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Sakthivel S[1],

Dr. Rajasree Yandra[2],

Prasad Rayi[3],

Rayudu Vinay Kumar[4]

Experimental Investigation of Machine Learning and Neural Networks Utilizing Deep Learning

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Abstract: - The advent of neural network technology may be ascribed to the ongoing advancement of neural network theory and its related ideas and technologies. This sector of intelligent control technology has acquired considerable significance in recent years. An artificial neural network (ANN) is a computer model characterized by nonlinearity and flexibility in information processing. The system has a substantial number of processing units. This project involves the construction of an intelligent system architecture using an adaptive fuzzy neural network (FNN). Furthermore, an activation function is used to include knowledge from the fields of computer science and linguistics. This graphic depicts the neural architecture of the network. The design of the machine learning model was developed using a recursive neural network via deep learning, which is the foundational framework. The implementation of feature vector extraction and normalization algorithms is essential to fulfill the specifications of the neural network model. The clustering method is used to create a varied array of learning styles using feature vectors obtained from different users' learning styles. The functional flow was developed via testing, therefore demonstrating the dependability of the deep learning model. The accurate acquisition of language abilities may stimulate certain areas of the brain, leading to improved deep learning effectiveness and heightened ability to learn more languages.

Keywords: Machine Learning, Neural Networks and Deep Learning.

INTRODUCTION

Deep Learning, a subset of artificial intelligence, is a relatively recent but increasingly vital domain. It spans a wide array of diverse domains and is widely used in several intelligent system implementations. The discipline of machine learning examines how computer systems and other devices may autonomously enhance their performance via the process of deep learning from their whole histories. The influence of machine learning on employment and the labor force will be substantial. The need for machine learning products, along with the requisite work assignments, platforms, and experts for their development, has escalated due to the potential applicability of machine learning across several professions. The automation of cognitive work, characterized by training computers to do tasks necessitating complex analysis, nuanced judgment, and innovative problem-solving, exemplifies the economic implications of machine learning. The primary element driving the rapid automation of knowledge work is the advancement of deep learning and natural user interfaces for voice and gesture recognition [1]. These technologies provide substantial advantages. Machine-based Deep Learning has attracted significant attention across several disciplines. The Bayesian method, K-means clustering, and neural networks are among the strategies that may be used to tackle the problem of many classifiers. Due to their exceptional capabilities, neural networks can effectively manage nonlinear multiple classifiers. Neural networks, conversely, may more precisely capture high-dimensional features than other methods because of the complexity of the hidden layer.

Neural network machine learning technology. Additional notable catalysts of machine learning technology include.

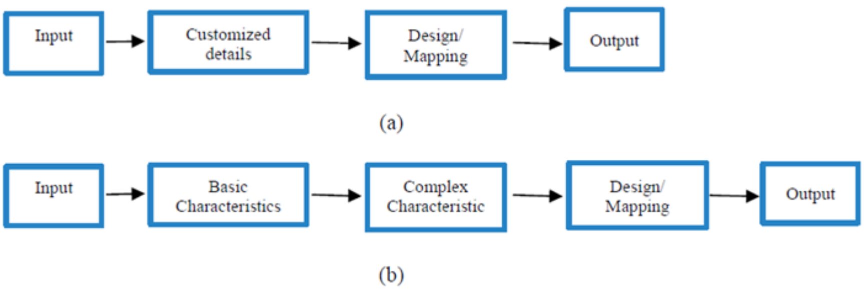

Figure 1. (a) Standard Model for Machine Learning (b) Deep (End-to-End) Machine Learning Model

[1,2,3,4] International School of Technology and Sciences for Women, A.P, India.

