50 Common Machine Learning-Related Algorithms

These algorithms cover various fields of machine learning, including supervised learning, unsupervised learning, and reinforcement learning. Depending on the specific task and data type, you can choose the appropriate algorithm to solve the problem.

- 1. Linear Regression
- 2. Logistic Regression
- 3. Decision Trees
- 4. Random Forest
- 5. Support Vector Machines (SVM)
- 6. k-Nearest Neighbors (k-NN)
- 7. K-Means Clustering
- 8. Gaussian Mixture Models (GMM)
- 9. Principal Component Analysis (PCA)
- 10. Independent Component Analysis (ICA)
- 11. Linear Discriminant Analysis (LDA)
- 12. Naive Bayes
- 13. Support Vector Regression (SVR)
- 14. Elastic Net
- 15. Ridge Regression
- 16. Lasso Regression
- 17. Gradient Boosting Machines (GBM)
- 18. XGBoost
- 19. LightGBM
- 20. CatBoost
- 21. Neural Networks
- 22. Convolutional Neural Networks (CNN)
- 23. Recurrent Neural Networks (RNN)
- 24. Long Short-Term Memory (LSTM)
- 25. Gaussian Processes
- 26. Autoencoders
- 27. t-Distributed Stochastic Neighbor Embedding (t-SNE)
- 28. Stochastic Gradient Descent (SGD)
- 29. Latent Dirichlet Allocation (LDA)
- 30. Singular Value Decomposition (SVD)
- 31. Naive Bayes Classifier
- 32. Least Squares Support Vector Machines (LS-SVM)
- 33. Reinforcement Learning
- 34. Deep Reinforcement Learning
- 35. Markov Decision Process (MDP)
- 36. Q-Learning
- 37. Bellman Equation
- 38. Monte Carlo Methods
- 39. Policy Gradient Methods
- 40. Natural Evolution Strategies (NES)

- 41. State-Action-Reward-State-Action (SARSA)
- 42. Temporal Difference Learning
- 43. Double Q-Learning
- 44. Q-Value Networks in RL
- 45. Actor-Critic Networks in RL
- 46. Model Predictive Control in RL
- 47. Monotonicity Proofs in RL
- 48. Dynamic Programming in RL
- 49. Policy Improvement in RL
- 50. Function Approximation in RL