

Hands On Mathematics For Deep Learning

Jason Bell

Hands-On Mathematics for Deep Learning Jay Dawani,2020-06-12 A comprehensive guide to getting well-versed with the mathematical techniques for building modern deep learning architectures

Key Features Understand linear algebra, calculus, gradient algorithms, and other concepts essential for training deep neural networks Learn the mathematical concepts needed to understand how deep learning models function Use deep learning for solving problems related to vision, image, text, and sequence applications

Book Description Most programmers and data scientists struggle with mathematics, having either overlooked or forgotten core mathematical concepts. This book uses Python libraries to help you understand the math required to build deep learning (DL) models. You'll begin by learning about core mathematical and modern computational techniques used to design and implement DL algorithms. This book will cover essential topics, such as linear algebra, eigenvalues and eigenvectors, the singular value decomposition concept, and gradient algorithms, to help you understand how to train deep neural networks. Later chapters focus on important neural networks, such as the linear neural network and multilayer perceptrons, with a primary focus on helping you learn how each model works. As you advance, you will delve into the math used for regularization, multi-layered DL, forward propagation, optimization, and backpropagation techniques to understand what it takes to build full-fledged DL models. Finally, you'll explore CNN, recurrent neural network (RNN), and GAN models and their application. By the end of this book, you'll have built a strong foundation in neural networks and DL mathematical concepts, which will help you to confidently research and build custom models in DL. What you will learn

Understand the key mathematical concepts for building neural network models Discover core multivariable calculus concepts Improve the performance of deep learning models using optimization techniques Cover optimization algorithms, from basic stochastic gradient descent (SGD) to the advanced Adam optimizer Understand computational graphs and their importance in DL Explore the backpropagation algorithm to reduce output error Cover DL algorithms such as convolutional neural networks (CNNs), sequence models, and generative adversarial networks (GANs)

Who this book is for This book is for data scientists, machine learning developers, aspiring deep learning developers, or anyone who wants to understand the foundation of deep learning by learning the math behind it. Working knowledge of the Python programming language and machine learning basics is required.

Mathematics for Machine Learning Marc Peter Deisenroth,A. Aldo Faisal,Cheng Soon Ong,2020-04-23 Distills key

concepts from linear algebra, geometry, matrices, calculus, optimization, probability and statistics that are used in machine learning.

Hands-On Deep Learning Algorithms with Python Sudharsan Ravichandiran, 2019-07-25 Understand basic to advanced deep learning algorithms, the mathematical principles behind them, and their practical applications. Key Features Get up-to-speed with building your own neural networks from scratch Gain insights into the mathematical principles behind deep learning algorithms Implement popular deep learning algorithms such as CNNs, RNNs, and more using TensorFlow Book Description Deep learning is one of the most popular domains in the AI space, allowing you to develop multi-layered models of varying complexities. This book introduces you to popular deep learning algorithms—from basic to advanced—and shows you how to implement them from scratch using TensorFlow. Throughout the book, you will gain insights into each algorithm, the mathematical principles behind it, and how to implement it in the best possible manner. The book starts by explaining how you can build your own neural networks, followed by introducing you to TensorFlow, the powerful Python-based library for machine learning and deep learning. Moving on, you will get up to speed with gradient descent variants, such as NAG, AMSGrad, AdaDelta, Adam, and Nadam. The book will then provide you with insights into RNNs and LSTM and how to generate song lyrics with RNN. Next, you will master the math for convolutional and capsule networks, widely used for image recognition tasks. Then you learn how machines understand the semantics of words and documents using CBOW, skip-gram, and PV-DM. Afterward, you will explore various GANs, including InfoGAN and LSGAN, and autoencoders, such as contractive autoencoders and VAE. By the end of this book, you will be equipped with all the skills you need to implement deep learning in your own projects. What you will learn Implement basic-to-advanced deep learning algorithms Master the mathematics behind deep learning algorithms Become familiar with gradient descent and its variants, such as AMSGrad, AdaDelta, Adam, and Nadam Implement recurrent networks, such as RNN, LSTM, GRU, and seq2seq models Understand how machines interpret images using CNN and capsule networks Implement different types of generative adversarial network, such as CGAN, CycleGAN, and StackGAN Explore various types of autoencoder, such as Sparse autoencoders, DAE, CAE, and VAE Who this book is for If you are a machine learning engineer, data scientist, AI developer, or simply want to focus on neural networks and deep learning, this book is for you. Those who are completely new to deep learning, but have some experience in machine learning and Python programming, will also find the book very helpful.

