



Limpert Instituut

# Kunstmatige Intelligentie ontrafeld

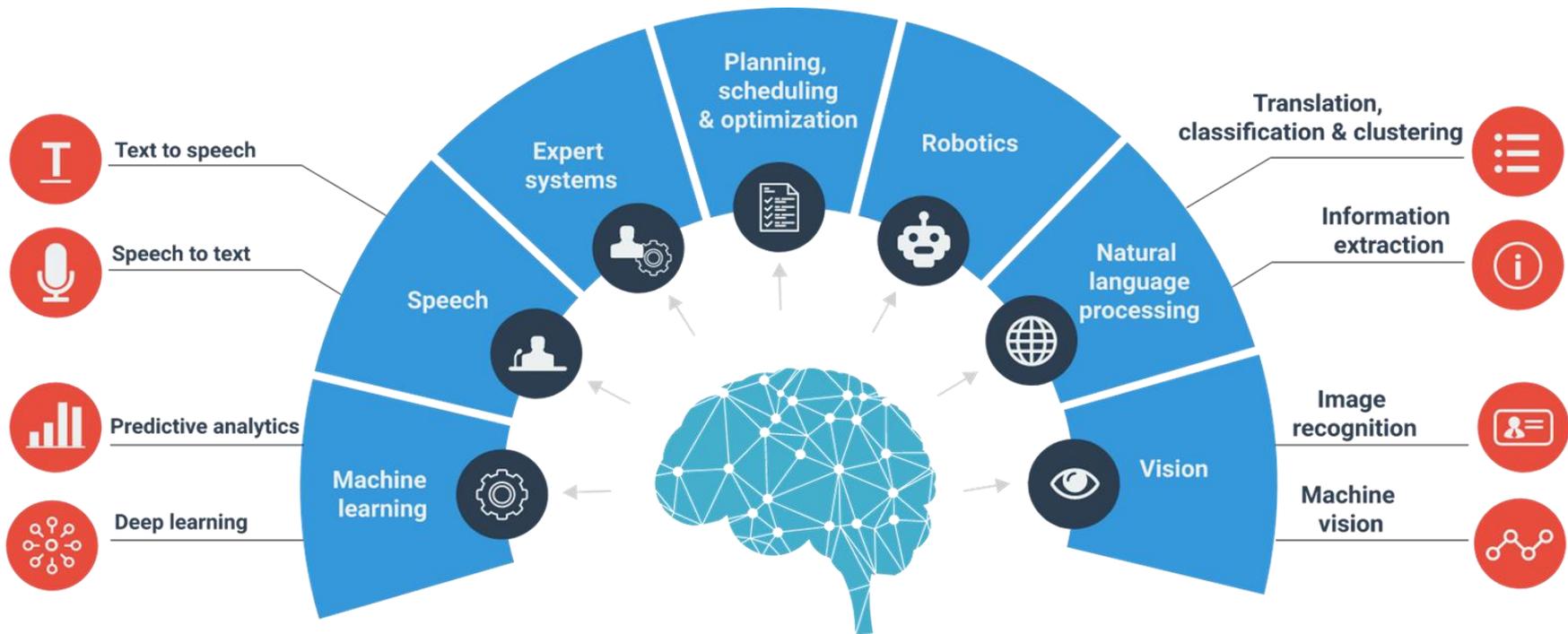
Dr. Tjerk de Greef  
Director of Search Technology



Wolters Kluwer



# Kernbegrippen AI



Machine learning is the science of getting computers to act **without being explicitly programmed**

*(Andrew Ng, Stanford University)*



# AI Toepassingen

## Persoonlijke Aanbevelingen Spotify, Amazon, Netflix



## Beeldherkenning Facebook, Apple, Google, securities



## Robotica



## Swift key



## Zelfrijdende Auto'scar



## Spam filters





## Spam?

hi intimate,

WARNING: Wanna miss the opportunity, then move on

VIAGRA, OTHER MEDICATIONS

Are you tired of giving heavy sum of money for prescription medications?

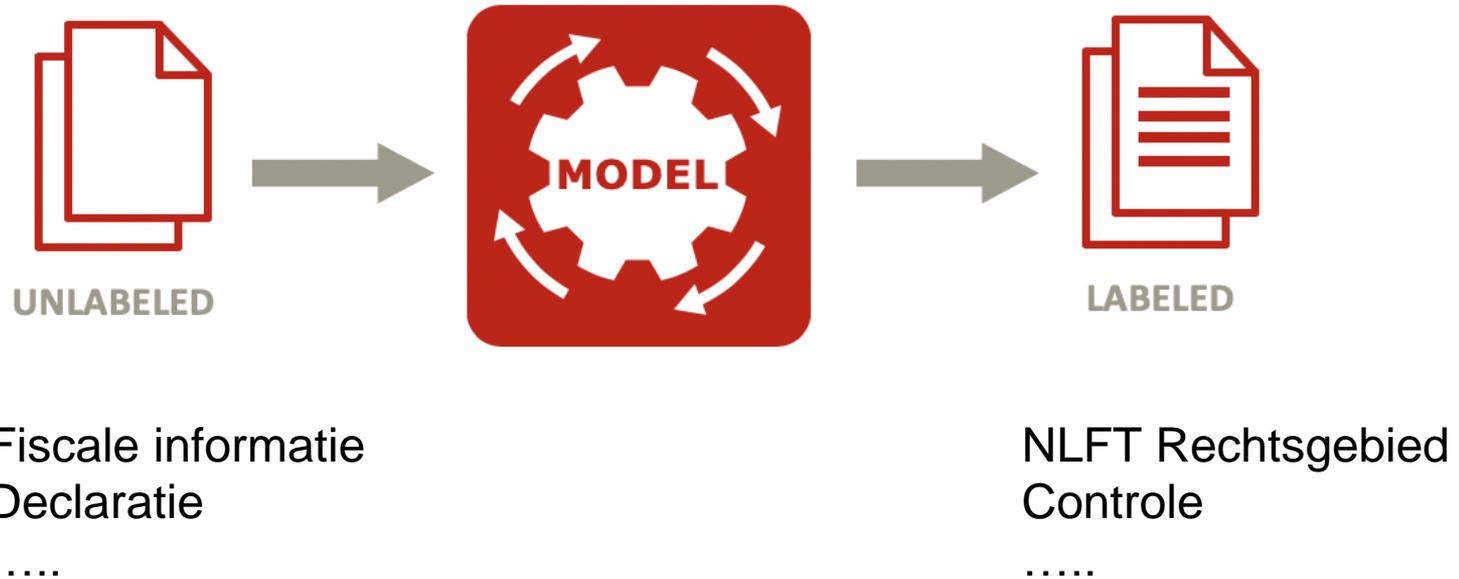
You can save up to 80% on all popular meeds.

