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Hands On Machine Learning With Scikit Learn And Tensorflow Concepts Tools And Techniques For Building Intelligent Systems

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SHERLYN RHETT

[Hands-On Machine Learning with Azure](#) Abiproduct Pty Ltd
 A hands-on guide enriched with examples to master deep reinforcement learning algorithms with Python Key Features Your entry point into the world of artificial intelligence using the power of Python An example-rich guide to master various RL and DRL algorithms Explore various state-of-the-art architectures along with math Book Description Reinforcement Learning (RL) is the trending and most promising branch of artificial intelligence. Hands-On Reinforcement learning with Python will help you master not only the basic reinforcement learning algorithms but also the advanced deep reinforcement learning algorithms. The book starts with an introduction to Reinforcement Learning followed by OpenAI Gym, and TensorFlow. You will then explore various RL algorithms and concepts, such as Markov Decision Process, Monte Carlo methods, and dynamic programming, including value and policy iteration. This example-rich guide will introduce you to deep reinforcement learning algorithms, such as Dueling DQN, DRQN, A3C, PPO, and TRPO. You will also learn about imagination-augmented agents, learning from human preference, DQFD, HER, and many more of the recent advancements in reinforcement learning. By the end of the book, you will have all the knowledge and experience needed to implement reinforcement learning and deep reinforcement learning in your projects, and you will be all set to enter the world of artificial intelligence. What you will learn Understand the basics of reinforcement learning methods, algorithms, and elements Train an agent to walk using OpenAI Gym and TensorFlow Understand the Markov Decision Process, Bellman's optimality, and TD learning Solve multi-armed-bandit problems using various algorithms Master deep learning algorithms, such as RNN, LSTM, and CNN with applications Build intelligent agents using the DRQN algorithm to play the Doom game Teach agents to play the Lunar Lander game using DDPG Train an agent to win a car racing game using dueling DQN Who this book is for If you're a machine learning developer or deep learning enthusiast interested in artificial intelligence and want to learn about reinforcement learning from scratch, this book is for you. Some knowledge of linear algebra, calculus, and the Python programming language will help you understand the concepts covered in this book.

Praxiseinstieg Machine Learning mit Scikit-Learn, Keras und TensorFlow Packt Publishing Ltd

This book is your guide to exploring the possibilities in the field of deep learning, making use of Google's TensorFlow. You will learn about convolutional neural networks, and logistic regression while training models for deep learning to gain key insights into your data. About This Book Explore various possibilities with deep learning and gain amazing insights from data using Google's brainchild-- TensorFlow Want to learn what more can be done with deep learning? Explore various neural networks with the help of this comprehensive guide Rich in concepts, advanced guide on deep learning that will give you background to innovate in your environment Who This Book Is For If you are a data scientist who performs machine learning on a regular basis, are familiar with deep neural networks, and now want to gain expertise in working with convoluted neural networks, then this book is for you. Some familiarity with C++ or Python is assumed. What You Will Learn Set up your computing environment and install TensorFlow Build simple TensorFlow graphs for everyday computations Apply logistic regression for classification with TensorFlow Design and train a multilayer neural network with TensorFlow Intuitively understand convolutional neural networks for image recognition Bootstrap a neural network from simple to more accurate models See how to use TensorFlow with other types of networks Program networks with SciKit-Flow, a high-level interface to TensorFlow In Detail Dan Van Boxel's Deep Learning with TensorFlow is based on Dan's best-selling TensorFlow video course. With deep learning going mainstream, making sense of data and getting accurate results using deep networks is possible. Dan Van Boxel will be your guide to exploring the possibilities with deep learning; he will enable you to understand data like never before. With the efficiency and simplicity of TensorFlow, you will be able to process your data and gain insights that will change how you look at data. With Dan's guidance, you will dig deeper into the hidden layers of abstraction using raw data. Dan then shows you various complex algorithms for deep learning and various examples that use these deep neural networks. You will also learn how to train your machine to craft new features to make sense of deeper layers of data. In this book, Dan shares his knowledge across topics such as logistic regression, convolutional neural networks, recurrent neural networks, training deep networks, and high level interfaces. With the help of novel practical examples, you will become an ace at advanced multilayer networks, image recognition, and beyond. Style and Approach This book is your go-to guide to becoming a deep learning expert in your organization. Dan helps you evaluate common and not-so-common deep neural networks with the help of insightful examples that you can relate to, and show how they can be exploited in the real world with

complex raw data.

