

Javascript Artificial Intelligence Made Easy

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 Get Coding 2! Build Five Computer Games Using HTML and JavaScript
 Practical Machine Learning in JavaScript
 Get up and running with Artificial Intelligence using 8 smart and exciting AI applications
 Hands-on Machine Learning with JavaScript

Javascript Artificial Intelligence Made Easy

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CAMILLE CECELIA

Mastering Desktop Software Development with JavaScript O'Reilly Media
 Ready to learn how to code a game? Get an introduction to programming with this fun and accessible guide. Learn HTML and JavaScript. Design and build five interactive computer games. Create cool graphics. Code simple artificial intelligence. This appealing guide, covering essential coding concepts, offers an ideal introduction to all these activities and more. By following simple step-by-step instructions and completing five exciting missions, aspiring programmers are invited to code well-known games such as tic-tac-toe and table tennis, then customize their projects to test their skills.

[In AI We Trust](#) Createspace Independent Publishing Platform

Apply Artificial Intelligence techniques in the browser or on resource constrained computing devices. Machine learning (ML) can be an intimidating subject until you know the essentials and for what applications it works. This book takes advantage of the intricacies of the ML processes by using a simple, flexible and portable programming language such as JavaScript to work with more approachable, fundamental coding ideas. Using JavaScript programming features along with standard libraries, you'll first learn to design and develop interactive graphics applications. Then move further into neural systems and human pose estimation strategies. For training and deploying your ML models in the browser, TensorFlow.js libraries will be emphasized. After conquering the fundamentals, you'll dig into the wilderness of ML. Employ the ML and Processing (P5) libraries for Human Gait analysis. Building up Gait recognition with themes, you'll come to understand a variety of ML implementation issues. For example, you'll learn about the classification of normal and abnormal Gait patterns. With Beginning Machine Learning in the Browser, you'll be on your way to becoming an experienced Machine Learning developer. What You'll Learn Work with ML models, calculations, and information gathering Implement TensorFlow.js libraries for ML models Perform Human Gait Analysis using ML techniques in the browser Who This Book Is For Computer science students and research scholars, and novice programmers/web developers in the domain of Internet Technologies

[Deep Learning](#) Createspace Independent Publishing Platform

Deep learning networks are getting smaller. Much smaller. The Google Assistant team can detect words with a model just 14 kilobytes in size—small enough to run on a microcontroller. With this practical book you'll enter the field of TinyML, where deep learning and embedded systems combine to make astounding things possible with tiny devices. Pete Warden and Daniel Situnayake explain how you can train models small enough to fit into any environment. Ideal for software and hardware developers who want to build embedded systems using machine learning, this guide walks you through creating a series of TinyML projects, step-by-step. No machine learning or microcontroller experience is necessary. Build a speech recognizer, a camera that detects people, and a magic wand that responds to gestures Work with Arduino and ultra-low-power microcontrollers Learn the essentials of ML and how to train your own models Train models to understand audio, image, and accelerometer data Explore TensorFlow Lite for Microcontrollers, Google's toolkit for TinyML Debug applications and provide safeguards for privacy and security Optimize latency, energy usage, and model and binary size

[Artificial Intelligence for Games](#) Candlewick Press (MA)

If you know HTML and/or CSS and want to take your skills to the next level, or even if you are a complete web novice, you really need to learn JavaScript. Not only is it the language behind the smooth and dynamic operation of Web 2.0 websites like Facebook, Twitter and Gmail, but in conjunction with HTML5 it's also the standard means Microsoft supports for creating Windows 8 apps

