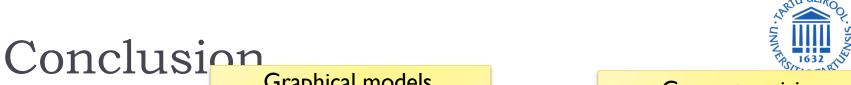
Conclusion







Graphical models,
Neural networks,
Fuzzy sets,
Association rules

Computer vision,
Natural language processing,
Information Retrieval,
Music & Video processing,
Bioinformatics,
Physics,
Robotics,
Finance & Economics,
....

Statistical Learning Theory, PAC-theory

Semi-supervised learning,
Active learning,
Reinforcement learning,
Multi-instance learning,
Deep learning

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Books:

- "The Elements of Statistical Learning" (Hastie & Tibshirani)
- "Pattern Recognition and Machine Learning" (Bishop)
- "Kernel Methods for Pattern Analysis" (Shawe-Taylor & Cristianini)

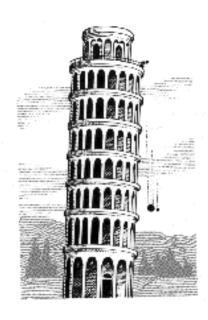
On-line materials:

- http://videolectures.net
- + Coursera, Udacity, edX

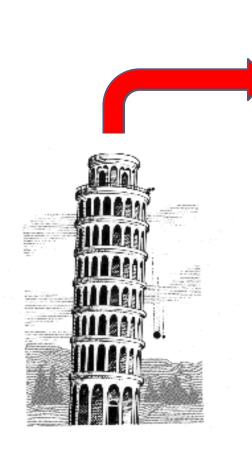
▶ Tools:

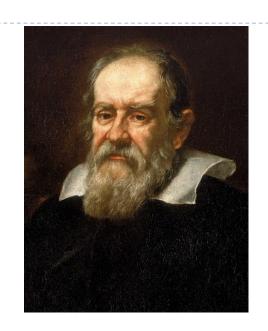
Python, R, RapidMiner, Weka, Matlab, Mathematica, ...