Math for Deep Learning Ronald T. Kneusel, 2021-12-07 Math for Deep Learning provides the essential math you need to understand deep learning discussions, explore more complex implementations, and better use the deep learning toolkits. With Math for Deep Learning, you'll learn the essential mathematics used by and as a background for deep learning. You'll work through Python examples to learn key deep learning related topics in probability, statistics, linear algebra, differential calculus, and matrix calculus as well as how to implement data flow in a neural network, backpropagation, and gradient

descent. You'll also use Python to work through the mathematics that underlies those algorithms and even build a fully-functional neural network. In addition you'll find coverage of gradient descent including variations commonly used by the deep learning community: SGD, Adam, RMSprop, and Adagrad/Adadelta.

Deep Learning for Coders with fastai and PyTorch Jeremy Howard, Sylvain Gugger, 2020-06-29 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

Math and Architectures of Deep Learning Krishnendu Chaudhury, 2024-05-21 Shine a spotlight into the deep learning "black box". This comprehensive and detailed guide reveals the mathematical and architectural concepts behind deep learning models, so you can customize, maintain, and explain them more effectively. Inside Math and Architectures of Deep Learning you will find: Math, theory, and programming principles side by side Linear algebra, vector calculus and multivariate statistics for deep learning The structure of neural networks Implementing deep learning architectures with Python and PyTorch Troubleshooting underperforming models Working code samples in downloadable Jupyter notebooks The mathematical paradigms behind deep learning models typically begin as hard-to-read academic papers that leave engineers in the dark about how those models actually function. Math and Architectures of Deep Learning bridges the gap between theory and practice, laying out the math of deep learning side by side with practical implementations in Python and PyTorch. Written by deep learning expert Krishnendu Chaudhury, you'll peer inside the "black box" to understand how your code is working, and learn to comprehend cutting-edge research you can turn into practical applications. Foreword by Prith Banerjee. About the technology Discover what's going on inside the black box! To work with deep learning you'll have to choose the right model, train it, preprocess your data, evaluate performance and accuracy, and deal with uncertainty and variability in the outputs of a deployed solution. This book takes you systematically through the core mathematical concepts you'll need as a working data scientist: vector calculus, linear algebra, and Bayesian inference, all from a deep learning perspective. About the book Math and Architectures of Deep Learning teaches the math, theory, and programming principles

of deep learning models laid out side by side, and then puts them into practice with well-annotated Python code. You'll progress from algebra, calculus, and statistics all the way to state-of-the-art DL architectures taken from the latest research. What's inside The core design principles of neural networks Implementing deep learning with Python and PyTorch Regularizing and optimizing underperforming models About the reader Readers need to know Python and the basics of algebra and calculus. About the author Krishnendu Chaudhury is co-founder and CTO of the AI startup Drishti Technologies. He previously spent a decade each at Google and Adobe. Table of Contents 1 An overview of machine learning and deep learning 2 Vectors, matrices, and tensors in machine learning 3 Classifiers and vector calculus 4 Linear algebraic tools in machine learning 5 Probability distributions in machine learning 6 Bayesian tools for machine learning 7 Function approximation: How neural networks model the world 8 Training neural networks: Forward propagation and backpropagation 9 Loss, optimization, and regularization 10 Convolutions in neural networks 11 Neural networks for image classification and object detection 12 Manifolds, homeomorphism, and neural networks 13 Fully Bayes model parameter estimation 14 Latent space and generative modeling, autoencoders, and variational autoencoders A Appendix

Deep Learning Illustrated Jon Krohn, Grant Beyleveld, Aglaé Bassens, 2019-08-05 The authors' clear visual style provides a comprehensive look at what's currently possible with artificial neural networks as well as a glimpse of the magic that's to come. - Tim Urban, author of Wait But Why Fully Practical, Insightful Guide to Modern Deep Learning Deep learning is transforming software, facilitating powerful new artificial intelligence capabilities, and driving unprecedented algorithm performance. Deep Learning Illustrated is uniquely intuitive and offers a complete introduction to the discipline's techniques. Packed with full-color figures and easy-to-follow code, it sweeps away the complexity of building deep learning models, making the subject approachable and fun to learn. World-class instructor and practitioner Jon Krohn—with visionary content from Grant Beyleveld and beautiful illustrations by Aglaé Bassens—presents straightforward analogies to explain what deep learning is, why it has become so popular, and how it relates to other machine learning approaches. Krohn has created a practical reference and tutorial for developers, data scientists, researchers, analysts, and students who want to start applying it. He illuminates theory with hands-on Python code in accompanying Jupyter notebooks. To help you progress quickly, he focuses on the versatile deep learning library Keras to nimbly construct efficient TensorFlow models; PyTorch, the leading alternative library, is also covered. You'll gain a pragmatic understanding of all major deep learning approaches and their uses in applications ranging from machine vision and natural language processing to image generation and game-playing algorithms. Discover what makes deep learning systems unique, and the implications for practitioners Explore new tools that make deep learning models easier to build, use, and improve Master essential theory: artificial neurons, training, optimization, convolutional nets, recurrent nets, generative adversarial networks (GANs), deep reinforcement learning, and more Walk through building interactive deep learning applications, and move forward with your own artificial intelligence

