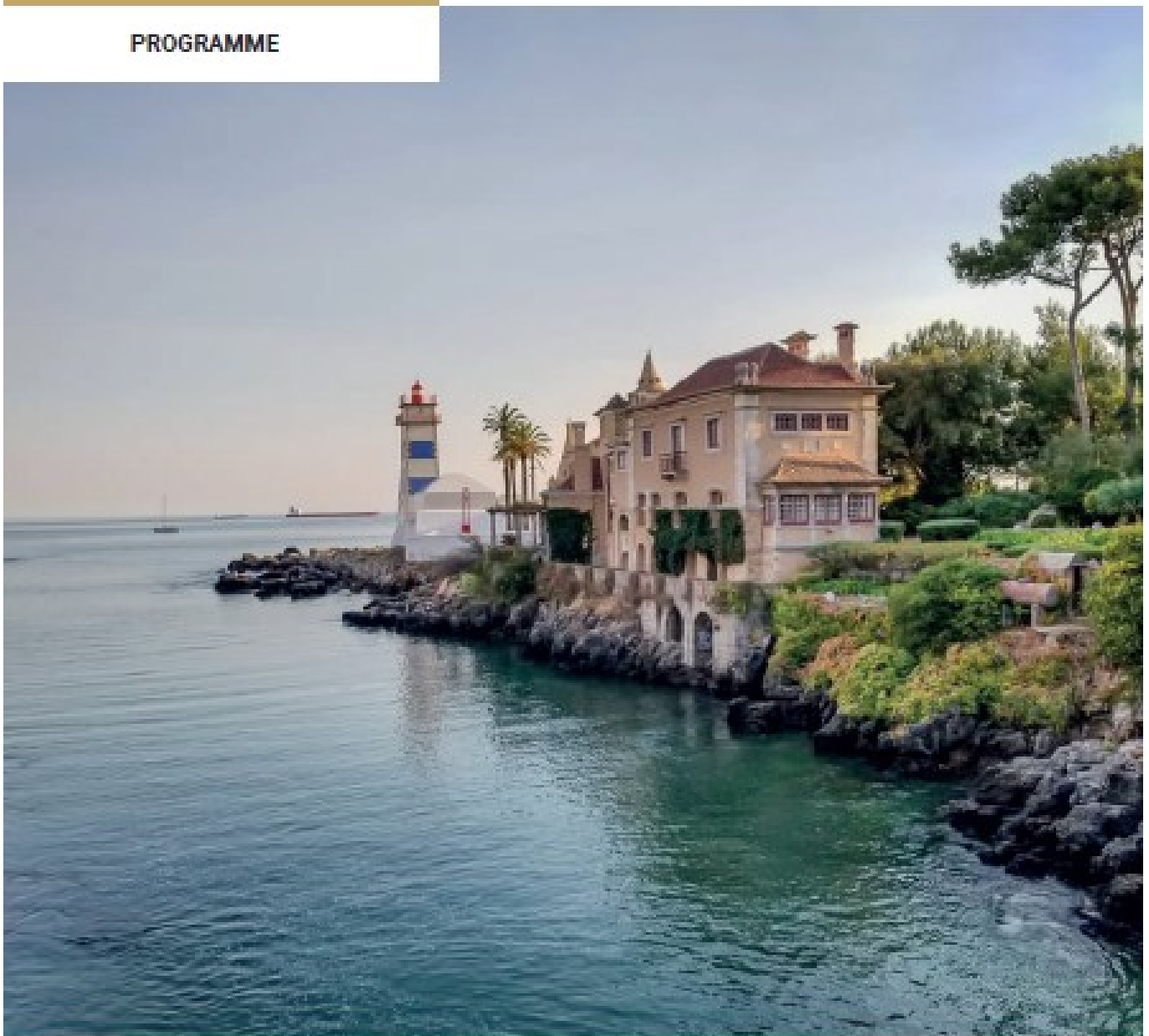


01st & 02nd September 2021
Grande Real Villa Itália Hotel
Cascais, Portugal

EUROPEAN ▶ PRIVATE WEALTH EXCELLENCE FORUM 2021







PROGRAMME



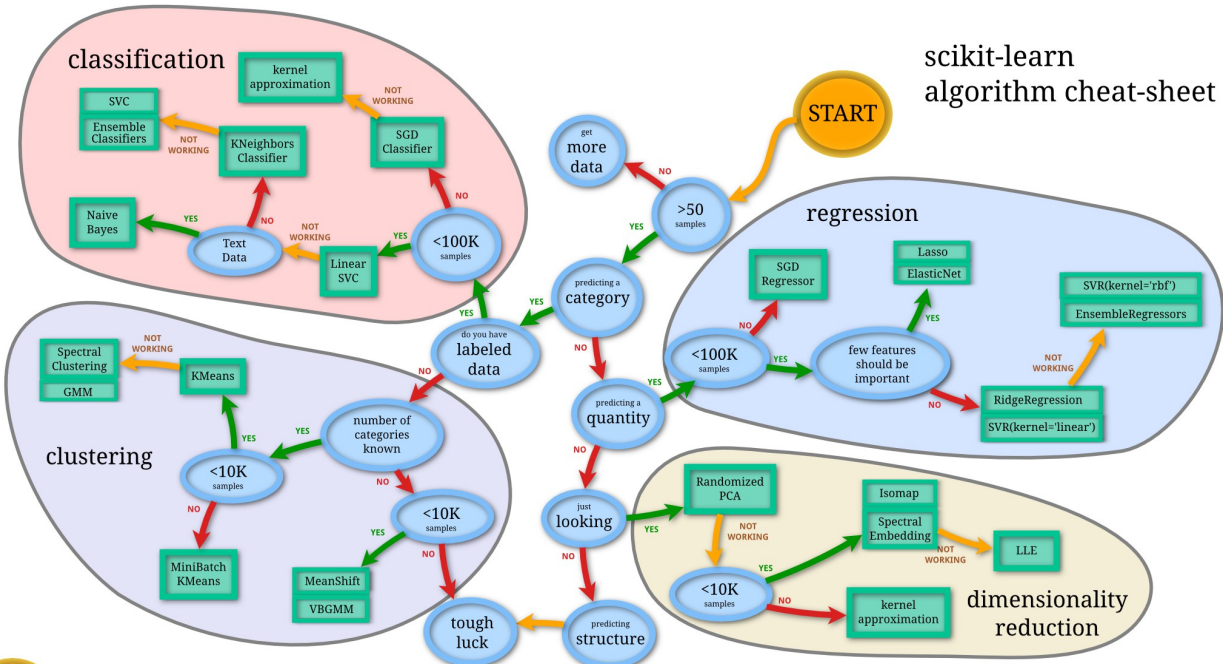
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Top Machine Learning Algorithms for Predictions














Name	Type	Description	Advantages	Disadvantages
Linear Regression		-The best fit line through all data points	-Easy to understand -you can clearly see what the biggest drivers of the model are.	-sometimes too simple to capture complex relationships between variables, -Tendency for the model to overfit.
Logistic Regression		-The adaptation for linear regression to problems of classification	-Easy to understand	-sometimes too simple to capture complex relationships between variables, -Tendency for the model to overfit.
Decision Tree		-A graph that uses branching method to match all possible outcomes of a decision	-Easy to understand and implement.	-Not often used for prediction because it's also often too simple and not powerful enough for complex data.
Random Forest		- Takes the average of many decision trees. Each tree is weaker than the full decision tree, but combining them we get better overall performance.	-A sort of „wisdom of the crowd“, Tend to result in very high quality results. -Fast to train	-Can be slow to output predictions relative to other algorithms. -Not easy to understand predictions.