[Hands-On Deep Learning Algorithms with Python](#) Packt Publishing Ltd

Learn how to build complete machine learning systems with IBM Cloud and Watson Machine learning services Key FeaturesImplement data science and machine learning techniques to draw insights from real-world dataUnderstand what IBM Cloud platform can help you to implement cognitive insights within applicationsUnderstand the role of data representation and feature extraction in any machine learning systemBook Description IBM Cloud is a collection of cloud computing services for data analytics using machine learning and artificial intelligence (AI). This book is a complete guide to help you become well versed with machine learning on the IBM Cloud using Python. Hands-On Machine Learning with IBM Watson starts with supervised and unsupervised machine learning concepts, in addition to providing you with an overview of IBM Cloud and Watson Machine Learning. You'll gain insights into running various techniques, such as K-means clustering, K-nearest neighbor (KNN), and time series prediction in IBM Cloud with real-world examples. The book will then help you delve into creating a Spark pipeline in Watson Studio. You will also be guided through deep learning and neural network principles on the IBM Cloud using TensorFlow. With the help of NLP techniques, you can then brush up on building a chatbot. In later chapters, you will cover three powerful case studies, including the facial expression classification platform, the automated classification of lithofacies, and the multi-biometric identity authentication platform, helping you to become well versed with these methodologies. By the end of this book, you will be ready to build efficient machine learning solutions on the IBM Cloud and draw insights from the data at hand using real-world examples. What you will learnUnderstand key characteristics of IBM machine learning servicesRun supervised and unsupervised techniques in the cloudUnderstand how to create a Spark pipeline in Watson StudioImplement deep learning and neural networks on the IBM Cloud with TensorFlowCreate a complete, cloud-based facial expression classification solutionUse biometric traits to build a cloud-based human identification systemWho this book is for This beginner-level book is for data scientists and machine learning engineers who want to get started with IBM Cloud and its machine learning services using practical examples. Basic knowledge of Python and some understanding of machine learning will be useful.

Hands-On Machine Learning with IBM Watson O'Reilly Media Implement machine learning, cognitive services, and artificial intelligence solutions by leveraging Azure cloud technologies Key

FeaturesLearn advanced concepts in Azure ML and the Cortana Intelligence Suite architectureExplore ML Server using SQL Server and HDInsight capabilitiesImplement various tools in Azure to build and deploy machine learning modelsBook Description Implementing Machine Learning (ML) and Artificial Intelligence (AI) in the cloud had not been possible earlier due to the lack of processing power and storage. However, Azure has created ML and AI services that are easy to implement in the cloud. Hands-On Machine Learning with Azure teaches you how to perform advanced ML projects in the cloud in a cost-effective way. The book begins by covering the benefits of ML and AI in the cloud. You will then explore Microsoft's Team Data Science Process to establish a repeatable process for successful AI development and implementation. You will also gain an understanding of AI technologies available in Azure and the Cognitive Services APIs to integrate them into bot applications. This book lets you explore prebuilt templates with Azure Machine Learning Studio and build a model using canned algorithms that can be deployed as web services. The book then takes you through a preconfigured series of virtual machines in Azure targeted at AI development scenarios. You will get to grips with the ML Server and its capabilities in SQL and HDInsight. In the concluding chapters, you'll integrate patterns with other non-AI services in Azure. By the end of this book, you will be fully equipped to implement smart cognitive actions in your models. What you will learnDiscover the benefits of leveraging the cloud for ML and AIUse Cognitive Services APIs to build intelligent botsBuild a model using canned algorithms from Microsoft and deploy it as a web serviceDeploy virtual machines in AI development scenariosApply R, Python, SQL Server, and Spark in AzureBuild and deploy deep learning solutions with CNTK, MMLSpark, and TensorFlowImplement model retraining in IoT, Streaming, and Blockchain solutionsExplore best practices for integrating ML and AI functions with ADLA and logic appsWho this book is for If you are a data scientist or developer familiar with Azure ML and cognitive services and want to create smart models and make sense of data in the cloud, this book is for you. You'll also find this book useful if you want to bring powerful machine learning services into your cloud applications. Some experience with data manipulation and processing, using languages like SQL, Python, and R, will aid in understanding the concepts covered in this book *Hands-On Convolutional Neural Networks with TensorFlow* Packt Publishing Ltd

