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Javascript Artificial Intelligence Made Easy, W/ Essential Programming; Create Your * Problem Solving * Algorithms! Today! W/ Machine Learning & Data Structures [Createspace Independent Publishing Platform](#) *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! **Artificial Intelligence Made Easy W/ Essential Javascript Programming Learn to Create Your * Problem Solving * Algorithms! Today! W/machine Learning & Data Structures Artificial Intelligence Made Easy With Ruby Programming; Learn to Create Your Problem Solving Algorithms! Today! With Machine Learning & Data Structures** [Createspace Independent Publishing Platform](#) *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! **Foundation Game Design with HTML5 and JavaScript** [Apress](#) *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. **Hands-On Machine Learning with TensorFlow.js A guide to building ML applications integrated with web technology using the TensorFlow.js library** [Packt Publishing Ltd](#) Get hands-on with the browser-based JavaScript library for training and deploying machine learning models effectively Key Features Build, train and run machine learning models in the browser using TensorFlow.js Create smart web applications from scratch with the help of useful examples Use flexible and intuitive APIs from TensorFlow.js to understand how machine learning algorithms function Book Description TensorFlow.js is a framework that enables you to create performant machine learning (ML) applications that run smoothly in a web browser. With this book, you will learn how to use TensorFlow.js to implement various ML models through an example-based approach. Starting with the basics, you'll understand how ML models can be built on the web. Moving on, you will get to grips with the TensorFlow.js ecosystem to develop applications more efficiently. The book will then guide you through implementing ML techniques and algorithms such as regression, clustering, fast Fourier transform (FFT), and dimensionality reduction. You will later cover the Bellman equation to solve Markov decision process (MDP) problems and understand how it is related to reinforcement learning. Finally, you will explore techniques for deploying ML-based web applications and training models with TensorFlow Core. Throughout this ML book, you'll discover useful tips and tricks that will build on your knowledge. By the end of this book, you will be equipped with the skills you need to create your own web-based ML applications and fine-tune models to achieve high performance. What you will learn Use the t-SNE algorithm in TensorFlow.js to reduce dimensions in an input dataset Deploy tfjs-converter to convert Keras models and load them into TensorFlow.js Apply the Bellman equation to solve MDP problems Use the k-means algorithm in TensorFlow.js to visualize prediction results Create tf.js packages with Parcel, Webpack, and Rollup to deploy web apps Implement tf.js backend frameworks to tune and accelerate app performance Who this book is for This book is for web developers who want to learn how to integrate machine learning techniques with web-based applications from scratch. This book will also appeal to data scientists, machine learning practitioners, and deep learning enthusiasts who are looking to perform accelerated, browser-based machine learning on Web using TensorFlow.js. Working knowledge of JavaScript programming language is all you need to get started. **Web Developer.com Guide to Building Intelligent Web Sites with JavaScript** [John Wiley & Sons Incorporated](#) Covering both the client and server aspects of JavaScript, a thorough manual shows Internet site developers without programming experience how to add interactive communication and similar capabilities to their sites through the Java application. Original. (All Users). **Artificial Intelligence with Python** [Packt Publishing Ltd](#) Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application. **Python Machine Learning** [Packt Publishing Ltd](#) Unlock deeper insights into Machine Learning with this vital guide to cutting-edge predictive analytics About This Book Leverage Python's most powerful open-source libraries for deep learning, data wrangling, and data visualization Learn effective strategies and best practices to improve and optimize machine learning systems and algorithms Ask - and answer - tough questions of your data with robust statistical models, built for a range of datasets Who This Book Is For If you want to find out how to use Python to start answering critical questions of your data, pick up Python Machine Learning - whether you want to get started from scratch or want to extend your data science knowledge, this is an essential and unmissable resource. What You Will Learn Explore how to use different machine learning models to ask different questions of your data Learn how to build neural networks using Keras and Theano Find out how to write clean and elegant Python code that will optimize the strength of your algorithms Discover how to embed your machine learning model in a web application for increased accessibility Predict continuous target outcomes using regression analysis Uncover hidden patterns and structures in data with clustering Organize data using effective pre-processing