Don't miss the opportunity!!! FREE



# ML Aanpak (1)

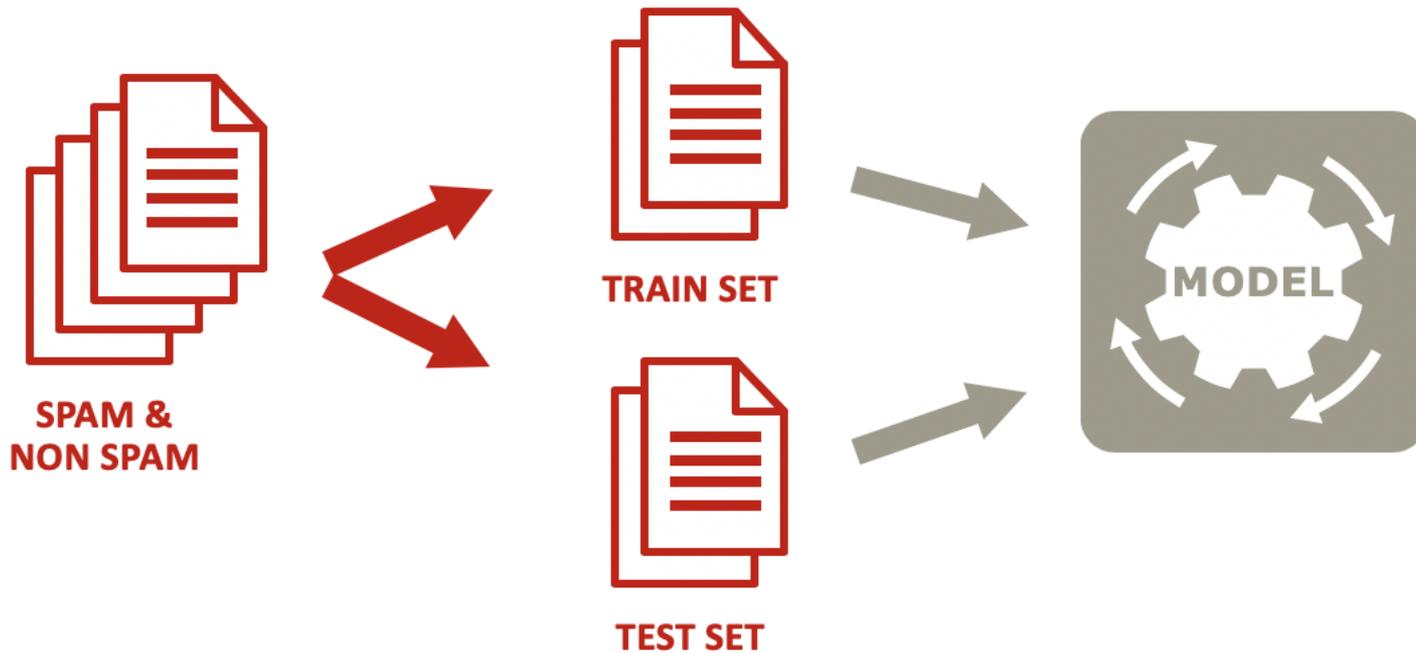
DOEL: VOORSPELLEND MODEL





# ML Aanpak (2)

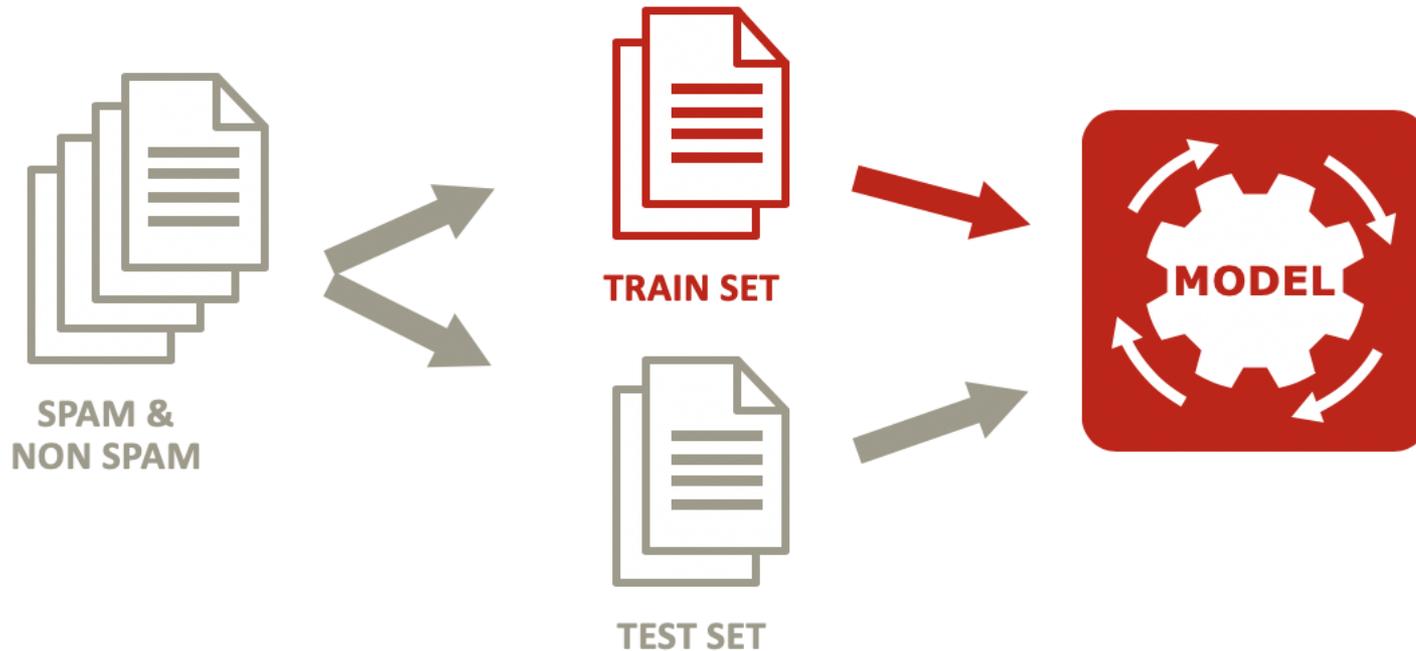
## SPLITSSEN DATA





# ML Aanpak (3)

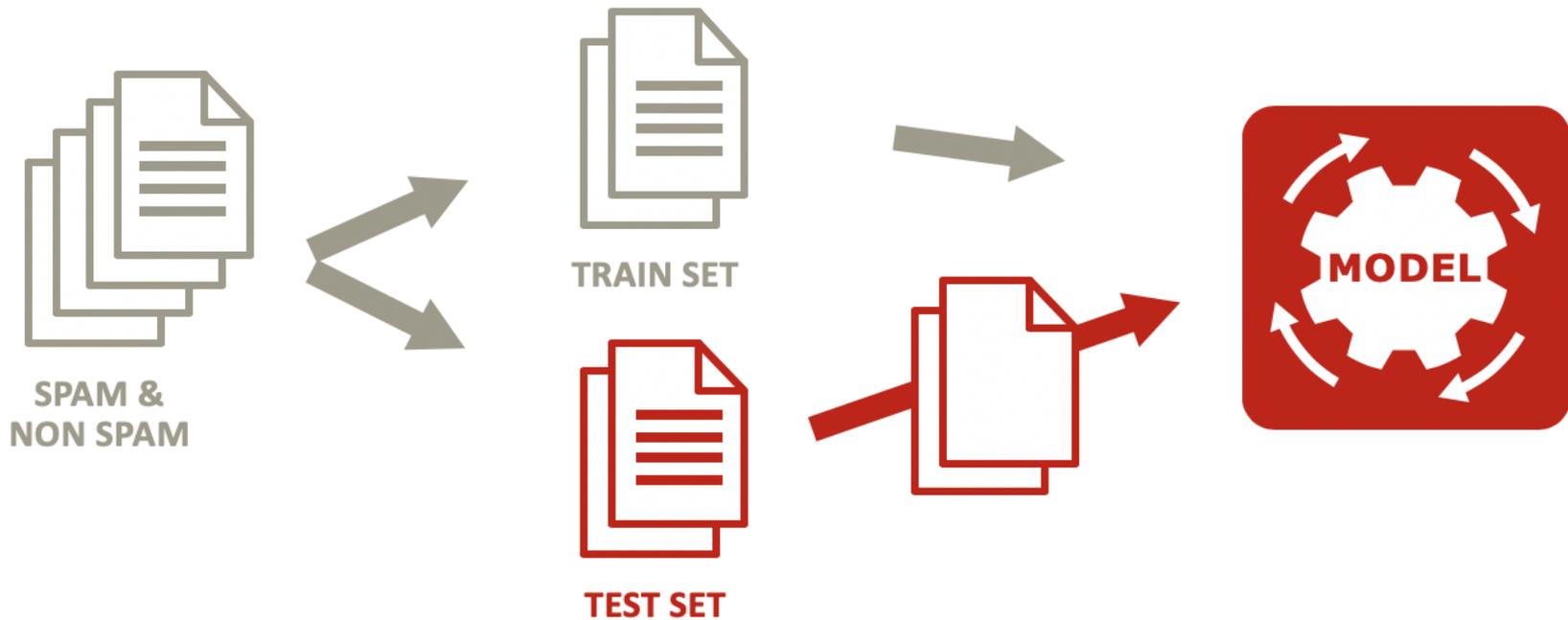
## TRAIN MODEL





# ML Aanpak (4)

## ONTLABEL TEST SET





# ML Aanpak (5)

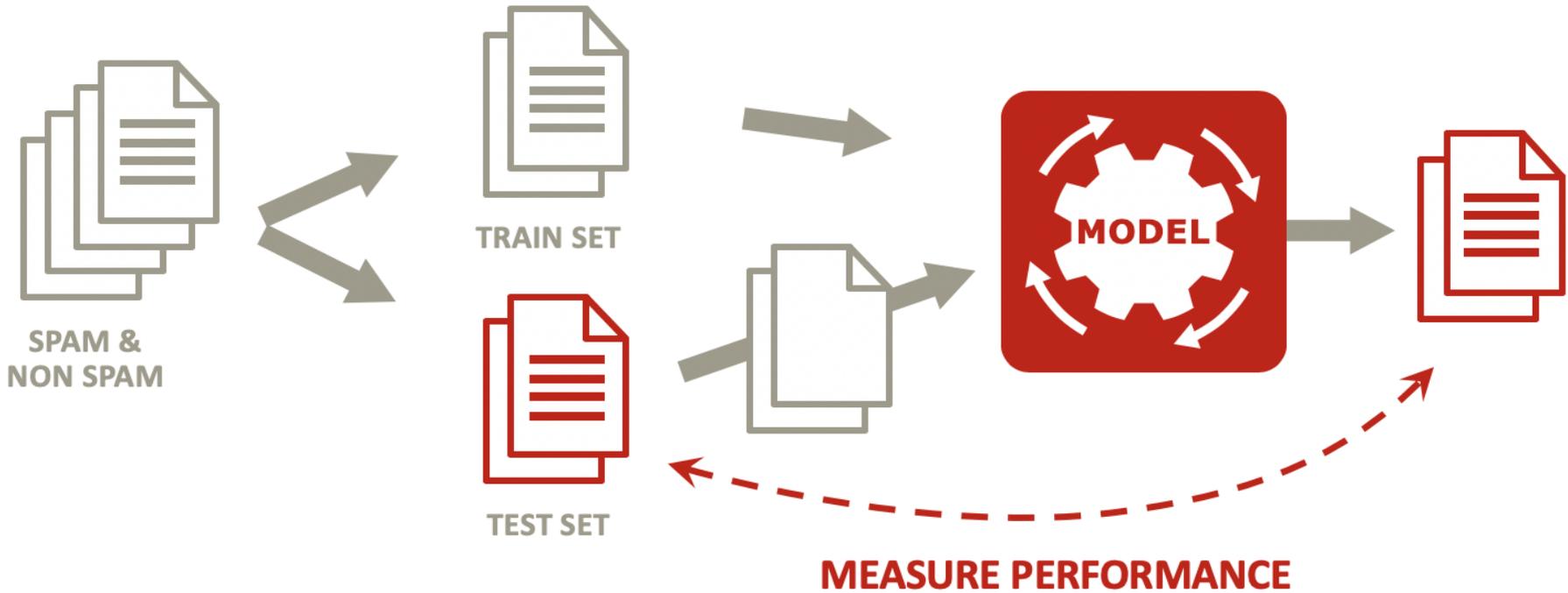
LAAT MODEL VOORSPELLEN