Here is the perfect comprehensive guide for readers with basic to intermediate level knowledge of machine learning and deep learning. It introduces tools such as NumPy for numerical processing, Pandas for panel data analysis, Matplotlib for visualization, Scikit-learn for machine learning, and Pytorch for deep learning with Python. It also serves as a long-term reference manual for the practitioners who will find solutions to commonly occurring scenarios. The book is divided into three sections. The first section introduces you to number crunching and data analysis tools using Python with in-depth explanation on environment configuration, data loading, numerical processing, data analysis, and visualizations. The second section covers machine learning basics and Scikit-learn library. It also explains supervised learning, unsupervised learning, implementation, and classification of regression algorithms, and ensemble learning methods in an easy manner with theoretical and practical lessons. The third section explains complex neural network architectures with details on internal working and implementation of convolutional neural networks. The final chapter contains a detailed end-to-end solution with neural networks in Pytorch. After completing Hands-on Machine Learning with Python, you will be able to implement machine learning and neural network solutions and extend them to your advantage. What You'll Learn Review data structures in NumPy and Pandas Demonstrate machine learning techniques and algorithm Understand supervised learning and unsupervised learning Examine convolutional neural networks and Recurrent neural networks Get acquainted with scikit-learn and PyTorch Predict sequences in recurrent neural networks and long short term memory Who This Book Is For Data scientists, machine learning engineers, and software professionals with basic skills in Python programming. **Hands-On Machine Learning with ML.NET** Carl Hanser Verlag GmbH Co KG

Concepts, tools, and techniques to explore deep learning architectures and methodologies Key FeaturesExplore advanced deep learning architectures using various datasets and frameworksImplement deep architectures for neural network models such as CNN, RNN, GAN, and many moreDiscover design patterns and different challenges for various deep learning architecturesBook Description Deep learning architectures are composed of multilevel nonlinear operations that represent high-level abstractions; this allows you to learn useful feature representations from the data. This book will help you learn and implement deep learning architectures to resolve various deep learning research problems. Hands-On Deep Learning Architectures with Python explains the essential learning algorithms used for deep and shallow architectures. Packed with practical implementations and ideas to help you build efficient artificial intelligence systems (AI), this book will help you learn

how neural networks play a major role in building deep architectures. You will understand various deep learning architectures (such as AlexNet, VGG Net, GoogleNet) with easy-to-follow code and diagrams. In addition to this, the book will also guide you in building and training various deep architectures such as the Boltzmann mechanism, autoencoders, convolutional neural networks (CNNs), recurrent neural networks (RNNs), natural language processing (NLP), GAN, and more—all with practical implementations. By the end of this book, you will be able to construct deep models using popular frameworks and datasets with the required design patterns for each architecture. You will be ready to explore the potential of deep architectures in today's world. What you will learnImplement CNNs, RNNs, and other commonly used architectures with PythonExplore architectures such as VGGNet, AlexNet, and GoogLeNetBuild deep learning architectures for AI applications such as face and image recognition, fraud detection, and many moreUnderstand the architectures and applications of Boltzmann machines and autoencoders with concrete examples Master artificial intelligence and neural network concepts and apply them to your architectureUnderstand deep learning architectures for mobile and embedded systemsWho this book is for If you're a data scientist, machine learning developer/engineer, or deep learning practitioner, or are curious about AI and want to upgrade your knowledge of various deep learning architectures, this book will appeal to you. You are expected to have some knowledge of statistics and machine learning algorithms to get the best out of this book

Machine Learning - kurz & gut dpunkt.verlag

Are you excited about Artificial Intelligence and want to get started?Are you excited about Machine Learning and want to learn how to implement in Python? The book below is the answer. Given the large amounts of data we use everyday; whether it is in the web, supermarkets, social media etc. analysis of data has become integral to our daily life. The ability to do so effectively can propel your career or business to great heights. Machine Learning is the most effective data analysis tool. While it is a complex topic, it can be broken down into simpler steps, as show in this book. We are using Python, which is a great programming language for beginners. Python is a great language that is commonly used with Machine Learning. Python is used extensively in Mathematics, Gaming and Graphic Design. It is fast to develop and prototype. It is web capable, meaning that we can use Python to gather web data. It is adaptable, and has great community of users. Here's What's Included In This Book: What is Machine Learning?Why use Python?Regression Analysis using Python with an exampleClustering Analysis using Python with an exampleImplementing an Artificial Neural NetworkBackpropagation90 Day Plan to Learn and Implement Machine LearningConclusion **Machine Learning kompakt** Createspace Independent Publishing Platform

