
Swift Artificial Intelligence Made Easy W Essential Programming Learn To Create Your Problem Solving Algorithms Today W Machine Learning Data Structures Artificial Intelligence Series

On the “Human” in Human-Artificial Intelligence Interaction
 Artificial Intelligence for iOS
 Practical Deep Learning for Cloud, Mobile, and Edge
 Swift in Depth
 The Big Book of Small Python Projects
 A Beginner-Friendly Guide to Integrating Machine Learning Into Your Apps
 Machine Learning with Core ML
 Fintech in a Flash
 An iOS developer's guide to implementing machine learning in mobile apps
 From Fundamental Theory to Development of AI-Driven Apps
 Proceedings of MARC 2020
 Artificial Intelligence with Python
 Logics in Artificial Intelligence
 Data Structures & Algorithms in Swift (Fourth Edition)
 Implementing Practical Data Structures with Swift
 Proceedings of the Seventh International Conference (KR2000), Breckenridge, Colorado, April 12-15 2000
 13th European Conference, JELIA 2012, Toulouse, France, September 26-28, 2012, Proceedings
 Principles of Knowledge Representation and Reasoning
 Current Trends and Advances in Computer-Aided Intelligent Environmental Data Engineering
 Artificial Intelligence
 Artificial Intelligence and Islamic Finance
 A guidance for policymakers
 Hybrid Artificial Intelligence and IoT in Healthcare
 AI and Machine Learning for Coders
 iOS Swift Game Development Cookbook
 Practical Artificial Intelligence with Swift
 Differentiable Programming with Swift
 Made Easy, With Essential Programming Learn to Create Your Problem Solving Algorithms! Today With Machine Learning & Data Structures
 From Fundamental Theory to Development of AI-Driven Apps
 Deep Learning with Swift for TensorFlow
 AI at War
 Swift Programming Artificial Intelligence
 Artificial Intelligence for Medicine
 Handbook of Research on Disease Prediction Through Data Analytics and Machine Learning
 A fun and hands-on introduction to machine learning, reinforcement learning, deep learning, and artificial intelligence with Python
 Classic Computer Science Problems in Java
 Simple Solutions for Game Development Problems
 Machine Learning, Advances in Computing, Renewable Energy and Communication
 Real-World AI & Computer-Vision Projects Using Python, Keras & TensorFlow

Swift Artificial Intelligence Made Easy W Essential Programming Learn To Create Your Problem Solving Algorithms Today W Machine Learning Data Structures Artificial Intelligence Series

Downloaded from ftp.wtvq.com by guest

WATERS HIGGINS

On the “Human” in Human-Artificial Intelligence Interaction O'Reilly Media

Discover more insight about deep learning and how to work with Swift for TensorFlow to develop intelligent apps. TensorFlow was designed for easy adoption by iOS programmers working in Swift. This book covers the established and tested concepts and ties them to modern Swift programming and applicable use in developing for iOS. Using illustrative examples, the book starts off by introducing you to basic machine learning concepts along with code snippets in Swift for TensorFlow. Fundamentals of neural networks required to understand today's deep learning research will be covered and put in the context of working in the Swift language with the goal of developing primarily for Apple's mobile ecosystem. Other important topics covered include computation graphs, loss functions, optimization techniques, regularizing neural networks, recurrent neural networks—such as those used in Siri and Google Translate; and convolutional neural networks. You'll also learn to reuse pre-trained neural networks and work with generative

models. Finally, developing and building in security to models is addressed. Swift code will be provided throughout the book to keep the concepts grounded in application within Apple's frameworks. What You'll Learn • Write machine learning code in Swift • Run neural networks in Apple environments • Apply fundamental deep learning concepts to mobile app development Who This Book Is For Programmers familiar with Swift and the basics of AI

Artificial Intelligence for iOS "O'Reilly Media, Inc."