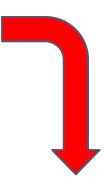






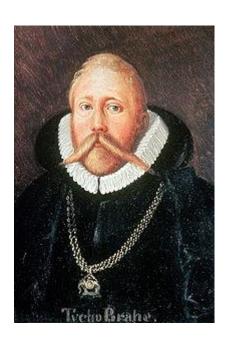




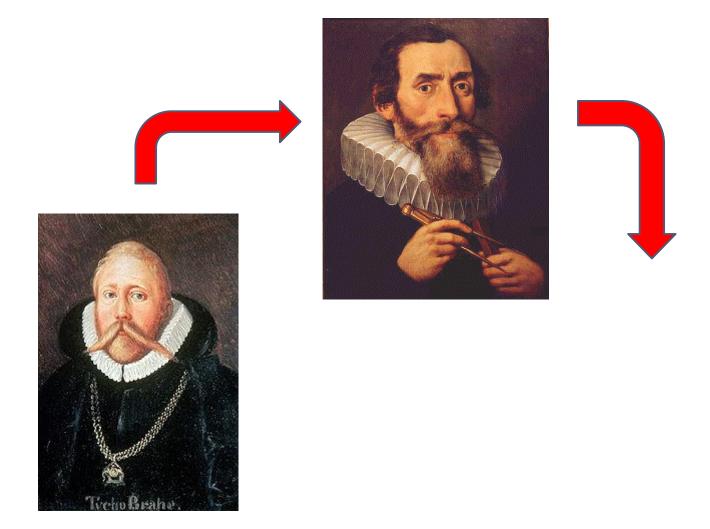


$$s = \frac{a}{2}t^2$$

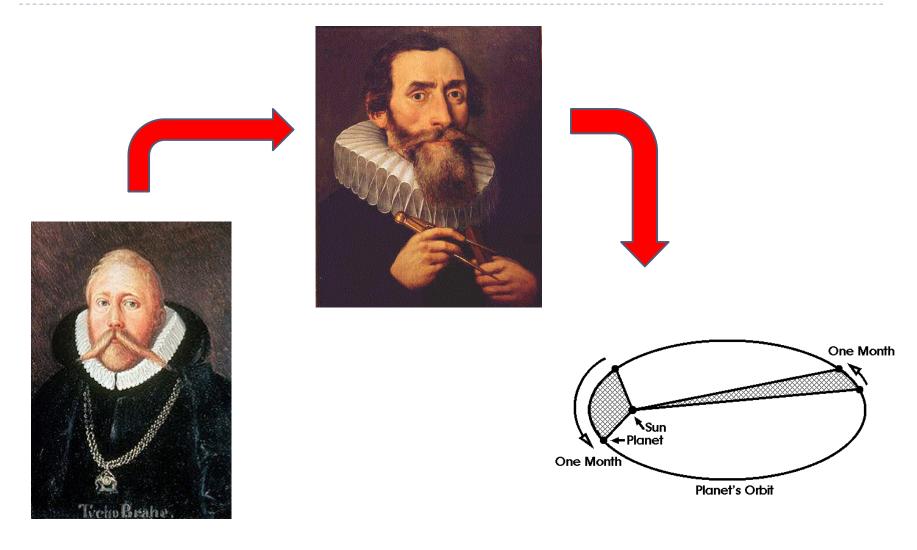






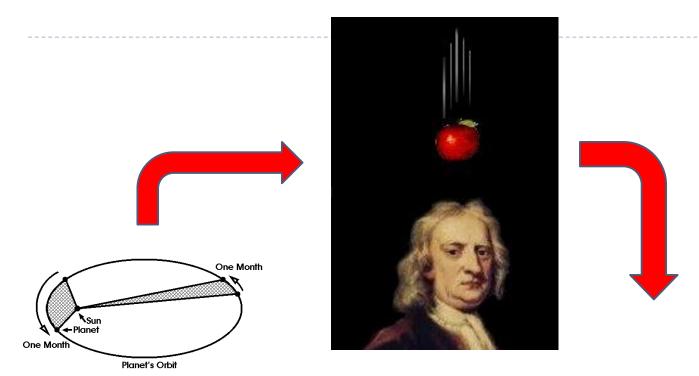


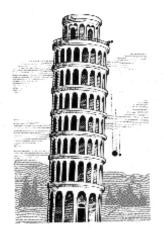




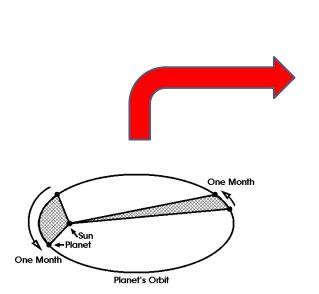
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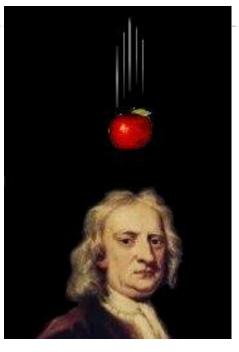


