On your way in...

Pick-up
1. POGIL Activity #20
2. Graded HW 7
USING MACHINE LEARNING TO CREATE REALISTIC AVATARS FOR VIRTUAL REALITY

STEVE LOMBARDI
(Facebook Research Labs)

algorithms to build realistic data-driven avatars that can be animated from a VR headset in real time

https://www.wired.com/story/facebook-oculus-codec-avatars-vr/

Today at 2:35p in Wege (here)
CSCI Academic Advising @4pm Wege

• CS Faculty will discuss the classes being offered in the fall semester
  • Will be there to answer questions!

• After the CS Colloquium @4pm in Wege
We’re having a spring mountain day.

NO LAB NEXT WEEK

Go outside and enjoy the spring-ish weather.
NO LAB NEXT WEEK

I’ll be in my office or the lab during Monday’s regularly scheduled lab hours to answer questions, go over homework problems, etc.

come say hi.
Welcome to CS 134!

Introduction to Computer Science
Iris Howley

- Binary Trees -
20 QUESTIONS

WHAT AM I THINKING OF?

Ask me yes/no questions.
Hi, my name is Dizzy.

I am 6 years old and I’m not a fan of dogs.
HOW MIGHT WE REPRESENT THIS GAME IN A DATA STRUCTURE?
TREES

A data structure for sorting and searching
Tree Data Structure

• Decision Trees
  ▪ Machine learning

• Binary Search Trees
  ▪ Fast searching!

• Family Trees
My Cat's Decision-Making Tree.

Is that for me?

- Yes.
- No.

That's for me.
POGIL Activity #20

• Find a partner and spend 5 minutes discussing your responses to the POGIL worksheet, Question 1.

• Be prepared to report out your responses!
Adding Nodes to the Tree

• Octopus?

• \( t_4 = ("octopus?") \)

• \( \rightarrow t_2 = \text{Tree}('8 \text{ legs}?',T4) \)
Time’s up!
Report out!
QUESTIONS?
Leftover Slides