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Pattern Recognition and Machine Learning-Christopher M. Bishop 2016-08-23 This is the first textbook on pattern recognition to present the Bayesian viewpoint. The book presents approximate inference algorithms that permit fast approximate answers in situations where exact answers are not feasible. It uses graphical models to describe probability distributions when no other books apply graphical models to machine learning. No previous knowledge of pattern recognition or machine learning concepts is assumed. Familiarity with multivariate calculus and basic linear algebra is required, and some experience in the use of probabilities would be helpful though not essential as the book includes a self-contained introduction to basic probability theory.

Mathematics for Machine Learning-Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Machine Learning-Kevin P. Murphy 2012-08-24 A comprehensive introduction to machine learning that uses probabilistic models and inference as a unifying approach. Today's Web-enabled deluge of electronic data calls for automated methods of data analysis. Machine learning provides these, developing methods that can automatically detect patterns in data and then use the uncovered patterns to predict future data. This textbook offers a comprehensive and self-contained introduction to the field of machine learning, based on a unified, probabilistic approach. The coverage combines breadth and depth, offering necessary background material on such topics as probability, optimization, and linear algebra as well as discussion of recent developments in the field, including conditional random fields, L1 regularization, and deep learning. The book is written in an informal, accessible style, complete with pseudo-code for the most important algorithms. All topics are copiously illustrated with color images and worked examples drawn from such application domains as biology, text processing, computer vision, and robotics. Rather than providing a cookbook of different heuristic methods, the book stresses a principled model-based approach, often using the language of graphical models to specify models in a concise and intuitive way. Almost all the models described have been implemented in a MATLAB software package—PMTK (probabilistic modeling toolkit)—that is freely available online. The book is suitable for upper-level undergraduates with an introductory-level college math background and beginning graduate students.

Bayesian Reasoning and Machine Learning-David Barber 2012-02-02 A practical introduction perfect for final-year undergraduate and graduate students without a solid background in linear algebra and calculus.

Foundations of Machine Learning-Mehryar Mohri 2012-08-17 This graduate-level textbook introduces fundamental concepts and methods in machine learning. It describes several important modern algorithms, provides the theoretical underpinnings of these algorithms, and illustrates key aspects for their application. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning fills the need for a general textbook that also offers theoretical details and an emphasis on proofs. Certain topics that are often treated with insufficient attention are discussed in more detail here; for example, entire chapters are devoted to regression, multi-class classification, and ranking. The first three chapters lay the theoretical foundation for what follows, but each remaining chapter is mostly self-contained. The appendix offers a concise probability review, a short introduction to convex optimization, tools for concentration bounds, and several basic properties of matrices and norms used in the book. The book is intended for graduate students and researchers in machine learning, statistics, and related areas; it can be used either as a textbook or as a reference text for a research seminar.

Neural Networks for Pattern Recognition-Christopher M. Bishop 1995-11-23 'Readers will emerge with a rigorous statistical grounding in the theory of how to construct and train neural networks in pattern recognition' New Scientist

Introduction to Machine Learning-Ethem Alpaydin 2014-08-29 The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. Introduction to Machine Learning is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing. Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of Introduction to Machine Learning reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptrons and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

Probabilistic Graphical Models-Daphne Koller 2009-07-31 A general framework for constructing and using probabilistic models of complex systems that would enable a computer to use available information for making decisions. Most tasks require a person or an automated system to reason—to reach conclusions based on available information. The framework of probabilistic graphical models, presented in this book, provides a general approach for this task. The approach is model-based, allowing interpretable models to be constructed and then manipulated by reasoning algorithms. These models can also be learned automatically from data, allowing the approach to be used in cases where manually constructing a model is difficult or even impossible. Because uncertainty is an inescapable aspect of most real-world applications, the book focuses on probabilistic models, which make the uncertainty explicit and provide models that are more faithful to reality. Probabilistic Graphical Models discusses a variety of models, spanning Bayesian networks, undirected Markov networks, discrete and continuous models, and extensions to deal with dynamical systems and relational data. For each class of models, the text describes the three fundamental cornerstones: representation, inference, and learning, presenting both basic concepts and advanced techniques. Finally, the book considers the use of the proposed framework for causal reasoning and decision making under uncertainty. The main text in each chapter provides the detailed technical development of the key ideas. Most chapters also include boxes with additional material: skill boxes, which describe techniques; case study boxes, which discuss empirical cases related to the approach described in the text, including applications in computer vision, robotics, natural language understanding, and computational biology; and concept boxes, which present significant concepts drawn from the material in the chapter. Instructors (and readers) can group chapters in various combinations,

from core topics to more technically advanced material, to suit their particular needs.