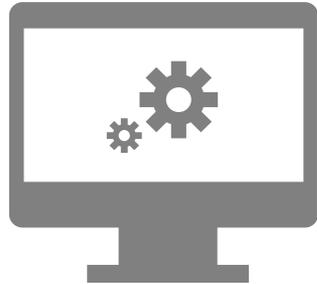
# ML Aanpak (6)

EN VERGELIJK



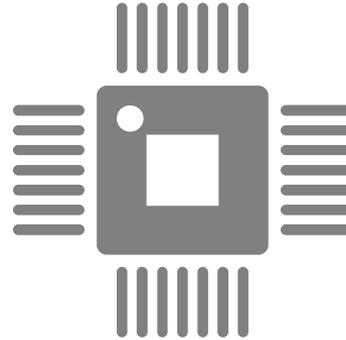


# Waarom nu?



## Software

- Efficiënte Programmeertalen
- Active Open Source Community
- Hot topic in zowel academisch als commerciële wereld



## Hardware

- Cloud computing minimaliseert investeringen en biedt flexibiliteit
- Hergebruik van **GPU's** maakt matrixberekeningen bijzonder efficiënt (lineaire algebra)
- Deep Blue kost nu \$2,000 kosten i.p.v. \$15 miljoen

```
10010010011100100
10010001010010001
01010110101011010
10010010011100100
10010001010010001
01010110101011010
```

## Data

- De hoeveelheid data groeit exponentieel
- Data krijgt waarde (Bureau van Dijk = \$3B)
- Steeds meer gestructureerde data maar ongestructureerde data kan steeds beter verwerkt worden



