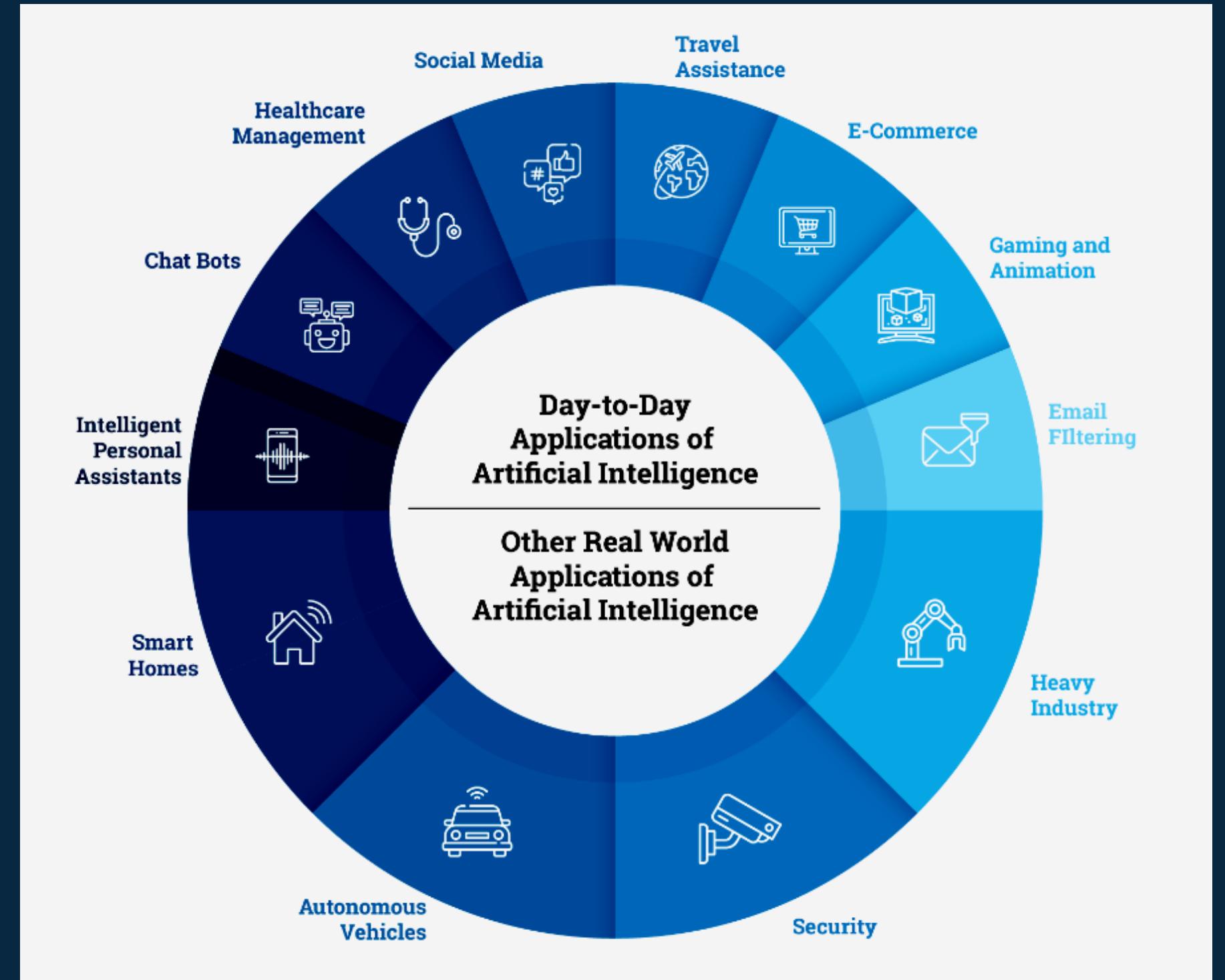
