



Categories according to the purpose

- Supervised learning
- Unsupervised Learning
- Reinforcement Learning



Supervised Learning

Here the human experts act as the teacher where we feed the computer with training data containing the input/predictors and we show it the correct answers (output) and from the data, the computer should be able to learn the patterns.

Common Algorithms

- Nearest Neighbor
- Naive Bayes
- Decision Trees
- Linear Regression
- Support Vector Machines (SVM)
- Neural Networks



Unsupervised Learning

Here there's no teacher at all, actually, the computer might be able to teach you new things after it learns patterns in data, these algorithms a particularly useful in cases where the human expert doesn't know what to look for in the data.

Common Algorithms

- K-means clustering
- KNN (k-nearest neighbours)
- Hierarchal clustering
- Anomaly detection
- Neural Networks
- Principle Component Analysis
- Independent Component Analysis
- Apriori algorithm



Reinforcement Learning

Reinforcement learning algorithm (called the agent) continuously learns from the environment in an iterative fashion. In the process, the agent learns from its experiences of the environment until it explores the full range of possible states.

Common Algorithms

- Q-Learning
- Temporal Difference (TD)
- Deep Adversarial Networks
- Policy Gradient
- Trust Region Policy Optimization
- Proximal Policy Optimization





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