Introducing Python Modern Computing In Simple Pac

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Hands-On Data Science and Python Machine Learning Frank Kane 2017-07-31 This book covers the fundamentals of machine learning with Python in a concise and dynamic manner. It covers data mining and large-scale machine learning using Apache Spark. About This Book Take your first steps in the world of data science by understanding the tools and techniques of data analysis Train efficient Machine Learning models in Python using the supervised and unsupervised learning methods Learn how to use Apache Spark for processing Big Data efficiently Who This Book Is For If you are a budding data scientist or a data analyst who wants to analyze and gain actionable insights from data using Python, this book is for you. Programmers with some experience in Python who want to enter the lucrative world of Data Science will also find this book to be very useful, but you don't need to be an expert Python coder or mathematician to get the most from this book. What You Will Learn Learn how to clean your data and ready it for analysis Implement the popular clustering and regression methods in Python Train efficient machine learning models using decision trees and random forests Visualize the results of your analysis using Python's Matplotlib library Use Apache Spark's MLlib package to perform machine learning on large datasets In Detail Join Frank Kane, who worked on Amazon and IMDb's machine learning algorithms, as he guides you on your first steps into the world of data science. Hands-On Data Science and Python Machine Learning gives you the tools that you need to understand and explore the core topics in the field, and the confidence and practice to build and analyze your own machine learning models. With the help of interesting and easy-to-follow practical examples, Frank Kane explains potentially complex topics such as Bayesian methods and K-means clustering in a way that anybody can understand them. Based on Frank's successful data science course, Hands-On Data Science and Python Machine Learning empowers you to conduct data analysis and perform efficient machine learning using Python. Let Frank help you unearth the value in your data using the various data mining and data analysis techniques available in Python, and to develop efficient predictive models to predict future results. You will also learn how to perform large-scale machine learning on Big Data using Apache Spark. The book covers preparing your data for analysis, training machine learning models, and visualizing the final data analysis. Style and approach This comprehensive book is a perfect blend of theory and hands-on code examples in Python which can be used for your reference at any time.

Dive Into Deep Learning Joanne Quinn 2019-07-15 The leading experts in system change and learning, with their school-based partners around the world, have created this essential companion to their runaway best-seller, Deep Learning: Engage the World Change the World. This hands-on guide provides a roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. Dive Into Deep Learning: Tools for Engagement is rich with resources educators need to construct and drive meaningful deep learning experiences in order to develop the kind of mindset and know-how that is crucial to becoming a problem-solving change agent in our global society. Designed in full color, this easy-to-use guide is loaded with tools, tips, protocols, and real-world examples. It includes: • A framework for deep learning that provides a pathway to develop the six global competencies needed to flourish in a complex world — character, citizenship, collaboration, communication, creativity, and critical thinking. • Learning progressions to help educators analyze student work and measure progress. • Learning design rubrics, templates and examples for incorporating the four elements of learning design: learning partnerships, pedagogical practices, learning environments, and leveraging digital. • Conditions rubrics, teacher self-assessment tools, and planning guides to help educators build, mobilize, and sustain deep learning in schools and districts. Learn about, improve, and expand your world of learning. Put the joy back into learning for students and adults alike. Dive into deep learning to create learning experiences that give purpose, unleash student potential, and transform not only learning, but life itself.

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.

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.

Practical Web Penetration Testing Gus Khawaja 2018-06-22 Learn how to execute web application penetration

testing end-to-end Key Features Build an end-to-end threat model landscape for web application security Learn both web application vulnerabilities and web intrusion testing Associate network vulnerabilities with a web application infrastructure Book Description Companies all over the world want to hire professionals dedicated to application security. Practical Web Penetration Testing focuses on this very trend, teaching you how to conduct application security testing using real-life scenarios. To start with, you'll set up an environment to perform web application penetration testing. You will then explore different penetration testing concepts such as threat modeling, intrusion test, infrastructure security threat, and more, in combination with advanced concepts such as Python scripting for automation. Once you are done learning the basics, you will discover end-to-end implementation of tools such as Metasploit, Burp Suite, and Kali Linux. Many companies deliver projects into production by using either Agile or Waterfall methodology. This book shows you how to assist any company with their SDLC approach and helps you on your journey to becoming an application security specialist. By the end of this book, you will have hands-on knowledge of using different tools for penetration testing. What you will learn Learn how to use Burp Suite effectively Use Nmap, Metasploit, and more tools for network infrastructure tests Practice using all web application hacking tools for intrusion tests using Kali Linux Learn how to analyze a web application using application threat modeling Know how to conduct web intrusion tests Understand how to execute network infrastructure tests Master automation of penetration testing functions for maximum efficiency using Python Who this book is for Practical Web Penetration Testing is for you if you are a security professional, penetration tester, or stakeholder who wants to execute penetration testing using the latest and most popular tools. Basic knowledge of ethical hacking would be an added advantage.

