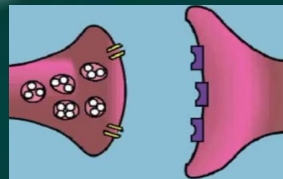
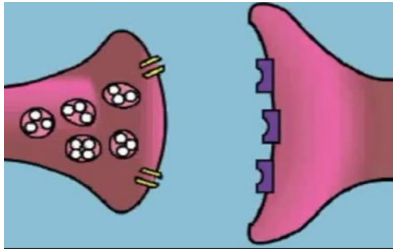


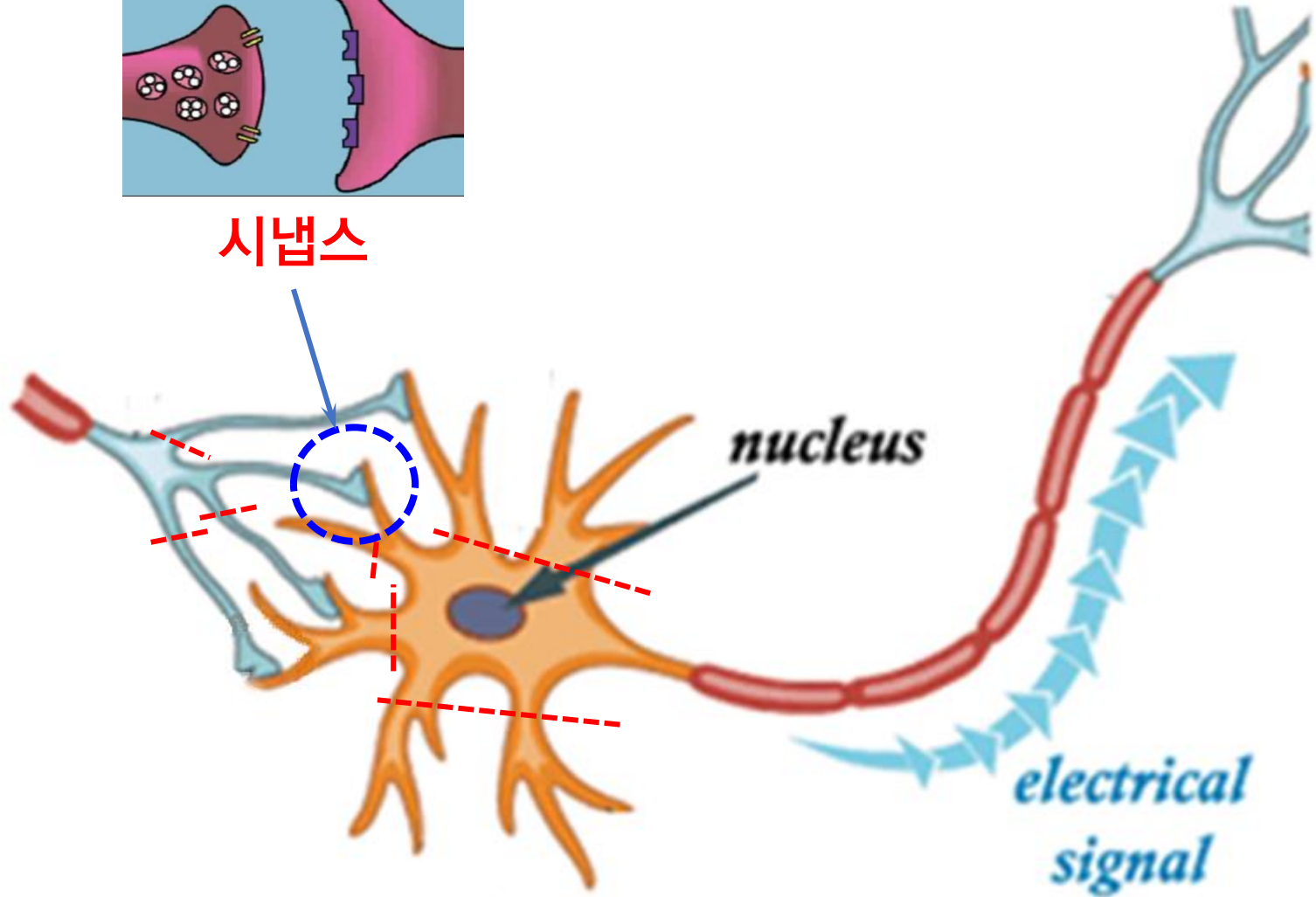
학습 (Learning)

