

Artificial Intelligence Programming
Introduction to Machine Learning

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21-2: Introduction

- We've talked about learning previously in the context of specific algorithms.
- Purpose: discuss learning more generally.
- Give a flavor of other approaches to learning
- Talk more carefully about how to evaluate the performance of a learning algorithm.
 - This will come in handy for project 3.

21-3: Defining Learning

- So far, we've defined a learning agent as one that can improve its performance over time.
- We've seen two learning algorithms:
 - Decision tree
 - Bayesian Learning
- Let's define the problem a bit more precisely.