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OpenGL Insights Patrick Cozzi, Christophe Riccio, 2012-07-23 Get Real World Insight from Experienced Professionals in the OpenGL Community With OpenGL ES and WebGL real time rendering is becoming available everywhere from AAA games to mobile phones to web pages Assembling contributions from experienced developers vendors researchers and educators OpenGL Insights presents real world techniques **Advances in Visual Computing** George Bebis, Zhaozheng Yin, Edward Kim, Jan Bender, Kartic Subr, Bum Chul Kwon, Jian Zhao, Denis Kalkofen, George Baci, 2020-12-11 This two volume set of LNCS 12509 and 12510 constitutes the refereed proceedings of the 15th International Symposium on Visual Computing ISVC 2020 which was supposed to be held in San Diego CA USA in October 2020 took place virtually instead due to the COVID 19 pandemic The 118 papers presented in these volumes were carefully reviewed and selected from 175 submissions The papers are organized into the following topical sections Part I deep learning segmentation visualization video analysis and event recognition ST computational bioimaging applications biometrics motion and tracking computer graphics virtual reality and ST computer vision advances in geo spatial applications and remote sensing Part II object recognition detection categorization 3D reconstruction medical image analysis vision for robotics statistical pattern recognition posters **Python: Advanced Guide to Artificial Intelligence** Giuseppe Bonaccorso, Armando

Fandango, Rajalingappaa Shanmugamani, 2018-12-21 Demystify the complexity of machine learning techniques and create evolving clever solutions to solve your problems Key Features Master supervised unsupervised and semi supervised ML algorithms and their implementation Build deep learning models for object detection image classification similarity learning and more Build deploy and scale end to end deep neural network models in a production environment Book Description This Learning Path is your complete guide to quickly getting to grips with popular machine learning algorithms You ll be introduced to the most widely used algorithms in supervised unsupervised and semi supervised machine learning and learn how to use them in the best possible manner Ranging from Bayesian models to the MCMC algorithm to Hidden Markov models this Learning Path will teach you how to extract features from your dataset and perform dimensionality reduction by making use of Python based libraries You ll bring the use of TensorFlow and Keras to build deep learning models using concepts such as transfer learning generative adversarial networks and deep reinforcement learning Next you ll learn the advanced features of TensorFlow 1.x such as distributed TensorFlow with TF clusters deploy production models with TensorFlow Serving You ll implement different techniques related to object classification object detection image segmentation and more By the end of this Learning Path you ll have obtained in depth knowledge of TensorFlow making you the go to person for solving artificial intelligence problems This Learning Path includes content from the following Packt

products Mastering Machine Learning Algorithms by Giuseppe Bonaccorso Mastering TensorFlow 1 x by Armando Fandango Deep Learning for Computer Vision by Rajalingappaa Shanmugamani What you will learn Explore how an ML model can be trained optimized and evaluated Work with Autoencoders and Generative Adversarial Networks Explore the most important Reinforcement Learning techniques Build end to end deep learning CNN RNN and Autoencoders models Who this book is for This Learning Path is for data scientists machine learning engineers artificial intelligence engineers who want to delve into complex machine learning algorithms calibrate models and improve the predictions of the trained model You will encounter the advanced intricacies and complex use cases of deep learning and AI A basic knowledge of programming in Python and some understanding of machine learning concepts are required to get the best out of this Learning Path