- JavaScript is definitely the future for Windows! So, whether you want to simply add a little functionality to your website, such as smooth menus that pop up and down, image transition effects, user-friendly form handling and verification, or anything else that's more than a simple, flat HTML/CSS design, JavaScript is the way to go. What's more, JavaScript is easy. If you've ever tried to learn it and been put off by a plethora of jargon and technical mumbo-jumbo then you're in for a real treat, because Robin Nixon's Crash Courses have helped tens of thousands of people learn the new skills they need. From the top-selling author of "Learning PHP, MySQL & JavaScript," and starting from the ground up with no assumption of prior knowledge, every aspect of JavaScript is explained in this book, in logical order with plenty of simple examples, clear explanations, informative figures, and advice on how best to use the new things you learn. If you want to learn JavaScript up to a solid intermediate level, this book will teach you all you need to know, without recourse to other books and materials. Plus all the examples are free to download from the companion website, so you won't have to type them in to follow along and try them out for yourself. This course features the following lectures: Introduction to JavaScript Incorporating JavaScript Code Into a Web Page JavaScript Language Syntax JavaScript Operators JavaScript Arrays Multidimensional Arrays The JavaScript Array Functions Controlling Program Flow Looping Sections of Code JavaScript Functions JavaScript Objects Errors and Expressions The Document Object Model Advanced JavaScript Appendix: 150+ Functions Detailed Reasons why you will learn all you need from this course: No assumption is made of previous knowledge. Every new concept is explained in logical order. Fully-tested examples are provided throughout. Each lecture features several notes offering extra, handy advice. The examples can all be downloaded free from the companion website.

[Tools for Engagement](#) Walter de Gruyter GmbH & Co KG

Javascript Artificial IntelligenceMade Easy, W/ Essential Programming; Create Your * Problem Solving * Algorithms! Today! W/ Machine Learning & Data StructuresCreatespace Independent Publishing Platform

[How Neural Networks Grow Smarter](#) Packt Publishing Ltd

Creating robust artificial intelligence is one of the greatest challenges for game developers, yet the commercial success of a game is often dependent upon the quality of the AI. In this book, Ian Millington brings extensive professional experience to the problem of improving the quality of AI in games. He describes numerous examples from real games and explores the underlying ideas through detailed case studies. He goes further to introduce many techniques little used by developers today. The book's associated web site contains a library of C++ source code and demonstration programs, and a complete commercial source code library of AI algorithms and techniques. "Artificial Intelligence for Games - 2nd edition" will be highly useful to academics teaching courses on game AI, in that it includes exercises with each chapter. It will also include new and expanded coverage of the following: AI-oriented gameplay; Behavior driven AI; Casual games (puzzle games). Key Features * The first comprehensive, professional tutorial and reference to implement true AI in games written by an engineer with extensive industry experience. * Walks through the entire development process from beginning to end. * Includes examples from over 100 real games, 10 in-depth case studies, and web site with sample code.

[Deep Learning with JavaScript](#) John Wiley & Sons Incorporated

Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.

[A guide to building ML applications integrated with web technology using the TensorFlow.js library](#) John Wiley & Sons

Explore machine learning in Rust and learn about the intricacies of creating machine learning applications. This book begins by covering the important concepts of machine learning such as

supervised, unsupervised, and reinforcement learning, and the basics of Rust. Further, you'll dive into the more specific fields of machine learning, such as computer vision and natural language processing, and look at the Rust libraries that help create applications for those domains. We will also look at how to deploy these applications either on site or over the cloud. After reading *Practical Machine Learning with Rust*, you will have a solid understanding of creating high computation libraries using Rust. Armed with the knowledge of this amazing language, you will be able to create applications that are more performant, memory safe, and less resource heavy. What You Will Learn Write machine learning algorithms in Rust Use Rust libraries for different tasks in machine learning Create concise Rust packages for your machine learning applications Implement NLP and computer vision in Rust Deploy your code in the cloud and on bare metal servers Who This Book Is For Machine learning engineers and software engineers interested in building machine learning applications in Rust.

