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Good books on python

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This textbook provides a broad introduction to continuous and discrete dynamical systems. With its hands-on approach, the text leads the reader from basic theory to recently published research material in nonlinear ordinary differential equations, nonlinear optics, multifractals, neural networks, and binary oscillator computing. Dynamical Systems with Applications Using Python takes advantage of Python’s extensive visualization, simulation, and algorithmic tools to study those topics in nonlinear dynamical systems through numerical algorithms and generated diagrams. After a tutorial introduction to Python, the first part of the book deals with continuous systems using differential equations, including both ordinary and delay differential equations. The second part of the book deals with discrete dynamical systems and progresses to the study of both continuous and discrete systems in contexts like chaos control and synchronization, neural networks, and binary oscillator computing. These later sections are useful reference material for undergraduate student projects. The book is rounded off with example coursework to challenge students’ programming abilities and Python-based exam questions. This book will appeal to advanced undergraduate and graduate students, applied mathematicians, engineers, and researchers in a range of disciplines, such as biology, chemistry, computing, economics, and physics. Since it provides a survey of dynamical systems, a familiarity with linear algebra, real and complex analysis, calculus, and ordinary differential equations is necessary, and knowledge of a programming language like C or Java is beneficial but not essential.

This book explains the fundamentals of computational physics and describes the techniques that every physicist should know, such as finite difference methods, numerical quadrature, and the fast Fourier transform. The book offers a complete introduction to the topic at the undergraduate level, and is also suitable for the advanced student or researcher. The book begins with an introduction to Python, then moves on to a step-by-step description of the techniques of computational physics, with examples ranging from simple mechanics problems to complex calculations in quantum mechanics, electromagnetism, statistical mechanics, and more.

Galileo Unbound traces the journey that brought us from Galileo’s law of free fall to today’s geneticists measuring evolutionary drift, entangled quantum particles moving among many worlds, and our lives as trajectories traversing a health space with thousands of dimensions. Remarkably, common themes persist that predict the evolution of species as readily as the orbits of planets or the collapse of stars into black holes. This book tells the history of spaces of expanding dimension and increasing abstraction and how they continue today to give new insight into the physics of complex systems. Galileo published the first modern law of motion, the Law of Fall, that was ideal and simple, laying the foundation upon which Newton built the first theory of dynamics. Early in the twentieth century, geometry became the cause of motion rather than the result when Einstein envisioned the fabric of space-time warped by mass and energy, forcing light rays to bend past the Sun. Possibly more radical was Feynman’s dilemma of quantum particles taking all paths at once — setting the stage for the modern fields of quantum field theory and quantum computing. Yet as concepts of motion have evolved, one thing has remained constant, the need to track ever more complex changes and to capture their essence, to find patterns in the chaos as we try to predict and control our world.

Work with Python and powerful open source tools such as Gensim and spaCy to perform modern text analysis, natural language processing, and computational linguistics algorithms. Key Features Discover the open source Python text analysis ecosystem, using spaCy, Gensim, scikit-learn, and Keras Hands-on text analysis with Python, featuring natural language processing and computational linguistics algorithms Learn deep learning techniques for text analysis Book Description Modern text analysis is now very accessible using Python and open source tools, so discover how you can now perform modern text analysis in this era of textual data. This book shows you how to use natural language processing, and computational linguistics algorithms, to make inferences and gain insights about data you have. These algorithms are based on statistical machine learning and artificial intelligence techniques. The tools to work with these algorithms are available to you right now - with Python, and tools like Gensim and spaCy. You’ll start by learning about data cleaning, and then how to perform computational linguistics from first concepts. You’re then ready to explore the more sophisticated areas of statistical NLP and deep learning using Python, with realistic language and text samples. You’ll learn to tag, parse, and model text using the best tools. You’ll gain hands-on knowledge of the best frameworks to use, and you’ll know when to choose a tool like Gensim for topic models, and when to work with Keras for deep learning. This book balances theory and practical hands-on examples, so you can learn about and conduct your own natural language processing projects and computational linguistics. You’ll discover the rich ecosystem of Python tools you have available to conduct NLP - and enter the interesting world of modern text analysis. What you will learn Why text analysis is important in our modern age Understand NLP terminology and get to know the Python tools and datasets Learn how to pre-process and clean textual data Convert textual data into vector space representations Using spaCy to process text Train your own NLP models for computational linguistics Use statistical learning and Topic Modeling algorithms for text, using Gensim and scikit-learn Employ deep learning techniques for text analysis using Keras Who this book is for This book is for you if you want to dive in, hands-first, into the interesting world of text analysis and NLP, and you’re ready to work with the rich Python ecosystem of tools and datasets waiting for you!

