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Introduction to 3D Game Programming with DirectX 11 Frank Luna, 2012-03-29 No detailed description available for Introduction to 3D Game Programming with DirectX 11

Hands-On Machine Learning with Scikit-Learn and TensorFlow Aurélien Géron, 2017-03-13 Graphics in this book are printed in black and white Through a series of recent breakthroughs deep learning has boosted the entire field of machine learning Now even programmers who know close to nothing about this technology can use simple efficient tools to implement programs capable of learning from data This practical book shows you how By using concrete examples minimal theory and two production ready Python frameworks scikit learn and TensorFlow author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems You'll learn a range of techniques starting with simple linear regression and progressing to deep neural networks With exercises in each chapter to help you apply what you've learned all you need is programming experience to get started Explore the machine learning landscape particularly neural nets Use scikit learn to track an example machine learning project end to end Explore several training models including support vector machines decision trees random forests and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures including convolutional nets recurrent nets and deep reinforcement learning Learn techniques for training and scaling deep neural nets Apply practical code examples without acquiring excessive machine learning theory or algorithm details

GPU Pro 360 Guide to Lighting Wolfgang Engel, 2018-12-07 Wolfgang Engel's GPU Pro 360 Guide to Lighting gathers all the cutting edge information from his previous seven GPU Pro volumes into a convenient single source anthology on lighting This volume is complete with 24 articles by leading programmers that describes rendering techniques of global illumination effects suited for direct rendering applications in real time GPU Pro 360 Guide to Lighting is comprised of ready to use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise Key Features Presents tips and tricks on real time rendering of special effects and visualization data on common consumer software platforms such as PCs video consoles and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

The most comprehensive book on NVIDIA AI, GPU, and technology products Ethan Caldwell, C. C. Hsieh, 2025-02-20 This book will reveal NVIDIA's growth code in the field of science and technology to readers and help you understand how a startup has become a global leader with a market value of over one trillion US dollars through technological innovation and precise market strategies For technology industry practitioners researchers and readers who love innovation stories this book provides not only information but also profound insights You will gain from reading this book Company History and Culture Review NVIDIA's key journey from its founding to its growth into a technology giant explore its technological breakthroughs from the RIVA series to the H100 GPU that leads

AI and how founder Jensen Huang built a corporate culture of a global technology leader with a spirit of innovation and collaboration The history of the development of consumer graphics cards From the launch of RIVA 128 to the technological breakthroughs of the GeForce RTX series this book will take you through the complete history of the evolution of NVIDIA graphics technology and analyze how each technological upgrade has shaped the industry landscape Real world insights and market insights Uncover NVIDIA s strategic responses to technological challenges competitive pressures and market volatility such as its successful transformation amid fluctuating cryptocurrency mining demand and global supply chain challenges Help readers master the core methods of survival and breakthroughs in the technology industry HPC Technology Get an in depth look at the evolution of HBM memory technology from HBM2 to the latest HBM3e and discover how NVIDIA is pushing the limits of AI HPC and generative models through these innovations in high performance GPUs Market Competition and Ecosystem Layout Insight into how NVIDIA maintains its market leadership in competition with AMD and Intel through the CUDA platform and technology ecosystem while expanding into emerging markets such as self driving cars professional graphics and cloud gaming Financials and Stock Performance Analyze NVIDIA s stock market performance at different stages from its 1999 IPO to the recent momentum behind its 1 trillion market cap Understand the relationship between a company s products and changes in market share and what this means for investors Core Team and Corporate Culture Explore the innovative spirit of NVIDIA founder Jen Hsun Huang and how it shapes the company s technical direction and brand culture allowing readers to understand the leadership behind the success of a technology company Future Technology and Industry Opportunities Look forward to NVIDIA s future opportunities in areas such as generative AI the metaverse autonomous driving quantum computing and explore the challenges they may face This is not just a book about NVIDIA it is also an enlightening lesson about innovation growth and market competition Readers will be able to draw inspiration from NVIDIA s story and apply it to their own areas of interest whether it is technology development business operations or market investment and find practical strategies and methods

