

# ■ Study Notes

Of course! Here are the concise, visual study notes based on your content.

## ■ Key Concepts

- \*\*Machine Learning (ML)\*\*: A program that learns from experience to get better at a task.
- \*\*Learning Program\*\*: Another name for a machine learning program.
- \*\*Experience (E)\*\*: The data or past events the program uses to learn. ■
- \*\*Task (T)\*\*: The specific job the program is designed to perform. ■
- \*\*Performance (P)\*\*: How well the program completes its task, measured by a specific metric. ■

## ■ Important Points

- A program learns if its \*\*performance (P)\*\* at a \*\*task (T)\*\* improves with \*\*experience (E)\*\*.
- ML has evolved to be used in many different fields. ■
- A key application is in \*\*robotics\*\*, making machines more intelligent. ■

## ■ Quick Facts

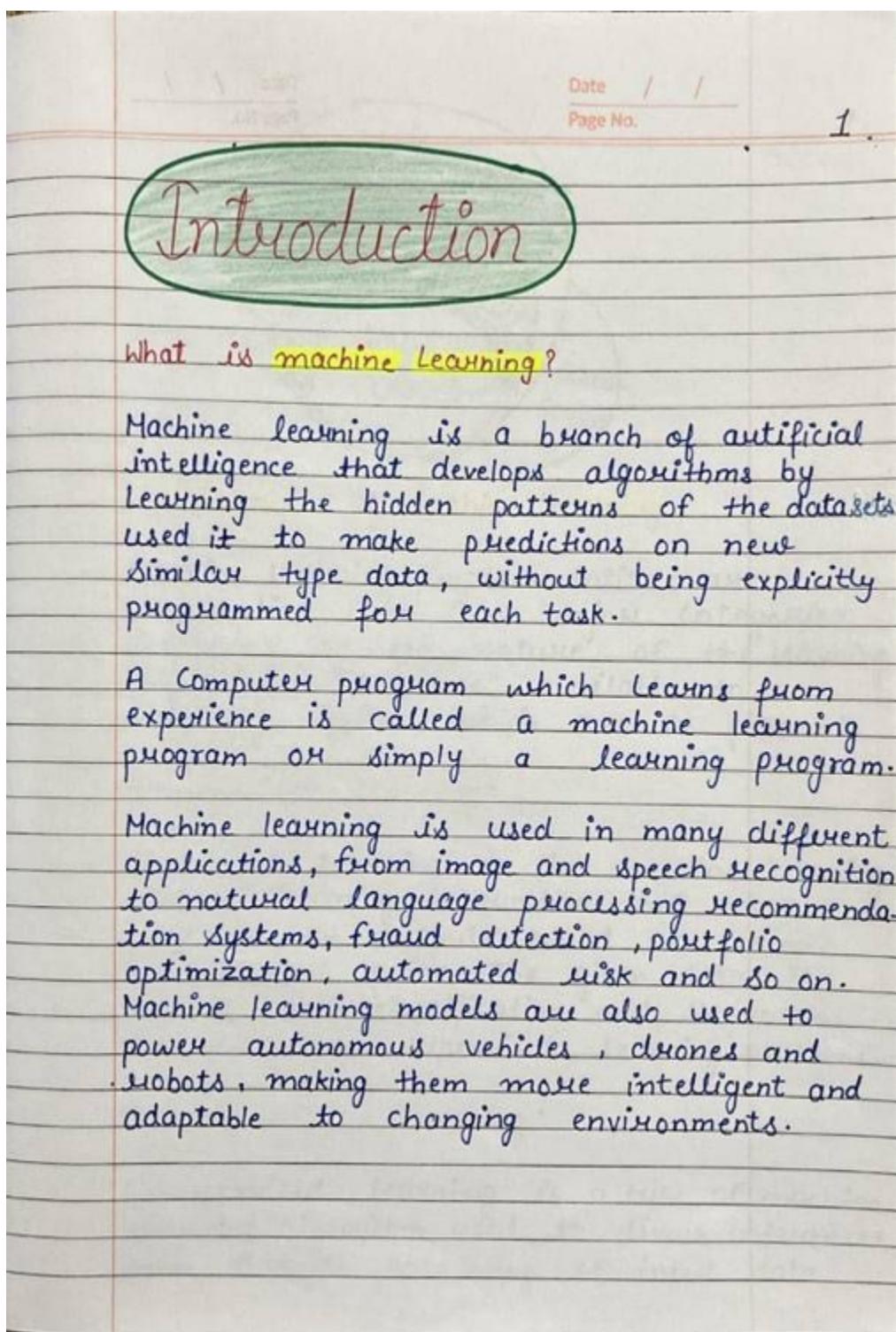
- Better Experience → Better Performance.
- ML is a core part of modern Artificial Intelligence (AI).
- The goal is for the program to improve automatically, without being re-programmed by a human.

## ■ Memory Tips

- \*\*Remember T, P, E with the phrase\*\*: "T)o P(erform E(xcellently)
- \*\*Think of it like learning a game\*\*:
- \*\*T\*\*ask: Win the game ■
- \*\*E\*\*xperience: Playing many rounds ■
- \*\*P\*\*erformance: Your win rate or score ■

## ■ Reference Images

### Image 1



## ■■ Concept Mind Map

