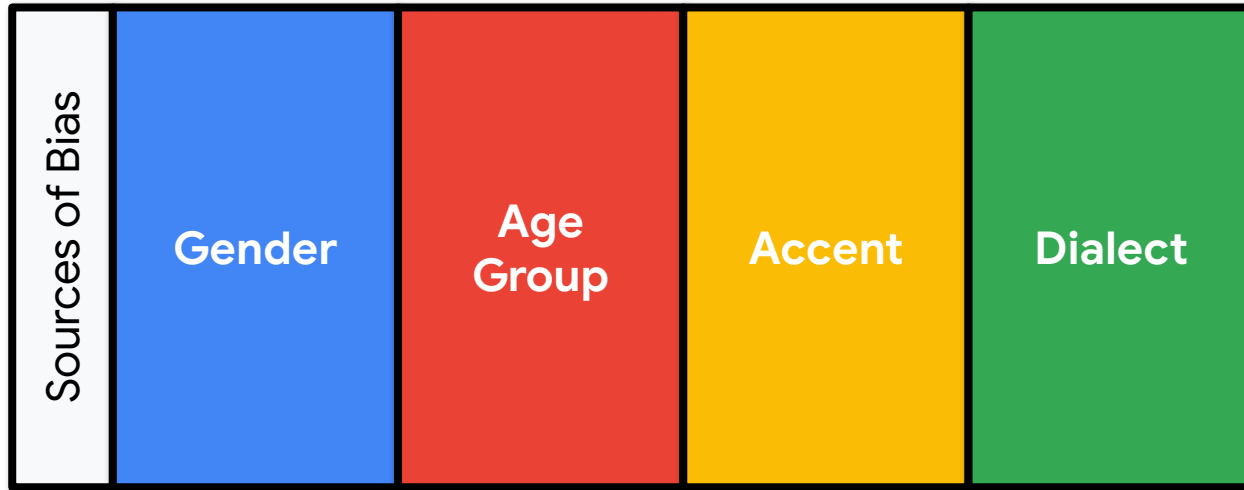
What problem are you trying to *solve*?

- Your data must contain useful features
- Can a human (expert) distinguish between examples of each class?
- How will you measure performance?

Both *quantity* and *quality* will influence your model's performance

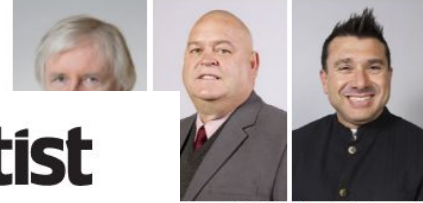
- **Wide variety of training examples**
- **Correct labels (answers)**
- **Good Balance (e.g., dog, cat, random)**

Potential **Bias** in Speech Recognition



Color Matters in Computer Vision

Facial recognition algorithms made by Microsoft, IBM and Face++ were more likely to misidentify the gender of black women than white men.



1 percent of lighter-skinned males in a set of



7 percent of lighter-skinned females in a set of



12 percent of darker-skinned males in a set of



Gender was misidentified in 35 percent of darker-skinned females in a set of 271

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Voice assistants seem to be worse at understanding commands from women



TECHNOLOGY 9 May 2019

By [Nicole Kobie](#)



ARTIFICIAL INTELLIGENCE

Predictive They need

Lack of transparency and the purpose. If we can't fix them

By Will

TOM SIMONITE

BUSINESS

The Best

US government t

es.



Today's Agenda

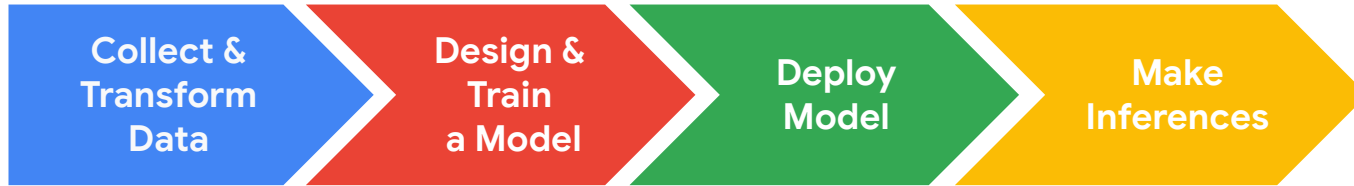
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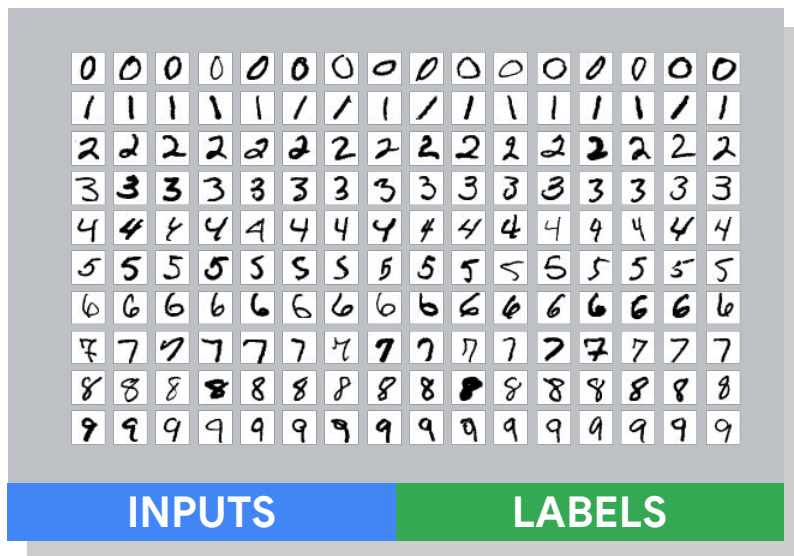
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• **Summary**

