Programming Collective Intelligence Building Smart Web 20 Applications Toby Segaran

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Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

Superintelligence

Concepts, Tools, and Techniques to Build Intelligent Systems

A Plain English Introduction

Data Clustering

Analyzing Data from Facebook, Twitter, LinkedIn, and Other Social Media Sites

Smart Mobs

The Road To Success – A Spider Web Doctrine

Provides instruction on how to use jQuery to create applications for use on mobile computing devices like smartphones and tablet computers.

New edition of the bestselling guide to artificial intelligence with Python, updated to Python 3.x, with seven new chapters that cover RNNs, AI and Big Data, fundamental use cases, chatbots, and more. Key FeaturesCompletely updated and revised to Python 3.xNew chapters for AI on the cloud, recurrent neural networks, deep learning models, and feature selection and engineeringLearn more about deep learning algorithms, machine learning data pipelines, and chatbotsBook Description Artificial Intelligence, Second Edition is an updated and expanded version of the bestselling guide to artificial intelligence using the latest version of Python 3.x. Not only does it provide you an introduction to artificial intelligence, this new edition goes further by giving you the tools you need to explore the amazing world of intelligent apps and create your own applications. This edition also includes seven new chapters on more advanced concepts of Artificial Intelligence, including fundamental use cases of AI; machine learning data pipelines; feature selection and feature engineering; AI on the cloud; the basics of chatbots; RNNs and DL models; and AI and Big Data. Finally, this new edition explores various real-world scenarios and teaches you how to apply relevant AI algorithms to a wide swath of problems, starting with the most basic AI concepts and progressively building from there to solve more difficult challenges so that by the end, you will have gained a solid understanding of, and when best to use, these many artificial intelligence techniques. What you will learnUnderstand what artificial intelligence, machine learning, and data science areExplore the most common artificial intelligence use casesLearn how to build a machine learning pipelineAssimilate the basics of feature selection and feature engineeringIdentify the differences between supervised and unsupervised learningDiscover the most recent advances and tools offered for AI development in the cloudDevelop automatic speech recognition systems and chatbotsApply AI algorithms to time series dataWho this book is for The intended audience for this book is Python developers who want to build real-world Artificial Intelligence applications. Basic Python programming experience and awareness of machine learning concepts and techniques is mandatory.

Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself.

Financial Times Best Books of the Year 2018 TechRepublic Top Books Every Techie Should Read Book Description How will AI evolve and what major innovations are on the horizon? What will its impact be on the job market, economy, and society? What is the path toward human-level machine intelligence? What should we be concerned about as artificial intelligence advances? Architects of Intelligence contains a series of in-depth, one-to-one interviews where New York Times bestselling author, Martin Ford, uncovers the truth behind these questions from some of the brightest minds in the Artificial Intelligence community. Martin has wide-ranging conversations with twenty-three of the world's foremost researchers and entrepreneurs working in AI and robotics: Demis Hassabis (DeepMind), Ray Kurzweil (Google), Geoffrey Hinton (Univ. of Toronto and Google), Rodney Brooks (Rethink Robotics), Yann LeCun (Facebook) , Fei-Fei Li (Stanford and Google), Yoshua Bengio (Univ. of Montreal), Andrew Ng (AI Fund), Daphne Koller (Stanford), Stuart Russell (UC Berkeley), Nick Bostrom (Univ. of Oxford), Barbara Grosz (Harvard), David Ferrucci (Elemental Cognition), James Manyika (McKinsey), Judea Pearl (UCLA), Josh Tenenbaum (MIT), Rana el Kaliouby (Affectiva), Daniela Rus (MIT), Jeff Dean (Google), Cynthia Breazeal (MIT), Oren Etzioni (Allen Institute for AI), Gary Marcus (NYU), and Bryan Johnson (Kernel). Martin Ford is a prominent futurist, and author of Financial Times Business Book of the Year, Rise of the Robots. He speaks at conferences and companies around the world on what AI and automation might mean for the future. Meet the minds behind the AI superpowers as they discuss the science, business and ethics of modern artificial intelligence. Read James Manyika's thoughts on AI analytics, Geoffrey Hinton's breakthroughs in AI programming and development, and Rana el Kaliouby's insights into AI marketing. This AI book collects the opinions of the luminaries of the AI business, such as Stuart Russell (coauthor of the leading AI textbook), Rodney Brooks (a leader in AI robotics), Demis Hassabis (chess prodigy and mind behind AlphaGo), and Yoshua Bengio (leader in deep learning) to complete your AI education and give you an AI advantage in 2019 and the future.