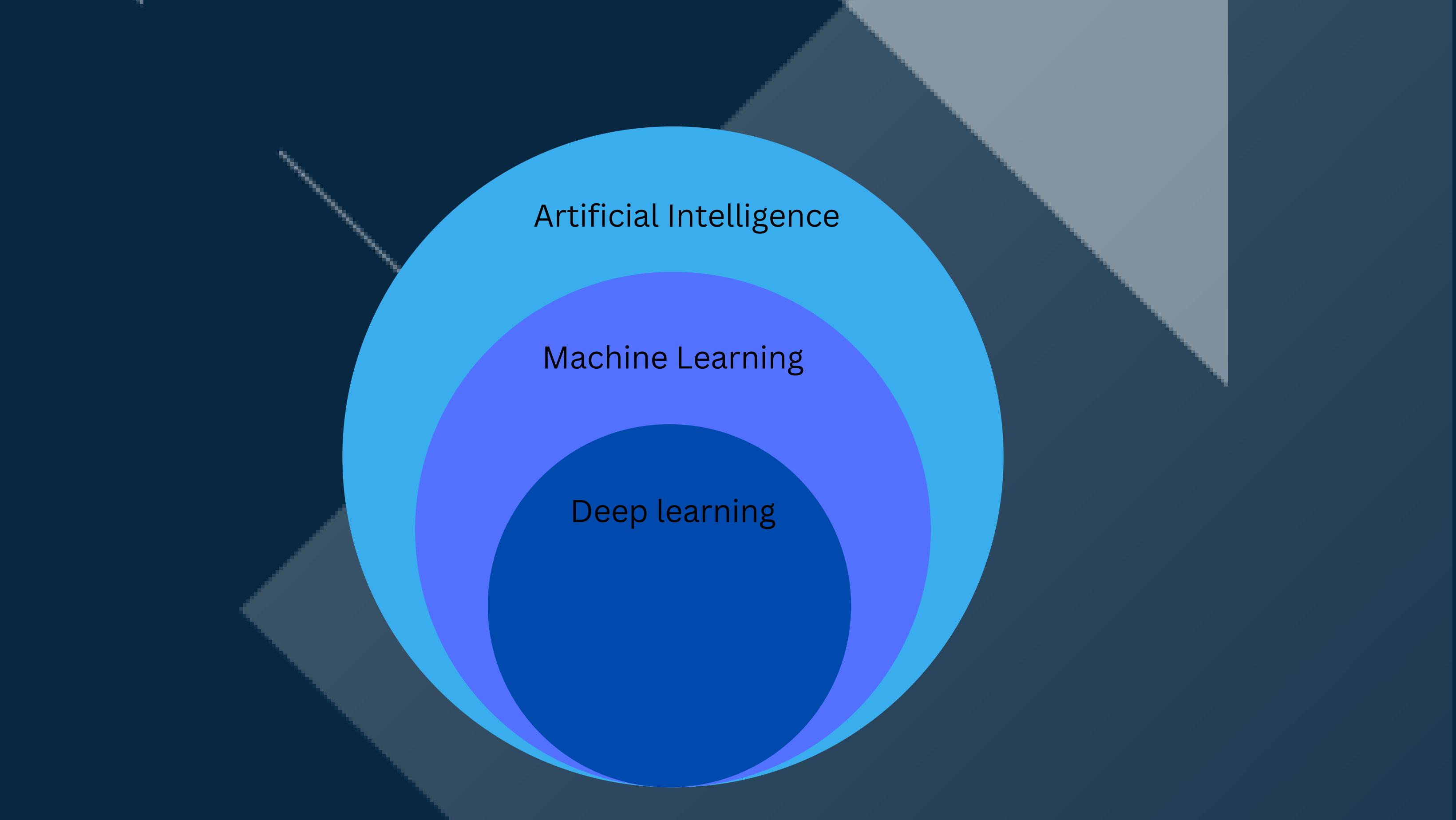