Understanding Machine Learning-Shai Shalev-Shwartz 2014-05-19 Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Deep Learning-Ian Goodfellow 2016-11-10 An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

All of Statistics-Larry Wasserman 2013-12-11 Taken literally, the title "All of Statistics" is an exaggeration. But in spirit, the title is apt, as the book does cover a much broader range of topics than a typical introductory book on mathematical statistics. This book is for people who want to learn probability and statistics quickly. It is suitable for graduate or advanced undergraduate students in computer science, mathematics, statistics, and related disciplines. The book includes modern topics like non-parametric curve estimation, bootstrapping, and classification, topics that are usually relegated to follow-up courses. The reader is presumed to know calculus and a little linear algebra. No previous knowledge of probability and statistics is required. Statistics, data mining, and machine learning are all concerned with collecting and analysing data.

Machine Learning Refined-Jeremy Watt 2020-01-09 An intuitive approach to machine learning covering key concepts, real-world applications, and practical Python coding exercises.

Pattern Recognition and Classification-Geoff Dougherty 2012-10-28 The use of pattern recognition and classification is fundamental to many of the automated electronic systems in use today. However, despite the existence of a number of notable books in the field, the subject remains very challenging, especially for the beginner. Pattern Recognition and Classification presents a comprehensive introduction to the core concepts involved in automated pattern recognition. It is designed to be accessible to newcomers from varied backgrounds, but it will also be useful to researchers and professionals in image and signal processing and analysis, and in computer vision. Fundamental concepts of supervised and unsupervised classification are presented in an informal, rather than axiomatic, treatment so that the reader can quickly acquire the necessary background for applying the concepts to real problems. More advanced topics, such as semi-supervised classification, combining clustering algorithms and relevance feedback are addressed in the later chapters. This book is suitable for undergraduates and graduates studying pattern recognition and machine learning.

Foundations of Machine Learning-Mehryar Mohri 2018-12-25 A new edition of a graduate-level machine learning textbook that focuses on the analysis and theory of algorithms. This book is a general introduction to machine learning that can serve as a textbook for graduate students and a reference for researchers. It covers fundamental modern topics in machine learning while providing the theoretical basis and conceptual tools needed for the discussion and justification of algorithms. It also describes several key aspects of the application of these algorithms. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning is unique in its focus on the analysis and theory of algorithms. The first four chapters

lay the theoretical foundation for what follows; subsequent chapters are mostly self-contained. Topics covered include the Probably Approximately Correct (PAC) learning framework; generalization bounds based on Rademacher complexity and VC-dimension; Support Vector Machines (SVMs); kernel methods; boosting; on-line learning; multi-class classification; ranking; regression; algorithmic stability; dimensionality reduction; learning automata and languages; and reinforcement learning. Each chapter ends with a set of exercises. Appendixes provide additional material including concise probability review. This second edition offers three new chapters, on model selection, maximum entropy models, and conditional entropy models. New material in the appendixes includes a major section on Fenchel duality, expanded coverage of concentration inequalities, and an entirely new entry on information theory. More than half of the exercises are new to this edition.

The Elements of Statistical Learning-Trevor Hastie 2013-11-11 During the past decade there has been an explosion in computation and information technology. With it have come vast amounts of data in a variety of fields such as medicine, biology, finance, and marketing. The challenge of understanding these data has led to the development of new tools in the field of statistics, and spawned new areas such as data mining, machine learning, and bioinformatics. Many of these tools have common underpinnings but are often expressed with different terminology. This book describes the important ideas in these areas in a common conceptual framework. While the approach is statistical, the emphasis is on concepts rather than mathematics. Many examples are given, with a liberal use of color graphics. It should be a valuable resource for statisticians and anyone interested in data mining in science or industry. The book's coverage is broad, from supervised learning (prediction) to unsupervised learning. The many topics include neural networks, support vector machines, classification trees and boosting---the first comprehensive treatment of this topic in any book. This major new edition features many topics not covered in the original, including graphical models, random forests, ensemble methods, least angle regression & path algorithms for the lasso, non-negative matrix factorization, and spectral clustering. There is also a chapter on methods for "wide" data ( $p$  bigger than  $n$ ), including multiple testing and false discovery rates. Trevor Hastie, Robert Tibshirani, and Jerome Friedman are professors of statistics at Stanford University. They are prominent researchers in this area: Hastie and Tibshirani developed generalized additive models and wrote a popular book of that title. Hastie co-developed much of the statistical modeling software and environment in R/S-PLUS and invented principal curves and surfaces. Tibshirani proposed the lasso and is co-author of the very successful *An Introduction to the Bootstrap*. Friedman is the co-inventor of many data-mining tools including CART, MARS, projection pursuit and gradient boosting.

