

# Generative Deep Learning Teaching Machines To Paint Write Compose And Play

**Alexandre DuBreuil**

Generative Deep Learning David Foster, 2019-06-28 Generative modeling is one of the hottest topics in AI. It's now possible to teach a machine to excel at human endeavors such as painting, writing, and composing music. With this practical book, machine-learning engineers and data scientists will discover how to re-create some of the most impressive examples of generative deep learning models, such as variational autoencoders, generative adversarial networks (GANs), encoder-decoder models and world models. Author David Foster demonstrates the inner workings of each technique, starting with the basics of deep learning before advancing to some of the most cutting-edge algorithms in the field. Through tips and tricks, you'll understand how to make your models learn more efficiently and become more creative. Discover how variational autoencoders can change facial expressions in photos Build practical GAN examples from scratch, including CycleGAN for style transfer and MuseGAN for music generation Create recurrent generative models for text generation and learn how to improve the models using attention Understand how generative models can help agents to accomplish tasks within a reinforcement learning setting Explore the architecture of the Transformer (BERT, GPT-2) and image generation models such as ProGAN and StyleGAN

Generative Deep Learning David Foster, 2022-06-28 Generative AI is the hottest topic in tech. This practical book teaches machine learning engineers and data scientists how to use TensorFlow and Keras to create impressive generative deep learning models from scratch, including variational autoencoders (VAEs), generative adversarial networks (GANs), Transformers, normalizing flows, energy-based models, and denoising diffusion models. The book starts with the basics of deep learning and progresses to cutting-edge architectures. Through tips and tricks, you'll understand how to make your models learn more efficiently and become more creative. Discover how VAEs can change facial expressions in photos Train GANs to generate images based on your own dataset Build diffusion models to produce new varieties of flowers Train your own GPT for text generation Learn how large language models like ChatGPT are trained Explore state-of-the-art architectures such as StyleGAN2 and ViT-VQGAN Compose polyphonic music using Transformers and MuseGAN Understand how generative world models can solve reinforcement learning tasks Dive into multimodal models such as DALL.E 2, Imagen,

and Stable Diffusion This book also explores the future of generative AI and how individuals and companies can proactively begin to leverage this remarkable new technology to create competitive advantage.

Deep Learning from Scratch Seth Weidman,2019-09-09 With the resurgence of neural networks in the 2010s, deep learning has become essential for machine learning practitioners and even many software engineers. This book provides a comprehensive introduction for data scientists and software engineers with machine learning experience. You'll start with deep learning basics and move quickly to the details of important advanced architectures, implementing everything from scratch along the way. Author Seth Weidman shows you how neural networks work using a first principles approach. You'll learn how to apply multilayer neural networks, convolutional neural networks, and recurrent neural networks from the ground up. With a thorough understanding of how neural networks work mathematically, computationally, and conceptually, you'll be set up for success on all future deep learning projects. This book provides: Extremely clear and thorough mental models—accompanied by working code examples and mathematical explanations—for understanding neural networks Methods for implementing multilayer neural networks from scratch, using an easy-to-understand object-oriented framework Working implementations and clear-cut explanations of convolutional and recurrent neural networks Implementation of these neural network concepts using the popular PyTorch framework

GANs in Action Vladimir Bok,Jakub Langr,2019-09-09 Deep learning systems have gotten really great at identifying patterns in text, images, and video. But applications that create realistic images, natural sentences and paragraphs, or native-quality translations have proven elusive. Generative Adversarial Networks, or GANs, offer a promising solution to these challenges by pairing two competing neural networks' one that generates content and the other that rejects samples that are of poor quality. GANs in Action: Deep learning with Generative Adversarial Networks teaches you how to build and train your own generative adversarial networks. First, you'll get an introduction to generative modelling and how GANs work, along with an overview of their potential uses. Then, you'll start building your own simple adversarial system, as you explore the foundation of GAN architecture: the generator and discriminator networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