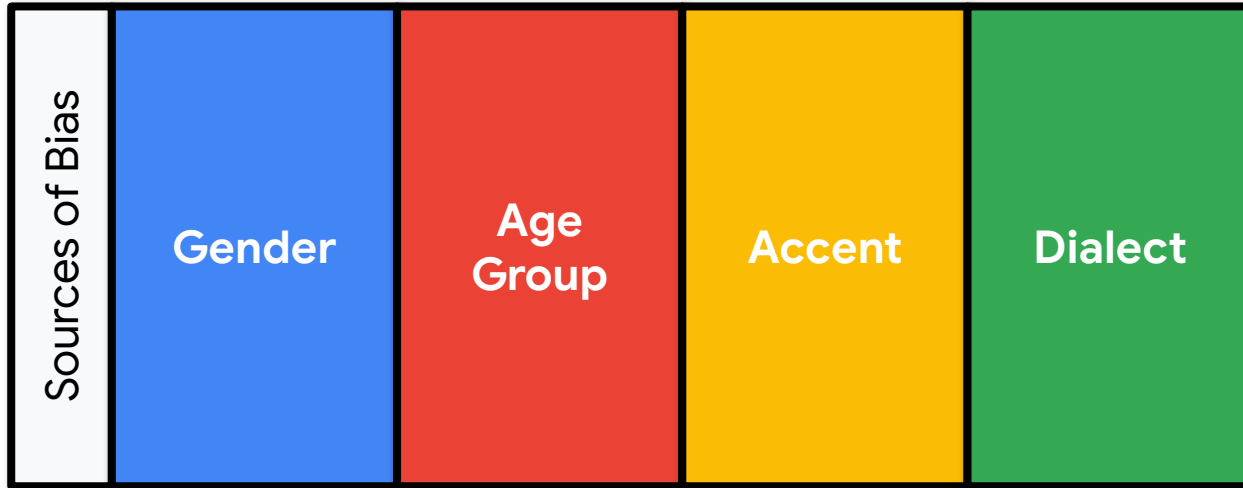
Machine Learning **Workflow**



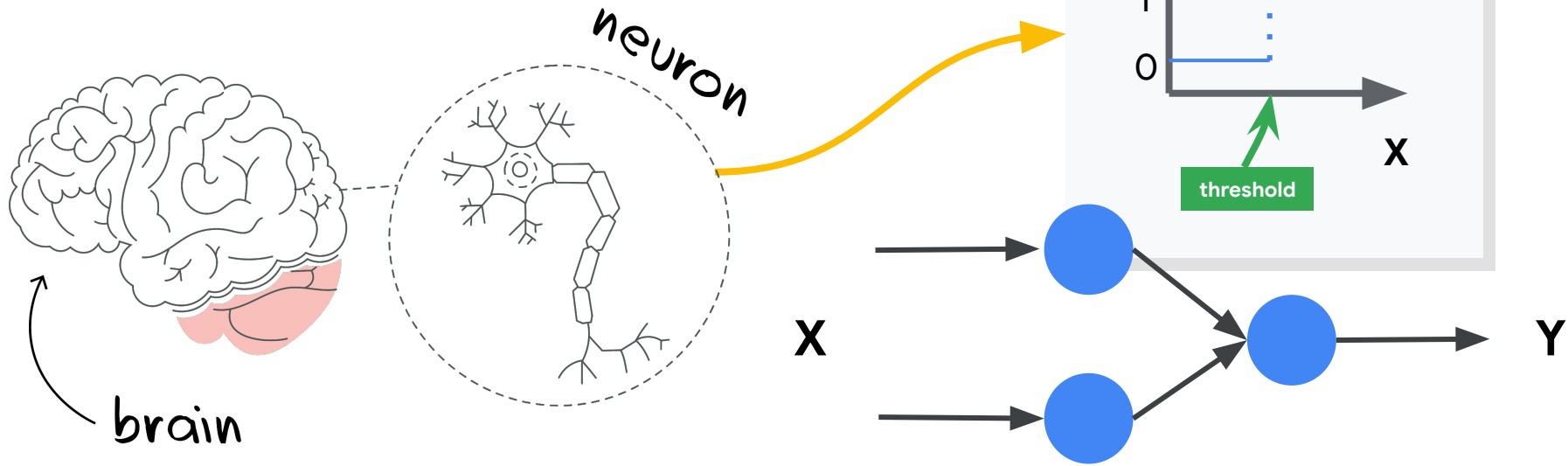
Machine Learning Workflow



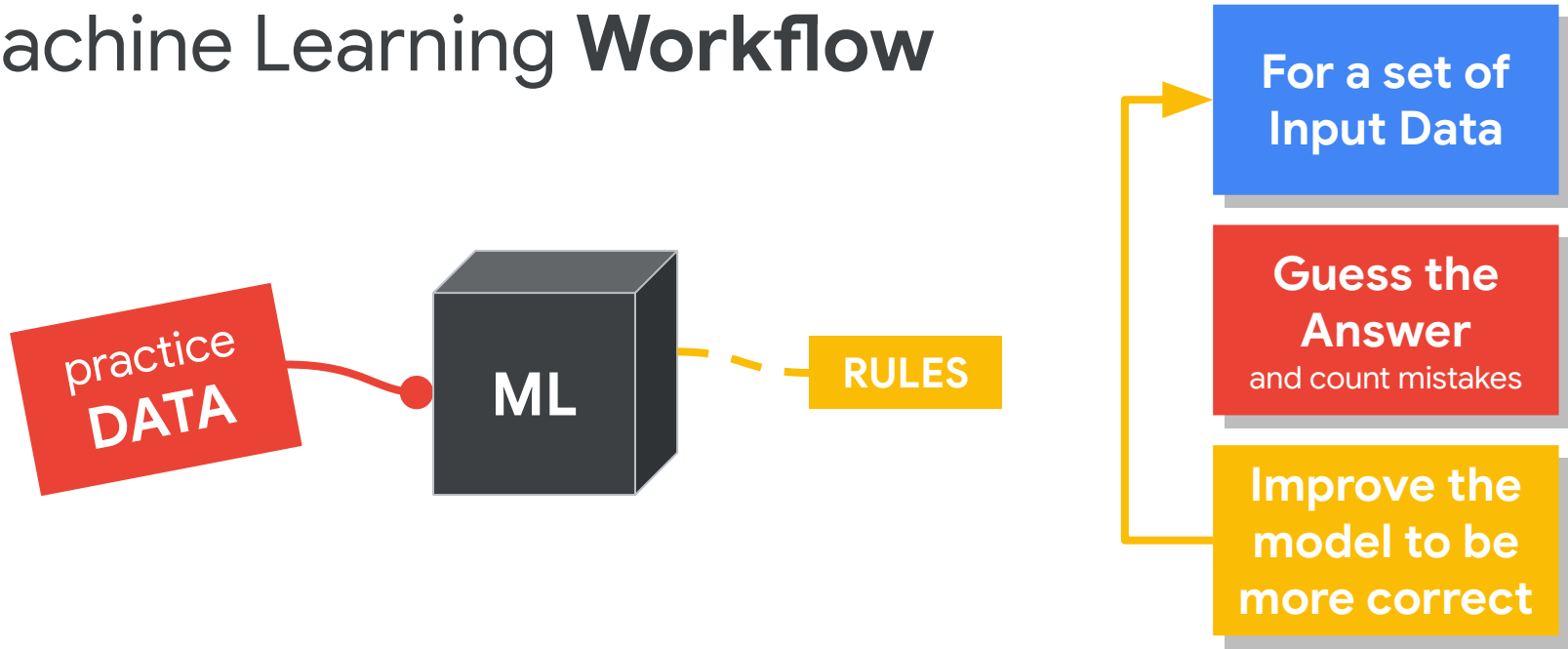
Machine Learning **Workflow**



