COMPUTER SCIENCE

Prepared by: Fritz Eugene Bansag



COMPUTER SCIENCE

ARTIFICIAL INTELLIGENCE & EXPERT SYSTEMS

OBJECTIVES

STARTER

LINKING

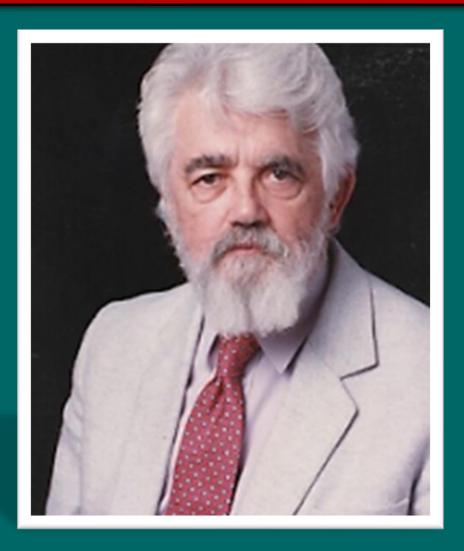
PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

WHO AM I



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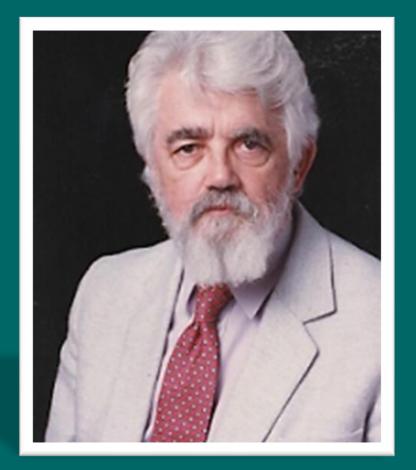
ACTIVITIES

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WHO AM I

I am the father of Artificial Intelligence?





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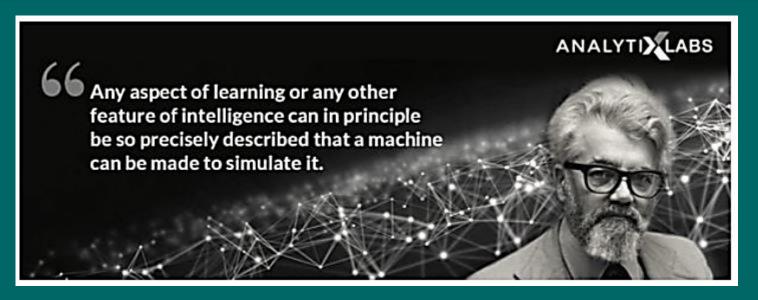
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WHO AM I



JOHN MACARTHY

He is a Computer Scientist who pioneered and coined the term artificial intelligence.



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LESSON OBJECTIVES

- Describe what artificial intelligence is.
- Identify the characteristics of artificial intelligence.
- Create Expert Systems basic operational setup

YOUR SUCCESS CRITERIA

- You could create Expert Systems basic operation setup
- You should be able to identify the characteristics of artificial intelligence.
- You must be able to describe what artificial intelligence is.

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KNOWING WHAT YOU KNOW

Go to:

https://joinmyquiz.com
Join Code: 542100
Use your realname and grade level
Example: Huong 10G3

