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RIVERA CANTU

Simply Electron Apress
If you know HTML and/or CSS and want to take your skills to the next level, or even if you are a complete web novice, you really need to learn JavaScript. Not only is it the language behind the smooth and dynamic operation of Web 2.0 websites like Facebook, Twitter and Gmail, but in conjunction with HTML5 it's also the standard means Microsoft supports for creating Windows 8 apps - JavaScript is definitely the future for Windows! So, whether you want to simply add a little functionality to your website, such as smooth menus that pop up and down, image transition effects, user-friendly form handling and verification, or anything else that's more than a simple, flat HTML/CSS design, JavaScript is the way to go. What's more, JavaScript is easy. If you've ever tried to learn it and been put off by a plethora of jargon and technical mumbo-jumbo then you're in for a real treat, because Robin Nixon's Crash Courses have helped tens of thousands of people learn the new skills they need. From the top-selling author of "Learning PHP, MySQL & JavaScript," and starting from the ground up with no assumption of prior knowledge, every aspect of JavaScript is explained in this book, in logical order with plenty of simple examples, clear explanations, informative figures, and advice on how best to use the new things you learn. If you want to learn JavaScript up to a solid intermediate level, this book will teach you all you need to know, without recourse to other books and materials. Plus all the examples are free to download from the companion website, so you won't have to type them in to follow along and try them out for yourself. This course features the following lectures: Introduction to JavaScript Incorporating JavaScript Code Into a Web Page JavaScript Language Syntax JavaScript Operators JavaScript Arrays Multidimensional Arrays The JavaScript Array Functions Controlling Program Flow Looping Sections of Code JavaScript Functions JavaScript Objects Errors and Expressions The Document Object Model Advanced JavaScript Appendix: 150+ Functions Detailed Reasons why you will learn all you need from this course: No assumption is made of previous knowledge. Every new concept is explained in logical order. Fully-tested examples are provided throughout. Each lecture features several notes offering extra, handy advice. The examples can all be downloaded free from the companion website.
Learning TensorFlow.js Manning Publications
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

The Self-Assembling Brain Simon and Schuster
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.
The World Rewired Corwin Press
A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects step-by-step from the ground up, including: • Rock, Paper, Scissors game that recognizes your hand shapes • An app that recommends movies based on other movies that you like • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) that obeys commands • An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+
16th International Conference, CPAIOR 2019, Thessaloniki, Greece, June 4–7, 2019, Proceedings
Packt Publishing Ltd
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 Createspace Independent Publishing Platform
This book covers the crossroads of web development and deep learning. Both technologies are beginning to meet, and this honeymoon will produce new fantastic applications that you cannot even imagine yet. In this book you will see how to concretely use the main JavaScript deep learning frameworks and web programming in the browser with the capture of inputs and the WebGL implementation. Deep learning in the browser is currently at an embryonic stage, but this is the best time to bet on it before it becomes a giant, and this book will get you in on the action. Are you ready to embark on the adventure?
Artificial Intelligence Candlewick Press (MA)
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.

Mastering Desktop Software Development with JavaScript "O'Reilly Media, Inc."
Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.
How Neural Networks Grow Smarter John Wiley & Sons Incorporated
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.
Deep Learning in the Browser Createspace Independent Publishing Platform
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
Apress
Apply Artificial Intelligence techniques in the browser or on resource constrained computing devices. Machine learning (ML) can be an intimidating subject until you know the essentials and for what applications it works. This book takes advantage of the intricacies of the ML processes by using a simple, flexible and portable programming language such as JavaScript to work with more approachable, fundamental coding ideas. Using JavaScript programming features along with standard libraries, you'll first learn to design and develop interactive graphics applications. Then move further into neural systems and human pose estimation strategies. For training and deploying your ML models in the browser, TensorFlow.js libraries will be emphasized. After conquering the fundamentals, you'll dig into the wilderness of ML. Employ the ML and Processing (P5) libraries for Human Gait analysis. Building up Gait recognition with themes, you'll come to understand a variety of ML implementation issues. For example, you’ll learn about the classification of normal and abnormal Gait patterns. With Beginning Machine Learning in the Browser, you’ll be on your way to becoming an experienced Machine Learning developer. What You’ll Learn Work with ML models, calculations, and information gathering Implement TensorFlow.js libraries for ML models Perform Human Gait Analysis using ML techniques in the browser Who This Book Is For Computer science students and research scholars, and novice programmers/web developers in the domain of Internet Technologies
A guide to building ML applications integrated with web technology using the TensorFlow.js library
Createspace Independent Publishing Platform
A richly-illustrated, full-color introduction to deep learning that offers visual and conceptual explanations instead of equations. You'll learn how to use key deep learning algorithms without the need for complex math. Ever since computers began beating us at chess, they've been getting better at a wide range of human activities, from writing songs and generating news articles to helping doctors provide healthcare. Deep learning is the source of many of these breakthroughs, and its remarkable ability to find patterns hiding in data has made it the fastest growing field in artificial intelligence (AI). Digital assistants on our phones use deep learning to understand and respond intelligently to voice commands; automotive systems use it to safely navigate road hazards; online platforms use it to deliver personalized suggestions for movies and books - the possibilities are endless. Deep Learning: A Visual Approach is for anyone who wants to understand this fascinating field in depth, but without any of the advanced math and programming usually required to grasp its internals. If you want to know how these tools work, and use them yourself, the answers are all within these pages. And, if you're ready to write your own programs, there are also plenty of supplemental Python notebooks in the accompanying Github repository to get you going. The book's conversational style, extensive color illustrations, illuminating analogies, and real-world examples expertly explain the key concepts in deep learning, including: • How text generators create novel stories and articles • How deep learning systems learn to play and win at human games • How image classification systems identify objects or people in a photo • How to think about probabilities in a way that's useful to everyday life • How to use the machine learning techniques that form the core of modern AI Intellectual adventurers of all kinds can use the powerful ideas covered in Deep Learning: A Visual Approach to build intelligent systems that help us better understand the world and everyone who lives in it. It's the future of AI, and this book allows you to fully envision it. Full Color Illustrations
Get Coding 2! Build Five Computer Games Using HTML and JavaScript Apress
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 learningand 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-readydeep 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

