

INTRODUCTION TO MACHINE LEARNING

1. Machine Learning

- Machine Learning **allows machine to learn** and **make decisions smartly**.
- In Machine Learning, machines can learn from the data provided or their own experience. It depends upon the type of machine learning.

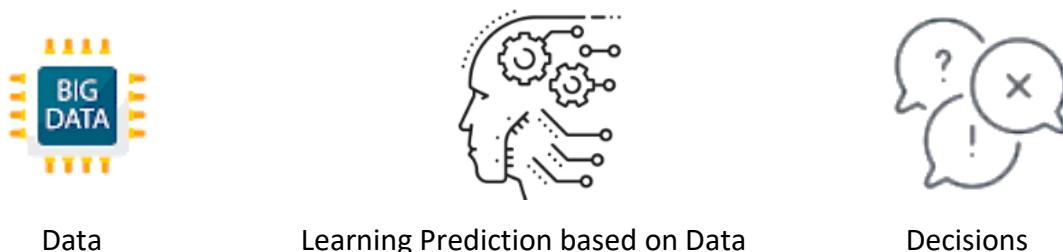


Figure 1.1 Machine Learning Work.

- $$\begin{aligned} 2 \times 1 &= 2 \\ 2 \times 2 &= 4 \\ 2 \times 3 &= 6 \\ 2 \times 4 &= ? \quad \text{i.e., data patterns} \end{aligned}$$
- Machine learning analyzes patterns in data and predicts unknown values based on learned patterns.
 - $2x + 2 = ?$ (i.e., called ML Model)
 - Machine learning is completed in four steps:

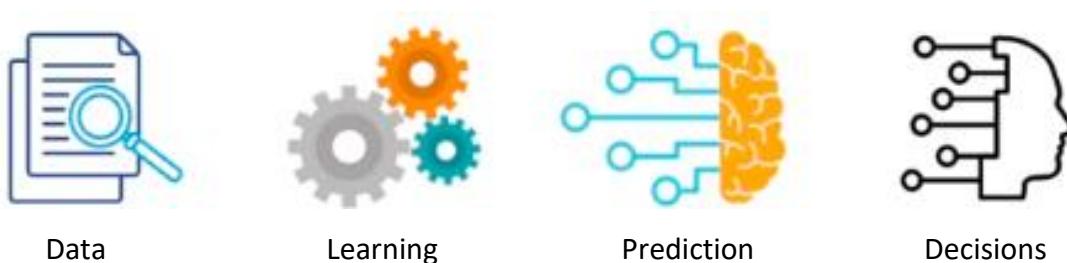


Figure 1.2 Machine Learning Steps.

2. Types of Machine Learning

1.1. Supervised

- Work under supervision (here, supervisor means labeled data)
- Teacher teaches

- Labeled data means the machine or algorithm learns from labelled data with a predefined output or target variable.
- Prediction
- Outcome