Collecting data is relatively easy, but turning raw information into something useful requires that you know how to extract precisely what you need. With this insightful book, intermediate to experienced programmers interested in data analysis will learn techniques for working with data in a business environment. You'll learn how to look at data to discover what it contains, how to capture those ideas in conceptual models, and then feed your understanding back into the organization through business plans, metrics dashboards, and other applications. Along the way, you'll experiment with concepts through hands-on workshops at the end of each chapter. Above all, you'll learn how to think about the results you want to achieve -- rather than rely on tools to think for you. Use graphics to describe data with one, two, or dozens of variables Develop conceptual models using back-of-the-envelope calculations, as well as calling and probability arguments Mine data with computationally intensive methods such as simulation and clustering Make your conclusions understandable through reports, dashboards, and other metrics programs Understand financial calculations, including the time-value of money Use dimensionality reduction techniques or predictive analytics to conquer challenging data analysis situations Become familiar with different open source programming environments for data analysis "Finally, a concise reference for understanding how to conquer piles of data."--Austin King, Senior Web Developer, Mozilla "An indispensable text for aspiring data scientists."--Michael E. Driscoll, CEO/Founder, Dataspora

Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interestingor useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm

There's a great deal of wisdom in a crowd, but how do you listen to a thousand people talking at once? Identifying the wants, needs, and knowledge of internet users can be like listening to a mob. In the Web 2.0 era, leveraging the collective power of user contributions, interactions, and feedback is the key to market dominance. A new category of powerful programming techniques lets you discover the patterns, inter-relationships, and individual profiles-the collective intelligence--locked in the data people leave behind as they surf websites, post blogs, and interact with other users. Collective Intelligence in Action is a hands-on guidebook for implementing collective intelligence concepts using Java. It is the first Java-based book to emphasize the underlying algorithms and technical implementation of vital data gathering and mining techniques like analyzing trends, discovering relationships, and making predictions. It provides a pragmatic approach to personalization by combining content-based analysis with collaborative approaches. This book is for Java developers implementing Collective Intelligence in real, high-use applications. Following a running example in which you harvest and use information from blogs, you learn to develop software that you can embed in your own applications. The code examples are immediately reusable and give the Java developer a working collective intelligence toolkit. Along the way, you work with, a number of APIs and open-source toolkits including text analysis and search using Lucene, web-crawling using Nutch, and applying machine learning algorithms using WEKA and the Java Data Mining (JDM) standard. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

"The manner in which computers are now able to mimic human thinking to process information is rapidly exceeding human capabilities in everything from chess to picking the winner of a song contest. In the modern age of machine learning, computers do not strictly need to receive an 'input command' to perform a task, but rather 'input data'. From the input of data they are able to form their own decisions and take actions virtually as a human world. But given it is a machine, it can consider many more scenarios and execute far more complicated calculations to solve complex problems. This is the element that excites data scientists and machine learning engineers the most. The ability to solve complex problems never before attempted. This book will dive in to introduce machine learning, and is ideal for beginners starting out in machine learning."--page 4 of cover.