**Hands-On Music Generation with Magenta** Alexandre DuBreuil,2020-01-31 Design and use machine learning models for music generation using Magenta and make them interact with existing music creation tools Key FeaturesLearn how machine learning, deep learning, and reinforcement learning are used in music generationGenerate new content by manipulating the source data using Magenta utilities, and train machine learning models with itExplore various Magenta projects such as Magenta Studio, MusicVAE, and NSynthBook Description The importance of machine learning (ML) in art is growing at a rapid pace due to recent advancements in the field, and Magenta is at the forefront of this innovation. With this book, you'll follow a hands-on approach to using ML models for music generation, learning how to integrate them into an

existing music production workflow. Complete with practical examples and explanations of the theoretical background required to understand the underlying technologies, this book is the perfect starting point to begin exploring music generation. The book will help you learn how to use the models in Magenta for generating percussion sequences, monophonic and polyphonic melodies in MIDI, and instrument sounds in raw audio. Through practical examples and in-depth explanations, you'll understand ML models such as RNNs, VAEs, and GANs. Using this knowledge, you'll create and train your own models for advanced music generation use cases, along with preparing new datasets. Finally, you'll get to grips with integrating Magenta with other technologies, such as digital audio workstations (DAWs), and using Magenta.js to distribute music generation apps in the browser. By the end of this book, you'll be well-versed with Magenta and have developed the skills you need to use ML models for music generation in your own style. What you will learn

- Use RNN models in Magenta to generate MIDI percussion, and monophonic and polyphonic sequences
- Use WaveNet and GAN models to generate instrument notes in the form of raw audio
- Employ Variational Autoencoder models like MusicVAE and GrooVAE to sample, interpolate, and humanize existing sequences
- Prepare and create your dataset on specific styles and instruments
- Train your network on your personal datasets and fix problems when training networks
- Apply MIDI to synchronize Magenta with existing music production tools like DAWs

Who this book is for This book is for technically inclined artists and musically inclined computer scientists. Readers who want to get hands-on with building generative music applications that use deep learning will also find this book useful. Although prior musical or technical competence is not required, basic knowledge of the Python programming language is assumed.

**Practical Natural Language Processing** Sowmya Vajjala, Bodhisattwa Majumder, Anuj Gupta, Harshit

Surana, 2020-06-17 Many books and courses tackle natural language processing (NLP) problems with toy use cases and well-defined datasets. But if you want to build, iterate, and scale NLP systems in a business setting and tailor them for particular industry verticals, this is your guide. Software engineers and data scientists will learn how to navigate the maze of options available at each step of the journey. Through the course of the book, authors Sowmya Vajjala, Bodhisattwa Majumder, Anuj Gupta, and Harshit Surana will guide you through the process of building real-world NLP solutions embedded in larger product setups. You'll learn how to adapt your solutions for different industry verticals such as healthcare, social media, and retail. With this book, you'll:

- Understand the wide spectrum of problem statements, tasks, and solution approaches within NLP
- Implement and evaluate different NLP applications using machine learning and deep learning methods
- Fine-tune your NLP solution based on your business problem and industry vertical
- Evaluate various algorithms and approaches for NLP product tasks, datasets, and stages
- Produce software solutions following best practices around release, deployment, and DevOps for NLP systems
- Understand best practices, opportunities, and the roadmap for NLP from a business and product leader's perspective

**Deep Learning Patterns and Practices** Andrew Ferlitsch,2021-10-12 Discover best practices, reproducible architectures, and design patterns to help guide deep learning models from the lab into production. In Deep Learning Patterns and Practices you will learn: Internal functioning of modern convolutional neural networks Procedural reuse design pattern for CNN architectures Models for mobile and IoT devices Assembling large-scale model deployments Optimizing hyperparameter tuning Migrating a model to a production environment The big challenge of deep learning lies in taking cutting-edge technologies from R&D labs through to production. Deep Learning Patterns and Practices is here to help. This unique guide lays out the latest deep learning insights from author Andrew Ferlitsch's work with Google Cloud AI. In it, you'll find deep learning models presented in a unique new way: as extendable design patterns you can easily plug-and-play into your software projects. Each valuable technique is presented in a way that's easy to understand and filled with accessible diagrams and code samples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Discover best practices, design patterns, and reproducible architectures that will guide your deep learning projects from the lab into production. This awesome book collects and illuminates the most relevant insights from a decade of real world deep learning experience. You'll build your skills and confidence with each interesting example. About the book Deep Learning Patterns and Practices is a deep dive into building successful deep learning applications. You'll save hours of trial-and-error by applying proven patterns and practices to your own projects. Tested code samples, real-world examples, and a brilliant narrative style make even complex concepts simple and engaging. Along the way, you'll get tips for deploying, testing, and maintaining your projects. What's inside Modern convolutional neural networks Design pattern for CNN architectures Models for mobile and IoT devices Large-scale model deployments Examples for computer vision About the reader For machine learning engineers familiar with Python and deep learning. About the author Andrew Ferlitsch is an expert on computer vision, deep learning, and operationalizing ML in production at Google Cloud AI Developer Relations. Table of Contents PART 1 DEEP LEARNING FUNDAMENTALS 1 Designing modern machine learning 2 Deep neural networks 3 Convolutional and residual neural networks 4 Training fundamentals PART 2 BASIC DESIGN PATTERN 5 Procedural design pattern 6 Wide convolutional neural networks 7 Alternative connectivity patterns 8 Mobile convolutional neural networks 9 Autoencoders PART 3 WORKING WITH PIPELINES 10 Hyperparameter tuning 11 Transfer learning 12 Data distributions 13 Data pipeline 14 Training and deployment pipeline