The precision of computer categorization is always improving due to the continual advancement of computer technology. The advancement of artificial intelligence algorithms may be ascribed to the development of computer technology. An artificial neural network is a mathematical model for distributed parallel information processing that emulates the functions and characteristics of animal brain networks. This approach is used to process information in a decentralized way. This kind of network achieves information processing by altering the connectivity relationships among several internal nodes [2]. This kind of network relies on the system's complexity to achieve its objectives. An artificial neural network (ANN) is a mathematical model that processes information using architectures akin to the synaptic connections seen in the human brain. The computational models of artificial neural networks used in machine learning and related disciplines are derived from the central nervous systems of animals. These models are used to estimate or may rely on several inputs and generic unknown approximation functions. Artificial neural networks are often shown as interconnected "neurons" that compute values depending on input and possess the ability for machine learning and pattern recognition due to their adaptive characteristics. An artificial neural network has the capability to self-organize and self-adapt during its first phases. During deep learning or training, synaptic strength may be modified to better align with environmental demands. A single network may fulfill many functions due to the diverse range of instructional methodologies and content areas. An artificial neural network is a deep learning system capable of producing knowledge that exceeds the initial information possessed by its developer. Generally, deep learning and training methodologies may be categorized into two main types. The first approach is referred to as supervised deep learning or tutor learning, which entails using a specified example standard for categorization or imitation purposes. Alternative options include specified deep learning methodologies or principles, with particular deep learning materials varying according to the system's environment. The computer has a function that resembles that of the human brain and can autonomously identify environmental characteristics and patterns.

LITERATURE REVIEW

Certain scholars have established a correlation between the examination of neural networks and fuzzy systems, leading to the creation of fuzzy neural networks. This arises from the inherent ambiguity in individuals' ideas and utterances. The evaluation of financial risk was one use of the fuzzy neural network model proposed by Vijayakumar. They suggested a fuzzy neural network model of Sigmoid-type nodes and linear nodes, with the fuzzy rules formulated by domain experts. `

The model has a fundamental network architecture, comprehensible fuzzy rules, learning capabilities, and the potential to effectively use expert information, among other attributes. The issue arises in the fact that the identification of network link structure and its weighting heavily depends on the expertise of topic specialists, and obtaining the insights of domain experts might be difficult at times [4]. The limitation is the need of domain specialists' expertise. A fuzzy neural network model proposed by Ambrogio and colleagues has three separate types of nodes, each capable of swiftly retaining deep learning instances. Primarily, content-based recommendation algorithms and collaborative filtering algorithms are used to develop recommendation systems [5]. These algorithms assist users in planning deep learning pathways, suggesting courses, and recommending literature. [6] Tariq and colleagues have created a social recommendation component model for use in extensive online learning settings. The historical data from the online learning platform of the School of Network and Continuing Education at Chen et al.'s University of Electronic Science and Technology (UESTC) served as the experimental data source, employing a collaborative recommendation algorithm based on a dual-attribute scoring matrix and neural network to facilitate personalized recommendations for deep learning resources [7]. [7] This facilitated the implementation of tailored recommendations for deep learning resources.

A multitude of research projects has been conducted to explore possible solutions to the problem of insufficient parking space. Recent studies by many authors (e.g., [1,6–9]) have analyzed and assessed current intelligent parking systems, providing comprehensive insights into the development of intelligent parking solutions. Utilizing AI algorithms to forecast parking space availability at a given moment is a solution that may assist drivers in conserving time and fuel when searching for parking. This is a solution that can assist drivers. In this context, the data generated by sensors and AIoT devices are analyzed with MLNN algorithms, therefore categorizing them as components of an AIoT system.

Research in artificial intelligence has been used in several papers published to address the difficulty of locating parking spots. Canli et al. [10] have proposed a deep learning and cloud-based mobile smart parking solution aimed at alleviating the challenges of locating parking spaces. Ali et al. [11] established a model that predicts parking spot availability by using the Internet of Things (IoT) with cloud computing. This model is constructed on a deep long short-term memory network. To do this, they used the dataset of parking sensors from Birmingham. Tekouabo et al. [12] proposed a method for predicting the availability of parking spaces in smart parking, integrating the Internet of Things with a predictive model.