A Project-Based Introduction to Artificial Intelligence Princeton University Press

Javascript Artificial IntelligenceMade Easy, W/ Essential Programming; Create Your * Problem Solving * Algorithms! Today! W/ Machine Learning & Data StructuresCreatespace Independent Publishing Platform

Dive Into Deep Learning Javascript Artificial IntelligenceMade Easy, W/ Essential Programming; Create Your * Problem Solving * Algorithms! Today! W/ Machine Learning & Data Structures

What to learn how to develop Desktop Apps like Web Browsers, PDF readers, Office Suites, etc.? Anyone can learn to do that easily, you just need the right framework to pair with the programming language of your choice! If you're interested in developing software for a diverse range of computers and operating systems, including Microsoft Windows 7, 8, 8.1, 10, MacOS, and Linux based operating systems like Ubuntu, Fedora, Arch Linux, etc. then electron is the right choice of framework for you. Learning Electron is a journey comprised of getting to know it's workflow, APIs, etc. Its easy enough to be learned just by reading Electron's documentation, however, if you wish to master the full power of Electron, you need to use it with all it's advanced features, complementing Electron-userland programs, and Typescript; This book can be used to assist you in your journey to learn and master desktop software development, and help you avoid the heartache that comes with the steep learning curve of Electron at it's full power.What you can find inside this book: You will find the fundamentals of HTML, CSS, JavaScript, DOM, ES6, and Electron, so you can easily get acquainted with it even if you have never used Electron or NodeJS before. The basics are thorough and dense in print, so even if you are an intermediate or advanced user, you can learn stuff you may have never seen before. Advanced features like Data-type Prejudice, Class Based OOP, Scaffolding, Boilerplate code, Crash Report handling, Working with I/O devices, Debugging, Testing, etc. are covered for intermediate and Advanced users. Heavy attention has been given to the practicals, demonstrations, and code narrations. Advanced coding practices are covered, and a wide range of alternatives and suggestions are provided to improve your overall experience with Electron and JavaScript. The lessons are presented in a way that enhances the learning experience when the book is used as a self-learning material. The explanations and code narrations are provide in a way that assists rote learning, if the need ever arises! The past and future of Desktop Applications is discussed at length, and an entire chapter is provided to inspire and inform readers who are interested in applying Electron and JavaScript to Artificial Intelligence, Machine Learning, Internet of Things, etc. Instructions are given to use Electron with both JavaScript and TypeScript. Instructions are given to extend your journey to program and develop using Electron beyond this book. A lot of informative material is provided to get you acquainted with the Electron-userland. This book will take care of all your Electron related needs! It will teach you all you need to learn, and it will tell you all you need to know! This book will make you fall in love with Electron and JavaScript; you will be able to develop Desktop Applications before you know it!

In AI We Trust "O'Reilly Media, Inc."

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 programing 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.

Practical Machine Learning in JavaScript Apress

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

AI and Machine Learning for Coders CRC Press

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.

Deep Learning with Python Addison-Wesley

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

Hands-on Machine Learning with JavaScript Simon and Schuster

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 youand Much, much more!World-Class TrainingThis 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!