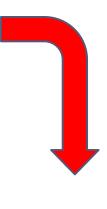


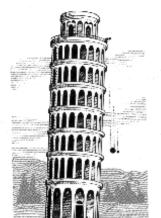








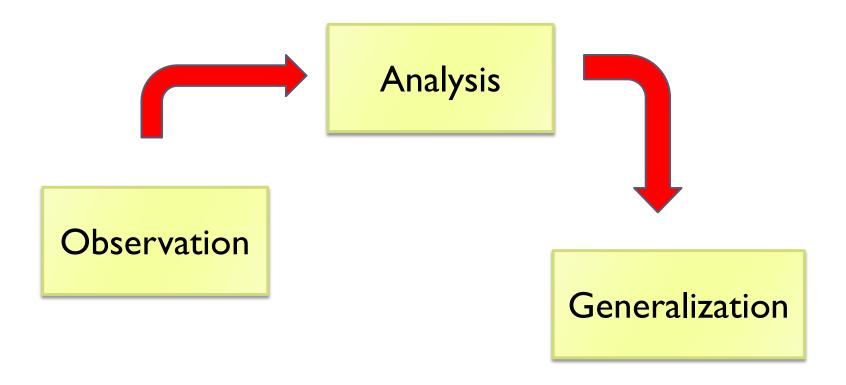




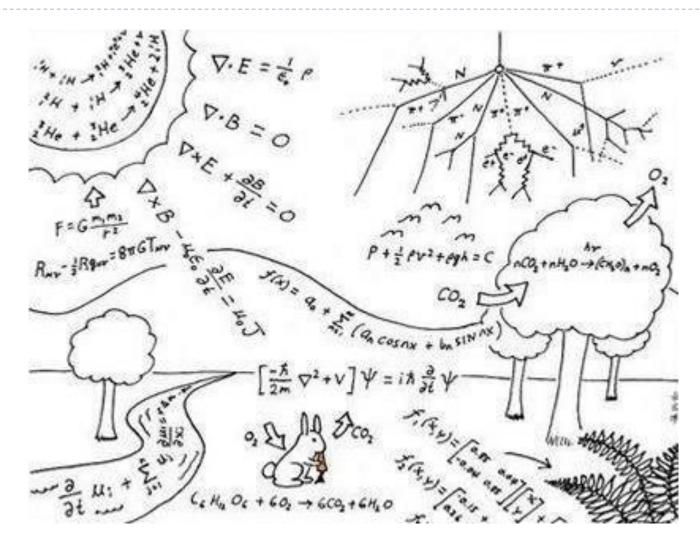
 $\vec{F} = m\vec{g}$

Science







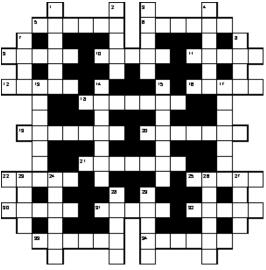


Why?









Why?