Automated Machine Learning Frank Hutter 2019-05-17 This open access book presents the first comprehensive overview of general methods in Automated Machine Learning (AutoML), collects descriptions of existing systems based on these methods, and discusses the first series of international challenges of AutoML systems. The recent success of commercial ML applications and the rapid growth of the field has created a high demand for off-the-shelf ML methods that can be used easily and without expert knowledge. However, many of the recent machine learning successes crucially rely on human experts, who manually select appropriate ML architectures (deep learning architectures or more traditional ML workflows) and their hyperparameters. To overcome this problem, the field of AutoML targets a progressive automation of machine learning, based on principles from optimization and machine learning itself. This book serves as a point of entry into this quickly-developing field for researchers and advanced students alike, as well as providing a reference for practitioners aiming to use AutoML in their work.

Data Science Projects with Python Stephen Klosterman 2019-04-30 Gain hands-on experience with industry-standard data analysis and machine learning tools in Python Key FeaturesTackle data science problems by identifying the problem to be solvedIllustrate patterns in data using appropriate visualizationsImplement suitable machine learning algorithms to gain insights from dataBook Description Data Science Projects with Python is designed to give you practical guidance on industry-standard data analysis and machine learning tools, by applying them to realistic data problems. You will learn how to use pandas and Matplotlib to critically examine datasets with summary statistics and graphs, and extract the insights you seek to derive. You will

build your knowledge as you prepare data using the scikit-learn package and feed it to machine learning algorithms such as regularized logistic regression and random forest. You'll discover how to tune algorithms to provide the most accurate predictions on new and unseen data. As you progress, you'll gain insights into the working and output of these algorithms, building your understanding of both the predictive capabilities of the models and why they make these predictions. By then end of this book, you will have the necessary skills to confidently use machine learning algorithms to perform detailed data analysis and extract meaningful insights from unstructured data. What you will learnInstall the required packages to set up a data science coding environmentLoad data into a Jupyter notebook running PythonUse Matplotlib to create data visualizationsFit machine learning models using scikit-learnUse lasso and ridge regression to regularize your modelsCompare performance between models to find the best outcomesUse k-fold cross-validation to select model hyperparametersWho this book is for If you are a data analyst, data scientist, or business analyst who wants to get started using Python and machine learning techniques to analyze data and predict outcomes, this book is for you. Basic knowledge of Python and data analytics will help you get the most from this book. Familiarity with mathematical concepts such as algebra and basic statistics will also be useful.

Beginning Game Development with Python and Pygame Will McGugan 2007-12-22 This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Learning Python by Building Games Sachin Kafle 2019-10-11 Explore modern game development and programming techniques to build games using Python and its popular libraries such as Pygame and PyOpenGL Key Features Learn game development and Python through a practical, example-driven approach Discover a variety of game development techniques to build games that gradually increase in complexity Leverage popular Python gaming libraries such as Pygame, PyOpenGL, Pymunk, and Pyglet Book Description A fun and interactive way to get started with the Python language and its libraries is by getting hands-on with game development. Learning Python by Building Games brings you the best of both worlds. The book will first introduce you to Python fundamentals, which you will then use to develop a basic game. You'll gradually explore the different Python libraries best suited for game development such as Pygame, Pyglet, and PyOpenGL. From building game characters through to using 3D animation techniques, you'll discover how to create an aesthetic game environment. In addition to this, you'll focus on game physics to give your effects a realistic feel, complete with movements and collisions. The book will also cover how you can use particle systems to simulate phenomena such as an explosion or smoke. In later chapters, you will gain insights into object-oriented programming by modifying a snake game, along with exploring GUI programming to build a user interface with Python's turtle module. By the end of this book, you'll be well-versed with Python programming concepts and popular libraries, and have the confidence to build your own games What you will learn Explore core Python concepts by understanding Python libraries Build your first 2D game using Python scripting Understand concepts such as decorators and properties in the Python ecosystem Create animations and

movements by building a Flappy Bird-like game Design game objects and characters using Pygame, PyOpenGL, and Pymunk Add intelligence to your gameplay by incorporating game artificial intelligence (AI) techniques using Python Who this book is for If you are completely new to Python or game programming and want to develop your programming skills, then this book is for you. The book also acts as a refresher for those who already have experience of using Python and want to learn how to build exciting games.