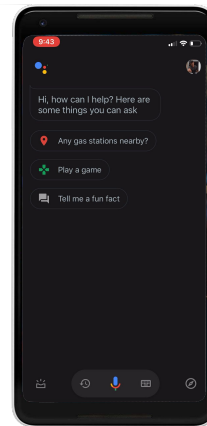
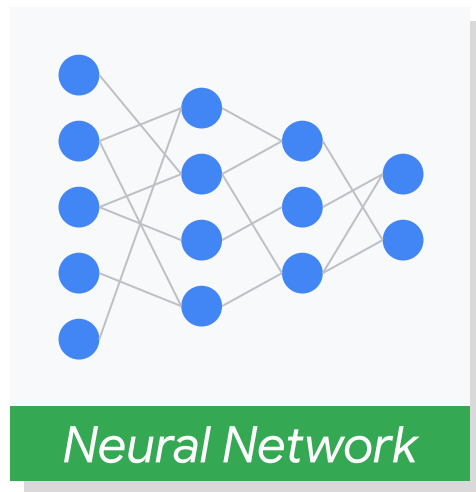
Machine Learning Workflow



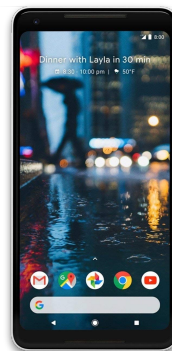
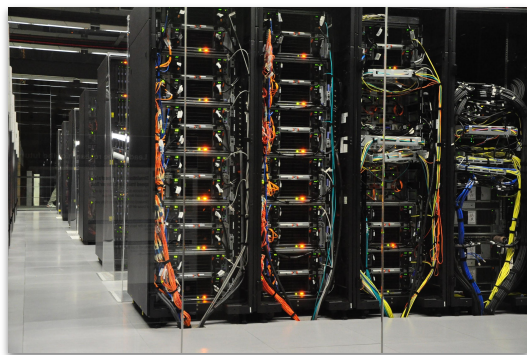
Machine Learning Workflow



