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BRIGGS REYES

[Practical Machine Learning with Rust](#) Springer

"What does AI mean for your business? Read this book to find out." -- Hal Varian, Chief Economist, Google Artificial intelligence does the seemingly impossible, magically bringing machines to life--driving cars, trading stocks, and teaching children. But facing the sea change that AI will bring can be paralyzing. How should companies set strategies, governments design policies, and people plan their lives for a world so different from what we

know? In the face of such uncertainty, many analysts either cower in fear or predict an impossibly sunny future. But in Prediction Machines, three eminent economists recast the rise of AI as a drop in the cost of prediction. With this single, masterful stroke, they lift the curtain on the AI-is-magic hype and show how basic tools from economics provide clarity about the AI revolution and a basis for action by CEOs, managers, policy makers, investors, and entrepreneurs. When AI is framed as cheap prediction, its extraordinary potential becomes clear: Prediction is at the heart of making decisions under uncertainty. Our businesses and personal lives are riddled with such decisions. Prediction tools increase productivity--operating machines, handling documents, communicating with customers. Uncertainty constrains strategy. Better prediction creates opportunities for

new business structures and strategies to compete. Penetrating, fun, and always insightful and practical, *Prediction Machines* follows its inescapable logic to explain how to navigate the changes on the horizon. The impact of AI will be profound, but the economic framework for understanding it is surprisingly simple.

Active Learning and Annotation for Human-centered AI

John Wiley & Sons

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

Hands-on Machine Learning with JavaScript O'Reilly Media

Discover how data science can help you gain in-depth insight into your business - the easy way! Jobs in data science abound, but few people have the data science skills needed to fill these increasingly important roles. *Data Science For Dummies* is the perfect starting point for IT professionals and students who want a quick primer on all areas of the expansive data science space. With a focus on business cases, the book explores topics in big data, data science, and data engineering, and how these three areas are combined to produce tremendous value. If you want to pick-up the skills you need to begin a new career or initiate a new project, reading this book will help you understand what technologies, programming languages, and mathematical methods on which to focus. While this book serves as a wildly fantastic guide through the broad, sometimes intimidating field of big data and data science, it is not an instruction manual for hands-on implementation. Here's what to expect: Provides a background in big data and data engineering before moving on to data science and how it's applied to generate value Includes coverage of big data frameworks like Hadoop, MapReduce, Spark, MPP platforms, and NoSQL Explains machine learning and many of its algorithms as well as artificial intelligence and the evolution of the Internet of Things Details data visualization techniques

that can be used to showcase, summarize, and communicate the data insights you generate It's a big, big data world out there—let *Data Science For Dummies* help you harness its power and gain a competitive edge for your organization.

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Blockchain and artificial intelligence are perhaps the two most significant disruptive technologies this century and both will significantly rewire the world of global financial markets and the world in which we live. While blockchain offers a number of significant advantages over traditional forms of finance including lower cost and massive increases in operational efficiencies of traded markets, property records and a whole host of transaction processes, artificial intelligence is moving fast from basic structured machine learning doing menial yet important big data tasks like credit card fraud detection to predictive analysis and real-time real-world risk management and investment decision making. There is still a lot of confusion in the market about cryptocurrencies, bitcoin and the underlying blockchain technology. *Blockchain and Artificial Intelligence* highlights the underlying technologies of blockchain and the differences between cryptocurrencies and blockchain financial applications. It explores the current AI offerings and gives a vision of the fast-moving developments in this area including the many solutions that are expected to revolutionize the way financial and commodity markets will operate in the future.

Data Science For Dummies Independently Published

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

A Project-Based Introduction to Artificial Intelligence

Simon and Schuster

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

TensorFlow Lite for Microcontrollers, Google's toolkit for TinyML
Debug applications and provide safeguards for privacy and security Optimize latency, energy usage, and model and binary size

[Hands-On Machine Learning with TensorFlow.js](#) John Wiley & Sons Incorporated

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

[Robin Nixon's JavaScript Crash Course](#) No Starch Press

Given the demand for AI and the ubiquity of JavaScript, TensorFlow.js was inevitable. With this Google framework, seasoned AI veterans and web developers alike can help propel the future of AI-driven websites. In this guide, author Gant Laborde--Google Developer Expert in machine learning and the web--provides a hands-on end-to-end approach to TensorFlow.js fundamentals for a broad technical audience that includes data scientists, engineers, web developers, students, and researchers. You'll begin by working through some basic examples in TensorFlow.js before diving deeper into neural network architectures, DataFrames, TensorFlow Hub, model conversion, transfer learning, and more. Once you finish this book, you'll know how to build and deploy production-ready deep learning systems with TensorFlow.js. Explore tensors, the most fundamental structure of machine learning Convert data into tensors and back with a real-world example Combine AI with the web using TensorFlow.js Use resources to convert, train, and manage machine learning data Build and train your own training models from scratch

