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| **Abbreviation** | **Full term** | **Definition** |
| AI | Artificial intelligence | The development of computer systems and algorithms that can perform tasks that typically require human intelligence. |
| ANN | Artificial neural networks |  |
| AR | Augmented reality |  |
| CMYK | Cyan, magenta, yellow, black |  |
| CNN | Convolutional neural networks |  |
| DL | Deep learning |  |
| EA | Evolutionary algorithms |  |
| EC | Evolutionary computation |  |
| ELU | Exponential linear unit |  |
| ES | Evolution strategies |  |
| GA | Genetic algorithms |  |
| GAN | Generative adversarial network |  |
| GBM | Gradient boosting machines |  |
| GMM | Gaussian mixture models |  |
| GP | Genetic programming  |  |
| GT | Game theory |  |
| HOG | Histogram of oriented gradients |  |
| HSV | Hue, saturation, value |  |
| KNN | K-nearest neighbors |  |
| LBP | Local binary patterns |  |
| MAE | Mean absolute error |  |
| MLP | Multi-layer perceptron |  |
| MSE | Mean squared error |  |
| NER | Named entity recognition |  |
| NLP | Natural language processing |  |
| PCA | Principal component analysis |  |
| ReLU | rectified linear unit |  |
| RGB | Red, green, blue |  |
| RNN | Recurrent neural networks |  |
| SGD | Stochastic gradient descent |  |
| SIFT | Scale-invariant feature transform |  |
| SVM | Support vector machines |  |
| t-SNE | t-Distributed stochastic neighbor embedding |  |
| VAE | Variational autoencoder |  |
| VQA | Visual question answering |  |