Generative Modelle haben sich zu einem der spannendsten Themenbereiche der Künstlichen Intelligenz entwickelt: Mit generativem Deep Learning ist es inzwischen möglich, einer Maschine das Malen, Schreiben oder auch das Komponieren von Musik beizubringen - kreative Fähigkeiten, die bisher dem Menschen vorbehalten waren. Mit diesem praxisnahen Buch können Data Scientists einige der eindrucksvollsten generativen Deep-Learning-Modelle nachbilden, wie z.B. Generative Adversarial Networks (GANs), Variational Autoencoder (VAEs), Encoder-Decoder- sowie World-Modelle. David Foster vermittelt zunächst die Grundlagen des Deep Learning mit Keras und veranschaulicht die Funktionsweise jeder Methode, bevor er zu einigen der modernsten Algorithmen auf diesem Gebiet vorstößt. Die zahlreichen praktischen Beispiele und Tipps helfen Ihnen herauszufinden, wie Ihre Modelle noch effizienter lernen und noch kreativer werden können. - Entdecken Sie, wie Variational Autoencoder den Gesichtsausdruck auf Fotos verändern können - Erstellen Sie praktische GAN-Beispiele von Grund auf und nutzen Sie CycleGAN zur Stilübertragung und MuseGAN zum Generieren von Musik - Verwenden Sie rekurrente generative Modelle, um Text zu erzeugen, und lernen Sie, wie Sie diese Modelle mit dem Attention-Mechanismus verbessern können - Erfahren Sie, wie generatives Deep Learning Agenten dabei unterstützen kann, Aufgaben im Rahmen des Reinforcement Learning zu erfüllen - Lernen Sie die Architektur von Transformern (BERT, GPT-2) und Bilderzeugungsmodellen wie ProGAN und StyleGAN kennen "Dieses Buch ist eine leicht zugängliche Einführung in das Deep-Learning-Toolkit für generatives Modellieren. Wenn Sie ein kreativer Praktiker sind, der es liebt, an Code zu basteln, und Deep Learning für eigene Aufgaben nutzen möchte, dann ist dieses Buch genau das Richtige für Sie." — David Ha, Research Scientist bei Google Brain

Hands-On Machine Learning with scikit-learn and Scientific Python Toolkits Packt Publishing Ltd

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 FeaturesDelve into machine learning with this comprehensive guide to scikit-learn and scientific PythonMaster the art of data-driven problem-solving with hands-on examplesFoster your theoretical and practical

knowledge of supervised and unsupervised machine learning algorithmsBook 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 learnUnderstand when to use supervised, unsupervised, or reinforcement learning algorithmsFind out how to collect and prepare your data for machine learning tasksTackle imbalanced data and optimize your algorithm for a bias or variance tradeoffApply supervised and unsupervised algorithms to overcome various machine learning challengesEmploy best practices for tuning your algorithm's hyper parametersDiscover how to use neural networks for classification and regressionBuild, evaluate, and deploy your machine learning solutions to productionWho 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 Kochbuch O'Reilly

Understand the core concepts of deep learning and deep reinforcement learning by applying them to develop games Key FeaturesApply the power of deep learning to complex reasoning tasks by building a Game AIExploit the most recent developments in machine learning and AI for building smart gamesImplement deep learning models and neural networks with PythonBook Description The number of applications of deep learning and neural networks has multiplied in the last couple of years. Neural nets has enabled significant breakthroughs in everything from computer vision, voice generation, voice recognition and self-driving cars. Game development is also a key area where these techniques are being applied. This book will give an in depth view of the potential of deep learning and neural networks in game development. We will take a look at the foundations of multi-layer perceptron's to using convolutional and recurrent networks. In applications from GANs that create music or textures to self-driving cars and chatbots. Then we introduce deep reinforcement learning through the multi-armed bandit problem and other OpenAI Gym environments. As we progress through the book we will gain insights about DRL techniques such as Motivated Reinforcement Learning with Curiosity and Curriculum Learning. We also take a closer look at deep reinforcement learning and in particular the Unity ML-Agents toolkit. By the end of the book, we will look at how to apply DRL and the ML-Agents toolkit to enhance, test and automate your games or simulations. Finally, we will cover your possible next steps and possible areas for future learning. What you will learnLearn the foundations of neural networks and deep learning.Use advanced neural network architectures in applications to create music, textures, self driving cars and chatbots. Understand the basics of reinforcement and DRL and how to apply it to solve a variety of problems.Working with Unity ML-Agents toolkit and how to install, setup and run the kit.Understand core concepts of DRL and the differences between discrete and continuous action environments.Use several advanced forms of learning in various scenarios from developing agents to testing games.Who this book is for This book is for game developers who wish to create highly interactive games by leveraging the power of machine and deep learning. No prior knowledge of machine learning, deep learning or neural networks is required this book will teach those concepts from scratch. A good understanding of Python is required.

