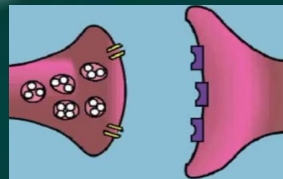
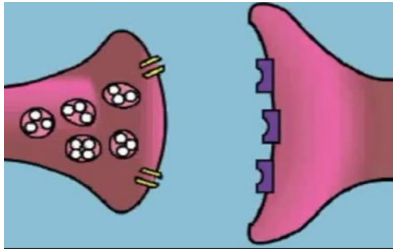


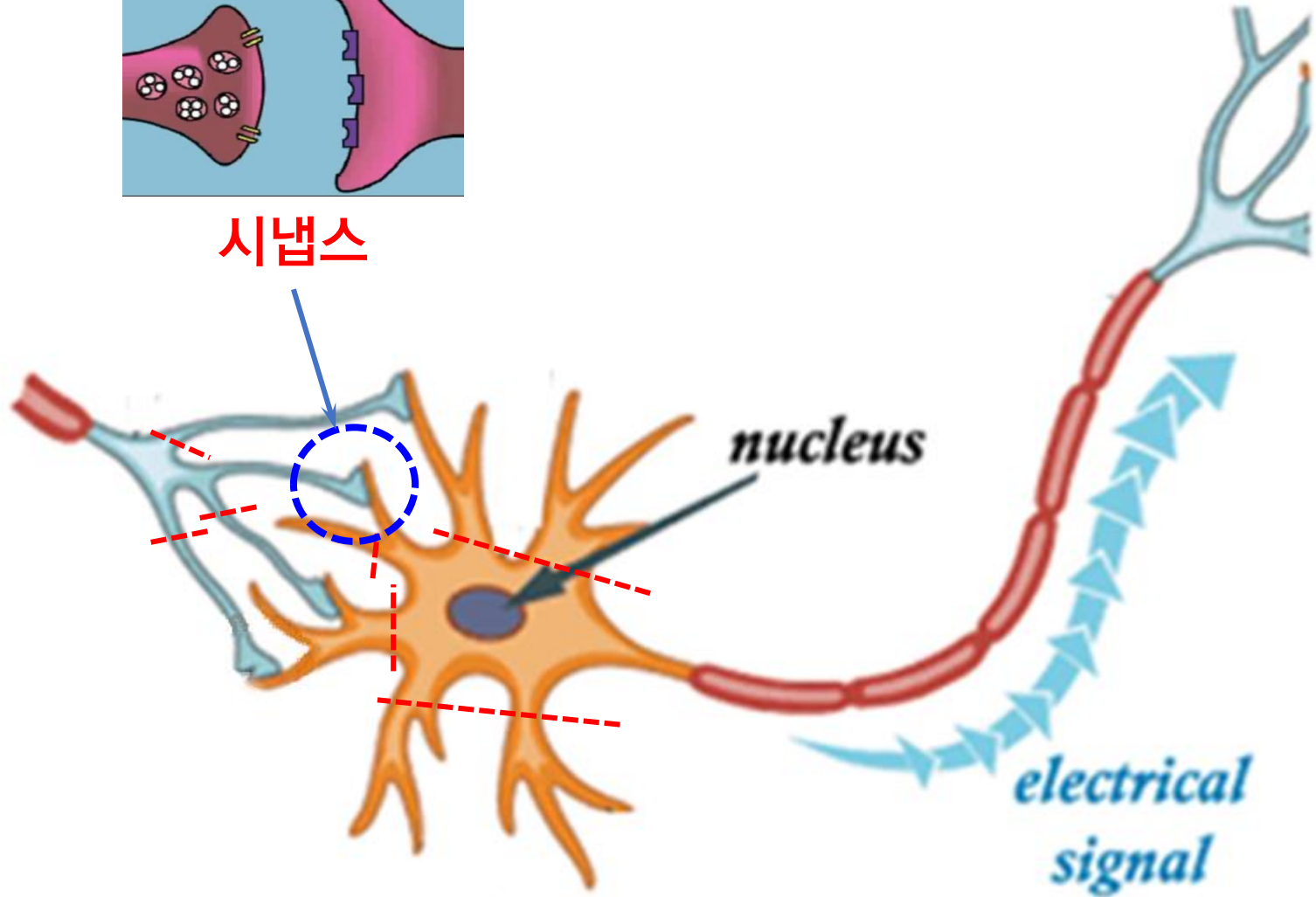
학습 (Learning)