composite methodologies. Long Short-Term Memory (LSTM) and Gated Recurrent Unit (GRU) are two Recurrent Neural Network (RNN) architectures developed by Arjona et al. [13] for anticipating parking availability in urban areas. Exogenous variables, like hourly weather and calendar effects, have been considered to improve the overall quality of the models. Sonny et al. [14] proposed a method for ascertaining the occupancy of outdoor parking spaces using Long Term Evolution (LTE)-based Channel State Information and Convolutional Neural Networks (CNN). Piccialli et al. [15] showed that a Deep Learning-based ensemble method may be used to predict parking spot occupancy. Furthermore, a genetic algorithm was used to optimize the parameters of the predictors. The proposed methodology was evaluated using an authentic Internet of Things dataset including over 15 million entries collected from diverse sensor readings. Rahman et al. [16] revised the CNN architecture to enable the categorization of parking spaces and enhance the operational effectiveness of the smart parking system regarding the processing of parking availability data. Considering the many MLNN algorithms, a significant technical problem is selecting the most suitable MLNN model for assessing parking spot availability. The performance of any MLNN model may significantly fluctuate based on its application. Chen et al. [17] examined and contrasted four independent classifiers: Random Forest (RF), Linear Discriminant Analysis (LDA), Support Vector Machines (SVMs), and K-Nearest Neighbors (KNN), along with combinations of these classifiers using various feature selection methodologies. To do this, they used three renowned datasets. This work is not specifically tailored for smart parking applications. To our knowledge, several research have been conducted to analyze and evaluate the efficacy of different MLNN algorithms for predicting parking spot availability in car parks. Awan et al. [18] evaluated the performance of many MLNN algorithms using the Santander parking dataset. This research analyzes the performance of many other MLNN algorithms, including LSTM, Single Layer Perceptron (SLP), and Categorical Naive Bayes (CNB), with a new dataset, namely the San Francisco dataset.

We also considered other factors, including the duration required for the execution of the algorithms. Furthermore, unlike [18], which examined just one voting classifier (the Ensemble Learning method), we execute and evaluate a substantial array of potential combinations of several MLNN algorithms (i.e., over 50 combinations) to provide a comprehensive study. This enables us to provide a more precise representation of the data. We use walk forward validation, in contrast to [18].

The analysis of time series data demonstrates improved performance compared to k-fold cross-validation [19]. Extensive datasets from diverse applications are suitable for using Machine Learning and Neural Network-based (MLNN) approaches, which may be used to extract pertinent information and provide predictions. Nonetheless, the results of the algorithms may vary depending on the datasets and applications used. Consequently, identifying the most appropriate methodology for the specific datasets and applications in question may be seen as a substantial advantage [2].

TYPES OF NEURAL NETWORKS USING DEEP LEARNING

Convolutional neural networks exhibit distinct computational patterns that need substantial computing resources for training and evaluation, even when using GPUs, DSPs, or other energy-efficient silicon architectures. To achieve maximum neural network performance, contemporary processors such as Cadence's Tensilica Vision P5 Digital Signal Processor provide a wide range of processing and memory functionalities. Multiple image recognition tests have shown that multi-level algorithms, which execute diverse filtering operations at each tier and use prior results in deeper tiers, outperform single-level algorithms. Filters at each level may enhance the performance of deep algorithms. Multi-resolution filters are advantageous for displaying a picture's characteristics at various resolutions. Comparative analysis of satellite imagery of urban areas reveals that commercial districts possess a greater density of structures and broader thoroughfares than residential neighborhoods. Diverse networks with varying characteristics have shown success in semantic image interpretation. Below are shown prevalent architectures for satellite image processing networks.

Deep Neural Networks (DNNs): These networks have an input layer, a minimum of one hidden layer, and an

output layer, as stated in [36]. Each layer is responsible for processing its designated group of pixels. The subsequent training technique may be termed deep learning.
Recursive Neural Networks (RNNs) must not be confounded with iterative neural networks, which are also classified as recursive neural networks (RNNs). Once the incoming data has been categorized, these networks, which are also used for speech management and comprehension, may be utilized efficiently. These networks may also be used to real-world scenarios, such as recursive-architecture pictures [5]. Consequently, semantic contexts may be categorized and annotated using RNNs.
Convolutional Neural Networks (CNNs) were developed to enhance the accuracy of picture classification into distinct categories. [3] claims that more than one million photos may be categorized into over one thousand distinct groupings. This is accomplished by integrating an infinite number of internal parameters, three fully linked layers, and five convolutional layers. The technique use regularization to disregard problematic variables and mitigate overfitting.
Generative Adversarial Networks (GANs) provide adversarial training between two multilayer perceptron models, G and D, where G governs data distribution and D determines the probability that a sample originates from the training data. The multidimensional input data for semantic category labeling is denoted by the letter D.

