

COGNITIVE SERVICES

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responsiveX

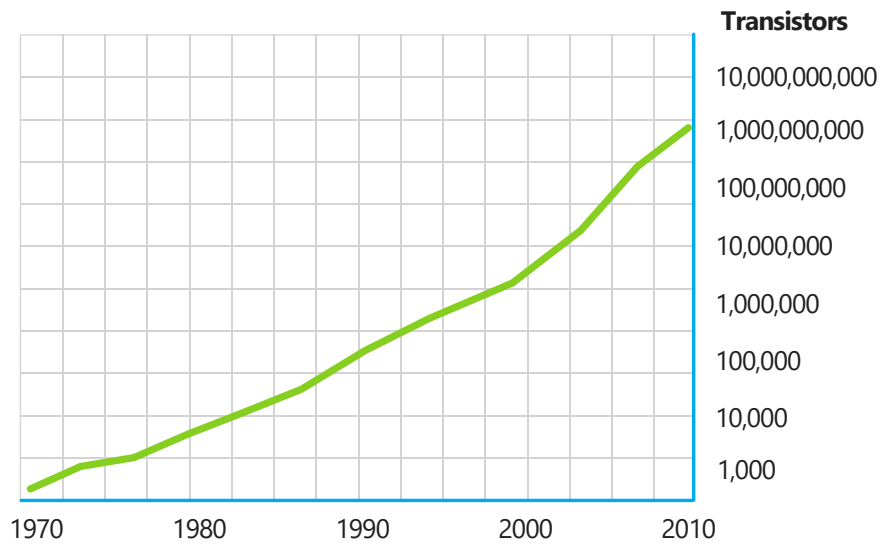
Email: eric.boyd@responsiveX.com

Twitter: [@EricDBoyd](https://twitter.com/EricDBoyd)

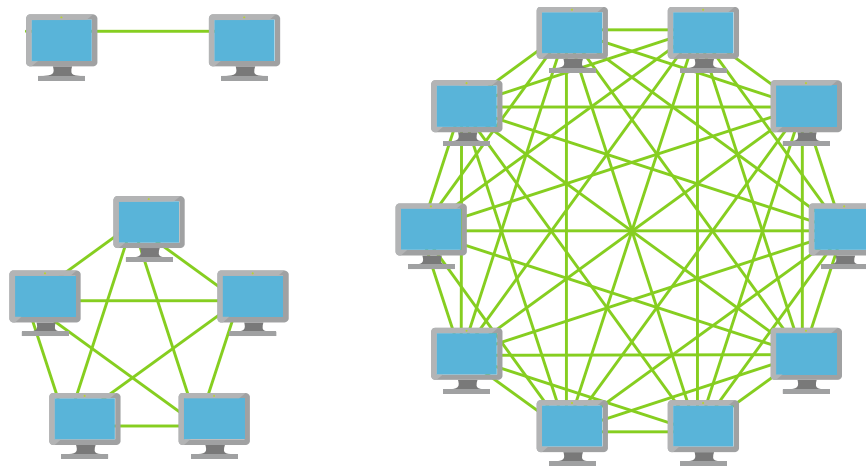


The Revolution

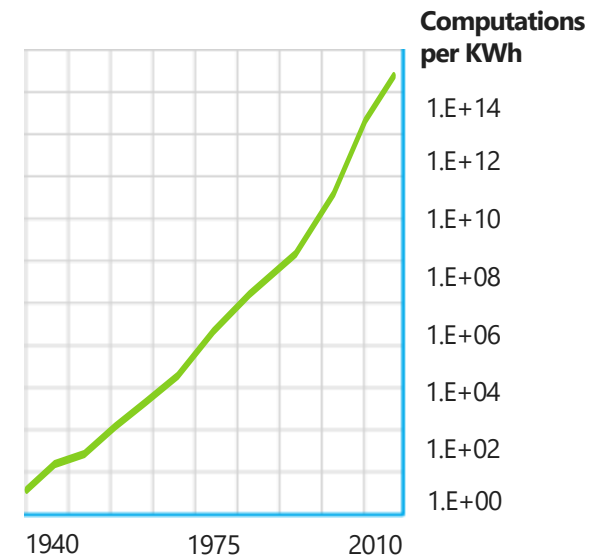
Moore's Law



Metcalf's Law



Koomey's Law





#Windows10devic 

PROJECT
XRAY



<https://youtu.be/29xnzxc6I?t=40> , <https://youtu.be/4QiGYtd3qNI?t=41>

ANALYSIS:

