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competitive scenario of
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From their 2018 report,

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reinforcement learning
to solve games such as
tic-tac-toe Train deep
networks with hardware
including GPUs and
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broad range of topics in
deep learning, covering
mathematical and
conceptual background,
deep learning
techniques used in

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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

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Learning 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

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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

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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

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Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning,

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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

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Focusing on the
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behind the mathematics,
all the various methods
and techniques are
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Learning machine
learning concepts. The
book builds carefully
from the basic classical
methods to the most
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chapters written to be as
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Kalman filtering,

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unmixing, target
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equalization and echo
cancellation, show how

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the theory can be applied. MATLAB code for all the main algorithms are available on an accompanying website, enabling the reader to experiment with the code.

State of the Art in
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presents the latest
advances in artificial

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neural networks and their applications across a wide range of clinical diagnoses. Advances in the role of machine learning, artificial intelligence, deep learning, cognitive image processing and suitable data analytics useful for clinical diagnosis and research applications are covered, including

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methods in biomedical
image analysis have

resulted in the

development of

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systems that aim

towards the automatic

early detection of

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Learning severe diseases.

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approaches for the
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learning, optical
coherence tomography,
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CT, and more. Covers
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including renal, retinal,
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abnormalities, Medical
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as detection,
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engineers, researchers,
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practitioner, through the presentation of real-world case studies in Python machine learning ecosystems.

The book also focuses on building a foundation of machine learning knowledge to solve different real-world case studies across various fields, including biomedical signal analysis, healthcare,

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finance. Moreover, it
covers a wide range of
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models, including
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broad range of readers,
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Learning and graduate students,
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world problems. Offers
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application of machine
learning tools in data
analysis across a wide
range of subject areas
Teaches readers how to
apply machine learning
techniques to
biomedical signals,
financial data, and

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healthcare data Explores important classification and regression algorithms as well as other machine learning techniques Explains how to use Python to handle data extraction, manipulation, and exploration techniques, as well as how to visualize data spread across multiple dimensions and extract

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This book provides theoretical and practical knowledge about a methodology for evolutionary algorithm-based search strategy with the integration of several machine learning and deep learning techniques. These include convolutional neural

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Learning, Gröbner bases, relevance vector machines, transfer learning, bagging and boosting methods, clustering techniques (affinity propagation), and belief networks, among others. The development of such tools contributes to better optimizing methodologies.

Beginning with the

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essentials of
evolutionary algorithms
and covering
interdisciplinary

research topics, the
contents of this book are
valuable for different
classes of readers:

novice, intermediate,
and also expert readers
from related fields.

Following the chapters
on introduction and
basic methods, Chapter

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Learning details a new research direction, i.e., neuro-evolution, an evolutionary method for the generation of deep neural networks, and also describes how evolutionary methods are extended in combination with machine learning techniques. Chapter 4 includes novel methods such as particle swarm

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optimization based on
affinity propagation
(PSOAP), and transfer
learning for differential
evolution (TRADE),
another machine
learning approach for
extending differential
evolution. The last
chapter is dedicated to
the state of the art in
gene regulatory network
(GRN) research as one
of the most interesting

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and active research fields. The author describes an evolving reaction network, which expands the neuro-evolution methodology to produce a type of genetic network suitable for biochemical systems and has succeeded in designing genetic circuits in synthetic biology. The author also presents real-world

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Learning application to several artificial intelligent tasks, proposing a framework of motion generation by GRNs (MONGERN), which evolves GRNs to operate a real humanoid robot.

Summary Deep
Learning and the Game
of Go teaches you how
to apply the power of

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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
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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

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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

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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

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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

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experienced deep learning specialists skilled in distributed systems and data science. Together, Max and Kevin built the open source bot BetaGo.

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SUM OF ITS PARTS
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with reinforcement

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Methods unveils secrets to advanced analytics techniques ranging from machine learning, random forest classifiers, predictive modeling, cluster analysis, natural language processing (NLP), Kalman filtering and ensembles of

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of advanced data
analytics methods and
important best practices
will help readers
succeed in data

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This book covers both classical and modern models in deep learning. The primary focus is on the theory and algorithms of deep learning. The theory and algorithms of neural networks are particularly important for understanding important concepts, so

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learning can understand the important design concepts of neural architectures in different applications. Why do neural networks work? When do they work better than off-the-shelf machine-learning models? When is depth useful? Why is training neural networks so hard? What are the pitfalls? The book is

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Learning also rich in discussing different applications in order to give the practitioner a flavor of how neural architectures are designed for different types of problems. Applications associated with many different areas like recommender systems, machine translation, image captioning, image classification,

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reinforcement-learning based gaming, and text analytics are covered.

The chapters of this book span three categories: The basics of neural networks: Many traditional machine learning models can be understood as special cases of neural networks. An emphasis is placed in the first two chapters on

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Learning understanding the relationship between traditional machine learning and neural networks. Support vector machines, linear/logistic regression, singular value decomposition, matrix factorization, and recommender systems are shown to be special cases of neural networks. These

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Learning are studied together with recent feature engineering methods like word2vec.

Fundamentals of neural networks: A detailed discussion of training and regularization is provided in Chapters 3 and 4. Chapters 5 and 6 present radial-basis function (RBF) networks and restricted Boltzmann machines.

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Learning topics in neural networks:
Chapters 7 and 8 discuss recurrent neural networks and convolutional neural networks. Several advanced topics like deep reinforcement learning, neural Turing machines, Kohonen self-organizing maps, and generative adversarial networks are introduced

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in Chapters 9 and 10.

The book is written for graduate students, researchers, and

practitioners. Numerous exercises are available along with a solution manual to aid in classroom teaching.

Where possible, an application-centric view is highlighted in order to provide an understanding of the

Get Free Chapter 4 Deep Learning practical uses of each class of techniques. Techniques For Roadside Data

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