The Hundred-Page Machine Learning Book

By Andriy Burkov

Genre : Computers

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The Hundred-Page Machine Learning Book by Andriy Burkov is Computers Peter Norvig, Research Director at Google, co-author of AIMA, the most popular AI textbook in the world: "Burkov has undertaken a very useful but impossibly hard task in reducing all of machine learning to 100 pages. He succeeds well in choosing the topics — both theory and practice — that will be useful to practitioners, and for the reader who understands that this is the first 100 (or actually 150) pages you will read, not the last, provides a solid introduction to the field." Aurélien Géron, Senior AI Engineer, author of the bestseller Hands-On Machine Learning with Scikit-Learn and TensorFlow: "The breadth of topics the book covers is amazing for just 100 pages (plus few bonus pages!). I really liked how the author explains the core concepts in just a few words. The book can be very useful for newcomers in the field, as well as for old-timers who can gain from such a broad view of the field." Karolis Urbonas, Head of Data Science at Amazon: "A great introduction to machine learning from a world-class practitioner." Chao Han, VP, Head of R&D at Lucidworks: "I wish such a book existed when I was a statistics graduate student trying to learn about machine learning." Sujeet Varakhedi, Head of Engineering at eBay: "Andriy's book does a fantastic job of cutting the noise and hitting the tracks and full speed from the first page." Deepak Agarwal, VP of Artificial Intelligence at LinkedIn: "A wonderful book for engineers who want to incorporate ML in their day-to-day work without necessarily spending an enormous amount of time." Gareth James, Professor of Data Sciences and Operations, co-author of the bestseller An Introduction to Statistical Learning, with Applications in R: "This is a compact "how to do data science" manual and I predict it will become a go-to resource for academics and practitioners alike. At 100 pages (or a little more), the book is short enough to read in a single sitting. Yet, despite its length, it covers all the major machine learning approaches, ranging from classical linear and logistic regression, through to modern support vector machines, deep learning, boosting, and random forests. There is also no shortage of details on the various approaches and the interested reader can gain further information on any particular method via the innovative companion book wiki. The book does not assume any high level mathematical or statistical training or even programming experience, so should be accessible to almost anyone willing to invest the time to learn about these methods. It should certainly be required reading for anyone starting a PhD program in this area and will serve as a useful reference as they progress further. Finally, the book illustrates some of the algorithms using Python code, one of the most popular coding languages for machine learning. I would highly recommend "The Hundred-Page Machine Learning Book" for both the beginner looking to learn more about machine learning and the experienced practitioner seeking to extend their knowledge base." Everything you really need to know in Machine Learning in a hundred pages. This is the first of its kind "read first, buy later" book. You can find the book online, read it, and then come back to pay for it if you liked the book or found it useful for your work, business or studies.

More Recommended Books

De iPad als zakelijk instrument
By: Boudewijn Vermeulen
De iPad is slechts enkele jaren oud en inmiddels hard op weg om de PC te verdringen. Waarom toch zien we de iPad dan zo weinig in een zakelijke setting toegepast. Dit boek, dat als werkboek bij de workshop iPad voor Professionals gebruikt kan worden, poogt in een hands-on benadering inzicht te geven in de mogelijkheden om een iPad te gebruiken als zakelijk instrument. Want zou het niet mooi zijn als we onderweg behalve e-mail ophalen ook onze documenten konden bewerken, vergaderen met collega’s, afspraken maken, presentaties geven en onze administratie bijwerken zonder met een zware PC te sjouwen?

Learning Punch Software (R): Mini - Tutorials
By: Patricia Gamburgo
These mini tutorials show the answers and solutions to some issues experienced by Punch Software (R) users and they are based on the old tutorials that I am sharing with all the users since 2002. Although they are still available in my website with free access, I noticed that they are in different formats and some images are outdated. Also, the old mini tutorials showed only the Windows versions. For all these reasons, I decided to create this new e-book for the Learning Punch Software (R) series compiling and updating all the information as well as the addition of questions and answers. These mini-tutorials show how to solve the issues. You will find step by step “how to use” tutorials and training in my additional e-books Learning Punch Software (R) series. I am working on two new titles for this series: “Power Tools” and “Landscape” As always, my e-books combine my architectural knowledge with my Punch Software (R) experience. I hope that you find it useful, and that you will enjoy reading this e-book as much as I enjoyed writing it!