Maximum PC, 2006-10 Maximum PC is the magazine that every computer fanatic PC gamer or content creator must read Each and every issue is packed with punishing product reviews insightful and innovative how to stories and the illuminating technical articles that enthusiasts crave **Machine Learning and Deep Learning in Real-Time Applications** Mahrishi, Mehul, Hiran, Kamal Kant, Meena, Gaurav, Sharma, Paawan, 2020-04-24 Artificial intelligence and its various components are rapidly engulfing almost every professional industry Specific features of AI that have proven to be vital solutions to numerous real world issues are machine learning and deep learning These intelligent agents unlock higher levels of performance and efficiency creating a wide span of industrial applications However there is a lack of research on the specific uses of machine deep learning in the professional realm Machine Learning and Deep Learning in Real Time Applications provides emerging research exploring the theoretical and practical aspects of machine learning and deep learning and their implementations as well as their ability to solve real world problems within several professional disciplines including healthcare business and computer science Featuring coverage on a broad range of topics such as image processing medical improvements and smart grids this book is ideally designed for researchers academicians scientists industry experts scholars IT professionals engineers and students seeking current research on the multifaceted uses and implementations of machine learning and deep learning across the globe *Optical Imaging for Biomedical and Clinical Applications* Ahmad Fadzil Mohamad Hani, Dileep Kumar, 2017-10-30 Optical imaging is a rapidly emerging imaging technique that has been successfully translated into biomedical applications ranging from clinical diagnosis to molecular biology This book includes an introductory section to explore various optical imaging devices and their functionality and roles for biomedical applications such as dermatology and ophthalmology Recent developments as exemplified with the authors research are explored in detail In depth discussion of other disease conditions and their diagnosis with optical imaging techniques are also covered

Parallel and High Performance Computing Robert Robey, Yuliana Zamora, 2021-08-24 Parallel and High Performance Computing offers techniques guaranteed to boost your code s effectiveness Summary Complex calculations like training deep learning models or running large scale simulations can take an extremely long time Efficient parallel programming can save

hours or even days of computing time Parallel and High Performance Computing shows you how to deliver faster run times greater scalability and increased energy efficiency to your programs by mastering parallel techniques for multicore processor and GPU hardware About the technology Write fast powerful energy efficient programs that scale to tackle huge volumes of data Using parallel programming your code spreads data processing tasks across multiple CPUs for radically better performance With a little help you can create software that maximizes both speed and efficiency About the book Parallel and High Performance Computing offers techniques guaranteed to boost your code s effectiveness You ll learn to evaluate hardware architectures and work with industry standard tools such as OpenMP and MPI You ll master the data structures and algorithms best suited for high performance computing and learn techniques that save energy on handheld devices You ll even run a massive tsunami simulation across a bank of GPUs What s inside Planning a new parallel project Understanding differences in CPU and GPU architecture Addressing underperforming kernels and loops Managing applications with batch scheduling About the reader For experienced programmers proficient with a high performance computing language like C C or Fortran About the author Robert Robey works at Los Alamos National Laboratory and has been active in the field of parallel computing for over 30 years Yuliana Zamora is currently a PhD student and Siebel Scholar at the University of Chicago and has lectured on programming modern hardware at numerous national conferences Table of Contents PART 1 INTRODUCTION TO PARALLEL COMPUTING 1 Why parallel computing 2 Planning for parallelization 3 Performance limits and profiling 4 Data design and performance models 5 Parallel algorithms and patterns PART 2 CPU THE PARALLEL WORKHORSE 6 Vectorization FLOPs for free 7 OpenMP that performs 8 MPI The parallel backbone PART 3 GPUS BUILT TO ACCELERATE 9 GPU architectures and concepts 10 GPU programming model 11 Directive based GPU programming 12 GPU languages Getting down to basics 13 GPU profiling and tools PART 4 HIGH PERFORMANCE COMPUTING ECOSYSTEMS 14 Affinity Truce with the kernel 15 Batch schedulers Bringing order to chaos 16 File operations for a parallel world 17 Tools and resources for better code

