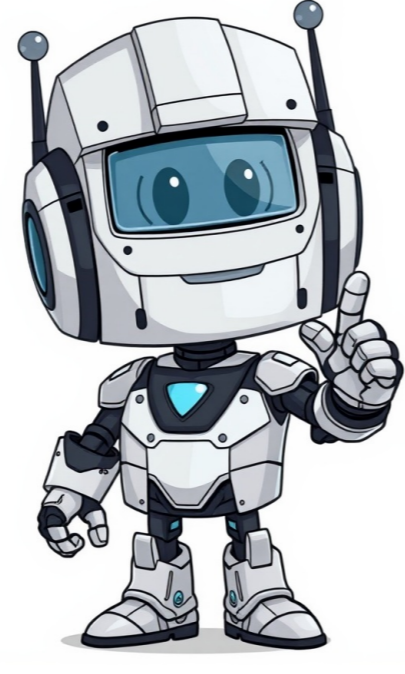


I'm not a robot























. . . . Google . . . . : Jonas Jongejan, Henry Rowley, Takashi Kawashima, Jongmin Kim, Nick Fox-Gieg, Google Creative Lab Data Arts Team propos de ce jeu Ce jeu se base sur l'apprentissage automatique. Vous dessinez, et un rseau de neurones tente de deviner ce que votre dessin represente. Bien sr, il n'y parvient pas toujours, mais plus vous jouez, plus le rseau s'amliore. Pour l'heure, nous lui avons appris quelques centaines de concepts, et nous espérons en ajouter d'autres au fil du temps. Ce jeu montre que l'apprentissage automatique peut tre amusant. Regardez la vido ci-dessous pour en savoir plus sur son fonctionnement, et Cr par Jonas Jongejan, Henry Rowley, Takashi Kawashima, Jongmin Kim, Nick Fox-Gieg, en collaboration avec les quipes Google CreativeLab et Data ArtsTeam. About this game This is a game built with machine learning. You draw, and a neural network tries to guess what youre drawing. Of course, it doesnt always work. But the more you play with it, the more it will learn. So far we have trained it on a few hundred concepts, and we hope to add more over time. We made this as an example of how you can use machine learning in fun ways. Watch the video below to learn about how it works, and Built by Jonas Jongejan, Henry Rowley, Takashi Kawashima, Jongmin Kim, Nick Fox-Gieg, with friends at Google Creative Lab and Data Arts Team. !- - !- 20

**How to draw front view of stairs. How to draw stairs from the side. How draw stairs. How to draw stairs in floor plan. How to draw stairs step by step. How to draw front steps.**

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