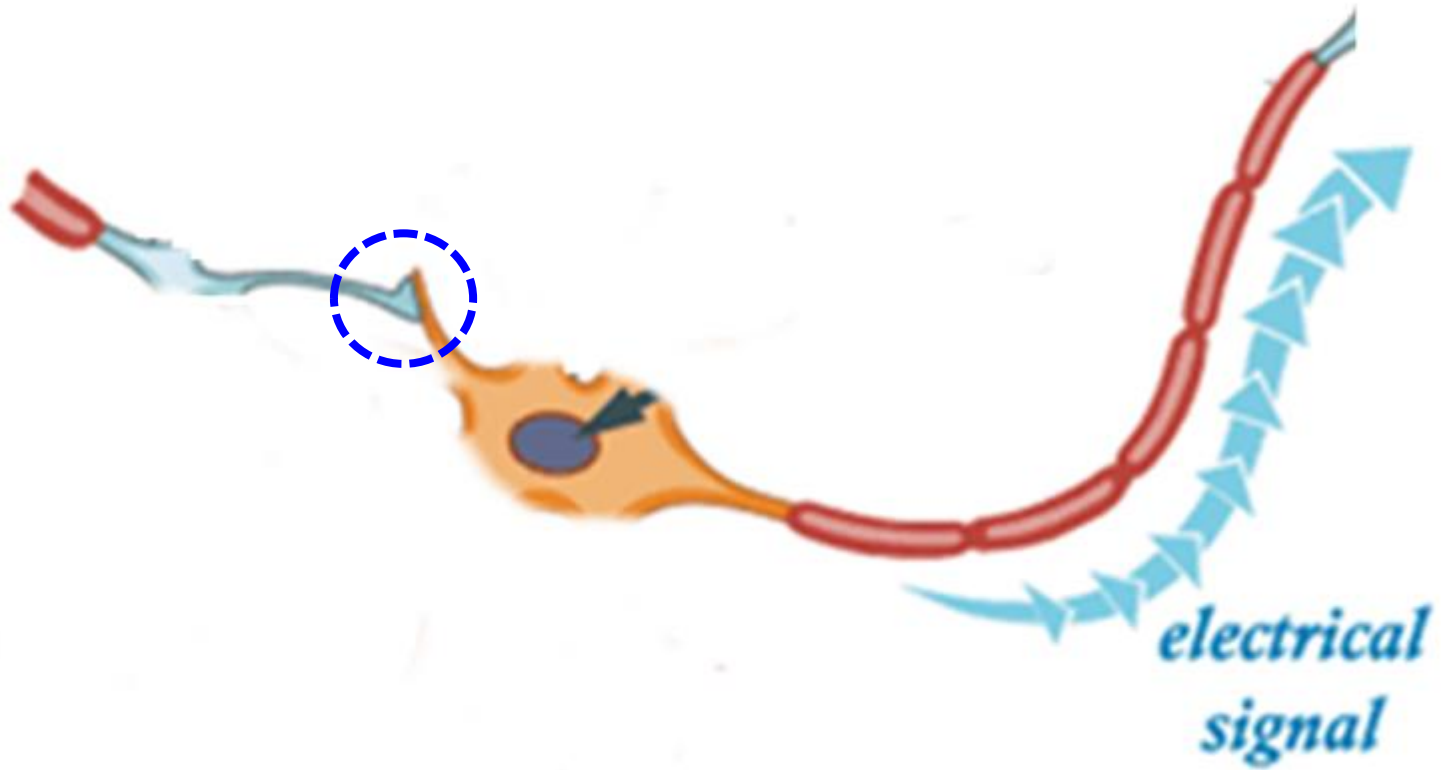
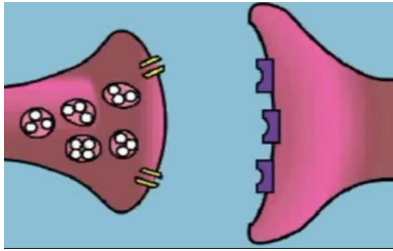
시냅스
조정