Gradient Boosting		-Uses even weaker decision trees that increasingly focused on „hard examples“	-High-performing	-A small change in the future set or training set can create radical changes in the model. -Not easy to understand predictions.
Neural Networks		-Mimics the behaviour of the brain. NNs are interconnected Neurons that pass messages to each other. Deep Learning uses several layers of NNs to put one after the other.	-Can handle extremely complex tasks. No other algorithm comes close in image recognition.	-very very slow to train. Because they have so many layers. Require a lot of power. -Almost impossible to understand predictions.

scikit-learn
algorithm cheat-sheet

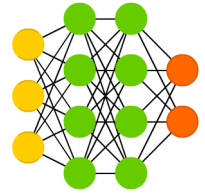


A mostly complete chart of Neural Networks

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-  Backfed Input Cell
-  Input Cell
-  Noisy Input Cell
-  Hidden Cell
-  Probabilistic Hidden Cell
-  Spiking Hidden Cell
-  Output Cell
-  Match Input Output Cell
-  Recurrent Cell
-  Memory Cell
-  Different Memory Cell
-  Kernel
-  Convolution or Pool

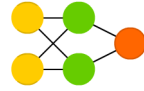
Deep Feed Forward (DFF)



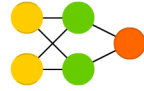
Perceptron (P)



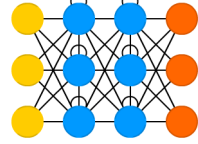
Feed Forward (FF)



