

# Introduction

## Definition :-

- \* Even among machine learning practitioners, there isn't a well accepted definition of what is & what is not machine learning.
- \* Arthur Samuel (1959) :- Machine Learning:  
The field of study that gives computers the ability to learn without being explicitly programmed.
- This definition is somewhat informal and old.

## \* Tom Mitchell (1998) :-

Well-posed Learning Problem: A computer program is said to learn from experience  $E$  with respect to some task  $T$  and some performance measure  $P$  if its performance on  $T$ , as measured by  $P$ , improves by experience  $E$ .

## Types of Machine Learning :-

- (i) Supervised Learning  $\rightarrow$  "right answers given"
- (ii) Unsupervised Learning
- (iii) Others  $\rightarrow$  Reinforcement Learning, Recommender Systems etc

\* Note  $\rightarrow$  Regression: Predict Continuous Value Output.  
Classification: Discrete valued output.

\* Supervised Learning:-

In every example of our data set, we are told what is the correct answer that the algorithm has to predict.

- Having a idea that there is a relationship between input & output.

Types of Supervised Learning:-

(i) Regression:- Goal is to predict results within a continuous output, meaning we are trying to map input variables to some continuous function.

Eg:- Given a picture of a person, predict the age of the person.

(ii) Classification:- Goal is to predict results in a discrete output. In other words, we are trying to map variables into discrete categories.

Eg:- Predict whether it will rain or not, given the humidity in air.

## Unsupervised Learning: —

It allows us to approach problems with little or no idea what our results should look like.

- There is no feedback based on the prediction results.