Data Wrangling with Python Dr. Tirthajyoti Sarkar 2019-02-28 Simplify your ETL processes with these hands-on data hygiene tips, tricks, and best practices. Key FeaturesFocus on the basics of data wranglingStudy various ways to extract the most out of your data in less timeBoost your learning curve with bonus topics like random data generation and data integrity checksBook Description For data to be useful and meaningful, it must be curated and refined. Data Wrangling with Python teaches you the core ideas behind these processes and equips you with knowledge of the most popular tools and techniques in the domain. The book starts with the absolute basics of Python, focusing mainly on data structures. It then delves into the fundamental tools of data wrangling like NumPy and Pandas libraries. You'll explore useful insights into why you should stay away from traditional ways of data cleaning, as done in other languages, and take advantage of the specialized pre-built routines in Python. This combination of Python tips and tricks will also demonstrate how to use the same Python backend and extract/transform data from an array of sources including the Internet, large database vaults, and Excel financial tables. To help you prepare for more challenging scenarios, you'll cover how to handle missing or wrong data, and reformat it based on the requirements from the downstream analytics tool. The book will further help you grasp concepts through real-world examples and datasets. By the end of this book, you will be confident in using a diverse array of sources to extract, clean, transform, and format your data efficiently. What you will learnUse and manipulate complex and simple data structuresHarness the full potential of DataFrames and numpy.array at run timePerform web scraping with BeautifulSoup4 and html5libExecute advanced string search and manipulation with RegEXHandle outliers and perform data imputation with PandasUse descriptive statistics and plotting techniquesPractice data wrangling and modeling using data generation techniquesWho this book is for Data Wrangling with Python is designed for developers, data analysts, and business analysts who are keen to pursue a career as a full-fledged data scientist or analytics expert. Although, this book is for beginners, prior working knowledge of Python is necessary to easily grasp the concepts covered here. It will also help to have rudimentary knowledge of relational database and SQL.

Numerical Python Robert Johansson 2018-12-24 Leverage the numerical and mathematical modules in Python and its standard library as well as popular open source numerical Python packages like NumPy, SciPy, FiPy, matplotlib and more. This fully revised edition, updated with the latest details of each package and changes to Jupyter projects, demonstrates how to numerically compute solutions and mathematically model applications in big data, cloud computing, financial engineering, business management and more. Numerical Python, Second Edition, presents many brand-new case study examples of applications in data science and statistics using Python, along with extensions to many previous examples. Each of these demonstrates the power of Python for rapid development and exploratory computing due to its simple and high-level syntax and multiple options for data analysis. After reading this book, readers will be familiar with many computing techniques including

array-based and symbolic computing, visualization and numerical file I/O, equation solving, optimization, interpolation and integration, and domain-specific computational problems, such as differential equation solving, data analysis, statistical modeling and machine learning. What You'll Learn Work with vectors and matrices using NumPy Plot and visualize data with Matplotlib Perform data analysis tasks with Pandas and SciPy Review statistical modeling and machine learning with statsmodels and scikit-learn Optimize Python code using Numba and Cython Who This Book Is For Developers who want to understand how to use Python and its related ecosystem for numerical computing.

Soft Computing in Data Science Bee Wah Yap 2018-12-10 This book constitutes the refereed proceedings of the 4th International Conference on Soft Computing in Data Science, SCDS 2018, held in Bangkok, Thailand, in August 2018. The 30 revised full papers presented were carefully reviewed and selected from 75 submissions. The papers are organized in topical sections on machine and deep learning, image processing, financial and fuzzy mathematics, optimization algorithms, data and text analytics, data visualization.

