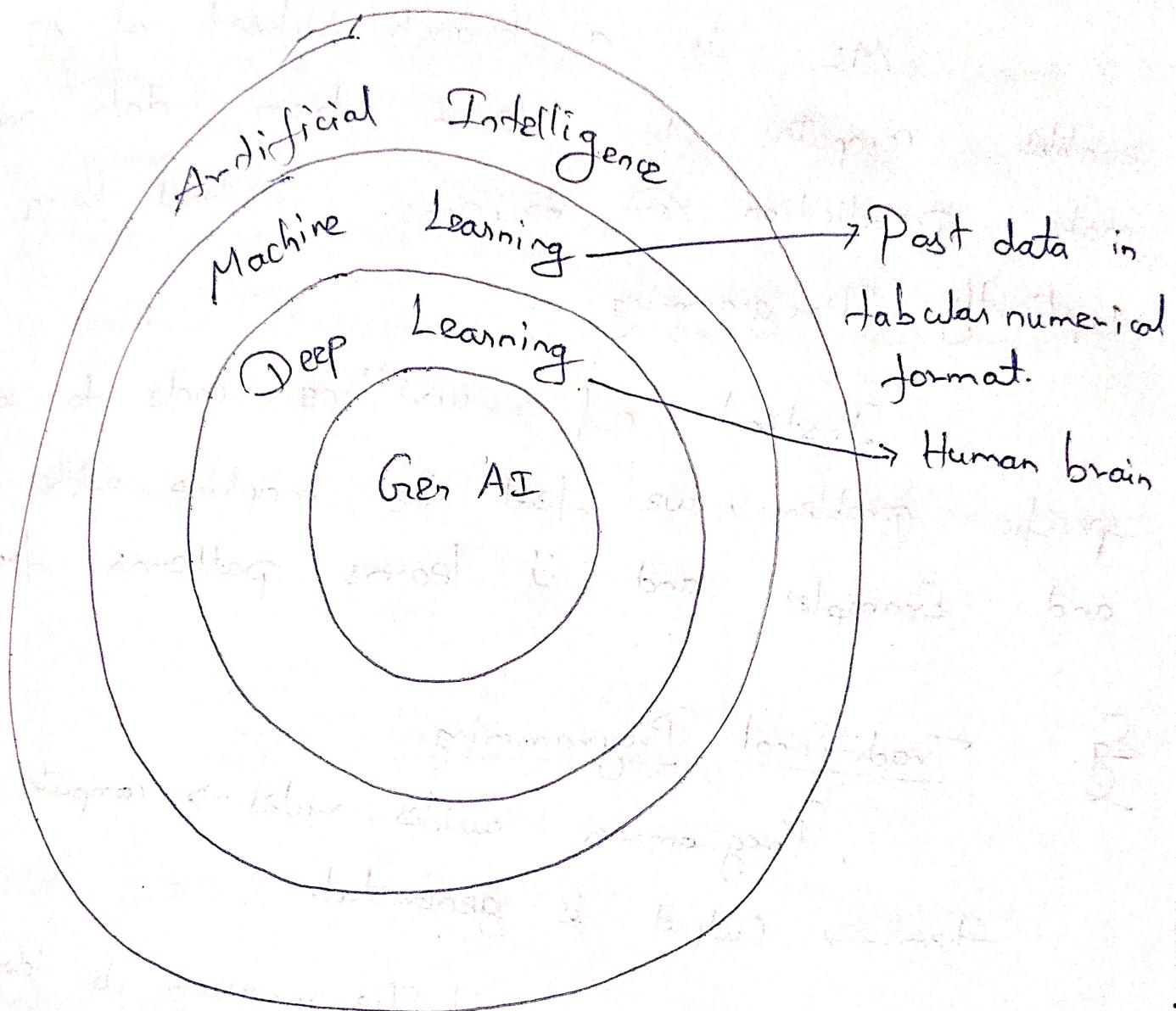


11/2025



### 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 or decisions without being explicitly Programming.

Instead of writing 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 :-

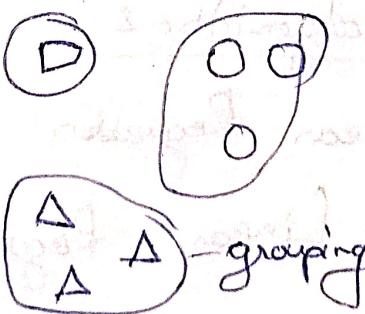
We give the computer thousand of Emails labeled spam or not spam  $\rightarrow$

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) Multi Linear Regression
- 3) Polynomial Regression
- 4) Lasso and Ridge Regression

## Pure

### Classification

#### Algorithms:

- 1) Logistic Regression
- 2) kNN (k-nearest neighbor)
- 3) Naive Bayes (Probability based)

Both regression and classification



- 4) SVM (Support Vector Machine)

## Ensemble Techniques

#### Regressor

#### Classifier

- 1) Bagging

- Random forest

- 2) Gradient

- 2) Boosting

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- 3) Stacking