**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 Unsupervised Learning Using Python** Ankur A. Patel, 2019-02-21 Many industry experts consider unsupervised learning the next frontier in artificial intelligence, one that may hold the key to general artificial intelligence. Since the majority of the world's data is unlabeled, conventional supervised learning cannot be applied. Unsupervised learning, on the other hand, can be applied to unlabeled datasets to discover meaningful patterns buried deep in the data, patterns that may be near impossible for humans to uncover. Author Ankur Patel shows you how to apply unsupervised learning using two simple, production-ready Python frameworks: Scikit-learn and TensorFlow using Keras. With code and hands-on examples, data scientists will identify difficult-to-find patterns in data and gain deeper business insight, detect anomalies, perform automatic feature engineering and selection, and generate synthetic datasets. All you need is programming and some machine learning experience to get started. Compare the strengths and weaknesses of the different machine learning approaches: supervised, unsupervised, and reinforcement learning Set up and manage machine learning projects end-to-end Build an anomaly detection system to catch credit card fraud Clusters users into distinct and homogeneous groups Perform semisupervised learning Develop movie recommender systems using restricted Boltzmann machines Generate synthetic images using generative adversarial networks

Practical Deep Learning for Cloud, Mobile, and Edge Anirudh Koul, Siddha Ganju, Meher Kasam, 2019-10-14 Whether

you're a software engineer aspiring to enter the world of deep learning, a veteran data scientist, or a hobbyist with a simple dream of making the next viral AI app, you might have wondered where to begin. This step-by-step guide teaches you how to build practical deep learning applications for the cloud, mobile, browsers, and edge devices using a hands-on approach. Relying on years of industry experience transforming deep learning research into award-winning applications, Anirudh Koul, Siddha Ganju, and Meher Kasam guide you through the process of converting an idea into something that people in the real world can use. Train, tune, and deploy computer vision models with Keras, TensorFlow, Core ML, and TensorFlow Lite Develop AI for a range of devices including Raspberry Pi, Jetson Nano, and Google Coral Explore fun projects, from Silicon Valley's Not Hotdog app to 40+ industry case studies Simulate an autonomous car in a video game environment and build a miniature version with reinforcement learning Use transfer learning to train models in minutes Discover 50+ practical tips for maximizing model accuracy and speed, debugging, and scaling to millions of users

**Artificial Intelligence By Example** Denis Rothman, 2018-05-31 Be an adaptive thinker that leads the way to Artificial Intelligence Key Features AI-based examples to guide you in designing and implementing machine intelligence Develop your own method for future AI solutions Acquire advanced AI, machine learning, and deep learning design skills Book Description Artificial Intelligence has the potential to replicate humans in every field. This book serves as a starting point for you to understand how AI is built, with the help of intriguing examples and case studies. Artificial Intelligence By Example will make you an adaptive thinker and help you apply concepts to real-life scenarios. Using some of the most interesting AI examples, right from a simple chess engine to a cognitive chatbot, you will learn how to tackle the machine you are competing with. You will study some of the most advanced machine learning models, understand how to apply AI to blockchain and IoT, and develop emotional quotient in chatbots using neural networks. You will move on to designing AI solutions in a simple manner rather than get confused by complex architectures and techniques. This comprehensive guide will be a starter kit for you to develop AI applications on your own. By the end of this book, will have understood the fundamentals of AI and worked through a number of case studies that will help you develop business vision. What you will learn Use adaptive thinking to solve real-life AI case studies Rise beyond being a modern-day factory code worker Acquire advanced AI, machine learning, and deep learning designing skills Learn about cognitive NLP chatbots, quantum computing, and IoT and blockchain technology Understand future AI solutions and adapt quickly to them Develop out-of-the-box thinking to face any challenge the market presents Who this book is for Artificial Intelligence by Example is a simple, explanatory, and descriptive guide for junior developers, experienced developers, technology consultants, and those interested in AI who want to understand the fundamentals of Artificial Intelligence and implement it practically by devising smart solutions. Prior experience with Python and statistical knowledge is essential to make the most out of this book.