Natural Language Processing with Python Steven Bird 2009-06-12 This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Data Science for Marketing Analytics Mirza Rahim Baig 2021-09-07 Turbocharge your marketing plans by making the leap from simple descriptive statistics in Excel to sophisticated predictive analytics with the Python programming language Key FeaturesUse data analytics and machine learning in a sales and marketing contextGain insights from data to make better business decisionsBuild your experience and confidence with realistic hands-on practiceBook Description Unleash the power of data to reach your marketing goals with this practical guide to data science for business. This book will help you get started on your journey to becoming a master of marketing analytics with Python. You'll work with relevant datasets and build your practical skills by tackling engaging exercises and activities that simulate real-world market analysis projects. You'll learn to think like a data scientist, build your problem-solving skills, and discover how to look at data in new ways to deliver business insights and make intelligent data-driven decisions. As well as learning how to clean, explore,

and visualize data, you'll implement machine learning algorithms and build models to make predictions. As you work through the book, you'll use Python tools to analyze sales, visualize advertising data, predict revenue, address customer churn, and implement customer segmentation to understand behavior. By the end of this book, you'll have the knowledge, skills, and confidence to implement data science and machine learning techniques to better understand your marketing data and improve your decision-making. What you will learnLoad, clean, and explore sales and marketing data using pandasForm and test hypotheses using real data sets and analytics toolsVisualize patterns in customer behavior using MatplotlibUse advanced machine learning models like random forest and SVMUse various unsupervised learning algorithms for customer segmentationUse supervised learning techniques for sales predictionEvaluate and compare different models to get the best outcomesOptimize models with hyperparameter tuning and SMOTEWho this book is for This marketing book is for anyone who wants to learn how to use Python for cutting-edge marketing analytics. Whether you're a developer who wants to move into marketing, or a marketing analyst who wants to learn more sophisticated tools and techniques, this book will get you on the right path. Basic prior knowledge of Python and experience working with data will help you access this book more easily.

Invent Your Own Computer Games with Python, 4E Al Sweigart 2016-12-16 Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

Deep Reinforcement Learning with Python Sudharsan Ravichandiran 2020-09-30 An example-rich guide for beginners to start their reinforcement and deep reinforcement learning journey with state-of-the-art distinct algorithms Key FeaturesCovers a vast spectrum of basic-to-advanced RL algorithms with mathematical explanations of each algorithmLearn how to implement algorithms with code by following examples with line-by-line explanationsExplore the latest RL methodologies such as DDPG, PPO, and the use of expert demonstrationsBook Description With significant enhancements in the quality and quantity of algorithms in recent years, this second edition of Hands-On Reinforcement Learning with Python has been revamped into an example-rich guide to learning state-of-the-art reinforcement learning (RL) and deep RL algorithms with TensorFlow 2 and the OpenAI Gym toolkit. In addition to exploring RL basics and foundational concepts such as Bellman equation, Markov decision processes, and dynamic programming algorithms, this second edition dives deep into the full spectrum of value-based, policy-based, and actor-critic RL methods. It explores state-of-

the-art algorithms such as DQN, TRPO, PPO and ACKTR, DDPG, TD3, and SAC in depth, demystifying the underlying math and demonstrating implementations through simple code examples. The book has several new chapters dedicated to new RL techniques, including distributional RL, imitation learning, inverse RL, and meta RL. You will learn to leverage stable baselines, an improvement of OpenAI's baseline library, to effortlessly implement popular RL algorithms. The book concludes with an overview of promising approaches such as meta-learning and imagination augmented agents in research. By the end, you will become skilled in effectively employing RL and deep RL in your real-world projects. What you will learnUnderstand core RL concepts including the methodologies, math, and codeTrain an agent to solve Blackjack, FrozenLake, and many other problems using OpenAI GymTrain an agent to play Ms Pac-Man using a Deep Q NetworkLearn policy-based, value-based, and actor-critic methodsMaster the math behind DDPG, TD3, TRPO, PPO, and many othersExplore new avenues such as the distributional RL, meta RL, and inverse RLUse Stable Baselines to train an agent to walk and play Atari gamesWho this book is for If you're a machine learning developer with little or no experience with neural networks interested in artificial intelligence and want to learn about reinforcement learning from scratch, this book is for you. Basic familiarity with linear algebra, calculus, and the Python programming language is required. Some experience with TensorFlow would be a plus.

