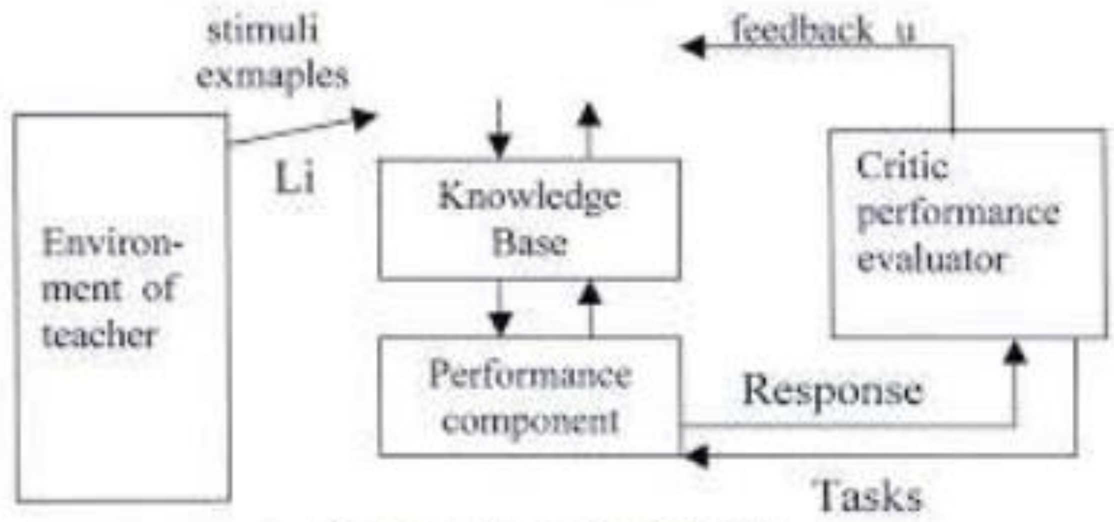
GENERAL LEARNING MODEL

- Learning can be accomplished using a number of different methods, such as by
- memorization facts,
- by being told, or
- by studying examples like problem solution.

- Learning requires that new knowledge structures be created from some form of input stimulus.
- This new knowledge must then be assimilated into a knowledge base and be tested in some way for its utility.
- Testing means that the knowledge should be used in performance of some task from which meaningful feedback can be obtained, where the feedback provides some measure of the accuracy and usefulness of the newly acquired knowledge.



General Learning Model.

- the environment has been included as a
- part of the overall learner system. The environment may be regarded as either a form of nature
- which produces random stimuli or as a more organized training source such as a teacher which
- provides carefully selected training examples for the learner component. The actual form of
- environment used will depend on the particular learning paradigm. In any case, some
- representation language must be assumed for communication between the environment and the
- learner. The language may be the same representation scheme as that used in the knowledge base
- (such as a form of predicate calculus). When they are hosen to be the same, we say the single
- representation trick is being used. This usually results in a simpler implementation since it is not
- necessary to transform between two or more different representations.