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Deep Learning with R François Chollet, 2018-01-22 Summary Deep Learning with R introduces the world of deep learning using the powerful Keras library and its R language interface The book builds your understanding of deep learning through intuitive explanations and practical examples Continue your journey into the world of deep learning with Deep Learning with R in Motion a practical hands on video course available exclusively at Manning com www.manning.com livevideo deep learning with r in motion Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Machine learning has made remarkable progress in recent years Deep learning systems now enable previously impossible smart applications revolutionizing image recognition and natural language processing and identifying complex patterns in data The Keras deep learning library provides data scientists and developers working in R a state of the art toolset for tackling deep learning tasks About the Book Deep Learning with R introduces the world of deep learning using the powerful Keras library and its R language interface Initially written for Python as Deep Learning with Python by Keras creator and Google AI researcher Fran ois Chollet and adapted for R by RStudio founder J J Allaire this book builds your understanding of deep learning through intuitive explanations and practical examples You ll practice your new skills with R based applications in computer vision natural language processing and generative models What s Inside Deep learning from first principles Setting up your own deep learning environment Image classification and generation Deep learning for text and sequences About the Reader You ll need intermediate R programming skills No previous experience with machine learning or deep learning is assumed About the Authors Fran ois Chollet is a deep learning researcher at Google and the author of the Keras library J J Allaire is the founder of RStudio and the author of the R interfaces to TensorFlow and Keras Table of Contents PART 1 FUNDAMENTALS OF DEEP LEARNING What is deep learning Before we begin the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep learning best practices Generative deep learning Conclusions [Cloud Computing Enabled Big-Data Analytics in Wireless Ad-hoc Networks](#) Sanjoy Das, Ram Shringar Rao, Indrani Das, Vishal Jain, Nanhay Singh, 2022-03-20 This book discusses intelligent computing through the Internet of Things IoT and Big Data in

vehicular environments in a single volume It covers important topics such as topology based routing protocols heterogeneous wireless networks security risks software defined vehicular ad hoc networks vehicular delay tolerant networks and energy harvesting for WSNs using rectenna FEATURES Covers applications of IoT in Vehicular Ad hoc Networks VANETs Discusses use of machine learning and other computing techniques for enhancing performance of networks Explains game theory based vertical handoffs in heterogeneous wireless networks Examines monitoring and surveillance of vehicles through the vehicular sensor network Investigates theoretical approaches on software defined VANET The book is aimed at graduate students and academic researchers in the fields of electrical engineering electronics and communication engineering computer science and engineering *PC Gamer*, 2008 *Driving Scientific and Engineering Discoveries Through the Integration of Experiment, Big Data, and Modeling and Simulation* Jeffrey Nichols, Arthur 'Barney' Maccabe, James Nutaro, Swaroop Pophale, Pravallika Devineni, Theresa Ahearn, Becky Verastegui, 2022-03-09 This book constitutes the revised selected papers of the 21st Smoky Mountains Computational Sciences and Engineering Conference SMC 2021 held in Oak Ridge TN USA in October 2021 The 33 full papers and 3 short papers presented were carefully reviewed and selected from a total of 88 submissions The papers are organized in topical sections of computational applications converged HPC and artificial intelligence advanced computing applications use cases that combine multiple aspects of data and modeling advanced computing systems and software connecting instruments from edge to supercomputers deploying advanced computing platforms on the road to a converged ecosystem scientific data challenges The conference was held virtually due to the COVID 19 pandemic **The Money Trap** Alok Sama, 2024-09-17 A gripping and entertaining memoir that shines a rare light on an industry that is disrupting our lives Veteran Morgan Stanley banker Alok Sama thought he'd seen it all Then he found himself chief dealmaker at the most influential technology investor in the world SoftBank the backer of Arm Holdings Yahoo Nvidia TikTok Uber T Mobile Alibaba and WeWork The Money Trap is Sama's thrilling stranger than fiction personal odyssey featuring his experiences alongside SoftBank's iconic founder Masayoshi Son a visionary maverick who wants to be remembered as the crazy guy who bet on the future and whose mission is happiness for everyone Sama takes the reader on a wild journey as he consorts with A list CEOs and heads of state and negotiates mega deals on a Gulfstream jet Son's sanctuary with its exquisite Japanese garden and a waterside restaurant in the Turkish Riviera all while contending with a mysterious dark arts smear campaign that takes a toll on his private life This fascinating and humorous saga provides a unique insider perspective on the insanity of high finance and venture investing Written with self deprecating wit unflinching honesty and searing introspection The Money Trap is ultimately a morality tale in life as in technology investing more money isn't always the answer *Journal of Graphics Tools*, 2007 *PC World*, 2009 *GPU Programming in MATLAB* Nikolaos Ploskas, Nikolaos Samaras, 2016-08-25 GPU programming in MATLAB is intended for scientists engineers or students who develop or maintain applications in MATLAB and would like to accelerate their codes using GPU

