## Al와 머신러닝 예측(Prediction)

제주대학교 변 영 철







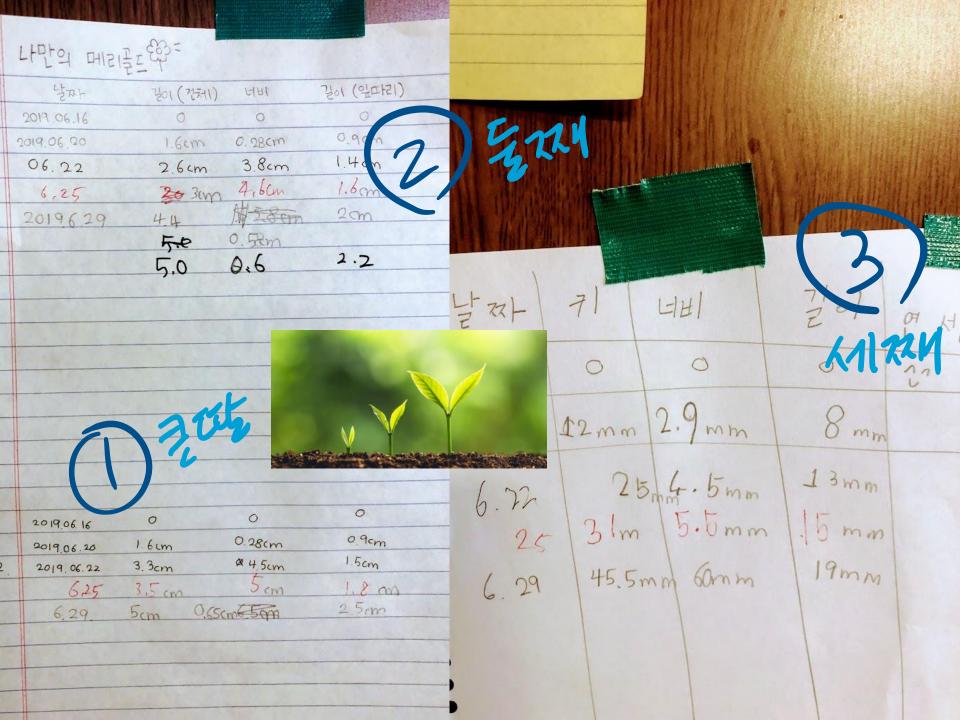












X

### 지난날짜, 키, 잎 너비, 잎 길이, 주인

1, 0, 0, 0, 1

1, 0, 0, 0, 2

1, 0, 0, 0, 3

5, 16, 28, 9, 1

5, 16, 2.8, 9, 2

5, 12, 2.9, 8, 3

7, 33, 4.5, 15, 1

7, 26, 3.8, 14, 2

7, 25, 4.5, 13, 3

10, 35, 5, 18, 1

10, 30, 4.6, 16, 2

10, 31, 5.5, 15, 3

14, 50, 6.5, 25, 1

14, 44, 5.8, 20, 2

14, 45.5, 6, 19, 3

20, 56, 6,8, 27, 1

