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Artificial Intelligence, or AI in short, has become a very important concept in computer programming. It has evolved so suddenly in recent time, and it has become so branched, that only a primer like this on the subject can help a person to get a glance of the subject.

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Coming from a Computer Science background, but only having been exposed to AI via science fiction, the most interesting thing I learned while reading Introducing Artificial Intelligence was the distinction between the two major schools of thought in AI research: "strong AI," or those who believe machines can be made to think like humans or better, and "weak AI," those who seek further ...

Introducing Artificial Intelligence book by Henry Brighton

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than the current state, then continue in the loop until a
solution is found. Step 3 : Exit. 2. Steepest-Ascent Hill
climbing: It ±rst examines all the neighboring nodes
and then selects the node closest to the solution state
as of next node. Step 1 : Evaluate the initial state.

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Half a century of research has resulted in machines capable of beating the best human chess players and humanoid robots that can interact. But can machines really think? Is the mind just a complicated computer program? "Introducing Artificial Intelligence" focuses on the issues behind one of science's most difficult problems.

Unique graphic guide to the fascinating developments in AI and their philosophical implications

Infinity is a profoundly counter-intuitive and brain-twisting subject that has inspired some great thinkers – and provoked and shocked others. The ancient Greeks

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were so horrified by the implications of an endless number that they drowned the man who gave away the secret. And a German mathematician was driven mad by the repercussions of his discovery of transfinite numbers. Brian Clegg and Oliver Pugh ' s brilliant graphic tour of infinity features a cast of characters ranging from Archimedes and Pythagoras to al-Khwarizmi, Fibonacci, Galileo, Newton, Leibniz, Cantor, Venn, Gödel and Mandelbrot, and shows how infinity has challenged the finest minds of science and mathematics. Prepare to enter a world of paradox.

When should you adopt an aggressive business strategy? How do we make decisions when we don ' t

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have all the information? What makes international environmental cooperation possible? Game theory is the study of how we make a decision when the outcome of our moves depends on the decisions of someone else. Economists Ivan and Tuvana Pastine explain why, in these situations, we sometimes cooperate, sometimes clash, and sometimes act in a way that seems completely random. Stylishly brought to life by award-winning cartoonist Tom Humberstone, Game Theory will help readers understand behaviour in everything from our social lives to business, global politics to evolutionary biology. It provides a thrilling new perspective on the world we live in.

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A general framework for constructing and using probabilistic models of complex systems that would enable a computer to use available information for making decisions. Most tasks require a person or an automated system to reason—to reach conclusions based on available information. The framework of probabilistic graphical models, presented in this book, provides a general approach for this task. The approach is model-based, allowing interpretable models to be constructed and then manipulated by reasoning algorithms. These models can also be learned automatically from data, allowing the approach to be used in cases where manually constructing a model is difficult or even impossible. Because uncertainty is an

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inescapable aspect of most real-world applications, the book focuses on probabilistic models, which make the uncertainty explicit and provide models that are more faithful to reality. Probabilistic Graphical Models discusses a variety of models, spanning Bayesian networks, undirected Markov networks, discrete and continuous models, and extensions to deal with dynamical systems and relational data. For each class of models, the text describes the three fundamental cornerstones: representation, inference, and learning, presenting both basic concepts and advanced techniques. Finally, the book considers the use of the proposed framework for causal reasoning and decision making under uncertainty. The main text in each

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chapter provides the detailed technical development of the key ideas. Most chapters also include boxes with additional material: skill boxes, which describe techniques; case study boxes, which discuss empirical cases related to the approach described in the text, including applications in computer vision, robotics, natural language understanding, and computational biology; and concept boxes, which present significant concepts drawn from the material in the chapter. Instructors (and readers) can group chapters in various combinations, from core topics to more technically advanced material, to suit their particular needs.

From the medicine we take, the treatments we receive,

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the aptitude and psychometric tests given by employers, the cars we drive, the clothes we wear to even the beer we drink, statistics have given shape to the world we inhabit. For the media, statistics are routinely 'damning', 'horrifying', or, occasionally, 'encouraging'. Yet, for all their ubiquity, most of us really don't know what to make of statistics. Exploring the history, mathematics, philosophy and practical use of statistics, Eileen Magnello - accompanied by Bill Mayblin's intelligent graphic illustration - traces the rise of statistics from the ancient Babylonians, Egyptians and Chinese, to the censuses of Romans and the Greeks, and the modern emergence of the term itself in Europe. She explores the 'vital statistics' of, in

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particular, William Farr, and the mathematical statistics of Karl Pearson and R.A. Fisher. She even tells how knowledge of statistics can prolong one's life, as it did for evolutionary biologist Stephen Jay Gould, given eight months to live after a cancer diagnoses in 1982 - and he lived until 2002. This title offers an enjoyable, surprise-filled tour through a subject that is both fascinating and crucial to understanding our world.