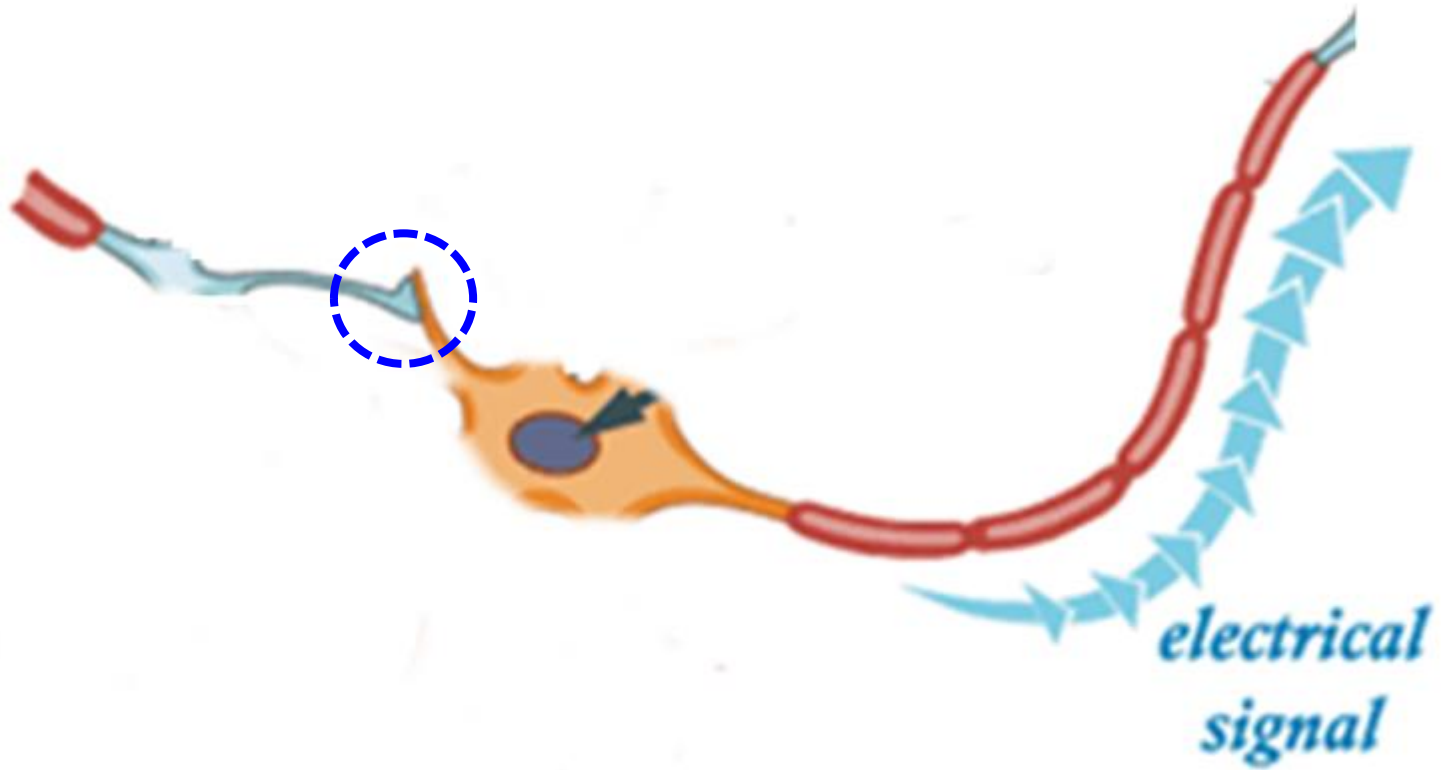
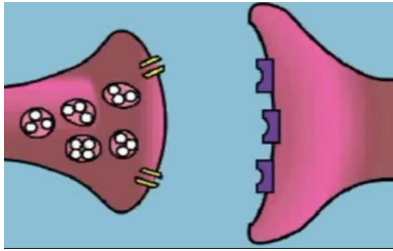
시냅스
조정