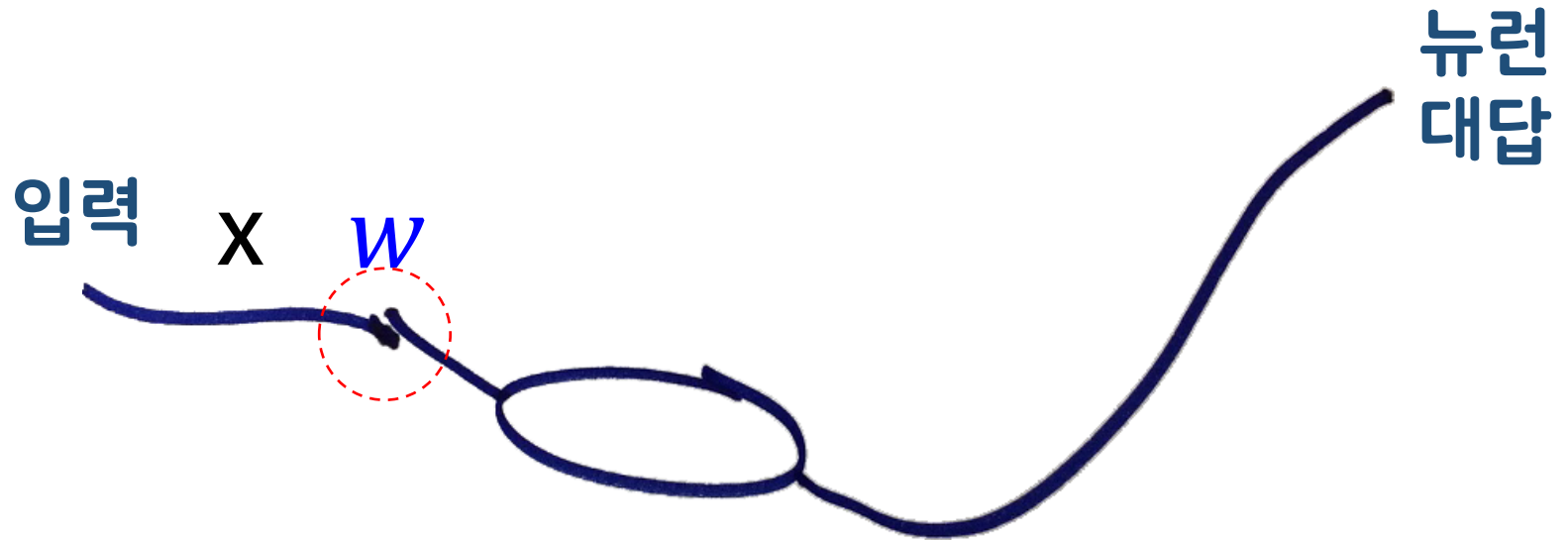
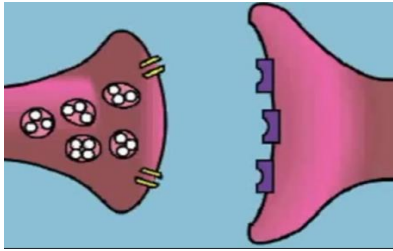