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Hands-On Machine Learning with R Brad Boehmke, Brandon M. Greenwell, 2019-11-07 Hands-on Machine Learning with R provides a practical and applied approach to learning and developing intuition into today's most popular machine learning methods. This book serves as a practitioner's guide to the machine learning process and is meant to help the reader learn to apply the machine learning stack within R, which includes using various R packages such as glmnet, h2o, ranger, xgboost, keras, and others to effectively model and gain insight from their data. The book favors a hands-on approach, providing an intuitive understanding of machine learning concepts through concrete examples and just a little bit of theory. Throughout this book, the reader will be exposed to the entire machine learning process including feature engineering, resampling, hyperparameter tuning, model evaluation, and interpretation. The reader will be exposed to powerful algorithms such as regularized regression, random forests, gradient boosting machines, deep learning, generalized low rank models, and more! By favoring a hands-on approach and using real world data, the reader will gain an intuitive understanding of the architectures and engines that drive these algorithms and packages, understand when and how to tune the various hyperparameters, and be able to interpret model results. By the end of this book, the reader should have a firm grasp of R's machine learning stack and be able to implement a systematic approach for producing high quality modeling results. Features: · Offers a practical and applied introduction to the most popular machine learning methods. · Topics covered include feature engineering, resampling, deep learning and more. · Uses a hands-on approach and real world data.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow Aurélien Géron, 2019-09-05 Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

Grokking Deep Learning Andrew W. Trask, 2019-01-23 Summary Grokking Deep Learning teaches you to build deep

learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Deep learning, a branch of artificial intelligence, teaches computers to learn by using neural networks, technology inspired by the human brain. Online text translation, self-driving cars, personalized product recommendations, and virtual voice assistants are just a few of the exciting modern advancements possible thanks to deep learning. About the Book Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Using only Python and its math-supporting library, NumPy, you'll train your own neural networks to see and understand images, translate text into different languages, and even write like Shakespeare! When you're done, you'll be fully prepared to move on to mastering deep learning frameworks. What's inside The science behind deep learning Building and training your own neural networks Privacy concepts, including federated learning Tips for continuing your pursuit of deep learning About the Reader For readers with high school-level math and intermediate programming skills. About the Author Andrew Trask is a PhD student at Oxford University and a research scientist at DeepMind. Previously, Andrew was a researcher and analytics product manager at Digital Reasoning, where he trained the world's largest artificial neural network and helped guide the analytics roadmap for the Synthesys cognitive computing platform. Table of Contents Introducing deep learning: why you should learn it Fundamental concepts: how do machines learn? Introduction to neural prediction: forward propagation Introduction to neural learning: gradient descent Learning multiple weights at a time: generalizing gradient descent Building your first deep neural network: introduction to backpropagation How to picture neural networks: in your head and on paper Learning signal and ignoring noise:introduction to regularization and batching Modeling probabilities and nonlinearities: activation functions Neural learning about edges and corners: intro to convolutional neural networks Neural networks that understand language: king - man + woman == ? Neural networks that write like Shakespeare: recurrent layers for variable-length data Introducing automatic optimization: let's build a deep learning framework Learning to write like Shakespeare: long short-term memory Deep learning on unseen data: introducing federated learning Where to go from here: a brief guide

