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These introductory survey lectures, the result of a 1984 AMS Short Course, focus on the algorithmic problems arising in the construction and utilization of large-scale information systems. Addressed to both mathematicians and computer scientists, the lectures require a background in the methodologies of discrete mathematics, in particular the elements of algebra, combinatorics and graph theory, discrete probability, logic and the theory of computation. All of the articles either are of high research value or survey profound themes in current research. They cover the two fundamental aspects of the field, i.e., database systems and communication networks. An overview of database architectures, the theory of data dependencies, and transaction management are provided, respectively, by the articles of Jacobs, Fagin and Vardi, and Garcia-Molina. Chung evaluates problems in the design of communication networks. Miller's discussion of data compression algorithms links current research to classical information theory. Finally, Tuzhilin describes a general framework evolved in the Soviet Union for modelling problems of information processing.

A self-contained, mathematical introduction to the driving ideas in equilibrium statistical mechanics, studying important models in detail.

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

"The third of a three-year sequence of courses designed to prepare students for a rigorous college preparatory algebra course. It uses a problem-based approach with concrete models. The course helps

students to develop multiple strategies to solve problems and to recognize the connections between concepts" -- publisher's website.

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Use technology to focus on your students! In this step-by-step guide, teacher and education blogger Catlin Tucker outlines the process for integrating online discussion with face-to-face instruction in a way that empowers teachers to focus their energies where they're most needed. With concrete strategies, ready-to-use resources, and sample rubrics grounded in the Common Core State Standards, this book shows teachers how to: Increase engagement and drive higher-order thinking Prepare students for high-stakes exams without sacrificing class time Assess online work Personalize learning and differentiate lessons Move toward flipped instruction to create a student-centered classroom

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