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

Linux Mint Cinnamon 22 User Guide Drew A. Parker, 2025-11-04 Take Charge of Your PC with Linux Mint 22 Cinnamon Sick of sluggish update heavy operating systems that seem to control your computer more than you do Linux Mint 22 Cinnamon is your ticket to a fast free and customizable desktop that feels like home whether you're escaping Windows or just curious about Linux This hands on guide is your friendly companion to getting started making things your own and fixing hiccups along the way no matter if you're a total newbie or a tech savvy tinkerer Get Up and Running Fast I'll walk you through downloading the Mint 22 ISO making a bootable USB and installing it on your PC solo or side by side with Windows You'll learn how to navigate BIOS settings dodge Secure Boot pitfalls and set up partitions with GParted without risking your files It's straightforward with tips to keep your data safe Make the Cinnamon Desktop Yours The Cinnamon desktop is like a cozy familiar workspace that's still packed with power You'll discover how to zip through the Mint Menu tweak panels and add flair with themes icons or applets like a weather widget or sticky notes Want a dark mode for late night work or a dual monitor setup for multitasking I've got you covered Handle Everyday Tasks Like a Pro Connect your Bluetooth keyboard hook up a printer or plug in an external drive without breaking a sweat Set up Wi-Fi Ethernet or even a VPN for secure browsing Optimize battery life on laptops speed up boot times and explore preloaded apps like Firefox LibreOffice and VLC Plus you'll find thousands of free apps in the Software Manager or via Flatpaks for whatever you need Fix Problems Without Panic Run into a glitch No worries I share real world fixes from the Linux Mint community to tackle boot issues with Boot Repair sort out audio dropouts get Wi-Fi back online or mend broken apps Quick reference charts make it easy to pinpoint solutions whether it's a black screen or a package error Level Up with Advanced Tricks Ready to dig deeper Try simple terminal commands to search files back up data or update your system in a snap Write Bash scripts to automate chores schedule backups with cron or tweak the kernel for better performance Keep things secure with UFW firewall rules and AppArmor profiles and track your system's health with cool tools like Conky or htop Why This Book Beginner Friendly Yet Deep Perfect for Windows switchers with optional

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IBM PowerAI: Deep Learning Unleashed on IBM Power Systems Servers

Dino Quintero,Bing He,Bruno C. Faria,Alfonso Jara,Chris Parsons,Shota Tsukamoto,Richard Wale,IBM Redbooks,2019-06-05 This IBM Redbooks publication is a guide about the IBM PowerAI Deep Learning solution This book provides an introduction to artificial intelligence AI and deep learning DL IBM PowerAI and components of IBM PowerAI deploying IBM PowerAI guidelines for working with data and creating models an introduction to IBM Spectrum™ Conductor Deep Learning Impact DLI and case scenarios IBM PowerAI started as a package of software distributions of many of the major DL software frameworks for model training such as TensorFlow Caffe Torch Theano and the associated libraries such as CUDA Deep Neural Network cuDNN The IBM PowerAI software is optimized for performance by using the IBM Power Systems™ servers that are integrated with NVLink The AI stack foundation starts with servers with accelerators graphical processing unit GPU accelerators are well suited for the compute intensive nature of DL training and servers with the highest CPU to GPU bandwidth such as IBM Power Systems servers enable the high performance data transfer that is required for larger and more complex DL models This publication targets technical readers including developers IT specialists systems architects brand specialist sales team and anyone looking for a guide about how to understand the IBM PowerAI Deep Learning architecture framework configuration application and workload configuration and user infrastructure

Deep Learning with TensorFlow Giancarlo Zaccone,Md. Rezaul Karim,Ahmed Menshawy,2017-04-24 Delve into neural networks implement deep learning algorithms and explore layers of data abstraction with the help of this comprehensive TensorFlow guide About This Book Learn how to implement advanced techniques in deep learning with Google s brainchild TensorFlow Explore deep neural networks and layers of data abstraction with the help of this comprehensive guide Real world contextualization through some deep learning problems concerning research and application Who This Book Is For The book is intended for a general audience of people interested in machine learning and machine intelligence A rudimentary level of programming in one language is assumed as is a basic familiarity with computer science techniques and technologies including a basic awareness of computer hardware and algorithms Some competence in mathematics is needed to the level of elementary linear algebra and calculus What You Will Learn Learn about machine learning landscapes along with the historical development and progress of deep learning Learn about deep machine intelligence and GPU computing with the latest TensorFlow 1 x Access public datasets and utilize them using TensorFlow to load process and transform data Use TensorFlow on real world datasets including images text and more Learn how to evaluate the performance of your deep learning models Using deep learning for scalable object detection and mobile computing Train machines quickly to learn