NEURAL NETWORK MODEL CONSTRUCTION

System Structure. Figure 1 illustrates the architecture of the intelligent learning system, including three tiers: the user layer, the business layer, and the data layer. Each layer is accountable for a distinct function. The data layer is tasked with delivering data storage services and assuring the reliability and security of the data. The user information database, user log behavior database, vocabulary database, corpus, user comment data, and test data are all housed under the data layer due to their relevance to the system's actual needs. The business layer is accountable for implementing the fundamental business logic of the recommendation system, encompassing the identification of similar words and users, suggesting words to students through a user-based collaborative filtering algorithm, categorizing students' learning styles via a clustering algorithm, and modifying push methods [10]. The user layer manages learners' interactions with the system, assuming responsibility for this component of the design. The server is tasked with addressing user inquiries and presenting content outcomes, including word acquisition, information registration, positive feedback, corpus data uploads, and the effective execution of assessments. The log database will be filled with all data on user behavior generated by this layer. 4.2. Functional Flow Design. Figure 2 illustrates a functional flowchart for the educational software, which is primarily designed for vocabulary acquisition. Learning is a process that encompasses documentation, feedback acquisition, and reinforcement of acquired knowledge. The memory ability of a learner is considered the paramount aspect in acquisition regarding the current uses of artificial intelligence in this field. The scores provided by the automated assessment indicate that students in vocational schools are satisfied with the examination and evaluation of their spelling and pronunciation conducted by an intelligent system via a supplementary learning application. The technology automatically evaluates the scores and current competence levels of students enrolled in vocational institutions. According to the outcomes of the standardized examinations, students at vocational schools are also capable of adapting the follow-up processes promptly.

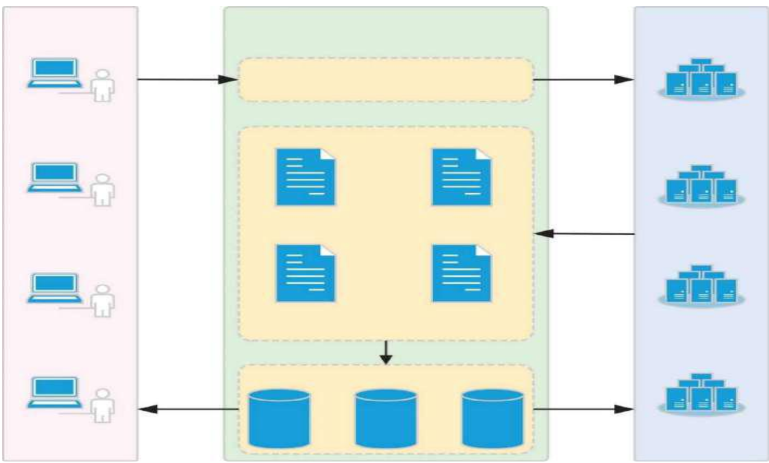

FIgurE 2: System architecture diagram[1].

NEURAL NETWORK USING DEEP LEARNING APPLICATION

Neural Network-based Deep Learning on Computers. The feedforward neural network, fundamental to deep learning theory, has many unique advantages and is crucial for addressing several challenges, including classification; yet, its functionality is limited. A minimal fraction of the human brain's computational capability is allocated to the categorization of information. Individuals possess the capacity to distinguish between certain circumstances and conduct a thorough study of the logical flow of information derived from inputs. This information has substantial substance, features intricate temporal connections, and exhibits varying durations. Humans has the capability to do all of these actions. The only dependable approach for addressing these problems is the use of the recurrent neural network. The crucial aspect to remember is that network concealment may preserve past input information, which may then be used as network output. The recursive neural network underpins the architecture of the machine learning model.