Hands on Machine Learning with Python Apress

Aktualisierte Neuauflage des Bestsellers zu TensorFlow 2 und Deep Learning Behandelt jetzt auch die High-Level-API Keras Führt Sie methodisch geschickt in die Basics des Machine Learning mit Scikit-Learn ein und vermittelt darauf aufbauend Deep-Learning-Techniken mit Keras und TensorFlow 2 Mit zahlreiche Übungen und Lösungen Eine Reihe technischer Durchbrüche beim Deep Learning haben das gesamte Gebiet des maschinellen Lernens in den letzten Jahren beflügelt. Inzwischen

können sogar Programmierer, die kaum etwas über diese Technologie wissen, mit einfachen, effizienten Werkzeugen Machine-Learning-Programme implementieren. Dieses praxisorientierte Buch zeigt Ihnen wie. Mit konkreten Beispielen, einem Minimum an Theorie und zwei unmittelbar anwendbaren Python-Frameworks – Scikit-Learn und TensorFlow 2 – verhilft Ihnen der Autor Aurélien Géron zu einem intuitiven Verständnis der Konzepte und Tools für das Entwickeln intelligenter Systeme. Sie lernen eine Vielzahl von Techniken kennen, beginnend mit einfacher linearer Regression bis hin zu Deep Neural Networks. Die in jedem Kapitel enthaltenen Übungen helfen Ihnen, das Gelernte in die Praxis umzusetzen. Um direkt zu starten, benötigen Sie lediglich etwas Programmiererfahrung. *Hands-On Machine Learning with TensorFlow.js* BPB Publications 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

[Hands-On Reinforcement Learning with Python](#) Packt Publishing Ltd Eine Reihe technischer Durchbrüche beim Deep Learning haben das gesamte Gebiet des maschinellen Lernens in den letzten Jahren beflügelt. Inzwischen können sogar Programmierer, die kaum etwas über diese Technologie wissen, mit einfachen, effizienten Werkzeugen Machine-Learning-Programme implementieren. Dieses praxisorientierte Buch zeigt Ihnen wie. Mit konkreten Beispielen, einem Minimum an Theorie und zwei unmittelbar anwendbaren Python-Frameworks - Scikit-Learn und TensorFlow - verhilft Ihnen der Autor Aurélien Géron zu einem intuitiven Verständnis der Konzepte und Tools für das Entwickeln intelligenter Systeme. Sie lernen eine Vielzahl von Techniken kennen, beginnend mit einfacher linearer Regression bis hin zu Deep Neural Networks. Die in jedem Kapitel enthaltenen Übungen helfen Ihnen, das Gelernte in die Praxis umzusetzen. Um direkt zu starten, benötigen Sie lediglich etwas Programmiererfahrung. [PyTorch Deep Learning Hands-On](#) Packt Publishing Ltd ***** BUY NOW (will soon return to 24.77 \$***** MONEY BACK GUARANTEE BY AMAZON (See Below FAQ) *****Are you thinking of learning more about Machine Learning using Python? (For Beginners)This book is for you. It would seek to explain you all need to know about machine learning and its application using Python in an intuitive way. From AI Sciences Publisher Our books may be the best one for beginners; it's a step-by-step guide for any person who wants to start learning Artificial Intelligence and Data Science from scratch. It will help you in preparing a solid foundation and learn any other high-level courses.To get the most out of the concepts that would be covered, readers are advised to adopt a hands on approach which would lead to better mental representations. Target UsersThe book designed for a variety of target audiences. The most suitable users would include: Anyone who is intrigued by how algorithms arrive at predictions but has no previous knowledge of the field. Software developers and engineers with a strong programming background but seeking to break into the field of machine learning. Seasoned professionals in the field of artificial intelligence and machine learning who desire a bird's eye view of current techniques and approaches. What's Inside This Book? Overview of Python Programming Language Statistics Probability The Data Science Process Machine Learning Supervised Learning Algorithms Unsupervised Learning Algorithms Semi-supervised Learning Algorithms Reinforcement Learning Algorithms Overfitting and Underfitting Python Data Science Tools Jupyter Notebook Numerical Python (Numpy) Pandas Scientific Python (Scipy) Matplotlib Scikit-Learn K-Nearest Neighbors Naive Bayes Simple and Multiple Linear Regression Logistic Regression Generalized Linear Models Decision Trees and Random Forest Neural Networks Perceptrons Backpropagation Clustering K-means with Scikit-Learn Bottom-up Hierarchical Clustering K-means Clustering Network Analysis Betweenness centrality Eigenvector Centrality Recommender Systems Multi-Class Classification Popular Classification Algorithms Support Vector Machine Deep Learning using TensorFlow Deep Learning Case Studies Frequently Asked Questions Q: Is this book for me and do I need programming experience?A: If you want to smash Machine Learning from scratch, this book is for you. If you already wrote a few lines of code and recognize basic programming