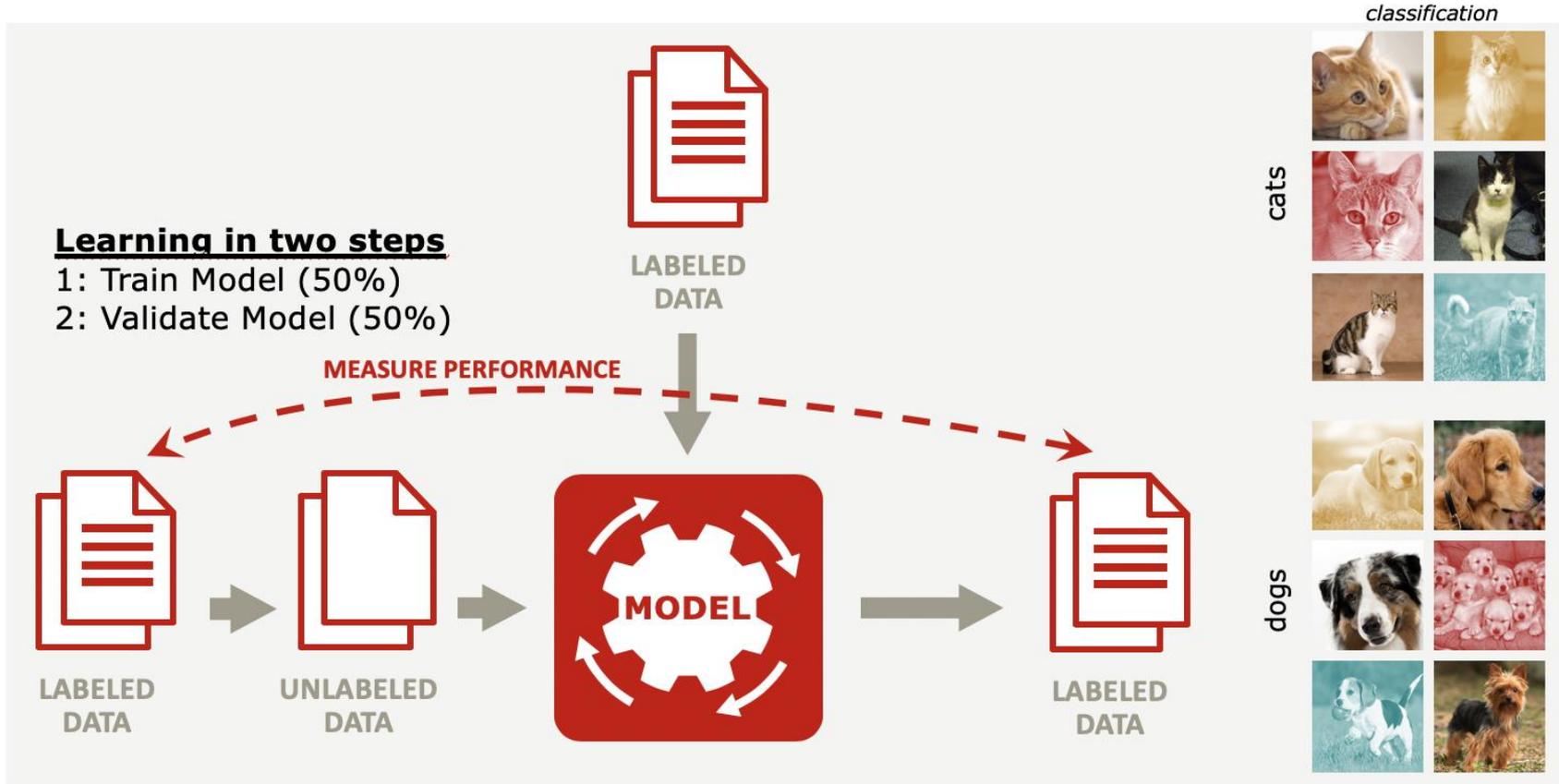
# 5 vormen van ML

1. Supervised Learning
2. Unsupervised Learning
3. Reinforcement Learning
4. Deep Learning
5. Natural Language Processing (NLP)



# 1. Supervised Learning

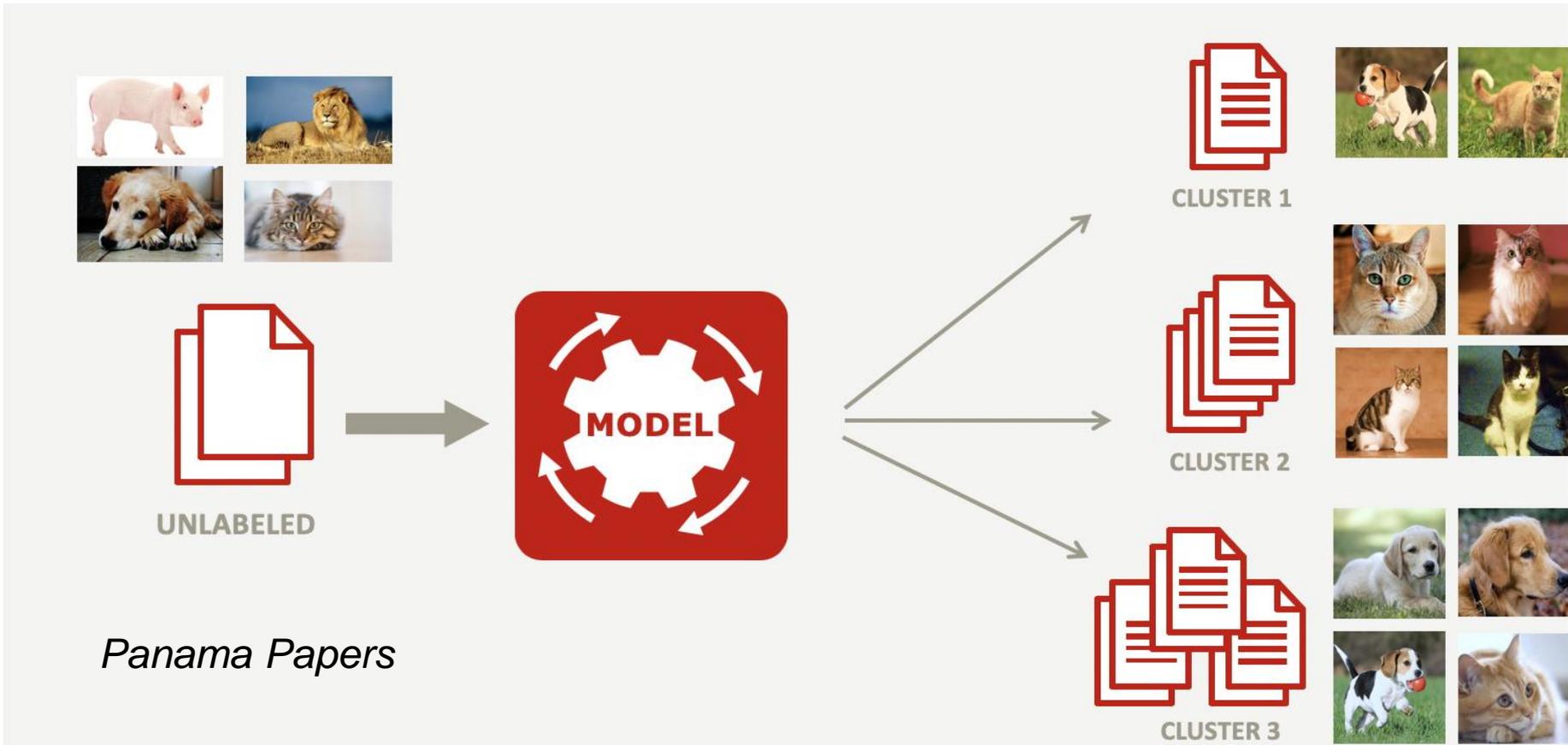
Structuur vinden m.b.t. **gelabelde** data