To improve the scalability and reliability of the model, the display layer integrates NGINX and the web server seamlessly. NGINX can efficiently handle multiple user requests by not only delivering request probabilities to the server but also managing a substantial volume of concurrent requests according to a practical maximum access threshold to prevent failures. This is executed to guarantee the continuity of the service. The middle layer comprises the intermediate scheduling module and the memory database module [16]. The user's request information is processed by the intermediate scheduling module, and the associated data is sent efficiently and swiftly via the memory database. To enhance performance, it is essential to first adopt the monolingual encoder for progressive pretraining based on proficiency levels, then train the bilingual encoder, and ultimately harmonize all connections via joint training.

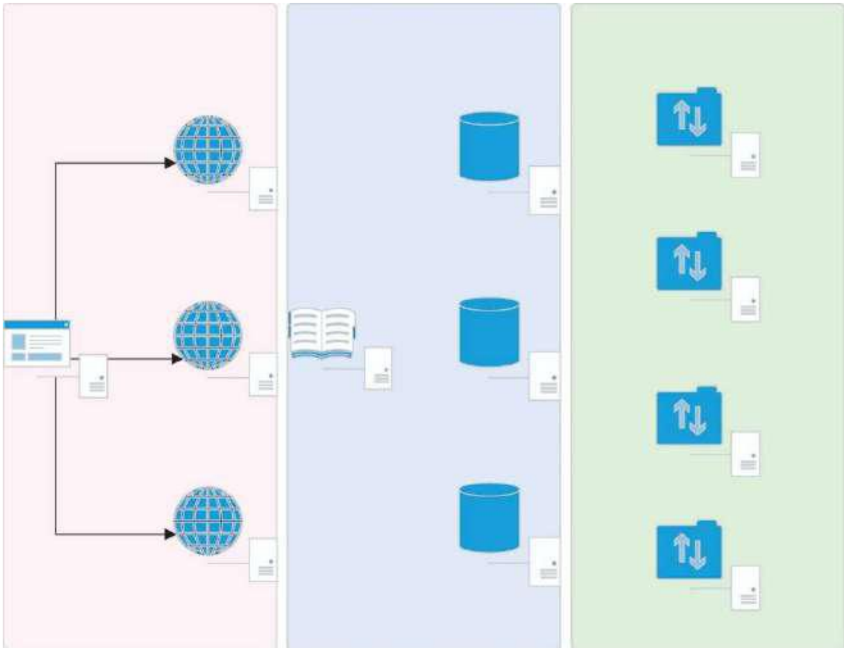

FIgurE 4: machine learning model framework [1].

A REVIEW ON MACHINE LEARNING AND NEURAL NETWORK ALGORITHMS

This section succinctly outlines the concepts of machine learning and neural networks, followed by an exposition of the MLNN algorithms key to this paper. Initial endeavors in artificial intelligence (AI) concentrated on using formal languages containing predetermined premises that a machine might use for automated reasoning via logical inference rules, referred to as the "knowledge base approach." Humans struggle to articulate the implicit knowledge necessary for doing complex tasks, hence this approach has its limitations. To transcend these limitations, we use machine learning. By using insights from previous computations and recognizing patterns across extensive datasets, it may facilitate decision-making. To execute cognitive activities such as object identification autonomously, it aims to automate the development of analytical models for utilization. Utilizing

MLNN algorithms that derive knowledge from problem-specific training data allows computers to reveal hidden insights and complex patterns autonomously. Regression models, instance-based algorithms, decision trees, Bayesian methods, and neural networks represent but a subset of the possible MLNN techniques, each exhibiting various specifications and adaptations dependent on the learning task [20]. This paper examines and assesses the MLNN algorithms.

K-Nearest Neighbors (KNN)

The KNN algorithm is a fundamental approach in machine learning. This is a sluggish learning system that lacks effective generalization. In n-dimensional space, KNN preserves all instances that correspond to the training data. The classification of new data is determined by the votes of the k nearest neighbors for each point. In essence, we use previously stored knowledge and similarity metrics, such as the Euclidean distance function, to attribute significance to each incoming data point. The quest for optimal nearby nodes is a significant challenge in KNN. This approach may enhance both classification and regression.