The truth about AI from the people building it

Machine Learning

Machine Learning for Absolute Beginners

Data Analysis with Open Source Tools

Machine Learning for Hackers

Case Studies and Algorithms to Get You Started

Your complete guide to building intelligent apps using Python 3.x, 2nd Edition

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

The human brain has some capabilities that the brains of other animals lack. It is to these distinctive capabilities that our species owes its dominant position. Other animals have stronger muscles or sharper claws, but we have cleverer brains. If machine brains one day come to surpass human brains in general intelligence, then this new superintelligence could become very powerful. As the fate of the gorillas now depends more on us humans than on the gorillas themselves, so the fate of our species then would come to depend on the actions of the machine superintelligence. But we have one advantage: we get to make the first move. Will it be possible to construct a seed AI or otherwise to engineer initial conditions so as to make an intelligence explosion survivable? How could one achieve a controlled detonation? To get closer to an answer to this question, we must make our way through a fascinating landscape of topics and considerations. Read the book and learn about oracles, genies, singletons; about boxing methods, tripwires, and mind crime; about humanity's cosmic endowment and differential technological development; indirect normativity, instrumental convergence, whole brain emulation and technology couplings; Malthusian economics and dystopian evolution; artificial intelligence, and biological cognitive enhancement, and collective intelligence.

Summary Algorithms of the Intelligent Web, Second Edition teaches the most important approaches to algorithmic web data analysis, enabling you to create your own machine learning applications that crunch, munge, and wrangle data collected from users, web applications, sensors and website logs. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Valuable insights are buried in the tracks web users leave as they navigate pages and applications. You can uncover them by using intelligent algorithms like the ones that have earned Facebook, Google, and Twitter a place among the giants of web data pattern extraction. About the Book Algorithms of the Intelligent Web, Second Edition teaches you how to create machine learning applications that crunch and wrangle data collected from users, web applications, and website logs. In this totally revised edition, you'll look at intelligent algorithms that extract real value from data. Key machine learning concepts are explained with code examples in Python's scikit-learn. This book guides you through algorithms to capture, store, and structure data streams coming from the web. You'll explore recommendation engines and dive into classification via statistical algorithms, neural networks, and deep learning. What's Inside Introduction to machine learning Extracting structure from data Deep learning and neural networks How recommendation engines work About the Reader Knowledge of Python is assumed. About the Authors Douglas McIlwraith is a machine learning expert and data science practitioner in the field of online advertising. Dr. Haralambos Marmanis is a pioneer in the adoption of machine learning techniques for industrial solutions. Dmitry Babenko designs applications for banking, insurance, and supply-chain management. Foreword by Yike Guo. Table of Contents Building applications for the intelligent web Extracting structure from data: clustering and transforming your data Recommending relevant content Classification: placing things where they belong Case study: click prediction for online advertising Deep learning and neural networks Making the right choice The future of the intelligent web Appendix - Capturing data on the web

Capitalist Nigger is an explosive and jarring indictment of the black race. The book asserts that the Negroid race, as naturally endowed as any other, is culpably a non-productive race, a consumer race that depends on other communities for its culture, its language, its feeding and its clothing. Despite enormous natural resources, blacks are economic slaves because they lack the 'devil-may-care' attitude and the 'killer instinct' of the Caucasian, as well as the spider web mentality of the Asian. A Capitalist Nigger must embody ruthlessness in pursuit of excellence in his drive towards achieving the goal of becoming an economic warrior. In putting forward the idea of the Capitalist Nigger, Chika Onyeani charts a road to success whereby black economic warriors employ the 'Spider Web Doctrine' – discipline, self-reliance, ruthlessness – to escape from their victim mentality. Born in Nigeria, Chika Onyeani is a journalist, editor and former diplomat.