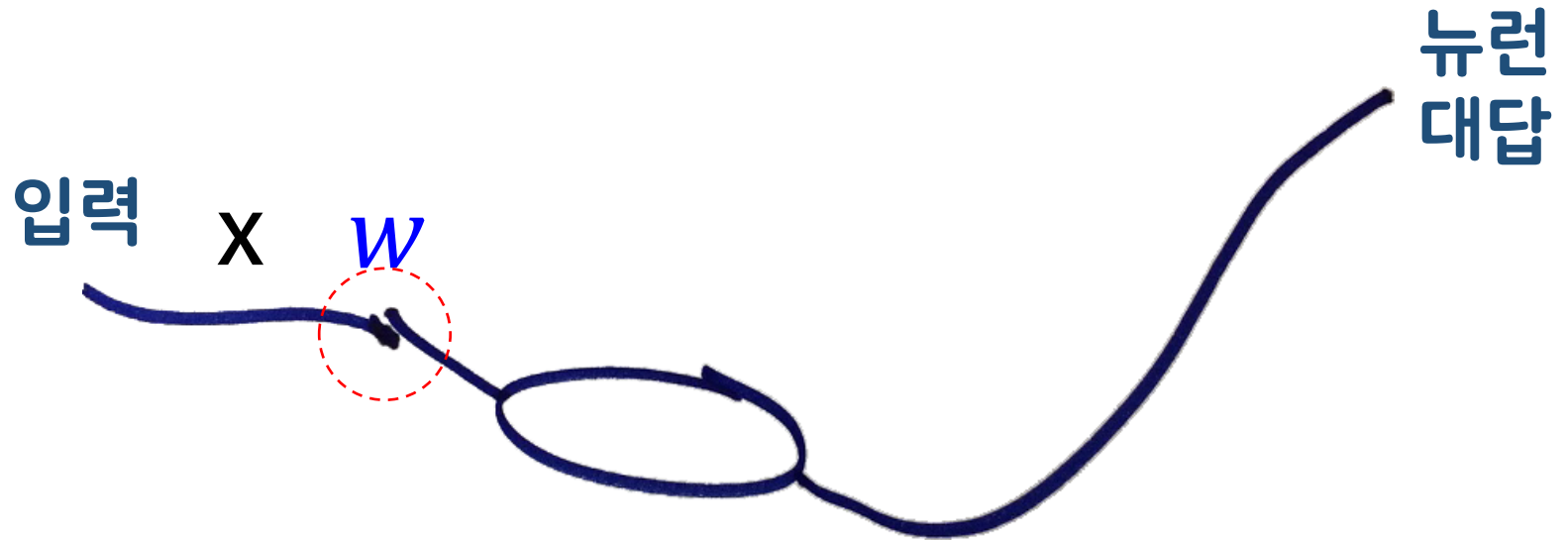
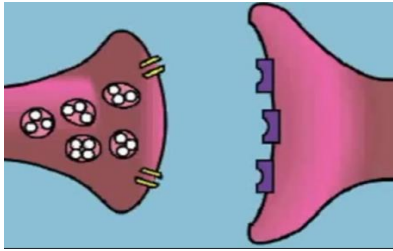