JavaScript Artificial Intelligence Apress

Get hands-on with the browser-based JavaScript library for training and deploying machine learning models effectively Key Features Build, train and run machine learning models in the browser using TensorFlow.js Create smart web applications from scratch with the help of useful examples Use flexible and intuitive APIs from TensorFlow.js to understand how machine learning algorithms function Book Description TensorFlow.js is a framework that enables you to create performant machine learning (ML) applications that run smoothly in a web browser. With this book, you will learn how to use TensorFlow.js to implement various ML models through an example-based approach. Starting with the basics, you'll understand how ML models can be built on the web. Moving on, you will get to grips with the TensorFlow.js ecosystem to develop applications more efficiently. The book will then guide you through implementing ML techniques and algorithms such as regression, clustering, fast Fourier transform (FFT), and dimensionality reduction. You will later cover the Bellman equation to solve Markov decision process (MDP) problems and understand how it is related to reinforcement learning. Finally, you will explore techniques for deploying ML-based web applications and training models with TensorFlow Core. Throughout this ML book, you'll discover useful tips and tricks that will build on your knowledge. By the end of this book, you will be equipped with the skills you need to create your own web-based ML applications and fine-tune models to achieve high performance. What you will learn Use the t-SNE algorithm in TensorFlow.js to reduce dimensions in an input dataset Deploy tfjs-converter to convert Keras models and load them into TensorFlow.js Apply the Bellman equation to solve MDP problems Use the k-means algorithm in TensorFlow.js to visualize prediction results Create tf.js packages with Parcel, Webpack, and Rollup to deploy web apps Implement tf.js backend frameworks to tune and accelerate app performance Who this book is for This book is for web developers who want to learn how to integrate machine learning techniques with web-based applications from scratch. This book will also appeal to data scientists, machine learning practitioners, and deep learning enthusiasts who are looking to perform accelerated, browser-based machine learning on Web using TensorFlow.js. Working knowledge of JavaScript programming language is all you need to get started.

Blockchain and Artificial Intelligence Apress

Summary Deep learning has transformed the fields of computer vision, image processing, and natural language applications. Thanks to TensorFlow.js, now JavaScript developers can build deep learning apps without relying on Python or R. Deep Learning with JavaScript shows developers how they can bring DL technology to the web. Written by the main authors of the TensorFlow library, this new book provides fascinating use cases and in-depth instruction for deep learning apps in JavaScript in your browser or on Node. Foreword by Nikhil Thorat and Daniel Smilkov. About the technology Running deep learning applications in the browser or on Node-based backends opens up exciting possibilities for smart web applications. With the TensorFlow.js library, you build and train deep learning models with JavaScript. Offering uncompromising production-quality scalability, modularity, and responsiveness, TensorFlow.js really shines for its portability. Its models run anywhere JavaScript runs, pushing ML farther up the application stack. About the book In Deep Learning with JavaScript, you'll learn to use TensorFlow.js to build deep learning models that run directly in the browser. This fast-paced book, written by Google engineers, is practical, engaging, and easy to follow. Through diverse examples featuring text analysis, speech processing, image recognition, and self-learning game AI, you'll master all the basics of deep learning and explore advanced concepts, like retraining existing models for transfer learning and image generation. What's inside - Image and language processing in the browser - Tuning ML models with client-side data - Text and image creation with generative deep learning - Source code samples to test and modify About the reader For JavaScript programmers interested in deep learning. About the author Shuang Cai, Stanley Bileschi and Eric D. Nielsen are software engineers with experience on the Google Brain team, and were crucial to the development of the high-level API of TensorFlow.js. This book is based in part on the classic, *Deep Learning with Python* by François Chollet. TOC: PART 1 - MOTIVATION AND BASIC CONCEPTS 1 • Deep learning and JavaScript PART 2 - A GENTLE INTRODUCTION TO TENSORFLOW.JS 2 • Getting started: Simple linear regression in TensorFlow.js 3 • Adding nonlinearity: Beyond weighted sums 4 • Recognizing images and sounds using convnets 5 • Transfer learning: Reusing pretrained neural networks PART 3 - ADVANCED DEEP LEARNING WITH TENSORFLOW.JS 6 • Working with data 7 • Visualizing data and models 8 • Underfitting, overfitting, and the universal workflow of machine learning 9 • Deep learning for sequences and text 10 • Generative deep learning 11 • Basics of deep reinforcement learning PART 4 - SUMMARY AND CLOSING WORDS 12 • Testing, optimizing, and deploying models 13 • Summary, conclusions, and beyond

