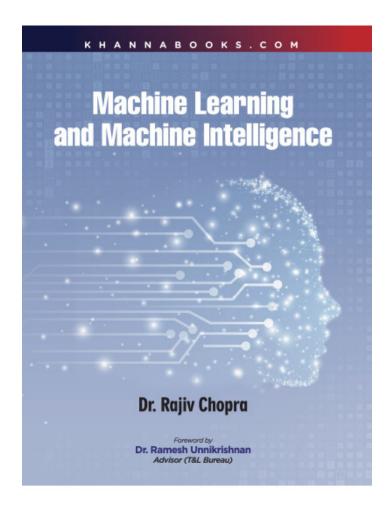
K H A N N A B O O K S . C O M



Machine Learning And Machine Intelligence

Rajiv Chopra Author:

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Product Description

Machine learning and Machine Intelligence is a complete book to read and perform practical in computer labs. Just reading theory cannot make you perform the practical(S). The present book is the composition of both, for the convenience of the students. Many of the Degrees or Diplomas or Certification Programs are being conducted in Machine Learning and Machine Intelligence fields. But it has become difficult for software companies to separate chaff from the grain. This book is an excellent guide for aspiring Data Science professionals and a valuable resource bank to perform experiments in AIDS and AIML branches.

Salient Feature

- *Includes numerous illustrative examples to understand and perform the practical easily.
- *Demonstrates every experiment in a systematic and good programming style.
- *Students of all branches- B.E/ B. Tech. in CSE/IT/ECE, B. Tech. in AIML Branch, B. Tech. In AIDS Branches as well as B.Tech. in CS (DS) and CS (ML) branches will be benefitted from this art.

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- 1- Introduction to Machine and Deep learning
- 2- Types of Learning
- 3- Classification Families
- 4- Learning Algorithms
- 5- Unsupervised Learning and their Algorithms
- 6- Reinforcement Learning and Control
- 7- IOT and Machine Learning
- 8- Project 1: Object Detection and Smudging Using Gradient Descent
- 9- Project 2: Spam Filtering based on Text Classification Using Machine Learning Algorithms.

Appendices-A: Glossary

Appendices-B: Some Important Question for Revision

Lab Manual of Machine Learning

Experiments

Suggested List of ML Projects

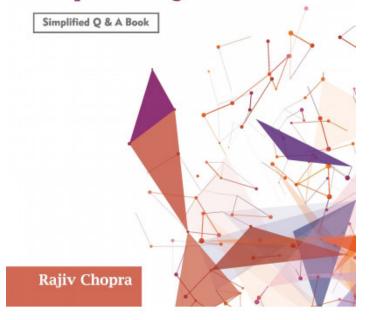
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K H A N N A B O O K S . C O M

Data Science With Artificial Intelligence, Machine Learning and Deep Learning



Data Science with Artificial Intelligence, Machine Learning and Deep Learning

Author: Rajiv Chopra

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Engineering, New Arrivals

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Product Description

The Present book takes a student from "unknown to known" and " simple to complex" principles of Data Science. This book is user-friendly, thought provoking and stimulating. It helps in clearing the cobwebs of the mind and the subject. The style used is lucid and un-adulterated. What stands out is the stark simplicity with which the ideas have been portrayed. A good book should teach the customary and effective ways to structure your code in such a way that data engineering is not havoc. Python is an object-oriented programming language that is used in this book. The book is divided in to 4 Units:- Unit-1 has 15 chapters on Artificial Intelligence. Unit-2 has 7 chapters that explain Machine Learning and IOT. Unit-3 has 10 chapters each focusing on DEEP Learning. Unit-4 has 1 chapter that explain Data Sciences.



