A Review paper on Machine Learning

Rajdeep Mondal

Department of Computer Science Engineering

Chandigarh University

rajdeepmondal099@gmail.com

Nisha Ratti

Assistant Professor, Department of Computer Science Engineering

Chandigarh University

nisharatti@gmail.com

***Abstract*: -** The topic Machine Learning under Artificial Intelligence is a field of computer science that gives the ability to learn the computer without programming. It is the learning of machines from its previous experiences to enhance the ability of the machines. Machine learning is used to show and prove that machines are promising to produce consistent accurate estimates. The main purpose of this review paper is to give a brief description of machine learning, its models and the techniques of machine learning.

Keywords-- machine learning; supervised learning; unsupervised learning

1. INTRODUCTION

The topic Machine learning is a sub-field under the vast topic of Artificial Intelligence. It deals with solving day to day that is the real world problems by carving a technique that is useful in approaching the data with greater approximation. The concept of machine learning comes from the growth of need to learn that whether computers could learn to copy and mimic the complex human brain. The first computer was invented in 1946 which was popularly known as ENIAC. The idea of developing such complex room sized devices during that time period was to make a system that could process and possible understand the human brain and could work accordingly with logics. Though it was slow in processing. Later after the inventions of the Integrated Circuits (IC's) in late 70's it showed a steep incline in the processing speed of the systems. In 1950 Alan Turing conducted a test to measure the performance of the

computer system. The Turing test is basically based on that idea, that we can find out whether if the device can actually learn if we are communicating with it. Later in 1952 Arthur Samuel (IBM) designed the first game, which was a checkers game to achieve enough skills to challenge a world champion. The first pattern recognition program was developed around 1967, which was based on the algorithm called nearest neighbor.

Advances boosted in the field of machine learning and spread like forest-fires among these years. In present era, we are using adaptive programming which uses machine learning that are capable of recognizing patterns, getting new and approximately accurate information from the existing data. In the process of discovery of knowledge from the various data available in the various amount of application areas, machine learning is vastly used.

Now-a-days machine learning is highly used in all computer games which includes all the multiplayer games like Counter strike, PUB-G, and many more. It also is used in strategic games like chess, checkers, etc which does learns all the moves from the past experiences.

Because of the new evolving technologies, innovations in the field of computer science machine learning today and machine learning of past have vast immeasurable differences. Although countless machine learning algorithm have been propped till date, recent development in machine learning is the ability to automatically apply complex mathematical calculation to big data- over and over, faster and faster.

The cause of more growing interest in the field of machine learning now-days is due to the vast amount of unordered data available in different fields, component of a computer is more cheaper and these significantly produces a powerful and unbelievable fast processor, and the easily storage of large amount of data at affordable prices. Al these things signifies and refers that it is now possible to quickly develop programs that could be used to analyze bigger and more complex data while producing the most actual and accurate results using the least amount of time in the real time.

As computer machinery gets cheaper, machine learning shows indescribable changes and started making impossible things possible without human’s help and successfully ended up with producing the infrastructure for Artificial Intelligence. It continuously learns from the previous experiences and updates that in its memory with the data it already posses. The GOOGLE is a good example of machine learning, it actually process all our previous data that we have been feeding it, and process it to have a better understanding of our brains which includes our likes, dislikes and every other thing that we are thinking at that particular moment so that it can be more user friendly, more accurate, more faster the very next time. The following paper is organized into:-

Section 2 : which describes the models of machine learning.

Section 3: it includes the overview of machine learning techniques.

Section 4 : concludes the paper.