statements, you'll be OK. Q: Does this book include everything I need to become a Machine Learning expert?A: Unfortunately, no. This book is designed for readers taking their first steps in Machine Learning and further learning will be required beyond this book to master all aspects of Machine Learning. Q: Can I have a refund if this book doesn't fit for me?A: Yes, Amazon refund you if you aren't satisfied, for more information about the amazon refund service please go to the amazon help platform. We will also be happy to help you if you send us an email (email address inside the book).***** MONEY BACK GUARANTEE BY AMAZON ***** Editorial Reviews"This book succeeds in covering most important techniques in a clear, intuitive way that is perfect for newbies and those seeking to improve their practice in the Machine LearningFields VERY QUICKLY ." --Adrian B. Machine Learning Researcher Consulting AI company [Hands-on Machine Learning with JavaScript](#) Packt Publishing Ltd Aspiring data science professionals can learn the Scikit-Learn library along with the fundamentals of machine learning with this book. The book combines the Anaconda Python distribution with the popular Scikit-Learn library to demonstrate a wide range of supervised and unsupervised machine learning algorithms. Care is taken to walk you through the principles of machine learning through clear examples written in Python that you can try out and experiment with at home on your own machine. All applied math and programming skills required to master the content are covered in this book. In-depth knowledge of object-oriented programming is not required as working and complete examples are provided and explained. Coding examples are in-depth and complex when necessary. They are also concise, accurate, and complete, and complement the machine learning concepts introduced. Working the examples helps to build the skills necessary to understand and apply complex machine learning algorithms. Hands-on Scikit-Learn for Machine Learning Applications is an excellent starting point for those pursuing a career in machine learning. Students of this book will learn the fundamentals that are a prerequisite to competency. Readers will be exposed to the Anaconda distribution of Python that is designed specifically for data science professionals, and will build skills in the popular Scikit-Learn library that underlies many machine learning applications in the world of Python. What You'll LearnWork with simple and complex datasets common to Scikit-Learn Manipulate data into vectors and matrices for algorithmic processing Become familiar with the Anaconda distribution used in data scienceApply machine learning with Classifiers, Regressors, and Dimensionality Reduction Tune algorithms and find the best algorithms for each dataset Load data from and save to CSV, JSON, Numpy, and Pandas formats Who This Book Is For The aspiring data scientist yearning to break into machine learning through mastering the underlying fundamentals that are sometimes skipped over in the rush to be productive. Some knowledge of object-oriented programming and very basic applied linear algebra will make learning easier, although anyone can benefit from this book. [Praxiseinstieg Machine Learning mit Scikit-Learn und TensorFlow](#) Packt Publishing Ltd Deep Learning begreifen und einsetzen Einführung in verwandte Themen wie Künstliche Intelligenz, Machine Learning und Neuronale Netze viele Illustrationen, verständlich erklärt begleitendes online-Material zum Ausprobieren der Erläuterungen aus dem Buch (Jupyter-Notebooks) Vorstellung von Bibliotheken (Tensor Flow/Keras, PyTorch) Deep Learning verändert unseren Alltag. Dieser Ansatz für maschinelles Lernen erzielt bahnbrechende Ergebnisse in einigen der bekanntesten Anwendungen von heute, in Unternehmen von Google bis Tesla, Facebook bis Apple. Tausende von technischen Fachkräften und Studenten wollen seine Möglichkeiten einsetzen, aber frühere Bücher über Deep Learning waren oft nicht intuitiv, unzugänglich und trocken. John Krohn, Grant Beylefeld und Aglaé Bassens bieten Ihnen eine einzigartige visuelle, intuitive und verständliche Einführung in Techniken und Anwendungen von Deep Learning. Mit den farbenfrohen Illustrationen und eingängigen Erläuterungen von "Deep Learning illustriert" gelingt Ihnen ein einfacher Zugang zum Aufbau von Deep-Learning-Modellen, und bringt ihnen beim Lernen mehr Spaß. Der erste Teil des Buches erklärt, was Deep Learning ist, warum es so allgegenwärtig geworden ist und wie es mit Konzepten und Terminologien wie künstlicher Intelligenz, Machine Learning oder künstlichen neuronalen Netzen interagiert. Dabei verwenden die Autoren leicht verständliche Analogien, lebendige Grafiken und viele Beispiele. Auf dieser Grundlage präsentieren die Autoren eine praktische Referenz und ein Tutorial zur Anwendung eines breiten Spektrums bewährter Techniken des Deep Learning. Die wesentliche Theorie wird mit so wenig Mathematik wie möglich behandelt und mit praktischem Python-Code beleuchtet. Praktische Beispiele zum Ausprobieren, die kostenfrei online verfügbar sind (Jupyter-Notebooks), machen Ihnen die Theorie begreiflich. So erlangen Sie ein pragmatisches Verständnis aller wichtigen Deep-Learning-Ansätze und ihrer Anwendungen: Machine Vision, Natural Language Processing, Bilderzeugung und Spielalgorithmen. Um Ihnen zu helfen, mehr in kürzerer Zeit zu erreichen, stellen die Autoren mehrere der heute am weitesten verbreiteten und innovativsten Deep-Learning-Bibliotheken vor,

