1. Record Nr. UNINA9910466654103321

Autore	Tang Jeff
Titolo	Intelligent mobile projects with TensorFlow : build 10+ artificial intelligence apps using TensorFlow mobile and Lite for iOS, android, and raspberry Pi / / Jeff Tang
Pubbl/distr/stampa	Birmingham ; ; Mumbai : , : Packt Publishing, , 2018
ISBN	1-78862-880-2
Edizione	[1st edition]
Descrizione fisica	1 online resource (1 volume) : illustrations
Disciplina	794.81526
Soggetti	Raspberry Pi (Computer) - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Create Deep Learning and Reinforcement Learning apps for multiple platforms with TensorFlow About This Book Build TensorFlow-powered AI applications for mobile and embedded devices Learn modern AI topics such as computer vision, NLP, and deep reinforcement learning Get practical insights and exclusive working code not available in the TensorFlow documentation Who This Book Is For If you're an iOS/Android developer interested in building and retraining others' TensorFlow models and running them in your mobile apps, or if you're a TensorFlow developer and want to run your new and amazing TensorFlow models on mobile devices, this book is for you. You'll also benefit from this book if you're interested in TensorFlow Lite, Core ML, or TensorFlow on Raspberry Pi. What You Will Learn Classify images with transfer learning Detect objects and their locations Transform pictures with amazing art styles Understand simple speech commands Describe images in natural language Recognize drawing with Convolutional Neural Network and Long Short-Term Memory Predict stock price with Recurrent Neural Network in TensorFlow and Keras Generate and enhance images with generative adversarial networks Build AlphaZero-like mobile game app in TensorFlow and Keras Use TensorFlow Lite and Core ML on mobile Develop TensorFlow apps on

	Raspberry Pi that can move, see, listen, speak, and learn In Detail As a developer, you always need to keep an eye out and be ready for what will be trending soon, while also focusing on what's trending currently. So, what's better than learning about the integration of the best of both worlds, the present and the future? Artificial Intelligence (AI) is widely regarded as the next big thing after mobile, and Google's TensorFlow is the leading open source machine learning framework, the hottest branch of AI. This book covers more than 10 complete iOS, Android, and Raspberry Pi apps powered by TensorFlow and built from scratch, running all kinds of cool TensorFlow models offline on-device: from computer vision, speech and language processing to generative adversarial networks and AlphaZero-like deep reinforcement learning. You'll learn how to use or retrain existing TensorFlow models, build your own models, and develop intelligent mobile apps running those TensorFlow models. You'll learn how to quickly build such apps with step-by-step tutorials and how to avoid many pitfalls in the process with lots of hard-earned troubleshooting tips. Style and a...

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Record Nr.	UNINA9910254855203321
Autore	Kurniawan Agus
Titolo	Arduino Programming with .NET and Sketch / / by Agus Kurniawan
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2017
ISBN	9781484226599 1484226593
Edizione	[1st ed. 2017.]
Descrizione fisica	1 online resource (XV, 168 p. 130 illus., 127 illus. in color.)
Collana	Technology in action
Disciplina	004
Soggetti	Computer input-output equipment Hardware and Maker
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references.
Sommario/riassunto	Leverage .NET and Sketch in Arduino development implementation and integrate it into your .NET program. There are many Arduino models

and compatible shields thn beat ca used in Arduino boards. Integrating between an Arduino platform and .NET technology or Sketch can produce more advantages. Arduino Programming using .NET and Sketch shows readers how to do so with practical Arduino projects, such as preparing a development environment, performing sensing and actuating with external devices, implementing Windows Remote Arduino and building a simple IoT program. Use this quick reference to learn the basics of the Arduino platform and start your Arduino programming in .NET and Sketch today.