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LINKING LESSON LEARNT

Previously

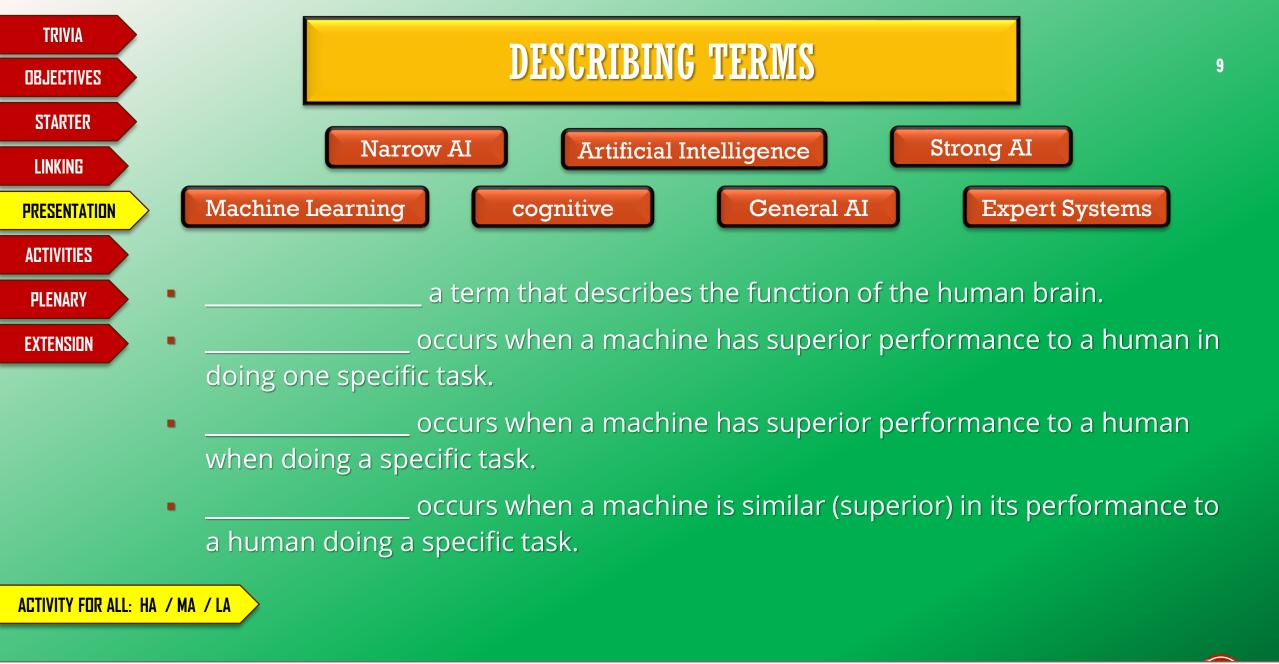
You have learnt on the Automated & Emerging Technologies (Automated Systems & Robotics)

Today

You will be building up your progress on Emerging Technologies on Artificial Intelligence & Expert Systems

What's next after this lesson.

You will build more on Emerging Technologies with Machine Learning & completion of Robotics & AI inference badges at idea.org.uk



DESCRIBING TERMS

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Machine Learning

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Artificial Intelligence

General AI

Expert Systems

- cognitive a term that describes the function of the human brain.
- Narrow AI occurs when a machine has superior performance to a human in doing one specific task.
- Strong AI occurs when a machine has superior performance to a human when doing a specific task.
- ______ occurs when a machine is similar (not superior) in its performance to a human doing a specific task.

DESCRIBING TERMS

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Artificial Intelligence

Machine Learning

Expert Systems

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ARTIFICIAL INTELLIGENCE

What Artificial Intelligence is

- Is the ability of a computer or computer-controlled robot to perform tasks that are commonly associated with the intellectual processes' characteristic of humans, such as ability to reason. – (Britannica.com)
- Is technology that enables computers and machines to simulate human intelligence and problem-solving capabilities. *– (ibm.com)*
- It is a branch of Computer Science dealing with the simulation of intelligent human behaviour by a computer.

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ARTIFICIAL INTELLIGENCE CATEGORIES

Narrow AI

occurs when a machine has superior performance to a human in doing <u>one</u> specific task.

Strong AI

occurs when a machine has superior performance to a human when doing a specific task.

General AI

occurs when a machine is similar (not superior) in its performance to a human doing a specific task.

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CHARACTERISTICS OF AI

Can you identify the characteristics of Artificial Intelligence?

It has ability to draw reasoned conclusions based on given data/situation using deductive reasoning.

A set of logical choices given as binary data

16

It is a collection of rules and data

Is a database of human behaviour

It can simulate and predict outcomes with a set of minimal data and extensive human intervention.

ACTIVITY FOR ALL: HA / MA

Is a collection of electronic patterns

It has learning capability by carrying out a sequence of steps, improve methodologies, and adapt to its surrounding

Objective: Identify the characteristics of artificial intelligence

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DEDUCTIVE AND INDUCTIVE REASONING

Is the ability to draw reasoned conclusions based on given data/situations. This type of reasoning uses patterns to arrive at a conclusions.

Is where a number of correct facts are built up to form a set of rules which can then be applied to other problems. This type of reasoning uses acts, rules, definitions, or attributes to arrive at a conclusion.

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DEDUCTIVE AND INDUCTIVE REASONING

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Which among the definition is deductive or inductive reasoning?

Is the ability to draw reasoned conclusions based on given data/situations. This type of reasoning uses patterns to arrive at a conclusions.

Is where a number of correct facts are built up to form a set of rules which can then be applied to other problems. This type of reasoning uses acts, rules, definitions, or properties to arrive at a conclusion.

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DEDUCTIVE AND INDUCTIVE REASONING

INDUCTIVE REASONING

Is the ability to draw reasoned conclusions based on given data/situations. This type of reasoning uses patterns to arrive at a conclusions.

DEDUCTIVE REASONING

Is where a number of correct facts are built up to form a set of rules which can then be applied to other problems. This type of reasoning uses acts, rules, definitions, or properties to arrive at a conclusion.