Mathematical Foundations for Data Analysis Jeff M. Phillips 2021-03-29 This textbook, suitable for an early undergraduate up to a graduate course, provides an overview of many basic principles and techniques needed for modern data analysis. In particular, this book was designed and written as preparation for students planning to take rigorous Machine Learning and Data Mining courses. It introduces key conceptual tools necessary for data analysis, including concentration of measure and PAC bounds, cross validation, gradient descent, and principal component analysis. It also surveys basic techniques in supervised (regression and classification) and unsupervised learning (dimensionality reduction and clustering) through an accessible, simplified presentation. Students are recommended to have some background in calculus, probability, and linear algebra. Some familiarity with programming and algorithms is useful to understand advanced topics on computational techniques.

3D Scientific Visualization with Blender Brian R. Kent 2014-04-01 This is the first book written on using Blender (an open-source visualization suite widely used in the entertainment and gaming industries) for scientific visualization. It is a practical and interesting introduction to Blender for understanding key parts

Advances in Neural Computation, Machine Learning, and Cognitive Research IV Boris Kryzhanovsky 2020-10-01 This book describes new theories and applications of artificial neural networks, with a special focus on answering questions in neuroscience, biology and biophysics and cognitive research. It covers a wide range of methods and technologies, including deep neural networks, large scale neural models, brain computer interface, signal processing methods, as well as models of perception, studies on emotion recognition, self-organization and many more. The book includes both selected and invited papers presented at the XXII International Conference on Neuroinformatics, held on October 12-16, 2020, Moscow, Russia.

Illustrated Guide to Python 3 Matt Harrison 2017-11-03 Introducing Your Guide to Learning PythonIllustrated

Guide to Learning Python is designed to bring developers and others who are anxious to learn Python up to speed quickly. Not only does it teach the basics of syntax, but it condenses years of experience. You will learn warts, gotchas, best practices and hints that have been gleaned through the years in days. You will hit the ground running and running in the right way.Learn Python QuicklyPython is an incredible language. It is powerful and applicable in many areas. It is used for automation of simple or complex tasks, numerical processing, web development, interactive games and more. Whether you are a programmer coming to Python from another language, managing Python programmers or wanting to learn to program, it makes sense to cut to the chase and learn Python the right way. You could scour blogs, websites and much longer tomes if you have time. Treading on Python lets you learn the hints and tips to be Pythonic quickly.Packed with Useful Hints and TipsYou'll learn the best practices without wasting time searching or trying to force Python to be like other languages. I've collected all the gems I've gleaned over years of writing and teaching Python for you.A No Nonsense Guide to Mastering Basic PythonPython is a programming language that lets you work more quickly and integrate your systems more effectively. You can learn to use Python and see almost immediate gains in productivity and lower maintenance costs.What you will learn: Distilled best practices and tips How interpreted languages work Using basic types such as Strings, Integers, and Floats Best practices for using the interpreter during development The difference between mutable and immutable data Sets, Lists, and Dictionaries, and when to use each Gathering keyboard input How to define a class Looping constructs Handling Exceptions in code Slicing sequences Creating modular code Using libraries Laying out code Community prescribed conventions

Kivy – Interactive Applications and Games in Python Roberto Ulloa 2015-06-29 Kivy – Interactive Applications and Games in Python Second Edition, will equip you with all the necessary knowledge to create interactive, responsive, and cross-platform applications and games. This book introduces the Kivy language and the necessary components so you can implement a graphical user interface (GUI) and learn techniques to handle events, detect gestures, and control multi-touch actions. You will learn strategies to animate your applications, and obtain interactive, professional-looking, and responsive results. You will be applying this knowledge throughout the book by developing three applications and tackling their diverse programming challenges.

Machine Learning Mastery With Python Jason Brownlee 2016-04-08 The Python ecosystem with scikit-learn and pandas is required for operational machine learning. Python is the rising platform for professional machine learning because you can use the same code to explore different models in R&D then deploy it directly to production. In this Ebook, learn exactly how to get started and apply machine learning using the Python ecosystem.