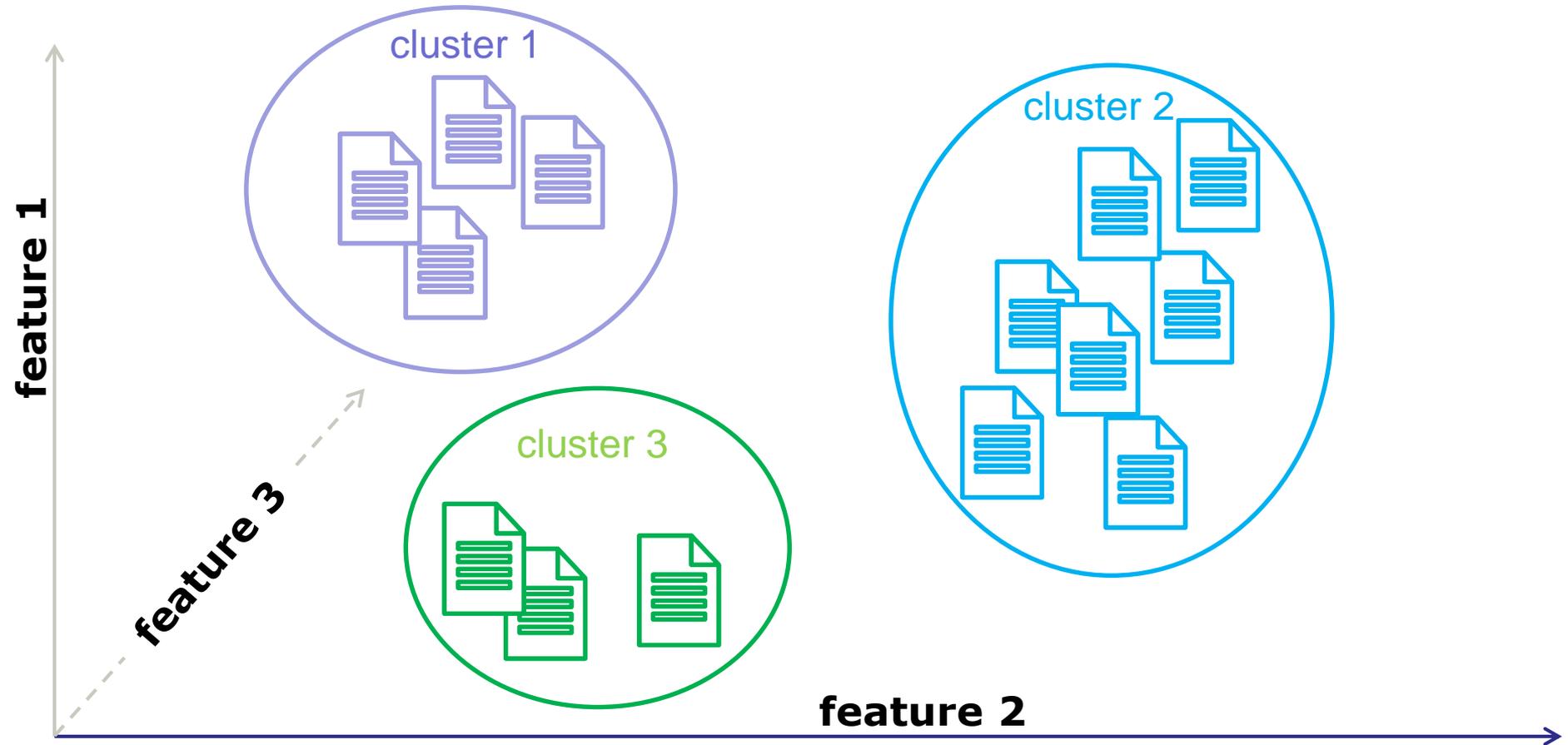
# 2. Unsupervised Learning

Structuur vinden m.b.t. **ongelabelde** data





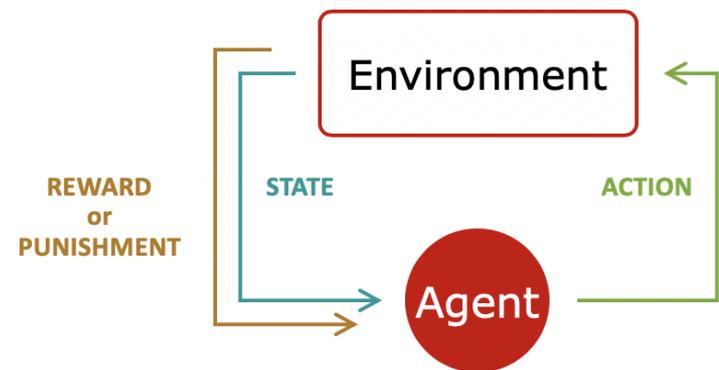
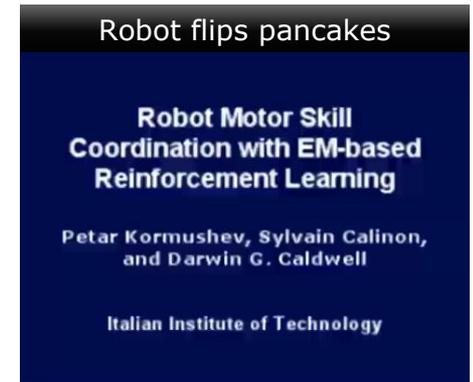
# Leren = Clusters Vinden





# 3. Reinforcement Learning

- Geïnspireerd op psychologie  
*(operant conditioning)*