This friendly and accessible guide to AI theory and programming in Python requires no maths or data science background. Key Features Roll up your sleeves and start programming AI models No math, data science, or machine learning background required Packed with hands-on examples, illustrations, and clear step-by-step instructions 5 hands-on working projects put ideas into action and show step-by-step how to build intelligent software Book Description AI is changing the world - and with this book, anyone can start building intelligent software! Through his best-selling video courses, Hadelin de Ponteves has taught hundreds of thousands of people to write AI software. Now, for the first time, his hands-on, energetic approach is available as a book. Taking a graduated approach that starts with the basics before easing readers into more complicated formulas and notation, Hadelin helps you understand what you really need to build AI systems with reinforcement learning and deep learning. Five full working projects put the ideas into action, showing step-by-step how to build intelligent software using the best and easiest tools for AI programming: Google

Colab Python TensorFlow Keras PyTorch AI Crash Course teaches everyone to build an AI to work in their applications. Once you've read this book, you're only limited by your imagination. What you will learn Master the key skills of deep learning, reinforcement learning, and deep reinforcement learning Understand Q-learning and deep Q-learning Learn from friendly, plain English explanations and practical activities Build fun projects, including a virtual-self-driving car Use AI to solve real-world business problems and win classic video games Build an intelligent, virtual robot warehouse worker Who this book is for If you want to add AI to your skillset, this book is for you. It doesn't require data science or machine learning knowledge. Just maths basics (high school level).

Practical Deep Learning for Cloud, Mobile, and Edge Academic Conferences and publishing limited

Current Trends and Advances in Computer-Aided Intelligent Environmental Data Engineering merges computer engineering and environmental engineering. The book presents the latest finding on how data science and AI-based tools are being applied in environmental engineering research. This application involves multiple domains such as data science and artificial intelligence to transform the data collected by intelligent sensors into relevant and reliable information to support decision-making. These tools include fuzzy logic, knowledge-based systems, particle swarm optimization, genetic algorithms, Monte Carlo simulation, artificial neural networks, support vector machine, boosted regression tree, simulated annealing, ant colony algorithm, decision tree, immune algorithm, and imperialist competitive algorithm. This book is a fundamental information source because it is the first book to present the foundational reference material in this new research field. Furthermore, it gives a critical overview of the latest cross-domain research findings and technological developments on the recent advances in computer-aided intelligent environmental data engineering. Captures the application of data science and artificial intelligence for a broader spectrum of environmental engineering problems Presents methods and procedures as well as case studies where state-of-the-art technologies are applied in actual environmental scenarios Offers a compilation of essential and critical reviews on the application of data science and artificial intelligence to the entire spectrum of environmental engineering

Swift in Depth O'Reilly Media

Japan is arguably the first postindustrial society to embrace the prospect of human-robot coexistence. Over the past decade, Japanese humanoid robots designed for use in homes, hospitals, offices, and schools have become celebrated in mass and social media throughout the world. In *Robo sapiens japonicus*, Jennifer Robertson casts a critical eye on press releases and public relations videos that misrepresent robots as being as versatile and agile as their science fiction counterparts. An ethnography and sociocultural history of governmental and academic discourse of human-robot relations in Japan, this book explores how actual robots—humanoids, androids, and animaloids—are “imagineered” in ways that reinforce the conventional sex/gender system and political-economic status quo. In addition, Robertson interrogates the notion of human exceptionalism as she considers whether “civil rights” should be granted to robots. Similarly, she juxtaposes how robots and robotic exoskeletons reinforce a conception of the “normal” body with a deconstruction of the much-invoked Theory of the Uncanny Valley.

The Big Book of Small Python Projects John Wiley & Sons

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.

