Machine Learning For Hackers Drew Conway

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Black Hat Python, 2nd Edition Packt Publishing Ltd

A hands-on, application-based introduction to machine learning and artificial intelligence (AI) that guides young readers through creating compelling AI-powered games and applications using the Scratch programming language. Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Machine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based, award-winning companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! As you work through the book you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve their accuracy. You'll turn your models into fun computer games and apps, and see what happens when they get confused by bad data. You'll build 13 projects step-by-step from the ground up, including: • Rock, Paper, Scissors game that recognizes your hand shapes • An app that recommends movies based on other movies that you like • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) that obeys commands • An AI version of Pac-Man, with a smart character that knows how to avoid ghosts NOTE: This book includes a Scratch tutorial for beginners, and step-by-step instructions for every project. Ages 12+

Deploying Machine Learning Elsevier

Computational Intelligence: An Introduction, Second Edition offers an in-depth exploration into the adaptive mechanisms that enable intelligent behaviour in complex and changing environments. The main focus of this text is centred on the computational modelling of biological and natural intelligent systems, encompassing swarm intelligence, fuzzy systems, artificial neutral networks, artificial immune systems and evolutionary computation. Engelbrecht provides readers with a wide knowledge of Computational Intelligence (CI) paradigms and algorithms; inviting readers to implement and problem solve real-world, complex problems within the CI development framework. This implementation framework will enable readers to tackle new problems without any difficulty through a single Java class as part of the CI library. Key features of this second edition include: A tutorial, hands-on based presentation of the material. State-of-the-art coverage of the most recent developments in computational intelligence with more elaborate discussions on intelligence and artificial intelligence (AI). New discussion of Darwinian evolution versus Lamarckian evolution, also including swarm robotics, hybrid systems and artificial immune systems. A section on how to perform empirical studies; topics including statistical analysis of stochastic algorithms, and an open source library of CI algorithms. Tables, illustrations, graphs, examples, assignments, Java code implementing the algorithms, and a complete CI implementation and experimental framework. Computational Intelligence: An Introduction, Second Edition is essential reading for third and fourth year undergraduate and postgraduate students studying CI. The first edition has been prescribed by a number of overseas universities and is thus a valuable teaching tool. In addition, it will also be a useful resource for researchers in Computational Intelligence and Artificial Intelligence, as well as engineers, statisticians, operational researchers, and bioinformaticians with an interest in applying AI or CI to solve problems in their domains. Check out http://www.ci.cs.up.ac.za for examples, assignments and Java code implementing the algorithms.

The Hardware Hacker "O'Reilly Media, Inc."

For over a decade, Andrew "bunnie" Huang, one of the world's most esteemed hackers, has shaped the fields of hacking and hardware, from his cult-classic book Hacking the Xbox to the open-source laptop Novena and his mentorship of various hardware startups and developers. In The Hardware Hacker, Huang shares his experiences in manufacturing and open hardware, creating an illuminating and compelling career retrospective. Huang's journey starts with his first visit to the staggering electronics markets in Shenzhen, with booths overflowing with capacitors, memory chips, voltmeters, and possibility. He shares how he navigated the overwhelming world of Chinese factories to bring chumby, Novena, and Chibitronics to life, covering everything from creating a Bill of Materials to choosing the factory to best fit his needs. Through this collection of personal essays and interviews on topics ranging from the legality of reverse engineering to a comparison of intellectual property practices between China and the United States, bunnie weaves engineering, law, and society into the tapestry of open hardware. With highly detailed passages on the ins and outs of manufacturing and a comprehensive take on the issues associated with open source hardware, The Hardware Hacker is an invaluable resource for aspiring hackers and makers.

Business unIntelligence O'Reilly Media

Compiles programming hacks intended to help computer programmers build more efficient software, in an updated edition that covers cyclic redundancy checking and new algorithms and that includes exercises with answers.

Deep Learning with Structured Data Penguin

Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interestingor useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: na ï ve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

