An Introduction To Computational Learning Theory

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...about machine learning since learning algorithms are, in fact, algorithms. At a high level, computational learning theory answers the same sort of questions as statistical learning theory ("What kind of guarantees can I make about my learning procedure? In what situations is learning possible?") with different tools and methodology.

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"Learning from Incomplete Data." MIT Center for Biological and Computational Learning Technical Report 108 (1994). Optional Readings. Zhu, Xiaojin, Zoubin Ghahramani, and John Lafferty. "Semi-supervised Learning using Gaussian Fields and Harmonic Functions." The Twentieth International Conference on Machine Learning (ICML). Washington, DC: 2003.

Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Emphasizing issues of computational efficiency, Michael Kearns and Umesh Vazirani introduce a number of central topics in computational learning theory for researchers and students in artificial intelligence, neural networks, theoretical computer science, and statistics. Computational learning theory is a new and rapidly expanding area of research that examines formal models of induction with the goals of discovering the common methods underlying efficient learning algorithms and identifying the computational impediments to learning. Each topic in the book has been chosen to elucidate a general principle, which is explored in a precise formal setting. Intuition has been emphasized in the presentation to make the material accessible to the nontheoretician while still providing precise arguments for the specialist. This balance is the result of new proofs of established theorems, and new presentations of the standard proofs. The topics covered include the motivation, definitions, and fundamental results, both positive and negative, for the widely studied L. G. Valiant model of Probably Approximately Correct Learning; Occam's Razor, which formalizes a relationship between learning and data compression; the Vapnik-Chervonenkis dimension; the equivalence of weak and strong learning; efficient learning in the presence of noise by the method of statistical queries; relationships between learning and cryptography, and the resulting computational limitations on efficient learning; reducibility between learning problems; and algorithms for learning finite automata from active experimentation.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization.

This an introduction to the theory of computational learning.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

This book provides a comprehensive introduction to the computational material that forms the underpinnings of the currently evolving set of brain models. It is now clear that the brain is unlikely to be understood without recourse to computational theories. The theme of An Introduction to Natural Computation is that ideas from diverse areas such as neuroscience, information theory, and optimization theory have recently been extended in ways that make them useful for describing the brains programs. This book provides a comprehensive introduction to the computational material that forms the underpinnings of the currently evolving set of brain models. It stresses the broad spectrum of learning models--ranging from neural network learning through reinforcement learning to genetic learning--and situates the various models in their appropriate neural context. To write about models of the brain before the brain is fully understood is a delicate matter. Very detailed models of the neural circuitry risk losing track of the task the brain is trying to solve. At the other extreme, models that represent cognitive constructs can be so abstract that they lose all relationship to neurobiology. An Introduction to Natural Computation takes the middle ground and stresses the computational task while staying near the neurobiology.

Computational Learning Approaches to Data Analytics in Biomedical Applications provides a unified framework for biomedical data analysis using varied machine learning and statistical techniques. It presents insights on biomedical data processing, innovative clustering algorithms and techniques, and connections between statistical analysis and clustering. The book introduces and discusses the major problems relating to data analytics, provides a review of influential and state-of-the-art learning algorithms for biomedical applications, reviews cluster validity indices and how to select the appropriate index, and includes an overview of statistical methods that can be applied to increase confidence in the clustering framework and analysis of the results obtained. Includes an overview of data analytics in biomedical applications and current challenges Updates on the latest research in supervised learning algorithms and applications, clustering algorithms and cluster validation indices Provides complete coverage of computational and statistical analysis tools for biomedical data analysis Presents hands-on training on the use of Python libraries, MATLAB® tools, WEKA, SAP-HANA and R/Bioconductor

Now you can clearly present even the most complex computational theory topics to your students with Sipser's distinct, market-leading INTRODUCTION TO THE THEORY OF COMPUTATION, 3E. The number one choice for today's computational theory course, this highly anticipated revision retains the unmatched clarity and thorough coverage that make it a leading text for upper-level undergraduate and introductory graduate students. This edition continues author Michael Sipser's well-known, approachable style with timely revisions, additional exercises, and more memorable examples in key areas. A new first-of-its-kind theoretical treatment of deterministic context-free languages is ideal for a better understanding of parsing and LR(k) grammars. This edition's refined presentation ensures a trusted accuracy and clarity that make the challenging study of computational theory accessible and intuitive to students while maintaining the subject's rigor and formalism. Readers gain a solid understanding of the fundamental mathematical properties of computer hardware, software, and applications with a blend of practical and philosophical coverage and mathematical treatments, including advanced theorems and proofs. INTRODUCTION TO THE THEORY OF COMPUTATION, 3E's comprehensive coverage makes this an ideal ongoing reference tool for those studying theoretical computing. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Presenting a theory of the theoryless, a computer scientist provides a model of how effective behavior can be learned even in a world as complex as our own, shedding new light on human nature.

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

This advanced textbook provides an introduction to the basic methods of computational physics.

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