Springer Nature

Leverage the power of machine learning and Swift programming to build intelligent iOS applications with ease Key Features Implement effective machine learning solutions for your iOS applications Use Swift and Core ML to build and deploy popular machine learning models Develop neural networks for natural language processing and computer vision Book Description Machine learning as a field promises to bring increased intelligence to the software by helping us learn and analyse information efficiently and discover certain patterns that humans cannot. This book will be your guide as you embark on an exciting journey in machine learning using the popular Swift language. We'll start with machine learning basics in the first part of the book to develop a lasting intuition about fundamental machine learning concepts. We explore various supervised and unsupervised statistical learning techniques and how to implement them in Swift, while the third section walks you through deep learning techniques with the help of typical real-world cases. In the last section, we will dive into some hard core topics such as model compression, GPU acceleration and provide some recommendations to avoid common mistakes during machine learning application development. By the end of the book, you'll be able to develop intelligent applications written in Swift that can learn for themselves. What you will learn Learn rapid model prototyping with Python and Swift Deploy

pre-trained models to iOS using Core ML Find hidden patterns in the data using unsupervised learning Get a deeper understanding of the clustering techniques Learn modern compact architectures of neural networks for iOS devices Train neural networks for image processing and natural language processing Who this book is for iOS developers who wish to create smarter iOS applications using the power of machine learning will find this book to be useful. This book will also benefit data science professionals who are interested in performing machine learning on mobile devices. Familiarity with Swift programming is all you need to get started with this book.

A Beginner-Friendly Guide to Integrating Machine Learning Into Your Apps UNESCO Publishing

Ready to make amazing games for the iPhone and iPad? With Apple's Swift programming language, it's never been easier. This updated cookbook provides detailed recipes for managing a wide range of common iOS game-development issues, ranging from 2D and 3D math, SpriteKit, and OpenGL to augmented reality with ARKit. You get simple, direct solutions to common problems found in iOS game programming. Need to figure out how to give objects physical motion, or want a refresher on gaming-related math problems? This book provides sample projects and straightforward answers. All you need to get started is some familiarity with iOS development in Swift.

Machine Learning with Core ML Independently Published

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With *fastai*, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of *fastai*, show you how to train a model on a wide range of tasks using *fastai* and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Fintech in a Flash Routledge

Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find *The Big Book of Small Python Projects* both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of *The Big Book of Small Python Projects*. It's proof that good things come in small programs!

An iOS developer's guide to implementing machine learning in mobile apps Jones & Bartlett Learning

If you're looking to make a career move from programmer to AI specialist, this is the ideal place to start. Based on Laurence Moroney's extremely successful AI courses, this introductory book provides a hands-on, code-first approach to help you build confidence while you learn key topics. You'll understand how to implement the most common scenarios in machine learning, such as computer vision, natural language processing (NLP), and sequence modeling for web, mobile, cloud, and embedded runtimes. Most books on machine learning begin with a daunting amount of advanced math. This guide is built on practical lessons that let you work directly with the code. You'll learn: How to build models with TensorFlow using skills that employers desire The basics of machine learning by working with code samples How to implement computer vision, including feature detection in images How to use NLP to tokenize and sequence words and sentences Methods for embedding models in Android and iOS How to serve models over the web and in the cloud with TensorFlow Serving

From Fundamental Theory to Development of AI-Driven Apps Packt Publishing Ltd

Seit 2014 erscheinen die Bände der renommierten Wiener Reihe bei De Gruyter. Das äußere Layout der Bände wurde modernisiert, inhaltlich und personell jedoch ist das Profil der seit mehr als zwei Jahrzehnten erscheinenden Buchreihe von Kontinuität geprägt. Die Bände sind jeweils einer aktuellen philosophischen Fragestellung gewidmet. Eine internationale Autorenschaft und die Veröffentlichung fremdsprachiger Beiträge sind Elemente des Programms. Die Reihe will dazu beitragen, dogmatische Abgrenzungen zwischen philosophischen Schulen und Traditionen abzubauen.

Proceedings of MARC 2020 Packt Publishing Ltd

This book focuses on the implementation of AI for growing business, and the book includes research articles and expository papers on the applications of AI on decision-making, health care, smart universities, public sector and digital government, FinTech, and RegTech. Artificial Intelligence (AI) is a vital and a fundamental driver for the Fourth Industrial Revolution (FIR). Its influence is observed at homes, in the businesses and in the public spaces. The embodied best of AI reflects robots which drive our cars, stock our warehouses, monitor our behaviors and warn us of our health, and care for our young children. Some researchers also discussed the role of AI in the current COVID-19 pandemic, whether in the health sector, education, and others. On all of these, the researchers discussed the impact of AI on decision-making in those vital sectors of the economy.

