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Providing detailed examples of simple applications, this new book introduces the use of neural networks. It covers simple neural nets for pattern classification; pattern association; neural networks based on competition; adaptive-resonance theory; and more. For professionals working with neural networks.

"This book is distinctive in that it implements nodes and links as base objects and then composes them into four different kinds of neural networks. Roger's writing is clear...The text and code are both quite readable. Overall, this book will be useful to anyone who wants to implement neural networks in C++ (and, to a lesser extent, in other object-oriented programming languages)...I recommend this book to anyone who wants to implement neural networks in C++."--D.L. Chester, Newark, Delaware in COMPUTING REVIEWSObject-Oriented Neural Networks in C++ is a valuable tool for anyone who wants to understand, implement, or utilize neural networks. This book/disk package provides the reader with a foundation from which any neural network architecture can beconstructed. The author has employed object-oriented design and object-oriented programming concepts to develop a set of foundation neural network classes, and shows how these classes can be used to implement a variety of neural network architectures with a great deal of ease and flexibility. A wealth of neural network formulas (with standardized notation), object code implementations, and examples are provided to demonstrate the object-oriented approach to neural network architectures and to facilitate the development of new neural network architectures. This is the first book to take full advantage of the reusable nature of neural network classes. Key Features * Describes how to use the classes provided to implement a variety of neural network architectures including ADALINE, Backpropagation, Self-Organizing, and BAM * Provides a set of reusable neural network classes, created in C++, capable of implementing any neural network architecture * Includes an IBM disk of the source code for the classes, which is platform independent * Includes an IBM disk with C++ programs described in the book

This book is designed to be useful for guitarists at any skill level. Beginners can use it as an introduction to the foundational concepts of the instrument, intermediate players can use it for training and theoretical work, and advanced players can explore the sections on advanced theory, extended technique andthe exhaustive tables of melodic and rhythmic possibilities.It is divided into two parts: pitch and rhythm. Part 1 (pitch) begins with the properties of string, harmonics, and tuning systems. It then moves methodically through pitch information, beginning with locating all versions of a single pitch, building pentatonic, heptatonic, and all possible symmetrical scales. This is followed by a study of intervals, with all possible locations of every two pitches, and a long study that moves through every possible fingering of three pitches, with a series of exercises to master triadic syntax. Part 1 closes with a study of four-pitch structures and complete tables that show all possible pitch sets in circular visual notation.Part 2 (rhythm) begins with a complete course in "Symmetrical Picking," a methodbased on drum rudiments that builds control in the picking hand through an exhaustive variety of movements. The focus of this section is building a strong rhythmic foundation, with a focus on efficiency, accuracy, speed, dynamics, and groove. It is followed by a study of legato playing, working with ornaments and slides. The study of playing with fingers on multiple strings takes up the remainder of the book. This begins with the study of pulse against pulse, playing twosimultaneous tempos. The book concludes with a study of polyrhythm, playingone rhythm against another. Plain English is used as much as possible to describe theoretical concepts, and hundreds of illustrations were made for the book as an aid to those who either don't speak English or prefer to think visually. This approach is designed to beinclusive and to promote creative practice. The main idea of the book is described in this passage (page 154): "Even in this small area there is a lot of material, potentially a lifetime of study. The amount of information can feel overwhelming to students at any level. For this reason, the book is designed for self-directed practice, with an emphasis on what the player "could" do, rather than what the player "should" do. The principle is to develop your own learning process, rather than following someone else?s. The ability to make choices is essential in finding a personal approach to the instrument. Pick and choose the studies that seem interesting - there should be enough variety to accommodate a wide range of personalities. If any particular concept or exercise has been useful as the starting point for a new creative direction, then the book has done its job. Its purpose is not to push any dogma,method, or style, but to open the door to options for guitarists of any background that are looking for new perspectives.

Artificial neural networks are nonlinear mapping systems whose structure is loosely based on principles observed in the nervous systems of humans and animals. The basic idea is that massive systems of simple units linked together in appropriate ways can generate many complex and interesting behaviors. This book

focuses on the subset of feedforward artificial neural networks called multilayer perceptrons (MLP). These are the mostly widely used neural networks, with applications as diverse as finance (forecasting), manufacturing (process control), and science (speech and image recognition). This book presents an extensive and practical overview of almost every aspect of MLP methodology, progressing from an initial discussion of what MLPs are and how they might be used to an in-depth examination of technical factors affecting performance. The book can be used as a tool kit by readers interested in applying networks to specific problems, yet it also presents theory and references outlining the last ten years of MLP research.

Though mathematical ideas underpin the study of neural networks, the author presents the fundamentals without the full mathematical apparatus. All aspects of the field are tackled, including artificial neurons as models of their real counterparts; the geometry of network action in pattern space; gradient descent methods, including back-propagation; associative memory and Hopfield nets; and self-organization and feature maps. The traditionally difficult topic of adaptive resonance theory is clarified within a hierarchical description of its operation. The book also includes several real-world examples to provide a concrete focus. This should enhance its appeal to those involved in the design, construction and management of networks in commercial environments and who wish to improve their understanding of network simulator packages. As a comprehensive and highly accessible introduction to one of the most important topics in cognitive and computer science, this volume should interest a wide range of readers, both students and professionals, in cognitive science, psychology, computer science and electrical engineering.

This proceedings book gathers the latest achievements and trends in research and development in educational robotics from the 10th International Conference on Robotics in Education (RiE), held in Vienna, Austria, on April 10-12, 2019. It offers valuable methodologies and tools for robotics in education that encourage learning in the fields of science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. It also discusses the introduction of technologies ranging from robotics platforms to programming environments and languages and presents extensive evaluations that highlight the impact of robotics on students' interests and competence development. The approaches included cover the entire educative range, from the elementary school to the university level in both formal and informal settings.

This book present the fundamental numerical techniques used in engineering, applied mathematics, computer science, and the physical and life sciences in a manner that is both interesting and understandable. Numerical Analysis with Applications and Algorithms includes comprehensive coverage of solving nonlinear equations of a single variable, numerical linear algebra, nonlinear functions of several variables, numerical methods for data interpolations and approximation, numerical differentiation and integration, and numerical techniques for solving differential equations. This book is useful as a reference for self study.

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