1. Record Nr. UNISALENTO991002348289707536

Autore	Tenori, Tullio
Titolo	Borgo, quartiere, città : indagine antropo-sociologica sul quartiere di San Carlo nel centro storico di Bologna / Tullio Tenori, Paolo Guidicini
Pubbl/distr/stampa	[Milano] : Franco Angeli, 1974
Descrizione fisica	1 v. ; 24 cm
Altri autori (Persone)	Guidicini, Paoloauthor
Disciplina	301.36
Soggetti	Sociologia urbana - Bologna
Lingua di pubblicazione	Italiano
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	In testa al front.: Istituto per la storia di Bologna

2. Record Nr. UNINA9910300757003321

Autore	Masters Timothy
Titolo	Deep Belief Nets in C++ and CUDA C: Volume 3 : Convolutional Nets / / by Timothy Masters
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2018
ISBN	9781484237212 1484237218
Edizione	[1st ed. 2018.]
Descrizione fisica	1 online resource (184 pages)
Disciplina	006.32
Soggetti	Artificial intelligence Programming languages (Electronic computers) Big data Artificial Intelligence Programming Languages, Compilers, Interpreters Big Data Big Data/Analytics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa

Livello bibliografico	Monografia
Nota di contenuto	1. Feedforward Networks -- 2. Programming Algorithms -- 3. CUDA Code -- 4. CONVNET Manual.
Sommario/riassunto	Discover the essential building blocks of a common and powerful form of deep belief network: convolutional nets. This book shows you how the structure of these elegant models is much closer to that of human brains than traditional neural networks; they have a ‘thought process’ that is capable of learning abstract concepts built from simpler primitives. These models are especially useful for image processing applications. At each step Deep Belief Nets in C++ and CUDA C: Volume 3 presents intuitive motivation, a summary of the most important equations relevant to the topic, and concludes with highly commented code for threaded computation on modern CPUs as well as massive parallel processing on computers with CUDA-capable video display cards. Source code for all routines presented in the book, and the executable CONVNET program which implements these algorithms, are available for free download. You will: Discover convolutional nets and how to use them Build deep feedforward nets using locally connected layers, pooling layers, and softmax outputs Master the various programming algorithms required Carry out multi-threaded gradient computations and memory allocations for this threading Work with CUDA code implementations of all core computations, including layer activations and gradient calculations Make use of the CONVNET program and manual to explore convolutional nets and case studies.