Python Scripting for Computational Science Hans Petter Langtangen 2013-03-14 Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and

computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

Statistical Learning with Sparsity Trevor Hastie 2015-05-07 Discover New Methods for Dealing with High-Dimensional Data A sparse statistical model has only a small number of nonzero parameters or weights; therefore, it is much easier to estimate and interpret than a dense model. Statistical Learning with Sparsity: The Lasso and Generalizations presents methods that exploit sparsity to help recover the underlying signal in a set of data. Top experts in this rapidly evolving field, the authors describe the lasso for linear regression and a simple coordinate descent algorithm for its computation. They discuss the application of l1 penalties to generalized linear models and support vector machines, cover generalized penalties such as the elastic net and group lasso, and review numerical methods for optimization. They also present statistical inference methods for fitted (lasso) models, including the bootstrap, Bayesian methods, and recently developed approaches. In addition, the book examines matrix decomposition, sparse multivariate analysis, graphical models, and compressed sensing. It concludes with a survey of theoretical results for the lasso. In this age of big data, the number of features measured on a person or object can be large and might be larger than the number of observations. This book shows how the sparsity assumption allows us to tackle these problems and extract useful and reproducible patterns from big datasets. Data analysts, computer scientists, and theorists will appreciate this thorough and up-to-date treatment of sparse statistical modeling.

Hands-On Data Analysis with Pandas Stefanie Molin 2019-07-26 Get to grips with pandas—a versatile and high-performance Python library for data manipulation, analysis, and discovery Key FeaturesPerform efficient data analysis and manipulation tasks using pandasApply pandas to different real-world domains using step-by-step demonstrationsGet accustomed to using pandas as an effective data exploration toolBook Description Data analysis has become a necessary skill in a variety of positions where knowing how to work with data and extract insights can generate significant value. Hands-On Data Analysis with Pandas will show you how to analyze your data, get started with machine learning, and work effectively with Python libraries often used for data science, such as pandas, NumPy, matplotlib, seaborn, and scikit-learn. Using real-world datasets, you will learn how to use the powerful pandas library to perform data wrangling to reshape, clean, and aggregate your data. Then, you will learn how to conduct exploratory data analysis by calculating summary statistics and visualizing the data to find patterns. In the concluding chapters, you will explore some applications of anomaly detection, regression, clustering, and classification, using scikit-learn, to make predictions based on past data. By the end of this book, you will be equipped with the skills you need to use pandas to ensure the veracity of your data, visualize it for effective decision-making, and reliably reproduce analyses across multiple datasets. What you will learnUnderstand how data analysts and scientists gather and analyze dataPerform data analysis and data wrangling in PythonCombine, group, and aggregate data from multiple sourcesCreate data visualizations with pandas, matplotlib, and seabornApply machine learning (ML) algorithms to identify patterns and make predictionsUse Python data science libraries to analyze real-world datasetsUse pandas to solve common data representation and analysis problemsBuild Python scripts, modules, and packages for reusable analysis codeWho this book is for This book is for data analysts, data science beginners, and Python

developers who want to explore each stage of data analysis and scientific computing using a wide range of datasets. You will also find this book useful if you are a data scientist who is looking to implement pandas in machine learning. Working knowledge of Python programming language will be beneficial.

Soft Computing and Machine Learning with Python Zoran Gacovski 2018-12 Soft Computing and Machine Learning with Python examines various aspects of machine learning with python with a detailed information on soft computing. It includes four different sections, where section 1 and 2 are dedicated towards soft computing theory and machine learning techniques and on the other hand section 3 and 4 are dedicated to the details of python language and machine learning with python. Provides the reader with the insights into the development of python and machine learning, so as to understand the classification multigraph models of secondary RNA structure using graph-theoretic descriptors.

Developing Graphics Frameworks with Python and OpenGL Lee Stemkoski 2021-07-07 Developing Graphics Frameworks with Python and OpenGL shows you how to create software for rendering complete three-dimensional scenes. The authors explain the foundational theoretical concepts as well as the practical programming techniques that will enable you to create your own animated and interactive computer-generated worlds. You will learn how to combine the power of OpenGL, the most widely adopted cross-platform API for GPU programming, with the accessibility and versatility of the Python programming language. Topics you will explore include generating geometric shapes, transforming objects with matrices, applying image-based textures to surfaces, and lighting your scene. Advanced sections explain how to implement procedurally generated textures, postprocessing effects, and shadow mapping. In addition to the sophisticated graphics framework you will develop throughout this book, with the foundational knowledge you will gain, you will be able to adapt and extend the framework to achieve even more spectacular graphical results.