- Twee soorten feedback  
positief (beloning)  
negatief (straf)



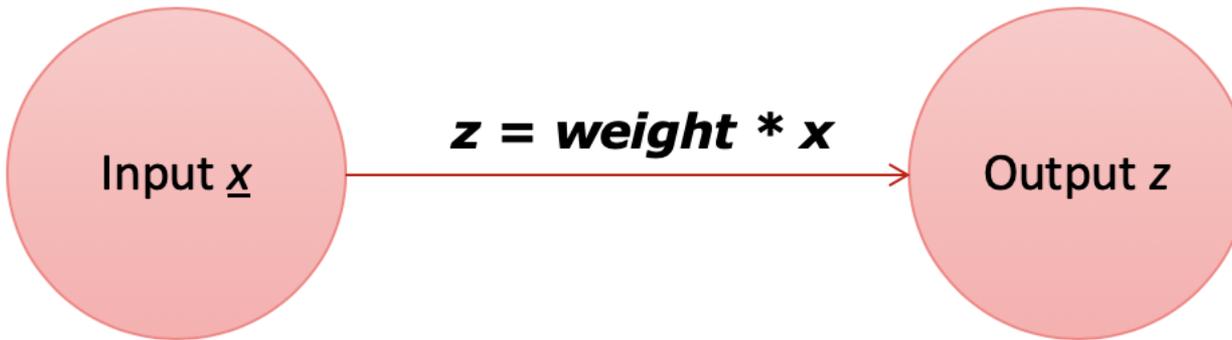
reward if clicked → 1  
reward if not click → 0



# 4. Deep Learning

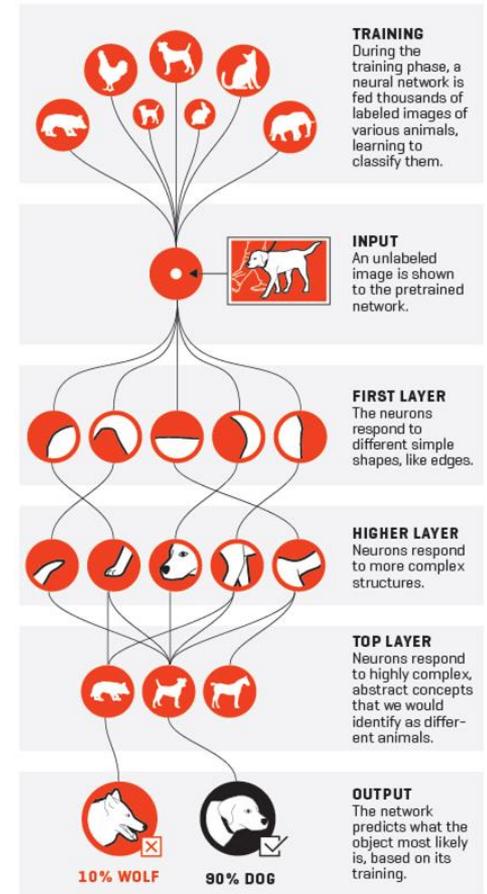
Structuur vinden m.b.t. **gelabelde** data door probleem in lagen op te splitsen

