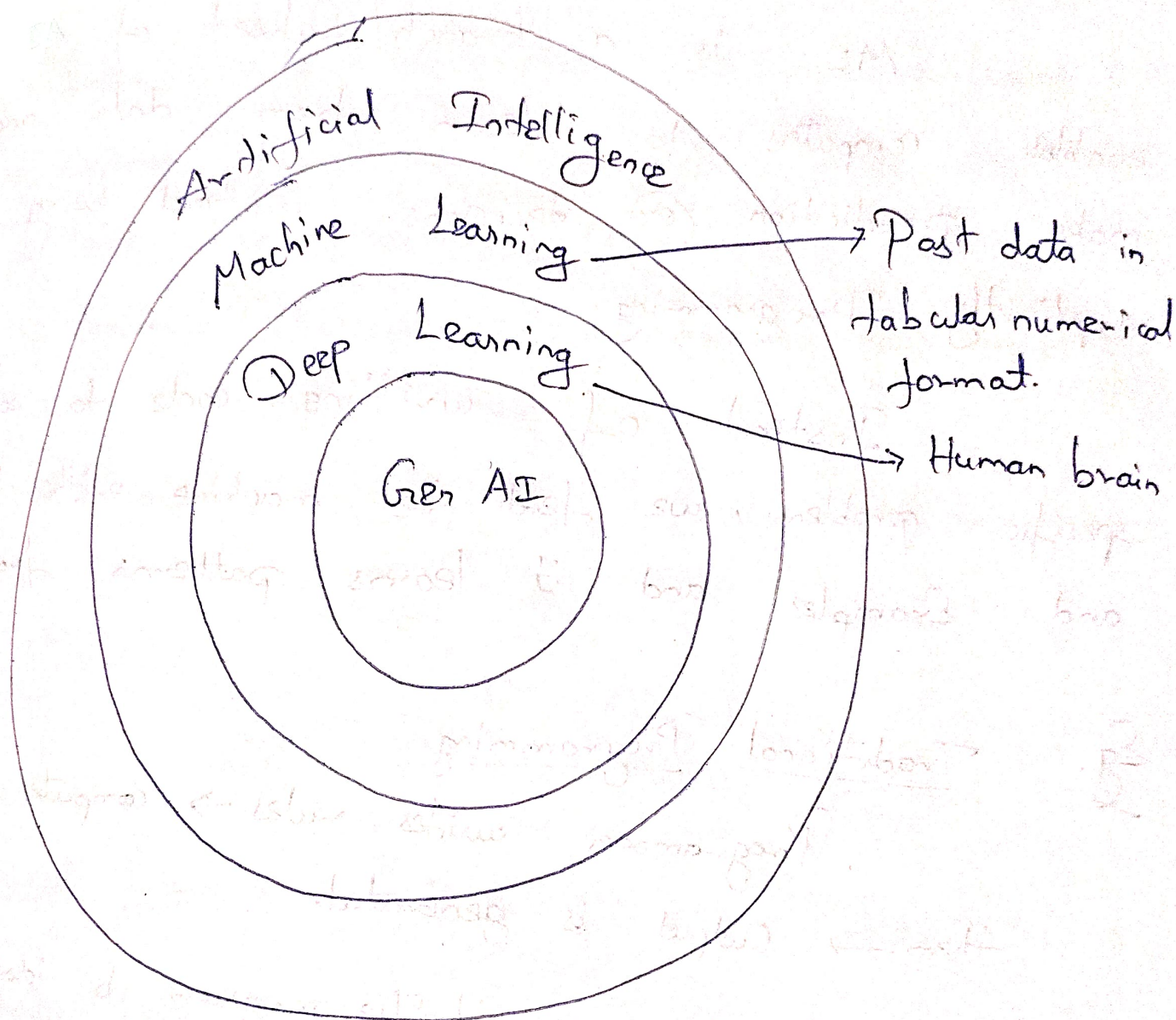


11/11/2025



In Research

- Quant AI
- Explainable AI

What is Machine Learning:- (ML)

ML is a branch / Subset of AI that enables computers to learn from data and make prediction @ decisions without being explicitly Programming.

Instead of writting code to solve a specific problem, we feed the machine with data and Examples and it learns patterns from them.

Eg: Traditional Programming

Programmer writes rules \rightarrow computer applies them \rightarrow Output is generated.

Eg: Writing an if-Else program to identify whether an Email is spam.

Machine Learning:-

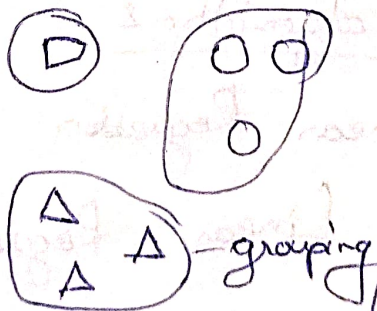
We give the computer thousands of Emails labled spam or not spam \rightarrow

The computer learns the rules automatically
 \rightarrow It predicts if a new email is a spam.

Key Components of Machine Learning:-

- 1> Data: The information the machine learns from
- 2> Features: Input variables used to make prediction.
- 3> Model: The algorithm that learns from data.
- 4> Training: The process of teaching the model using data.
- 5> Prediction: Using the trained model on new unseen data.

Types of Machine Learning

<u>Supervised Learning</u>	<u>Unsupervised Learning</u>	<u>Reinforcement Learning</u>
Labeled Data □ - square ○ - circle △ - triangle	Unlabeled  △ grouping	Deep learning

Supervised Learning

Regression

- if prediction point is continuous we use regression

Eg: MPG, BMI

Classification

- If prediction Point is categorical / classes we use classification

Eg: Yes/No, True/False

Unsupervised Learning

Clustering

Algorithms

Pure Regression algorithms

- 1> Simple Linear Regression
- 2> ~~Base~~ Multi Linear Regression
- 3> Polynomial Regression
- 4> Lasso and Ridge Regression

Pure Classification Algorithms:-

- 1) Logistic Regression
- 2) KNN (K-nearest neighbours)
- 3) Naive Bayes (Probability based)

Both regression and classification

1) Decision Tree $\begin{cases} \text{Regressor} \\ \text{Classifier} \end{cases}$

2) SVM (Support Vector Machine)

Ensemble Techniques $\begin{cases} \text{Regressor} \\ \text{Classifier} \end{cases}$

1) Bagging

- Random forest

~~2) Gradient~~

2) Boosting

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3) Stacking