Unit-4:

1. Describe well proposed learning algorithm with suitable examples .Identify Experience, Task and performance of each application.
2. Demonstrate steps required for design learning system for checkers game.

(All 5 steps required).

1. Explain Choosing a Function Approximation Algorithm for checkers game.
2. Explain components used in final system design of design a learning system.
3. Explain concept learning task with suitable notations and inductive learning hypothesis.
4. Explain Find-S
5. Demonstrate VERSION SPACES AND THE CANDIDATE-ELIMINATION ALGORITHM and Candidate Elimination algorithm with suitable example.
6. Compare Find-s and candidate elimination algorithm.
7. Explain INDUCTIVE BIAS.

Unit-5:

1. Explain DECISION TREE REPRESENTATION and APPROPRIATE PROBLEMS FOR DECISION TREE LEARNING.
2. Describe The Basic Decision Tree Learning Algorithm for choosing the beast attribute in terms of ENTROPY MEASURES HOMOGENEITY OF EXAMPLES AND INFORMATION GAIN MEASURES THE EXPECTED REDUCTION IN ENTROPY WITH SUITABLE EXAMPLE.
3. Explain HYPOTHESIS SPACE SEARCH IN DECISION TREE LEARNING.
4. describe INDUCTIVE BIAS IN DECISION TREE LEARNING.
5. ISSUES IN DECISION TREE LEARNING

* Avoiding Overfitting the Data
* REDUCED ERROR PRUNING
* RULE POST-PRUNING
* Incorporating Continuous-Valued Attributes
* Alternative Measures for Selecting Attributes
* Handling Training Examples with Missing Attribute Values
* Handling Attributes with Differing Costs

1. Decision Trees: ID3 Algorithm WITH SUITABLE EXAMPLE