**Learning Model is about adapting weights**



**in a large network of many layers deep**

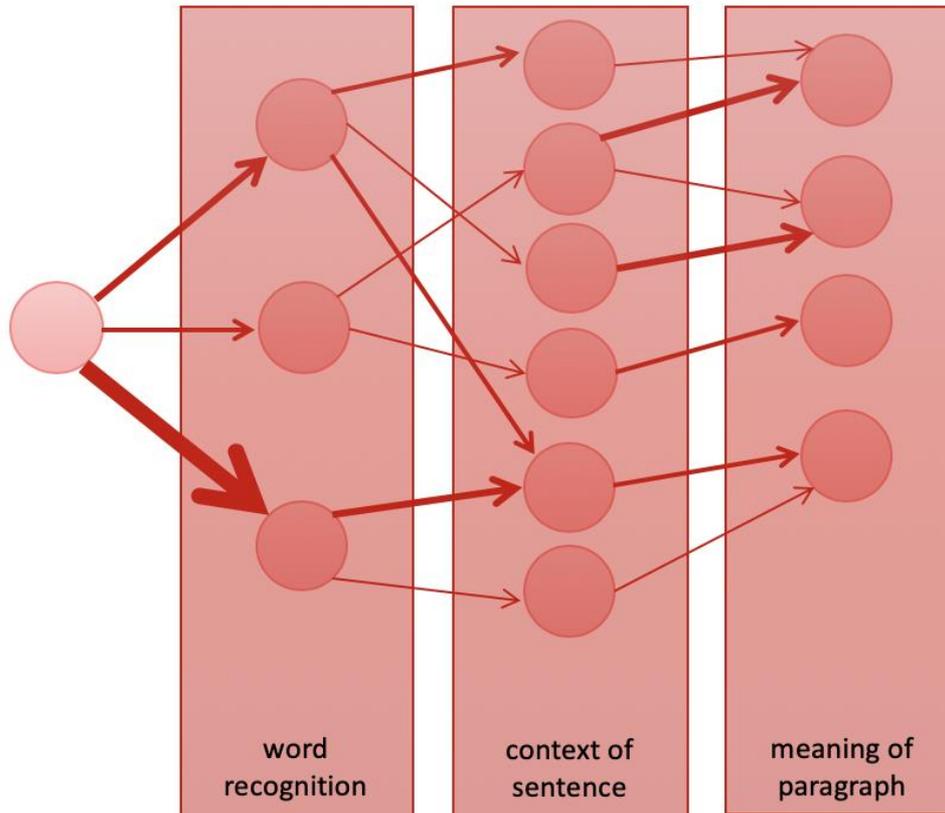
## HOW NEURAL NETWORKS RECOGNIZE A DOG IN A PHOTO





# 4. Deep Learning

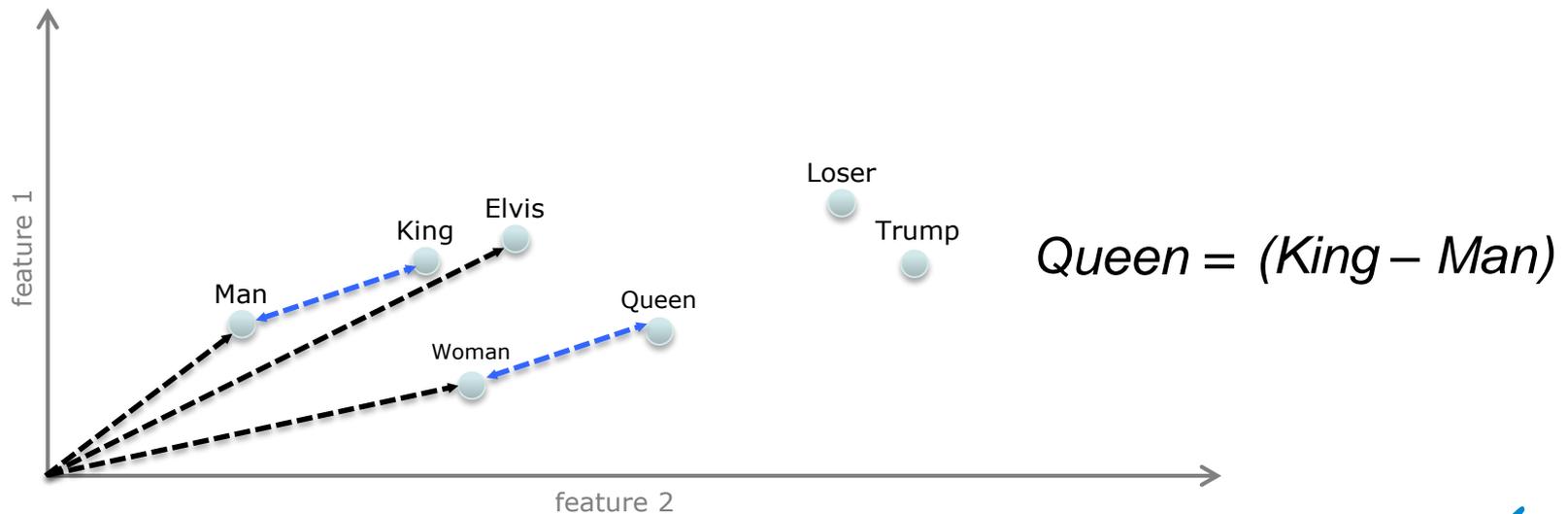
Structuur vinden m.b.t. **gelabelde** data  
door probleem in lagen op te splitsen





# 5. NLP

- Vroeger
  - Regels
  - Grammatica's
- Nu m.b.v.. Machine Learning (Word-2-Vec)





Ideation



Experiment

Begrijp AI

Waardenken

AI Capabilities ®

- Cognitive Insights
- Outlier Detection
- Cognitive Engagement



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# Vragen