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EXAMPLES OF ARTIFICIAL INTELLIGENCE

News generation based live news feeds.



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EXAMPLES OF ARTIFICIAL INTELLIGENCE

- News generation based live news feeds.
- Smart home and devices assistants (such as Amazon Alexa, Google Now, Apple Siri, and Microsoft Cortana).



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EXAMPLES OF ARTIFICIAL INTELLIGENCE

- News generation based live news feeds.
- Smart home devices (such as Amazon Alexa, Google Now, Apple Siri, and Microsoft Cortana).
- Autonomous Cars



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EXAMPLES OF ARTIFICIAL INTELLIGENCE

- News generation based live news feeds.
- Smart home devices (such as Amazon Alexa, Google Now, Apple Siri, and Microsoft Cortana).
- Autonomous Cars
- Facial recognition



OBJECTIVES

TYPES OF ARTIFICIAL INTELLIGENCE

Connect the name to the statement/definition.

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ROBOTICS

MACHINE LEARNING

DEEP MIND AI

EXPERT SYSTEMS

Is an artificial intelligence that is developed human knowledge and experience. They are usually used for answering questions using knowledge and inference.

Is a subset of artificial intelligence in which machines are trained to learn from past experiences or with sample data, to allow it to predict about new unseen data without the need to specifically program it for new data.

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TYPES OF ARTIFICIAL INTELLIGENCE

EXPERT SYSTEMS

Is an artificial intelligence that is developed human knowledge and experience. They are usually used for answering questions using knowledge and inference.

MACHINE LEARNING

Is a subset of artificial intelligence in which machines are trained to learn from past experiences or with sample data, to allow it to predict about new unseen data without the need to specifically program it for new data.

SPECIFIC APPLICATIONS

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EXPERT SYSTEMS

- Diagnosis of patient illness
- Car or machine fault diagnostics
- Tax and Financial calculations
- Logistics (efficient routing of parcel deliveries)
- Oil and mineral prospecting

MACHINE LEARNING

- Computation Finance (Credit scoring, algorithmic trading)
- Computer Vision (Facial Recognition, Motion Tracking, Object detection.
- Natural Language processing (Voice recognition)

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EXPERT SYSTEMS

SETTING UP ACTIVITY

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1. _____: Which allows users to interact with the system

- 2. _____: Acts as a search engine, it will allow query the "Knowledge base" to match the user's query.
- : Information developed by experts based on a collection of facts and rules.
- *2. 2. 3. 4. 4. 4. 3. 4. 4. 4. 5. 5. ame to "Knowledge base. Used to make deductions or choices."*
- 5. _____: Supply information that clarifies the structure for the user.

ACTIVITY FOR ALL: HA / MA / LA

ROBOT

USER INTERFACE

INFERENCE ENGINE

EXPLANATION SYSTEM

KNOWLEDGE BASE

RULES BASE

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EXPERT SYSTEMS ELEMENTS

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ACTIVITY FOR ALL: HA / MA / LA

ROBOT

MACHINE LEARNING

INFERENCE ENGINE

EXPLANATION SYSTEM

KNOWLEDGE BASE

RULES BASE

TRIVIA OBJECTIVES

EXPERT SYSTEMS ELEMENTS

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ACTIVITY FOR ALL: HA / MA / LA

ROBOT

MACHINE LEARNING

ARTIFICIAL INTELLIGENCE

EXPLANATION SYSTEM

KNOWLEDGE BASE

RULES BASE

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ACTIVITY FOR ALL: HA / MA / LA

ROBOT

MACHINE LEARNING

ARTIFICIAL INTELLIGENCE

EXPLANATION SYSTEM

ROBOTICS

RULES BASE

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ACTIVITY FOR ALL: HA / MA / LA

ROBOT

MACHINE LEARNING

ARTIFICIAL INTELLIGENCE

EXPLANATION SYSTEM

ROBOTICS

FACIAL RECOGNITION

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ACTIVITY FOR ALL: HA / MA / LA

ROBOT

MACHINE LEARNING

ARTIFICIAL INTELLIGENCE

COMPUTER SYSTEM

ROBOTICS

FACIAL RECOGNITION

TRIVIA Objectives

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EXPERT SYSTEMS DIAGRAM

1. USER INTERFACE: Which allows users to interact with the system

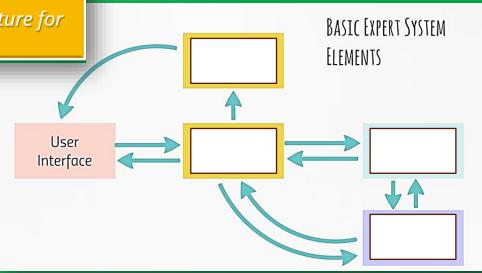
- "Knowledge base" to match the user's query.
- 3. KNOWLEDGE BASE: Information developed by experts based on a collection of facts and rules.
- RULES BASE: Same to "Knowledge base. Used to make deductions or choices.
- 5. EXPLANATION SYSTEM Supply information that clarifies the structure for the user.