Hands-On High Performance with Go Bob Strecansky, 2020-03-24 Proven methodologies and concurrency techniques that will help you write faster and better code with Go programming Key Features Explore Go s profiling tools to write faster programs by identifying and fixing bottlenecks Address Go specific performance issues such as memory allocation and garbage collection Delve into the subtleties of concurrency and discover how to successfully implement it in everyday applications Book Description Go is an easy to write language that is popular among developers thanks to its features such as concurrency portability and ability to reduce complexity This Golang book will teach you how to construct idiomatic Go code that is reusable and highly performant Starting with an introduction to performance concepts you ll understand the ideology behind Go s performance You ll then learn how to effectively implement Go data structures and algorithms along with exploring data manipulation and organization to write programs for scalable software This book covers channels and goroutines for parallelism and concurrency to write high performance code for

distributed systems As you advance you ll learn how to manage memory effectively You ll explore the compute unified device architecture CUDA application programming interface API use containers to build Go code and work with the Go build cache for quicker compilation You ll also get to grips with profiling and tracing Go code for detecting bottlenecks in your system Finally you ll evaluate clusters and job queues for performance optimization and monitor the application for performance regression By the end of this Go programming book you ll be able to improve existing code and fulfill customer requirements by writing efficient programs What you will learn Organize and manipulate data effectively with clusters and job queues Explore commonly applied Go data structures and algorithms Write anonymous functions in Go to build reusable apps Profile and trace Go apps to reduce bottlenecks and improve efficiency Deploy monitor and iterate Go programs with a focus on performance Dive into memory management and CPU and GPU parallelism in Go Who this book is for This Golang book is a must for developers and professionals who have an intermediate to advanced understanding of Go programming and are interested in improving their speed of code execution

Hands-On Vision and Behavior for Self-Driving Cars Luca Venturi, Krisstof Korda, 2020-10-23 A practical guide to learning visual perception for self driving cars for computer vision and autonomous system engineers Key Features Explore the building blocks of the visual perception system in self driving cars Identify objects and lanes to define the boundary of driving surfaces using open source tools like OpenCV and Python Improve the object detection and classification capabilities of systems with the help of neural networks Book Description The visual perception capabilities of a self driving car are powered by computer vision The work relating to self driving cars can be broadly classified into three components robotics computer vision and machine learning This book provides existing computer vision engineers and developers with the unique opportunity to be associated with this booming field You will learn about computer vision deep learning and depth perception applied to driverless cars The book provides a structured and thorough introduction as making a real self driving car is a huge cross functional effort As you progress you will cover relevant cases with working code before going on to understand how to use OpenCV TensorFlow and Keras to analyze video streaming from car cameras Later you will learn how to interpret and make the most of lidars light detection and ranging to identify obstacles and localize your position You ll even be able to tackle core challenges in self driving cars such as finding lanes detecting pedestrian and crossing lights performing semantic segmentation and writing a PID controller By the end of this book you ll be equipped with the skills you need to write code for a self driving car running in a driverless car simulator and be able to tackle various challenges faced by autonomous car engineers What you will learn Understand how to perform camera calibration Become well versed with how lane detection works in self driving cars using OpenCV Explore behavioral cloning by self driving in a video game simulator Get to grips with using lidars Discover how to configure the controls for autonomous vehicles Use object detection and semantic segmentation to locate lanes cars and pedestrians Write a PID controller to control a self driving car running in a simulator Who this book is for This book is for

software engineers who are interested in learning about technologies that drive the autonomous car revolution Although basic knowledge of computer vision and Python programming is required prior knowledge of advanced deep learning and how to use sensors lidar is not needed

Hands-On Generative Adversarial Networks with PyTorch 1.x John Hany,Greg Walters,2019-12-12 Apply deep learning techniques and neural network methodologies to build train and optimize generative network models Key FeaturesImplement GAN architectures to generate images text audio 3D models and moreUnderstand how GANs work and become an active contributor in the open source communityLearn how to generate photo realistic images based on text descriptionsBook Description With continuously evolving research and development Generative Adversarial Networks GANs are the next big thing in the field of deep learning This book highlights the key improvements in GANs over generative models and guides in making the best out of GANs with the help of hands on examples This book starts by taking you through the core concepts necessary to understand how each component of a GAN model works You ll build your first GAN model to understand how generator and discriminator networks function As you advance you ll delve into a range of examples and datasets to build a variety of GAN networks using PyTorch functionalities and services and become well versed with architectures training strategies and evaluation methods for image generation translation and restoration You ll even learn how to apply GAN models to solve problems in areas such as computer vision multimedia 3D models and natural language processing NLP The book covers how to overcome the challenges faced while building generative models from scratch Finally you ll also discover how to train your GAN models to generate adversarial examples to attack other CNN and GAN models By the end of this book you will have learned how to build train and optimize next generation GAN models and use them to solve a variety of real world problems What you will learnImplement PyTorch s latest features to ensure efficient model designingGet to grips with the working mechanisms of GAN modelsPerform style transfer between unpaired image collections with CycleGANBuild and train 3D GANs to generate a point cloud of 3D objectsCreate a range of GAN models to perform various image synthesis operationsUse SEGAN to suppress noise and improve the quality of speech audioWho this book is for This GAN book is for machine learning practitioners and deep learning researchers looking to get hands on guidance in implementing GAN models using PyTorch You ll become familiar with state of the art GAN architectures with the help of real world examples Working knowledge of Python programming language is necessary to grasp the concepts covered in this book