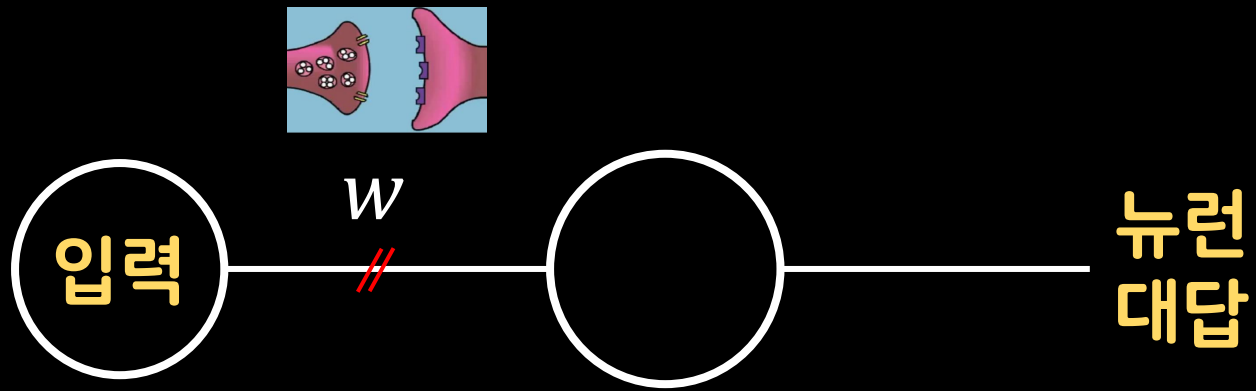


시냅스

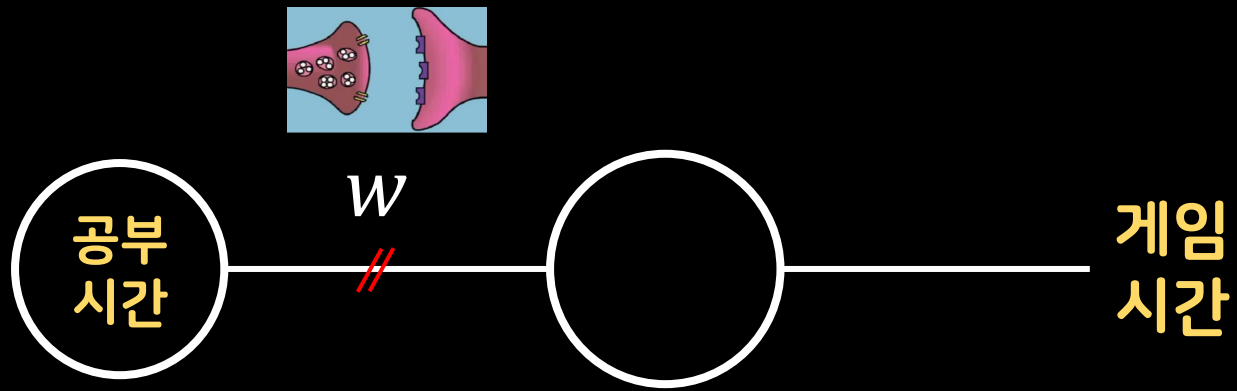


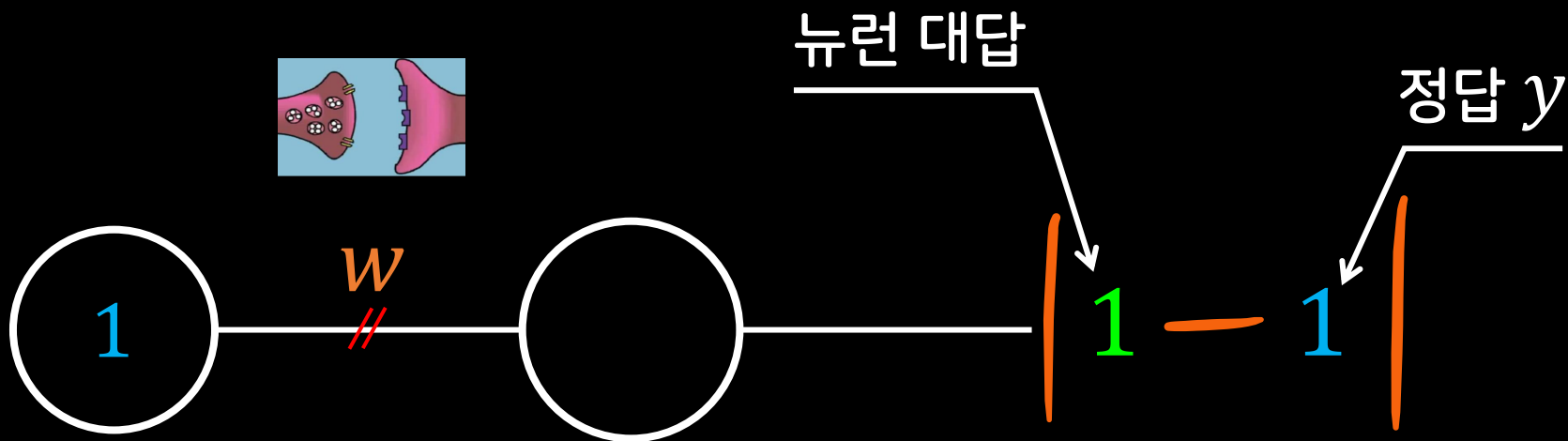