Get up and running with Artificial Intelligence using 8 smart and exciting AI applications

Paths, Dangers, Strategies

Machine Learning in Action

Up and Running

Algorithms and Applications

Nature-inspired Programming Recipes

Building Machine Learning Powered Applications

Learn the skills necessary to design, build, and deploy applications powered by machine learning (ML). Through the course of this hands-on book, you'll build an example ML-driven application from initial idea to deployed product. Data scientists, software engineers, and product managers—including experienced practitioners and novices alike—will learn the tools, best practices, and challenges involved in building a real-world ML application step by step. Author Emmanuel Ameisen, an experienced data scientist who led an AI education program, demonstrates practical ML concepts using code snippets, illustrations, screenshots, and interviews with industry leaders. Part I teaches you how to plan an ML application and measure success. Part II explains how to build a working ML model. Part III demonstrates ways to improve the model until it fulfills your original vision. Part IV covers deployment and monitoring strategies. This book will help you: Define your product goal and set up a machine learning problem Build your first end-to-end pipeline quickly and acquire an initial dataset Train and evaluate your ML models and address performance bottlenecks Deploy and monitor your models in a production environment

In this insightful book, you'll learn from the best data practitioners in the field just how wide-ranging -- and beautiful -- working with data can be. Join 39 contributors as they explain how they developed simple and elegant solutions on projects ranging from the Mars lander to a Radiohead video. With Beautiful Data, you will: Explore the opportunities and challenges involved in working with the vast number of datasets made available by the Web Learn how to visualize trends in urban crime, using maps and data mashups Discover the challenges of designing a data processing system that works within the constraints of space travel Learn how crowdsourcing and transparency have combined to advance the state of drug research Understand how new data can automatically trigger alerts when it matches or overlaps pre-existing data Learn about the massive infrastructure required to create, capture, and process DNA data That's only small sample of what you'll find in Beautiful Data. For anyone who handles data, this is a truly fascinating book. Contributors include: Nathan Yau Jonathan Follett and Matt Holm J.M. Hughes Raghu Ramakrishnan, Brian Cooper, and Utkarsh Srivastava Jeff Hammerbacher Jason Dykes and Jo Wood Jeff Jonas and Lisa Sokol Jud Valeski Alon Halevy and Jayant Madhavan Aaron Koblin with Valdean Klump Michal Migurski Jeff Heer Coco Krumme Peter Norvig Matt Wood and Ben Blackburne Jean-Claude Bradley, Rajarshi Guha, Andrew Lang, Pierre Lindenbaum, Cameron Neylon, Antony Williams, and Egon Willighagen Lukas Biewald and Brendan O'Connor Hadley Wickham, Deborah Swayne, and David Poole Andrew Gelman, Jonathan P. Kastellec, and Yair Ghitza Toby Segaran

Research on the problem of clustering tends to be fragmented across the pattern recognition, database, data mining, and machine learning communities. Addressing this problem in a unified way, Data Clustering: Algorithms and Applications provides complete coverage of the entire area of clustering, from basic methods to more refined and complex data clustering approaches. It pays special attention to recent issues in graphs, social networks, and other domains. The book focuses on three primary aspects of data clustering: Methods, describing key techniques commonly used for clustering, such as feature selection, agglomerative clustering, partitional clustering, density-based clustering, probabilistic clustering, grid-based clustering, spectral clustering, and nonnegative matrix factorization Domains, covering methods used for different domains of data, such as categorical data, text data, multimedia data, graph data, biological data, stream data, uncertain data, time series clustering, high-dimensional clustering, and big data Variations and Insights, discussing important variations of the clustering process, such as semisupervised clustering, interactive clustering, multiview clustering, cluster ensembles, and cluster validation In this book, top researchers from around the world explore the characteristics of clustering problems in a variety of application areas. They also explain how to glean detailed insight from the clustering process—including how to verify the quality of the underlying clusters—through supervision, human intervention, or the automated generation of alternative clusters.

This fascinating book demonstrates how you can build web applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it.

Programming the Semantic Web

50 Years of Lisp

Thoughtful Machine Learning

The Stories Behind Elegant Data Solutions

WTF?