Behavior Trees in Robotics and AI Michele Colledanchise 2018-07-20 Behavior Trees (BTs) provide a way to structure the behavior of an artificial agent such as a robot or a non-player character in a computer game. Traditional design methods, such as finite state machines, are known to produce brittle behaviors when complexity increases, making it very hard to add features without breaking existing functionality. BTs were created to address this very problem, and enables the creation of systems that are both modular and reactive. Behavior Trees in Robotics and AI: An Introduction provides a broad introduction as well as an in-depth exploration of the topic, and is the first comprehensive book on the use of BTs. This book introduces the subject of BTs from simple topics, such as semantics and design principles, to complex topics, such as learning and task planning. For each topic, the authors provide a set of examples, ranging from simple illustrations to realistic complex behaviors, to enable the reader to successfully combine theory with practice. Starting with an introduction to BTs, the book then describes how BTs relate to, and in many cases, generalize earlier switching structures, or control architectures. These ideas are then used as a foundation for a set of efficient and easy to use design principles. The book then presents a set of important extensions and provides a set of tools for formally analyzing these extensions using a state space formulation of BTs. With the new analysis tools, the book then formalizes the descriptions of how BTs generalize earlier approaches and shows how BTs can be

automatically generated using planning and learning. The final part of the book provides an extended set of tools to capture the behavior of Stochastic BTs, where the outcomes of actions are described by probabilities. These tools enable the computation of both success probabilities and time to completion. This book targets a broad audience, including both students and professionals interested in modeling complex behaviors for robots, game characters, or other AI agents. Readers can choose at which depth and pace they want to learn the subject, depending on their needs and background.

Programming Interactivity Joshua Noble 2009-07-21 Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

Foundations of Data Science Avrim Blum 2020-01-23 This book provides an introduction to the mathematical and algorithmic foundations of data science, including machine learning, high-dimensional geometry, and analysis of large networks. Topics include the counterintuitive nature of data in high dimensions, important linear algebraic techniques such as singular value decomposition, the theory of random walks and Markov chains, the fundamentals of and important algorithms for machine learning, algorithms and analysis for clustering, probabilistic models for large networks, representation learning including topic modelling and non-negative matrix factorization, wavelets and compressed sensing. Important probabilistic techniques are developed including the law of large numbers, tail inequalities, analysis of random projections, generalization guarantees in machine learning, and moment methods for analysis of phase transitions in large random graphs. Additionally, important structural and complexity measures are discussed such as matrix norms and VC-dimension. This book is suitable for both undergraduate and graduate courses in the design and analysis of algorithms for data.

A Field Guide to Genetic Programming 2008 Genetic programming (GP) is a systematic, domain-independent method for getting computers to solve problems automatically starting from a high-level statement of what needs to be done. Using ideas from natural evolution, GP starts from an ooze of random computer programs, and progressively refines them through processes of mutation and sexual recombination, until high-fitness solutions emerge. All this without the user having to know or specify the form or structure of solutions in advance. GP has generated a plethora of human-competitive results and applications, including novel scientific

discoveries and patentable inventions. This unique overview of this exciting technique is written by three of the most active scientists in GP. See www.gp-field-guide.org.uk for more information on the book.

10 PRINT CHR$(205.5+RND(1)); : GOTO 10 Nick Montfort 2014-08-29 A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

Microsoft Azure Essentials Azure Machine Learning Jeff Barnes 2015-04-25 Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. This third ebook in the series introduces Microsoft Azure Machine Learning, a service that a developer can use to build predictive analytics models (using training datasets from a variety of data sources) and then easily deploy those models for consumption as cloud web services. The ebook presents an overview of modern data science theory and principles, the associated workflow, and then covers some of the more common machine learning algorithms in use today. It builds a variety of predictive analytics models using real world data, evaluates several different machine learning algorithms and modeling strategies, and then deploys the finished models as machine learning web services on Azure within a matter of minutes. The ebook also expands on a working Azure Machine Learning predictive model example to explore the types of client and server applications you can create to consume Azure Machine Learning web services. Watch Microsoft Press's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the Microsoft Azure Essentials series.