Machine Learning **Workflow**



Machine Learning Workflow



Google
Assistant



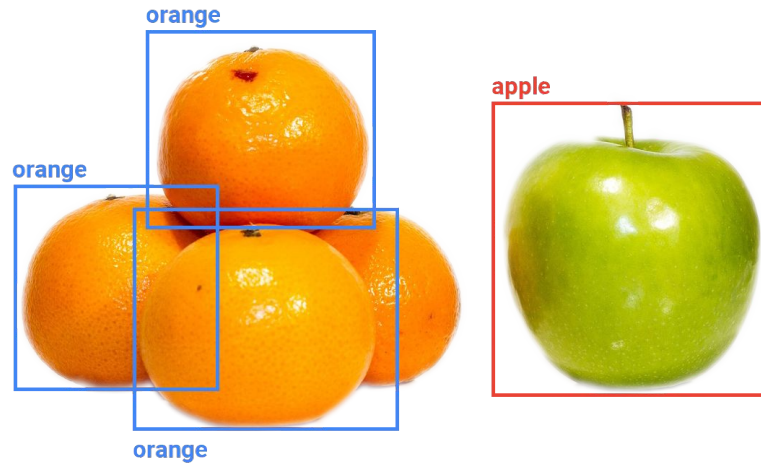
Collect &
Transform Data

Design & Train
a Model

Deploy
Model

Make
Inferences

Machine Learning **Workflow**



Bonus Content: Scaling TinyML

Why do 87% of data science projects never make it into production?

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“If your competitors are applying AI, and they’re finding insight that allow them to accelerate, they’re going to peel away really, really quickly.” Deborah Lef, CTO for data science and AI at IBM, said on stage at [Transform 2019](#).

On their panel, “What the heck does it even mean to ‘Do AI’? Lef and Chris Chapo, SVP of data and analytics at Gap, dug deep into the reason so many companies are still either kicking their heels or simply failing to get AI strategies off the ground, despite the fact that the inherent advantage large companies had over small companies is gone now, and the paradigm has changed completely. With AI, the fast companies are outperforming the slow companies, regardless of their size. And tiny, no-name companies are actually stealing market share from the giants.

But if this is a universal understanding, that AI empirically provides a competitive edge, why do only 13% of data science projects, or just one out of

Let's quantify this a bit. In 2019 alone, approximately **USD 40 billions** were invested into privately held AI companies. If we extrapolate this and throw the approximated success rate of AI projects into these figures (and completely exclude intracompany ML investments), we reach the conclusion that in 2019, around **USD 38 billions were wasted due to unsuccessful Machine Learning projects.**