Deep Learning with Python

Let Over Lambda

Provides information on data analysis from a variety of social networking sites, including Facebook, Twitter, and LinkedIn.

This book provides a handbook of algorithmic recipes from the fields of Metaheuristics, Biologically Inspired Computation and Computational Intelligence that have been described in a complete, consistent, and centralized manner. These standardized descriptions were carefully designed to be accessible, usable, and understandable. Most of the algorithms described in this book were originally inspired by biological and natural systems, such as the adaptive capabilities of genetic evolution and the acquired immune system, and the foraging behaviors of birds, bees, ants and bacteria. An encyclopedic algorithm reference, this book is intended for research scientists, engineers, students, and interested amateurs. Each algorithm description provides a working code example in the Ruby Programming Language.

From Tokyo to Helsinki, Manhattan to Manila, Howard Rheingold takes us on a journey around the world for a preview of the next techno-cultural shift-a shift he predicts will be as dramatic as the widespread adoption of the PC in the 1980s and the Internet in the 1990s. The coming wave, says Rheingold, is the result of super-efficient mobile communications-cellular phones, personal digital assistants, and wireless-paging and Internet-access devices that will allow us to connect with anyone, anywhere, anytime. From the amusing ("Lovegetty" devices in Japan that light up when a person with the right date-potential characteristics appears in the vicinity) to the extraordinary (the overthrow of a repressive regime in the Philippines by political activists who mobilized by forwarding text messages via cell phones), Rheingold gives examples of the fundamentally new ways in which people are already engaging in group or collective action. He also considers the dark side of this phenomenon, such as the coordination of terrorist cells, threats to privacy, and the ability to incite violent behavior. Applying insights from sociology, artificial intelligence, engineering, and anthropology, Rheingold offers a penetrating perspective on the brave new convergence of pop culture, cutting-edge technology, and social activism. At the same time, he reminds us that, as with other technological revolutions, the real impact of mobile communications will come not from the technology itself but from how people use it, resist it, adapt to it, and ultimately use it to transform themselves, their communities, and their institutions.

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

Collective Intelligence in Action

Artificial Intelligence with Python

Going from Idea to Product

Python Algorithms

Mining the Social Web

The Art of Failure

Artificial Intelligence - Agents and Environments

WTF? can be an expression of amazement or an expression of dismay. In today's economy, we have far too much dismay along with our amazement, and technology bears some of the blame. In this combination of memoir, business strategy guide, and call to action, Tim O'Reilly, Silicon Valley's leading intellectual and the founder of O'Reilly Media, explores the upside and the potential downsides of today's WTF? technologies. What is the future when an increasing number of jobs can be performed by intelligent machines instead of people, or done only by people in partnership with those machines? What happens to our consumer based societies—to workers and to the companies that depend on their purchasing power? Is income inequality and unemployment an inevitable consequence of technological advancement, or are there paths to a better future? What will happen to business when technology-enabled networks and marketplaces are better at deploying talent than traditional companies? How should companies organize themselves to take advantage of these new tools? What's the future of education when on-demand learning outperforms traditional institutions? How can individuals continue to adapt and retrain? Will the fundamental social safety nets of the developed world survive the transition, and if not, what will replace them? O'Reilly is "the man who can really can make a whole industry happen," according to Eric Schmidt, Executive Chairman of Alphabet (Google.) His genius over the past four decades has been to identify and to help shape our response to emerging technologies with world shaking potential—the World Wide Web, Open Source Software, Web 2.0, Open Government data, the Maker Movement, Big Data, and now AI. O'Reilly shares the techniques he's used at O'Reilly Media to make sense of and predict past innovation waves and applies those same techniques to provide a framework for thinking about how today's world-spanning platforms and networks, on-demand services, and artificial intelligence are changing the nature of business, education, government, financial markets, and the economy as a whole. He provides tools for understanding how all the parts of modern digital businesses work together to create marketplace advantage and customer value, and why ultimately, they cannot succeed unless their ecosystem succeeds along with them. The core of the book's call to action is an exhortation to businesses to DO MORE with technology rather than just using it to cut costs and enrich their shareholders. Robots are going to take our jobs, they say. O'Reilly replies, "Only if that's what we ask them to do! Technology is the solution to human problems, and we won't run out of work till we run out of problems." Entrepreneurs need to set their sights on how they can use big data, sensors, and AI to create amazing human experiences and the economy of the future, making us all richer in the same way the tools of the first industrial revolution did. Yes, technology can eliminate labor and make things cheaper, but at its best, we use it to do things that were previously unimaginable! What is our poverty of imagination? What are the entrepreneurial leaps that will allow us to use the technology of today to build a better future, not just a more efficient one? Whether technology brings the WTF? of wonder or the WTF? of dismay isn't inevitable. It's up to us!