from data by exploring reinforcement learning techniques Explore active areas of deep learning research and applications In Detail Deep learning is the step that comes after machine learning and has more advanced implementations Machine learning is not just for academics anymore but is becoming a mainstream practice through wide adoption and deep learning has taken the front seat As a data scientist if you want to explore data abstraction layers this book will be your guide This book shows how this can be exploited in the real world with complex raw data using TensorFlow 1 x Throughout the book you ll learn how to implement deep learning algorithms for machine learning systems and integrate them into your product offerings including search image recognition and language processing Additionally you ll learn how to analyze and improve the performance of deep learning models This can be done by comparing algorithms against benchmarks along with machine intelligence to learn from the information and determine ideal behaviors within a specific context After finishing the book you will be familiar with machine learning techniques in particular the use of TensorFlow for deep learning and will be ready to apply your knowledge to research or commercial projects Style and approach This step by step guide will explore common and not so common deep neural networks and show how these can be exploited in the real world with complex raw data With the help of practical examples you will learn how to implement different types of neural nets to build smart applications related to text speech and image data processing

Professional CUDA C Programming John Cheng,Max Grossman,Ty McKercher,2014-09-08 Break into the powerful world of parallel GPU programming with this down to earth practical guide Designed for professionals across multiple industrial sectors Professional CUDA C Programming presents CUDA a parallel computing platform and programming model designed to ease the development of GPU programming fundamentals in an easy to follow format and teaches readers how to think in parallel and implement parallel algorithms on GPUs Each chapter covers a specific topic and includes workable examples that demonstrate the development process allowing readers to explore both the hard and soft aspects of GPU programming Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science This book demonstrates the challenges of efficiently utilizing compute resources at peak performance presents modern techniques for tackling these challenges while increasing accessibility for professionals who are not necessarily parallel programming experts The CUDA programming model and tools empower developers to write high performance applications on a scalable parallel computing platform the GPU However CUDA itself can be difficult to learn without extensive programming experience Recognized CUDA authorities John Cheng Max Grossman and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming including CUDA Programming Model GPU Execution Model GPU Memory model Streams Event and Concurrency Multi GPU Programming CUDA Domain Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high performance For the professional seeking

entrance to parallel computing and the high performance computing community Professional CUDA C Programming is an invaluable resource with the most current information available on the market

GPU Parallel Program Development Using CUDA Tolga Soyata, 2018-01-19 GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs This approach prepares the reader for the next generation and future generations of GPUs The book emphasizes concepts that will remain relevant for a long time rather than concepts that are platform specific At the same time the book also provides platform dependent explanations that are as valuable as generalized GPU concepts The book consists of three separate parts it starts by explaining parallelism using CPU multi threading in Part I A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub tasks and mapping them to CPU threads Multiple ways of parallelizing the same task are analyzed and their pros cons are studied in terms of both core and memory operation Part II of the book introduces GPU massive parallelism The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated Because the core and memory structures of CPUs and GPUs are different the results differ in interesting ways The end goal is to make programmers aware of all the good ideas as well as the bad ideas so readers can apply the good ideas and avoid the bad ideas in their own programs Part III of the book provides pointer for readers who want to expand their horizons It provides a brief introduction to popular CUDA libraries such as cuBLAS cuFFT NPP and Thrust the OpenCL programming language an overview of GPU programming using other programming languages and API libraries such as Python OpenCV OpenGL and Apple s Swift and Metal and the deep learning library cuDNN