techniques Get to grips with sentiment analysis to delve deeper into textual and social media data In Detail Machine learning and predictive analytics are transforming the way businesses and other organizations operate. Being able to understand trends and patterns in complex data is critical to success, becoming one of the key strategies for unlocking growth in a challenging contemporary marketplace. Python can help you deliver key insights into your data - its unique capabilities as a language let you build sophisticated algorithms and statistical models that can reveal new perspectives and answer key questions that are vital for success. Python Machine Learning gives you access to the world of predictive analytics and demonstrates why Python is one of the world's leading data science languages. If you want to ask better questions of data, or need to improve and extend the capabilities of your machine learning systems, this practical data science book is invaluable. Covering a wide range of powerful Python libraries, including scikit-learn, Theano, and Keras, and featuring guidance and tips on everything from sentiment analysis to neural networks, you'll soon be able to answer some of the most important questions

facing you and your organization. Style and approach Python Machine Learning connects the fundamental theoretical principles behind machine learning to their practical application in a way that focuses you on asking and answering the right questions. It walks you through the key elements of Python and its powerful machine learning libraries, while demonstrating how to get to grips with a range of statistical models. **Building Data-Driven Applications with Danfo.js A practical guide to data analysis and machine learning using JavaScript** Packt Publishing Ltd Get hands-on with building data-driven applications using Danfo.js in combination with other data analysis tools and techniques Key Features Build microservices to perform data transformation and ML model serving in JavaScript Explore what Danfo.js is and how it helps with data analysis and data visualization Combine Danfo.js and TensorFlow.js for machine learning Book Description Most data analysts use Python and pandas for data processing for the convenience and performance these libraries provide. However, JavaScript developers have always wanted to use machine learning in the browser as well. This book focuses on how Danfo.js brings data processing, analysis, and ML tools to JavaScript developers and how to make the most of this library to build data-driven applications. Starting with an overview of modern JavaScript, you'll cover data analysis and transformation with Danfo.js and Dnotebook. The book then shows you how to load different datasets, combine and analyze them by performing operations such as handling missing values and string manipulations. You'll also get to grips with data plotting, visualization, aggregation, and group operations by combining Danfo.js with Plotly. As you advance, you'll create a no-code data analysis and handling system and create-react-app, react-table, react-chart, Draggable.js, and tailwindcss, and understand how to use TensorFlow.js and Danfo.js to build a recommendation system. Finally, you'll build a Twitter analytics dashboard powered by Danfo.js, Next.js, node-nlp, and Twit.js. By the end of this app development book, you'll be able to build and embed data analytics, visualization, and ML capabilities into any JavaScript app in server-side Node.js or the browser. What you will learn Perform data experimentation and analysis with Danfo.js and Dnotebook Build machine learning applications using Danfo.js integrated with TensorFlow.js Connect Danfo.js with popular database applications to aid data analysis Create a no-code data analysis and handling system using internal libraries Develop a recommendation system with Danfo.js and TensorFlow.js Build a Twitter analytics dashboard for sentiment analysis and other types of data insights Who this book is for This book is for data analysts, data scientists, and JavaScript developers who want to create data-driven applications in the JavaScript/Node.js environment. Intermediate-level knowledge of JavaScript programming and data science using pandas is expected. **Python Artificial Intelligence Projects for Beginners Get up and running with Artificial Intelligence using 8 smart and exciting AI applications** Packt Publishing Ltd Build smart applications by implementing real-world artificial intelligence projects Key Features Explore a variety of AI projects with Python Get well-versed with different types of neural networks and popular deep learning algorithms Leverage popular Python deep learning libraries for your AI projects Book Description Artificial Intelligence (AI) is the newest technology that's being employed among varied businesses, industries, and sectors. Python Artificial Intelligence Projects for Beginners demonstrates AI projects in Python, covering modern techniques that make up the world of Artificial Intelligence. This book begins with helping you to build your first prediction model using the popular Python library, scikit-learn. You will understand how to build a classifier using an effective machine learning technique, random forest, and decision trees. With exciting projects on predicting