The Art of Machine Learning Norman Matloff,2024-01-09 Learn to expertly apply a range of machine learning methods to real data with this practical guide. Packed with real datasets and practical examples, The Art of Machine Learning will help you develop an intuitive understanding of how and why ML methods work, without the need for advanced math. As you work through the book, you'll learn how to implement a range of powerful ML techniques, starting with the k-Nearest Neighbors (k-NN) method and random forests, and moving on to gradient boosting, support vector machines (SVMs), neural networks, and more. With the aid of real datasets, you'll delve into regression models through the use of a bike-sharing dataset, explore

decision trees by leveraging New York City taxi data, and dissect parametric methods with baseball player stats. You'll also find expert tips for avoiding common problems, like handling "dirty" or unbalanced data, and how to troubleshoot pitfalls. You'll also explore: How to deal with large datasets and techniques for dimension reduction Details on how the Bias-Variance Trade-off plays out in specific ML methods Models based on linear relationships, including ridge and LASSO regression Real-world image and text classification and how to handle time series data Machine learning is an art that requires careful tuning and tweaking. With *The Art of Machine Learning* as your guide, you'll master the underlying principles of ML that will empower you to effectively use these models, rather than simply provide a few stock actions with limited practical use.

Requirements: A basic understanding of graphs and charts and familiarity with the R programming language

[Dive Into Deep Learning](#) Joanne Quinn,Joanne McEachen,Michael Fullan,Mag Gardner,Max Drummy,2019-07-15 The leading experts in system change and learning, with their school-based partners around the world, have created this essential companion to their runaway best-seller, *Deep Learning: Engage the World Change the World*. This hands-on guide provides a roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. *Dive Into Deep Learning: Tools for Engagement* is rich with resources educators need to construct and drive meaningful deep learning experiences in order to develop the kind of mindset and know-how that is crucial to becoming a problem-solving change agent in our global society. Designed in full color, this easy-to-use guide is loaded with tools, tips, protocols, and real-world examples. It includes:

- A framework for deep learning that provides a pathway to develop the six global competencies needed to flourish in a complex world — character, citizenship, collaboration, communication, creativity, and critical thinking.
- Learning progressions to help educators analyze student work and measure progress.
- Learning design rubrics, templates and examples for incorporating the four elements of learning design: learning partnerships, pedagogical practices, learning environments, and leveraging digital.
- Conditions rubrics, teacher self-assessment tools, and planning guides to help educators build, mobilize, and sustain deep learning in schools and districts. Learn about, improve, and expand your world of learning. Put the joy back into learning for students and adults alike. Dive into deep learning to create learning experiences that give purpose, unleash student potential, and transform not only learning, but life itself.

[AI Crash Course](#) Hadelin de Ponteves,2019-11-29 Unlock the power of artificial intelligence with top Udemy AI instructor Hadelin de Ponteves. Key FeaturesLearn from friendly, plain English explanations and practical activitiesPut ideas into action with 5 hands-on projects that show step-by-step how to build intelligent softwareUse AI to win classic video games and construct a virtual self-driving carBook Description Welcome to the Robot World ... and start building intelligent software now! Through his best-selling video courses, Hadelin de Ponteves has taught hundreds of thousands of people to write AI software. Now, for the first time, his hands-on, energetic approach is available as a book. Starting with the basics before

easing you into more complicated formulas and notation, AI Crash Course gives you everything you need to build AI systems with reinforcement learning and deep learning. Five full working projects put the ideas into action, showing step-by-step how to build intelligent software using the best and easiest tools for AI programming, including Python, TensorFlow, Keras, and PyTorch. AI Crash Course teaches everyone to build an AI to work in their applications. Once you've read this book, you're only limited by your imagination. What you will learn Master the basics of AI without any previous experience Build fun projects, including a virtual-self-driving car and a robot warehouse worker Use AI to solve real-world business problems Learn how to code in Python Discover the 5 principles of reinforcement learning Create your own AI toolkit Who this book is for If you want to add AI to your skillset, this book is for you. It doesn't require data science or machine learning knowledge. Just maths basics (high school level).

Deep Learning Ian Goodfellow, Yoshua Bengio, Aaron Courville, 2016-11-10 An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, *Deep Learning* is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. *Deep Learning* can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Deep Learning with R Abhijit Ghatak, 2019-04-13 *Deep Learning with R* introduces deep learning and neural networks using the R programming language. The book builds on the understanding of the theoretical and mathematical constructs and enables the reader to create applications on computer vision, natural language processing and transfer learning. The

book starts with an introduction to machine learning and moves on to describe the basic architecture, different activation functions, forward propagation, cross-entropy loss and backward propagation of a simple neural network. It goes on to create different code segments to construct deep neural networks. It discusses in detail the initialization of network parameters, optimization techniques, and some of the common issues surrounding neural networks such as dealing with NaNs and the vanishing/exploding gradient problem. Advanced variants of multilayered perceptrons namely, convolutional neural networks and sequence models are explained, followed by application to different use cases. The book makes extensive use of the Keras and TensorFlow frameworks.