Build machine learning algorithms using graph data and efficiently exploit topological information within your models
Key Features
Implement machine learning techniques and algorithms in graph data
Identify the relationship between nodes in order to make better

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business decisions Apply graph-based machine learning methods to solve real-life problems Book Description Graph Machine Learning provides a new set of tools for processing network data and leveraging the power of the relation between entities that can be used for predictive, modeling, and analytics tasks. You will start with a brief introduction to graph theory and graph machine learning, understanding their potential. As you proceed, you will become well versed with the main machine learning models for graph representation learning: their purpose, how they work, and how they can be implemented in a wide range of supervised and unsupervised learning applications. You'll then build a complete machine learning pipeline, including data

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processing, model training, and prediction in order to exploit the full potential of graph data. Moving ahead, you will cover real-world scenarios such as extracting data from social networks, text analytics, and natural language processing (NLP) using graphs and financial transaction systems on graphs. Finally, you will learn how to build and scale out data-driven applications for graph analytics to store, query, and process network information, before progressing to explore the latest trends on graphs. By the end of this machine learning book, you will have learned essential concepts of graph theory and all the algorithms and techniques used to build successful machine learning applications. What you will learn Write Python scripts to extract features

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from graphs Distinguish between the main graph representation learning techniques Become well-versed with extracting data from social networks, financial transaction systems, and more Implement the main unsupervised and supervised graph embedding techniques Get to grips with shallow embedding methods, graph neural networks, graph regularization methods, and more Deploy and scale out your application seamlessly Who this book is for This book is for data analysts, graph developers, graph analysts, and graph professionals who want to leverage the information embedded in the connections and relations between data points to boost their analysis and model performance. The book will also be useful for data

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scientists and machine learning developers who want to build ML-driven graph databases. A beginner-level understanding of graph databases and graph data is required. Intermediate-level working knowledge of Python programming and machine learning is also expected to make the most out of this book.

Millions of non-technical professionals and leaders want to understand Artificial Intelligence (AI) and Machine Learning (ML) -- whether to improve their businesses, be more effective citizens, consumers or policymakers, or just out of sheer curiosity. Until now, most books on the subject have either been too complicated and mathematical, or have simply avoided the big picture by

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focusing on the use of specific software libraries. In *Artificial Intelligence for Business*, Doug Rose bridges the gap, offering today's most accessible and useful introduction to AI and ML technologies -- and what they can and can't do. Rose begins by tracing AI's evolution from the early 1950s to the present, illuminating core ideas that still drive its development. Next, he explores recent innovations that have reinvigorated the field by providing the "big data" that makes machine learning so powerful - innovations such as GPS, social media and electronic transactions. Finally, he explains how today's machines learn by combining powerful processing, advanced algorithms, and artificial neural networks that mimic the human

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brain. Throughout, he illustrates key concepts with practical examples that help you connect AI, ML, and neural networks to specific problems and solutions. Step by step, he systematically demystifies these powerful technologies, removing the fear, bewilderment, and advanced math -- so you can understand the new possibilities they create, and start using them.

Logic is the backbone of Western civilization, holding together its systems of philosophy, science and law. Yet despite logic's widely acknowledged importance, it remains an unbroken seal for many, due to its heavy use of jargon and mathematical symbolism. This book

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follows the historical development of logic, explains the symbols and methods involved and explores the philosophical issues surrounding the topic in an easy-to-follow and friendly manner. It will take you through the influence of logic on scientific method and the various sciences from physics to psychology, and will show you why computers and digital technology are just another case of logic in action.

Machine learning has become an integral part of many commercial applications and research projects, but this field is not exclusive to large companies with extensive research teams. If you use Python, even as a beginner, this book will teach you practical ways to build your

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own machine learning solutions. With all the data available today, machine learning applications are limited only by your imagination. You ' ll learn the steps necessary to create a successful machine-learning application with Python and the scikit-learn library.

Authors Andreas Müller and Sarah Guido focus on the practical aspects of using machine learning algorithms, rather than the math behind them. Familiarity with the NumPy and matplotlib libraries will help you get even more from this book. With this book, you ' ll learn:

- Fundamental concepts and applications of machine learning
- Advantages and shortcomings of widely used machine learning algorithms
- How to represent data processed by machine learning, including which data

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aspects to focus on Advanced methods for model evaluation and parameter tuning The concept of pipelines for chaining models and encapsulating your workflow Methods for working with text data, including text-specific processing techniques Suggestions for improving your machine learning and data science skills

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