



#### **Computer** Science



List all of the rules:



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1. What happens when ball hits the paddle?



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- 1. What happens when ball hits the paddle?
- 2. What happens if the ball passes the paddle?



#### List **all** of the rules:

- 1. What happens when ball hits the paddle?
- 2. What happens if the ball passes the paddle?
- 3. Where does the ball restart after one player scored?



#### **Computer** Science







data we can gather

input: speed



data we can gather

input: **speed** 

Write a **rule** 

if (speed < 4):
 then walking</pre>





if (speed < 4):
 then walking</pre>

if (speed < 4):
 then walking
else:</pre>

running

data we can gather input: speed Write a rule extend the rule









if (speed < 4): then walking else if (speed < 12): then running else:

biking

then walking









if (speed < 4):
 then walking
else if (speed < 12):
 then running
else:
 biking</pre>

?? WHAT IS THIS ??











#### A New Method



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• • • • •











golfing









golfing









golfing













# **Training** the machine





#### After it's learned:



# After it's learned:



# Making **predictions:**



# **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.