2. MODELS OF MACHINE LEARNING

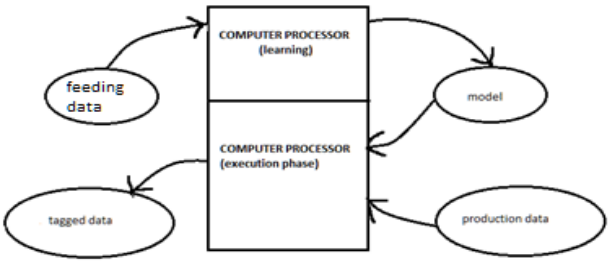


Figure 1: working model of machine learning

The process of learning in of machine is divided into two steps which includes:

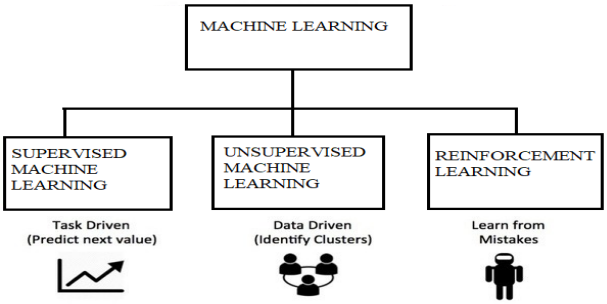
- Learning
- Testing

Under the first step that is learning process, the feeding data are taken as input and features are learned by the machine by learning algorithm or learner and build the learning model.

Under testing process, learning model uses the processors execution engine to make the prediction for the test or production data. Tagged data is the final output of learning model that gives the final prediction or classified data.

3. MACHINE LEARNING TECHNIQUES

Methods of machine learning is comprehensively characterized into three noteworthy classes in view of nature of learning or input given to the learning framework are as per the following-



A. Supervised learning

Administered learning, with regards to man-made reasoning (AI) and machine learning, is a kind of framework in which both information and wanted yield information are given. Info and yield information are marked for characterization to give a learning premise to future information handling.

The greater part of functional machine learning utilizes directed learning.

Directed learning is the place you have input factors (x) and a yield variable (Y) and you utilize a calculation to take in the mapping capacity from the contribution to the yield.

$$Y = f(X)$$

The objective is to surmise the mapping capacity so well that when you have new info information (X) that you can anticipate the yield factors (Y) for that information.

It is called regulated learning in light of the fact that the procedure of a calculation gaining from the preparation dataset can be thought of as an educator administering the learning procedure. We know the right answers, the calculation iteratively makes expectations on the preparation information and is remedied by the instructor. Learning stops when the calculation accomplishes a satisfactory level of execution.

Administered learning issues can be additionally gathered into relapse and characterization issues.

• *Classification*: An arrangement issue is the point at which the yield variable is a classification, for example, "red" or "blue" or "sickness" and "no ailment".

• *Regression*: A relapse issue is the point at which the yield variable is a genuine esteem, for example, "dollars" or "weight".

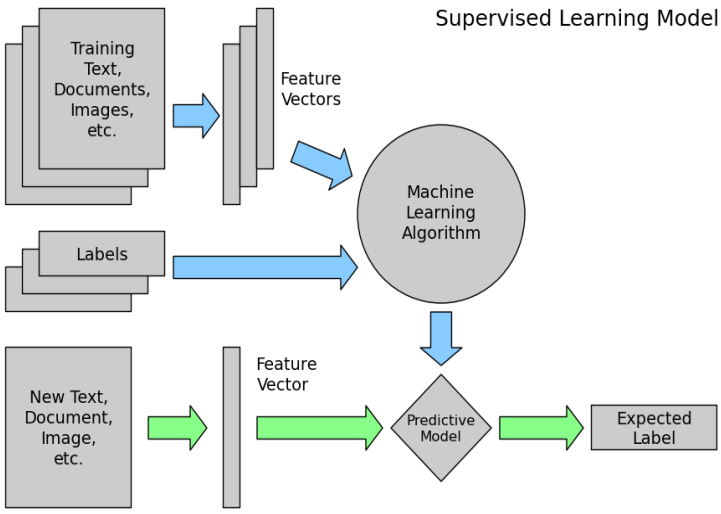


Figure 2: administered learning model

B. Unsupervised learning

Unsupervised learning is the place you just have input information (X) and no relating yield factors.

The objective for unsupervised learning is to display the basic structure or circulation in the information with a specific end goal to take in more about the information.