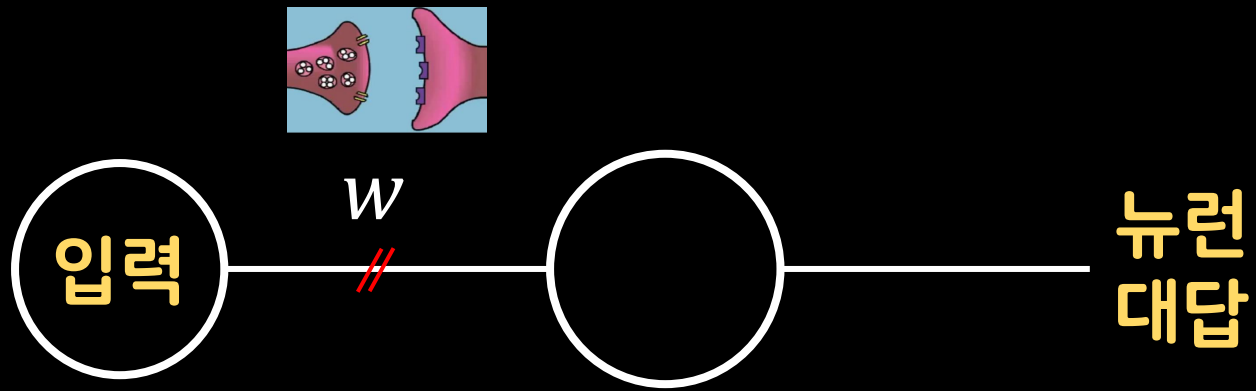


시냅스

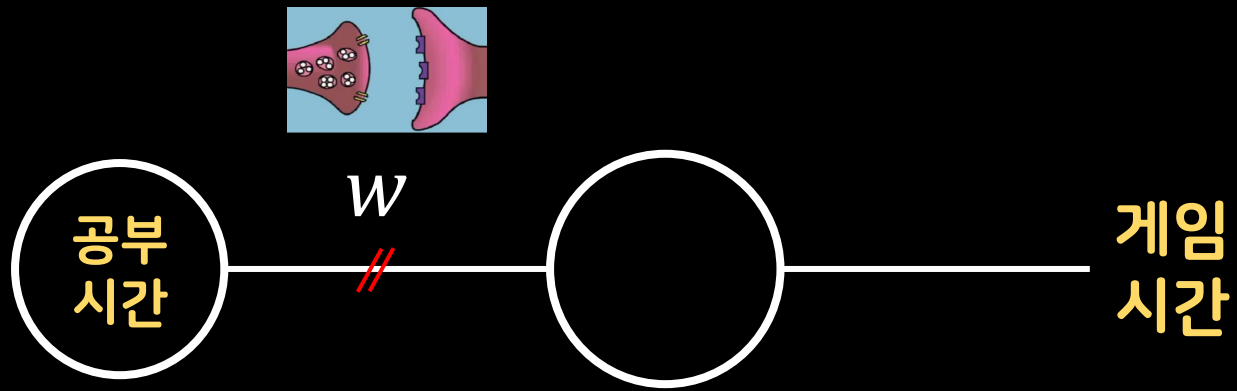


