



TOPICS TO BE COVERED

1. INTRODUCTION TO DEEP LEARNING

Machine Learning and Deep Learning Supervised, unsupervised Machine Learning and Reinforcement Learning ANN architecture DL architecture and Framework Application areas of DNN

2. CONVOLUTION NEURAL NETWORK

CNN architecture and Convolution layer **ReLU** activation and Pooling Handwritten Digit Classification using CNN

3. DEEP LEARNING MODELS WITH TENSOR **FLOW & KERAS**

Building Deep Learning Models DL for Face recognition **DL for Speech Processing Emotion Recognition Natural Language Process**

4. RECURRENT NEURAL NETWORK

RNN Basic Concepts LSTM networks

5. REINFORCEMENT LEARNING

Basic Concept of RL Q-learning Algorithm Q-learning NN

6. DEEP LEARNING AND AI

Game playing Al Min-Max Algorithm to value game states

Implementing tic-tac-toe games Applying the genetics algorithm to playing games **Dynamic Games**

Who Should Join

Faculties, Students, and **Industry Professionals**

Features

- Live interactive classes
- Resource Person with PhD from IIT's and NIT's
- Total hands-on and Project Oriented approach
- Industry ready workforce and professional pedagogy