darunter: - TensorFlow und seine High-Level-API, Keras - PyTorch - High-Level-Coach, eine TensorFlow-API, die die Komplexität, die typischerweise mit der Entwicklung von Deep Reinforcement Learning-Algorithmen verbunden ist, abstrahiert.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow MITP-Verlags GmbH & Co. KG

Der kompakte Schnelleinstieg in Machine Learning und Deep Learning Die Neuauflage des Bestsellers wurde ergänzt durch die Themen Unsupervised Learning und Reinforcement Learning Anhand konkreter Datensätzen lernen Sie einen typischen Workflow kennen: vom Datenimport über Datenbereinigung, Datenanalyse bis hin zur Datenvisualisierung Nicht nur für zukünftige Data Scientists und ML-Profis geeignet, sondern auch für Interessierte, die nur am Rande mit ML zu tun haben, wie z.B. Softwareentwickler*innen Machine Learning erreicht heute beinahe alle Bereiche der Technik und der Gesellschaft. Dieses Buch bietet Interessierten, die einen technischen Hintergrund haben, die schnellstmögliche Einführung in das umfangreiche Themengebiet des maschinellen Lernens und der statistischen Datenanalyse. Dabei werden alle wesentlichen Themen abgedeckt und mit praktischen Beispielen in Python, Pandas, TensorFlow und Keras illustriert. Nach der Lektüre dieses Buchs haben Sie einen Überblick über das gesamte Thema und können Ansätze einordnen und bewerten. Das Buch vermittelt Ihnen eine solide Grundlage, um Ihre ersten eigenen Machine-Learning-Modelle zu trainieren und vertiefende Literatur zu verstehen. Die aktualisierte 2. Auflage behandelt jetzt auch Unsupervised Learning und Reinforcement Learning.