Artificial Intelligence with Python Springer Nature

Provides an introduction to AI game techniques used in game programming.

Logics in Artificial Intelligence Springer

Technologies such as artificial intelligence have led to significant advances in science and medicine, but have also facilitated new forms of repression, policing and surveillance. AI policy has become without doubt a significant issue of global politics. The Global Politics of Artificial Intelligence tackles

some of the issues linked to AI development and use, contributing to a better understanding of the global politics of AI. This is an area where enormous work still needs to be done, and the contributors to this volume provide significant input into this field of study, to policy makers, academics, and society at large. Each of the chapters in this volume works as freestanding contribution, and provides an accessible account of a particular issue linked to AI from a political perspective. Contributors to the volume come from many different areas of expertise, and of the world, and range from emergent to established authors.

Data Structures & Algorithms in Swift (Fourth Edition) Walter de Gruyter GmbH & Co KG

Learn Data Structures & Algorithms in Swift! Data structures and algorithms form the basis of computer programming and are the starting point for anyone looking to become a software engineer. Choosing the proper data structure and algorithm involves understanding the many details and trade-offs of using them, which can be time-consuming to learn - and confusing. This is where this book, *Data Structures & Algorithms in Swift*, comes to the rescue! In this book, you'll learn the nuts and bolts of how fundamental data structures and algorithms work by using easy-to-follow tutorials loaded with illustrations; you'll also learn by working in Swift playground code. Who This Book Is For This book is for developers who know the basics of Swift syntax and want a better theoretical understanding of what data structures and algorithms are to build more complex programs or ace a whiteboard interview. Topics Covered in *Data Structures & Algorithms in Swift* *Basic data structures and algorithms, including stacks, queues and linked lists.

*How protocols can be used to generalize algorithms. *How to leverage the algorithms of the Swift standard library with your own data structures.

*Trees, tries and graphs. *Building algorithms on top of other primitives. *A complete spectrum of sorting algorithms from simple to advanced. *How to think about algorithmic complexity. *Finding shortest paths, traversals, subgraphs and much more. After reading this book, you'll have a solid foundation on data structures and algorithms and be ready to solve more complex problems in your apps elegantly.

Implementing Practical Data Structures with Swift Univ of California Press

Artificial Intelligence (AI) has the potential to address some of the biggest challenges in education today, innovate teaching and learning practices, and ultimately accelerate the progress towards SDG 4. However, these rapid technological developments inevitably bring multiple risks and challenges, which have so far outpaced policy debates and regulatory frameworks. This publication offers guidance for policy-makers on how best to leverage the opportunities and address the risks, presented by the growing connection between AI and education. It starts with the essentials of AI: definitions, techniques and technologies. It continues with a detailed analysis of the emerging trends and implications of AI for teaching and learning, including how we can ensure the ethical, inclusive and equitable use of AI in education, how education can prepare humans to live and work with AI, and how AI can be applied to enhance education. It finally introduces the challenges of harnessing AI to achieve SDG 4 and offers concrete actionable recommendations for policy-makers to plan policies and programmes for local contexts. [Publisher summary, ed]

Proceedings of the Seventh International Conference (KR2000), Breckenridge, Colorado, April 12-15 2000 Academic Press