bird species, analyzing student performance data, song genre identification, and spam detection, you will learn the fundamentals and various algorithms and techniques that foster the development of these smart applications. In the concluding chapters, you will also understand deep learning and neural network mechanisms through these projects with the help of the Keras library. By the end of this book, you will be confident in building your own AI projects with Python and be ready to take on more advanced projects as you progress What you will learn Build a prediction model using decision trees and random forest Use neural networks, decision trees, and random forests for classification Detect YouTube comment spam with a bag-of-words and random forests Identify handwritten mathematical symbols with convolutional neural networks Revise the bird species identifier to use images Learn to detect positive and negative sentiment in user reviews Who this book is for Python Artificial Intelligence Projects for Beginners is for Python developers who want to take their first step into the world of Artificial Intelligence using easy-to-follow projects. Basic working knowledge of Python programming is expected so that you're able to play around with code **Artificial Intelligence in Education 16th International Conference, AIED 2013, Memphis, TN, USA, July 9-13, 2013. Proceedings** Springer This book constitutes the refereed proceedings of the 16th International Conference on Artificial Intelligence in Education, AIED 2013, held in Memphis, TN, USA in July 2013. The 55 revised full papers presented together with 73 poster presentations were carefully reviewed and selected from a total of 168 submissions. The papers are arranged in sessions on student modeling and personalization, open-learner modeling, affective computing and engagement, educational data mining, learning together (collaborative learning and social computing), natural language processing, pedagogical agents, metacognition and self-regulated learning, feedback and scaffolding, designed learning activities, educational games and narrative, and outreach and scaling up. **International Symposium on Distributed Computing and Artificial Intelligence** Springer Science & Business Media The International Symposium on Distributed Computing and Artificial Intelligence 2011 (DCAI 2011) is a stimulating and productive forum where the scientific community can work towards future cooperation on Distributed Computing and Artificial Intelligence areas. This conference is the forum in which to present application of innovative techniques to complex problems. Artificial intelligence is changing our society. Its application in distributed environments, such as internet, electronic commerce, environment monitoring, mobile communications, wireless devices, distributed computing, to cite some, is continuously increasing, becoming an element of high added value with social and economic potential, both industry, life quality and research. These technologies are changing constantly as a result of the large research and technical effort being undertaken in universities, companies. The exchange of ideas between scientists and technicians from both academic and industry is essential to facilitate the development of systems that meet the demands of today's society. This edition of DCAI brings together past experience, current work and promising future trends associated with distributed computing, artificial intelligence and their application to provide efficient solutions to real problems. This symposium is organized by the Bioinformatics, Intelligent System and Educational Technology Research Group (<http://bisite.usal.es/>) of the University of Salamanca. The present edition has been held in Salamanca, Spain, from 6 to 8 April 2011. **Data Science For Dummies** John Wiley & Sons 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. **Distributed Computing and Artificial Intelligence, Special Sessions, 15th International Conference Springer** This book presents the outcomes of the 15th International Conference on Distributed Computing and Artificial Intelligence, held in Toledo (Spain) from 20th to 22nd June 2018 and hosted by the UCLM, and which brought together researchers and developers from industry, education and the academic world to report on the latest scientific research, technical advances and methodologies. Highlighting multi-disciplinary and transversal aspects, the book focuses on the conferences Special Sessions, including *Advances in Demand Response and Renewable Energy Sources in Smart Grids (ADRESS)*; *AI- Driven Methods for Multimodal Networks and Processes Modeling (AIMPM)*; *Social Modelling of Ambient Intelligence in Large Facilities (SMALF)*; *Communications, Electronics and Signal Processing (CESP)*; *Complexity in Natural and Formal Languages (CNFL)*; and *Web and Social Media Mining (WASMM)*. **Deep Learning with JavaScript Neural networks in TensorFlow.js** *Simon and Schuster* Summary Deep learning has transformed the fields of computer vision, image processing, and natural language applications. Thanks to TensorFlow.js, now JavaScript developers can build deep learning apps without relying on Python or R. Deep Learning with JavaScript shows developers how they can bring DL technology to the web. Written