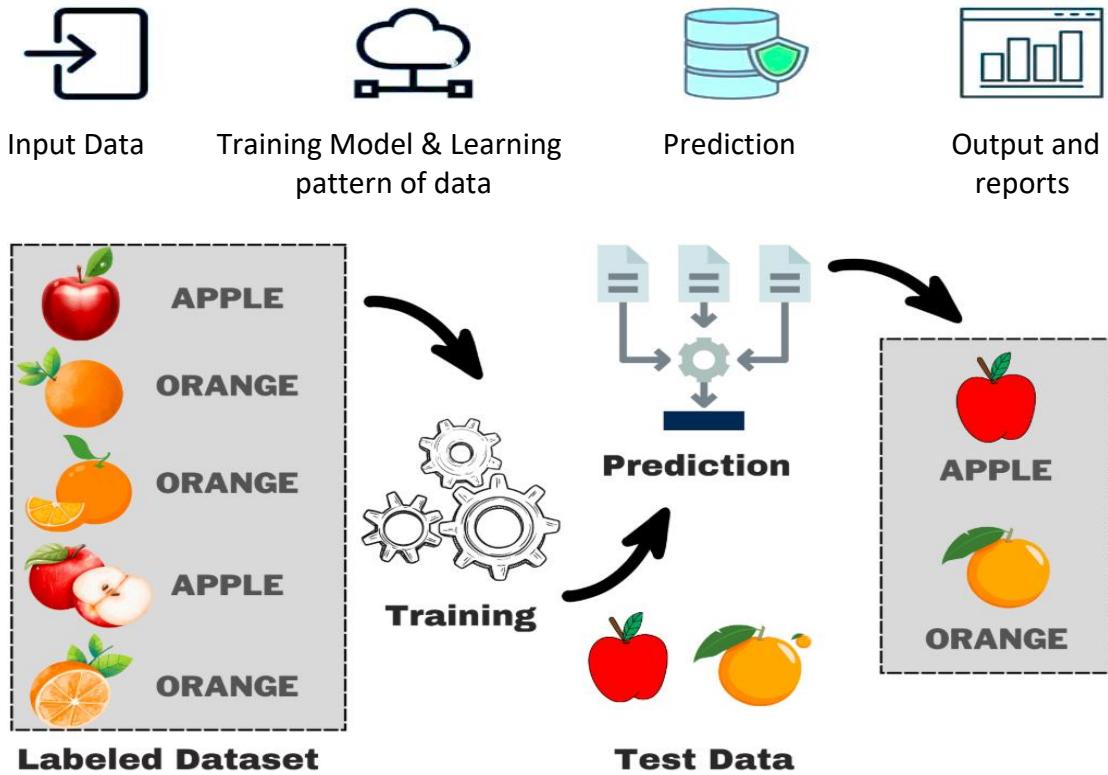


Figure 2.1.1 Supervised Learning.

2.1.1. Types of Supervised

2.1.1.1 Classification

- If the unknown value/quantity to be predicted is a **categorical variable**, the process is called classification.

2.1.1.2 Regression

- If the unknown value/quantity to be predicted is a **numeric variable**, the process is called regression.

2.1.2. Supervised Learning Algorithms

1. Logistic Regression
2. K-Nearest Neighbors (K-NN)
3. Support Vector Machine (SVM)
4. Kernel SVM

5. Naive Bayes
6. Decision Tree Classification
7. Random Forest Classification
8. Many more...

1.2. Unsupervised

- No supervision
- No teacher
- Self-learning
- Find pattern by itself
- No labelling of data means machine/algorithm learn from unlabeled data without any predefined output or target variable.

