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Learn how to implement and build a neural network with this non-technical, project-based book as your guide. As you work through the chapters, you'll build an electronics project, providing a hands-on experience in training a network. There are no prerequisites here and you won't see a single line of computer code in this book.

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Anyone interest in neural networks, from electronic hobbyists looking for an interesting project to build, to a layperson with no experience. Programmers familiar with neural networks but have only implemented them using computer code will also benefit from this book.

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If you like to tinker around with components and build circuits on a breadboard, Neural Networks for Electronics Hobbyists is the book for you. About the Author Richard McKeon has spent the last 40 years designing circuits and building communication networks.

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Neural Networks for Electronics Hobbyists This book is for the layman and the electronics hobbyist who wants to know a little more about neural networks. We start off with an interesting non-technical introduction to neural networks, and then we build an electronics project to give you some hands-on experience training a network by adjusting connection weights.

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If you like to tinker around with components and build circuits on a breadboard, Neural Networks for Electronics Hobbyists is the book for you. What You'll Learn Gain a practical introduction to neural networks Review techniques for training networks with electrical hardware and supervised learning

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Instead, it takes a hardware approach using very simple electronic components. You'll start off with an interesting non-technical introduction to neural networks, and then construct an electronics project. The project isn't complicated, but it illustrates how back propagation can be used to adjust connection strengths or "weights" and train a network. By the end of this book, you'll be able to take what you've learned and apply it to your own projects. If you like to tinker around with ...

**Neural Networks for Electronics Hobbyists by McKeon ...**

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Learn how to implement and build a neural network with this non-technical, project-based book as your guide. As you work through the chapters, you'll build an electronics project, providing a hands-on experience in training a network. There are no prerequisites here and you won't see a single line of computer code in this book. Instead, it takes a hardware approach using very simple electronic components. You'll start off with an interesting non-technical introduction to neural networks, and then construct an electronics project. The project isn't complicated, but it illustrates how back propagation can be used to adjust connection strengths or "weights" and train a network. By the end of this book, you'll be able to take what you've learned and apply it to your own projects. If you like to tinker around with components and build circuits on a breadboard, Neural Networks for Electronics Hobbyists is the book for you. What You'll Learn Gain a practical introduction to neural networks Review techniques for training networks with electrical hardware and supervised learning Understand how parallel processing differs from standard sequential programming Who This Book Is For Anyone interest in neural networks, from electronic hobbyists looking for an interesting project to build, to a layperson with no experience. Programmers familiar with neural networks but have only implemented them using computer code will also benefit from this book.

This book is for the layman and the electronics hobbyist who wants to know a little more about neural networks. We start off with an interesting nontechnical introduction to neural networks, and then we build a fun electronics project to give you some hands-on experience in training a network. There are no prerequisites here. You don't need an engineering degree and you don't even need to understand high school math in order to understand everything we are going to discuss. You won't see a single line of computer code in this book. If you like to tinker around with components and build circuits on a breadboard, you're going to love this project! Who knows, if you enjoy this brief introduction, you may want to pursue this fascinating topic further!

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This book gives a broad look at both fundamental networking technology and new areas that support it and use it. It is a concise introduction to the most prominent, recent technological topics in computer networking. Topics include network technology such as wired and wireless networks, enabling technologies such as data centers, software defined networking, cloud and grid computing and applications such as networks on chips, space networking and network security. The accessible writing style and non-mathematical treatment makes this a useful book for the student, network and communications engineer, computer scientist and IT professional.

An introduction to neural networking for systems designers, software developers, programmers, and advanced hobbyists. The authors explain how "brain-style" computing will revolutionize information processing in the 21st century. The disk includes programs for simulating artificial neural networks.

Build your Machine Learning portfolio by creating 6 cutting-edge Artificial Intelligence projects using neural networks in Python Key Features Discover neural network architectures (like CNN and LSTM) that are driving recent advancements in AI Build expert neural networks in Python using popular libraries such as Keras Includes projects such as object detection, face identification, sentiment analysis, and more Book Description Neural networks are at the core of recent AI advances, providing some of the best resolutions to many real-world problems, including image recognition, medical diagnosis, text analysis, and more. This book goes through some basic neural network and deep learning concepts, as well as some popular libraries in Python for implementing them. It contains practical demonstrations of neural networks in domains such as fare prediction, image classification, sentiment analysis, and more. In each case, the book provides a problem statement, the specific neural network architecture required to tackle that problem, the reasoning behind the algorithm used, and the associated Python code to implement the solution from scratch. In the process, you will gain hands-on experience with using popular Python libraries such as Keras to build and train your own neural networks from scratch. By the end of this book, you will have mastered the different neural network architectures and created cutting-edge AI projects in Python that will immediately strengthen your machine learning portfolio. What you will learn Learn various neural network architectures and its advancements in AI Master deep learning in Python by building and training neural network Master neural networks for regression and classification Discover convolutional neural networks for image recognition Learn sentiment analysis on textual data using Long Short-Term Memory Build and train a highly accurate facial recognition security system Who this book is for This book is a perfect match for data scientists, machine learning engineers, and deep learning enthusiasts who wish to create practical neural network projects in Python. Readers should already have some basic knowledge of machine learning and neural networks.

This book constitutes the refereed proceedings of the 8th International Conference on Neural Networks and Artificial Intelligence, ICNNAI 2014, held in Brest, Belarus, in June 2014. The 19 revised full papers presented were carefully reviewed and selected from 27 submissions. The papers are organized in topical sections on forest resource management; artificial intelligence by neural networks; optimization; classification; fuzzy approach; machine intelligence; analytical approach; mobile robot; real world application.

Accessible to all readers, including students of secondary school and amateur technology enthusiasts, Robotics, Mechatronics, and Artificial Intelligence simplifies the process of finding basic circuits to perform simple tasks, such as how to control a DC or step motor, and provides instruction on creating moving robotic parts, such as an "eye" or an "ear." Though many companies offer kits for project construction, most experimenters want to design and build their own robots and other creatures specific to their needs and goals. With this new book by Newton Braga, hobbyists and experimenters around the world will be able to decide what skills they want to feature in a project and then choose the right "building blocks" to create the ideal results. In the past few years the technology of robotics, mechatronics, and artificial intelligence has exploded, leaving many people with the desire but not the means to build their own projects. The author's fascination with and expertise in the exciting field of robotics is demonstrated by the range of simple to complex project blocks he provides, which are designed to benefit both novice and experienced robotics enthusiasts. The common components and technology featured in the project blocks are especially beneficial to readers who need practical solutions that can be implemented easily by their own hands, without incorporating expensive, complicated technology.

Accessible to technicians and hobbyists with many levels of experience, and written to provide inexpensive and creative fun with robotics Appeals to all sorts of technology enthusiasts, including those involved with electronics, computers, home automation, mechanics, and other areas

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