CUDA Programming Shane Cook,2012-11-13 CUDA Programming offers a detailed guide to CUDA with a grounding in parallel fundamentals It starts by introducing CUDA and bringing you up to speed on GPU parallelism and hardware then delving into CUDA installation

Deep Learning Stephane Tuffery,2022-11-14 DEEP LEARNING A concise and practical exploration of key topics and applications in data science In Deep Learning From Big Data to Artificial Intelligence with R expert researcher Dr St phane Tuff ry delivers an insightful discussion of the applications of deep learning and big data that focuses on practical instructions on various software tools

and deep learning methods relying on three major libraries MXNet PyTorch and Keras TensorFlow In the book numerous up to date examples are combined with key topics relevant to modern data scientists including processing optimization neural network applications natural language processing and image recognition This is a thoroughly revised and updated edition of a book originally released in French with new examples and methods included throughout Classroom tested and intuitively organized Deep Learning From Big Data to Artificial Intelligence with R offers complimentary access to a companion website that provides R and Python source code for the examples offered in the book Readers will also find A thorough introduction to practical deep learning techniques with explanations and examples for various programming libraries Comprehensive explorations of a variety of applications for deep learning including image recognition and natural language processing Discussions of the theory of deep learning neural networks and artificial intelligence linked to concrete techniques and strategies commonly used to solve real world problems Perfect for graduate students studying data science big data deep learning and artificial intelligence Deep Learning From Big Data to Artificial Intelligence with R will also earn a place in the libraries of data science researchers and practicing data scientists

Implementing an IBM High-Performance Computing Solution on IBM Power System S822LC Dino Quintero,Luis Carlos Cruz Huertas,Tsuyoshi Kamenoue,Wainer dos Santos Moschetta,Mauricio Faria de Oliveira,Georgy E Pavlov,Alexander Pozdneev,IBM Redbooks,2016-07-25 This IBM Redbooks publication demonstrates and documents that IBM Power Systems™ high performance computing and technical computing solutions deliver faster time to value with powerful solutions Configurable into highly scalable Linux clusters Power Systems offer extreme performance for demanding workloads such as genomics finance computational chemistry oil and gas exploration and high performance data analytics This book delivers a high performance computing solution implemented on the IBM Power System S822LC The solution delivers high application performance and throughput based on its built for big data architecture that incorporates IBM POWER8 processors tightly coupled Field Programmable Gate Arrays FPGAs and accelerators and faster I O by using Coherent Accelerator Processor Interface CAPI This solution is ideal for clients that need more processing power while simultaneously increasing workload density and reducing datacenter floor space requirements The Power S822LC offers a modular design to scale from a single rack to hundreds simplicity of ordering and a strong innovation roadmap for graphics processing units GPUs This publication is targeted toward technical professionals consultants technical support staff IT Architects and IT Specialists responsible for delivering cost effective high performance computing HPC solutions that help uncover insights from their data so they can optimize business results product development and scientific discoveries