Fixing Your Computer Absolute Beginner's Guide
By: Paul McFedries
Why throw away that broken PC? You can fix it - really! Fixing it will save you much needed cash - and keeping your hardware out of the trash is good for the environment, too. Best of all, you don’t need to be a technical expert to do most typical computer repairs - and this book proves it. If you’ve found other computer repair books too complicated (or too cute), you’re in the right place. Paul McFedries covers everything you need to know, get, and do, in plain English, with plenty of crystal-clear pictures. Friendly and knowledgeable, Fixing Your Computer Absolute Beginner’s Guide is packed with tips, tricks, shortcuts, and real-world projects. McFedries guides you through: Maintaining your computer so it’s less likely to break in the first place Troubleshooting your own problems Identifying your computer’s basic ports, connectors, and components Finding the right tools (you might already have them!) Buying the parts you need without spending more than you have to Performing basic repairs and upgrades at home, often in just minutes Replacing or upgrading power supplies, hard drives, and DVD drives Making your computer run faster by adding memory or upgrading its Intel or AMD processor Improving your audio or video Changing your laptop’s dead battery Upgrading your network, and more From start to finish, it’s all explained simply and clearly - making computer repair almost completely hassle-free!
OCUP 2 Certification Guide

By : Michael Jesse Chonoles

OCUP 2 Certification Guide: Preparing for the OMG Certified UML 2.5 Professional 2 Foundation Exam both teaches UML® 2.5 and prepares candidates to become certified. UML® (Unified Modeling Language) is the most popular graphical language used by software analysts, designers, and developers to model, visualize, communicate, test, and document systems under development. UML® 2.5 has recently been released, and with it a new certification program for practitioners to enhance their current or future career opportunities. There are three exam levels: Foundation, Intermediate, and Advanced. The exam covered in this book, Foundation, is a prerequisite for the higher levels. Author Michael Jesse Chonoles is a lead participant in the current OCUP 2 program—not only in writing and reviewing all the questions, but also in designing the goals of the program. This book distills his experience in modeling, mentoring, and training. Because UML® is a sophisticated language, with 13 diagram types, capable of modeling any type of modern software system, it takes users some time to become proficient. This effective resource will explain the material in the Foundation exam and includes many practice questions for the candidate, including sample problems similar to those found in the exam, and detailed explanations of why correct answers are correct and why wrong answers are wrong. Written to prepare candidates for the OCUP 2 Foundation level exam while they learn UML® illustrated with UML® diagrams to clarify every concept and technique. Offers hints for studying and test-taking based on the specific nature and structure of the Foundation Level exam. Includes practice exam material, sample questions and exercises, warnings, tips, and points to remember throughout.

Lg V40 Thinq: Understanding the Essentials

By : Mark Dascano

LG Electronics launched its brand in the late 1950s and has since become a household name for electronics and appliances. As the company expanded its products and services, it also became renowned for advances in mobile technology. The company now offers a range of LG smart phones; the latest of which is the new LG V40. This new device scheduled to be launched in October 2018 has already received rave reviews. The new smartphone is declared as the successor to the previously released LG V30. It has been lauded for its array of modern and innovative features as well as its appeal to a wider cross-section of consumers. Users who purchase the new LG V40 smartphone can expect to enjoy a number of features. Chief among these features is the five (5) cameras and optical image stabilization included in the design. The phone also boasts a 6.4-inch display outfitted with OLED Full-Vision, 537-pixel density and resolution of 3120 by 1440. Users will be able to enjoy the new Android 8.0 Oreo operating system, six (6) gigabytes of memory, the 2.5 gigahertz Qualcomm Snapdragon 845 Octa-Core and Chipset. The LG V30 also boasts a floating bar for timely access to notifications and apps, Power Saving mode, an ‘Always-on-Display’ and fingerprint ID. Users will also be able to enjoy other security features that include ‘Knock Code’, Google Smart Lock, Voice Recognition and Facial Recognition. The device is also outfitted with built-in applications for enhanced user efficiency, NFC and Bluetooth functionality. The purpose of this book is to introduce users to the new LG V40 smart phone. It will explore the features offered, while educating users on how to best access and utilize these features. It is hoped that at the end of the book the content shared will be sufficient to ensure maximized user satisfaction.

