Deep Learning Introduction

-> Nachine Learning is twining things (data)

Ento numbered and Zinding patterns in those

numbered

ML V& DL



Traditional Rusquamming:

AIP:

Vegetables + chicken

Rules:

i) out Vegetables

IP + Rules => 0/P

Start with

makes

ı	IIP.	+ Rules	2	0/P
	Start	e with		makes
	neng			
Algorith	m:			
IP:		les:		
oked Jicken				
	Lie	quella or	ut_	
	n for 30 m which cooked) Algorithm Red	Stand no no por 30 mbre cooked) Algorithm: prince ked hicken	Starts with ho ho ho ho cooked) Afgordthm: P: ——————————————————————————————————	Starts with no no no pose 30 mbrs white cooked) Algorithm: red

E why use ML (ON DL) ? Jood reason: why not ? Better suason: Eve a complex problem, can you thenk of all the sulled? Aj you can build a simple deule-based System that doesn't elequeur ML, do that. Quehat DL is good for ? -> Publime with long like of rule - when the treadétional approvach fails, ML/DL may help. 2 Continually Changing environments - DL can adapt ('Ceaun') to new scenauise. Tiscovering ûneights within large collections

of data - Can you renagine treying to hand
craft realle for what I 01 defurent

kinds of food look like. Quhat DL & not good Zor? when you need explainability. - The patterne leavening model are leavening model are typically uninterpretable by a human. > when the treaditional opproach is a better option - if you can accomplish what you reed with a fample level-based system. When everel are unacceptable - since the outhut of deep bouning model oven 1+ always pudictable. when you don't have much data- Deep Learning modeld usually regruine à jainly. Vouge amount of data to produce great