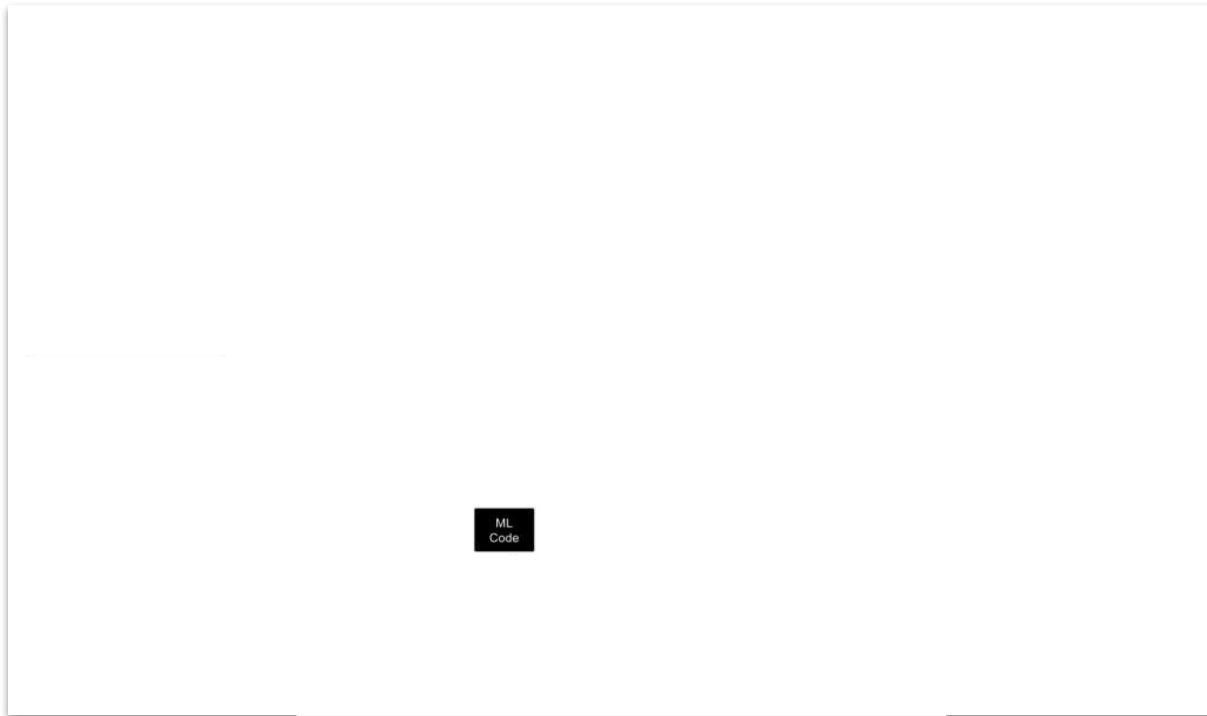


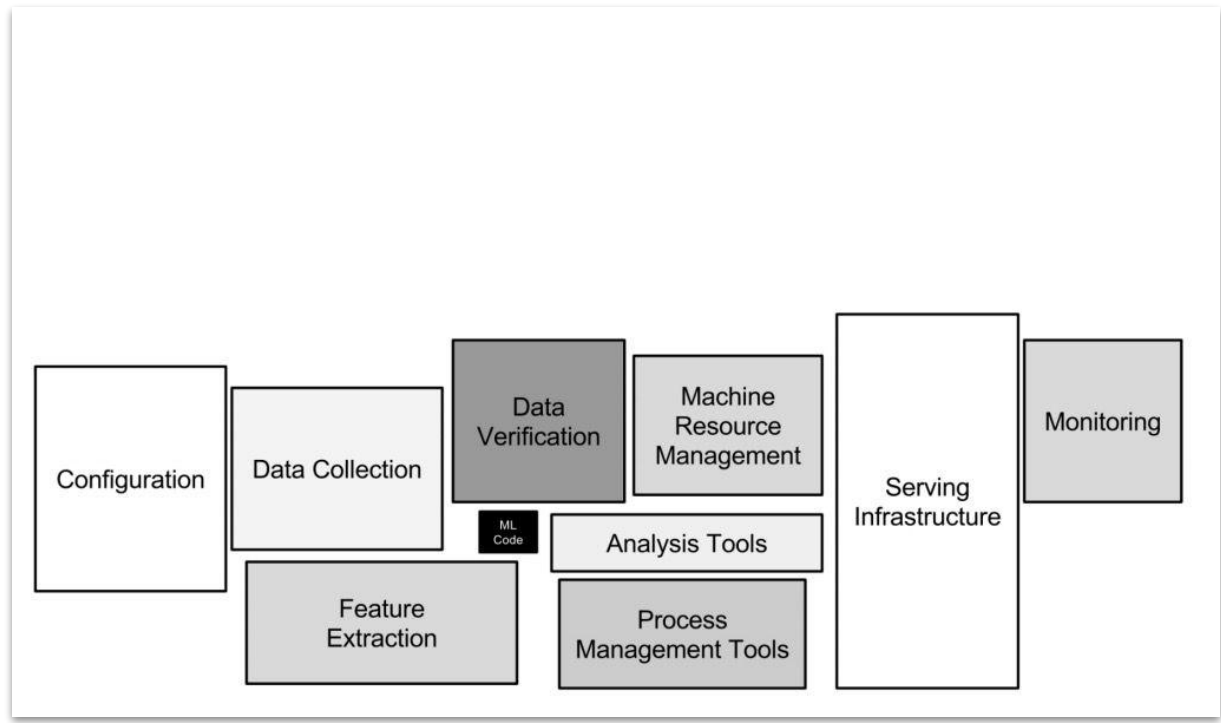
Predicts 2019: Analytics and BI Solutions



- Through 2020, 80% of AI projects will remain alchemy, run by wizards whose talents will not scale in the organization.
- Through 2022, only 20% of analytic insights will deliver business outcomes.
- By 2021, proof-of-concept analytic projects using quantum computing infrastructure will have outperformed traditional analytic approaches in multiple domains by at least a factor of 10

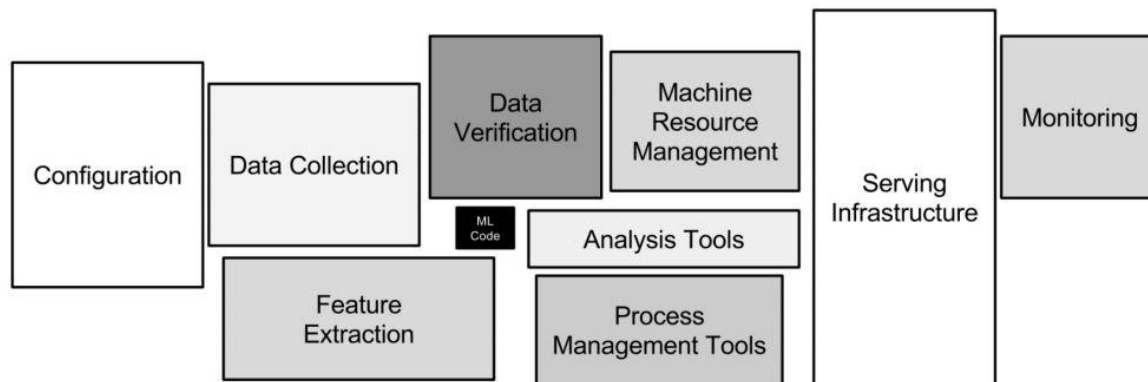
Source: https://blogs.gartner.com/andrew_white/2019/01/03/our-top-data-and-analytics-predicts-for-2019/