by the main authors of the TensorFlow library, this new book provides fascinating use cases and in-depth instruction for deep learning apps in JavaScript in your browser or on Node. Foreword by Nikhil Thorat and Daniel Smilkov. About the technology Running deep learning applications in the browser or on Node-based backends opens up exciting possibilities for smart web applications. With the TensorFlow.js library, you build and train deep learning models with JavaScript. Offering uncompromising production-quality scalability, modularity, and responsiveness, TensorFlow.js really shines for its portability. Its models run anywhere JavaScript runs, pushing ML farther up the application stack. About the book In Deep Learning with JavaScript, you'll learn to use TensorFlow.js to build deep learning models that run directly in the browser. This fast-paced book, written by Google engineers, is practical, engaging, and easy to follow. Through diverse examples featuring text analysis, speech processing, image recognition, and self-learning game AI, you'll master all the basics of deep learning and explore advanced concepts, like retraining existing models for transfer learning and image generation. What's inside - Image and language processing in the browser - Tuning ML models with client-side data - Text and image creation with generative deep learning - Source code samples to test and modify About the reader For JavaScript programmers interested in deep learning. About the author Shangling Cai, Stanley Bileschi and Eric D. Nielsen are software engineers with experience on the Google Brain team, and were crucial to the development of the high-level API of TensorFlow.js. This book is based in part on the classic, *Deep Learning with Python* by François Chollet. TOC: PART 1 - MOTIVATION AND BASIC CONCEPTS 1 • Deep learning and JavaScript PART 2 - A GENTLE INTRODUCTION TO TENSORFLOW.JS 2 • Getting started: Simple linear regression in TensorFlow.js 3 • Adding nonlinearity: Beyond weighted sums 4 • Recognizing images and sounds using convnets 5 • Transfer learning: Reusing pretrained neural networks PART 3 - ADVANCED DEEP LEARNING WITH TENSORFLOW.JS 6 • Working with data 7 • Visualizing data and models 8 • Underfitting, overfitting, and the universal workflow of machine learning 9 • Deep learning for sequences and text 10 • Generative deep learning 11 • Basics of deep reinforcement learning PART 4 - SUMMARY AND CLOSING WORDS 12 • Testing, optimizing, and deploying models 13 • Summary, conclusions, and beyond **Integration of Constraint Programming, Artificial Intelligence, and Operations Research 16th International Conference, CPAIOR 2019, Thessaloniki, Greece, June 4-7, 2019, Proceedings Springer** 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. **Learning TensorFlow.js "O'Reilly Media, Inc."** 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 **Artificial Intelligence for Knowledge Management 4th IFIP WG 12.6 International Workshop, AI4KM 2016, Held at IJCAI 2016, New York, NY, USA, July 9, 2016, Revised Selected Papers Springer** This book features a selection of papers presented at the 4th IFIP WG 12.6 International Workshop on Artificial Intelligence for Knowledge Management, AI4KM 2016, held in New York, USA, in July 2016, in the framework of the International Joint Conference on Artificial Intelligence, IJCAI 2016. The 9 revised and extended papers were carefully reviewed and selected from 16 submissions. They present new research and innovative aspects in the field of knowledge management such as machine learning, knowledge models, KM and Web, knowledge capturing and learning, and KM and AI intersections. **Proceedings of 2nd International Conference on Artificial Intelligence : Advances and Applications ICAIAA 2021 Springer Nature** This book gathers outstanding research papers presented in the 2nd International

Conference on Artificial Intelligence: Advances and Application (ICAIAA 2021), held in Poornima College of Engineering, Jaipur, India during 27-28 March 2021. This book covers research works carried out by various students such as bachelor, master and doctoral scholars, faculty and industry persons in the area of artificial intelligence, machine learning, deep learning applications in healthcare, agriculture, business, security, etc. It will also cover research in core concepts of computer networks, intelligent system design and deployment, real time systems, WSN, sensors and sensor nodes, SDN, NFV, etc. **Artificial Intelligence in Game Development Tic Tac Toe AI** "Artificial intelligence & JavaScript 2D Game Development - MinMax algorithm - 'Computer vs You' Tic Tac Toe AI game"-- Resource description page. **Deep Learning for Coders with fastai and PyTorch** O'Reilly Media 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 **ECIAIR 2021 3rd European Conference on the Impact of Artificial Intelligence and Robotics** Academic Conferences and publishing limited **Get Coding 2! Build Five Computer Games Using HTML and JavaScript** Candlewick Press (MA) Ready to learn how to code a game? Get an introduction to programming with this fun and accessible guide. Learn HTML and JavaScript. Design and build five interactive computer games. Create cool graphics. Code simple artificial intelligence. This appealing guide, covering essential coding