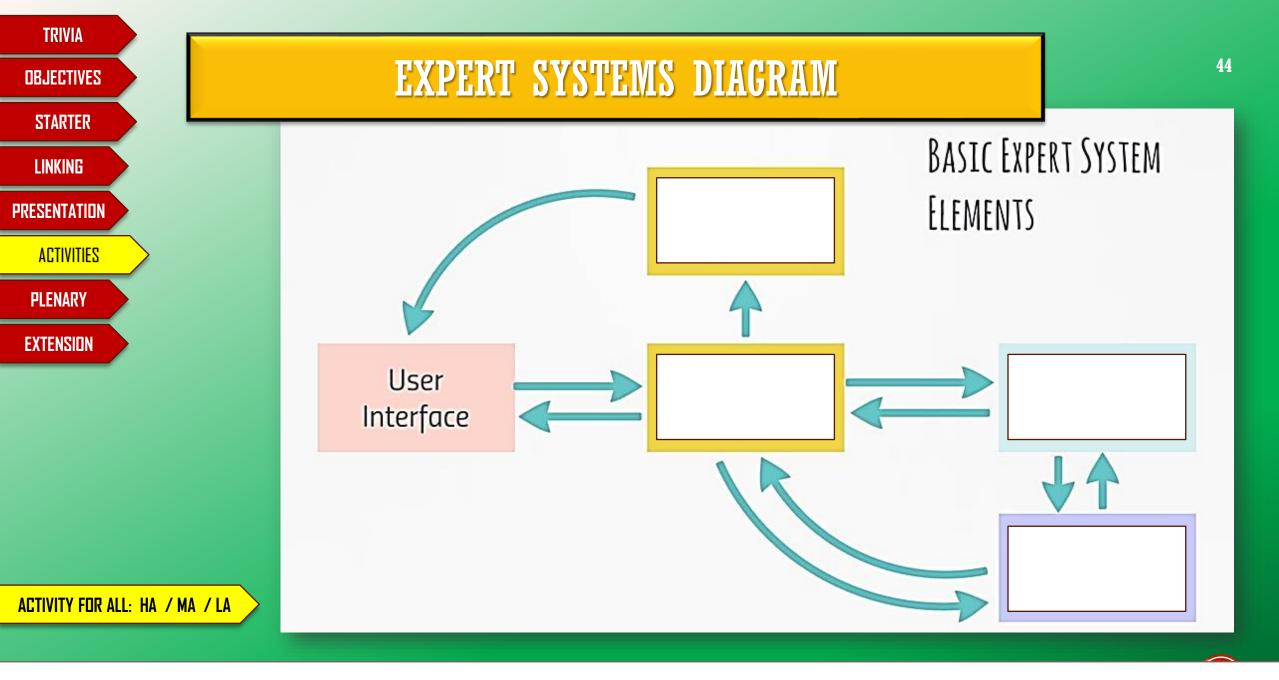
Based on the description of elements and the diagram shown, create the Basic Expert System setup in order.