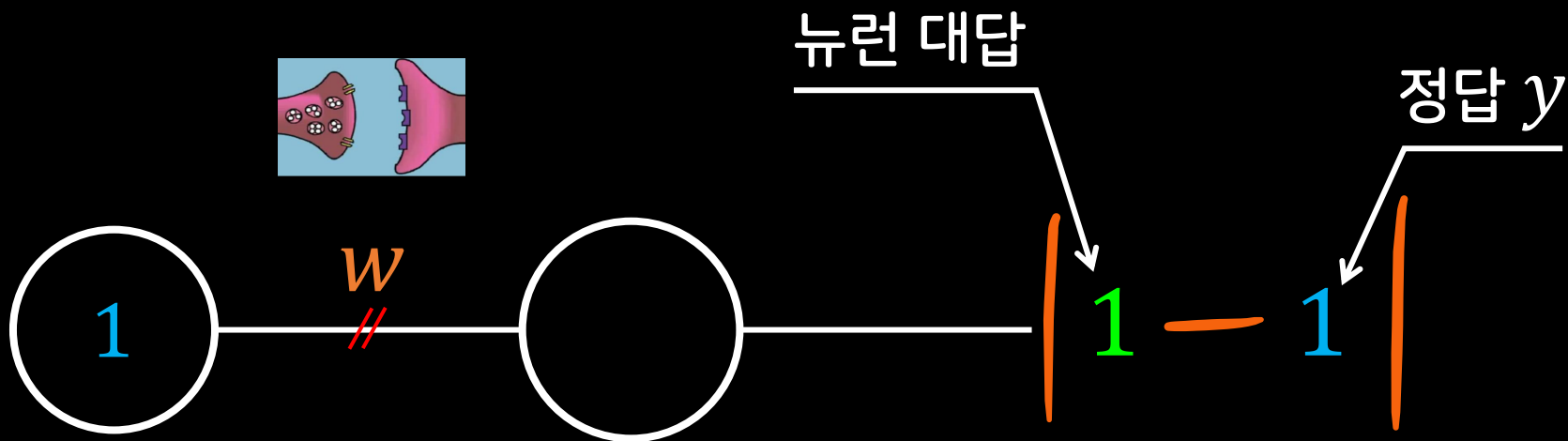


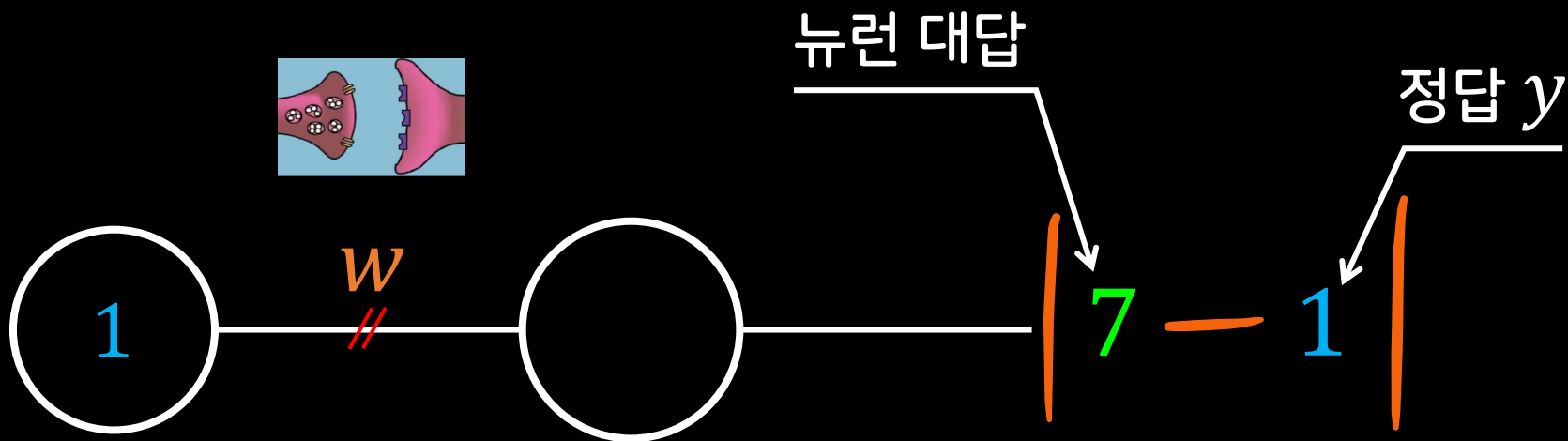




