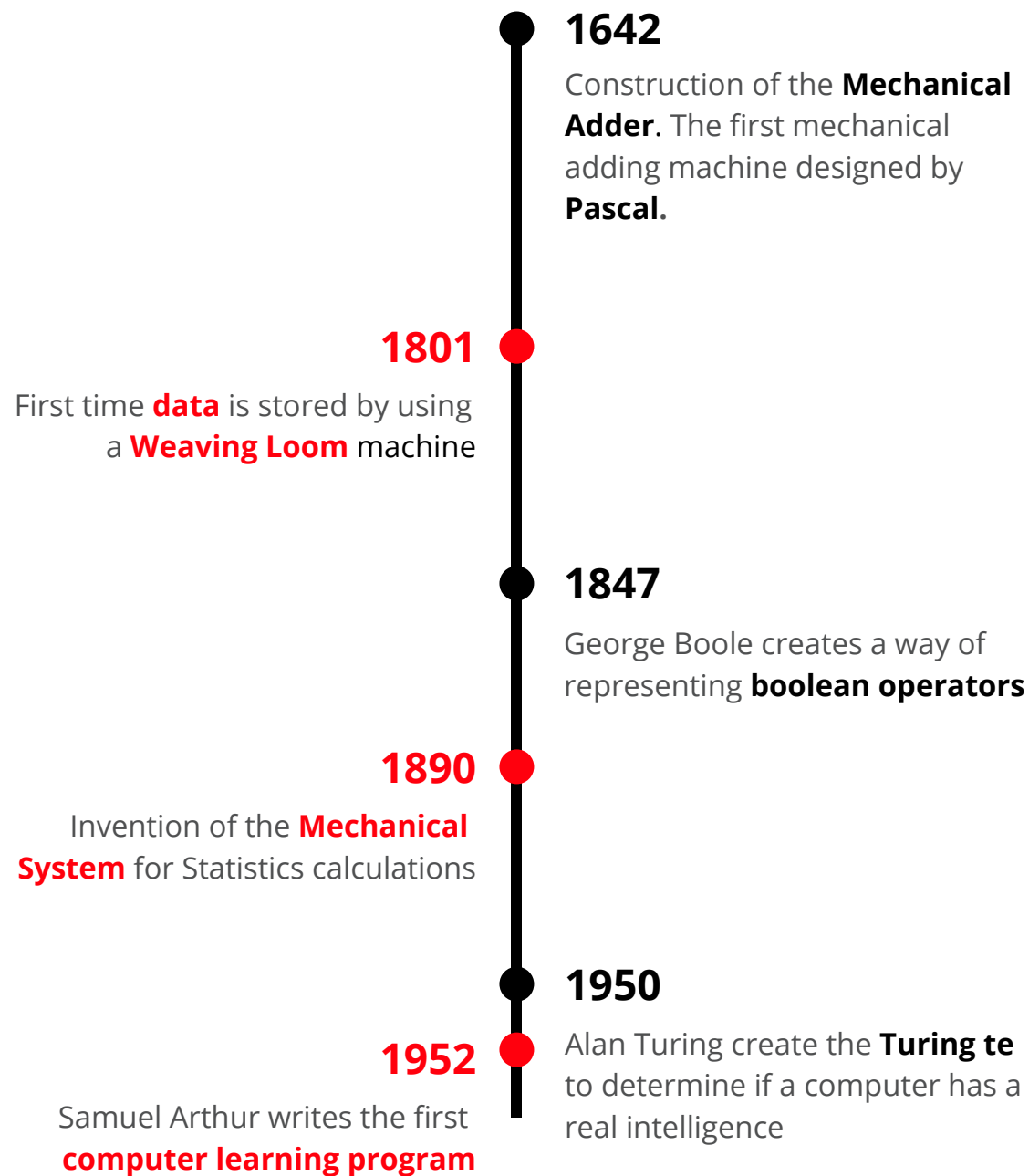# MACHINE LEARNING

Machine Learning provides systems the ability to automatically learn and improve from experiences.

Machine learning is the idea that there are **generic algorithms** that can tell you something interesting about a set of data without you having to write any custom code specific to the problem. *Instead of writing code, you feed data to the generic algorithm and it builds its own logic based on the data.*

1642

Construction of the **Mechanical Adder**. The first mechanical adding machine designed by **Pascal.**

1801

First time **data** is stored by using a **Weaving Loom** machine

1847

George Boole creates a way of representing **boolean operators**

1890

Invention of the **Mechanical System** for Statistics calculations

1950

Alan Turing create the **Turing te** to determine if a computer has a real intelligence

1952

Samuel Arthur writes the first **computer learning program**

1957

Frank Rosenblatt designed the **perceptron** which is a type of **neural network**

1967

The **nearest neighbor** algorithm is written as a very basic pattern recognition

1979

Students from Stanford University invent the **Stanford card. A robot that navigates a room by its own.**

1981

Explanation Based Learning, a type of supervised learning, is introduced in a journal article

1990s

Large amounts of data are being analyzed and scientists use **machine learning** for data mining, adaptive software, language learning, etc.

2000s

Machine learning is used anywhere **adaptive programming** is required