

Learning C

Learning

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Learning is the process of acquiring new understanding, knowledge, behaviors, skills, values, attitudes, and preferences. The ability to learn is possessed by humans, non-human animals, and some machines; there is also evidence for some kind of learning in certain plants. Some learning is immediate, induced by a single event (e.g. being burned by a hot stove), but much skill and knowledge accumulate from repeated experiences. The changes induced by learning often last a lifetime, and it is hard to distinguish learned material that seems to be "lost" from that which cannot be retrieved.

Human learning starts at birth (it might even start before) and continues until death as a consequence of ongoing interactions between people and their environment. The nature and processes involved in learning are studied in many established fields (including educational psychology, neuropsychology, experimental psychology, cognitive sciences, and pedagogy), as well as emerging fields of knowledge (e.g. with a shared interest in the topic of learning from safety events such as incidents/accidents, or in collaborative learning health systems). Research in such fields has led to the identification of various sorts of learning. For example, learning may occur as a result of habituation, or classical conditioning, operant conditioning or as a result of more complex activities such as play, seen only in relatively intelligent animals. Learning may occur consciously or without conscious awareness. Learning that an aversive event cannot be avoided or escaped may result in a condition called learned helplessness. There is evidence for human behavioral learning prenatally, in which habituation has been observed as early as 32 weeks into gestation, indicating that the central nervous system is sufficiently developed and primed for learning and memory to occur very early on in development.

Play has been approached by several theorists as a form of learning. Children experiment with the world, learn the rules, and learn to interact through play. Lev Vygotsky agrees that play is pivotal for children's development, since they make meaning of their environment through playing educational games. For Vygotsky, however, play is the first form of learning language and communication, and the stage where a child begins to understand rules and symbols. This has led to a view that learning in organisms is always related to semiosis, and is often associated with representational systems/activity.

Machine learning

Machine learning (ML) is a field of study in artificial intelligence concerned with the development and study of statistical algorithms that can learn

Machine learning (ML) is a field of study in artificial intelligence concerned with the development and study of statistical algorithms that can learn from data and generalise to unseen data, and thus perform tasks without explicit instructions. Within a subdiscipline in machine learning, advances in the field of deep learning have allowed neural networks, a class of statistical algorithms, to surpass many previous machine learning approaches in performance.

ML finds application in many fields, including natural language processing, computer vision, speech recognition, email filtering, agriculture, and medicine. The application of ML to business problems is known as predictive analytics.

Statistics and mathematical optimisation (mathematical programming) methods comprise the foundations of machine learning. Data mining is a related field of study, focusing on exploratory data analysis (EDA) via unsupervised learning.

From a theoretical viewpoint, probably approximately correct learning provides a framework for describing machine learning.

Deep learning

In machine learning, deep learning focuses on utilizing multilayered neural networks to perform tasks such as classification, regression, and representation

In machine learning, deep learning focuses on utilizing multilayered neural networks to perform tasks such as classification, regression, and representation learning. The field takes inspiration from biological neuroscience and is centered around stacking artificial neurons into layers and "training" them to process data. The adjective "deep" refers to the use of multiple layers (ranging from three to several hundred or thousands) in the network. Methods used can be supervised, semi-supervised or unsupervised.

Some common deep learning network architectures include fully connected networks, deep belief networks, recurrent neural networks, convolutional neural networks, generative adversarial networks, transformers, and neural radiance fields. These architectures have been applied to fields including computer vision, speech recognition, natural language processing, machine translation, bioinformatics, drug design, medical image analysis, climate science, material inspection and board game programs, where they have produced results comparable to and in some cases surpassing human expert performance.

Early forms of neural networks were inspired by information processing and distributed communication nodes in biological systems, particularly the human brain. However, current neural networks do not intend to model the brain function of organisms, and are generally seen as low-quality models for that purpose.

Reinforcement learning

Reinforcement learning is one of the three basic machine learning paradigms, alongside supervised learning and unsupervised learning. Reinforcement learning differs

Reinforcement learning (RL) is an interdisciplinary area of machine learning and optimal control concerned with how an intelligent agent should take actions in a dynamic environment in order to maximize a reward signal. Reinforcement learning is one of the three basic machine learning paradigms, alongside supervised learning and unsupervised learning.

Reinforcement learning differs from supervised learning in not needing labelled input-output pairs to be presented, and in not needing sub-optimal actions to be explicitly corrected. Instead, the focus is on finding a balance between exploration (of uncharted territory) and exploitation (of current knowledge) with the goal of maximizing the cumulative reward (the feedback of which might be incomplete or delayed). The search for this balance is known as the exploration–exploitation dilemma.

The environment is typically stated in the form of a Markov decision process, as many reinforcement learning algorithms use dynamic programming techniques. The main difference between classical dynamic programming methods and reinforcement learning algorithms is that the latter do not assume knowledge of an exact mathematical model of the Markov decision process, and they target large Markov decision processes where exact methods become infeasible.

Dev-C++

in C++ on Facebook. In his screenshot, he's using Microsoft Windows and Dev-C++ as his IDE. It is often recommended for beginners learning C or C++, and

Dev-C++ is a free full-featured integrated development environment (IDE) distributed under the GNU General Public License for programming in C and C++. It was originally developed by Colin Laplace and was first released in 1998. It is written in Delphi.

