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“ We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document. ” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch ' s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools

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like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

- Understanding deep learning data structures such as tensors and neural networks
- Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results
- Implementing modules and loss functions
- Utilizing pretrained models from PyTorch Hub
- Methods for training networks with limited inputs
- Sifting through unreliable results to diagnose and fix problems in your neural network
- Improve your results with augmented data, better model architecture, and fine tuning

This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required.

About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer.

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- 7 Telling birds from airplanes: Learning from images
- 8 Using convolutions to generalize

PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF

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LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Graphics and game developers must learn to program for mobility. This book will teach you how. "This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come." - Lincoln Wallen, CTO, Electronic Arts, Mobile " This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject. - Tomas Akenine-Möller, bestselling author and Professor of Computer Science at Lund University "This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field." - Sean Ellis, Consultant Graphics Engineer, ARM Ltd The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and

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demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

Graphics and game developers must learn to program for mobility. This book will teach you how. "This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come." - Lincoln Wallen, CTO, Electronic Arts, Mobile "This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject." - Tomas Akenine-Möller,

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bestselling author and Professor of Computer Science at Lund University "This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field." - Sean Ellis, Consultant Graphics Engineer, ARM Ltd

The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

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The ?CrossFit Level 1 Training Guide? is the essential resource for anyone who's interested in improving health and fitness. Written primarily by CrossFit Inc. founder Greg Glassman beginning in 2002, this bible of functional training explains exactly how CrossFit movements and methodologies can help you or your clients dramatically improve health and become measurably fitter. Fitness professionals will find proven teaching progressions, detailed programming guidance and precise coaching strategies in addition to extensive discussion about the responsible and successful application of the CrossFit methodology with clients of any level. Athletes of all abilities will learn how to move properly and safely, how to start training, how to create and modify workouts and movements appropriately, and how to eat to achieve fitness and aesthetic goals. Movements covered in detail with full-color photos and learning progressions: Squat, front squat, overhead squat, press, push press, jerk, deadlift, sumo deadlift high pull, medicine-ball clean, snatch, GHD sit-up, hip and back extension, pull-up, thruster, muscle-up, snatch. Supported by decades of research, this manual contains a detailed lifestyle plan that has been used by both coaches and individuals to: Gain muscle and improve bone density. Lose fat. Improve body composition. Improve and optimize nutrition. Lower blood pressure. Reduce symptoms of chronic disease. Improve strength and conditioning. Improve overall athletic performance and general physical preparedness. Improve sport-specific performance. Improve performance in CrossFit: The Sport of Fitness. Avoid injury. Improve each of CrossFit's 10 General Physical Skills: cardiovascular / respiratory endurance, stamina, strength, flexibility, power, speed, coordination, agility, balance and accuracy. This guide is designed for use in conjunction with the two-day CrossFit Level 1 Trainer Course that is a prerequisite to opening a CrossFit affiliate, but this guide can also be used as a standalone resource by coaches and fitness enthusiasts alike. The ?CrossFit Level 1 Training Guide? is the key to a lifetime of health

and fitness.

During the last decade developments in 3D Geoinformation have made substantial progress. We are about to have a more complete spatial model and understanding of our planet in different scales. Hence, various communities and cities offer 3D landscape and city models as valuable source and instrument for sustainable management of rural and urban resources. Also municipal utilities, real estate companies etc. benefit from recent developments related to 3D applications. To meet the challenges due to the newest changes academics and practitioners met at the 5th International Workshop on 3D Geoinformation in order to present recent developments and to discuss future trends. This book comprises a selection of evaluated, high quality papers that were presented at this workshop in November 2010. The topics focus explicitly on the last achievements (methods, algorithms, models, systems) with respect to 3D geo-information requirements. The book is aimed at decision makers and experts as well at students interested in the 3D component of geographical information science including GI engineers, computer scientists, photogrammetrists, land surveyors, urban planners, and mapping specialists.

When Joe sees his late wife on a street corner, he believes he's either seen a ghost, or is insane. Jen and he were indescribably in love, but she was tragically killed a year earlier, and he's since remarried. Jen wasn't killed. The report of her death was an appalling mistake. Shattered and almost destroyed in finding him married to someone else, she struggles to find sanity and a new life. A story of love and strife that poses many questions.

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