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

The remarkable progress in algorithms for machine and deep learning have opened the doors to new opportunities, and some dark possibilities. However, a bright future awaits those who build on their working methods by including HCAI strategies of design and testing. As many technology companies and thought leaders have argued, the goal is not to replace people, but to empower them by making design choices that give humans control over technology. In Human-Centered AI, Professor Ben Shneiderman offers an optimistic realist's guide to how artificial intelligence can be used to augment and enhance humans' lives. This project bridges the gap between ethical considerations and practical realities to offer a road map for successful, reliable systems. Digital cameras, communications services, and navigation apps are just the beginning. Shneiderman shows how future applications will support health and wellness, improve education, accelerate business, and connect people in reliable, safe, and trustworthy ways that respect human values, rights, justice, and dignity.

You must understand algorithms to get good at machine learning. The problem is that they are only ever explained using Math. No longer. In this Ebook, finally cut through the math and learn exactly how machine learning algorithms work. Using clear explanations, simple pure Python code (no libraries!) and step-by-step tutorials you will discover how to load and prepare data, evaluate model skill, and implement a suite of linear, nonlinear and ensemble machine learning algorithms from scratch.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow

An Essay on the Pain of Playing Video Games

Algorithms of the Intelligent Web

Mastering Basic Algorithms in the Python Language

Superminds

The Surprising Power of People and Computers Thinking Together

Clever Algorithms

With this book, the promise of the Semantic Web -- in which machines can find, share, and combine data on the Web -- is not just a technical possibility, but a practical reality Programming the Semantic Web demonstrates several ways to implement semantic web applications, using current and emerging standards and technologies. You'll learn how to incorporate existing data sources into semantically aware applications and publish rich semantic data. Each chapter walks you through a single piece of semantic technology and explains how you can use it to solve real problems. Whether you're writing a simple mashup or maintaining a high-performance enterprise solution,Programming the Semantic Web provides a standard, flexible approach for integrating and future-proofing systems and data. This book will help you: Learn how the Semantic Web allows new and unexpected uses of data to emerge Understand how semantic technologies promote data portability with a simple, abstract model for knowledge representation Become familiar with semantic standards, such as the Resource Description Framework (RDF) and the Web Ontology Language (OWL) Make use of semantic programming techniques to both enrich and simplify current web applications

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.

Let Over Lambda is one of the most hardcore computer programming books out there. Starting with the fundamentals, it describes the most advanced features of the most advanced language: Common Lisp. Only the top percentile of programmers use lisp and if you can understand this book you are in the top percentile of lisp programmers. If you are looking for a dry coding manual that re-hashes common-sense techniques in whatever langue du jour, this book is not for you. This book is about pushing the boundaries of what we know about programming. While this book teaches useful skills that can help solve your programming problems today and now, it has also been designed to be entertaining and inspiring. If you have ever wondered what lisp or even programming itself is really about, this is the book you have been looking for.