Hands-On Machine Learning with C++ O'Reilly Python-Programmierer finden in diesem Kochbuch nahezu 200 wertvolle und jeweils in sich abgeschlossene Anleitungen zu Aufgabenstellungen aus dem Bereich des Machine Learning, wie sie für die tägliche Arbeit typisch sind - von der Vorverarbeitung der Daten bis zum Deep Learning. Entwickler, die mit Python und seinen Bibliotheken einschließlich Pandas und Scikit-Learn vertraut sind, werden spezifische Probleme erfolgreich bewältigen - wie etwa Daten laden, Text und numerische Daten behandeln, Modelle auswählen, Dimensionalität reduzieren und vieles mehr. Jedes Rezept enthält Code, den Sie kopieren, zum Testen in eine kleine Beispieldatenmenge einfügen und dann anpassen können, um Ihre eigenen Anwendungen zu konstruieren. Darüber hinaus werden alle Lösungen diskutiert und wichtige Zusammenhänge hergestellt. Dieses Kochbuch unterstützt Sie dabei, den Schritt von der Theorie und den Konzepten hinein in die Praxis zu machen. Es liefert das praktische Rüstzeug, das Sie benötigen, um funktionierende Machine-Learning-Anwendungen zu entwickeln. In diesem Kochbuch finden Sie Rezepte für: Vektoren, Matrizen und Arrays den Umgang mit numerischen und kategorischen Daten, Texten, Bildern sowie Datum und Uhrzeit das Reduzieren der Dimensionalität durch Merkmalsextraktion oder Merkmalsauswahl Modellbewertung und -auswahl lineare und logistische Regression, Bäume und Wälder und k-nächste Nachbarn Support Vector Machine (SVM), naive Bayes, Clustering und neuronale Netze das Speichern und Laden von trainierten Modellen

Hands-On Deep Learning Architectures with Python Apress Learn how to apply TensorFlow to a wide range of deep learning and Machine Learning problems with this practical guide on training CNNs for image classification, image recognition, object detection and many computer vision challenges. Key Features Learn the fundamentals of Convolutional Neural Networks Harness Python and TensorFlow to train CNNs Build scalable deep learning models that can process millions of items Book Description Convolutional Neural Networks (CNN) are one of the most popular architectures used in computer vision apps. This book is an introduction to CNNs through solving real-world problems in deep learning while teaching you their implementation in popular Python library - TensorFlow. By the end of the book, you will be training CNNs in no time! We start with an overview of popular machine learning and deep learning models, and then get you set up with a TensorFlow development environment. This environment is the basis for implementing and training deep learning models in later chapters. Then, you will use Convolutional Neural Networks to work on problems such as image classification, object detection, and semantic segmentation. After that, you will use transfer learning to see how these models can solve other deep learning problems. You will also get a taste of implementing generative models such as autoencoders and generative adversarial networks. Later on, you will see useful tips on machine learning best practices and troubleshooting. Finally, you will learn how to apply your models on large datasets of millions of images. What you will learn Train machine learning models with TensorFlow Create systems that can evolve and scale during their life cycle Use CNNs in image recognition and classification Use TensorFlow for building deep learning models Train popular deep learning models Fine-tune a neural network to improve the quality of results with transfer learning Build TensorFlow models that can scale to large datasets and systems Who this book is for This book is for Software Engineers, Data Scientists, or Machine Learning practitioners who want to use CNNs for solving real-world problems. Knowledge of basic machine learning concepts, linear algebra and Python will

help.

Hands-On Machine Learning with Scikit-Learn Packt Publishing Ltd
Can Machines Really Learn? Machine learning (ML) is a type of artificial intelligence (AI) that provides computers with the ability to learn without being explicitly programmed. Machine learning has become an essential pillar of IT in all aspects, even though it has been hidden in the recent past. We are increasingly being surrounded by several machine learning-based apps across a broad spectrum of industries. From search engines to anti-spam filters to credit card fraud detection systems, list of machine learning applications is ever-expanding in scope and applications. The goal of this book is to provide you with a hands-on, project-

based overview of machine learning systems and how they are applied over a vast spectrum of applications that underpins AI technology from Absolute Beginners to Experts. This book is a fast-paced, thorough introduction to Machine Learning that will have you writing programs, solving problems, and making things that work in no time. This book presents algorithms and approaches in such a way that grounds them in larger systems as you learn about a variety of topics, including: Supervised and Unsupervised learning methods Artificial Neural Networks Hands-on projects based on Real-world applications Bayesian learning method Reinforcement learning And much more By the end of this book, you should have a strong understanding of machine learning so

that you can pursue any further and more advanced learning. Learning Outcomes: By the end of this book, you will be able to: Identify potential applications of machine learning in practice Describe the core differences in analyses enabled by regression, classification, and clustering Select the appropriate machine learning task for a potential application Apply regression, classification, and clustering Represent your data as features to serve as input to machine learning models Utilize a dataset to fit a model to analyze new data Build an end-to-end application that uses machine learning at its core Implement these techniques in Python If you've been thinking seriously about digging into ML, this book will get you up to speed. Why wait any longer?

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