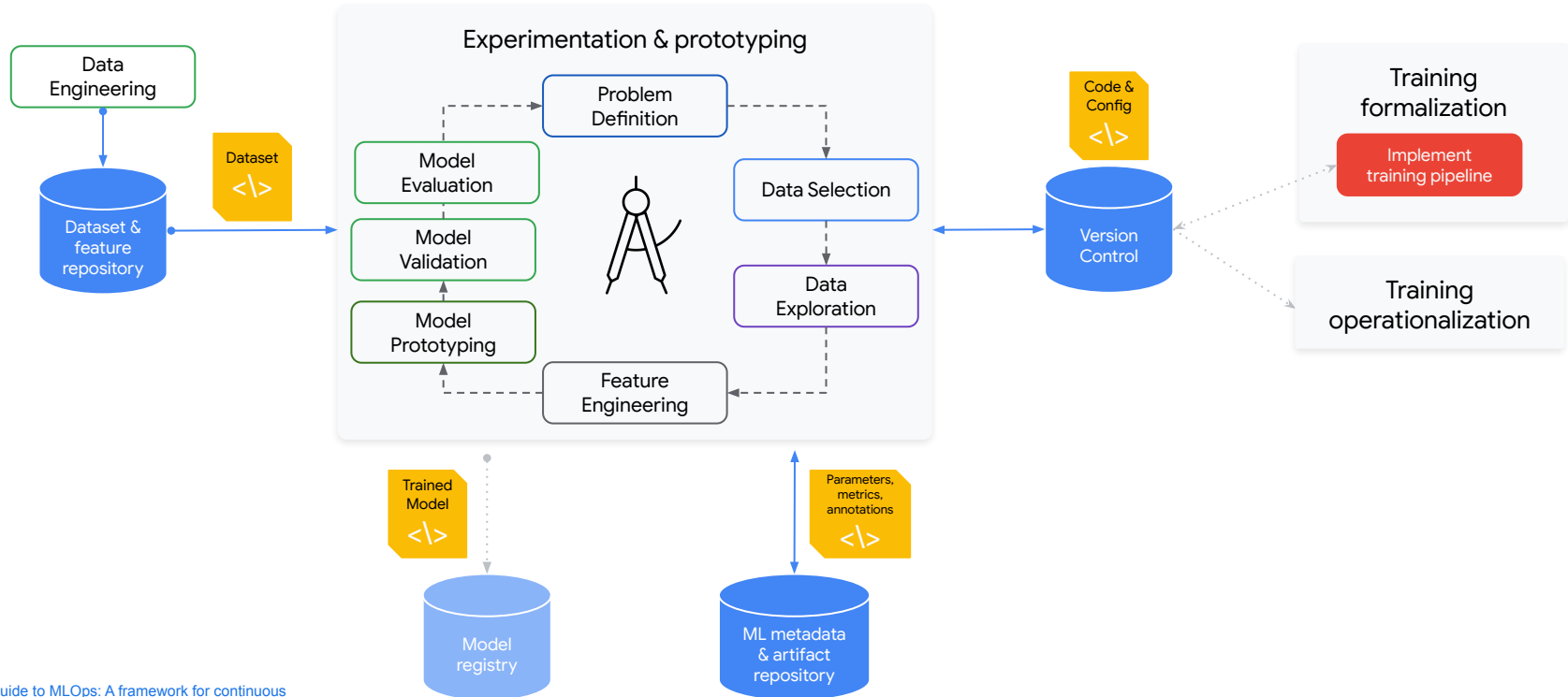


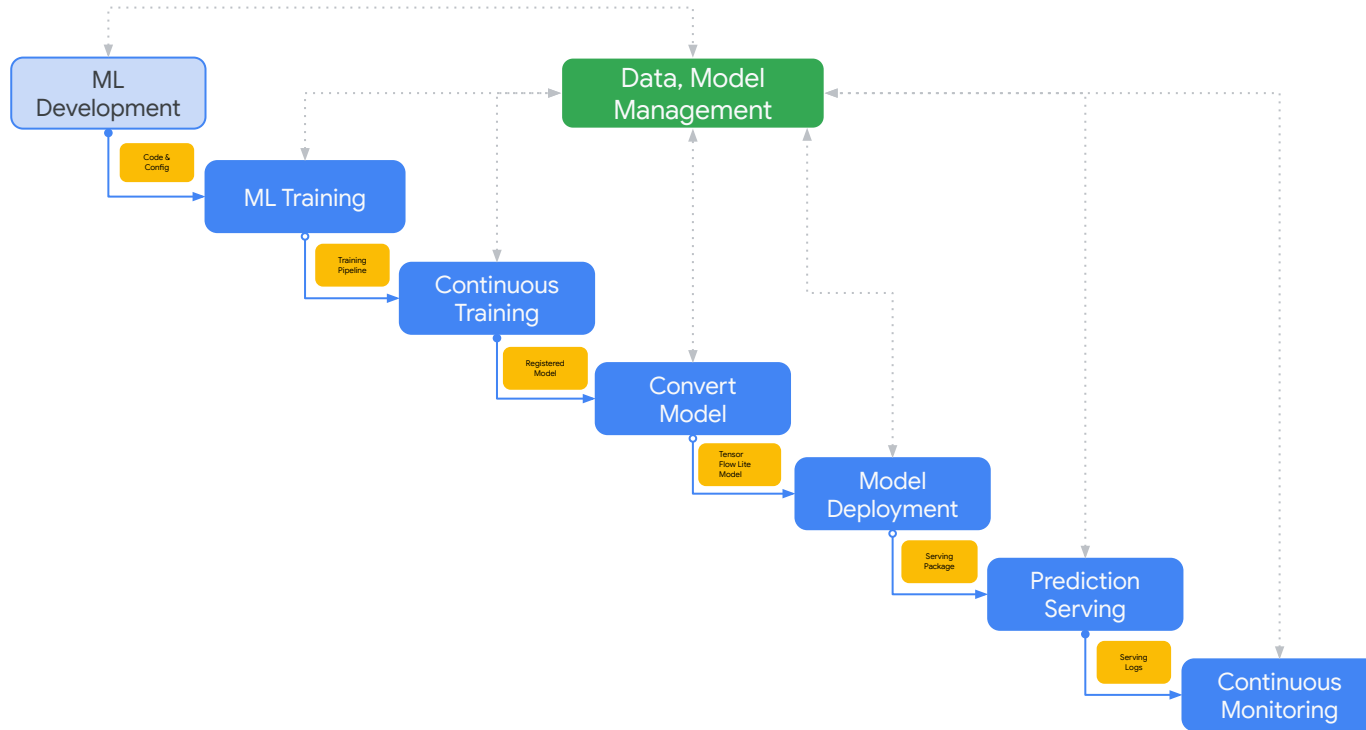
Hidden Technical Debt in Machine Learning Systems