[Javascript Artificial Intelligence](#) Javascript Artificial Intelligence Made Easy, W/ Essential Programming; Create Your * Problem Solving * Algorithms! Today! W/ Machine Learning & Data Structures

"In this book, Peter Robin Hiesinger explores historical and contemporary attempts to understand the information needed to make biological and artificial neural networks. Developmental neurobiologists and computer scientists with an interest in artificial intelligence - driven by the promise and resources of biomedical research on the one hand, and by the promise and advances of computer technology on the other - are trying to understand the fundamental principles that guide the generation of an intelligent system. Yet, though researchers in these disciplines share a common interest, their perspectives and approaches are often quite different. The book makes the case that "the information problem" underlies both fields, driving the questions that are driving forward the frontiers, and aims to encourage cross-disciplinary communication and understanding, to help both fields make progress. The questions that challenge

researchers in these fields include the following. How does genetic information unfold during the years-long process of human brain development, and can this be a short-cut to create human-level artificial intelligence? Is the biological brain just messy hardware that can be improved upon by running learning algorithms in computers? Can artificial intelligence bypass evolutionary programming of "grown" networks? These questions are tightly linked, and answering them requires an understanding of how information unfolds algorithmically to generate functional neural networks. Via a series of closely linked "discussions" (fictional dialogues between researchers in different disciplines) and pedagogical "seminars," the author explores the different challenges facing researchers working on neural networks, their different perspectives and approaches, as well as the common ground and understanding to be found amongst those sharing an interest in the development of biological brains and artificial intelligent systems"--

Machine Learning For Dummies O'Reilly Media

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

The Simple Economics of Artificial Intelligence Apress

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

JavaScript. A working knowledge of the JavaScript language is recommended.

16th International Conference, CPAIOR 2019, Thessaloniki, Greece, June 4-7, 2019, Proceedings Packt Publishing Ltd

Design the MIND of a Robotic Thinker! " Every chapter is very clearly described and all of the information was presented consistently. " - Amazon Customer " Within this book you'll find GREAT coding skills to learn. Here I've learned so much from reading this book. " - Stella Mill, from Amazon.com " This is the most complete and comprehensive book I read on a subject of Artificial Intelligence so far and it's very well written as well. " - Falli Conna, from Amazon.com ** INCLUDED BONUS: a Quick-start guide to Learning Ruby in less than a Day! ** How would you like to Create the Next AI bot? Artificial Intelligence. One of the most brilliant creations of mankind. No longer a sci-fi fantasy, but a realistic approach to making work more efficient and lives easier. And the best news? It's not that complicated after all Does it require THAT much advanced math? NO! And are you paying THOUSANDS of dollars just to learn this information?

NO! Hundreds? Not even close. Within this book's pages, you'll find GREAT coding skills to learn - and more. Just some of the questions and topics include: - Complicated scheduling problem? Here's how to solve it. - How good are your AI algorithms? Analysis for Efficiency- How to interpret a system into logical code for the AI- How would an AI system would diagnose a system? We show you... - Getting an AI agent to solve problems for you and Much, much more! World-Class Training This book breaks your training down into easy-to-understand modules. It starts from the very essentials of algorithms and program procedures, so you can write great code - even as a beginner!

[Get up and running with Artificial Intelligence using 8 smart and exciting AI applications](#) "O'Reilly Media, Inc."

Human-in-the-Loop Machine Learning lays out methods for humans and machines to work together effectively. Summary Most machine learning systems that are deployed in the world today learn from human feedback. However, most machine learning courses focus almost exclusively on the algorithms, not the human-computer interaction part of the systems. This can leave a big knowledge gap for data scientists working in real-world machine learning, where data scientists spend more time on data management than on building algorithms. Human-in-the-Loop Machine Learning is a practical guide to optimizing the entire machine learning process, including techniques for annotation, active learning, transfer learning, and using machine learning to optimize every step of the process. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Machine learning applications perform better with human feedback. Keeping the right people in the loop improves the accuracy of models, reduces errors in data, lowers costs, and helps you ship models faster. About the book Human-in-the-Loop Machine Learning lays out methods for humans and machines to work together effectively. You'll find best practices on selecting sample data for human feedback, quality control for human annotations, and designing annotation interfaces. You'll learn to create training data for labeling, object detection, and semantic segmentation, sequence labeling, and more. The book starts with the basics and progresses to advanced techniques like transfer learning and self-supervision within annotation workflows. What's inside Identifying the right training and evaluation data Finding and managing people to annotate data Selecting annotation quality control strategies Designing interfaces to improve accuracy and efficiency About the author Robert (Munro) Monarch is a data scientist and engineer who has built machine learning data for companies such as Apple, Amazon, Google, and