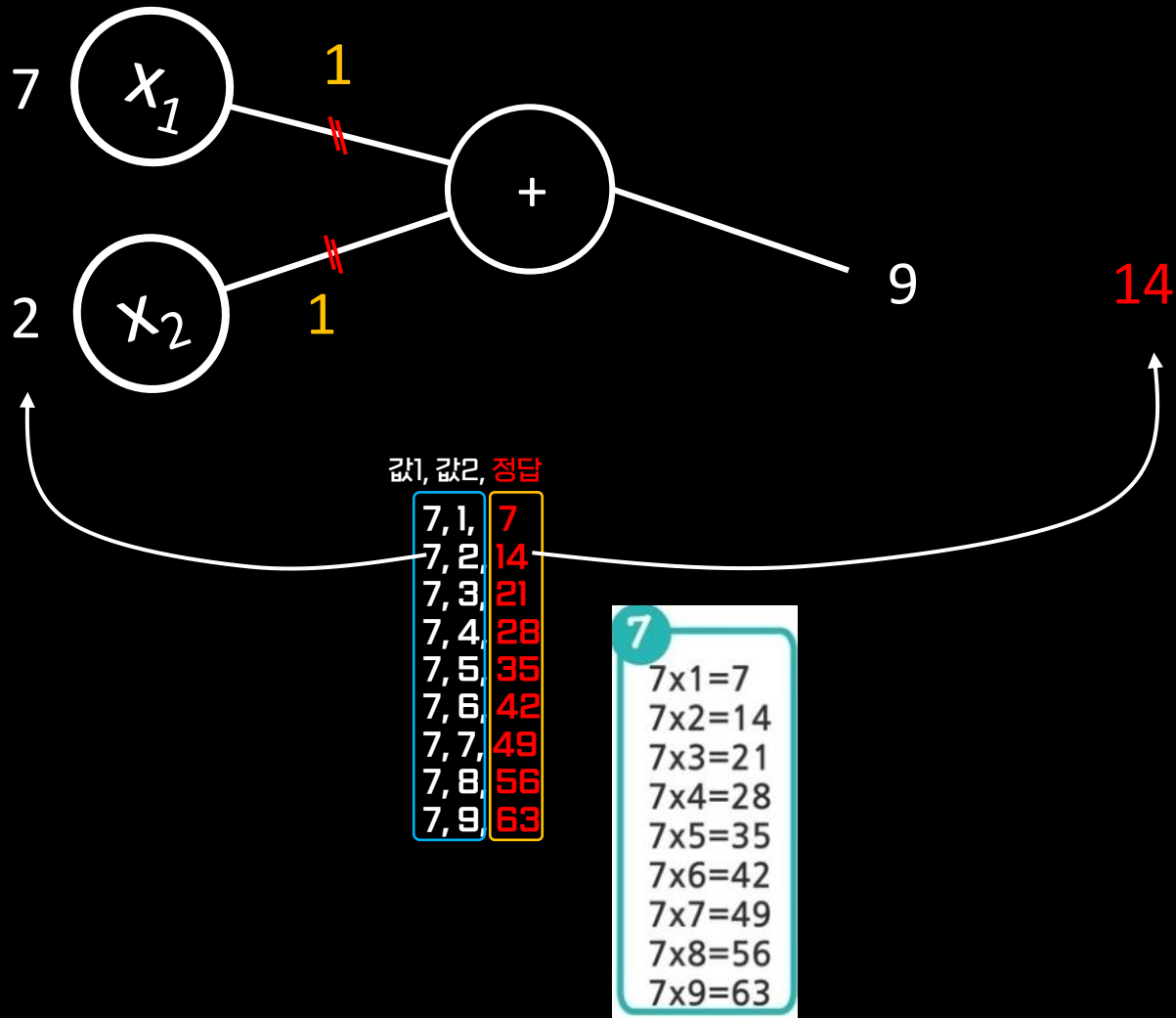
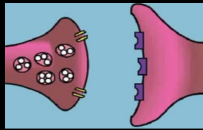
1시간 공부하면
1시간 게임하게