Machine Learning Algorithms Giuseppe Bonaccorso 2017-07-24 Build strong foundation for entering the world of Machine Learning and data science with the help of this comprehensive guide About This Book Get started in the field of Machine Learning with the help of this solid, concept-rich, yet highly practical guide. Your one-stop solution for everything that matters in mastering the whats and whys of Machine Learning algorithms and their implementation. Get a solid foundation for your entry into Machine Learning by strengthening your roots (algorithms) with this comprehensive guide. Who This Book Is For This book is for IT professionals who want to enter the field of data science and are very new to Machine Learning. Familiarity with languages such as R and Python will be invaluable here. What You Will Learn Acquaint yourself with important elements of Machine Learning Understand the feature selection and feature engineering process Assess performance and error trade-offs for Linear Regression Build a data model and understand how it works by using different types of algorithm Learn to tune the parameters of Support Vector machines Implement clusters to a dataset Explore the concept of Natural Processing Language and Recommendation Systems Create a ML architecture from scratch. In Detail As the amount of data continues to grow at an almost incomprehensible rate, being able to understand and process data is becoming a key differentiator for competitive organizations. Machine learning applications are everywhere, from self-driving cars, spam

detection, document search, and trading strategies, to speech recognition. This makes machine learning well-suited to the present-day era of Big Data and Data Science. The main challenge is how to transform data into actionable knowledge. In this book you will learn all the important Machine Learning algorithms that are commonly used in the field of data science. These algorithms can be used for supervised as well as unsupervised learning, reinforcement learning, and semi-supervised learning. A few famous algorithms that are covered in this book are Linear regression, Logistic Regression, SVM, Naive Bayes, K-Means, Random Forest, TensorFlow, and Feature engineering. In this book you will also learn how these algorithms work and their practical implementation to resolve your problems. This book will also introduce you to the Natural Processing Language and Recommendation systems, which help you run multiple algorithms simultaneously. On completion of the book you will have mastered selecting Machine Learning algorithms for clustering, classification, or regression based on for your problem. Style and approach An easy-to-follow, step-by-step guide that will help you get to grips with real -world applications of Algorithms for Machine Learning.

ABC Programmer's Handbook Leo Geurts 2005-01-01 Providing a hands-on introduction to the ABC computer language, this title includes many programming examples along with a users guide and a complete definition of the language. The language is available free to run on PCs, Macs and UNIX. (Computer Books)

Python for Excel Felix Zumstein 2021-03-04 While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of xlwings, a popular open source package for automating Excel with Python--shows experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot

The Hundred-page Machine Learning Book Andriy Burkov 2019 Provides a practical guide to get started and execute on machine learning within a few days without necessarily knowing much about machine learning.The first five chapters are enough to get you started and the next few chapters provide you a good feel of more advanced topics to pursue.

Classic Game Design Franz Lanzinger 2019-06-14 You too can learn to design and develop classic arcade video games like Pong, Pac-Man, Space Invaders, and Scramble. Collision detection, extra lives, power ups, and countless other essential design elements were invented by the mostly anonymous designers at the early pioneering companies that produced these great games. In this book you'll go step by step, using modern, free

software tools such as Unity to create five games in the classic style, inspired by retro favorites like: Pong, Breakout, Space Invaders, Scramble, and Pac-Man. All the source code, art, and sound sources for the projects are available on the companion files. You'll discover the fun of making your own games, putting in your own color graphics, adjusting the scoring, coding the AI, and creating the sound effects. You'll gain a deep understanding of the roots of modern video game design: the classics of the '70s and '80s. Features: Uses Unity, C#, Blender, GIMP, and Audacity to make five fun classic games 4-color throughout with companion files that include source code, art, and full projects (also available for downloading from the publisher by emailing proof of purchase to info@merclearning.com) Includes historical anecdotes direct from one of the fabled Atari coin-op programmers Detailed step-by-step instructions, dozens of exercises, and rules of classic game design Contains unique insights on applying classic game design concepts to modern games.

Probability for Machine Learning Jason Brownlee 2019-09-24 Probability is the bedrock of machine learning. You cannot develop a deep understanding and application of machine learning without it. Cut through the equations, Greek letters, and confusion, and discover the topics in probability that you need to know. Using clear explanations, standard Python libraries, and step-by-step tutorial lessons, you will discover the importance of probability to machine learning, Bayesian probability, entropy, density estimation, maximum likelihood, and much more.

Programming Robots with ROS Morgan Quigley 2015-11-16 Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS