Artificial Intelligence Dec 2023 Batch

32 hrs

Machine Learning Landscape

Python

Statistics

ML models

Deep Learning- NLP, CNN & ANN

Data Science- Complete Package

SOL, Pyspark, Power BI,
(Loud Computing

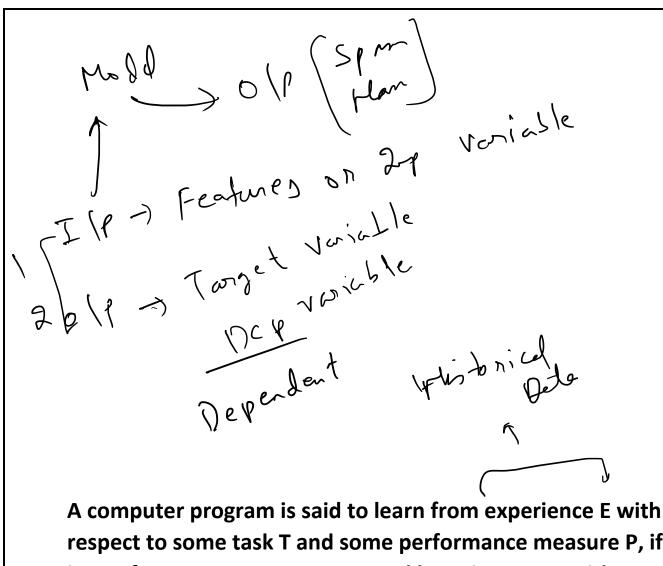
Machine Learning is the <u>science</u> (and art) of <u>programming</u> computers so they can learn from data.

Code > Date set -> Predictions
Learning

Machine Learning is the field of study that gives computers

the ability to learn without being explicitly programmed.

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respect to some task T and some performance measure P, if its performance on T, as measured by P, improves with

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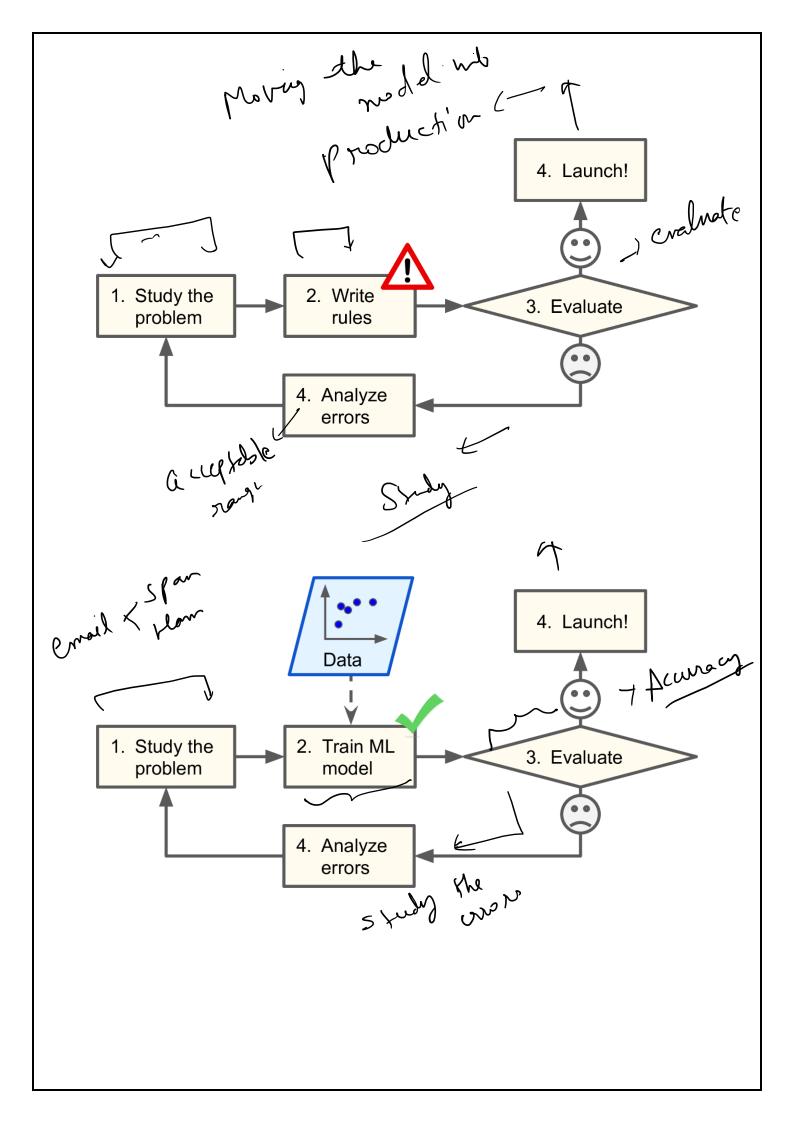
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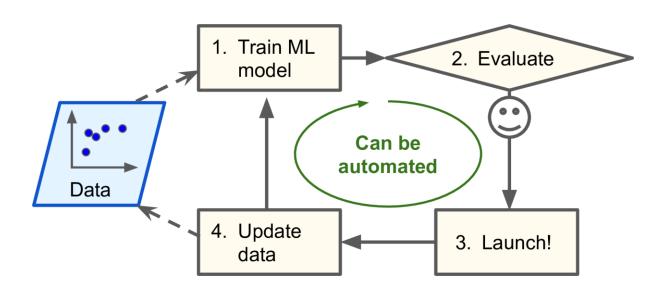
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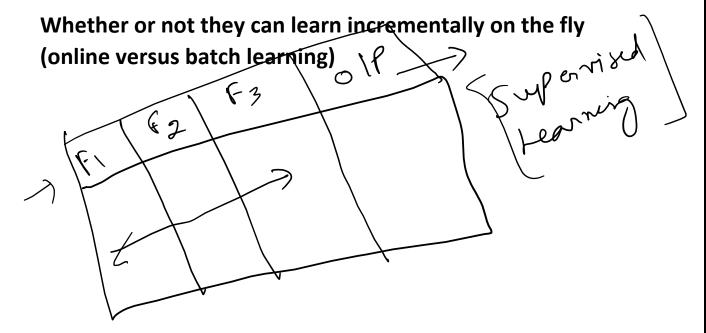


