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1. Machine learning. 2. Computer algorithms. I. Rostamizadeh, Afshin. II. Talwalkar, Ameet. III. Title.

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Foundations of Machine Learning 2nd Edition by Mehryar Mohri , Afshin Rostamizadeh , Ameet Talwalkar A new edition of a graduate-level machine learning textbook that focuses on the analysis and theory of algorithms.

A new edition of a graduate-level machine learning textbook that focuses on the analysis and theory of algorithms. This book is a general introduction to machine learning that can serve as a textbook for graduate students and a reference for researchers. It covers fundamental modern topics in machine learning while providing the theoretical basis and conceptual tools needed for the discussion and justification of algorithms. It also describes several key aspects of the application of these algorithms. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning is unique in its focus on the analysis and theory of algorithms. The first four chapters lay the theoretical foundation for what follows; subsequent chapters are mostly self-contained. Topics covered include the Probably Approximately Correct (PAC) learning framework; generalization bounds based on Rademacher complexity and VC-dimension; Support Vector Machines (SVMs); kernel methods; boosting; on-line learning; multi-class classification; ranking; regression; algorithmic stability; dimensionality reduction; learning automata and languages; and reinforcement learning. Each chapter ends with a set of exercises. Appendixes provide additional material including concise probability review. This second edition offers three new chapters, on model selection, maximum entropy models, and conditional entropy models. New material in the appendixes includes a major section on Fenchel duality, expanded coverage of concentration inequalities, and an entirely new entry on information theory. More than half of the exercises are new to this edition.

State-of-the-art algorithms and theory in a novel domain of machine learning, prediction when the output has structure.

The Contemporary Introduction to Deep Reinforcement Learning that Combines Theory and Practice Deep reinforcement learning (deep RL) combines deep learning and reinforcement learning, in which artificial agents learn to solve sequential decision-making problems. In the past decade deep RL has achieved remarkable results on a range of problems, from single and multiplayer games—such as Go, Atari games, and DotA 2—to robotics. Foundations of Deep Reinforcement Learning is an introduction to deep RL that uniquely combines both theory and implementation. It starts with intuition, then carefully explains the theory of deep RL algorithms, discusses implementations in its companion software library SLM Lab, and finishes with the practical details of getting deep RL to work. This guide is ideal for both computer science students and software engineers who are familiar with basic machine learning concepts and have a working

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understanding of Python. Understand each key aspect of a deep RL problem Explore policy- and value-based algorithms, including REINFORCE, SARSA, DQN, Double DQN, and Prioritized Experience Replay (PER) Delve into combined algorithms, including Actor-Critic and Proximal Policy Optimization (PPO) Understand how algorithms can be parallelized synchronously and asynchronously Run algorithms in SLM Lab and learn the practical implementation details for getting deep RL to work Explore algorithm benchmark results with tuned hyperparameters Understand how deep RL environments are designed Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Lifelong Machine Learning, Second Edition is an introduction to an advanced machine learning paradigm that continuously learns by accumulating past knowledge that it then uses in future learning and problem solving. In contrast, the current dominant machine learning paradigm learns in isolation: given a training dataset, it runs a machine learning algorithm on the dataset to produce a model that is then used in its intended application. It makes no attempt to retain the learned knowledge and use it in subsequent learning. Unlike this isolated system, humans learn effectively with only a few examples precisely because our learning is very knowledge-driven: the knowledge learned in the past helps us learn new things with little data or effort. Lifelong learning aims to emulate this capability, because without it, an AI system cannot be considered truly intelligent. Research in lifelong learning has developed significantly in the relatively short time since the first edition of this book was published. The purpose of this second edition is to expand the definition of lifelong learning, update the content of several chapters, and add a new chapter about continual learning in deep neural networks—which has been actively researched over the past two or three years. A few chapters have also been reorganized to make each of them more coherent for the reader. Moreover, the authors want to propose a unified framework for the research area. Currently, there are several research topics in machine learning that are closely related to lifelong learning—most notably, multi-task learning, transfer learning, and meta-learning—because they also employ the idea of knowledge sharing and transfer. This book brings all these topics under one roof and discusses their similarities and differences. Its goal is to introduce this emerging machine learning paradigm and present a comprehensive survey and review of the important research results and latest ideas in the area. This book is thus suitable for students, researchers, and practitioners who are interested in machine learning, data mining, natural language processing, or pattern recognition. Lecturers can readily use the book for courses in any of these related fields.

A survey of computational methods for understanding, generating, and manipulating human language, which offers a synthesis of classical representations and algorithms with contemporary machine learning techniques. This textbook provides a technical perspective on natural language processing—methods for building computer software that understands, generates, and manipulates human language. It emphasizes contemporary data-driven approaches, focusing on techniques from supervised and unsupervised machine learning. The first section establishes a foundation in machine learning by building a set of tools that will be used throughout the book and applying them to word-based textual analysis. The second section introduces structured representations of language, including sequences, trees, and graphs. The third section explores different approaches to the representation and analysis of linguistic meaning, ranging from formal logic to neural

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word embeddings. The final section offers chapter-length treatments of three transformative applications of natural language processing: information extraction, machine translation, and text generation. End-of-chapter exercises include both paper-and-pencil analysis and software implementation. The text synthesizes and distills a broad and diverse research literature, linking contemporary machine learning techniques with the field's linguistic and computational foundations. It is suitable for use in advanced undergraduate and graduate-level courses and as a reference for software engineers and data scientists. Readers should have a background in computer programming and college-level mathematics. After mastering the material presented, students will have the technical skill to build and analyze novel natural language processing systems and to understand the latest research in the field.

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).

A self-contained and coherent account of probabilistic techniques, covering: distance measures, kernel rules, nearest neighbour rules, Vapnik-Chervonenkis theory, parametric classification, and feature extraction. Each chapter concludes with problems and exercises to further the readers understanding. Both research workers and graduate students will benefit from this wide-ranging and up-to-date account of a fast-moving field.

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

A concise and self-contained introduction to causal inference, increasingly important in data science and machine learning. The mathematization of causality is a relatively recent development, and has become increasingly important in data science and machine

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learning. This book offers a self-contained and concise introduction to causal models and how to learn them from data. After explaining the need for causal models and discussing some of the principles underlying causal inference, the book teaches readers how to use causal models: how to compute intervention distributions, how to infer causal models from observational and interventional data, and how causal ideas could be exploited for classical machine learning problems. All of these topics are discussed first in terms of two variables and then in the more general multivariate case. The bivariate case turns out to be a particularly hard problem for causal learning because there are no conditional independences as used by classical methods for solving multivariate cases. The authors consider analyzing statistical asymmetries between cause and effect to be highly instructive, and they report on their decade of intensive research into this problem. The book is accessible to readers with a background in machine learning or statistics, and can be used in graduate courses or as a reference for researchers. The text includes code snippets that can be copied and pasted, exercises, and an appendix with a summary of the most important technical concepts.

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