234654	453	35
654334	450	16
245261	865	26
453665	765	46
382856	863	09
356878	544	04
664217	985	89
254346	956	32

SCAN MODE 43894
SIZE ASSESSMENT

ASSESSMENT COMPLETE

FIT PROBABILITY 0.99

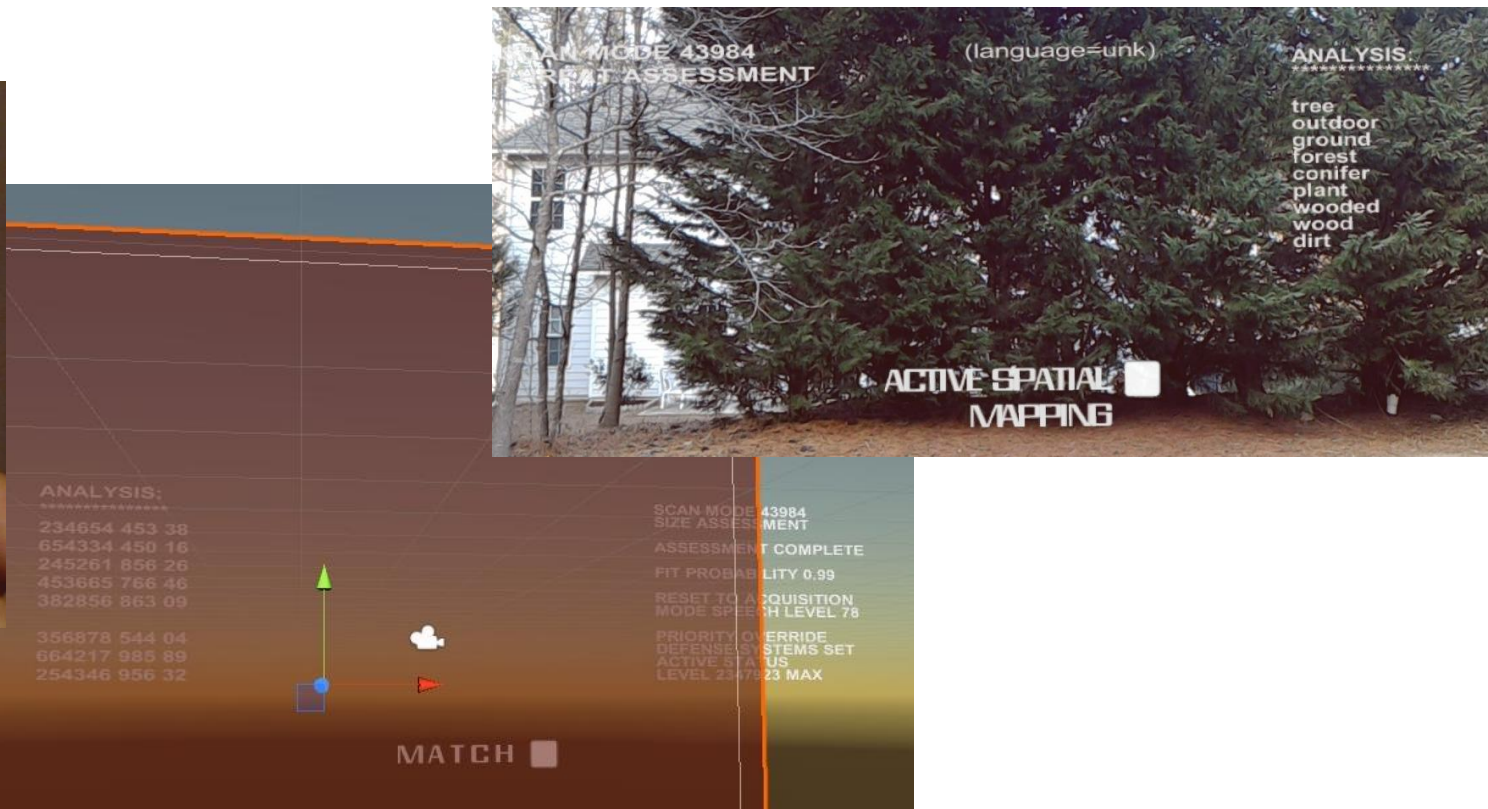
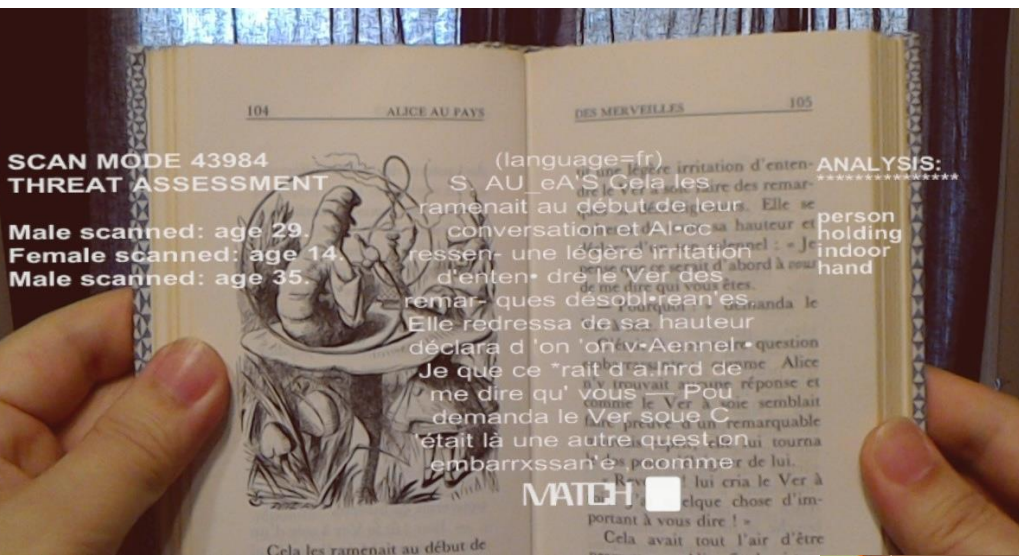
RESET TO ACQUISITION
MODE SPEECH LEVEL 78