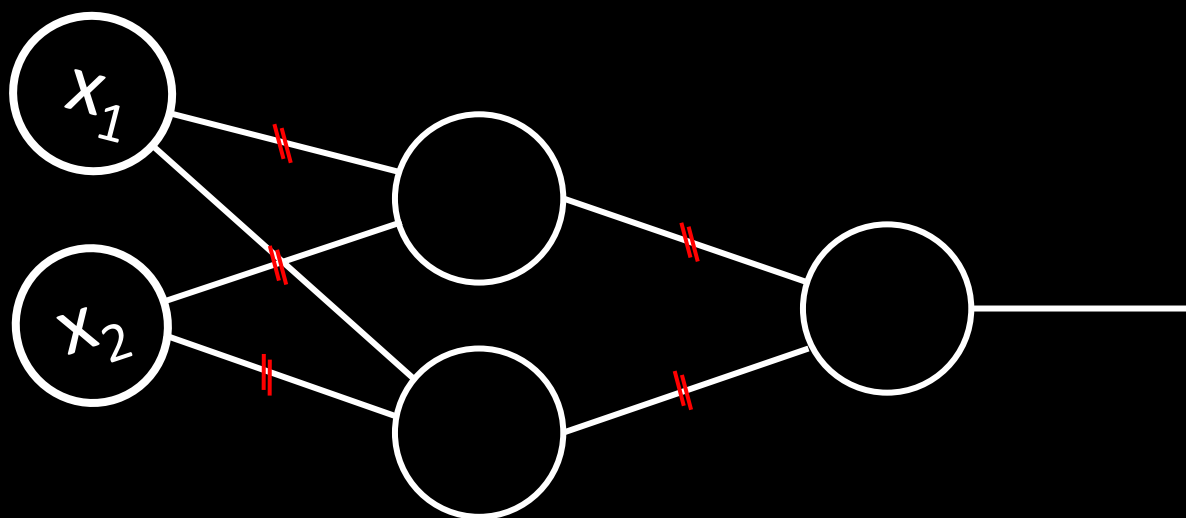
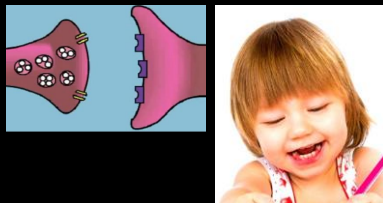






입력과 정답을 알려주고
박수치거나 화를내면
가중치가 조정된다.