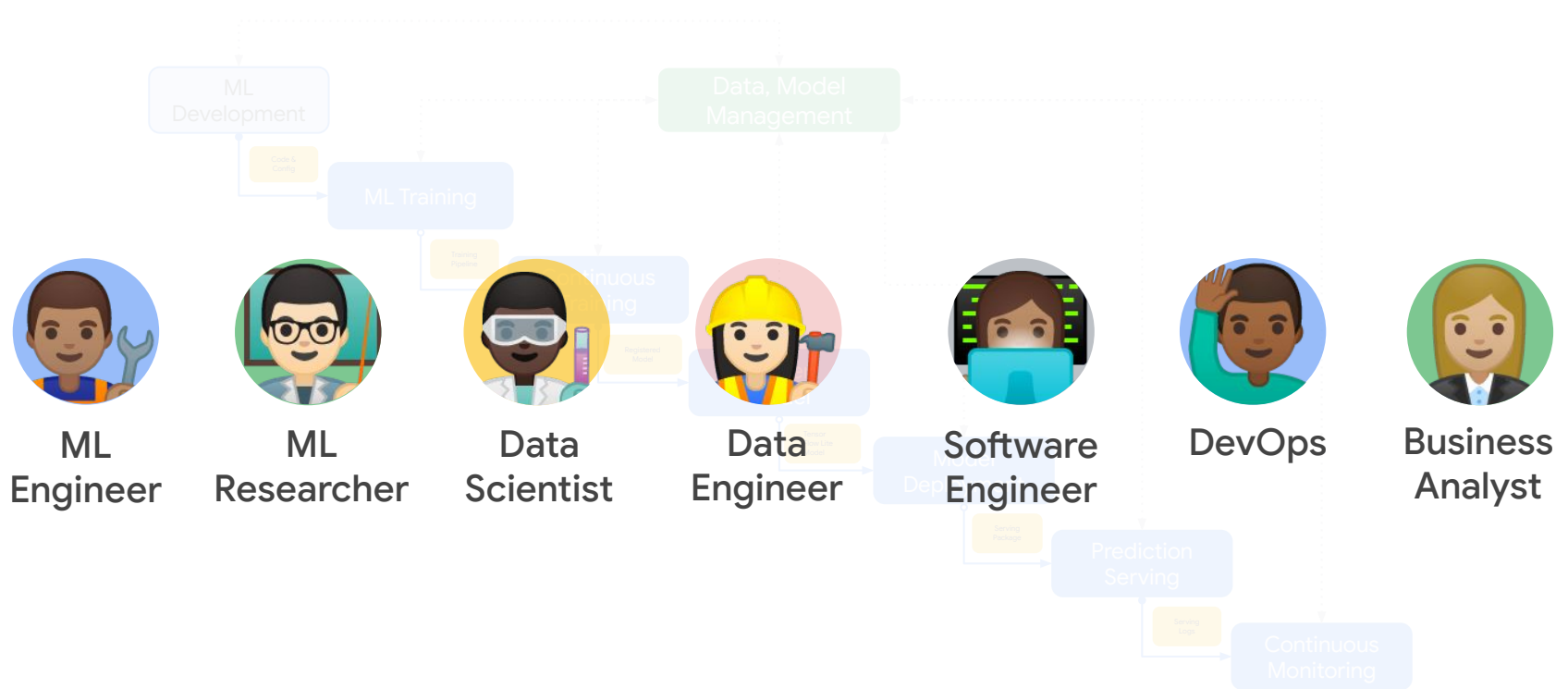
D. Sculley, Gary Holt, Daniel Golovin, Eugene Davydov, Todd Phillips
{dsculley, gholt, dgg, edavydov, toddphillips}@google.com
Google, Inc.