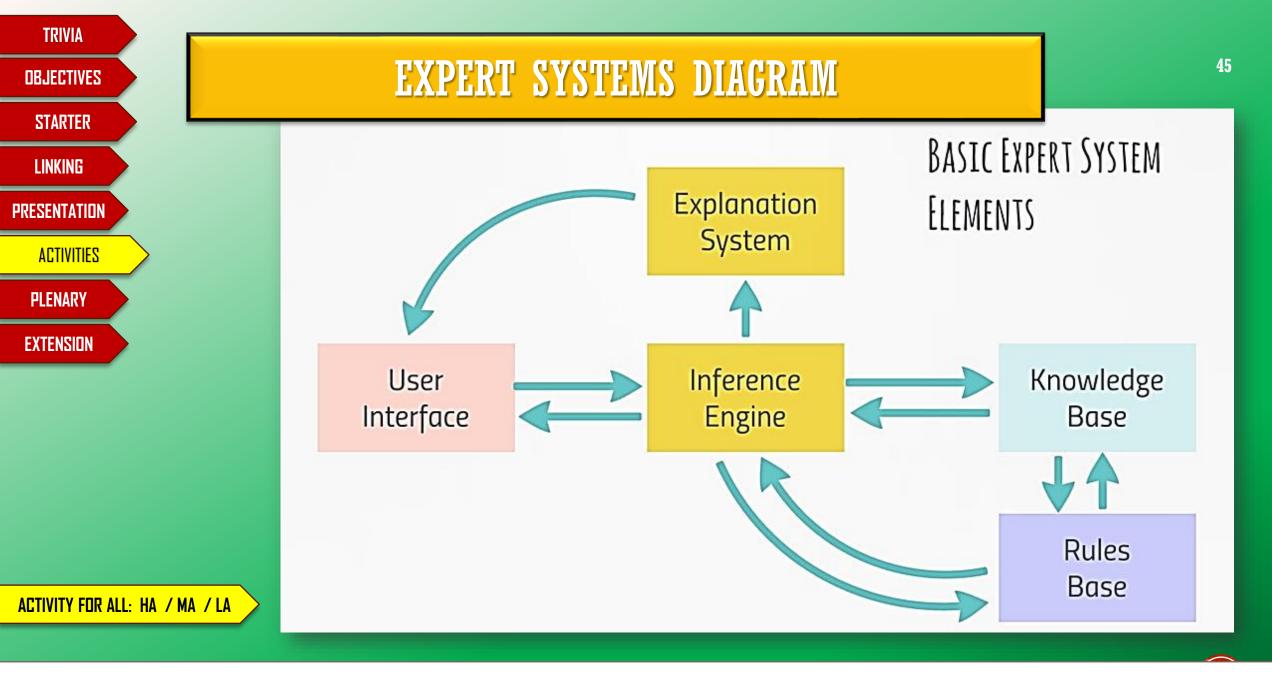
ACTIVITY FOR ALL: HA / MA

Thinking Deep

|Group of 3| All correct wins a prize







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ACTIVITY FOR ALL: HA / MA / LA

SETTING UP AN EXPERT SYSTEM

- Interview an Expert
- 2. Collect Data
- 3. Create KNOWLEDGE Base (to store data)
- 4. Create RULES Base with INFERENCE ENGINE
- 5. Create an EXPLANATION System
- 6. Create USER interface
- 7. Test Expert System against known condition
- 8. Ask expert opinion before releasing the system

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EXPERT SYSTEM SIMULATION EXAMPLE

What could be the object conclusion based on the questions?

Object	CAT	WHALE	DUCK
Attribute_l	Mammal	Mammal	Bird
Attribute_2	Can be a pet	Not a pet	Not a pet
Attribute_3	Lives on Land	Lives in water	Lives in water
Attribute_4	Make meow sounds	Makes a sonic sound	Makes a quack sound
Attribute_5	Body covered in fur	Body covered in skin	Body covered in feathers
Attribute_6	Walks; has four legs	Swims; has no legs	Swims; has two legs

An expert system could ask the user responses based on a series of questions.

- □ Is it a mammal ? **YES**
- Can it be a pet? **NO**
- Does it make sonic sounds?

YES

Is its body covered in skin?

YES

Does it have any legs? **NO**

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	legs	legs	legs

An expert system could ask the user responses based on a series of questions.

- □ Is it a mammal ? **YES**
- Can it be a pet? **NO**
- Does it make sonic sounds?

YES

Is its body covered in skin?

YES

Does it have any legs? **NO**

ACTIVITIES

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KNOWING WHAT YOU LEARNED

Go to:

https://joinmyquiz.com Join code: 770036

Use your realname and grade level Example: <u>Huong 10G5</u>

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EXTENSION ACTIVITY

Question 6
A company is involved in robotics

Cambridge IGCSE [™]				
CANDIDATE NAME				
CENTRE NUMBER		CANDIDATE NUMBER		
COMPUTER	SCIENCE		0478/12	
Paper 1 Compo	uter Systems	February/Ma	arch 2023	
		1 hour 45	5 minutes	

(d)	The robot needs to find its way through different puzzles. Each puzzle has a series of paths that the robot needs to follow to find its way to the end of the puzzle. The puzzle contains dead ends and obstacles, so the robot needs to decide which way to go.
	The robot's program will use artificial intelligence (AI).