WHAT IS AI ?

- AI is a field of computer science that aims to create intelligent machines that can learn, reason, and perform tasks like humans.
- AI involves the development of algorithms and computer programs that can perform tasks that would normally require human intelligence, such as recognizing speech, interpreting images, and making decisions.
- AI techniques include machine learning, deep learning, natural language processing, computer vision, and robotics.



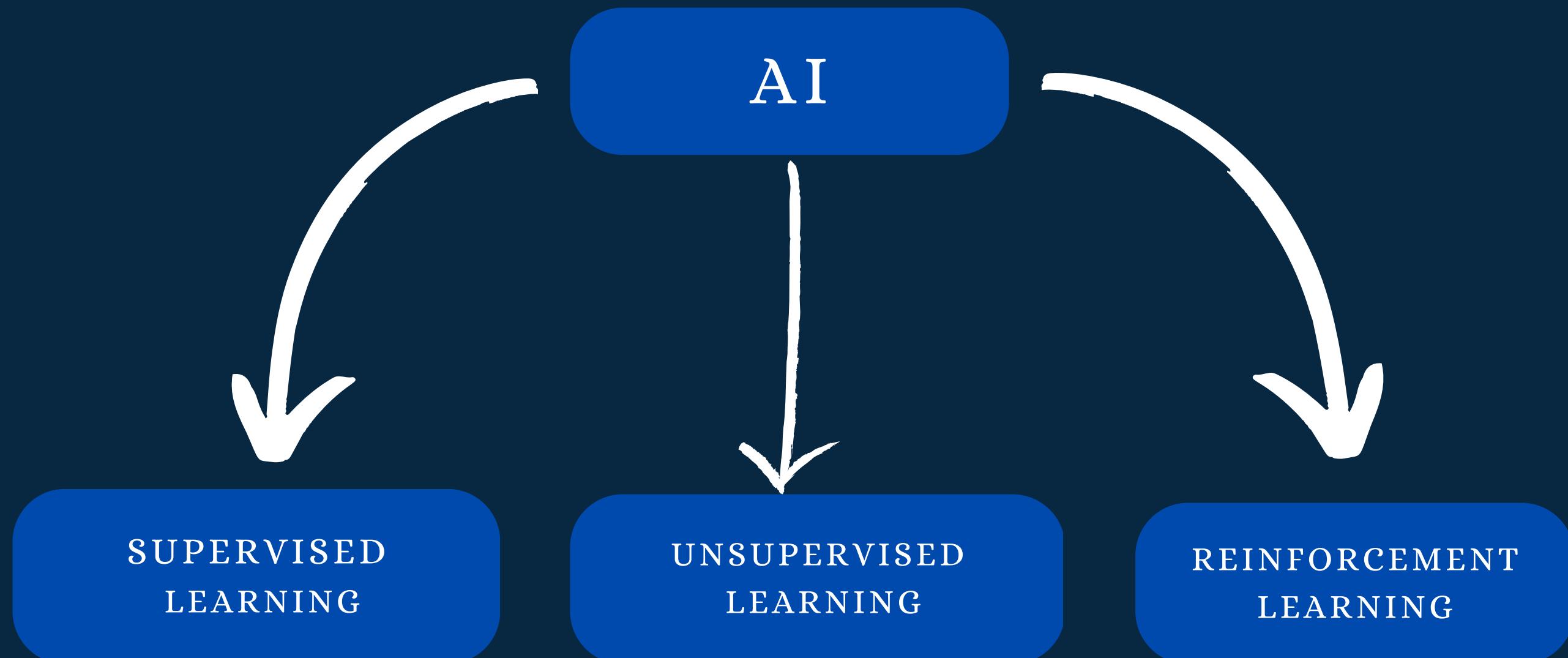


Artificial Intelligence

Machine Learning

Deep learning

Types of Learning in AI



SUPERVISED LEARNING

- Supervised learning is a type of machine learning that involves training a model using labeled data.
- Labeled data is data that has already been categorized or classified by humans.
- The goal of supervised learning is to train a model to accurately predict the label of new, unseen data based on the patterns it learns from the labeled data.
- Examples of supervised learning applications include image classification, speech recognition, and email spam filtering.

UNSUPERVISED LEARNING

- Unsupervised learning is a type of machine learning that involves training a model on unlabeled data.
- Unlabeled data is data that does not have predefined categories or labels.
- The goal of unsupervised learning is to find patterns or structure in the data without the use of explicit labels or feedback.
- Examples of unsupervised learning applications include customer segmentation, data compression, and anomaly detection in network traffic.

REINFORCEMENT LEARNING

- Reinforcement learning is a type of machine learning that involves an agent learning to make decisions in an environment by receiving feedback in the form of rewards or penalties.
- The goal of reinforcement learning is to maximize the cumulative reward over time by learning the optimal sequence of actions to take in a given environment.
- Reinforcement learning involves three main components: the agent, the environment, and the reward signal.
- Reinforcement learning has been used in applications such as game playing, robotics, and autonomous driving.