Over the past 15 years, there has been a growing need in the medical image computing community for principled methods to process nonlinear geometric data. Riemannian geometry has emerged as one of the most powerful mathematical and computational frameworks for analyzing such data. Riemannian Geometric Statistics in Medical Image Analysis is a complete reference on statistics on Riemannian manifolds and more general nonlinear spaces with applications in medical image analysis. It provides an introduction to the core methodology followed by a presentation of state-of-the-art methods. Beyond medical image computing, the methods described in this book may also apply to other domains such as signal processing, computer vision, geometric deep learning, and other domains where statistics on geometric features appear. As such, the presented core methodology takes its place in the field of geometric statistics, the statistical analysis of data being elements of nonlinear geometric spaces. The foundational material and the advanced techniques presented in the later parts of the book can be useful in domains outside medical imaging and present important applications of geometric statistics methodology Content includes: The foundations of Riemannian geometric methods for statistics on manifolds with emphasis on concepts rather than on proofs Applications of statistics on manifolds and shape spaces in medical image computing Diffeomorphic deformations and their applications As the methods described apply to domains such as signal processing (radar signal processing and brain computer interaction), computer vision (object and face recognition), and other domains where statistics of geometric features appear, this book is suitable for researchers and graduate students in medical imaging, engineering and computer science. A complete reference covering both the foundations and state-of-the-art methods Edited and authored by leading researchers in the field Contains theory, examples, applications, and algorithms Gives an overview of current research challenges and future applications

Updated and revised second edition of the bestselling guide to advanced deep learning with TensorFlow 2 and Keras Key Features Explore the most advanced deep learning techniques that drive modern AI results New coverage of unsupervised deep learning using mutual information, object detection, and semantic segmentation Completely updated for TensorFlow 2.x Book Description Advanced Deep Learning with TensorFlow 2 and Keras, Second Edition is a completely updated edition of the bestselling guide to the advanced deep learning techniques available today. Revised for TensorFlow 2.x, this edition introduces you to the practical side of deep learning with new chapters on unsupervised learning using mutual information, object detection (SSD), and semantic segmentation (FCN and PSPNet), further allowing you to create your own cutting-edge AI projects. Using Keras as an open-source deep learning library, the book features hands-on projects that show you how to create more effective AI with the most up-to-date techniques. Starting with an overview of multi-layer perceptrons (MLPs), convolutional neural networks (CNNs), and recurrent neural networks (RNNs), the book then introduces more cutting-edge techniques as you explore deep neural network architectures, including ResNet and DenseNet, and how to create autoencoders. You will then learn about GANs, and how they can unlock new levels of AI performance. Next, you’ll discover how a variational autoencoder (VAE) is implemented, and how GANs and VAEs have the generative power to synthesize data that can be extremely convincing to humans. You’ll also learn to implement DRL such as Deep Q-Learning and Policy Gradient Methods, which are critical to many modern results in AI. What you will learn Use mutual information maximization techniques to perform unsupervised learning Use segmentation to identify the pixel-wise class of each object in an image Identify both the bounding box and class of objects in an image using object detection Learn the building blocks for advanced techniques - MLPs, CNN, and RNNs Understand deep neural networks - including ResNet and DenseNet Understand and build autoregressive models – autoencoders, VAEs, and GANs Discover and implement deep reinforcement learning methods Who this book is for This is not an introductory book, so fluency with Python is required. The reader should also be familiar with some machine learning approaches, and practical experience with DL will also be helpful. Knowledge of Keras or TensorFlow 2.0 is not required but is recommended.

If you know how to program, you have the skills to turn data into knowledge using the tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. You’ll work with a case study throughout the book to help you learn the entire data analysis process—from collecting data and generating statistics to identifying patterns and testing hypotheses. Along the way, you’ll become familiar with distributions, the rules of probability, visualization, and many other tools and concepts. Develop your understanding of probability and statistics by writing and testing code Run experiments to test statistical behavior, such as generating samples from several distributions Use simulations to understand concepts that are hard to grasp mathematically Learn topics not usually covered in an introductory course, such as Bayesian estimation Import data from almost any source using Python, rather than be limited to data that has been cleaned and formatted for statistics tools Use statistical inference to answer questions about real-world data

Modeling Creativity (doctoral thesis, 2013) explores how creativity can be represented using computational approaches. Our aim is to construct computer models that exhibit creativity in an artistic context, that is, that are capable of generating or evaluating an artwork (visual or linguistic), an interesting new idea, a subjective opinion. The research was conducted in 2008–2012 at the Computational Linguistics Research Group (CLiPS, University of Antwerp) under the supervision of Prof. Walter Daelemans. Prior research was also conducted at the Experimental Media Research Group (EMRG, St. Lucas University College of Art & Design Antwerp) under the supervision of Lucas Nijs. Modeling Creativity examines creativity in a number of different perspectives: from its origins in nature, which is essentially blind, to humans and machines, and from generating creative ideas to evaluating and learning their novelty and usefulness. We will use a hands-on approach with case studies and examples in the Python programming language.

Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.