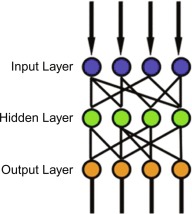
# MLP

https://www.sciencedirect.com/topics/computer-science/multilayer-perceptron

Multi layer perceptron (MLP) is a supplement of feed forward neural network. It consists of three types of layers—the input layer, output layer and hidden layer, as shown in Fig. 3. The input layer receives the input signal to be processed. The required task such as prediction and classification is performed by the output layer. An arbitrary number of hidden layers that are placed in between the input and output layer are the true computational engine of the MLP. Similar to a feed forward network in a MLP the data flows in the forward direction from input to output layer. The neurons in the MLP are trained with the back propagation learning algorithm. MLPs are designed to approximate any continuous function and can solve problems which are not linearly separable. The major use cases of MLP are pattern classification, recognition, prediction and approximation.



# NBC

* Naïve Bayes algorithm is a supervised learning algorithm, which is based on **Bayes theorem** and used for solving classification problems.
* **It is a probabilistic classifier, which means it predicts on the basis of the probability of an object**.

# SVM

https://monkeylearn.com/blog/introduction-to-support-vector-machines-svm/

A support vector machine (SVM) is a supervised [machine learning](https://monkeylearn.com/machine-learning/) model that uses [classification algorithms](https://monkeylearn.com/blog/machine-learning-algorithms/) for two-group classification problems. After giving an SVM model sets of labeled training data for each category, they’re able to categorize new text.

Compared to newer algorithms like neural networks, they have two main advantages: higher speed and better performance with a limited number of samples (in the thousands). This makes the algorithm very suitable for text classification problems, where it’s common to have access to a dataset of at most a couple of thousands of tagged samples.

# Haralick Feature

Haralick Texture is used to quantify an image based on texture. It was invented by Haralick in 1973 and you can read about it in detail here. The fundamental concept involved in computing Haralick Texture features is the Gray Level Co-occurrence Matrix or GLCM.