**Fundamentals of Deep Learning** Nikhil Buduma, Nicholas Locascio, 2017-05-25 With the reinvigoration of neural

networks in the 2000s, deep learning has become an extremely active area of research, one that's paving the way for modern machine learning. In this practical book, author Nikhil Buduma provides examples and clear explanations to guide you through major concepts of this complicated field. Companies such as Google, Microsoft, and Facebook are actively growing in-house deep-learning teams. For the rest of us, however, deep learning is still a pretty complex and difficult subject to grasp. If you're familiar with Python, and have a background in calculus, along with a basic understanding of machine learning, this book will get you started. Examine the foundations of machine learning and neural networks Learn how to train feed-forward neural networks Use TensorFlow to implement your first neural network Manage problems that arise as you begin to make networks deeper Build neural networks that analyze complex images Perform effective dimensionality reduction using autoencoders Dive deep into sequence analysis to examine language Learn the fundamentals of reinforcement learning

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 projects Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

*Machine Learning Design Patterns* Valliappa Lakshmanan, Sara Robinson, Michael Munn, 2020-10-15 The design patterns in this book capture best practices and solutions to recurring problems in machine learning. The authors, three Google engineers, catalog proven methods to help data scientists tackle common problems throughout the ML process. These design patterns codify the experience of hundreds of experts into straightforward, approachable advice. In this book, you will find detailed explanations of 30 patterns for data and problem representation, operationalization, repeatability, reproducibility, flexibility, explainability, and fairness. Each pattern includes a description of the problem, a variety of potential solutions, and recommendations for choosing the best technique for your situation. You'll learn how to: Identify and mitigate common challenges when training, evaluating, and deploying ML models Represent data for different ML model types, including embeddings, feature crosses, and more Choose the right model type for specific problems Build a robust training loop that uses checkpoints, distribution strategy, and hyperparameter tuning Deploy scalable ML systems that you can retrain and update to reflect new data Interpret model predictions for stakeholders and ensure models are treating users fairly

*Practical AI on the Google Cloud Platform* Micheal Lanham, 2020-10-20 Working with AI is complicated and expensive for many developers. That's why cloud providers have stepped in to make it easier, offering free (or affordable) state-of-the-art models and training tools to get you started. With this book, you'll learn how to use Google's AI-powered cloud services to do everything from creating a chatbot to analyzing text, images, and video. Author Micheal Lanham demonstrates methods for building and training models step-by-step and shows you how to expand your models to accomplish increasingly complex tasks. If you have a good grasp of math and the Python language, you'll quickly get up to speed with Google Cloud Platform, whether you want to build an AI assistant or a simple business AI application. Learn key concepts for data science, machine learning, and deep learning Explore tools like Video AI and AutoML Tables Build a simple language processor using deep learning systems Perform image recognition using CNNs, transfer learning, and GANs Use Google's Dialogflow to create chatbots and conversational AI Analyze video with automatic video indexing, face detection, and TensorFlow Hub Build a complete working AI agent application

*Practical Recommender Systems* Kim Falk, 2019-01-18 Summary Online recommender systems help users find movies, jobs, restaurants-even romance! There's an art in combining statistics, demographics, and query terms to achieve results that will delight them. Learn to build a recommender system the right way: it can make or break your application! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recommender systems are everywhere, helping you find everything from movies to jobs, restaurants to hospitals, even romance. Using behavioral and demographic data, these systems make predictions about what users will be most interested in at a particular time, resulting in high-quality, ordered, personalized suggestions. Recommender systems are practically a necessity for keeping your site content current, useful, and interesting to your visitors. About the Book Practical