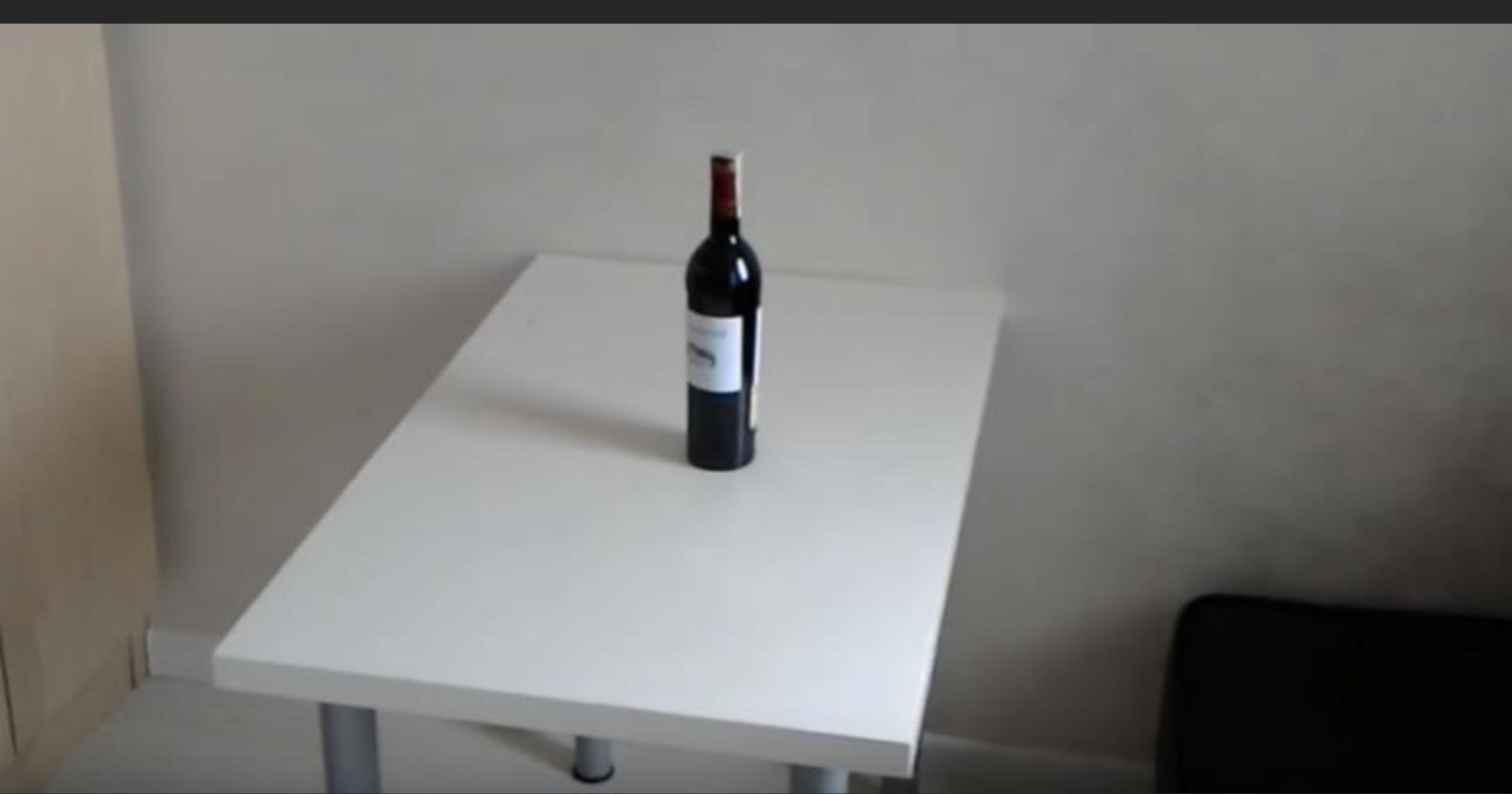
PRIORITY OVERRIDE
DEFENSE SYSTEMS SET
ACTIVE STATUS
LEVEL 2347923 MAX

MATCH ■

Terminator HUD on HoloLens

<https://blogs.windows.com/buildingapps/2017/03/06/building-terminator-vision-hud-hololens>





<https://youtu.be/Kq1NkrURTAo?t=1>



<https://youtu.be/7Qz6PDKgwaM?t=7>



<https://www.youtube.com/watch?v=R2mC-NUAmMk>

Links

- davidgiard.com/CognitiveSvc.aspx
- www.what-dog.net
- how-old.net
- Seeing AI Project: youtu.be/R2mC-NUAmMk
- Uber: youtu.be/aEBi4OpXU4Q
- Microsoft.com/Cognitive
- github.com/DavidGiard/CognitiveSvcDemos

Resources

- HoloLens Developers Site – Getting Started
 - <https://www.microsoft.com/en-us/hololens/developers>
- Unity3d & HoloLens
 - <https://unity3d.com/partners/microsoft/hololens>
- Xamarin UrhoSharp
 - <https://developer.xamarin.com/guides/cross-platform/urho/introduction>
 - <https://github.com/xamarin/urho-samples/tree/master/HoloLens>
- Terminator HUD
 - <https://blogs.windows.com/buildingapps/2017/03/06/building-terminator-vision-hud-hololens>