ML Code





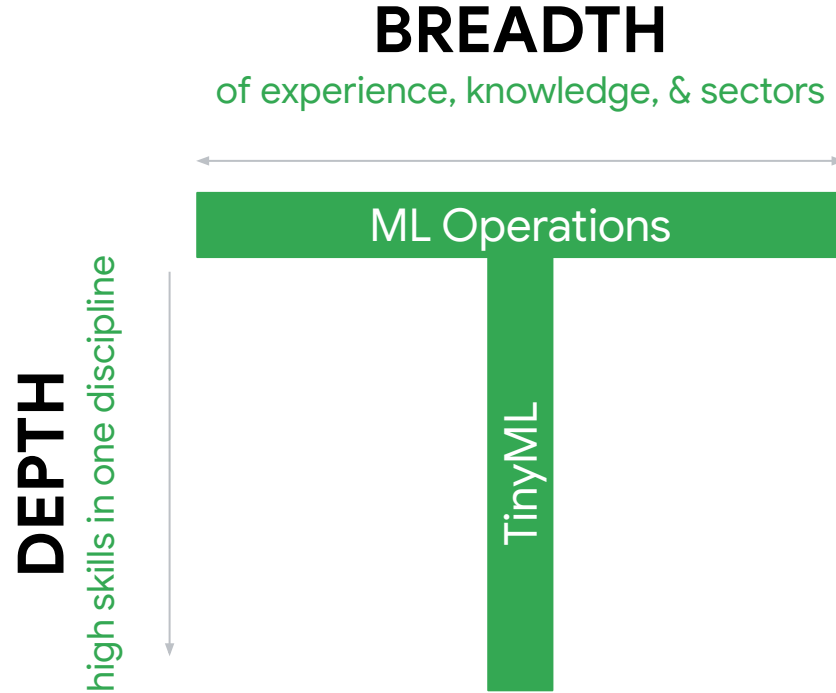


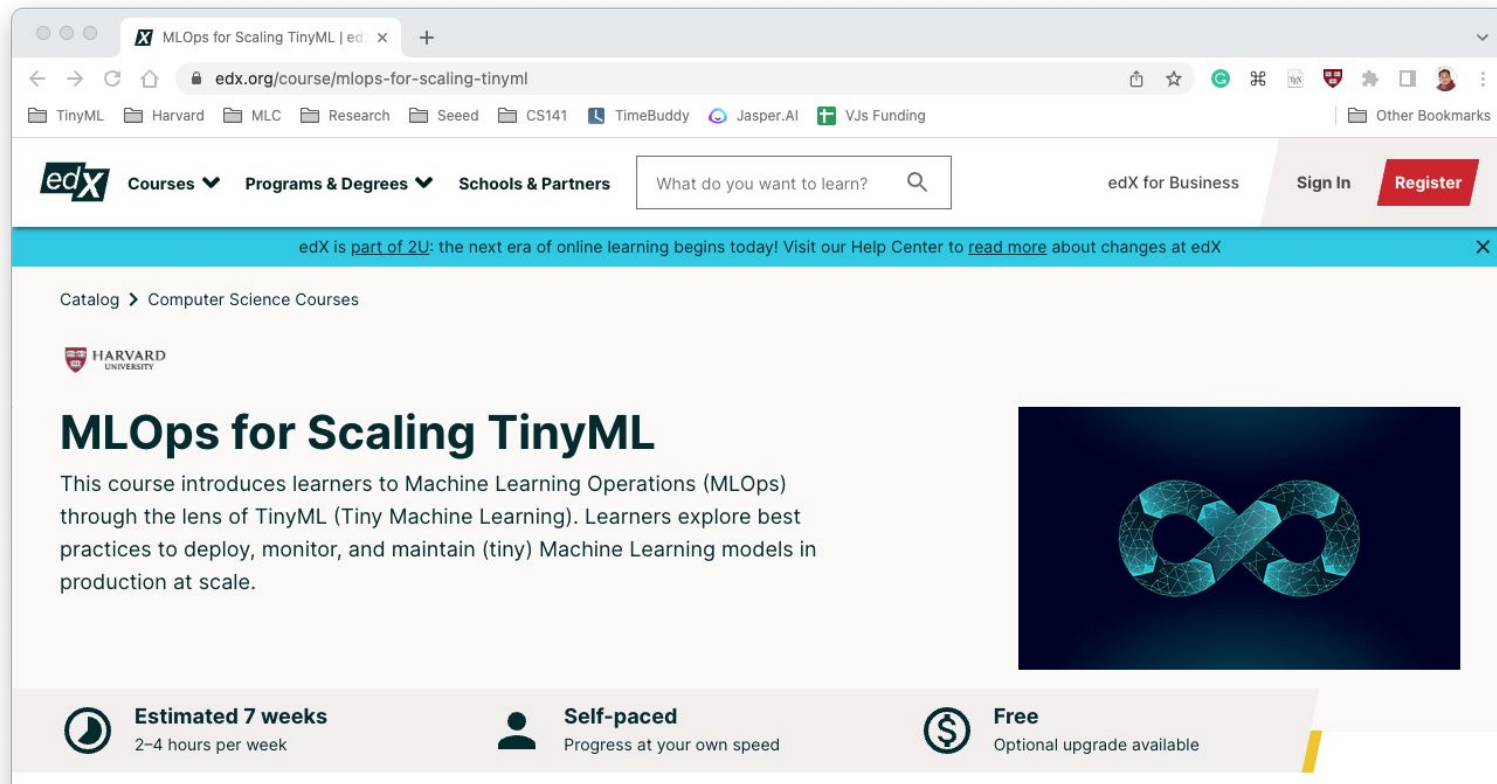
ML Expertise



Deployment Expertise







MLOps for Scaling TinyML | edX

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MLOps for Scaling TinyML

This course introduces learners to Machine Learning Operations (MLOps) through the lens of TinyML (Tiny Machine Learning). Learners explore best practices to deploy, monitor, and maintain (tiny) Machine Learning models in production at scale.



Estimated 7 weeks
2-4 hours per week

Self-paced
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with help from **many more**



hágoónee' 🖐️

see you again at 12pm (Mountain Time)