Deep Learning in the Browser Packt Publishing Ltd

"What does AI mean for your business? Read this book to find out." -- Hal Varian, Chief Economist, Google Artificial intelligence does the seemingly impossible, magically bringing machines to life--driving cars, trading stocks, and teaching children. But facing the sea change that AI will bring can be paralyzing. How should companies set strategies, governments design policies, and people plan their lives for a world so different from what we know? In the face of such uncertainty, many analysts either cower in fear or predict an impossibly sunny future. But in *Prediction Machines*, three eminent economists recast the rise of AI as a drop in the cost of prediction. With this single, masterful stroke, they lift the curtain on the AI-is-magic hype and show how basic tools from economics provide clarity about the AI revolution and a basis for action by CEOs, managers, policy makers, investors, and entrepreneurs. When AI is framed as cheap prediction, its extraordinary potential becomes clear: Prediction is at the heart of making decisions under uncertainty. Our businesses and personal lives are riddled with such decisions. Prediction tools increase productivity--operating machines, handling documents, communicating with customers. Uncertainty constrains strategy. Better prediction creates opportunities for new business structures and strategies to compete. Penetrating, fun, and always insightful and practical, *Prediction Machines* follows its inescapable logic to explain how to navigate the changes on the horizon. The impact of AI will be profound, but the economic framework for understanding it is surprisingly simple.

Python Artificial Intelligence Projects for Beginners John Wiley & Sons

Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François

Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

Learn JavaScript in 14 Easy Lectures Simon and Schuster

Unlock deeper insights into Machine Learning with this vital guide to cutting-edge predictive analytics About This Book Leverage Python's most powerful open-source libraries for deep learning, data wrangling, and data visualization Learn effective strategies and best practices to improve and optimize machine learning systems and algorithms Ask - and answer - tough questions of your data with robust statistical models, built for a range of datasets Who This Book Is For If you want to find out how to use Python to start answering critical questions of your data, pick up *Python Machine Learning* - whether you want to get started from scratch or want to extend your data science knowledge, this is an essential and unmissable resource. What You Will Learn Explore how to use different machine learning models to ask different questions of your data Learn how to build neural networks using Keras and Theano Find out how to write clean and elegant Python code that will optimize the strength of your algorithms Discover how to embed your machine learning model in a web application for increased accessibility Predict continuous target outcomes using regression analysis Uncover hidden patterns and structures in data with clustering Organize data using effective pre-processing techniques Get to grips with sentiment analysis to delve deeper into textual and social media data In Detail Machine learning and predictive analytics are transforming the way businesses and other organizations operate. Being able to understand trends and patterns in complex data is critical to success, becoming one of the key strategies for unlocking growth in a challenging contemporary marketplace. Python can help you deliver key insights into your data - its unique capabilities as a language let you build sophisticated algorithms and statistical models that can reveal new perspectives and answer key questions that are vital for success. Python Machine Learning gives you access to the world of predictive analytics and demonstrates why Python is one of the world's leading data science languages. If you want to ask better questions of data, or need to improve and extend the capabilities of your machine learning systems, this practical data science book is invaluable. Covering a wide range of powerful Python libraries, including scikit-learn, Theano, and Keras, and featuring guidance and tips on everything from sentiment analysis to neural networks, you'll soon be able to answer some of the most important questions facing you and your organization. Style and approach Python Machine Learning connects the fundamental theoretical principles behind machine learning to their practical application in a way that focuses you on asking and answering the right questions. It walks you through the key elements of Python and its powerful machine learning libraries, while demonstrating how to get to grips with a range of statistical models.

