
Math_ML Documentation

1.0 alpha

Herb

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The code is open source, and [available on GitHub](#).

The main documentation for the site is organized into a couple sections:

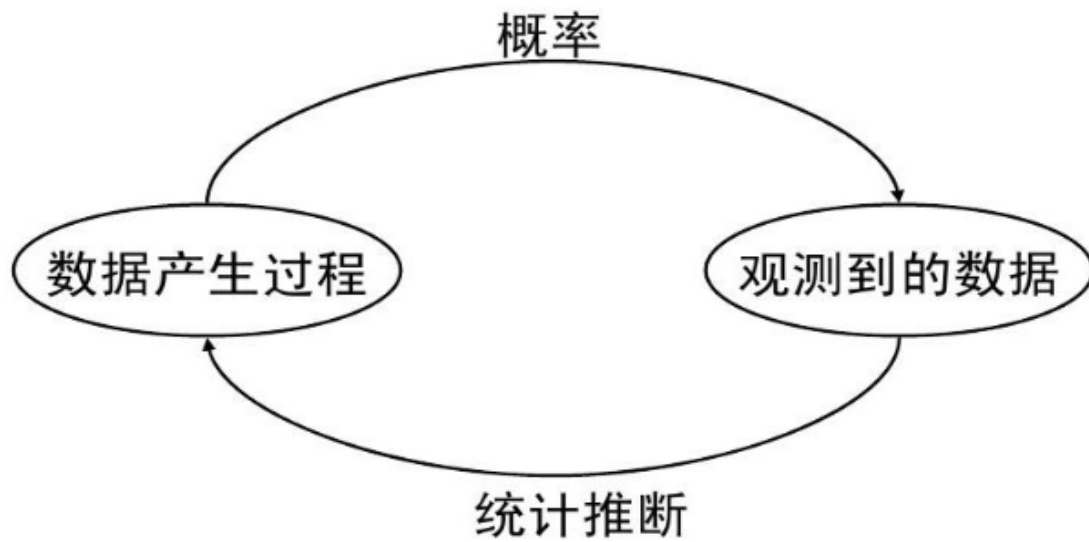
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CHAPTER 1

A branch of artificial intelligence, concerns the construction and study of systems that can learn from data. (REF)

VS.

- Uncertainty
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 - “”



- – Using fancy tools like neural nets, boosting and support vector machines without understanding basic statistics like **doing brain surgery before knowing how to use a band-aid.**

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- **Kevin P. Murphy, Machine Learning: A Probabilistic Perspective, MIT Press, 2012**

– Larry

- **Larry Wasserman, All of Statistics: A Concise Course in Statistical Inference**

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- **Bayesian 0.5.**
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 - 0.8

Indices and tables

- genindex
- modindex
- search

Install \$project by running:

$$e^{i\pi} + 1 = 0 \tag{2.1}$$

Euler’s identity, equation (6.1), was elected one of the most beautiful mathematical formulas.

Since Pythagoras, we know that $a^2 + b^2 = c^2$.

$$\begin{aligned} (a + b)^2 &= a^2 + 2ab + b^2 \\ (a - b)^2 &= a^2 - 2ab + b^2 \end{aligned} \tag{2.2}$$

way2

$$\begin{aligned}(a+b)^2 &= (a+b)(a+b) \\ &= a^2 + 2ab + b^2\end{aligned}\tag{2.3}$$

way3

$$(a+b)^2 = a^2 + 2ab + b^2\tag{2.4}$$

Look how easy it is to use `a_a`:

import project

$$(a+b)^2 = a^2 + 2ab + b^2\tag{2.5}$$

Get your stuff done `project.do_stuff()`

$$y = ax^2 + bx + c\tag{2.6}$$

$$f(x) = x^2 + 2xy + y^2\tag{2.7}$$

Contribute

- Issue Tracker: https://github.com/iphysresearch/Math_ML/issues
- Source Code: https://github.com/iphysresearch/Math_ML

Support

If you are having issues, please let us know. We have a mailing list located at: hewang@mail.bnu.edu.cn