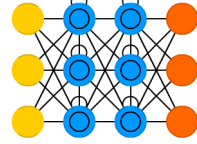
Radial Basis Network (RBF)



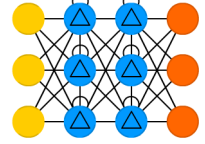
Recurrent Neural Network (RNN)



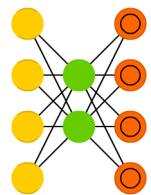
Long / Short Term Memory (LSTM)



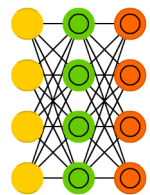
Gated Recurrent Unit (GRU)



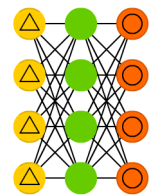
Auto Encoder (AE)



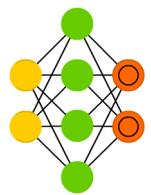
Variational AE (VAE)



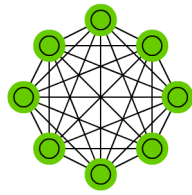
Denoising AE (DAE)



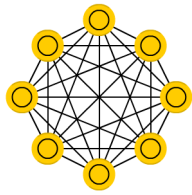
Sparse AE (SAE)



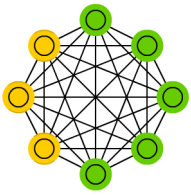
Markov Chain (MC)



Hopfield Network (HN)



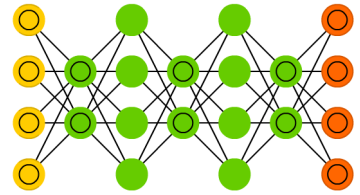
Boltzmann Machine (BM)



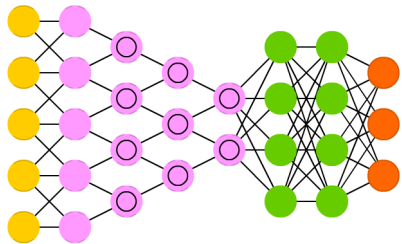
Restricted BM (RBM)



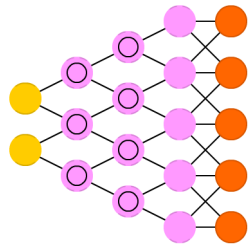
Deep Belief Network (DBN)



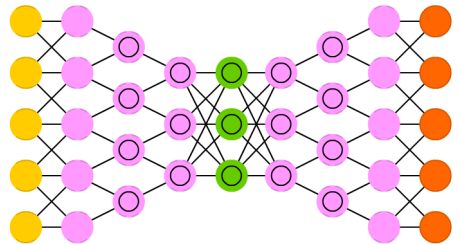
Deep Convolutional Network (DCN)



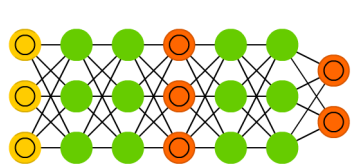
Deconvolutional Network (DN)



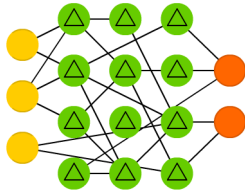
Deep Convolutional Inverse Graphics Network (DCIGN)



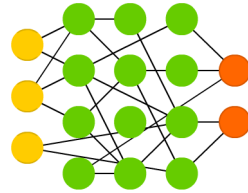
Generative Adversarial Network (GAN)



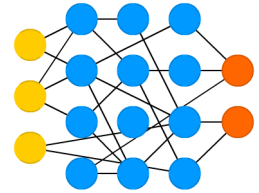
Liquid State Machine (LSM)



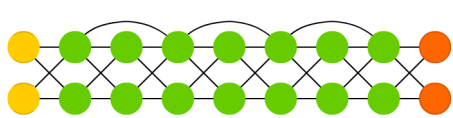
Extreme Learning Machine (ELM)



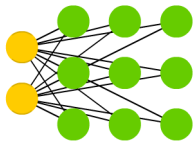
Echo State Network (ESN)



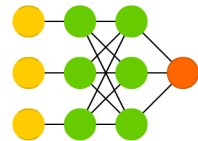
Deep Residual Network (DRN)



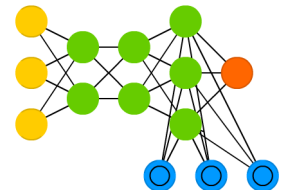
Kohonen Network (KN)



Support Vector Machine (SVM)



Neural Turing Machine (NTM)



MACHINE LEARNING