The	The robot's program will use artificial intelligence (AI).			
(i)	Describe the characteristics of AI.			
	[3]			
(ii)	Explain how the program will use AI.			
	[4]			

ACTIVITY FOR FAST LEARNERS: HA

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EXTENSION ACTIVITY

Question 6 Markscheme

6(d)(i)	Any three from: e.g.	3
	Collects dataStores rules for using the data	
	The ability to reason	
	 The ability to learn // uses machine learning by adapting what it does 	
	 for example, from mistakes to not make them again // result from previous decisions impacts future 	
	by changing its own rules by changing its own data	
	 by being trained Makes one or more predictions (to make a decision) 	
	Find/analyse patterns	
6(d)(ii)	Four from: e.g.	4
	Use machine learning algorithms	
	 Collects data about where it has been Collect data about obstacles/problems 	
	 Store successful actions Stores unsuccessful actions 	
	Identify/store patterns to make sure it does not repeat the same incorrect route	
	so, it knows how to react to obstacles next time	
	so, it knows what is most likely to work next time	

ACTIVITY FOR FAST LEARNERS : HA

THANK YOU

- fritz.bansag@vas.edu.vn
- mail@febstar.com

CREDIT

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COMPUTER SCIENCE

MACHINE LEARNING

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LESSON OBJECTIVES

- Describe what machine learning is.
- Identify the types and characteristics of machine learning.
- Complete IDEA Badges: Chatbots, Robotics, and Al Inference

YOUR SUCCESS CRITERIA

- You could be able to complete IDEA Badges
- You should be able to identify the types and characteristics of machine learning
- You must be able to describe what machine learning is.

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KNOWING YOUR PRIOR LEARNING

Go to:

https://joinmyquiz.com
Join Code: 619704
Use your realname and grade level
Example: Huong 10G5

TRIVIA Objectives

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LINKING LESSON LEARNT

Previously

You have learnt on the Automated & Emerging Technologies : Artificial Intelligence & Expert Systems

Today

You will be building up your progress on Emerging Technologies on Machine Learning

What's next after this lesson.

You will build more on Emerging Technologies with Past Papers & completion of Robotics & Al inference badges at idea.org.uk

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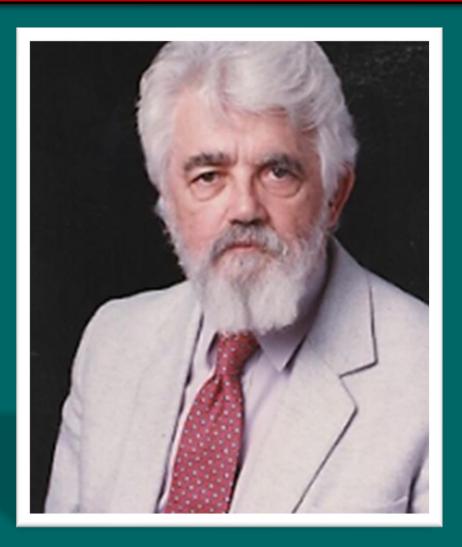
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WHO AM I



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It is a branch of artificial intelligence:

- Uses computing-based systems to make sense out of data
 - Extracting patterns, fitting data to functions, classifying data, etc.
- Machine Learning systems can learn and improve
 - With historical data, time and experience
- Bridges theoretical computer science and real noise data.

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SUPERVISED & UNSUPERVISED LEARNING

Unsupervised Learning

- There are not predefined and known set of outcomes
- Look for hidden patterns and relations in the data
- A typical example: <u>Clustering</u>

	Sepal.Length	Sepal.Width	Petal.Length	Petal.Width
1	5.1	3.5	1.4	0.2
2	4.9	3.0	1.4	0.2
3	4.7	3.2	1.3	0.2
4	4.6	3.1	1.5	0.2
5	5.0	3.6	1.4	0.2
6	5.4	3.9	1.7	0.4
7	4.6	3.4	1.4	0.3
8	5.0	3.4	1.5	0.2
9	4.4	2.9	1.4	0.2
10	4.9	3.1	1.5	0.1



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SUPERVISED & UNSUPERVISED LEARNING

Supervised Learning

- For every example in the data there is always a predefined outcome
- Models the relations between a set of descriptive features and a target (Fits data to a function)
- 2 groups of problems:
 - Classification
 - Regression

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SUPERVISED & UNSUPERVISED LEARNING

- Classification
 - Predicts which class a given sample of data (sample of descriptive features) is part of (discrete value).

Sepal.Length	Sepal.Width	Petal.Length	Petal.Width	Species
5.1	3.5	1.4	0.2	setosa
4.9	3.0	1.4	0.2	setosa
4.7	3.2	1.3	0.2	setosa
4.6	3.1	1.5	0.2	setosa
5.0	3.6	1.4	0.2	setosa
5.4	3.9	1.7	0.4	setosa
4.6	3.4	1.4	0.3	setosa
5.0	3.4	1.5	0.2	setosa
4.4	2.9	1.4	0.2	setosa
4.9	3.1	1.5	0.1	setosa
	5.1 4.9 4.7 4.6 5.0 5.4 4.6 5.0 4.4	5.1 3.5 4.9 3.0 4.7 3.2 4.6 3.1 5.0 3.6 5.4 3.9 4.6 3.4 5.0 3.4	5.1 3.5 1.4 4.9 3.0 1.4 4.7 3.2 1.3 4.6 3.1 1.5 5.0 3.6 1.4 5.4 3.9 1.7 4.6 3.4 1.4 5.0 3.4 1.5 4.4 2.9 1.4	4.9 3.0 1.4 0.2 4.7 3.2 1.3 0.2 4.6 3.1 1.5 0.2 5.0 3.6 1.4 0.2 5.4 3.9 1.7 0.4 4.6 3.4 1.4 0.3 5.0 3.4 1.5 0.2 4.4 2.9 1.4 0.2



Predicts continuous values.