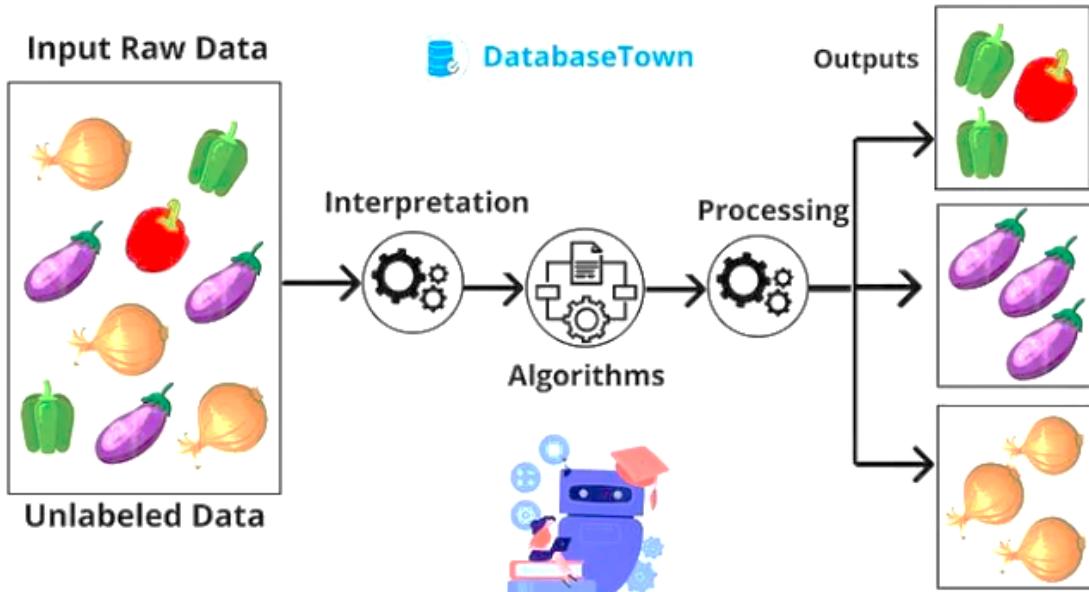
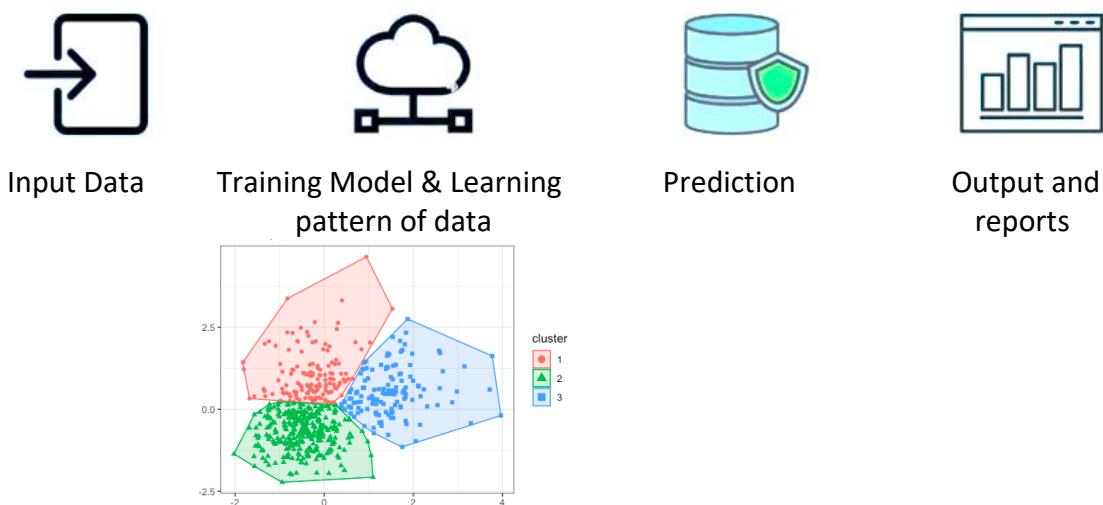


Figure 2.2.1 Unsupervised Learning.

1.2.1. Unsupervised Learning Algorithms

1. K-Means Clustering
2. Hierarchical Clustering
3. Probabilistic Clustering (key keywords of Probabilistic Clustering are Probability, likelihood, mixture model, latent variables, soft clustering, membership probability, expectation–maximization (EM), Gaussian Mixture Model (GMM), density estimation, uncertainty.)
4. Many more...

1.3. Semisupervised

- Mixture of supervised and unsupervised.
- Some data is labelled and most isn't.



Figure 2.3.1 Semisupervised Learning.

1.4. Reinforcement

- Hit and Trail learning
- Algorithms learn from mistakes
- Reward and Punishment rule (Drive rules and make policies)
- Prediction based on rewards and punishment (i.e., autonomous driving cars, reinforcement learning mostly used in gaming industry, 3d animation, etc.)
- Depends on feedback



Figure 2.4.1 Reinforcement Learning.

2.1.3. Reinforcement Learning Algorithms

1. Model-Free Reinforcement Learning
 - Policy Optimization

- Q-Learning
2. Model-Based Reinforcement Learning
 - Learn the Model
 - Given the Model
 3. Many more...