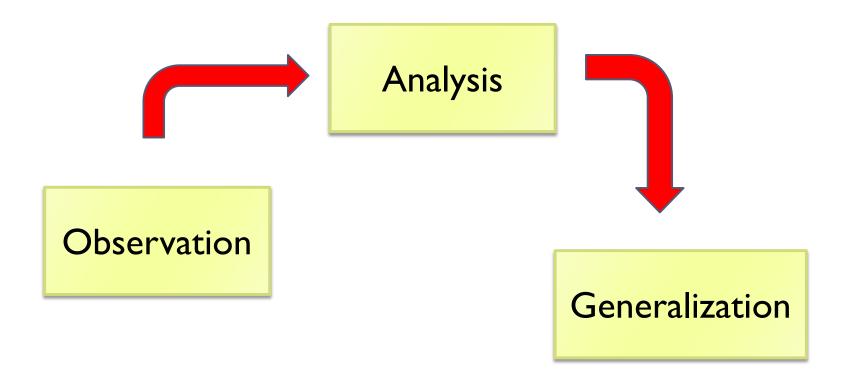




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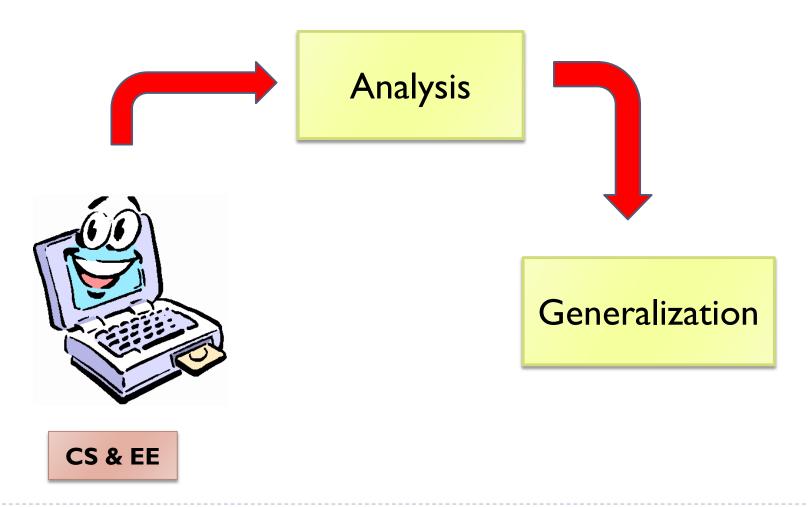