License

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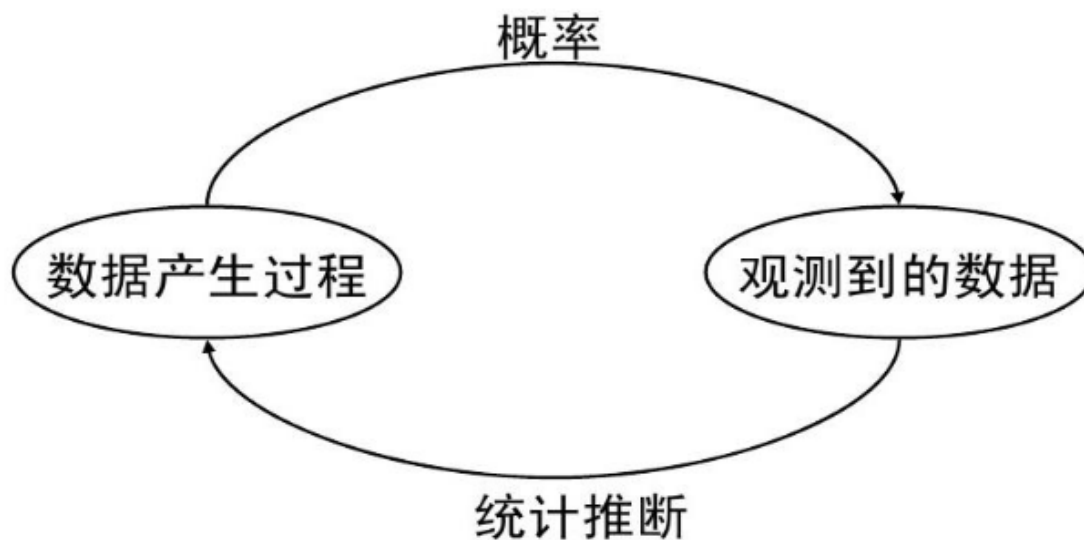
The main documentation for the site is organized into a couple sections:

CHAPTER 3

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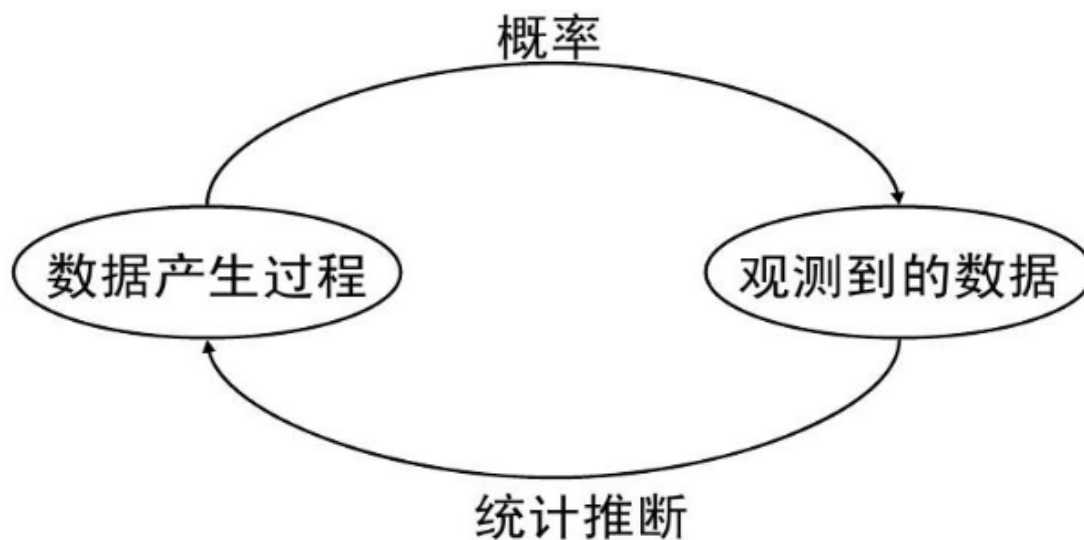
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