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

x_2

x_3

x_4

x_5

x_6

x_7

x_8

x_9

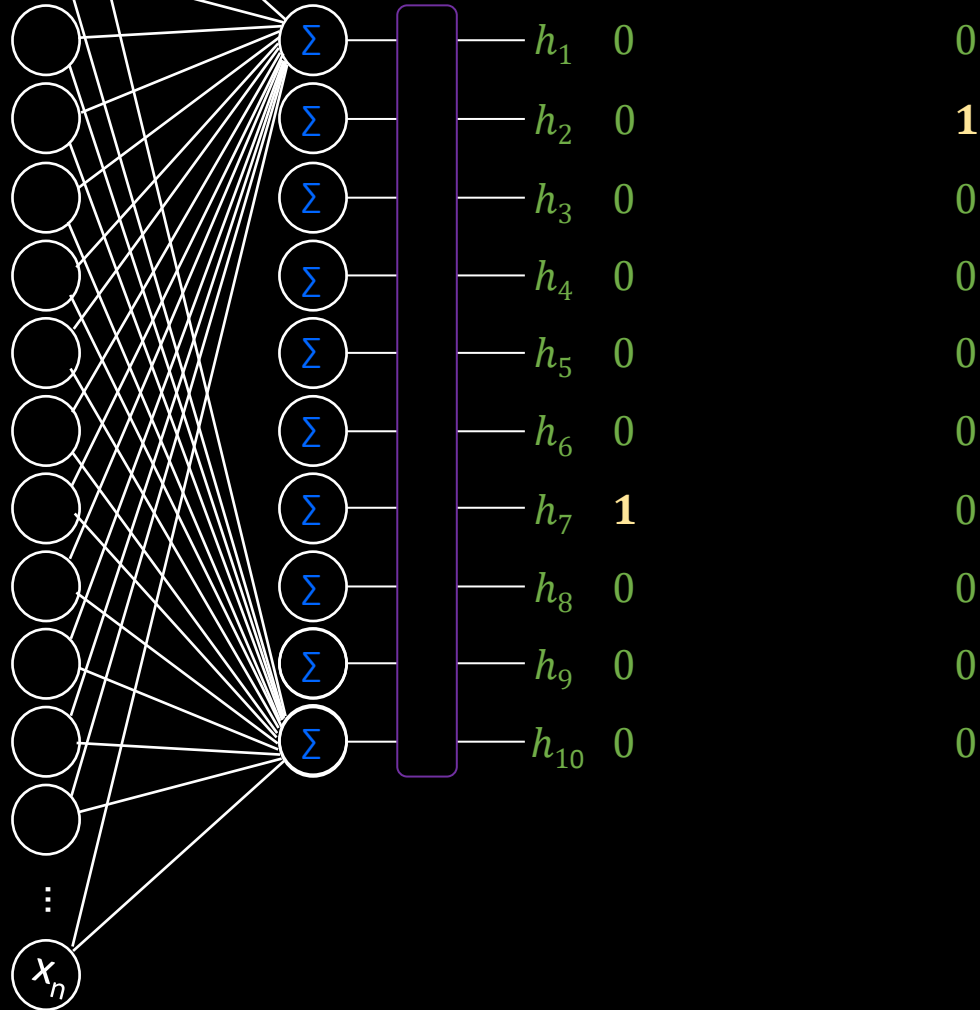
x_{10}

\vdots

x_n



Answer







개



토끼



돼지



오리

animal.csv

사진, 동물이름



, 개



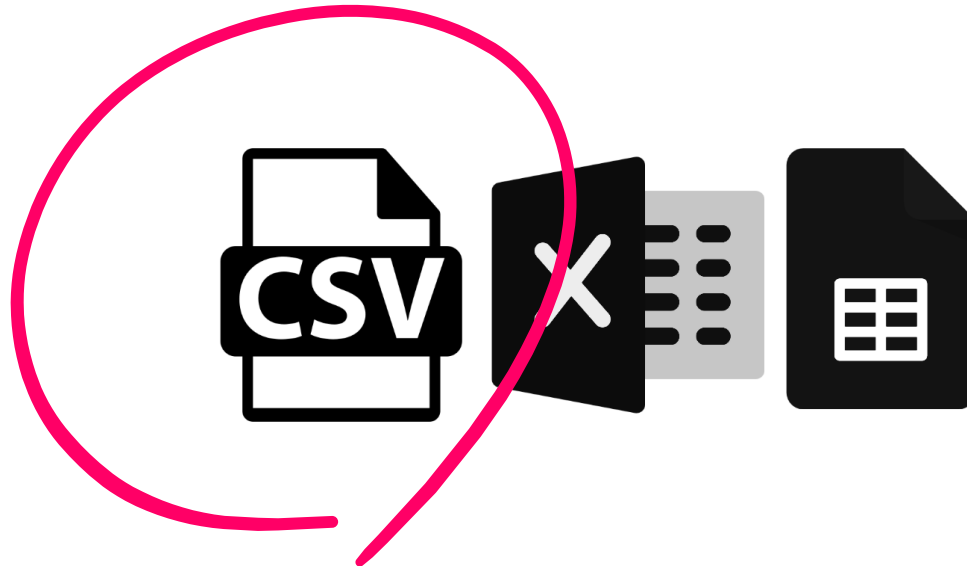
, 토끼



, 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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