Thinking Security No Starch Press

Open source intelligence (OSINT) and web reconnaissance are rich topics for infosec professionals looking for the best ways to sift through the abundance of information widely available online. In many cases, the first stage of any security assessment—that is, reconnaissance—is not given enough attention by security professionals, hackers, and penetration testers. Often, the information openly present is as critical as the confidential data. Hacking Web Intelligence shows you how to dig into the Web and uncover the information many don't even know exists. The book takes a holistic approach that is not only about using tools to find information online but also how to link all the information and transform it into presentable and actionable intelligence. You will also learn how to secure your information online to prevent it being discovered by these reconnaissance methods. Hacking Web Intelligence is an in-depth technical reference covering the methods and techniques you need to unearth open source information from the Internet and utilize it for the purpose of targeted attack during a security assessment. This book will introduce you to many new and leading-edge reconnaissance, information gathering, and open source intelligence methods and techniques, including metadata extraction tools, advanced search engines, advanced browsers, power searching methods, online anonymity tools such as TOR and i2p, OSINT tools such as Maltego, Shodan, Creepy, SearchDiggity, Recon-ng, Social Network Analysis (SNA), Darkweb/Deepweb, data visualization, and much more. Provides a holistic approach to OSINT and Web recon, showing you how to fit all the data together into actionable intelligence Focuses on hands-on tools such as TOR, i2p, Maltego, Shodan, Creepy, SearchDiggity, Recon-ng, FOCA, EXIF, Metagoofil, MAT, and many more Covers key technical topics such as metadata searching, advanced browsers and power searching, online anonymity, Darkweb / Deepweb, Social Network Analysis (SNA), and how to manage, analyze, and visualize the data you gather Includes hands-on technical examples and case studies, as well as a Python chapter that shows you how to create your own information-gathering tools and modify existing APIs

Practical Machine Learning with Rust Simon and Schuster

Provides step-by-step instructions on basic hacking techniques and reverse engineering skills along with information on Xbox security, hardware, and software.

Doing Data Science Packt Publishing Ltd

This compact book explores standard tools for text classification, and teaches the reader how to use machine learning to decide whether a e-mail is spam or ham (binary classification), based on raw data from The SpamAssassin Public Corpus. Of course, sometimes the items in one class are not created equally, or we want to distinguish among them in some meaningful way. The second part of the book will look at how to not only filter spam from our email, but also placing "more important" messages at the top of the queue. This is a curated excerpt from the upcoming book "Machine Learning for Hackers."

Hacking the Hacker Addison-Wesley Professional

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You ' ll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Machine Learning for Kids Apress

Fully-updated for Python 3, the second edition of this worldwide bestseller (over 100,000 copies sold) explores the stealthier side of programming and brings you all new strategies for your hacking projects. When it comes to creating powerful and effective hacking tools, Python is the language of choice for most security analysts. In this second edition of the bestselling Black Hat Python, you ' ll explore the darker side of Python ' s capabilities: everything from writing network sniffers, stealing email credentials, and bruteforcing directories to crafting mutation fuzzers, investigating virtual machines, and creating stealthy trojans. All of the code in this edition has been updated to Python 3.x. You ' ll also find new coverage of bit shifting, code hygiene, and offensive forensics with the Volatility Framework as well as expanded explanations of the Python libraries ctypes, struct, lxml, and BeautifulSoup, and offensive hacking strategies like splitting bytes, leveraging computer vision libraries, and scraping websites. You ' ll even learn how to: Create a trojan command-and-control server using GitHub Detect sandboxing and automate common malware tasks like keylogging and screenshotting Extend the Burp Suite web-hacking tool Escalate Windows privileges with creative process control Use offensive memory forensics tricks to retrieve password hashes and find vulnerabilities on a virtual machine Abuse Windows COM automation Exfiltrate data from a network undetected When it comes to offensive security, you need to be able to create powerful tools on the fly. Learn how with Black Hat Python.

Hacking the Code Apress

The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and

their craft.

Data Science Solutions "O'Reilly Media, Inc."

Meet the world's top ethical hackers and explore the tools of the trade Hacking the Hacker takes you inside the world of cybersecurity to show you what goes on behind the scenes, and introduces you to the men and women on the front lines of this technological arms race. Twenty-six of the world's top white hat hackers, security researchers, writers, and leaders, describe what they do and why, with each profile preceded by a no-experience-necessary explanation of the relevant technology. Dorothy Denning discusses advanced persistent threats, Martin Hellman describes how he helped invent public key encryption, Bill Cheswick talks about firewalls, Dr. Charlie Miller talks about hacking cars, and other cybersecurity experts from around the world detail the threats, their defenses, and the tools and techniques they use to thwart the most advanced criminals history has ever seen. Light on jargon and heavy on intrigue, this book is designed to be an introduction to the field; final chapters include a guide for parents of young hackers, as well as the Code of Ethical Hacking to help you start your own journey to the top. Cybersecurity is becoming increasingly critical at all levels, from retail businesses all the way up to national security. This book drives to the heart of the field, introducing the people and practices that help keep our world secure. Go deep into the world of white hat hacking to grasp just how critical cybersecurity is Read the stories of some of the world's most renowned computer security experts Learn how hackers do what they do—no technical expertise necessary Delve into social engineering, cryptography, penetration testing, network attacks, and more As a field, cybersecurity is large and multi-faceted—yet not historically diverse. With a massive demand for qualified professional that is only going to grow, opportunities are endless. Hacking the Hacker shows you why you should give the field a closer look.

