* what is Machine Learning ?	2.
,	
Arthur Samuel - 1959	
The Subfield of (omfater Science that gives ility to learn without
computers the ab	ility to learn without
exp livitly forgrammed.	
, d , d	Pattern in the data
	Λ
> Machines Jeans patterns	from the date and
replicate the same in f	nture.
	Virat kohla
	82
grail Primary Social Promotion	63
a server	100
Spam (-> Get 50% discont)	105
-> Buy 2 get 1 of fees	110
9,9, 11,3	
* Hope you are good.	
	
or fredictive typing.	
,	
* At computer program is	said to learn from
Experience & with ves per	to some class of lasks?
and performance measure -	said to pear from to some dans ef Tasks T of the ferformance at perience E.
task T as measured by P	Improves with experience to
Ly Tom Mitchell (1997)	
(11/3)	Task (T) - Classifying an email
at N. La	juto spam ham-
* Motivations	Experience (E) - Watching your label
-> Alexa	of emeril.
-> (redit (and Frank	Experience (E) - Watching your label of elnewit. Performance (P) - The no of emails
> Sentiment Analysis > Autonomous Vehicle	correctly classified.
	Cost and Complete