It is bundled with, and uses, the MinGW or TDM-GCC 64bit port of the GCC as its compiler. Dev-C++ can also be used in combination with Cygwin or any other GCC-based compiler.

Federated learning

Federated learning (also known as collaborative learning) is a machine learning technique in a setting where multiple entities (often called clients)

Federated learning (also known as collaborative learning) is a machine learning technique in a setting where multiple entities (often called clients) collaboratively train a model while keeping their data decentralized, rather than centrally stored. A defining characteristic of federated learning is data heterogeneity. Because client data is decentralized, data samples held by each client may not be independently and identically distributed.

Federated learning is generally concerned with and motivated by issues such as data privacy, data minimization, and data access rights. Its applications involve a variety of research areas including defence, telecommunications, the Internet of things, and pharmaceuticals.

Lifelong learning

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Lifelong learning is the "ongoing, voluntary, and self-motivated" pursuit of learning for either personal or professional reasons.

Lifelong learning is important for an individual's competitiveness and employability, but also enhances social inclusion, active citizenship, and personal development.

Professions typically recognize the importance of developing practitioners becoming lifelong learners. Many licensed professions mandate that their members continue learning to maintain a license.

Lifelong learning institutes are educational organisations specifically for lifelong learning purposes. Informal lifelong learning communities also exist around the world.

Rote learning

alternatives to rote learning include meaningful learning, associative learning, spaced repetition and active learning. Rote learning is widely used in the

Rote learning is a memorization technique based on repetition. The method rests on the premise that the recall of repeated material becomes faster the more one repeats it. Some of the alternatives to rote learning include meaningful learning, associative learning, spaced repetition and active learning.

Educational technology

June 2024. Moore, J. L.; Dickson-Deane, C.; Galyen, K. (2011). "E-Learning, online learning, and distance learning environments: Are they the same?". The

Educational technology (commonly abbreviated as edutech, or edtech) is the combined use of computer hardware, software, and educational theory and practice to facilitate learning and teaching. When referred to with its abbreviation, "EdTech", it often refers to the industry of companies that create educational technology. In *EdTech Inc.: Selling, Automating and Globalizing Higher Education in the Digital Age*, Tanner Mirrlees and Shahid Alvi (2019) argue "EdTech is no exception to industry ownership and market rules" and "define the EdTech industries as all the privately owned companies currently involved in the financing, production and distribution of commercial hardware, software, cultural goods, services and platforms for the educational market with the goal of turning a profit. Many of these companies are US-based and rapidly expanding into educational markets across North America, and increasingly growing all over the world."

In addition to the practical educational experience, educational technology is based on theoretical knowledge from various disciplines such as communication, education, psychology, sociology, artificial intelligence, and computer science. It encompasses several domains including learning theory, computer-based training, online learning, and m-learning where mobile technologies are used.

C-STEM Center

The C-STEM Center has developed educational technology C-STEM Studio and RoboBlockly with computing in C/C++ for K-14 hands-on integrated learning. C-STEM

C-STEM (Center for Integrated Computing and STEM Education) is a UC-approved educational preparation program for undergraduate admission for UC campuses to prepare students for college and career. C-STEM has University of California A-G Program status. High schools can add the A-G approved C-STEM curriculum to their own school's A-G course lists for the UC/CSU admission requirements.

The C-STEM center is located on the University of California, Davis, campus. The Center aims to transform computing, science, technology, engineering, and mathematics (C-STEM) education in both formal and informal K-14 programs through integrated learning, guided by two key objectives:

Close the achievement gap by broadening participation of students traditionally underrepresented in computing and STEM related careers and post-secondary study.

Develop students' 21st century problem-solving skills through integrated computing and STEM education.

The C-STEM Center has developed educational technology C-STEM Studio and RoboBlockly with computing in C/C++ for K-14 hands-on integrated learning.

C-STEM Studio is a platform for teaching computing, science, technology, engineering and mathematics with robotics (Barobo Linkbot, Lego Mindstorms NXT, EV3, and Arduino boards). RoboBlockly is a web-based robot simulation for learning coding and math. The Center has also developed integrated C-STEM curriculum that integrates computing and robotics into Common Core compliant math courses with coding and math activities for grades 1 through 9.

The vision of the C-STEM is to provide formal computing education for all K-12 students. C-STEM ICT Pathway provides 12-years computer science education for K-12 students. The Pathway includes robotics and math with coding activities in RoboBlockly and C/C++ for elementary school students, rigorous Computer Programming course for middle school students, and Computer Programming courses and AP Computer Science Principles for high school students.

The C-STEM Center studies the use of innovative computing and robotics technologies to increase student interest, with an emphasis on Algebra. The C-STEM program tries to close the achievement gap, engages traditionally unrepresented groups and at risk students in learning STEM subjects. The C-STEM Center provides C-STEM 2-Day Academy, On-Site Training, 1-Week Institute, and Train-the-Trainer program to

integrate computing and robotics into their classroom teaching.

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