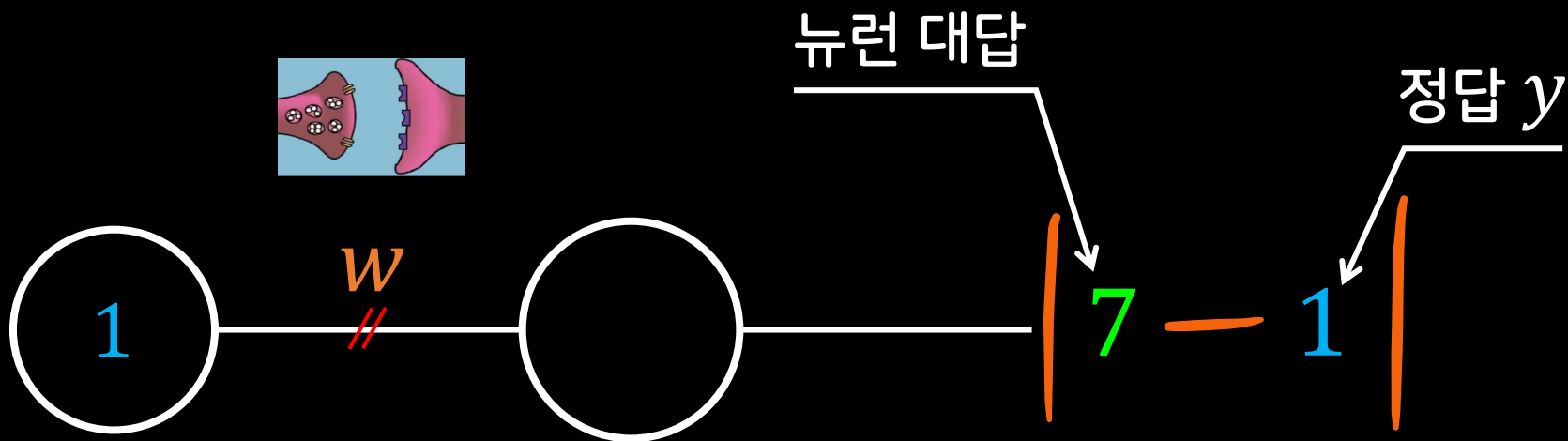




1시간 공부하면
1시간 게임하게

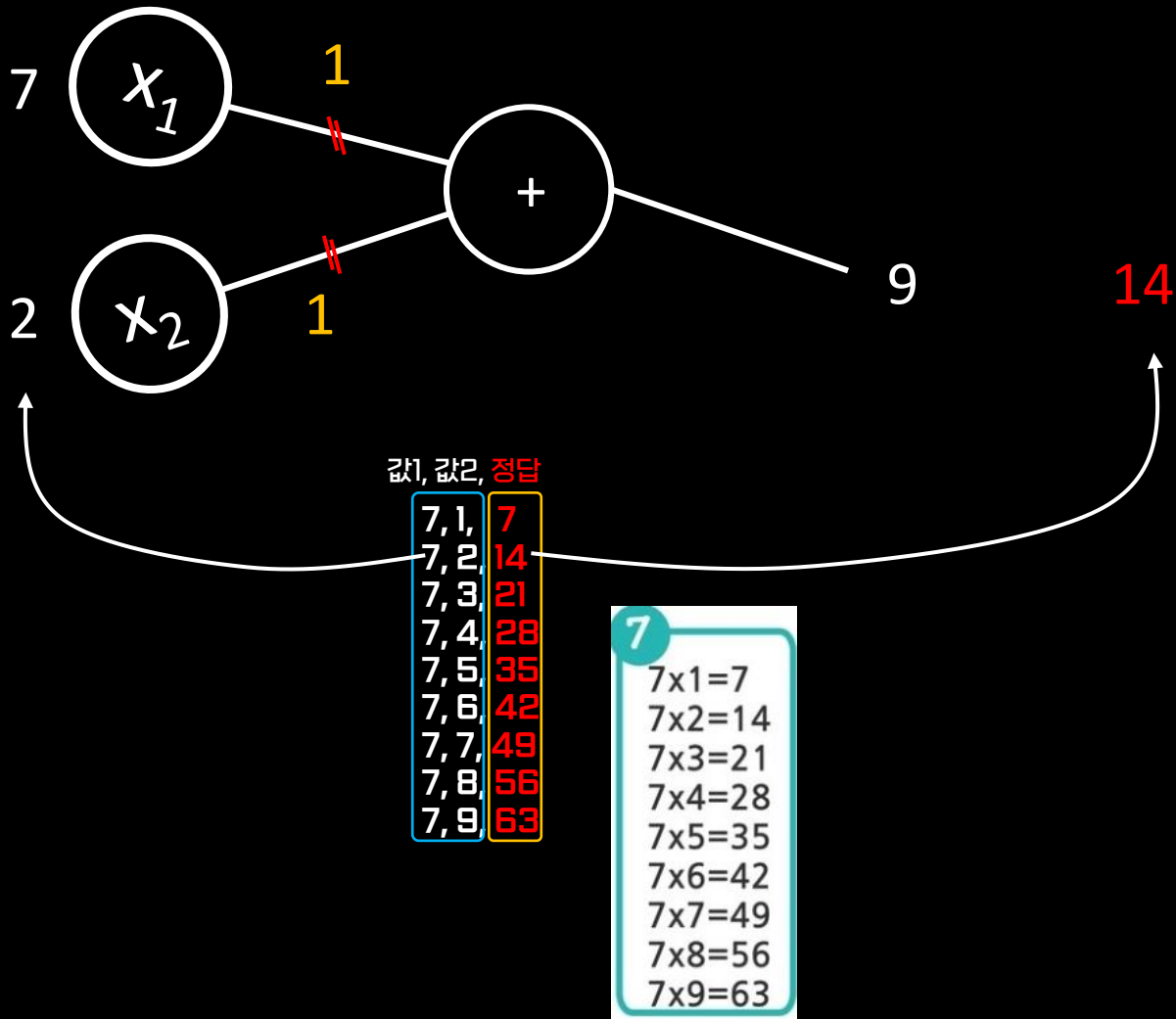
