

1. 神經網路的結構(基礎知識，常見種類、優缺點)
 - o Layers
 - o Loss
 - o Activations
 - o Architectures(LSTM, CNN, Resnet, MobileNet, etc.)
 - o Transfer learning
 - o Attention
 - o Regularization
 - o Autoencoder
2. Optimization
 - o Backpropagation
 - o Gradient descent
 - o 常見用於深度學習的 optimizer
3. 資料處理
 - o normalization
 - o data augmentation
 - o imbalance data problem
4. 實作工具
 - o Programming Language Basics (Python)
 - o numpy, scipy
 - o Deep learning framework(TensorFlow or PyTorch)
5. 機器學習理論
請參考：<https://stanford.edu/~shervine/teaching/cs-229/cheatsheet-supervised-learning> 與
<https://github.com/maxim5/cs229-2018-autumn/tree/main/problem-sets>
6. 機器學習任務之種類與其技巧
請參考：<https://stanford.edu/~shervine/teaching/cs-229/cheatsheet-supervised-learning> 與
<https://github.com/maxim5/cs229-2018-autumn/tree/main/problem-sets>
7. 程式技巧
請參考：http://cs231n.stanford.edu/slides/2021/lecture_6.pdf
8. Optimization basics. For examples, convex and non-convex optimizations. Local minima, global minima, gradient descent algorithms, etc