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Output Output Design Output

- Build prediction models.
- Learns from pervious data and predicts future outputs.
- Helps get solution of complex problems in a simpler manner.

o Features of Machine Learning:

- Use data to predict patterns
- Improve automatically
- Data-driven technology
- Deal with huge amounts of data

o Importance for Machine Learning:

- Rapid production of data
- Solve complex problems
- Optimized decision making
- Identify hidden patterns and extract information

o Types of data:

- Structured:
- Stored in relational databases
- Highly organized
- Labelled
- Well-defined
- Example like names, dates, addresses, credit card numbers, stock information, geolocation
- Unstructured:
- No predefined format
- Much more difficult to process
- For example emails, word processing documents, PDF files, audio files, videos, images, etc

- Semi-structured:
- Organized but not highly
- Not stored in relational databases
- For example HTML, XML, JSON documents, NoSQL databases, etc.
- Metadata:
- Data about data
- Describes data

Classification of Machine Learning Techniques:

- 1. Supervised Machine Learning
 - o Train on labelled data
 - o Test model on sample data to predict accuracy
 - o Map input data to output data
 - Types: Classification and Regression

2. Unsupervised Learning

- o Learn without Supervision
- o Data not labelled
- o Restructure data into new groups
- o Types: Clustering and Association

3. Semi-supervised Learning

Hybridization of supervised and unsupervised learning

4. Reinforcement Learning

- Feedback based learning
- o Right action: reward, Wrong action: Penalty
- o Goal: get most reward points

• Classification Analysis

- Binary classification
 - Have two classes
 - Differentiate in two things

Multiclass classification

- Have more than two class labels
- Works on range of specified classes

Multi-Label classification

- One element associated with several classes
- Hierarchically structured

o Naive Bayes (NB):

- Follow Bayes' theorem
- Works for both binary and multiclass.
- Classify data and build model
- Small amount of training data

Linear Discriminant Analysis (LDA)

- Linear decision boundary classifier
- Differentiate in two things

o Logistic Regression

- Probabilistic based statistical model
- Uses a logistic function to estimate the probabilities
- Can be used for both classification and regression problems

○ K-nearest neighbors (KNN)

- Instance based learning algorithm
- Differentiate in two things

Support vector machine (SVM)

- Constructs a hyper-plane or set of hyper-planes
- Behave differently based on different mathematical functions
- Does not perform well on very noisy data

o Decision Tree

Non-parametric supervised learning method

o Random forest (RF)

- Parallel ensembling on sub-samples
- Series of decision trees
- More accurate

Adaptive Boosting

- Iterative approach to improve poor classifiers
- Meta-learning
- Combines many classifiers for accuracy
- Learns from errors

o Extreme gradient boosting

- Generates a final model based on a series of individual models
- Fast to interpret
- Handles large-sized datasets well

Stochastic gradient descent

- Iterative method
- Optimize functions
- Large scale models

Rule-based Classification

- Makes use of IF-THEN rules for class prediction
- Decision tree is rule-based classification algorithm
- Easier to interpret
- Used to produce descriptive models

• Applications of Machine Learning:

- o Image Recognition
 - Deep Learning
 - Face Detection
 - Image Classification
- Speech Recognition
 - Communication
 - Convert voice to text
- Recommender Systems
 - Customized services
 - Recommend content based on search history and preferences
- o Fraud Detection
 - Live detection of frauds
 - Alert Systems
- o Self-Driving Cars
 - Automated driving
- o Medical Diagnosis
 - Disease classification
 - Disease prediction and detection
 - Plant disease related tasks

- Stock Market Trading
 - Predict future trends and prices
 - Time series forcasting
 - Sequential data
- o Virtual Try On
 - Identification of landmarks
 - Tracking objects
 - Virtual object placement
 - Artificial Reality