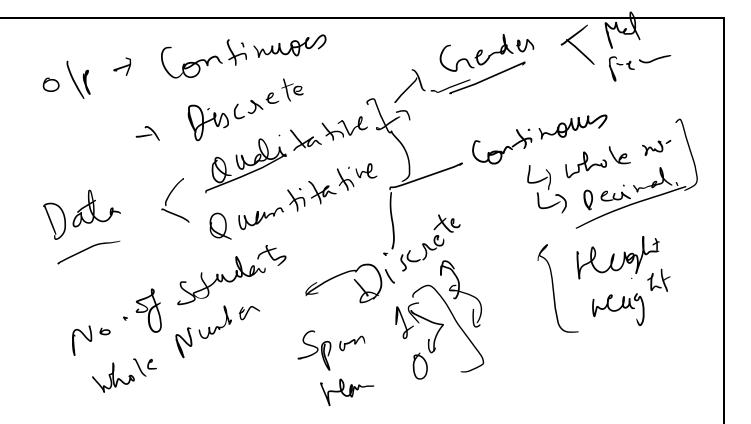


From the perspective of Spam/Ham example the experience E is the training data, the task T is to flag new/incoming email as spam/ham and the performance measure P is called as accuracy.

Types of Machine Learning Systems

How they are supervised during training (supervised and unsupervised machine learning)





Training Supervision- ML systems can be classified according to the amount and type of supervision they get during training.

Supervised Learning- In supervised learning, the training set you feed to the algorithm includes the desired solutions called labels.

There are two kinds of supervised learning:

1. Classification Spam/Ham model is a classification task where target variable is discrete (0 or 1) e.g. Logistic

Regression is a ML model

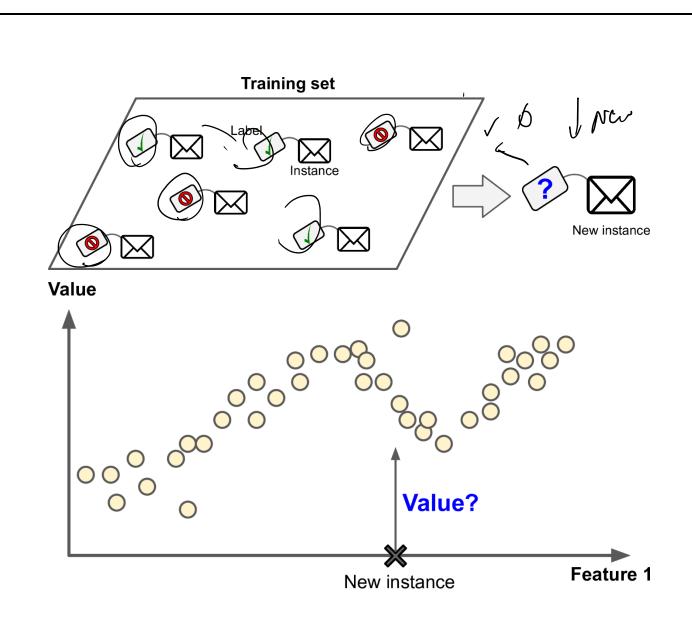
2. Regression The target variable is continuous in nature e.g Linear Regression is a ML model

