

Machine learning

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11:01

- Induction v. Deduction
 - Induction → going from a specific set of observations to a general rule
 - Observations that the sun rose everyday in the past - induce that the sun will come up tomorrow
 - Inductive conclusions might be incorrect
 - Deduction → conclusions are guaranteed to be correct if the premises are correct
- Factored representation- vector of attribute values
- output:
 - A finite set of values → classification
 - Number (tomorrow's temperature) → regression
- Types of feedback (from inputs):
 - Determine the main types of learning
 - Supervised learning:
 - Agent observes input-output pairs and learns a function that maps from input to output
 - Label → "bus" on images (output)
 - Outputs are obtained by the agent from its own precepts after the fact - environment is the teacher and the agent learns a function that maps States to stopping distance
 - Unsupervised learning:
 - Agent learns patterns in the input without any explicit feedback
 - Most common task: clustering → detecting potentially useful clusters of input examples
 - ex. Can identify large clusters of similar images called "cats"
 - Reinforcement learning :
 - agent learns from a series of reinforcements - rewards and punishments
 - ex. at the end of a chess game the agent is told that it has won (a reward) or lost (a punishment)
 - It is up to the agent to decide which of the actions prior to the reinforcement were most responsible and after its actions to aim towards more rewards in the future

