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AN INTRODUCTION TO

COMPUTATIONAL

LEARNING THEORY

An Introduction To Computational Learning Theory Kearns

Michael J. Kearns, Umesh Vazirani



An Introduction To Computational Learning Theory Kearns:

An Introduction to Computational Learning Theory Michael J. Kearns, Umesh Vazirani, 1994-08-15 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

Computational Learning Theory David Helmbold, Bob Williamson, 2003-06-29 This book constitutes the refereed proceedings of the 14th Annual and 5th European Conferences on Computational Learning Theory COLT EuroCOLT 2001 held in Amsterdam The Netherlands in July 2001 The 40 revised full papers presented together with one invited paper were carefully reviewed and selected from a total of 69 submissions All current aspects of computational learning and its applications in a variety of fields are addressed

Learning Theory Peter Auer, 2005-06-20 This book constitutes the refereed proceedings of the 18th Annual Conference on Learning Theory COLT 2005 held in Bertinoro Italy in June 2005 The 45 revised full papers together with three articles on open problems presented were carefully reviewed and selected from a total of 120 submissions The papers are organized in topical sections on learning to rank boosting unlabeled data multiclass classification online learning support vector machines kernels and embeddings inductive inference unsupervised learning generalization bounds query learning attribute efficiency compression schemes economics and game theory separation results for learning models and survey and prospects on open problems

Foundations of Machine Learning, second edition Mehryar Mohri, Afshin Rostamizadeh, Ameet Talwalkar, 2018-12-25 A new edition of a graduate level machine learning textbook that focuses on the analysis and theory of algorithms This book is

a general introduction to machine learning that can serve as a textbook for graduate students and a reference for researchers. It covers fundamental modern topics in machine learning while providing the theoretical basis and conceptual tools needed for the discussion and justification of algorithms. It also describes several key aspects of the application of these algorithms. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. *Foundations of Machine Learning* is unique in its focus on the analysis and theory of algorithms. The first four chapters lay the theoretical foundation for what follows; subsequent chapters are mostly self-contained. Topics covered include the Probably Approximately Correct PAC learning framework, generalization bounds based on Rademacher complexity and VC dimension, Support Vector Machines (SVMs), kernel methods, boosting, on-line learning, multi-class classification, ranking, regression, algorithmic stability, dimensionality reduction, learning automata and languages, and reinforcement learning. Each chapter ends with a set of exercises. Appendixes provide additional material including a concise probability review. This second edition offers three new chapters on model selection, maximum entropy models, and conditional entropy models. New material in the appendixes includes a major section on Fenchel duality, expanded coverage of concentration inequalities, and an entirely new entry on information theory. More than half of the exercises are new to this edition.

An Introduction to Machine Learning Miroslav Kubat, 2017-08-31. This textbook presents fundamental machine learning concepts in an easy-to-understand manner by providing practical advice using straightforward examples and offering engaging discussions of relevant applications. The main topics include Bayesian classifiers, nearest neighbor classifiers, linear and polynomial classifiers, decision trees, neural networks, and support vector machines. Later chapters show how to combine these simple tools by way of boosting, how to exploit them in more complicated domains, and how to deal with diverse advanced practical issues. One chapter is dedicated to the popular genetic algorithms. This revised edition contains three entirely new chapters on critical topics regarding the pragmatic application of machine learning in industry. The chapters examine multi-label domains, unsupervised learning, and its use in deep learning, and logical approaches to induction. Numerous chapters have been expanded, and the presentation of the material has been enhanced. The book contains many new exercises, numerous solved examples, thought-provoking experiments, and computer assignments for independent work.

Computational Learning Theory Paul Fischer, Hans U. Simon, 2003-07-31. This book constitutes the refereed proceedings of the 4th European Conference on Computational Learning Theory (EuroCOLT 99) held in Nordkirchen, Germany, in March 1999. The 21 revised full papers presented were selected from a total of 35 submissions; also included are two invited contributions. The book is divided into topical sections on learning from queries and counterexamples, reinforcement learning, online learning, and expert advice, teaching and learning, inductive inference, and statistical theory of learning and pattern recognition.

Algorithmic Learning Theory Ming Li, 1997-09-17. This book constitutes the strictly refereed post-workshop proceedings of the Second International Workshop on Database Issues for Data Visualization held in conjunction with the

IEEE Visualization 95 conference in Atlanta Georgia in October 1995 Besides 13 revised full papers the book presents three workshop subgroup reports summarizing the contents of the book as well as the state of the art in the areas of scientific data modelling supporting interactive database exploration and visualization related metadata The volume provides a snapshot of current research in the area and surveys the problems that must be addressed now and in the future towards the integration of database management systems and data visualization

Understanding Machine Learning Shai Shalev-Shwartz, Shai Ben-David, 2014-05-19 Introduces machine learning and its algorithmic paradigms explaining the principles behind automated learning approaches and the considerations underlying their usage

Principles of Machine Learning Wenmin Wang, 2024-10-26 Conducting an in depth analysis of machine learning this book proposes three perspectives for studying machine learning the learning frameworks learning paradigms and learning tasks With this categorization the learning frameworks reside within the theoretical perspective the learning paradigms pertain to the methodological perspective and the learning tasks are situated within the problematic perspective Throughout the book a systematic explication of machine learning principles from these three perspectives is provided interspersed with some examples The book is structured into four parts encompassing a total of fifteen chapters The inaugural part titled Perspectives comprises two chapters an introductory exposition and an exploration of the conceptual foundations The second part Frameworks subdivided into five chapters each dedicated to the discussion of five seminal frameworks probability statistics connectionism symbolism and behaviorism Continuing further the third part Paradigms encompasses four chapters that explain the three paradigms of supervised learning unsupervised learning and reinforcement learning and narrating several quasi paradigms emerged in machine learning Finally the fourth part Tasks comprises four chapters delving into the prevalent learning tasks of classification regression clustering and dimensionality reduction This book provides a multi dimensional and systematic interpretation of machine learning rendering it suitable as a textbook reference for senior undergraduates or graduate students pursuing studies in artificial intelligence machine learning data science computer science and related disciplines Additionally it serves as a valuable reference for those engaged in scientific research and technical endeavors within the realm of machine learning The translation was done with the help of artificial intelligence A subsequent human revision was done primarily in terms of content

Algorithms and Theory of Computation Handbook, Volume 1 Mikhail J. Atallah, Marina Blanton, 2009-11-20 Algorithms and Theory of Computation Handbook Second Edition General Concepts and Techniques provides an up to date compendium of fundamental computer science topics and techniques It also illustrates how the topics and techniques come together to deliver efficient solutions to important practical problems Along with updating and revising many

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