Hands-On AI Programming with Python Khushabu Gupta, 2025-09-30 Unlock the full potential of artificial intelligence with Hands On AI Programming with Python This comprehensive guide empowers beginners and seasoned developers alike to master modern AI techniques from the ground up Dive into practical real world projects that cover machine learning deep learning and generative AI using powerful frameworks like TensorFlow PyTorch and FastAPI Learn to build train and deploy smarter applications using Python tackle hands on projects such as image recognition natural language processing and AI powered APIs and grasp industry best practices for performance and scalability This 2025 edition is updated to reflect the latest trends tools and workflows in the rapidly evolving AI landscape With step by step instructions code examples and expert insights you ll develop the confidence to innovate and create robust AI solutions Whether you re an aspiring data scientist an AI enthusiast or a developer seeking to expand your skill set this book is the key to mastering applied AI programming and advancing your career in today s tech driven world

GPU ile Kumaş Hata Tespiti ve Sınıflandırılması Hasan GÜLER, 2024-12-24 Kuma hatalar n tespit etmeye y nelik kalite kontrol g z muayenesi y ntemi ile ger ekle tirildi inde zaman kayb ve maliyet art na neden olmaktadır Son y llardaki teknolojik geli meler bilgisayarlı g rme sistemlerinin end striyel alanlarda kullan m na y nelik al malar arttı r Bu tezde r nt tan ma y ntemiyle otomatik olarak kuma hatalar n tespit edebilen ve s n fland rmas n yapabilen bir sistem geli

tirilmi tir G r nt i leme y ntemi olarak Ayr k Dalgac k D n m ADD metodu kullan lm t r S n fland rma i in ise ba ar l s n fland rma performans na sahip ileri beslemeli ve geri yay l ml ok katmanl yapay sinir a YSA algoritmas kullan lm t r Kuma hata tespiti ve s n fland rmas i in geli tirilen uygulama Merkezi lem Birimi CPU ve Grafik lem Birimi GPU zerinde al t r larak h z bak m ndan performans de erlendirmesi ara t r lm t r CPU ve CPU da al t r lmak zere ayn algoritmalara sahip iki adet uygulama geli tirilmi tir GPU performans n test etmek i in NVIDIA GTX 480 ekran kart ve bu ekran kart n n programlanabilmesini sa layan yaz l mlar kullan lm t r GPU ile elde edilen sonu lar CPU ya g re kar la t r ld nda GPU nun znetelik kar m i in 2 znetelik vekt rleri se imi ve normalizasyon i in 1 5 s n fland rma i in 10 ve toplam cevap s resi i in ise yakla k 6 kat daha h zl performans sa sahip oldu u g r lm t r Anahtar S zc kler CUDA GPU Dalgac k D n m Yapay Sinir A *Parallel Programming for Modern High Performance Computing Systems* Pawel Czarnul,2018-03-05 In view of the growing presence and popularity of multicore and manycore processors accelerators and coprocessors as well as clusters using such computing devices the development of efficient parallel applications has become a key challenge to be able to exploit the performance of such systems This book covers the scope of parallel programming for modern high performance computing systems It first discusses selected and popular state of the art computing devices and systems available today These include multicore CPUs manycore co processors such as Intel Xeon Phi accelerators such as GPUs and clusters as well as programming models supported on these platforms It next introduces parallelization through important programming paradigms such as master slave geometric Single Program Multiple Data SPMD and divide and conquer The practical and useful elements of the most popular and important APIs for programming parallel HPC systems are discussed including MPI OpenMP Pthreads CUDA OpenCL and OpenACC It also demonstrates through selected code listings how selected APIs can be used to implement important programming paradigms Furthermore it shows how the codes can be compiled and executed in a Linux environment The book also presents hybrid codes that integrate selected APIs for potentially multi level parallelization and utilization of heterogeneous resources and it shows how to use modern elements of these APIs Selected optimization techniques are also included such as overlapping communication and computations implemented using various APIs Features Discusses the popular and currently available computing devices and cluster systems Includes typical paradigms used in parallel programs Explores popular APIs for programming parallel applications Provides code templates that can be used for implementation of paradigms Provides hybrid code examples allowing multi level parallelization Covers the optimization of parallel programs [A Guide to Flight Simulator](#) Calum Martin,2020-08-18 This stunning 200 page digital guide is packed full of inspiring visuals to support you in your new flight simulator Discover what you need to know from flying with ATC and configuring camera controls to using the accessible user interface UI and completing your first training flight Spend more time flying in your new simulator with the best possible set up SoFly s team of experts have carefully crafted an easy to follow guide enabling you to swiftly adapt your settings to maximise performance without compromising the look of your new

