

Summary

Concept Learning

- Hypotheses Space
- Relations between hypotheses
- Version Space
- Find-S
- Candidate Elimination
- Bias
 - Restriction Bias
 - Preference Bias
- Generalization

Decision Trees

- Entropy — unpredictability
- Information Gain
- Overfitting
 - Adaptation to non-generalizing details
- Pruning

Artificial Neuronal Networks

- Single Layer Networks
- Linear Separation
- Learning based on Error Minimization
- Multi Layer Networks
 - General Classifier
 - Function Approximator
- Differentiable Threshold Functions
- Error Back-Propagation
- Convergence Properties

Bayesian Learning

- Maximum a'Posteriori (MAP)
 - The most likely hypothesis given the observed data
- Maximum Likelihood (ML)
 - The hypothesis with highest likelihood of generating the data we have
- Bayes Optimal Classifier

$$\operatorname{argmax}_v \sum_h P(v|h) \cdot P(h|D)$$

- Naive Bayes Classifier

$$\operatorname{argmax}_v P(v) \prod_i P(a_i|v)$$

Boosting

- Generate several classifiers
- Use different training sample sets
- Voting can produce better results

Instance based Learning

- Learning \approx Storing
- Nearest Neighbor
- k -Nearest Neighbor
- Weighting (Kernel)
- Regression
- Radial Basis Functions

Reinforcement Learning

- Delayed Reward
- Temporal Credit Assignment
- Value Function
- Policy
- Temporal Difference techniques
- Q -Learning
- Sarsa-Learning

Genetic Algorithms

- Optimization
- Fitness Function
- Parallel Stochastic Gradient Following
- Crossover — Exchange of Partial Solutions
- Coding
- Genetic Programming

Learning Theory

- PAC-Learnable
- Probably (δ) Approximately (ϵ) Correct
- Complexity measured in $\frac{1}{\delta}$, $\frac{1}{\epsilon}$ och n
- Number of Training Examples

$$m \geq \frac{1}{\epsilon} \left[\ln |H| + \ln \frac{1}{\delta} \right]$$

- VC-dimension

$$\text{VC}(H) \leq \log_2 |H| \quad m \geq \frac{1}{\epsilon} \left[4 \log_2 \frac{2}{\delta} + 8 \text{VC}(H) \cdot \log_2 \frac{13}{\epsilon} \right]$$

- Errors During Learning

Rule Based Learning

- Sequential Covering
- Successive Specialization
- Greedy or Beam-search
Heuristic Search
- Inverse Resolution
Bottom-up: explain the examples

Methods we have not talked about

- Support-Vector Machines
Minimizing the VC-dimension \Rightarrow Optimal Generalization
- Learning of sequences/time-series
Hidden Markov Models
Kalman Filters
- Unsupervised Learning
Self Organizing Maps
- Recurrent Neural Networks
- Hybrid Methods