Deep Learning and the Game of Go Kevin Ferguson, Max Pumperla, 2019-01-06 Summary Deep Learning and the Game of Go teaches you how to apply the power of deep learning to complex reasoning tasks by building a Go-playing AI. After exposing you to the foundations of machine and deep learning, you'll use Python to build a bot and then teach it the rules of the game. Foreword by Thore Graepel, DeepMind Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The ancient strategy game of Go is an incredible case study for AI. In 2016, a deep learning-based system shocked the Go world by defeating a world champion. Shortly after that, the upgraded AlphaGo Zero crushed the original bot by using deep reinforcement learning to master the game. Now, you can learn those same deep learning techniques by building your own Go bot! About the Book Deep Learning and the Game of Go introduces deep learning by teaching you to build a Go-winning bot. As you progress, you'll apply increasingly complex training techniques and strategies using the Python deep learning library Keras. You'll enjoy watching your bot master the game of Go, and along the way, you'll discover how to apply your new deep learning skills to a wide range of other scenarios! What's inside Build and teach a self-improving game AI Enhance classical game AI systems with deep learning Implement neural networks for deep learning About the Reader All you need are basic Python skills and high school-level math. No deep learning experience required. About the Author Max Pumperla and Kevin Ferguson are experienced deep learning specialists skilled in distributed systems and data science. Together, Max and Kevin built the open source bot BetaGo. Table of Contents PART 1 - FOUNDATIONS Toward deep learning: a machine-learning introduction Go as a machine-learning problem Implementing your first Go bot PART 2 - MACHINE LEARNING AND GAME AI Playing games with tree search Getting started with neural networks Designing a neural network for Go data Learning from data: a deep-learning bot Deploying bots in the wild Learning by practice: reinforcement learning Reinforcement learning with policy gradients Reinforcement learning with value methods Reinforcement learning with actor-critic methods PART 3 - GREATER THAN THE SUM OF ITS PARTS AlphaGo: Bringing it all together AlphaGo Zero: Integrating tree search with reinforcement learning

Hands-On Machine Learning with scikit-learn and Scientific Python Toolkits Tarek Amr, 2020-07-24 Integrate scikit-learn with various tools such as NumPy, pandas, imbalanced-learn, and scikit-surprise and use it to solve real-world machine

learning problems

Key Features

Delve into machine learning with this comprehensive guide to scikit-learn and scientific Python

Master the art of data-driven problem-solving with hands-on examples

Foster your theoretical and practical knowledge of supervised and unsupervised machine learning algorithms

Book Description

Machine learning is applied everywhere, from business to research and academia, while scikit-learn is a versatile library that is popular among machine learning practitioners. This book serves as a practical guide for anyone looking to provide hands-on machine learning solutions with scikit-learn and Python toolkits. The book begins with an explanation of machine learning concepts and fundamentals, and strikes a balance between theoretical concepts and their applications. Each chapter covers a different set of algorithms, and shows you how to use them to solve real-life problems. You'll also learn about various key supervised and unsupervised machine learning algorithms using practical examples. Whether it is an instance-based learning algorithm, Bayesian estimation, a deep neural network, a tree-based ensemble, or a recommendation system, you'll gain a thorough understanding of its theory and learn when to apply it. As you advance, you'll learn how to deal with unlabeled data and when to use different clustering and anomaly detection algorithms. By the end of this machine learning book, you'll have learned how to take a data-driven approach to provide end-to-end machine learning solutions. You'll also have discovered how to formulate the problem at hand, prepare required data, and evaluate and deploy models in production. What you will learn

Understand when to use supervised, unsupervised, or reinforcement learning algorithms

Find out how to collect and prepare your data for machine learning tasks

Tackle imbalanced data and optimize your algorithm for a bias or variance tradeoff

Apply supervised and unsupervised algorithms to overcome various machine learning challenges

Employ best practices for tuning your algorithm's hyper parameters

Discover how to use neural networks for classification and regression

Build, evaluate, and deploy your machine learning solutions to production

Who this book is for

This book is for data scientists, machine learning practitioners, and anyone who wants to learn how machine learning algorithms work and to build different machine learning models using the Python ecosystem. The book will help you take your knowledge of machine learning to the next level by grasping its ins and outs and tailoring it to your needs. Working knowledge of Python and a basic understanding of underlying mathematical and statistical concepts is required.