Active Learning and Annotation for Human-centered AI CRC Press

Human-in-the-Loop Machine Learning lays out methods for humans and machines to work together effectively. Summary Most machine learning systems that are deployed in the world today learn from human feedback. However, most machine learning courses focus almost exclusively on the algorithms, not the human-computer interaction part of the systems. This can leave a big knowledge gap for data scientists working in real-world machine learning, where data scientists spend more time on data management than on building algorithms. Human-in-the-Loop Machine Learning is a practical guide to optimizing the entire machine learning process, including techniques for annotation, active learning, transfer learning, and using machine learning to optimize every step of the process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Machine learning applications perform better with human feedback. Keeping the right people in the loop improves the accuracy of models, reduces errors in data, lowers costs, and helps you ship models faster. About the book Human-in-the-Loop Machine Learning lays out methods for humans and machines to work together effectively. You'll find best practices on selecting sample data for human feedback, quality control for human annotations, and designing annotation interfaces. You'll learn to create training data for labeling, object detection, and semantic segmentation, sequence labeling, and more. The book starts with the basics and progresses to advanced techniques like transfer learning and self-supervision within annotation workflows. What's inside Identifying the right training and evaluation data Finding and managing people to annotate data Selecting annotation quality control strategies Designing interfaces to improve accuracy and efficiency About the author Robert (Munro) Monarch is a data scientist and engineer who has built machine learning data for companies such as Apple, Amazon, Google, and IBM. He holds a PhD from Stanford. Robert holds a PhD from Stanford focused on Human-in-the-Loop machine learning for healthcare and disaster response, and is a disaster response professional in addition to being a machine learning professional. A worked example throughout this text is classifying disaster-related messages from real disasters that Robert has helped respond to in the past. Table of Contents PART 1 - FIRST STEPS 1 Introduction to human-in-the-loop machine learning 2 Getting started with human-in-the-loop machine learning PART 2 - ACTIVE LEARNING 3 Uncertainty sampling 4 Diversity sampling 5 Advanced active learning 6 Applying active learning to different machine learning tasks PART 3 - ANNOTATION 7 Working with the people annotating your data 8 Quality control for data annotation 9 Advanced data annotation

and augmentation 10 Annotation quality for different machine learning tasks PART 4 - HUMAN-COMPUTER INTERACTION FOR MACHINE LEARNING 11 Interfaces for data annotation 12 Human-in-the-loop machine learning products
Web Developer.com Guide to Building Intelligent Web Sites with JavaScript Independently Published
 One of Mark Cuban's top reads for better understanding A.I. (inc.com, 2021) Your comprehensive entry-level guide to machine learning While machine learning expertise doesn't quite mean you can create your own Turing Test-proof android—as in the movie *Ex Machina*—it is a form of artificial intelligence and one of the most exciting technological means of identifying opportunities and solving problems fast and on a large scale. Anyone who masters the principles of machine learning is mastering a big part of our tech future and opening up incredible new directions in careers that include fraud detection, optimizing search results, serving real-time ads, credit-scoring, building accurate and sophisticated pricing models—and way, way more. Unlike most machine learning books, the fully updated 2nd Edition of *Machine Learning For Dummies* doesn't assume you have years of experience using programming languages such as Python (R source is also included in a downloadable form with comments and explanations), but lets you in on the ground floor, covering the entry-level materials that will get you up and running building models you need to perform practical tasks. It takes a look at the underlying—and fascinating—math principles that power machine learning but also shows that you don't need to be a math whiz to build fun new tools and apply them to your work and study. Understand the history of AI and machine learning Work with Python 3.8 and TensorFlow 2.x (and R as a download) Build and test your own models Use the latest datasets, rather than the worn out data found in other books Apply machine learning to real problems Whether you want to learn for college or to enhance your business or career performance, this friendly beginner's guide is your best introduction to machine learning, allowing you to become quickly confident using this amazing and fast-developing technology that's impacting lives for the better all over the world.

Practical Machine Learning with Rust Createspace Independent Publishing Platform
 Build smart applications by implementing real-world artificial intelligence projects Key Features Explore a variety of AI projects with Python Get well-versed with different types of neural networks and popular deep learning algorithms Leverage popular Python deep learning libraries for your AI projects Book Description Artificial Intelligence (AI) is the newest technology that's being employed among varied businesses, industries, and sectors. Python Artificial Intelligence Projects for Beginners demonstrates AI projects in Python, covering modern techniques that make up the world of Artificial Intelligence. This book begins with helping you to build your first prediction model using the popular Python library, scikit-learn. You will understand how to build a classifier using an effective machine learning technique, random forest, and decision trees. With exciting projects on predicting bird species, analyzing student performance data, song genre identification, and spam detection, you will learn the fundamentals and various algorithms and techniques that foster the development of these smart applications. In the concluding chapters, you will also understand deep learning and neural network mechanisms through these projects with the help of the Keras library. By the end of this book, you will be confident in building your own AI projects with Python and be ready to take on more advanced projects as you progress What you will learn Build a prediction model using decision trees and random forest Use neural networks, decision trees, and random forests for classification Detect YouTube comment spam with a bag-of-words and random forests Identify handwritten mathematical symbols with convolutional neural networks Revise the bird species identifier to use images Learn to detect positive and negative sentiment in user reviews Who this book is for Python Artificial Intelligence Projects for Beginners is for Python developers who want to take their first step into the world of Artificial Intelligence using easy-to-follow projects. Basic working knowledge of Python programming is expected so that you're able to play around with code