Pattern Recognition and Machine Learning-King-Sun Fu 1971-07 This book contains the Proceedings of the US-Japan Seminar on Learning Process in Control Systems. The seminar, held in Nagoya, Japan, from August 18 to 20, 1970, was sponsored by the US-Japan Cooperative Science Program, jointly supported by the National Science Foundation and the Japan Society for the Promotion of Science. The full texts of all the presented papers except two are included. The papers cover a great variety of topics related to learning processes and systems, ranging from pattern recognition to systems identification, from learning control to biological modelling. In order to reflect the actual content of the book, the present title was selected. All the twenty-eight papers are roughly divided into two parts--Pattern Recognition and System Identification and Learning Process and Learning Control. It is sometimes quite obvious that some papers can be classified into either part. The choice in these cases was strictly the editor's in order to keep a certain balance between the two parts. During the past decade there has been a considerable growth of interest in problems of pattern recognition and machine learning. In designing an optimal pattern recognition or control system, if all the a priori information about the process under study is known and can be described deterministically, the optimal system is usually designed by deterministic optimization techniques.

Pattern Recognition-Sergios Theodoridis 2003-05-15 Pattern recognition is a scientific discipline that is becoming increasingly important in the age of automation and information handling and retrieval. *Pattern Recognition, 2e* covers the entire spectrum of pattern recognition applications, from image analysis to speech recognition and communications. This book presents cutting-edge material on neural networks, - a set of linked microprocessors that can form associations and uses pattern recognition to "learn" -and enhances student motivation by approaching pattern recognition from the designer's point of view. A direct result of more than 10 years of teaching experience, the text was developed by the authors through use in their own classrooms. \*Approaches pattern recognition from the designer's point of view \*New edition highlights latest developments in this growing field, including independent components and support vector machines, not available elsewhere \*Supplemented by computer examples selected from

applications of interest

Foundations of Knowledge Acquisition-Alan L. Meyrowitz 1993-01-31 One of the most intriguing questions about the new computer technology that has appeared over the past few decades is whether we humans will ever be able to make computers learn. As is painfully obvious to even the most casual computer user, most current computers do not. Yet if we could devise learning techniques that enable computers to routinely improve their performance through experience, the impact would be enormous. The result would be an explosion of new computer applications that would suddenly become economically feasible (e. g. , personalized computer assistants that automatically tune themselves to the needs of individual users), and a dramatic improvement in the quality of current computer applications (e. g. , imagine an airline scheduling program that improves its scheduling method based on analyzing past delays). And while the potential economic impact of successful learning methods is sufficient reason to invest in research into machine learning, there is a second significant reason: studying machine learning helps us understand our own human learning abilities and disabilities, leading to the possibility of improved methods in education. While many open questions remain about the methods by which machines and humans might learn, significant progress has been made.

Reinforcement Learning-Richard S. Sutton 2018-11-13 The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Mining of Massive Datasets-Jure Leskovec 2014-11-13 Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