The PC and Gadget Help Desk Mark Edward Soper,2014-10-04 A Do It Yourself Guide To Troubleshooting and Repairing Your EASY comprehensive technology troubleshooter PCs smartphones tablets networks cameras home theater and more all in one book We all use technology and we all have problems with it Don't get frustrated and don't waste money on costly repair or support calls Solve the problems yourself with the one guide that makes

it easy The PC and Gadget Help Desk Using clear pictures handy symptom tables and easy to use flowcharts Mark Edward Soper walks you step by step through identifying solving and preventing hundreds of today's most aggravating tech problems Soper covers all your major platforms iPhones iPads Android devices Windows systems and more He even helps you fix the weird problems that happen when you use them together Regain lost Internet access and fix broken Wi-Fi connections Solve problems with viewing and sharing media or other files Track down power problems wherever they arise Troubleshoot printing problems and print from smartphones or tablets Fix missing video or audio on your HDTV or home theater system Get syncing working right on your Apple or Android device Improve your PC's 3D gaming performance Identify and replace flaky memory chips Prevent overheating that can damage your equipment Solve common problems with digital cameras and DV camcorders Troubleshoot iOS or Android antennas updates screens and connectivity Get FaceTime working right on your iPhone or iPad Troubleshoot eReaders and display your eBooks on additional devices Sensibly decide whether to upgrade repair or replace Mark Edward Soper has spent 30 years as an instructor and corporate trainer helping thousands of people work more happily with personal technology He is the author of PC Help Desk in a Book and is the co-author of Leo Laporte's PC Help Desk as well as more than 25 other books on Windows digital imaging networking the Internet IT certification and computer troubleshooting Soper is a CompTIA A Certified computer technician and Microsoft Certified Professional BONUS ONLINE VIDEOS Includes access to free studio quality how-to videos that make troubleshooting and repair even easier

c't wissen PC-Selbstbau (2018) c't-Redaktion, 2018-01-16 Der optimale PC ist für jeden etwas anderes Der eine braucht vor allem Rechenleistung der andere eine schnelle Grafikkarte für Spiele der dritte wünscht eine riesige Festplatte für Fotos und Videos In diesem Heft erklären wir welcher PC zu Ihren Ansprüchen am besten passt und liefern Tipps zu Grafikkarte Hauptspeicher und SSD Vier Bauvorschläge die in unserem Labor Leistung und Stabilität beweisen mussten decken dabei alle Bedürfnisse von Budget bis High End Außerdem erklären die Konfigurationstipps worauf es bei der Auswahl passender Komponenten ankommt wenn der PC effizient und leise laufen soll Die Desktop-PC-Bauvorschläge der c't-Redaktion kann man direkt nachbauen und individuell anpassen Die beiden Allround-PCs lassen hinsichtlich Leistung wenig Wünsche offen zudem haben Sie die Wahl zwischen Core i und Ryzen Prozessor Der Intel Rechner bietet sechs Prozessorkerne arbeitet dabei aber sparsam und flusterleise Im AMD Bauvorschlag schlagen sogar acht Kerne wovon vor allem anspruchsvolle Software profitiert Dass sich ein knappes Budget und Spielespaß nicht ausschließen beweist unser Bauvorschlag für einen günstigen Gaming-PC Trotz seines attraktiven Preises muss man hinsichtlich der Lautstärke des Systems keine Abstriche machen und die Leistung genügt für Spiele in Full HD Auflösung Das High-End-Segment bedient der Bauvorschlag mit Ryzen Threadripper Prozessor Dank 16 Kernen großem Arbeitsspeicher und optionaler High-End-Grafikkarte liefert der Computer eine kompromisslose Performance die bisher Workstations und Servern vorbehalten war Viel Spaß beim Selberbauen