Machine Learning Jason Bell, 2020-02-17

Dig deep into the data with a hands-on guide to machine learning with updated examples and more!

Machine Learning: Hands-On for Developers and Technical Professionals provides hands-on instruction and fully-coded working examples for the most common machine learning techniques used by developers and technical professionals. The book contains a breakdown of each ML variant, explaining how it works and how it is used within certain industries, allowing readers to incorporate the presented techniques into their own work as they follow along. A core tenant of machine learning is a strong focus on data preparation, and a full exploration of the various types of learning algorithms illustrates how the proper tools can help any developer extract information and insights from existing data. The book

includes a full complement of Instructor's Materials to facilitate use in the classroom, making this resource useful for students and as a professional reference. At its core, machine learning is a mathematical, algorithm-based technology that forms the basis of historical data mining and modern big data science. Scientific analysis of big data requires a working knowledge of machine learning, which forms predictions based on known properties learned from training data. Machine Learning is an accessible, comprehensive guide for the non-mathematician, providing clear guidance that allows readers to:

- Learn the languages of machine learning including Hadoop, Mahout, and Weka
- Understand decision trees, Bayesian networks, and artificial neural networks
- Implement Association Rule, Real Time, and Batch learning
- Develop a strategic plan for safe, effective, and efficient machine learning

By learning to construct a system that can learn from data, readers can increase their utility across industries. Machine learning sits at the core of deep dive data analysis and visualization, which is increasingly in demand as companies discover the goldmine hiding in their existing data. For the tech professional involved in data science, Machine Learning: Hands-On for Developers and Technical Professionals provides the skills and techniques required to dig deeper.

Multivariable Mathematics Theodore Shifrin, 2004-01-26 Multivariable Mathematics combines linear algebra and multivariable calculus in a rigorous approach. The material is integrated to emphasize the role of linearity in all of calculus and the recurring theme of implicit versus explicit that persists in linear algebra and analysis. In the text, the author addresses all of the standard computational material found in the usual linear algebra and multivariable calculus courses, and more, interweaving the material as effectively as possible and also including complete proofs. By emphasizing the theoretical aspects and reviewing the linear algebra material quickly, the book can also be used as a text for an advanced calculus or multivariable analysis course culminating in a treatment of manifolds, differential forms, and the generalized Stokes's Theorem.

Hands-On Neural Networks Leonardo De Marchi, Laura Mitchell, 2019-05-30 Design and create neural networks with deep learning and artificial intelligence principles using OpenAI Gym, TensorFlow, and Keras Key Features Explore neural network architecture and understand how it functions Learn algorithms to solve common problems using back propagation and perceptrons Understand how to apply neural networks to applications with the help of useful illustrations Book Description Neural networks play a very important role in deep learning and artificial intelligence (AI), with applications in a wide variety of domains, right from medical diagnosis, to financial forecasting, and even machine diagnostics. Hands-On Neural Networks is designed to guide you through learning about neural networks in a practical way. The book will get you started by giving you a brief introduction to perceptron networks. You will then gain insights into machine learning and also understand what the future of AI could look like. Next, you will study how embeddings can be used to process textual data and the role of long short-term memory networks (LSTMs) in helping you solve common natural language processing (NLP)

problems. The later chapters will demonstrate how you can implement advanced concepts including transfer learning, generative adversarial networks (GANs), autoencoders, and reinforcement learning. Finally, you can look forward to further content on the latest advancements in the field of neural networks. By the end of this book, you will have the skills you need to build, train, and optimize your own neural network model that can be used to provide predictable solutions. What you will learn

- Learn how to train a network by using backpropagation
- Discover how to load and transform images for use in neural networks
- Study how neural networks can be applied to a varied set of applications
- Solve common challenges faced in neural network development
- Understand the transfer learning concept to solve tasks using Keras and Visual Geometry Group (VGG) network
- Get up to speed with advanced and complex deep learning concepts like LSTMs and NLP
- Explore innovative algorithms like GANs and deep reinforcement learning

Who this book is for If you are interested in artificial intelligence and deep learning and want to further your skills, then this intermediate-level book is for you. Some knowledge of statistics will help you get the most out of this book.

Unveiling the Magic of Words: A Overview of "**Hands On Mathematics For Deep Learning**"

In some sort of defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their capability to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "**Hands On Mathematics For Deep Learning**," a mesmerizing literary masterpiece penned with a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve in to the book is central themes, examine its distinctive writing style, and assess its profound impact on the souls of its readers.

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