

MACHINE LEARNING

The ability of a machine to study the environment in order to learn patterns and adjust its functions to it.



HOW IT ALL STARTED?

1952

A. Samuel wrote the first computer-learning program – game of checkers

1990

Shift from knowledge-driven Machine Learning to data-driven approach

2006

The very term Machine Learning comes into existence

2015

Microsoft Kinect is able to track 20 human features at a rate of 30 times per second

HOW CAN WE USE MACHINE LEARNING:



Analysis of human behaviour



Targeted advertising



Security



Better diagnosis of diseases

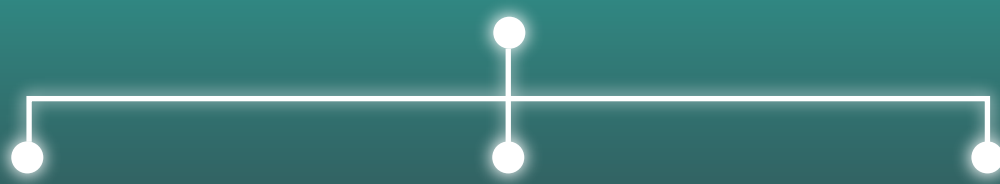
MACHINES CAN LEARN THANKS TO:

DEEP LEARNING SEE MORE →
layers of artificial neural networks

BAYESIAN NETWORKS
correlation between things

DECISION TREE LEARNING
observation of objects' features

TYPES OF MACHINE LEARNING



SUPERVISED MACHINE LEARNING

Teaching by tagging images or objects to help machines learn algorithms

REINFORCEMENTS LEARNING

Machines are learning based on the outcome of various actions

UNSUPERVISED MACHINE LEARNING

Teaching by giving machines large volumes of data to eventually make them able to separate things based on different aspects

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