Covering all the main approaches in state-of-the-art machine learning research, this will set a new standard as an introductory textbook.

Architects of Intelligence
Building Smart Web 2.0 Applications
Programming Collective Intelligence
Machine Learning Algorithms From Scratch with Python
The Art and Science of Algorithms that Make Sense of Data
Mahout in Action
Human-Centered AI

This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. Programming Collective Intelligence takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing, personal tastes, and human behavior in general all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application.

Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. 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. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. 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 appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

Provides information on building Web 2.0 applications that have the capability to mine data created by Internet applications.

This volume examines the application of swarm intelligence in data mining, addressing the issues of swarm intelligence and data mining using novel intelligent approaches. The book comprises 11 chapters including an introduction reviewing fundamental definitions and important research challenges. Important features include a detailed overview of swarm intelligence and data mining paradigms, focused coverage of timely, advanced data mining topics, state-of-the-art theoretical research and application developments and contributions by pioneers in the field.

The Next Social Revolution
A Test-Driven Approach
Capitalist Nigger
Build Flexible Applications with Graph Data
Think Stats
A Hands-On Guide for Programmers and Data Scientists
What's the Future and Why It's Up to Us

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fail at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity in which they are nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul examines this paradox. In video games, as in tragic works of art, literature, theater, and cinema, it seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often explained as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in the first place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in video games, whether as entertainment, art, or education.

From the founding director of the MIT Center for Collective Intelligence comes a fascinating look at the remarkable capacity for intelligence exhibited by groups of people and computers working together. If you're like most people, you probably believe that humans are the most intelligent animals on our planet. But there's another kind of entity that can be far smarter: groups of people. In this groundbreaking book, Thomas Malone, the founding director of the MIT Center for Collective Intelligence, shows how groups of people working together in supAminds -- like hierarchies, markets, democracies, and communities -- have been responsible for almost all human achievements in business, government, science, and beyond. And these collectively intelligent human groups are about to get much smarter. Using dozens of striking examples and case studies, Malone shows how computers can help create more intelligent superminds simply by connecting humans to one another in a variety of rich, new ways. And although it will probably happen more gradually than many people expect, artificially intelligent computers will amplify the power of these superminds by doing increasingly complex kinds of thinking. Together, these changes will have far-reaching implications for everything from the way we buy groceries and plan business strategies to how we respond to climate change, and even for democracy itself. By understanding how these collectively intelligent groups work, we can learn how to harness their genius to achieve our human goals. Drawing on cutting-edge science and insights from a remarkable range of disciplines, Superminds articulates a bold -- and utterly fascinating -- picture of the future that will change the ways you work and live, both with other people and with computers.

If you know how to program, you have the skills to turn data into knowledge using the tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. You'll work with a case study throughout the book to help you learn the entire data analysis process—from collecting data and generating statistics to identifying patterns and testing hypotheses. Along the way, you'll become familiar with distributions, the rules of probability, visualization, and many other tools and concepts. Develop your understanding of probability and statistics by writing and testing code Run experiments to test statistical behavior, such as generating samples from several distributions Use simulations to understand concepts that are hard to grasp mathematically Learn topics not usually covered in an introductory course, such as Bayesian estimation Import data from almost any source using Python, rather than be limited to data that has been cleaned and formatted for statistics tools Use statistical inference to answer questions about real-world data

Learn how to apply test-driven development (TDD) to machine-learning algorithms—and catch mistakes that could sink your analysis. In this practical guide, author Matthew Kirk takes you through the principles of TDD and machine learning, and shows you how to apply TDD to several machine-learning algorithms, including Naive Bayesian classifiers and Neural Networks. Machine-learning algorithms often have tests baked in, but they can't account for human errors in coding. Rather than blindly rely on machine-learning results as many researchers have, you can mitigate the risk of errors with TDD and write clean, stable machine-learning code. If you're familiar with Ruby 2.1, you're ready to start. Apply TDD to write and run tests before you start coding Learn the best uses and tradeoffs of eight machine learning algorithms Use real-world examples to test each algorithm through engaging, hands-on exercises Understand the similarities between TDD and the scientific method for validating solutions Be aware of the risks of machine learning, such as underfitting and overfitting data Explore techniques for improving your machine-learning models or data extraction