concepts, offers an ideal introduction to all these activities and more. By following simple step-by-step instructions and completing five exciting missions, aspiring programmers are invited to code well-known games such as tic-tac-toe and table tennis, then customize their projects to test their skills. **Artificial Intelligence & Automation: Technology Changing the World** Blue Hill Publications Automation and artificial intelligence (AI) are transforming the world and contributing to the overall economic growth with futuristic approach. Automation and AI are future decoded, with the recent technological progress pushing the frontier of what machines can do and doing till today. This book provides insights that society needs these improvements to provide value to contribute to the growth and make once unimaginable progress on some of our most difficult societal challenges. AI has made especially large strides in recent years, as machine-learning algorithms have become more sophisticated and made use of huge increases in computing power and of the exponential growth in data available to train them. These technologies are already generating value in various products and services, and companies across sectors use them in an array of processes to personalize product recommendations, to making you pro in sports, to making you commute, as well as assisting you in growing more food, healthy food, providing you holistic living. **Hands-on Machine Learning with JavaScript Solve complex computational web problems using machine learning** Packt Publishing Ltd 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. **Scala: Applied Machine Learning** Packt Publishing Ltd Leverage the power of Scala and master the art of building, improving, and validating scalable machine learning and AI applications using Scala's most advanced and finest features About This Book Build functional, type-safe routines to interact with relational and NoSQL databases with the help of the tutorials and examples provided Leverage your expertise in Scala programming to create and customize your own scalable machine learning algorithms Experiment with different techniques; evaluate their benefits and limitations using real-world financial applications Get to know the best practices to incorporate new Big Data machine learning in your data-driven enterprise and gain future scalability and maintainability Who This Book Is For This Learning Path is for engineers and scientists who are familiar with Scala and want to learn how to create, validate, and apply machine learning algorithms. It will also benefit software developers with a background in Scala programming who want to apply machine learning. What You Will Learn Create Scala web applications that couple with JavaScript libraries such as D3 to create compelling interactive visualizations Deploy scalable parallel applications using Apache Spark, loading data from HDFS or Hive Solve big data problems with Scala parallel collections, Akka actors, and Apache Spark clusters Apply key learning strategies to perform technical analysis of financial markets Understand the principles of supervised and unsupervised learning in machine learning Work with unstructured data and serialize it using Kryo, Protobuf, Avro, and AvroParquet Construct reliable and robust data pipelines and manage data in a data-driven enterprise

Implement scalable model monitoring and alerts with Scala In Detail This Learning Path aims to put the entire world of machine learning with Scala in front of you. Scala for Data Science, the first module in this course, is a tutorial guide that provides tutorials on some of the most common Scala libraries for data science, allowing you to quickly get up to speed building data science and data engineering solutions. The second course, Scala for Machine Learning guides you through the process of building AI applications with diagrams, formal mathematical notation, source code snippets, and useful tips. A review of the Akka framework and Apache Spark clusters concludes the tutorial. The next module, Mastering Scala Machine Learning, is the final step in this course. It will take your knowledge to next level and help you use the knowledge to build advanced applications such as social media mining, intelligent news portals, and more. After a quick refresher on functional programming concepts using REPL, you will see some practical examples of setting up the development environment and tinkering with data. We will then explore working with Spark and MLlib using k-means and decision trees. By the end of this course, you will be a master at Scala machine learning and have enough expertise to be able to build complex machine learning projects using Scala. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Scala for Data Science, Pascal Bugnion Scala for Machine Learning, Patrick Nicolas Mastering Scala Machine Learning, Alex Kozlov Style and approach A tutorial with complete examples, this course will give you the tools to start building useful data engineering and data science solutions straightaway. This course provides practical examples from the field on how to correctly tackle data analysis problems, particularly for modern Big Data datasets. **1997 IEEE International Conference on Tools with Artificial Intelligence** [IEEE](#) Aimed at researchers, professors, practitioners, students and other computing professionals, this work focuses in genetic algorithms, reasoning under uncertainty, natural language processing, knowledge based technology, and neural networks. **Quick Start Full Stack Web Development Build Secure Asynchronous Single-Page Apps with Flask, React, and PostgreSQL** [Socratecha](#) Quick Start Full Stack Web Development removes the trial and error from learning to make web applications. Being a full stack web developer does not mean knowing everything about every web technology, but rather knowing enough to build a complete application including a front end, a back end, and a database. Web searching can provide useful snippets of information, but integrating those pieces into a working whole remains a challenge. This book will walk the reader through both the component technologies and the steps required to get the pieces to work together. This clear focus can save countless hours of frustration compared to trying to assemble a working solution from inconsistent and outdated sources. The reader should have some familiarity with Python or JavaScript, but no web programming experience is assumed. Quick Start Full Stack Web Development explains key concepts, such as REST APIs and JSON Web Tokens, and then puts these concepts into practice with real, working examples. The examples are built step-by-step, providing an opportunity to experiment with the ideas. Furthermore, there is a consistent focus on getting instant feedback as changes are made to the code, a good practice for quickly building intuition and gaining experience. The chosen technologies (React, Flask, and PostgreSQL) are excellent options for newcomers to web development because they are relatively easy to learn, have vibrant supportive communities, and can scale to large and complex applications. Rather than providing a cursory introduction to a variety of technology options, Quick Start Full Stack Web Development provides a thorough foundation in one technology stack. This prevents confusion, provides more opportunities to reinforce concepts, and leads more quickly to significant results. Learn how to: * Build a Python Flask REST API * Develop and style a React client * Design SQLite and PostgreSQL databases using SQLAlchemy * Incorporate JSON Web Tokens (JWT) for authentication * Test it using httpie, browser dev tools, pytest, and Jest * Document it using Sphinx and Storybook * Deploy using Gunicorn and NGINX on a Platform-as-a-Service The result is a fully functional full stack web application that addresses all the little details, like serving the client and API from the same server, managing the environment with a config file, making the documentation visible in the git repository, and populating and uploading databases. Because it focuses on getting to a working application, Quick Start Full Stack Web Development is well suited to entrepreneurs and solopreneurs building out their minimal viable products. And because it explains the concepts and shows them in practice, it will help programmers who want to get into web development. If you want to learn these powerful skills as quickly as possible, then this book is for you. **Machine Learning For Dummies** [John Wiley & Sons](#) One of Mark Cuban's top reads for better understanding A.I. (inc.com, 2021) Your comprehensive entry-level guide to machine learning While machine learning expertise doesn't quite mean you can create your own Turing Test-proof android—as in the movie Ex Machina—it is a form of artificial intelligence and one of the most exciting technological means of identifying opportunities and solving problems fast and on a large scale. Anyone who masters the principles of machine learning is mastering a big part of our tech future and opening up incredible new directions in careers that include fraud detection, optimizing search results, serving real-time ads, credit-scoring, building accurate and sophisticated pricing models—and way, way more. Unlike most machine learning books, the fully updated 2nd Edition of Machine Learning For Dummies doesn't assume you have years of experience using programming languages such as Python (R source is also included in a downloadable form with comments and explanations), but lets you in on the ground floor, covering the entry-level materials that will get you up and running building models you need to perform practical tasks. It takes a look at the underlying—and fascinating—math principles that power machine learning but also shows that you don't need to be a math whiz to build fun new tools and apply them to your work and study. Understand the history of AI and machine learning Work with Python 3.8 and TensorFlow 2.x (and R as a download) Build and test your own models Use the latest datasets, rather than the worn out data found in other books Apply machine learning to real problems Whether you want to learn for college or to enhance your business or career performance, this friendly beginner's guide is your best introduction to machine learning, allowing you to become quickly confident using this amazing and fast-developing technology that's impacting lives for the better all over the world. **Learning Tensorflow. Js Machine Learning in JavaScript** [O'Reilly Media](#) Combining the demand for AI with the ubiquity of JavaScript was inevitable. With Google's TensorFlow.js 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 and other tools Use resources to convert, train, and manage machine learning data Start building and training

your own training models from scratch Learn how to create your own image classification models Examine transfer learning: retraining an advanced model to perform a new task **Learning TensorFlow.js** "O'Reilly Media, Inc." 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 **Computerworld** For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. **AI and Machine Learning for Coders** O'Reilly Media 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 Java Simple Beginner's Guide to Java Programming (Tips and Tricks, Strategies, JavaScript Programming)** Createspace Independent Publishing Platform Java Sale price. You will save 66% with this offer. Please hurry up! 2017 Simple Beginner's Guide to Java Programming (Tips and Tricks, Strategies, JavaScript Programming) Java is an extremely powerful and robust programming language that can be used in the design of everything from basic desktop applications to advanced machine learning algorithms. Its versatility is one of the things that has made it so popular among users of all experience levels. If you're just taking your first steps into programming, learning Java is a good way to go. Not only is it a very useful language, it's also easier to learn than other object-based programming languages, even for a relative beginner. This book will cover the following topics: How to set up your system to write Java An explanation of terminology like methods, strings, and other key features of the language How to use operators and write expressions Step by step instructions to write your first program You might be surprised at how easy Java is to learn, even if you're not particularly technologically savvy. This book starts with basic knowledge and builds from there, giving you a complete understanding of the language. Download your copy of "Java" by scrolling up and clicking "Buy Now With 1-Click" button. Tags: Java, Java Programming, Learn Java, java for dummies, java apps, hacking, hacking exposed, java app, computer programming, computer tricks, step by step, programming for beginners, data analysis, beginner's guide, crash course, database programming, java for dummies, coding, java basics, basic programming, crash course, programming principles, programming computer, ultimate guide, programming for beginners, software development, programming software, software programs, how to program, computer language, computer basics, computing essentials, computer guide, computers books, how to program. **Pro HTML5 Games Learn to Build your Own Games using HTML5 and JavaScript** Apress Build your next game on a bigger scale with Pro HTML5 Games. This essential book teaches you to master advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games. Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. This new and fully updated second edition now includes chapters on mobile game development and an essential game developer's toolkit. Understand how to develop complex, bolder games and become an HTML5 games pro using Pro HTML5 Games today. What You'll Learn Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API **Computerworld** For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. **Data Visualization and Knowledge Engineering Spotting Data Points with Artificial Intelligence** Springer This book presents the fundamentals and advances in the field of data visualization and knowledge engineering, supported by case studies and practical examples. Data visualization and engineering has been instrumental in the development of many data-driven products and processes. As such the book promotes basic research on data visualization and knowledge engineering toward data engineering and knowledge. Visual data exploration focuses on perception of information and manipulation of data to enable even non-expert users to extract knowledge. A number of visualization techniques are used in a variety of systems that provide users with innovative ways to interact with data and reveal patterns. A variety of scalable data visualization techniques are required to deal with constantly increasing volume of data in different formats. Knowledge engineering deals with the simulation of the exchange of ideas and the development of smart information systems in which reasoning and knowledge play an important role. Presenting research in areas like data visualization and knowledge engineering, this book is a valuable resource for students, scholars and researchers in the field. Each chapter is self-contained and offers an in-depth analysis of real-world applications. It discusses topics including (but not limited to) spatial data visualization; biomedical visualization and applications; image/video summarization and visualization; perception and cognition in visualization; visualization taxonomies and models; abstract data visualization; information and graph visualization; knowledge engineering; human-machine cooperation; metamodeling; natural language processing;

architectures of database, expert and knowledge-based systems; knowledge acquisition methods; applications, case studies and management issues: data administration issues and knowledge; tools for specifying and developing data and knowledge bases using tools based on communication aspects involved in implementing, designing and using KBSs in cyberspace; Semantic Web. **Music and AI Frontiers Media SA Building web applications with Vue.js MVVM patterns for conventional and single-page websites Springer Nature** Get started with Vue.js quickly and easily with this book This book provides a compact and practical introduction to the popular Vue.js. Use the MVVC concept for applications on the web on the basis of MVC design patterns and create single-page web applications easily. You will use one of the powerful frameworks based only on elementary WWW standard technologies. With Vue.js you will understand and apply data binding, components, directives and modularity. With this book, you will not only learn the most important basics of Vue.js. You will also learn how to create and maintain web applications with this JavaScript web framework. The focus of this comprehensive work is on the following aspects: - HTML/CSS/JavaScript and the Web: The Vue.js environment - Basis of JavaScript (above all JSON) - Working with the Vue instance - templates - Double Curly Syntax and Data Binding With its strong application focus, this book on Vue.js is an ideal companion for self-study or relevant courses. In terms of content, it is aimed at: (a) creators of websites (b) programmers c) Web designer Dive even deeper into the matter Ralph Steyer shows which prerequisites you should have to work with this book. Then you will learn more about the framework and the special features of Vue.js. In the further course, the author covers these partial aspects, among others: - First examples - just test Vue.js once - How and why does Vue.js work? - Conditional Rendering: The v-if directive - making decisions - Dynamic layouts with data binding - making stylesheets dynamic - Forms and form data binding - interaction with the user - Transitions and animations - Moving things If you want to learn even more about the application, this book gives you an outlook on further possible uses and functions of Vue.js in the final chapter. To make it easier for you to get started, you will find program codes and illustrations in each chapter that illustrate complex processes. **Applied Machine Learning Solutions with Python Production-ready ML Projects Using Cutting-edge Libraries and Powerful Statistical Techniques (English Edition) BPB Publications** A problem-focused guide for tackling industrial machine learning issues with methods and frameworks chosen by experts. **KEY FEATURES** ● Popular techniques for problem formulation, data collection, and data cleaning in machine learning. ● Comprehensive and useful machine learning tools such as MLFlow, Streamlit, and many more. ● Covers numerous machine learning libraries, including Tensorflow, FastAI, Scikit-Learn, Pandas, and Numpy. **DESCRIPTION** This book discusses how to apply machine learning to real-world problems by utilizing real-world data. In this book, you will investigate data sources, become acquainted with data pipelines, and practice how machine learning works through numerous examples and case studies. The book begins with high-level concepts and implementation (with code!) and progresses towards the real-world of ML systems. It briefly discusses various concepts of Statistics and Linear Algebra. You will learn how to formulate a problem, collect data, build a model, and tune it. You will learn about use cases for data analytics, computer vision, and natural language processing. You will also explore nonlinear architecture, thus enabling you to build models with multiple inputs and outputs. You will get trained on creating a machine learning profile, various machine learning libraries, Statistics, and FAST API. Throughout the book, you will use Python to experiment with machine learning libraries such as Tensorflow, Scikit-learn, Spacy, and FastAI. The book will help train our models on both Kaggle and our datasets. **WHAT YOU WILL LEARN** ● Construct a machine learning problem, evaluate the feasibility, and gather and clean data. ● Learn to explore data first, select, and train machine learning models. ● Fine-tune the chosen model, deploy, and monitor it in production. ● Discover popular models for data analytics, computer vision, and Natural Language Processing. ● Create a machine learning profile and contribute to the community. **WHO THIS BOOK IS FOR** This book caters to beginners in machine learning, software engineers, and students who want to gain a good understanding of machine learning concepts and create production-ready ML systems. This book assumes you have a beginner-level understanding of Python. **TABLE OF CONTENTS** 1. Introduction to Machine Learning 2. Problem Formulation in Machine Learning 3. Data Acquisition and Cleaning 4. Exploratory Data Analysis 5. Model Building and Tuning 6. Taking Our Model into Production 7. Data Analytics Use Case 8. Building a Custom Image Classifier from Scratch 9. Building a News Summarization App Using Transformers 10. Multiple Inputs and Multiple Output Models 11. Contributing to the Community 12. Creating Your Project 13. Crash Course in Numpy, Matplotlib, and Pandas 14. Crash Course in Linear Algebra and Statistics 15. Crash Course in FastAPI