Recommender Systems explains how recommender systems work and shows how to create and apply them for your site. After covering the basics, you'll see how to collect user data and produce personalized recommendations. You'll learn how to use the most popular recommendation algorithms and see examples of them in action on sites like Amazon and Netflix. Finally, the book covers scaling problems and other issues you'll encounter as your site grows. What's inside How to collect and understand user behavior Collaborative and content-based filtering Machine learning algorithms Real-world examples in Python About the Reader Readers need intermediate programming and database skills. About the Author Kim Falk is an experienced data scientist who works daily with machine learning and recommender systems. Table of Contents PART 1 - GETTING READY FOR RECOMMENDER SYSTEMS What is a recommender? User behavior and how to collect it Monitoring the system Ratings and how to calculate them Non-personalized recommendations The user (and content) who came in from the cold PART 2 - RECOMMENDER ALGORITHMS Finding similarities among users and among content Collaborative filtering in the neighborhood Evaluating and testing your recommender Content-based filtering Finding hidden genres with matrix factorization Taking the best of all algorithms: implementing hybrid recommenders Ranking and learning to rank Future of recommender systems

**Deep Learning** Andrew Glassner, 2021-06-22 A richly-illustrated, full-color introduction to deep learning that offers visual and conceptual explanations instead of equations. You'll learn how to use key deep learning algorithms without the need for complex math. Ever since computers began beating us at chess, they've been getting better at a wide range of human activities, from writing songs and generating news articles to helping doctors provide healthcare. Deep learning is the source of many of these breakthroughs, and its remarkable ability to find patterns hiding in data has made it the fastest growing field in artificial intelligence (AI). Digital assistants on our phones use deep learning to understand and respond intelligently to voice commands; automotive systems use it to safely navigate road hazards; online platforms use it to deliver personalized suggestions for movies and books - the possibilities are endless. Deep Learning: A Visual Approach is for anyone who wants to understand this fascinating field in depth, but without any of the advanced math and programming usually required to grasp its internals. If you want to know how these tools work, and use them yourself, the answers are all within these pages. And, if you're ready to write your own programs, there are also plenty of supplemental Python notebooks in the accompanying Github repository to get you going. The book's conversational style, extensive color illustrations, illuminating analogies, and real-world examples expertly explain the key concepts in deep learning, including:

- How text generators create novel stories and articles
- How deep learning systems learn to play and win at human games
- How image classification systems identify objects or people in a photo
- How to think about probabilities in a way that's useful to everyday life
- How to use the machine learning techniques that form the core of modern AI

Intellectual adventurers of all kinds can use the powerful ideas covered in Deep Learning: A Visual Approach to build intelligent systems that help us better

understand the world and everyone who lives in it. It's the future of AI, and this book allows you to fully envision it. Full Color Illustrations

**Deep Learning for the Life Sciences** Bharath Ramsundar, Peter Eastman, Pat Walters, Vijay Pande, 2019-04-10 Deep learning has already achieved remarkable results in many fields. Now it's making waves throughout the sciences broadly and the life sciences in particular. This practical book teaches developers and scientists how to use deep learning for genomics, chemistry, biophysics, microscopy, medical analysis, and other fields. Ideal for practicing developers and scientists ready to apply their skills to scientific applications such as biology, genetics, and drug discovery, this book introduces several deep network primitives. You'll follow a case study on the problem of designing new therapeutics that ties together physics, chemistry, biology, and medicine—an example that represents one of science's greatest challenges. Learn the basics of performing machine learning on molecular data Understand why deep learning is a powerful tool for genetics and genomics Apply deep learning to understand biophysical systems Get a brief introduction to machine learning with DeepChem Use deep learning to analyze microscopic images Analyze medical scans using deep learning techniques Learn about variational autoencoders and generative adversarial networks Interpret what your model is doing and how it's working

**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.

**Building Machine Learning Powered Applications** Emmanuel Ameisen, 2020-01-21 Learn the skills necessary to

design, build, and deploy applications powered by machine learning (ML). Through the course of this hands-on book, you'll build an example ML-driven application from initial idea to deployed product. Data scientists, software engineers, and product managers—including experienced practitioners and novices alike—will learn the tools, best practices, and challenges involved in building a real-world ML application step by step. Author Emmanuel Ameisen, an experienced data scientist who led an AI education program, demonstrates practical ML concepts using code snippets, illustrations, screenshots, and interviews with industry leaders. Part I teaches you how to plan an ML application and measure success. Part II explains how to build a working ML model. Part III demonstrates ways to improve the model until it fulfills your original vision. Part IV covers deployment and monitoring strategies. This book will help you: Define your product goal and set up a machine learning problem Build your first end-to-end pipeline quickly and acquire an initial dataset Train and evaluate your ML models and address performance bottlenecks Deploy and monitor your models in a production environment

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