Neural Networks and Deep Learning-Charu C. Aggarwal 2018-08-25 This book covers both classical and modern models in deep learning. The primary focus is on the theory and algorithms of deep learning. The theory and algorithms of neural networks are particularly important for understanding important concepts, so that one can understand the important design concepts of neural architectures in different applications. Why do neural networks work? When do they work better than off-the-shelf machine-learning models? When is depth useful? Why is training neural networks so hard? What are the pitfalls? The book is also rich in discussing different applications in order to give the practitioner a flavor of how neural architectures are designed for different types of problems. Applications associated with many different areas like recommender systems, machine translation, image captioning, image classification, reinforcement-learning based gaming, and text analytics are covered. The chapters of this book span three categories: The basics of neural networks: Many traditional machine learning models can be understood as special cases of neural networks. An emphasis is placed in the first two chapters on understanding the relationship between traditional machine learning and neural networks. Support vector machines, linear/logistic regression, singular value decomposition, matrix factorization, and recommender systems are shown to be special cases of neural networks. These methods are studied together with recent feature engineering methods like word2vec. Fundamentals of neural networks: A detailed discussion of training and regularization is provided in Chapters 3 and 4. Chapters 5 and 6 present radial-basis function (RBF) networks and restricted Boltzmann machines. Advanced topics in neural networks: Chapters 7 and 8 discuss recurrent neural networks and convolutional neural networks. Several advanced topics like deep reinforcement learning, neural Turing machines, Kohonen self-organizing maps, and generative adversarial networks are introduced in Chapters 9 and 10. The book is written for graduate students, researchers, and practitioners. Numerous exercises are available along with a solution manual to aid in

classroom teaching. Where possible, an application-centric view is highlighted in order to provide an understanding of the practical uses of each class of techniques.

An Introduction to Statistical Learning-Gareth James 2013-06-24 An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

Machine Learning in Action-Peter Harrington 2011-12 Provides information on the concepts of machine theory, covering such topics as statistical data processing, data visualization, and forecasting.

Machine Learning-Sergios Theodoridis 2020-02-19 Machine Learning: A Bayesian and Optimization Perspective, 2nd edition, gives a unified perspective on machine learning by covering both pillars of supervised learning, namely regression and classification. The book starts with the basics, including mean square, least squares and maximum likelihood methods, ridge regression, Bayesian decision theory classification, logistic regression, and decision trees. It then progresses to more recent techniques, covering sparse modelling methods, learning in reproducing kernel Hilbert spaces and support vector machines, Bayesian inference with a focus on the EM algorithm and its approximate inference variational versions, Monte Carlo methods, probabilistic graphical models focusing on Bayesian networks, hidden Markov models and particle filtering. Dimensionality reduction and latent variables modelling are also considered in depth. This palette of techniques concludes with an extended chapter on neural networks and deep learning architectures. The book also covers the fundamentals of statistical parameter estimation, Wiener and Kalman filtering, convexity and convex optimization, including a chapter on stochastic approximation and the gradient descent family of algorithms, presenting related online learning techniques as well as concepts and algorithmic versions for distributed optimization. Focusing on the physical reasoning behind the mathematics, without sacrificing rigor, all the various methods and techniques are explained in depth, supported by examples and problems, giving an invaluable resource to the student and researcher for understanding and applying machine learning concepts. Most of the chapters include typical case studies and computer exercises, both in MATLAB and Python. The chapters are written to be as self-contained as possible, making the text suitable for different courses: pattern recognition, statistical/adaptive signal processing, statistical/Bayesian learning, as well as courses on sparse modeling, deep learning, and probabilistic graphical models. New to this edition: Complete re-write of the chapter on Neural Networks and Deep Learning to reflect the latest advances since the 1st edition. The chapter, starting from the basic perceptron and feed-forward neural networks concepts, now presents an in depth treatment of deep networks, including recent optimization algorithms, batch normalization, regularization techniques such as the dropout method, convolutional neural networks, recurrent neural networks, attention mechanisms, adversarial examples and training, capsule networks and generative architectures, such as restricted Boltzman machines (RBMs), variational autoencoders and generative adversarial networks (GANs). Expanded treatment of Bayesian learning to include nonparametric Bayesian methods, with a focus on the Chinese restaurant and the Indian buffet processes. Presents the physical reasoning, mathematical modeling and algorithmic implementation of each method Updates on the latest trends, including sparsity, convex analysis and optimization, online distributed algorithms, learning in RKH spaces, Bayesian inference, graphical and hidden Markov models, particle filtering, deep learning, dictionary learning and latent variables modeling Provides case studies on a variety of topics, including protein folding prediction, optical character recognition, text authorship identification, fMRI data analysis, change point detection, hyperspectral image unmixing, target localization, and more Computer Vision-Richard Szeliski 2010-09-30 Computer Vision: Algorithms and Applications explores the

variety of techniques commonly used to analyze and interpret images. It also describes challenging real-world applications where vision is being successfully used, both for specialized applications such as medical imaging, and for fun, consumer-level tasks such as image editing and stitching, which students can apply to their own personal photos and videos. More than just a source of "recipes," this exceptionally authoritative and comprehensive textbook/reference also takes a scientific approach to basic vision problems, formulating physical models of the imaging process before inverting them to produce descriptions of a scene. These problems are also analyzed using statistical models and solved using rigorous engineering techniques. Topics and features: structured to support active curricula and project-oriented courses, with tips in the Introduction for using the book in a variety of customized courses; presents exercises at the end of each chapter with a heavy emphasis on testing algorithms and containing numerous suggestions for small mid-term projects; provides additional material and more detailed mathematical topics in the Appendices, which cover linear algebra, numerical techniques, and Bayesian estimation theory; suggests additional reading at the end of each chapter, including the latest research in each sub-field, in addition to a full Bibliography at the end of the book; supplies supplementary course material for students at the associated website, <http://szeliski.org/Book/>. Suitable for an upper-level undergraduate or graduate-level course in computer science or engineering, this textbook focuses on basic techniques that work under real-world conditions and encourages students to push their creative boundaries. Its design and exposition also make it eminently suitable as a unique reference to the fundamental techniques and current research literature in computer vision.

A Construction Manual for Robots' Ethical Systems-Robert Trappl 2015-11-26 This book will help researchers and engineers in the design of ethical systems for robots, addressing the philosophical questions that arise and exploring modern applications such as assistive robots and self-driving cars. The contributing authors are among the leading academic and industrial researchers on this topic and the book will be of value to researchers, graduate students and practitioners engaged with robot design, artificial intelligence and ethics.

Web Data Mining-Bing Liu 2011-06-25 Liu has written a comprehensive text on Web mining, which consists of two parts. The first part covers the data mining and machine learning foundations, where all the essential concepts and algorithms of data mining and machine learning are presented. The second part covers the key topics of Web mining, where Web crawling, search, social network analysis, structured data extraction, information integration, opinion mining and sentiment analysis, Web usage mining, query log mining, computational advertising, and recommender systems are all treated both in breadth and in depth. His book thus brings all the related concepts and algorithms together to form an authoritative and coherent text. The book offers a rich blend of theory and practice. It is suitable for students, researchers and practitioners interested in Web mining and data mining both as a learning text and as a reference book. Professors can readily use it for classes on data mining, Web mining, and text mining. Additional teaching materials such as lecture slides, datasets, and implemented algorithms are available online.

The F Language Guide-Wilhelm Gehrke 2012-12-06 Fortran is currently the world's most powerful numeric language and F is a subset of this. F is a programming language which is nearly as powerful as its parent language, containing the modern language features of Fortran, yet smaller and easier to use, debug and teach than Fortran. As with his previous Fortran books, Wilhelm Gehrke has provided a clear and comprehensive guide to the F language in this book which will be welcomed by practitioners and students alike. The F Language Guide will serve as a language reference manual for the novice as well as for the experienced programmer, as teaching material for courses in F programming, and in programming methodology. The guide concentrates on the description of the language as a programmers' tool. A representation of the F Syntax using railroad diagrams will be available on the Springer server at <http://www.springer.co.uk/>

Computer Security-Matt Bishop 2003 The importance of computer security has increased dramatically during the past few years. Bishop provides a monumental reference for the theory and practice of computer security. Comprehensive in scope, this book covers applied and practical elements, theory, and the reasons for the design of applications and security techniques.

Maple V Library Reference Manual-Bruce W. Char 2013-12-01 The design and implementation of the Maple system is an on-going project of the Symbolic Com putation Group at the University of Waterloo in Ontario, Canada. This manual corresponds with version V (roman numeral five) of the Maple system. The on-line help subsystem can be invoked from within a Maple session to view documentation on specific topics. In particular, the command ?updates points the user to documentation updates for each new version of Maple. The Maple project was first conceived in the autumn of 1980, growing out of discussions

on the state of symbolic computation at the University of Waterloo. The authors wish to acknowledge many fruitful discussions with colleagues at the University of Waterloo, particularly Morven Gen tleman, Michael Malcolm, and Frank Tompa. It was recognized in these discussions that none of the locally-available systems for symbolic computation provided the facilities that should be expected for symbolic computation in modern computing environments. We concluded that since the basic design decisions for the then-current symbolic systems such as ALTRAN, CAMAL, REDUCE, and MACSYMA were based on 1960's computing technology, it would be wise to design a new system "from scratch". Thus we could take advantage of the software engineering technology which had become available in recent years, as well as drawing from the lessons of experience. Maple's basic features (elementary data structures, Input/output, arithmetic with numbers, and elementary simplification) are coded in a systems programming language for efficiency.

Modern Control Systems-Richard C. Dorf 2011 Modern Control Systems, 12e, is ideal for an introductory undergraduate course in control systems for engineering students. Written to be equally useful for all engineering disciplines, this text is organized around the concept of control systems theory as it has been developed in the frequency and time domains. It provides coverage of classical control, employing root locus design, frequency and response design using Bode and Nyquist plots. It also covers modern control methods based on state variable models including pole placement design techniques with full-state feedback controllers and full-state observers. Many examples throughout give students ample opportunity to apply the theory to the design and analysis of control systems. Incorporates computer-aided design and analysis using MATLAB and LabVIEW MathScript.

Mastering Probabilistic Graphical Models Using Python-Ankur Ankan 2015-08-03 Master probabilistic graphical models by learning through real-world problems and illustrative code examples in Python About This Book Gain in-depth knowledge of Probabilistic Graphical Models Model time-series problems using Dynamic Bayesian Networks A practical guide to help you apply PGMs to real-world problems Who This Book Is For If you are a researcher or a machine learning enthusiast, or are working in the data science field and have a basic idea of Bayesian Learning or Probabilistic Graphical Models, this book will help you to understand the details of Graphical Models and use it in your data science problems. This book will also help you select the appropriate model as well as the appropriate algorithm for your problem. What You Will Learn Get to know the basics of Probability theory and Graph Theory Work with Markov Networks Implement Bayesian Networks Exact Inference Techniques in Graphical Models such as the Variable Elimination Algorithm Understand approximate Inference Techniques in Graphical Models such as Message Passing Algorithms Sample algorithms in Graphical Models Grasp details of Naive Bayes with real-world examples Deploy PGMs using various libraries in Python Gain working details of Hidden Markov Models with real-world examples In Detail Probabilistic Graphical Models is a technique in machine learning that uses the concepts of graph theory to compactly represent and optimally predict values in our data problems. In real world problems, it's often difficult to select the appropriate graphical model as well as the appropriate inference algorithm, which can make a huge difference in computation time and accuracy. Thus, it is crucial to know the working details of these algorithms. This book starts with the basics of probability theory and graph theory, then goes on to discuss various models and inference algorithms. All the different types of models are discussed along with code examples to create and modify them, and also to run different inference algorithms on them. There is a complete chapter devoted to the most widely used networks Naive Bayes Model and Hidden Markov Models (HMMs). These models have been thoroughly discussed using real-world examples. Style and approach An easy-to-follow guide to help you understand Probabilistic Graphical Models using simple examples and numerous code examples, with an emphasis on more widely used models.

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Introduction to Information Retrieval-Christopher D. Manning 2008-07-07 Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Hands-On Machine Learning with Scikit-Learn and TensorFlow-Aurélien Géron 2017-03-13 Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how.

e-Learning and the Science of Instruction-Ruth C. Clark 2016-02-19 The essential e-learning design manual, updated with the latest research, design principles, and examples e-Learning and the Science of Instruction is the ultimate handbook for evidence-based e-learning design. Since the first edition of this book, e-learning has grown to account for at least 40% of all training delivery media. However, digital courses often fail to reach their potential for learning effectiveness and efficiency. This guide provides research-based guidelines on how best to present content with text, graphics, and audio as well as the conditions under which those guidelines are most effective. This updated fourth edition describes the guidelines, psychology, and applications for ways to improve learning through personalization techniques, coherence, animations, and a new chapter on evidence-based game design. The chapter on the Cognitive Theory of Multimedia Learning introduces three forms of cognitive load which are revisited throughout each chapter as the psychological basis for chapter principles. A new chapter on engagement in learning lays the groundwork for in-depth reviews of how to leverage worked examples, practice, online collaboration, and learner control to optimize learning. The updated instructor's materials include a syllabus, assignments, storyboard projects, and test items that you can adapt to your own course schedule and students. Co-authored by the most productive instructional research scientist in the world, Dr. Richard E. Mayer, this book distills copious e-learning research into a practical manual for improving learning through optimal design and delivery. Get up to date on the latest e-learning research Adopt best practices for communicating information effectively Use evidence-based techniques to engage your learners Replace popular instructional ideas, such as learning styles with evidence-based guidelines Apply evidence-based design techniques to optimize learning games e-Learning continues to grow as an alternative or adjunct to the classroom, and correspondingly, has become a focus among researchers in learning-related fields. New findings from research laboratories can inform the design and development of e-learning. However, much of this research published in technical journals is inaccessible to those who actually design e-learning material. By collecting the latest evidence into a single volume and translating the theoretical into the practical, e-Learning and the Science of Instruction has become an essential resource for consumers and designers of multimedia learning.

Fortran 90 Language Guide-Wilhelm Gehrke 2012-12-06 PREFACE The FORTRAN programming language was designed in the 1950s and standardized in 1966. That version of the language was later called FORTRAN 66. FORTRAN 66 quickly developed into the most important programming language for the development of engineering and scientific applications. In 1978, the language was redesigned and standardized again and called FORTRAN 77. However, this FORTRAN version was not yet a modern language as far as software engineering and programming methodology were concerned. In 1991, a new version of the language was standardized. Its name is Fortran 90. This version is a powerful tool, in fact it is closer to the state of the art of high level problem oriented programming languages than other famous languages that are used for the same area of application. The next revision of the language is planned for 1995; it will be a minor revision of Fortran 90. The next major language revision is planned for the year 2000. This "Fortran90 Language Guide" is a comprehensible description of the complete Fortran 90 programming language as it is defined in the standard document [1]. It is already in accordance with the two corrigenda [2] [3] of the standard document. The standard document is a reference book for compiler writers and those experts who already know all about Fortran 90, but it is use less for beginners and rather impractical even for experienced programmers.

Practical Machine Learning with Python-Dipanjan Sarkar 2017-12-20 Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine

learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem. Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today! What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students

Machine Learning for Hackers-Drew Conway 2012-02-13 If you're an experienced programmer interested in crunching data, this book will get you started with machine learning—a toolkit of algorithms that enables computers to train themselves to automate useful tasks. Authors Drew Conway and John Myles White help you understand machine learning and statistics tools through a series of hands-on case studies, instead of a traditional math-heavy presentation. Each chapter focuses on a specific problem in machine learning, such as classification, prediction, optimization, and recommendation. Using the R programming language, you'll learn how to analyze sample datasets and write simple machine learning algorithms. Machine Learning for Hackers is ideal for programmers from any background, including business, government, and academic research. Develop a naïve Bayesian classifier to determine if an email is spam, based only on its text Use linear regression to predict the number of page views for the top 1,000 websites Learn optimization techniques by attempting to break a simple letter cipher Compare and contrast U.S. Senators statistically, based on their voting records Build a “whom to follow” recommendation system from Twitter data

Applied Predictive Modeling-Max Kuhn 2013-05-17 Applied Predictive Modeling covers the overall predictive modeling process, beginning with the crucial steps of data preprocessing, data splitting and foundations of model tuning. The text then provides intuitive explanations of numerous common and modern regression and classification techniques, always with an emphasis on illustrating and solving real data problems. The text illustrates all parts of the modeling process through many hands-on, real-life examples, and every chapter contains extensive R code for each step of the process. This multi-purpose text can be used as an introduction to predictive models and the overall modeling process, a practitioner's reference handbook, or as a text for advanced undergraduate or graduate level predictive modeling courses. To that end, each chapter contains problem sets to help solidify the covered concepts and uses data available in the book's R package. This text is intended for a broad audience as both an introduction to predictive models as well as a guide to applying them. Non-mathematical readers will appreciate the intuitive explanations of the techniques while an emphasis on problem-solving with real data across a wide variety of applications will aid practitioners who wish to extend their expertise. Readers should have knowledge of basic statistical ideas, such as correlation and linear regression analysis. While the text is biased against complex equations, a mathematical background is needed for advanced topics.

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