Bayesian Methods for Hackers Simon and Schuster

If you ' re a security or network professional, you already know the " do ' s and don ' ts " : run AV software and firewalls, lock down your systems, use encryption, watch network traffic, follow best practices, hire expensive consultants . . . but it isn ' t working. You ' re at greater risk than ever, and even the world ' s most security-focused organizations are being victimized by massive attacks. In Thinking Security, author Steven M. Bellovin provides a new way to think about security. As one of the world ' s most respected security experts, Bellovin helps you gain new clarity about what you ' re doing and why you ' re doing it. He helps you understand security as a systems problem, including the role of the all-important human element, and shows you how to match your countermeasures to actual threats. You ' ll learn how to move beyond last year ' s checklists at a time when technology is changing so rapidly. You ' ll also understand how to design security architectures that don ' t just prevent attacks wherever possible, but also deal with the consequences of failures. And, within the context of your coherent architecture, you ' ll learn how to decide when to invest in a new security product and when not to. Bellovin, co-author of the best-selling Firewalls and Internet Security, caught his first hackers in 1971. Drawing on his deep experience, he shares actionable, up-to-date guidance on issues ranging from SSO and federated authentication to BYOD, virtualization, and cloud security. Perfect security is impossible. Nevertheless, it ' s possible to build and operate security systems far more effectively. Thinking Security will help you do just that.

Becoming the Hacker Pearson Education

Mounting failures of replication in social and biological sciences give a new urgency to critically appraising proposed reforms. This book pulls back the cover on disagreements between experts charged with restoring integrity to science. It denies two pervasive views of the role of probability in inference: to assign degrees of belief, and to control error rates in a long run. If statistical consumers are unaware of assumptions behind rival evidence reforms, they can't scrutinize the consequences that affect them (in personalized medicine, psychology, etc.). The book sets sail with a simple tool: if little has been done to rule out flaws in inferring a claim, then it has not passed a severe test. Many methods advocated by data experts do not stand up to severe scrutiny and are in tension with successful strategies for blocking or accounting for cherry picking and selective reporting. Through a series of excursions and exhibits, the philosophy and history of inductive inference come alive. Philosophical tools are put to work to solve problems about science and pseudoscience, induction and falsification.

Hacking: The Next Generation Simon and Schuster

As threats to the security of information pervade the fabric of everyday life, A Vulnerable System describes how, even as the demand for information security increases, the needs of society are not being met. The result is that the confidentiality of our personal data, the integrity of our elections, and the stability of foreign relations between countries are increasingly at risk. Andrew J. Stewart convincingly shows that emergency software patches and new security products cannot provide the solution to threats such as computer hacking, viruses, software vulnerabilities, and electronic spying. Profound underlying structural problems must first be understood, confronted, and then addressed. A Vulnerable System delivers a long view of the history of information security, beginning with the creation of the first digital computers during the Cold War. From the key institutions of the so-called military industrial complex in the 1950s to Silicon Valley start-ups in the 2020s, the relentless pursuit of new technologies has come at great cost. The absence of knowledge regarding the history of information security has caused the lessons of the past to be forsaken for the novelty of the present, and has led us to be collectively unable to meet the needs of the current day. From the very beginning of the information age, claims of secure systems have been crushed by practical reality. The myriad risks to technology, Stewart reveals, cannot be addressed without first understanding how we arrived at this moment. A Vulnerable System is an enlightening and sobering history of a topic that affects crucial aspects of our lives.

Applied Natural Language Processing with Python Cambridge University Press

Learn how to apply test-driven development (TDD) to machine-learning algorithms—and catch mistakes that could sink your analysis. In this practical guide, author Matthew Kirk takes you through the principles of TDD and machine learning, and shows you how to apply TDD to several machine-learning algorithms, including Naive Bayesian classifiers and Neural Networks. Machine-learning algorithms often have tests baked in, but they can ' t account for human errors in coding. Rather than blindly rely on machine-learning results as many researchers have, you can mitigate the risk of errors with TDD and write clean, stable machine-learning code. If you ' re familiar with Ruby 2.1, you ' re ready to start. Apply TDD to write and run tests before you start coding Learn the best uses and tradeoffs of eight machine learning algorithms Use real-world examples to test each algorithm through engaging, hands-on exercises Understand the similarities between TDD and the scientific method for validating solutions Be aware of the risks of machine learning, such as underfitting and overfitting data Explore techniques for improving your machine-learning models or data extraction

Thoughtful Machine Learning Penguin Random House LLC (No Starch)

Explore machine learning in Rust and learn about the intricacies of creating machine learning applications. This book begins by covering the important concepts of machine learning such as supervised, unsupervised, and reinforcement learning, and the basics of Rust. Further, you ' ll dive into the more specific fields of machine learning, such as computer vision and natural language processing, and look at the Rust libraries that help create applications for those domains. We will also look at how to deploy these applications either on site or over the cloud. After reading Practical Machine Learning with Rust, you will have a solid understanding of creating high computation libraries using Rust. Armed with the knowledge of this amazing language, you will be able to create applications that are more performant, memory safe, and less resource heavy. What You Will Learn Write machine learning algorithms in RustUse Rust libraries for different tasks in machine learningCreate concise Rust packages for your machine learning applicationsImplement NLP and computer vision in RustDeploy your code in the cloud and on bare metal servers Who This Book Is For Machine learning engineers and software engineers interested in building machine learning applications in Rust.