This book provides a systematic overview of the current trends in research relating to the use of artificial intelligence in Islamic financial institutions (IFIs), across all organization of Islamic cooperation (OIC) countries. *Artificial Intelligence and Islamic Finance* discusses current and potential applications of artificial intelligence (AI) for risk management in Islamic finance. It covers various techniques of risk management, encompassing asset and liability management risk, credit, market, operational, liquidity risk, as well as regulatory and Shariah risk compliance within the financial industry. The authors highlight AI's ability to combat financial crime such as monitoring trader recklessness, anti-fraud and anti-money laundering, and assert that the capacity of machine learning (ML) to examine large amounts of data allows for greater granular and profound analyses across a variety of Islamic financial products and services. The book concludes with practical limitations around data management policies, transparency, and lack of necessary skill sets within financial institutions. By adopting new methodological approaches steeped in an Islamic economic framework (e.g., analysing FinTech in the context of Shariah principles and Islamic values), it devises practical solutions and generates insightful knowledge, helping readers to understand and explore the role of technological enablers in the Islamic finance industry, such as RegTech and artificial intelligence, in

providing better and Shariah-compliant services to customers through digital platforms. The book will attract a wide readership spanning Shariah scholars, academicians, and researchers as well as Islamic financial practitioners and policymakers.

13th European Conference, JELIA 2012, Toulouse, France, September 26-28, 2012, Proceedings CRC Press

Take a deep dive into machine learning with Core ML, and learn how to integrate common machine learning tasks into your apps. "Machine Learning with Core ML 2 and Swift" is a straightforward guide to the hottest topic in the tech industry. In this book, author Károly Nyisztor helps to familiarize you with common machine learning tasks. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on Swift code examples you can use for reference and practice. Throughout the book, Károly walks you through several apps to familiarize yourself with Core ML capabilities, including synthetic vision and natural language processing. Topics include:- How to take advantage of Core ML- Setting up a Core ML project in Xcode- How to use pretrained models- Generating predictions- Using Vision- Image analysis- Natural language processing "Machine Learning with Core ML 2 and Swift" is the perfect book for you if you're interested in machine learning, or if you're looking to switch into an exciting new career track. About the Author Károly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios.

Principles of Knowledge Representation and Reasoning Simon and Schuster

Artificial intelligence (AI) may be the most beneficial technological development of the twenty-first century. Media hype and raised expectations for results, however, have clouded understanding of the true nature of AI—including its limitations and potential. *AI at War* provides a balanced and practical understanding of applying AI to national security and warfighting professionals as well as a wide array of other readers. Although the themes and findings of the chapters are relevant across the U.S. Department of Defense, to include all Services, the Joint Staff and defense agencies as well as allied and partner ministries of defense, this book is a case study of warfighting functions in the Naval Services—the U.S. Navy and U.S. Marine Corps. Sam J. Tangredi and George Galdorisi bring together over thirty experts, ranging from former DOD officials and retired flag officers to scientists and active duty junior officers. These contributors present views on a vast spectrum of subjects pertaining to the implementation of AI in modern warfare, including strategy, policy, doctrine, weapons, and ethical concerns.

Current Trends and Advances in Computer-Aided Intelligent Environmental Data Engineering Naval Institute Press

The Complete Beginner's Guide to Understanding and Building Machine Learning Systems with Python Machine Learning with Python for Everyone will help you master the processes, patterns, and strategies you need to build effective learning systems, even if you're an absolute beginner. If you can write some Python code, this book is for you, no matter how little college-level math you know. Principal instructor Mark E. Fenner relies on plain-English stories, pictures, and Python examples to communicate the ideas of machine learning. Mark begins by discussing machine learning and what it can do; introducing key mathematical and computational topics in an approachable manner; and walking you through the first steps in building, training, and evaluating learning systems. Step by step, you'll fill out the components of a practical learning system, broaden your toolbox, and explore some of the field's most sophisticated and exciting techniques. Whether you're a student, analyst, scientist, or hobbyist, this guide's insights will be applicable to every learning system you ever build or use. Understand machine learning algorithms, models, and core machine learning concepts Classify examples with classifiers, and quantify examples with regressors Realistically assess performance of machine learning systems Use feature engineering to smooth rough data into useful forms Chain multiple components into one system and tune its performance Apply machine learning techniques to images and text Connect the core concepts to neural networks and graphical models Leverage the Python scikit-learn library and other powerful tools Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.