
Machine Learning and AI

- Methods and Algorithms -

Personnal Notes
François Bouvier d'Yvoire

CentraleSupélec & Imperial College

Contents

1	Common Machine Learning algorithms	3
1.1	Linear Regression	3
1.1.1	Maximum Likelihood Estimation (MLE)	3
1.2	Gradient Descent	3
1.2.1	Simple Gradient Descent	3
1.2.2	Gradient Descent with Momentum	3
1.2.3	Stochastic Gradient Descent	3
1.3	Model Selection and Validation	3
1.3.1	Cross-Validation	3
1.3.2	Marginal Likelihood	3
1.4	Bayesian Linear Regression	3
1.4.1	Mean and Variance	3
1.4.2	Sample function	3
2	Argumentation Framework	5
2.1	AA	5
2.1.1	Simple AA	5
2.1.2	AA + Suppport	5
2.1.3	Argument Mining	5
2.1.4	AA with PrefProb	5
2.2	ABA	5
2.2.1	Simple ABA	5
2.2.2	ABA more DDs	5
2.2.3	p-acyclic ABA	5
2.3	ArgGame	5

Todo list

■ Add bibtex reference	3
■ Find better paragraph layout	3
■ add ref	5

Intro

This document will use the following classification for the machine learning algorithms. However their might be some changes. For exemple, some of them will be part of the commons algorithms and not from their real class.

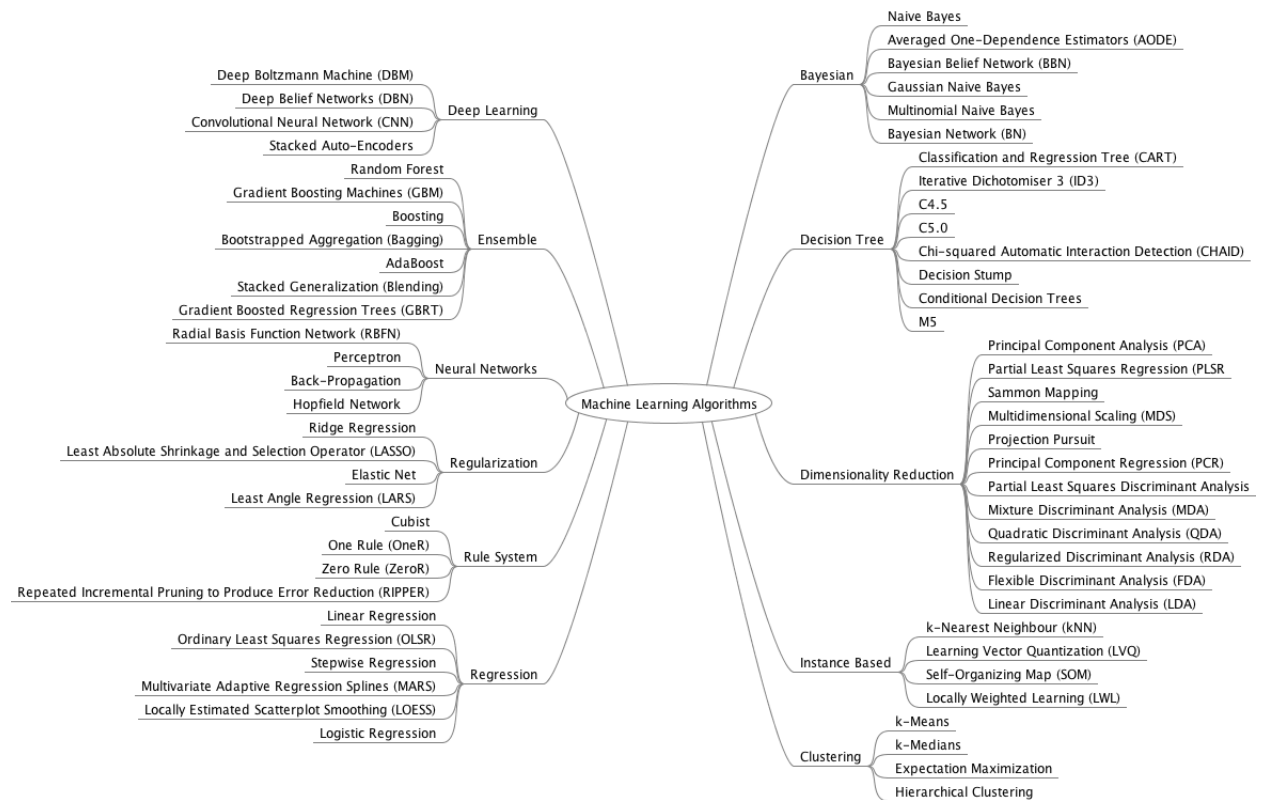


Figure 1 – Simple graph for algorithms classification in ML

Chapter 1

Common Machine Learning algorithms

This chapter is dedicated to the most common ML algorithms, a major part of the notes come from the mml-books.com

Find better paragraph layout

Add bibtex reference

1.1 Linear Regression

1.1.1 Maximum Likelihood Estimation (MLE)

Closed-Form Solution

Maximum A Posteriori Estimation (MAP)

1.2 Gradient Descent

1.2.1 Simple Gradient Descent

1.2.2 Gradient Descent with Momentum

1.2.3 Stochastic Gradient Descent

1.3 Model Selection and Validation

1.3.1 Cross-Validation

1.3.2 Marginal Likelihood

1.4 Bayesian Linear Regression

1.4.1 Mean and Variance

1.4.2 Sample function

Chapter 2

Argumentation Framework

This chapter are notes from the Imperial Course Machine Arguing from Francesca Toni.

[add ref](#)

introduction Argument Framework are a field in AI which provide way of evaluate any debate problem. It is useful to resolve conflict, to explain decision or to deal with incomplete information.

2.1 AA

2.1.1 Simple AA

2.1.2 AA + Suppport

2.1.3 Argument Mining

2.1.4 AA with PrefProb

2.2 ABA

2.2.1 Simple ABA

2.2.2 ABA more DDs

2.2.3 p-acyclic ABA

2.3 ArgGame