Machine Learning For Dummies "O'Reilly Media, Inc."

This title emphasizes the tools of machine learning and statistics in a practical, problem-based manner that teaches programmers how to crunch data.

Hackers & Painters No Starch Press

Summary Deep learning has transformed the fields of computer vision, image processing, and natural language applications. Thanks to TensorFlow.js, now JavaScript developers can build deep learning apps without relying on Python or R. Deep Learning with JavaScript shows developers how they can bring DL technology to the web. Written by the main authors of the TensorFlow library, this new book provides fascinating use cases and in-depth instruction for deep learning apps in JavaScript in your browser or on Node. Foreword by Nikhil Thorat and Daniel Smilkov. About the technology Running deep learning applications in the browser or on Node-based backends opens up exciting possibilities for smart web applications. With the TensorFlow.js library, you build and train deep learning models with JavaScript. Offering uncompromising production-quality scalability, modularity, and responsiveness, TensorFlow.js really shines for its portability. Its models run anywhere JavaScript runs, pushing ML farther up the application stack. About the book In Deep Learning with JavaScript, you ' ll learn to use TensorFlow.js to build deep learning models that run directly in the browser. This fast-paced book, written by Google engineers, is practical, engaging, and easy to follow. Through diverse examples featuring text analysis, speech processing, image recognition, and self-learning game AI, you ' ll master all the basics of deep learning and explore advanced concepts, like retraining existing models for transfer learning and image generation. What's inside - Image and language processing in the browser - Tuning ML models with client-side data - Text and image creation with generative deep learning - Source code samples to test and modify About the reader For JavaScript programmers interested in deep learning. About the author Shanging Cai, Stanley Bileschi and Eric D. Nielsen are software engineers with experience on the Google Brain team, and were crucial to the development of the high-level API of TensorFlow.js. This book is based in part on the classic, Deep Learning with Python by Fran ç ois Chollet. TOC: PART 1 - MOTIVATION AND BASIC CONCEPTS 1 · Deep learning and JavaScript PART 2 - A GENTLE INTRODUCTION TO TENSORFLOW.JS 2 · Getting started: Simple linear regression in TensorFlow.js 3 · Adding nonlinearity: Beyond weighted sums 4 · Recognizing images and sounds using convnets 5 · Transfer learning: Reusing pretrained neural networks PART 3 - ADVANCED DEEP LEARNING WITH TENSORFLOW.JS 6 · Working with data 7 · Visualizing data and models 8 · Underfitting, overfitting, and the universal workflow of machine learning 9 · Deep learning for sequences and text 10 · Generative deep learning 11 · Basics of deep reinforcement learning PART 4 - SUMMARY AND CLOSING WORDS 12 · Testing, optimizing, and deploying models 13 · Summary, conclusions, and beyond

Programming Collective Intelligence "O'Reilly Media, Inc."

Become a master at penetration testing using machine learning with Python Key Features Identify ambiguities and breach intelligent security systems Perform unique cyber attacks to breach robust systems Learn to leverage machine learning algorithms Book Description Cyber security is crucial for both businesses and individuals. As systems are getting smarter, we now see machine learning interrupting computer security. With the adoption of machine learning in upcoming security products, it ' s important for pentesters and security researchers to understand how these systems work, and to breach them for testing purposes. This book begins with the basics of machine learning and the algorithms used to build robust systems. Once you ' ve gained a fair understanding of how security products leverage machine learning, you'll dive into the core concepts of breaching such systems. Through practical use cases, you ' ll see how to find loopholes and surpass a self-learning security system. As you make your way through the chapters, you ' ll focus on topics such as network intrusion detection and AV and IDS evasion. We ' ll also cover the best practices when identifying ambiguities, and extensive techniques to breach an intelligent system. By the end of this book, you will be well-versed with identifying loopholes in a self-learning security system and will be able to efficiently breach a machine learning system. What you will learn Take an in-depth look at machine learning Get to know natural language processing (NLP) Understand malware feature engineering Build generative adversarial networks using Python libraries Work on threat hunting with machine learning and the ELK stack Explore the best practices for machine learning Who this book is for This book is for pen testers and security professionals who are interested in learning techniques to break an intelligent security system. Basic knowledge of Python is needed, but no prior knowledge of machine learning is necessary.