IBM. He holds a PhD from Stanford. Robert holds a PhD from Stanford focused on Human-in-the-Loop machine learning for healthcare and disaster response, and is a disaster response professional in addition to being a machine learning professional. A worked example throughout this text is classifying disaster-related messages from real disasters that Robert has helped respond to in the past. Table of Contents PART 1 - FIRST STEPS 1 Introduction to human-in-the-loop machine learning 2 Getting started with human-in-the-loop machine learning PART 2 - ACTIVE LEARNING 3 Uncertainty sampling 4 Diversity sampling 5 Advanced active learning 6 Applying active learning to different machine learning tasks PART 3 - ANNOTATION 7 Working with the people annotating your data 8 Quality control for data annotation 9 Advanced data annotation and augmentation 10 Annotation quality for different machine learning tasks PART 4 - HUMAN-COMPUTER INTERACTION FOR MACHINE LEARNING 11 Interfaces for data annotation 12 Human-in-the-loop machine learning products

*Learn to Create Your * Problem Solving * Algorithms! Today!*

W/machine Learning & Data Structures Simon and Schuster

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

Machine Learning for Kids Apress

One of the most persistent concerns about the future is whether it will be dominated by the predictive algorithms of AI - and, if so, what this will mean for our behaviour, for our institutions and for what it means to be human. AI changes our experience of time and the future and challenges our identities, yet we are blinded by its efficiency and fail to understand how it affects us. At the heart of our trust in AI lies a paradox: we leverage AI to increase our control over the future and uncertainty, while at the same time the performativity of AI, the power it has to make us act in the ways it predicts, reduces our agency over the future. This happens when we forget that that we humans have created the digital technologies to which we attribute agency. These developments also challenge the narrative of progress, which played such a central role in modernity and is based on the hubris of total control. We are now moving into an era where this control is limited as AI monitors our actions, posing the threat of surveillance, but also offering the opportunity to reappropriate control and transform it into care. As we try to adjust to a world in which algorithms, robots and avatars play an ever-increasing

role, we need to understand better the limitations of AI and how their predictions affect our agency, while at the same time having the courage to embrace the uncertainty of the future.

Prediction Machines Addison-Wesley

If you're looking to make a career move from programmer to AI specialist, this is the ideal place to start. Based on Laurence Moroney's extremely successful AI courses, this introductory book provides a hands-on, code-first approach to help you build confidence while you learn key topics. You'll understand how to implement the most common scenarios in machine learning, such as computer vision, natural language processing (NLP), and sequence modeling for web, mobile, cloud, and embedded runtimes. Most books on machine learning begin with a daunting amount of advanced math. This guide is built on practical lessons that let you work directly with the code. You'll learn: How to build models with TensorFlow using skills that employers desire The basics of machine learning by working with code samples How to implement computer vision, including feature detection in images How to use NLP to tokenize and sequence words and sentences Methods for embedding models in Android and iOS How to serve models over the web and in the cloud with TensorFlow Serving Blockchain and Artificial Intelligence Candlewick Press (MA) Updated with new code, new projects, and new chapters, Machine Learning with TensorFlow, Second Edition gives readers a solid foundation in machine-learning concepts and the TensorFlow library. Summary Updated with new code, new projects, and new chapters, Machine Learning with TensorFlow, Second Edition gives readers a solid foundation in machine-learning concepts and the TensorFlow library. Written by NASA JPL Deputy CTO and Principal Data Scientist Chris Mattmann, all examples are accompanied by downloadable Jupyter Notebooks for a hands-on experience coding TensorFlow with Python. New and revised content expands coverage of core machine learning algorithms, and advancements in neural networks such as VGG-Face facial identification classifiers and deep speech classifiers. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Supercharge your data analysis with machine learning! ML algorithms automatically improve as they process data, so results get better over time. You don't have to be a mathematician to use ML: Tools like Google's TensorFlow library help with complex calculations so you can focus on getting the answers you need. About the book Machine Learning with TensorFlow, Second Edition is a fully revised guide to building machine learning models using Python and TensorFlow. You'll apply core ML concepts to real-world challenges, such as sentiment analysis, text classification, and image recognition. Hands-on examples illustrate neural network techniques for deep speech processing, facial identification, and auto-encoding with CIFAR-10. What's inside Machine Learning with TensorFlow Choosing the best ML approaches Visualizing algorithms with TensorBoard Sharing results with collaborators Running models in Docker About the reader Requires intermediate Python skills and knowledge of general algebraic concepts like vectors and matrices. Examples use the super-stable 1.15.x branch of TensorFlow and TensorFlow 2.x. About the author Chris Mattmann is the Division Manager of the Artificial Intelligence, Analytics, and Innovation Organization at NASA Jet Propulsion Lab. The first edition of this book was written by Nishant Shukla with Kenneth Fricklas. Table of Contents PART 1 - YOUR MACHINE-LEARNING RIG 1 A machine-learning odyssey 2 TensorFlow essentials PART 2 - CORE LEARNING ALGORITHMS 3 Linear regression and beyond 4 Using regression for call-center volume prediction 5 A gentle introduction to classification 6 Sentiment classification: Large movie-review dataset 7 Automatically clustering data 8 Inferring