These are called unsupervised learning in light of the fact that dissimilar to direct learning above there is no right answers and there is no educator. Calculations are left to their very own devises to find and present the fascinating structure in the information.

Unsupervised learning issues can be additionally assembled into grouping and affiliation issues.

- *Clustering:* A bunching issue is the place you need to find the innate groupings in the information, for example, gathering clients by obtaining conduct.

- *Association***:** An affiliation manage learning issue is the place you need to find decides that depict substantial segments of your information, for example, individuals that purchase X likewise tend to purchase Y.

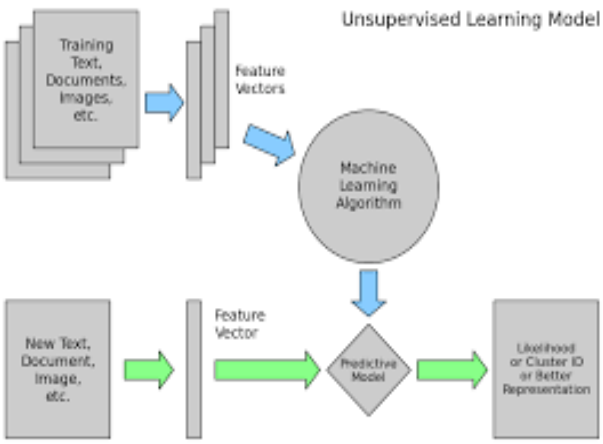


Figure 3: unsupervised learning model

C. Semi-Supervised learning

Issues where you have a lot of info information (X) and just a portion of the information is named (Y) are called semi-directed learning issues.

These issues sit in the middle of both directed and unsupervised learning.

A decent model is a photograph document where just a portion of the pictures are named, (e.g. canine, feline, individual) and the larger part are unlabeled.

Numerous true machine learning issues fall into this region. This is on account of it very well may be costly or tedious to name information as it might expect access to space specialists. Though unlabeled information is shabby and simple to gather and store.

You can utilize unsupervised learning procedures to find and take in the structure in the info factors.

You can likewise utilize directed learning systems to make best figure expectations for the unlabeled information, feed that information once more into the administered learning calculation as preparing information and utilize the model to make forecasts on new concealed information.

D. Reinforcement learning

Support Learning is a kind of Machine Learning, and in this manner likewise a part of Artificial Intelligence. It enables machines and programming operators to naturally decide the perfect conduct inside a particular setting, keeping in mind the end goal to expand its execution. Basic reward criticism is required for the operator to take in its conduct; this is known as the fortification flag.

There are a wide range of calculations that handle this issue. In actuality, Reinforcement Learning is characterized by a particular kind of issue, and every one of its answers are classed as Reinforcement Learning calculations. In the issue, an operator is gathered choose the best activity to choose in view of his present state. At the point when this progression is rehashed, the issue is known as a Markov Decision Process

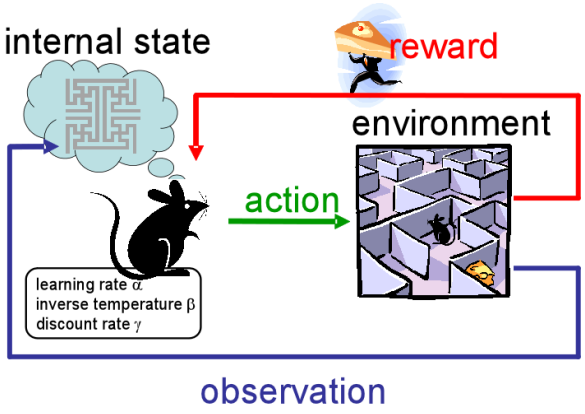


Figure 4: basics concept of reinforcement learning

4. CONCLUSION

This manuscript gives the overview of machine learning process followed by machine learning model and machine learning techniques. It also briefly describes the machine learning process that how machines actually do learn from various sources and undergoes different processes.

5. REFERENCES

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