Learning PyTorch 2.0, Second Edition Matthew Rosch, 2024-10-05 Learning PyTorch 2.0 Second Edition is a fast learning

hands on book that emphasizes practical PyTorch scripting and efficient model development using PyTorch 2.3 and CUDA 12. This edition is centered on practical applications and presents a concise methodology for attaining proficiency in the most recent features of PyTorch. The book presents a practical program based on the fish dataset which provides step by step guidance through the processes of building training and deploying neural networks with each example prepared for immediate implementation. Given your familiarity with machine learning and neural networks this book offers concise explanations of foundational topics allowing you to proceed directly to the practical advanced aspects of PyTorch programming. The key learnings include the design of various types of neural networks, the use of torch compile for performance optimization, the deployment of models using TorchServe and the implementation of quantization for efficient inference. Furthermore, you will also learn to migrate TensorFlow models to PyTorch using the ONNX format. The book employs essential libraries including torchvision, torchserve, tf2onnx, onnxruntime and requests to facilitate seamless integration of PyTorch with production environments. Regardless of whether the objective is to fine tune models or to deploy them on a large scale, this second edition is designed to ensure maximum efficiency and speed with practical PyTorch scripting at the forefront of each chapter.

Key Learnings

- Master tensor manipulations and advanced operations using PyTorch's efficient tensor libraries.
- Build feedforward, convolutional and recurrent neural networks from scratch.
- Implement transformer models for modern natural language processing tasks.
- Use CUDA 12 and mixed precision training AMP to accelerate model training and inference.
- Deploy PyTorch models in production using TorchServe including multi model serving and versioning.
- Migrate TensorFlow models to PyTorch using ONNX format for seamless cross framework compatibility.
- Optimize neural network architectures using torch compile for improved speed and efficiency.
- Utilize PyTorch's Quantization API to reduce model size and speed up inference.
- Setup custom layers and architectures for neural networks to tackle domain specific problems.
- Monitor and log model performance in real time using TorchServe's built in tools and configurations.

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Deploying PyTorch Models with TorchServe

Machine Reading Comprehension

Chenguang Zhu, 2021-03-20

Machine reading comprehension (MRC) is a cutting edge technology in natural language processing (NLP). MRC has recently advanced significantly surpassing human parity in several public datasets. It has also been widely deployed by industry in search engine and quality assurance systems. Machine Reading Comprehension Algorithms and Practice performs a deep dive into MRC offering a resource on the complex tasks this technology involves. The title presents the fundamentals of NLP and deep learning before introducing the task models and applications of MRC. This volume gives theoretical treatment to solutions and gives detailed analysis of code and considers applications in real world industry. The book includes basic concepts, tasks, datasets, NLP tools, deep learning models and architecture and insight.

from hands on experience In addition the title presents the latest advances from the past two years of research Structured into three sections and eight chapters this book presents the basis of MRC MRC models and hands on issues in application This book offers a comprehensive solution for researchers in industry and academia who are looking to understand and deploy machine reading comprehension within natural language processing Presents the first comprehensive resource on machine reading comprehension MRC Performs a deep dive into MRC from fundamentals to latest developments Offers the latest thinking and research in the field of MRC including the BERT model Provides theoretical discussion code analysis and real world applications of MRC Gives insight from research which has led to surpassing human parity in MRC

Multicore and GPU Programming Gerassimos Barlas,2014-12-16 Multicore and GPU Programming offers broad coverage of the key parallel computing skillsets multicore CPU programming and manycore massively parallel computing Using threads OpenMP MPI and CUDA it teaches the design and development of software capable of taking advantage of today s computing platforms incorporating CPU and GPU hardware and explains how to transition from sequential programming to a parallel computing paradigm Presenting material refined over more than a decade of teaching parallel computing author Gerassimos Barlas minimizes the challenge with multiple examples extensive case studies and full source code Using this book you can develop programs that run over distributed memory machines using MPI create multi threaded applications with either libraries or directives write optimized applications that balance the workload between available computing resources and profile and debug programs targeting multicore machines Comprehensive coverage of all major multicore programming tools including threads OpenMP MPI and CUDA Demonstrates parallel programming design patterns and examples of how different tools and paradigms can be integrated for superior performance Particular focus on the emerging area of divisible load theory and its impact on load balancing and distributed systems Download source code examples and instructor support materials on the book s companion website

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