user activity from Android accelerometer data 9 Hidden Markov models 10 Part-of-speech tagging and word-sense disambiguation PART 3 - THE NEURAL NETWORK PARADIGM 11 A peek into autoencoders 12 Applying autoencoders: The CIFAR-10 image dataset 13 Reinforcement learning 14 Convolutional neural networks 15 Building a real-world CNN: VGG-Face ad VGG-Face Lite 16 Recurrent neural networks 17 LSTMs and automatic speech recognition 18 Sequence-to-sequence models for chatbots 19 Utility landscape *TinyML* Manning Publications

This book constitutes the proceedings of the 16th International Conference on Integration of Constraint Programming, Artificial Intelligence, and Operations Research, CPAIOR 2019, held in Thessaloniki, Greece, in June 2019. The 34 full papers presented together with 9 short papers were carefully reviewed and selected from 94 submissions. The conference brings together interested researchers from Constraint Programming (CP), Artificial Intelligence (AI), and Operations Research (OR) to present new techniques or applications and to provide an opportunity for researchers in one area to learn about techniques in the others. A main objective of this conference series is also to give these researchers the opportunity to show how the integration of techniques from different fields can lead to interesting results on large and complex problems.

Artificial Intelligence for Games Princeton University Press Design the MIND of a Robotic Thinker! " This book will help you get started with this exciting language and gives you an idea of what is possible. " - Melchizedek B, from Amazon.com " The examples it uses are easy to follow and the illustrations bring out the more complex aspects while making them simple. " - C. Brant, from Amazon.com " Such a cool book that covers basic Javascript programming then incorporates tools and components to explore Artificial Intelligence. " - M. Gavel, from Amazon.com * * INCLUDED BONUS: a Quick-start guide to Learning Javascript in less than a Day! * * How would you like to Create the Next SIRI? Artificial Intelligence. One of the most brilliant creations of mankind. No longer a sci-fi fantasy, but a realistic approach to making work more efficient and lives easier. And the best news? It's not that complicated after all Does it require THAT much advanced math? NO! And are you paying THOUSANDS of dollars just to learn this information? NO! Hundreds? Not even close. Within this book's pages, you'll find GREAT coding skills to learn - and more. Just some of the questions and topics include: - Complicated scheduling problem? Here's how to solve it. - How good are your AI algorithms? Analysis for Efficiency- How to interpret a system into logical code for the AI- How would an AI system would diagnose a system? We show you...- Getting an AI agent to solve problems for you and Much, much more! World-Class Training This book breaks your training down into easy-to-understand modules. It starts from the very essentials of algorithms and program procedures, so you can write great code - even as a beginner!

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

A definitive guide to creating an intelligent web application with the best of machine learning and JavaScript Key Features Solve complex computational problems in browser with JavaScript Teach your browser how to learn from rules using the power of machine learning Understand discoveries on web interface and API in machine learning Book Description In over 20 years of existence, JavaScript has been pushing beyond the boundaries of web evolution with proven existence on servers, embedded devices, Smart TVs, IoT, Smart Cars, and more. Today, with the added advantage of machine learning research and support for JS

libraries, JavaScript makes your browsers smarter than ever with the ability to learn patterns and reproduce them to become a part of innovative products and applications. Hands-on Machine Learning with JavaScript presents various avenues of machine learning in a practical and objective way, and helps implement them using the JavaScript language. Predicting behaviors, analyzing feelings, grouping data, and building neural models are some of the skills you will build from this book. You will learn how to train your machine learning models and work with different kinds of data. During this journey, you will come across use cases such as face detection, spam filtering, recommendation systems, character recognition, and more. Moreover, you will learn how to work with deep neural networks and guide your applications to gain insights from data. By the end of this book, you'll have gained hands-on knowledge on evaluating and implementing the

right model, along with choosing from different JS libraries, such as NaturalNode, brain, harthur, classifier, and many more to design smarter applications. What you will learn Get an overview of state-of-the-art machine learning Understand the pre-processing of data handling, cleaning, and preparation Learn Mining and Pattern Extraction with JavaScript Build your own model for classification, clustering, and prediction Identify the most appropriate model for each type of problem Apply machine learning techniques to real-world applications Learn how JavaScript can be a powerful language for machine learning Who this book is for This book is for you if you are a JavaScript developer who wants to implement machine learning to make applications smarter, gain insightful information from the data, and enter the field of machine learning without switching to another language. Working knowledge of JavaScript language is expected to get the most out of the book.

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