AI for Game Developers

JQuery Mobile
Python Artificial Intelligence Projects for Beginners
Swarm Intelligence in Data Mining
Beautiful Data
Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking? This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book, you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. Programming Collective Intelligence takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing, personal tastes, and human behavior in general -- all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application. This book explains: Collaborative filtering techniques that enable online retailers to recommend products or media Methods of clustering to detect groups of similar items in a large dataset Search engine features -- crawlers, indexers, query engines, and the PageRank algorithm Optimization algorithms that search millions of possible solutions to a problem and choose the best one Bayesian filtering, used in spam filters for classifying documents based on word types and other features Using decision trees not only to make predictions, but to model the way decisions are made Predicting numerical values rather than classifications to build price models Support vector machines to match people in online dating sites Non-negative matrix factorization to find the independent features in a dataset Evolving intelligence for problem solving -- how a computer develops its skill by improving its own code the more it plays a game Each chapter includes exercises for extending the algorithms to make them more powerful. Go beyond simple database-backed applications and put the wealth of Internet data to work for you. "Bravo! I cannot think of a better way for a developer to first learn these algorithms and methods, nor can I think of a better way for me (an old AI dog) to reinvigorate my knowledge of the details." -- Dan Russell, Google "Toby's book does a great job of breaking down the complex subject matter of machine-learning algorithms into practical, easy-to-understand examples that can be directly applied to analysis of social interaction across the Web today. If I had this book two years ago, it would have saved precious time going down some fruitless paths." -- Tim Wolters, CTO, Collective Intellect
Summary Mahout in Action is a hands-on introduction to machine learning with Apache Mahout. Following real-world examples, the book presents practical use cases and then illustrates how Mahout can be applied to solve them. Includes a free audio- and video-enhanced ebook. About the Technology A computer system that learns and adapts as it collects data can be really powerful. Mahout, Apache's open source machine learning project, captures the core algorithms of recommendation systems, classification, and clustering in ready-to-use, scalable libraries. With Mahout, you can immediately apply to your own projects the machine learning techniques that drive Amazon, Netflix, and others. About this Book This book covers machine learning using Apache Mahout. Based on experience with real-world applications, it introduces practical use cases and illustrates how Mahout can be applied to solve them. It places particular focus on issues of scalability and how to apply these techniques against large data sets using the Apache Hadoop framework. This book is written for developers familiar with Java -- no prior experience with Mahout is assumed. Owners of a Manning pBook purchased anywhere in the world can download a free eBook from manning.com at any time. They can do so multiple times and in any or all formats available (PDF, ePub or Kindle). To do so, customers must register their printed copy on Manning's site by creating a user account and then following instructions printed on the pBook registration insert at the front of the book. What's Inside Use group data to make individual recommendations Find logical clusters within your data Filter and refine with on-the-fly classification Free audio and video extras Table of Contents Meet Apache Mahout PART 1 RECOMMENDATIONS Introducing recommenders Representing recommender data Making recommendations Taking recommenders to production Distributing recommendation computations PART 2 CLUSTERING Introduction to clustering Representing data Clustering algorithms in Mahout Evaluating and improving clustering quality Taking clustering to production Real-world applications of clustering PART 3 CLASSIFICATION Introduction to classification Training a classifier Evaluating and tuning a classifier Deploying a classifier Case study: Shop It To Me
Written for the novice AI programmer, this text introduces the reader to techniques such as finite state machines, fuzzy logic, neural networks and many others in an easy-to-understand language, supported with code samples throughout the text.