programming without losing the many benefits of MATLAB The book starts with coverage of the Parallel Computing Toolbox and other MATLAB toolboxes for GPU computing which allow applications to be ported straightforwardly onto GPUs without extensive knowledge of GPU programming The next part covers built in GPU enabled features of MATLAB including options to leverage GPUs across multicore or different computer systems Finally advanced material includes CUDA code in MATLAB and optimizing existing GPU applications Throughout the book examples and source codes illustrate every concept so that readers can immediately apply them to their own development Provides in depth comprehensive coverage of GPUs with MATLAB including the parallel computing toolbox and built in features for other MATLAB toolboxes Explains how to accelerate computationally heavy applications in MATLAB without the need to re write them in another language Presents case studies illustrating key concepts across multiple fields Includes source code sample datasets and lecture slides

Hands-On GPU Computing with Python Avimanyu Bandyopadhyay, 2019-05-14 Explore GPU enabled programmable environment for machine learning scientific applications and gaming using PuCUDA PyOpenGL and Anaconda Accelerate Key Features Understand effective synchronization strategies for faster processing using GPUs Write parallel processing scripts with PyCuda and PyOpenCL Learn to use the CUDA libraries like CuDNN for deep learning on GPUs Book Description GPUs are proving to be excellent general purpose parallel computing solutions for high performance tasks such as deep learning and scientific computing This book will be your guide to getting started with GPU computing It will start with introducing GPU computing and explain the architecture and programming models for GPUs You will learn by example how to perform GPU programming with Python and you ll look at using integrations such as PyCUDA PyOpenCL CuPy and Numba with Anaconda for various tasks such as machine learning and data mining Going further you will get to grips with GPU work flows management and deployment using modern containerization solutions Toward the end of the book you will get familiar with the principles of distributed computing for training machine learning models and enhancing efficiency and performance By the end of this book you will be able to set up a GPU ecosystem for running complex applications and data models that demand great processing capabilities and be able to efficiently manage memory to compute your application effectively and quickly What you will learn Utilize Python libraries and frameworks for GPU acceleration Set up a GPU enabled programmable machine learning environment on your system with Anaconda Deploy your machine learning system on cloud containers with illustrated examples Explore PyCUDA and PyOpenCL and compare them with platforms such as CUDA OpenCL and ROCm Perform data mining tasks with machine learning models on GPUs Extend your knowledge of GPU computing in scientific applications Who this book is for Data Scientist Machine Learning enthusiasts and professionals who wants to get started with GPU computation and perform the complex tasks with low latency Intermediate knowledge of Python programming is assumed HWM ,2006-10 Singapore s leading tech magazine gives its readers the power to decide with its informative articles and in depth reviews Electronic Design ,2008 **PC Magazine** ,2007 Graphics Hardware 2007 Mark

Segal, Timo Aila, 2007-08-17 Graphics Hardware is a highly visible established international forum for exchanging experience and knowledge related to computer graphics hardware The event held annually since 1986 offers a unique perspective on graphics hardware by combining discussions and constructive criticism of innovative concepts as well as product level designs It is an inclusive forum for the entire graphics hardware community and brings together researchers engineers and architects This book contains the papers presented at Graphics Hardware 2007 which took place in San Diego California August 4 5 2007 **Database** ,2001 Canadian Business ,2006 **Computer Gaming World** ,2003 *Maximum PC 2005 Buyer's Guide* George Jones, 2004-09 Overwhelmed by the staggering array of hardware and software choices Now all of Maximum PC s reviews from the past year are collected in one place organized and expanded to cover details that couldn t be included in the magazine Business 2.0 ,2001-04

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