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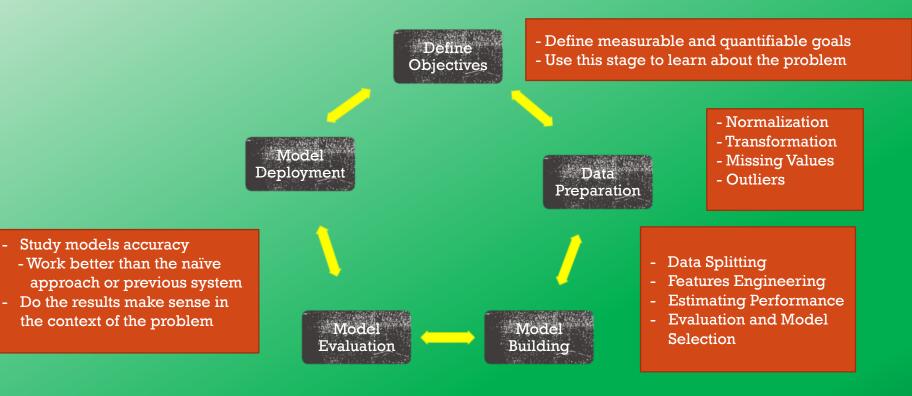
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MACHINE LEARNING AS A PROCESS



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MACHINE LEARNING AS A PROCESS

DATA PREPARATION

- Needed for several reasons
 - Some Models have strict data requirements
 - Scale of the data, data point intervals, etc
 - Some characteristics of the data may impact dramatically on the model performance
- Time on data preparation should not be underestimated



STARTER

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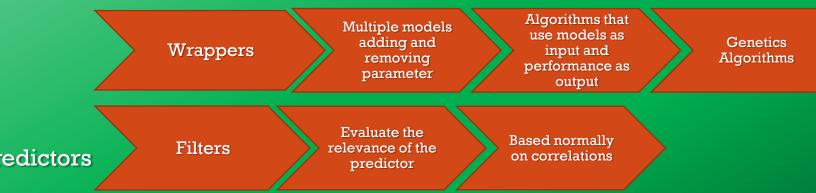
PLENARY

EXTENSION

MACHINE LEARNING AS A PROCESS

Feature Engineering

- Determine the predictors (features) to be used is one of the most critical questions
- Sometimes we need to add predictors
- Reduce Number:
 - Fewer predictors more interpretable model and less costly ٠
 - Most of the models are affected by high dimensionality, specially for non-informative predictors