simulator A Guide to Flight Simulator will provide you with detailed information for each of the hand crafted airports whilst the tips and tricks from certified pilots will give you the confidence needed to complete complicated manoeuvres and land at challenging airports Detailed specs will help you understand each of the included aircraft to help you become the best virtual pilot The step by step tutorials included throughout will walk you through your first flights in the simulator and provide you with travel inspiration for your next virtual flight You ll soon be able to fly solo or online with your friends using live settings A Guide to Flight Simulator is the perfect travel companion for anyone using the new flight simulator regardless of the level of experience or knowledge

Generative AI from Beginner to Paid Professional, Part 3 Bolakale Aremu,2024-11-19

Dive deep into the world of Hugging Face and unlock the tools you need to create fine tune and deploy state of the art AI models Part 3 of the Generative AI from Beginner to Paid Professional series is your complete guide to mastering Hugging Face s powerful ecosystem through practical projects and real world applications This book takes you beyond the basics providing hands on exercises and expert insights to help you leverage Hugging Face for NLP vision tasks and beyond You ll not only learn to work with pretrained models but also gain the skills to customize and deploy AI solutions that solve real world problems What s inside Practical Hands On Learning Master Hugging Face tools by building projects like text summarization chatbots and image classification Advanced Techniques Learn fine tuning model optimization and efficient inference for high performance applications Real World Deployments Understand how to host models on Hugging Face Spaces and integrate them into pipelines with tools like LangChain Production Ready Projects Get step by step guidance on creating deployable AI solutions from concept to implementation By the end of this book you ll have the confidence and skills to design and deliver professional grade AI solutions whether for personal projects freelance opportunities or enterprise applications Who this book is for This guide is perfect for data scientists AI enthusiasts and developers eager to take their skills to the next level and monetize their knowledge Whether you re a student or a professional Part 3 will prepare you to build innovative solutions and thrive in the booming AI industry Take the leap into AI mastery and start creating the future

Mastering Computer Vision with PyTorch 2.0 M. Arshad Siddiqui ,2025-01-17 TAGLINE Unleashing the Power of Computer Vision with PyTorch 2 0 KEY FEATURES Covers core to advanced Computer Vision topics with PyTorch 2 0 s latest features and best practices Progressive learning path to ensure suitability for beginners and experts alike Tackles practical tasks like optimization transfer learning and edge deployment DESCRIPTION In an era where Computer Vision has rapidly transformed industries like healthcare and autonomous systems PyTorch 2 0 has become the leading framework for high performance AI solutions Mastering Computer Vision with PyTorch 2 0 bridges the gap between theory and application guiding readers through PyTorch essentials while equipping them to solve real world challenges Starting with PyTorch s evolution and unique features the book introduces foundational concepts like tensors computational graphs and neural networks It progresses to advanced topics such as Convolutional Neural Networks CNNs transfer learning and data

augmentation Hands on chapters focus on building models optimizing performance and visualizing architectures Specialized areas include efficient training with PyTorch Lightning deploying models on edge devices and making models production ready Explore cutting edge applications from object detection models like YOLO and Faster R CNN to image classification architectures like ResNet and Inception By the end readers will be confident in implementing scalable AI solutions staying ahead in this rapidly evolving field Whether you re a student AI enthusiast or professional this book empowers you to harness the power of PyTorch 2 0 for Computer Vision

WHAT WILL YOU LEARN Build and train neural networks using PyTorch 2 0 Implement advanced image classification and object detection models Optimize models through augmentation transfer learning and fine tuning Deploy scalable AI solutions in production and on edge devices Master PyTorch Lightning for efficient training workflows Apply real world techniques for preprocessing quantization and deployment

WHO IS THIS BOOK FOR This book is tailored for students professionals researchers and AI enthusiasts keen to explore Computer Vision with PyTorch 2 0 A basic understanding of Python and machine learning concepts is required Familiarity with neural networks will enhance the learning experience