Decision Tree (DT) and Random Forest (RF)

Decision Trees are a favored option for classification and regression tasks due to its nature as a non-parametric supervised learning method. A tree is constructed by imposing diverse limitations on its branches. Within the domain of decision tree algorithms,

The Iterative Dichotomiser 3 (ID3), C4.5, and Classification and Regression Trees (CART) are among the most prominent choices. The RF classifier is proposed as an ensemble classification approach [21]. Breiman first proposed the concept in 2001. RF is a collaborative endeavor that depends on proximate investigation for its outcomes. To enhance performance, RF utilizes the established strategy of "divide and conquer" [22]. The DT and RF algorithms have several similarities. The random forest comprises many distinct decision trees, each configured with conditional characteristics in diverse ways. Upon receipt of a sample at a root node, it is disseminated to all child nodes, each of which generates a prediction about the sample's class label. The sample is ultimately categorized based on the demographics of the majority group [18].

Support Vector Machines (SVMs)

Support Vector Machines (SVMs) are used to accomplish classification and clustering objectives by transforming data points into vectors inside high-dimensional spaces. In an n-dimensional space, a (n-1)-dimensional hyperplane may serve as a classifier, as shown in reference [23].

Categorical Naive Bayes (CNB)

Based on Bayes' theorem, the CNB is a simple probabilistic algorithm. It mistakenly perceives the characteristics as distinct entities. Supervised learning facilitates rapid training; nonetheless, it often exhibits lower accuracy compared to more complex methodologies [23,24].

Single Layer Perceptron (SLP)

SLP, or Single-Layer Perceptron, functions as a binary classifier. It multiplies each Perceptron input by its corresponding weight prior to aggregating the results. The ultimate label is determined by contrasting the result with a specified threshold [23].

Multilayer Perceptron (MLP)

A Multi-layer Perceptron (MLP) is a Perceptron-based architecture including an input layer, one or more hidden layers, and one or more output layers. Increasing the number of hidden layers complicates the model. Extreme efficacy and refinement are achievable in the MLPs [23,25].

Long Short-Term Memory (LSTM)

Within the domain of artificial intelligence, LSTM is categorized as a kind of recurrent neural network (RNN). It has been proposed as a remedy for the vanishing and expanding gradient problems associated with standard RNNs. In the initial architecture of LSTMs, the recurrent hidden layer had specialized components known as memory blocks. A memory cell inside each memory block monitors the network's historical and current conditions via designated multiplicative units (gates) and self-connections. The activations entering the memory cell are directed by an input gate, and those exiting the cell are channeled via an output gate [26].

Ensemble Learning (Voting Classifier)

Researchers have used ensemble learning approaches to enhance prediction accuracy compared to individual learning models. The given data is used to train several models. After training the models, the testing data is inputted to enable predictions about the class labels of the samples. Each sample projection is thereafter subjected to a vote. There are two types of voting: hard voting and soft voting. Upon reaching a majority vote, the sample is immediately classified into that group. The soft voting approach determines the class assignment for a sample by averaging the probability of all potential outcomes, namely the class labels [18].

CONCLUSION

This paper establishes a framework for a recursive neural network and machine learning model grounded on the relevant theories and methodologies of neural network theory in machine learning. Eigenvector extraction and a normalization procedure are used to fulfill the specifications of the neural network model. The neural network model is examined, followed by the extraction of feature vectors representing users' deep learning styles. Subsequently, a clustering approach is used to categorize data points with analogous attributes into cohesive groups, so generating various learning styles. The selection set autonomously assesses the score, formulates the individualized learning plan automatically, and systematically disseminates the deep learning guidance system of relevant words and phrases. This is undertaken to broaden the extent of their learning and provide a basis for enhancing the efficacy of intelligent learning. It assists users in acquiring professional language skills, swiftly expanding vocabulary, effectively aggregating knowledge, and mastering practical vocabulary via deep learning. Users of traditional learning encounter many issues in word recitation, including an obsolete corpus, inadequate accuracy in individualized word recommendations, and conventional recitation methods. The thesaurus used for this research is derived from an existing public domain thesaurus, and the scope of the optional thesaurus requires further expansion and examination. This analysis utilizes just a few thousand individual data points, which is undeniably a rather small quantity compared to the "big data" used in machine learning. In anticipation of further investigations, the thesaurus will be expanded.

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