ACTIVITY FOR ALL: HA / MA / LA

Binning predictors

Objective: Describe the types and characteristics of machine learning

MACHINE LEARNING AS A PROCESS

STARTER

LINKING

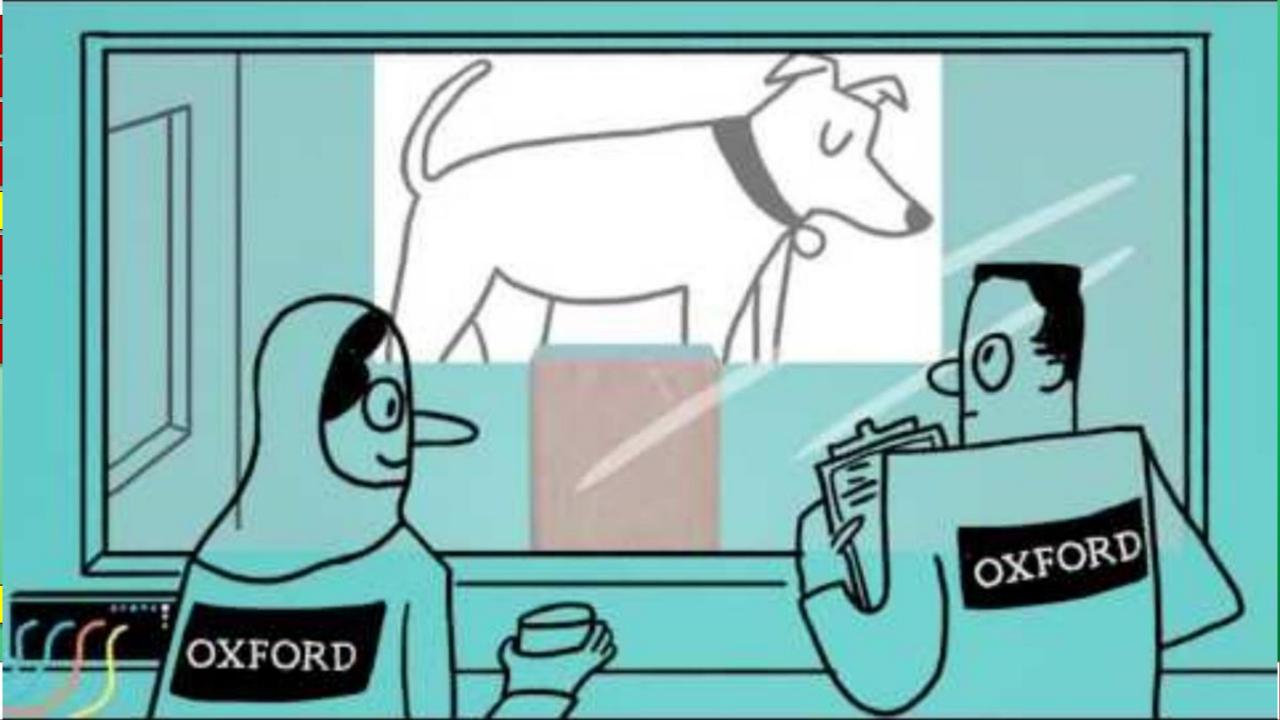
PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

- **Data Splitting**
 - Allocate data to different tasks
 - model training
 performance evaluation
 Define Training, Validation and Test sets
- Feature Selection (Review the decision made previously)
- **Estimating Performance**
 - Visualization of results discovery interesting areas of the problem space
 - Statistics and performance measures
- **Evaluation and Model selection**
 - The 'no free lunch' theorem no a priory assumptions can be made Avoid use of favorite models if NEEDED



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TRIVIA

OBJECTIVES

STARTER

LINKING

PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

APPLICATIONS

MACHINE LEARNING

- Computation Finance (Credit scoring, algorithmic trading)
- Computer Vision (Facial Recognition, Motion Tracking, Object detection.
- Natural Language processing (Voice recognition)

OBJECTIVES

STARTER

LINKING

PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

ACTIVITY AFTER PRESENTATION





ACTIVITIES

PLENARY

EXTENSION

KNOWING WHAT YOU LEARNED

Go to:

https://joinmyquiz.com Join code: 770036

Use your realname and grade level Example: <u>Huong 10G5</u>

OBJECTIVES

STARTER

LINKING

PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

EXTENSION ACTIVITY

Question 6
A company is involved in robotics

Cambridge IGCSE [™]				
CANDIDATE NAME				
CENTRE NUMBER		CANDIDATE NUMBER		
COMPUTER	SCIENCE		0478/12	
Paper 1 Compo	uter Systems	February/Ma	arch 2023	
		1 hour 45	5 minutes	

(d)	The robot needs to find its way through different puzzles. Each puzzle has a series of paths that the robot needs to follow to find its way to the end of the puzzle. The puzzle contains dead ends and obstacles, so the robot needs to decide which way to go.		
	The	robot's program will use artificial intelligence (AI).	
	(i)	Describe the characteristics of AI.	
		[3]	
	(ii)	Explain how the program will use AI.	

ACTIVITY FOR FAST LEARNERS: HA

OBJECTIVES

STARTER

LINKING

PRESENTATION

ACTIVITIES

PLENARY

EXTENSION

EXTENSION ACTIVITY

Question 6 Markscheme

6(d)(i)	Any three from: e.g.	3
	Collects dataStores rules for using the data	
	The ability to reason	
	 The ability to learn // uses machine learning by adapting what it does 	
	 for example, from mistakes to not make them again // result from previous decisions impacts future 	
	by changing its own rules by changing its own data	
	 by being trained Makes one or more predictions (to make a decision) 	
	Find/analyse patterns	
6(d)(ii)	Four from: e.g.	4
	Use machine learning algorithms	
	 Collects data about where it has been Collect data about obstacles/problems 	
	 Store successful actions Stores unsuccessful actions 	
	Identify/store patterns to make sure it does not repeat the same incorrect route	
	so, it knows how to react to obstacles next time	
	so, it knows what is most likely to work next time	

ACTIVITY FOR FAST LEARNERS : HA

THANK YOU

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CREDIT

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