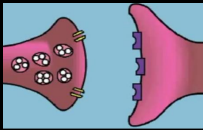


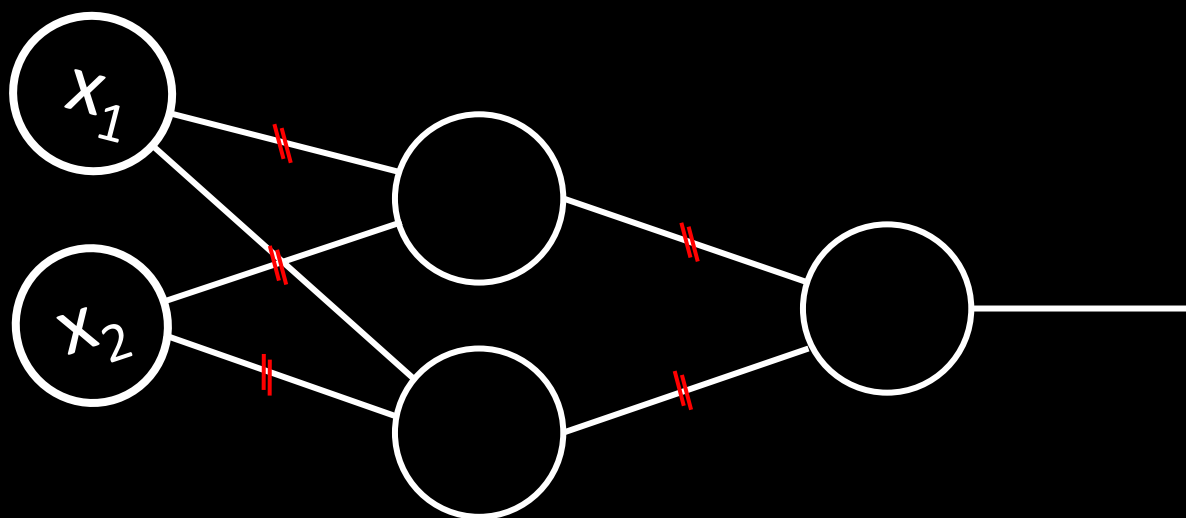
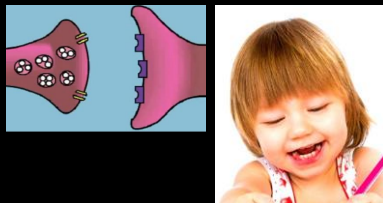