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GPU Computing

Gems Jade Edition Wen-mei Hwu, 2011-09-28 Since the introduction of CUDA in 2007 more than 100 million computers with CUDA capable GPUs have been shipped to end users GPU computing application developers can now expect their application to have a mass market With the introduction of OpenCL in 2010 researchers can now expect to develop GPU applications that can run on hardware from multiple vendors

Building LLMs with PyTorch Anand Trivedi , 2025-03-13

DESCRIPTION PyTorch has become the go to framework for building cutting edge large language models LLMs enabling developers to harness the power of deep learning for natural language processing This book serves as your practical guide to navigating the intricacies of PyTorch empowering you to create your own LLMs from the ground up You will begin by mastering PyTorch fundamentals including tensors autograd and model creation before diving into core neural network concepts like gradients loss functions and backpropagation Progressing through regression and image classification with convolutional neural networks you will then explore advanced image processing through object detection and segmentation The book seamlessly transitions into NLP covering RNNs LSTMs and attention mechanisms culminating in the construction of Transformer based LLMs including a practical mini GPT project You will also get a strong understanding of generative models like VAEs and GANs By the end of this book you will possess the technical proficiency to build train and deploy sophisticated LLMs using PyTorch equipping you to contribute to the rapidly evolving landscape of AI

WHAT YOU WILL

LEARN Build and train PyTorch models for linear and logistic regression Configure PyTorch environments and utilize GPU acceleration with CUDA Construct CNNs for image classification and apply transfer learning techniques Master PyTorch tensors autograd and build fundamental neural networks Utilize SSD and YOLO for object detection and perform image segmentation Develop RNNs and LSTMs for sequence modeling and text generation Implement attention mechanisms and build Transformer based language models Create generative models using VAEs and GANs for diverse applications Build and deploy your own mini GPT language model applying the acquired skills WHO THIS BOOK IS FOR Software engineers AI researchers architects seeking AI insights and professionals in finance medical engineering and mathematics will find this book a comprehensive starting point regardless of prior deep learning expertise TABLE OF CONTENTS 1 Introduction to Deep Learning 2 Nuts and Bolts of AI with PyTorch 3 Introduction to Convolution Neural Network 4 Model Building with Custom Layers and PyTorch 2 0 5 Advances in Computer Vision Transfer Learning and Object Detection 6 Advanced Object Detection and Segmentation 7 Mastering Object Detection with Detectron2 8 Introduction to RNNs and LSTMs 9 Understanding Text Processing and Generation in Machine Learning 10 Transformers Unleashed 11 Introduction to GANs Building Blocks of Generative Models 12 Conditional GANs Latent Spaces and Diffusion Models 13 PyTorch 2 0 New Features Efficient CUDA Usage and Accelerated Model Training 14 Building Large Language Models from Scratch

Computer Graphics Programming in OpenGL With C++ V. Scott Gordon, John L. Clevenger, 2024-02-27 This updated edition includes step by step instruction on modern OpenGL 4 0 GLSL shader programming with C along with the theoretical foundations of 3D computer graphics Every shader stage is explored from the basics of modeling textures lighting shadows etc through advanced techniques such as tessellation noise maps water and stereoscopy This new edition includes expanded coverage of camera control refraction and a new chapter on ray tracing with bounding volume hierarchies for complex models The companion files include all the source code shaders model files skyboxes etc needed to run every example in the book FEATURES Covers modern OpenGL 4 0 GLSL shader programming with C and instructions for both PC Windows and Macintosh Provides complete source code for each example fully explained along with tips for performance optimization Includes step by step instruction for using each GLSL programmable pipeline stage vertex tessellation geometry and fragment Designed in a 4 color teach yourself format with numerous examples that the reader can run just as presented Explores practical examples for modeling lighting and shadows including soft shadows terrain water and 3D materials such as wood and marble Expanded coverage of ray tracing to include complex models and bounding volume hierarchies Includes companion files with source code shaders OBJ models textures skydomes normal maps high resolution figures and more

TechTV's Technology Survival Guide Lorna Gentry, 2001 Technology gurus at Tech TV tell what s now and what s next in computer technologies and how to navigate the digital lifestyle Entertaining and insightful information on general computer facts trends technical processes and recent developments are presented in this useful desk reference

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