20, 50, 6, 22, 2

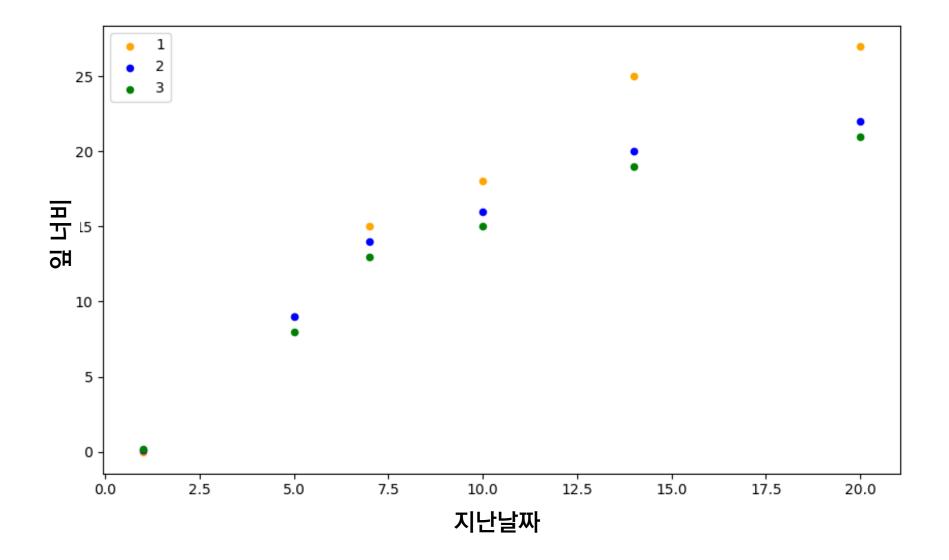
20, 51, 6.5, 21, 3



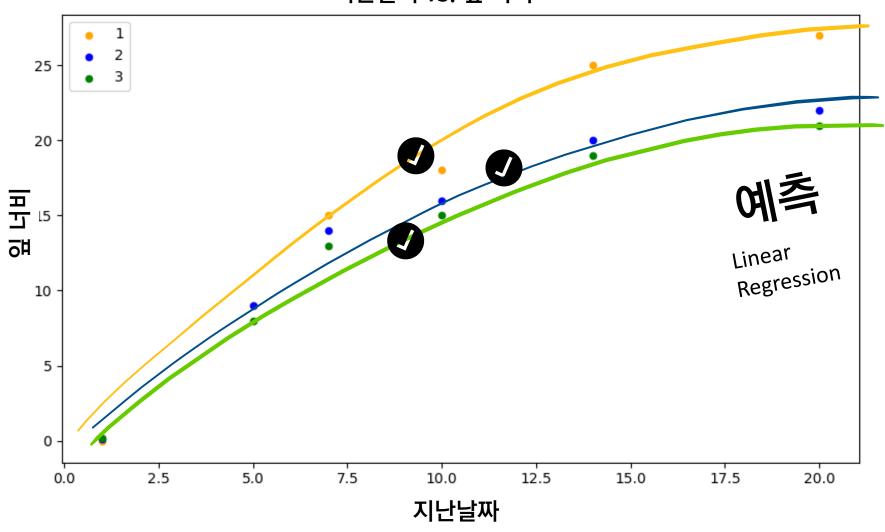
'날짜'가 지남에 따라 '잎 너비'는 얼마나 자랐을까? 점으로 찍어봐라(plot)! (주인에 따라 다른 색으로 표시)

PLOT(df, '날짜', '잎 너비', '주인')

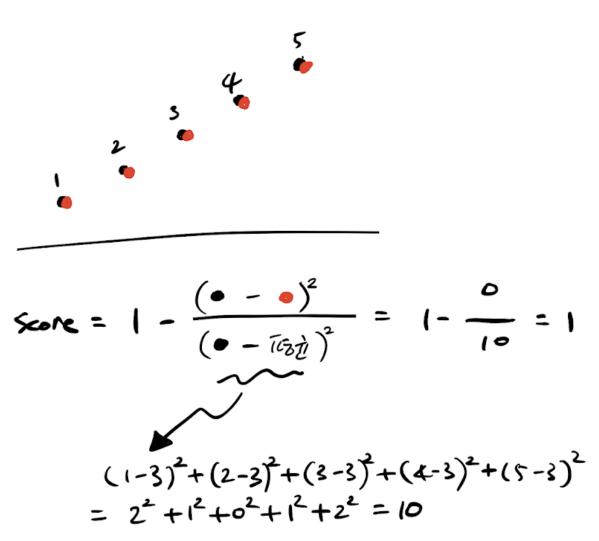
아까그데이터 첫째 아이, 둘째 셋째



지난날짜 vs. 잎 너비



## 스코어(score)



## 스코어(score)

Score = 
$$1 - \frac{(\bullet - \bullet)^2}{(\bullet - \sqrt{2})^2} = 1 - \frac{10}{10} = 1 - 1 = 0$$