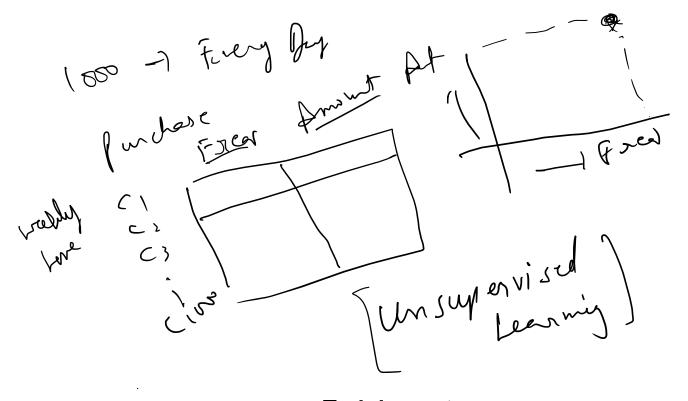
Supervises ML is that algorithm where the target variable is present in the historical or training data. If the target variable is discrete then we opt for classification algorithms and if the target variable is continuous then we opt for regression algorithms.

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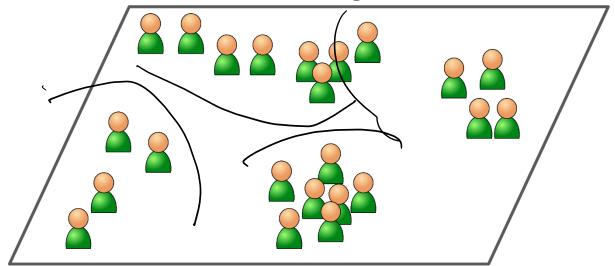
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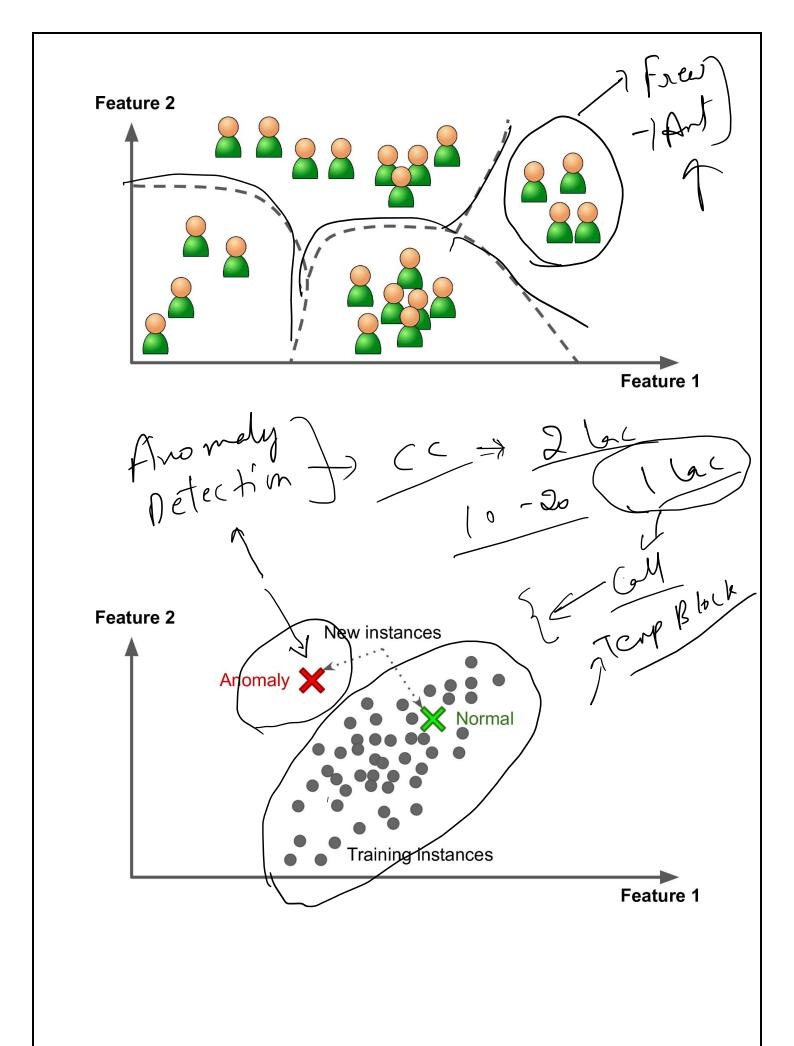
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Training set





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Reinforcement Learning- The learning system, called an agent in this context, can observe the environment, select and performs actions and get rewards in return (or penalties in the form of negative rewards).

It must then learn by itself what is the best strategy, called a policy to get the most rewards over time.

A policy defines what action the agent should choose when it is in a given situation.

