

Learning

something something dark side

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Abstract

Contents

I	Introduction	1
0.1	Motivation	2
0.2	Goals?	2
1	Background	3
1.1	Why is it important?	3
1.2	Where are the challenges?	3
1.3	What am I going to solve, and why?	3
1.4	Related work	3
1.5	Machine Learning	3
1.5.1	supervised vs unsupervised	3
1.6	Unsupervised	3
1.6.1	Approaches to unsupervised learning	3
1.6.2	ML	3
1.6.3	Deep Unsupervised learning	3
1.6.4	more	3
II	The project	4
2	Planning the project	5
III	Conclusion	6
3	Results	7

List of Figures

List of Tables

Preface

Part I

Introduction

0.1 Motivation

Something about machine learning

0.2 Goals?

What we want to achieve

Chapter 1

Background

1.1 Why is it important?

1.2 Where are the challenges?

1.3 What am I going to solve, and why?

1.4 Related work

1.5 Machine Learning

Testing a cite:

A computer program is said to learn from experience E with respect to some class of tasks T and performance measure P , if its performance at tasks in T , as measured by P , improves with the experience E . Mitchell 1997

1.5.1 supervised vs unsupervised

1.6 Unsupervised

1.6.1 Approaches to unsupervised learning

1.6.2 ML

Goodfellow, Bengio, and Courville 2016 test

1.6.3 Deep Unsupervised learning

1.6.4 more

Part II

The project

Chapter 2

Planning the project

Part III

Conclusion

Chapter 3

Results

Bibliography

Goodfellow, Ian, Yoshua Bengio, and Aaron Courville (2016). *Deep Learning*. <http://www.deeplearningbook.org>. MIT Press.
Mitchell, Tom M (1997). *Machine learning*. eng. New York.