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Learning and Control 7- IoT and ML UNIT-III:- Deep Learning 1- The Neural Network (DL) 2- Machine Learning
Retrospective 3-Deep feed forward Networks 4- Deep Learning Optimization 5- CNNs 6- Sequence Analysis 7Practical Deep Learning 8- Applications of Deep Learning 9- Deep Learning Survey Roses are Red, Violets are Blue,
Deep Learning Can Recognize Objects for you. UIT IV: Data Science 1. Data Science Glossary Model Question Papers
References

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Virtual and Augmented Reality

Rajiv Chopra Author:

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Product Description

Tapping the full power of virtual and augmented reality need not be very difficult. This book on Virtual and Augmented Reality is written according to the students who have learned computer graphics and multimedia but want to take their skills to the next level. VR and AR book demonstrates techniques that allow you to analyze how virtual reality is covering almost all aspects of our life. the increasing penetration of VR and AR gives rise to some new strategic queries. Using VR, many companies have satisfied their customers to 95% World giants like GE, Mayo Clinic and the US Navy, are using VR and AR to improve productivity, quality and training. By concatenating the benefits of humans and machines, AR will dramatically increase the value creation.

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- 1.Introduction to Virtual Reality
- 2. Geometric Modelling
- 3. Virtual Environment
- 4. VR Hardware and Software
- 5. VR Application

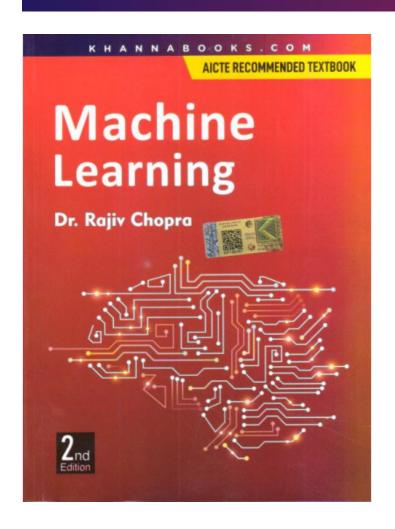
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Machine Learning

Author: Rajiv Chopra

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Product Description

This book attempts to provide a unified overview of the broad field of Machine Learning and its Practical implementation. This book is a survey of the state of art. It breaks this massive subject into comprehensible parts piece by piece. The objective is to focus on basic principles of machine learning with some leading edge topics. This book addresses a full spectrum of machine learning programming. The emphasis is to solve lot many programming examples using step-by step practical implementation of machine learning algorithms. To facilitate easy understanding of machine learning, this book has been written in such a simple style that a student thinks as if a teacher is sitting behind him and guiding him.

This book is written as per the new syllabus of different Universities of India. It also Cover the syllabus of B.Tech.(CSE/IT), MCA, BCA of Delhi University, Delhi. GGSIPU, MDU, RGTU, Nagpur University, UTU, APJ Abdul Kalam University so on. The book is intended for both academic and professional audience.

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Spam Filtering based on Text Classification Using Machine Learning Algorithms

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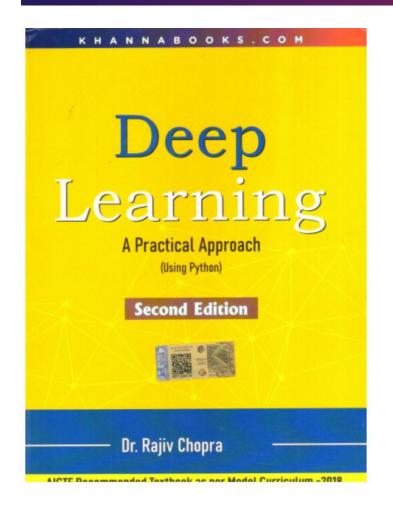
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Author





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Product Description

A good book is like a teacher who sits behind the reader and guides him/her accordingly. Deep Learning has been an area of current research. After toiling through the various concepts of Deep Learning, the book slithers around all principles of deep learning. This book highlights in deep the concepts of deep learning so that new projects and researchers can be done. The book serves, both as textbook and as a reference book. Some of the highlights of the book are: Simple Language, Recent Concepts of Machine and Deep Learning explained, MCQ's, Conceptual Short Questions & Answers, Case Studies, Case Tools (like TensorFlow, H2O etc).



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Author