C++ Standard Library, The: A Tutorial and Reference, 2/e

By : Nicolai M. Josuttis

This is the eBook version of the printed book. The Best-Selling C++ Resource Now Updated for C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its
components—and to benefit from their power—you need a resource that does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency, Fractional arithmetic, Clocks and timers, Tuples, New STL containers, New STL algorithms, New smart pointers, New locale facets, Random numbers, and distributions, Type traits and utilities, and Regular expressions. The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstdlib.com.

**Microsoft Excel Programmierung - Das Handbuch. Automatisierung mit VBA - Für Excel 2007 - 2013.**

*By: Mourad Louha & Monika Weber*


**Cloud Computing**

*By: Dr. Josef Adersberger, Michael Haus*


**Fitbit Charge 2: The Complete Beginner’s Guide**

*By: Gack Davidson*

The FitBit Charge 2 is the best-selling tracker for FitBit. It is an improved and innovated version of Charge HR. The improvements are not so subtle, most prominent being the large OLED screen with tap display. The upgrade is especially a welcome edition for those who are more into fitness tracking. FitBit Charge 2 has multi-sport tracking and can pair with your phone and provide enhanced functionality in the presence of GPS. CONTENTS You FitBit Charge 2 comes with three basic components: Fitbit Charge 2 tracker, Charge 2 Classic wristband, Charging cable. The wristband is detachable and you can swap it for other colors and materials sold separately.

**HTML, XHTML and CSS For Dummies**

*By: Ed Tittel & Jeff Noble*

The indispensable introductory reference guide to HTML, XHTML and CSS. Even though new
technologies enable people to do much more with the Web, in the end HTML, XHTML and CSS are still at the root of any Web site. The newest edition of this bestselling guide is fully updated and revised for the latest technology changes to the field, including HTML5 and CSS3. Illustrated in full color, this book provides beginner and advanced coders the tools they need to be proficient at these programming languages. Shows you how to create a Web page and formulate XHTML document structure Addresses working with content management systems (WordPress, Drupal, and Joomla), and designing for mobile devices (iPhone, BlackBerry, and Android) Introduces HTML5 and CSS3, tools critical to mobile Web development Reviews working with text, lists, and images, and customizing links Demonstrates ways to employ cascading style sheets (CSS) and get creative with colors and fonts Details integrating scripts with XHTML and understanding deprecated HTML markup tags Written by two veteran computer whizzes, HTML, XHTML and CSS For Dummies will help you get the design results you want!
A book becomes a best-seller thanks to many factors, but mostly because of luck. I was lucky to have this idea, I was lucky to be able to write a quality useful and interesting book, I was lucky to have this book supported by people like... Andriy Burkov, Author of bestseller The Hundred-Page Machine Learning Book. Answered Apr 25, 2019. Answered Apr 25, 2019 — Author has 113 answers and 100.1k answer views. With this book, you will learn how Machine Learning works. A hundred pages from now, you will be ready to build complex AI systems, pass an interview or start your own business. All you need to know about Machine Learning in a hundred pages. Supervised and unsupervised learning, support vector machines, neural networks, ensemble methods, gradient descent, cluster analysis and dimensionality reduction, autoencoders and transfer learning, feature engineering and hyperparameter tuning! Math, intuition, illustrations, all in just a hundred pages! Read by Professionals Working At: More companies. Vincent Pollet, Head of Research at Nuance: “The Hundred-Page Machine Learning Book is an excellent read to get started with Machine Learning. Everything you really need to know in Machine Learning in a hundred pages. This is the first of its kind. Read first, buy later.” You can find the book online, read it, and then come back to pay for it if you liked the book or found it useful for your work, business or studies. Download Links. Server 1 | Server 2 (Size 6.8 MB).