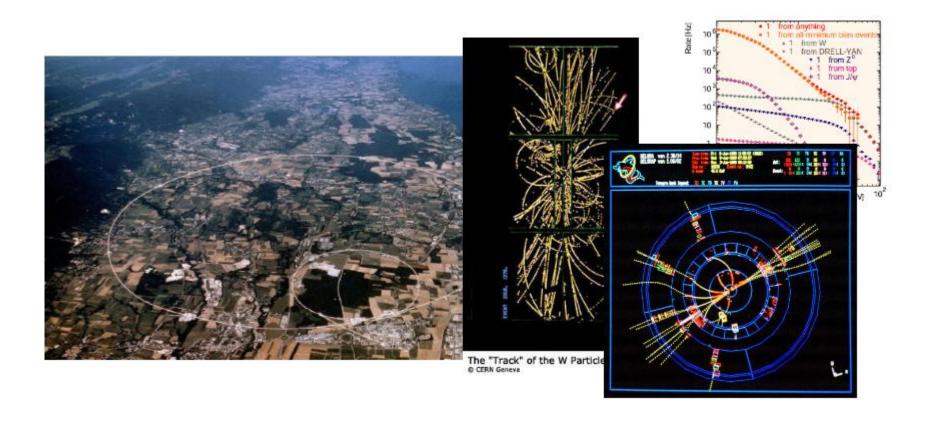






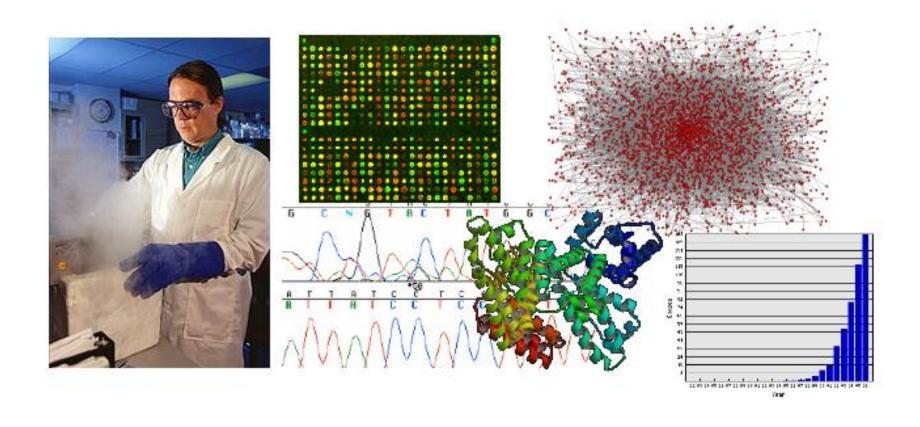






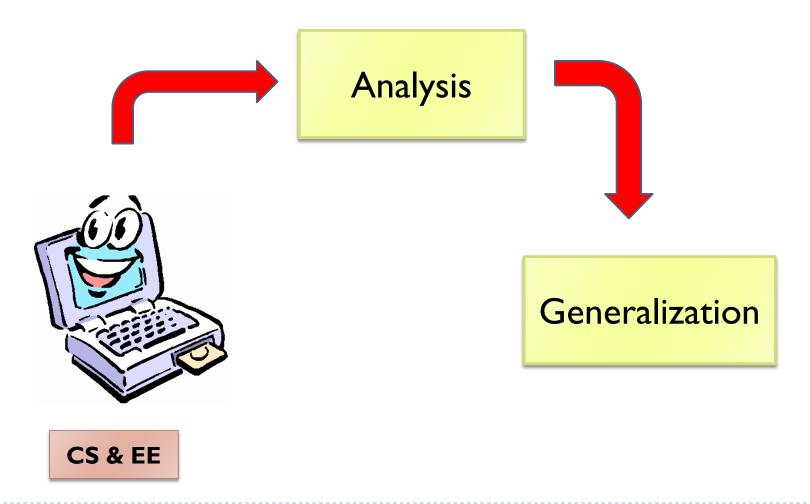






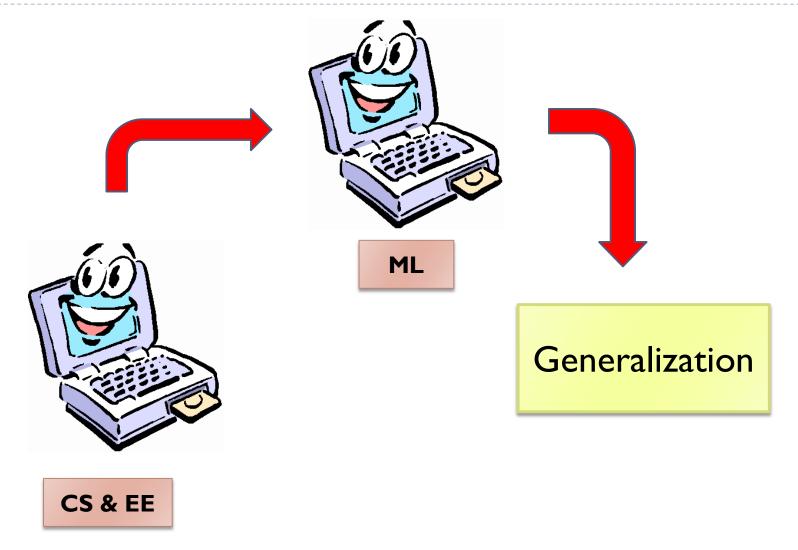






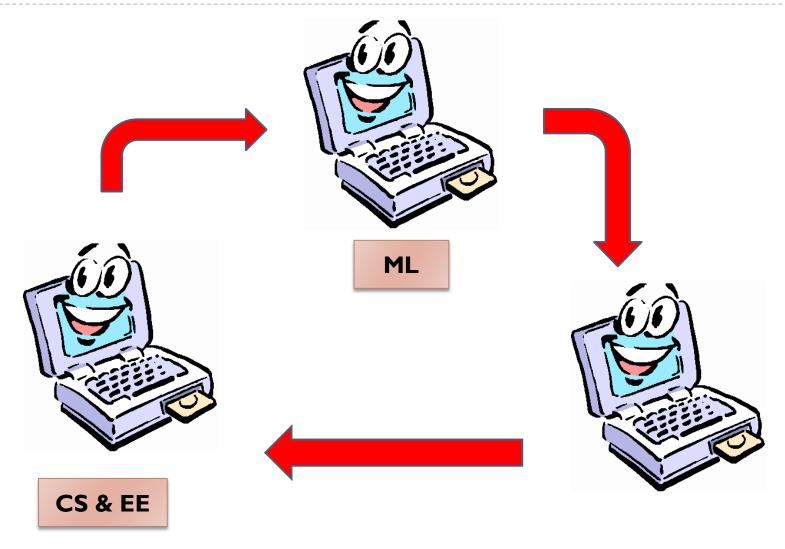


















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