$$=(1-3)^{2}+(2-3)^{2}+(3-3)^{2}+(4-3)^{2}+(5-3)^{2}$$

$$=2^{2}+1^{2}+0^{2}+1^{2}+2^{2}=10$$

## 예측 알고리즘

#### **Machine Learning**

- KNeighborsRegressor (K-근접)
- DecisionTreeRegressor (결정 트리)
- RandomForestRegressor (랜덤 포레스트)
- Linear Regressor (선형 회귀)
- GradientBoostingRegressor (부스팅)
- XGBRegressor (부스팅)
- CatBoostRegressor (부스팅)
- NN-based LinearRegression
- MLPRegressor
- RNN/LSTM/GRU

Deep Learning



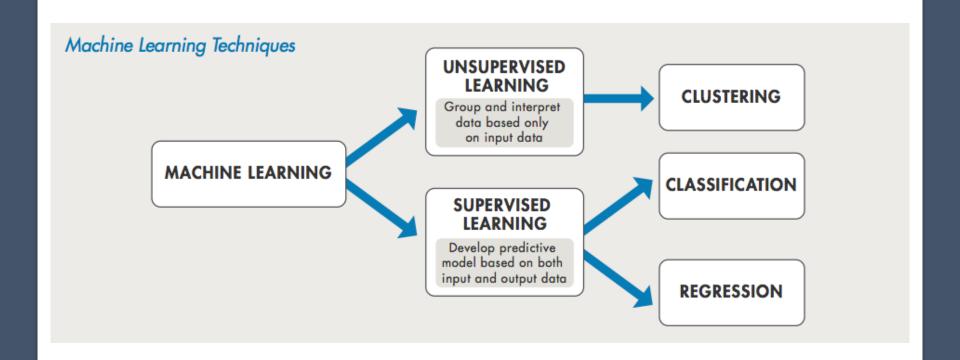
# 머신러닝

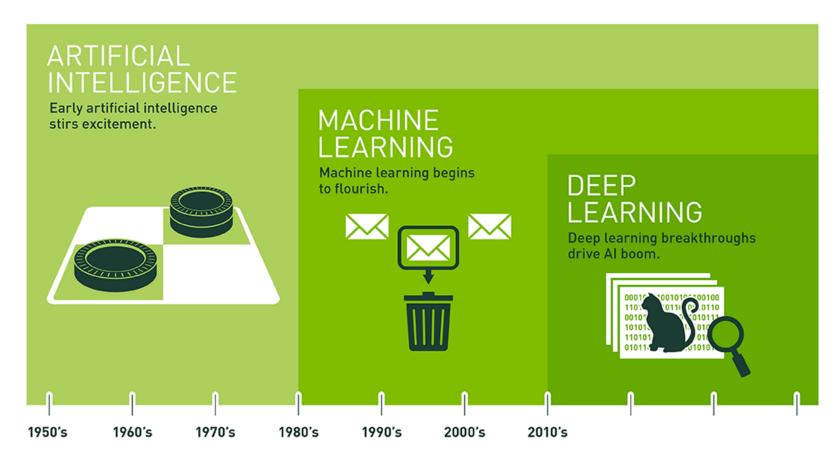
## 지능

(지능, intelligence, 知能) 새로운 사물 현상에 부딪쳐 그 의미를 이해하고 처리 방법을 알아내는 지적 활동 능력

# 인공지능

Al (Artificial Intelligence), 사람의 지능을 컴퓨터에 구현한 지능





Since an early flush of optimism in the 1950s, smaller subsets of artificial intelligence – first machine learning, then deep learning, a subset of machine learning – have created ever larger disruptions.