Artificial Intelligence Springer

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Beginning Machine Learning in the Browser Apress

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but

being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

TinyML Apress

Build machine learning web applications without having to learn a new language. This book will help you develop basic knowledge of machine learning concepts and applications. You'll learn not only theory, but also dive into code samples and example projects with TensorFlow.js. Using these skills and your knowledge as a web developer, you'll add a whole new field of development to your tool set. This will give you a more concrete understanding of the possibilities offered by machine learning. Discover how ML will impact the future of not just programming in general, but web development specifically. Machine learning is currently one of the most exciting technology fields with the potential to impact industries from health to home automation to retail, and even art. Google has now introduced TensorFlow.js—an iteration of TensorFlow aimed directly at web developers. Practical Machine Learning in JavaScript will help you stay relevant in the tech industry with new tools, trends, and best practices. What You'll Learn Use the JavaScript framework for ML Build machine learning applications for the web Develop dynamic and intelligent web content Who This Book Is For Web developers and who want a hands-on introduction to machine learning in JavaScript. A working knowledge of the JavaScript language is recommended.

Machine Learning For Dummies No Starch Press

What to learn how to develop Desktop Apps like Web Browsers, PDF readers, Office Suites, etc.? Anyone can learn to do that easily, you just need the right framework to pair with the programming language of your choice! If you're interested in developing software for a diverse range of computers and operating systems, including Microsoft Windows 7, 8, 8.1, 10, MacOS, and Linux based operating systems like Ubuntu, Fedora, Arch Linux, etc. then electron is the right choice of framework for you. Learning Electron is a journey comprised of getting to know it's workflow, APIs, etc. Its easy enough to be learned just by reading Electron's documentation, however, if you wish to master the full power of Electron, you need to use it with all it's advanced features, complementing Electron-userland programs, and Typescript; This book can be used to assist you in your journey to learn and master desktop software development, and help you avoid the headache that comes with the steep learning curve of Electron at it's full power. What you can find inside this book: You will find the fundamentals of HTML, CSS, JavaScript, DOM, ES6, and Electron, so you can easily get acquainted with it even if you have never used Electron or NodeJS before. The basics are thorough and dense in print, so even if you are an intermediate or advanced user, you can learn stuff you may have never seen before. Advanced features like Data-type Prejudice, Class Based OOP, Scaffolding, Boilerplate code, Crash Report handling, Working with I/O devices, Debugging, Testing, etc. are covered for intermediate and Advanced users. Heavy attention has been given to the practicals, demonstrations, and code narrations. Advanced coding practices are covered, and a wide range of alternatives and suggestions are provided to improve your overall experience with Electron and JavaScript. The lessons are presented in a way that enhances the learning experience when the book is used as a self-learning material. The explanations and code narrations are provide in a way that assists rote learning, if the need ever arises! The past and future of Desktop Applications is discussed at length, and an entire chapter is provided to inspire and inform readers who are interested in applying Electron and JavaScript to Artificial Intelligence, Machine Learning, Internet of Things, etc. Instructions are given to use Electron with both JavaScript and TypeScript. Instructions are given to extend your journey to program and develop using Electron beyond this book. A lot of informative material is provided to get you acquainted with the Electron-userland. This book will take care of all your Electron related needs! It will teach you all you need to learn, and it will tell you all you need to know! This book will make you fall in love with Electron and JavaScript; you will be able to develop Desktop Applications before you know it!