UNIVERSITY OF ZAGREB
FACULTY ELECTRICAL ENGINEERING AND COMPUTING

MASTER THESIS nu. 1382

Image Based Phylogenetic Classification

Vinko Kodžoman

Zagreb, travanj 2017.

Umjesto ove stranice umetnite izvornik Vašeg rada.
Da bi ste uklonili ovu stranicu obrišite naredbu `\izvornik`.

Thank you...

CONTENTS

1. Introduction

Since the dawn of time, people have tried to explain their surroundings. Life is all around us in many forms, and as such people have tried to categorize t by keen observation, both through its visual and genetic features. Today, it is organised into a taxonomic hierarchy of eight major taxonomic ranks. The number of known species on Earth is in the millions and climbing every year.

Machine learning allows computers the ability to learn without being explicitly programmed (Samuel). It, together with an incrase in data

2. Research context

Papers please.

2.1. Definitions and notation

Matrix is..

2.2. Machine learning

2.3. Deep learning

GPUs

2.3.1. Feedforward Neural Networks

2.3.2. Convolutional Neural Networks

3. TaxNet

Let’s hope it is anygood.

4. Results

Graphs graphs graphs...

5. Conclusion

Zaključak.

BIBLIOGRAPHY

A. L. Samuel. Some studies in machine learning using the game of checkers. 3(3): 210–229. ISSN 0018-8646. doi: 10.1147/rd.33.0210.

Image Based Phylogenetic Classification

Sažetak

Sažetak na hrvatskom jeziku.

Ključne riječi: Ključne riječi, odvojene zarezima.

Title

Abstract

Abstract.

Keywords: Keywords.