



# Demystifying Learning

# Visual Cliff Experiment



- Gibson and Walk (1960), Cornell University.
- Depth perception in human and other animal species.
- Experiment ↔ Learning ?
- Learning:  
do task -> fail -> experience -> repeat till success.

Source : [https://en.wikipedia.org/wiki/Visual\\_cliff](https://en.wikipedia.org/wiki/Visual_cliff)

# Need for Learning



- Blocks of Learning:
  - Information
  - Knowledge
  - Experience

# Need for Machines

- Data
- Time (Latency)
- Services / Applications



Source : <https://content.iospress.com/articles/statistical-journal-of-the-iaos/sji190595>

# Learning

A computer program is said to **learn** from **experience E** with respect to some class of **tasks T** and performance **measure P**, if its performance at tasks in **T**, as measured by **P**, improves with experience **E**

*-Tom Mitchell*