대답이 정답과 같으면
박수치고, 다르면 화를 낸다.
그러면 가중치가 조정된다.





값1, 값2, 정답

7, 1,	7
7, 2,	14
7, 3,	21
7, 4,	28
7, 5,	35
7, 6,	42
7, 7,	49
7, 8,	56
7, 9,	63

Input

x_1

\vdots

\vdots

x_n



Answer



h_1 0

h_2 0

h_3 0

h_4 0

h_5 0

h_6 0

h_7 1

h_8 0

h_9 0

h_{10} 0

0

1

0

0

0

0

0

0

0

0





개



토끼



돼지



오리

animal.csv

사진, 동물이름



, 개



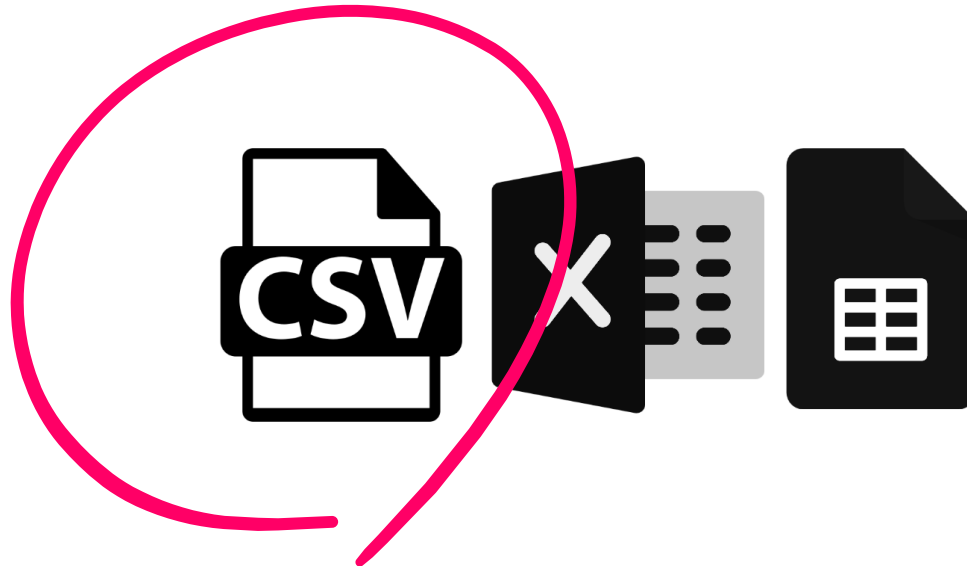
, 토끼



, 돼지



, 오리





지도학습

Supervised Learning

ARTIFICIAL INTELLIGENCE

IS NOT NEW

ARTIFICIAL INTELLIGENCE

Any technique which enables computers to mimic human behavior



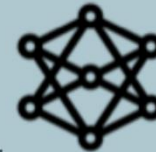
MACHINE LEARNING

AI techniques that give computers the ability to learn without being explicitly programmed to do so



DEEP LEARNING

A subset of ML which make the computation of multi-layer neural networks feasible



1950's

1960's

1970's

1980's

1990's

2000's

2010's

ORACLE

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