



SCUOLA
NORMALE
SUPERIORE

Colloqui della Classe di Scienze

mercoledì 15 dicembre 2010
ore 15.00

Scuola Normale Superiore
Pisa
(Aula Mancini)

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Università degli Studi di Milano

Terrà un seminario dal titolo:

***“The game-theoretic approach to machine learning
and adaptation.”***

Abstract:

The design of artificial systems able to learn and adapt has been one of the main goals of Artificial Intelligence since its very beginning. To this end, statistical modelling has proven to be a tool of extraordinary effectiveness. In some cases, however, statistics is not the most adequate language for analyzing the interaction between a learning agent and an ever-changing environment. Indeed, a research thread, emerged in parallel with statistical learning, views this interaction as a repeated game between agent and environment. This different approach allows to analyze, in a rigorous framework, predictive models without any statistical assumptions. In this talk we will trace the roots of the game-theoretic approach in learning theory and describe some of the key results.

Tutti gli interessati sono invitati a partecipare.

Classe di Scienze