

Contents

About the Authors	XI
About the Technical Reviewer	XIII
Acknowledgements	XV
1 What Is Deep Learning?	1
1.1 Deep Learning	1
1.2 History of Deep Learning	2
1.3 Neural Nets	4
1.3.1 Daylight Detector	8
1.3.2 XOR Neural Net	9
1.4 Deep Learning and Data	16
1.5 Types of Deep Learning	18
1.5.1 Multilayer Neural Network	18
1.5.2 Convolutional Neural Networks (CNN)	18
1.5.3 Recurrent Neural Network (RNN)	18
1.5.4 Long Short-Term Memory Networks (LSTMs)	19
1.5.5 Recursive Neural Network	19
1.5.6 Temporal Convolutional Machines (TCMs)	19
1.5.7 Stacked Autoencoders	19
1.5.8 Extreme Learning Machine (ELM)	19
1.5.9 Recursive Deep Learning	19
1.5.10 Generative Deep Learning	20
1.6 Applications of Deep Learning	20
1.7 Organization of the Book	22
2 MATLAB Machine Learning Toolboxes	25
2.1 Commercial MATLAB Software	25
2.1.1 MathWorks Products	25
2.2 MATLAB Open Source	27
2.2.1 Deep Learn Toolbox	28
2.2.2 Deep Neural Network	28

2.2.3	MatConvNet	28
2.2.4	Pattern Recognition and Machine Learning Toolbox (PRMLT) . . .	28
2.3	XOR Example	28
2.4	Training	37
2.5	Zermelo's Problem	38
3	Finding Circles with Deep Learning	43
3.1	Introduction	43
3.2	Structure	43
3.2.1	imageInputLayer	44
3.2.2	convolution2dLayer	44
3.2.3	batchNormalizationLayer	46
3.2.4	reluLayer	46
3.2.5	maxPooling2dLayer	47
3.2.6	fullyConnectedLayer	48
3.2.7	softmaxLayer	49
3.2.8	classificationLayer	49
3.2.9	Structuring the Layers	50
3.3	Generating Data: Ellipses and Circles	51
3.3.1	Problem	51
3.3.2	Solution	51
3.3.3	How It Works	51
3.4	Training and Testing	55
3.4.1	Problem	55
3.4.2	Solution	56
3.4.3	How It Works	56
4	Classifying Movies	65
4.1	Introduction	65
4.2	Generating a Movie Database	65
4.2.1	Problem	65
4.2.2	Solution	65
4.2.3	How It Works	65
4.3	Generating a Movie Watcher Database	68
4.3.1	Problem	68
4.3.2	Solution	68
4.3.3	How It Works	68
4.4	Training and Testing	70
4.4.1	Problem	70
4.4.2	Solution	70
4.4.3	How It Works	71

CONTENTS

5 Algorithmic Deep Learning	77
5.1 Building a Detection Filter	81
5.1.1 Problem	81
5.1.2 Solution	81
5.1.3 How It Works	82
5.2 Simulating Fault Detection	84
5.2.1 Problem	84
5.2.2 Solution	84
5.2.3 How It Works	84
5.3 Testing and Training	87
5.3.1 Problem	87
5.3.2 Solution	87
5.3.3 How It Works	88
6 Tokamak Disruption Detection	91
6.1 Introduction	91
6.2 Numerical Model	93
6.2.1 Dynamics	93
6.2.2 Sensors	96
6.2.3 Disturbances	96
6.2.4 Controller	98
6.3 Dynamical Model	100
6.3.1 Problem	100
6.3.2 Solution	100
6.3.3 How It Works	100
6.4 Simulate the Plasma	102
6.4.1 Problem	102
6.4.2 Solution	102
6.4.3 How It Works	103
6.5 Control the Plasma	104
6.5.1 Problem	104
6.5.2 Solution	106
6.5.3 How It Works	106
6.6 Training and Testing	107
6.6.1 Problem	107
6.6.2 Solution	107
6.6.3 How It Works	108
7 Classifying a Pirouette	115
7.1 Introduction	115
7.1.1 Inertial Measurement Unit	117
7.1.2 Physics	118

7.2	Data Acquisition	120
7.2.1	Problem	120
7.2.2	Solution	120
7.2.3	How It Works	121
7.3	Orientation	126
7.3.1	Problem	126
7.3.2	Solution	126
7.3.3	How It Works	126
7.4	Dancer Simulation	128
7.4.1	Problem	128
7.4.2	Solution	128
7.4.3	How It Works	128
7.5	Real-Time Plotting	132
7.5.1	Problem	132
7.5.2	Solution	132
7.5.3	How It Works	132
7.6	Quaternion Display	134
7.6.1	Problem	134
7.6.2	Solution	135
7.6.3	How It Works	135
7.7	Data Acquisition GUI	138
7.7.1	Problem	138
7.7.2	Solution	138
7.7.3	How It Works	138
7.8	Making the IMU Belt	146
7.8.1	Problem	146
7.8.2	Solution	146
7.8.3	How It Works	146
7.9	Testing the System	147
7.9.1	Problem	147
7.9.2	Solution	147
7.9.3	How It Works	147
7.10	Classifying the Pirouette	149
7.10.1	Problem	149
7.10.2	Solution	149
7.10.3	How It Works	150
7.11	Hardware Sources	154
8	Completing Sentences	155
8.1	Introduction	155
8.1.1	Sentence Completion	155
8.1.2	Grammar	156

8.1.3	Sentence Completion by Pattern Recognition	157
8.1.4	Sentence Generation	157
8.2	Generating a Database of Sentences	157
8.2.1	Problem	157
8.2.2	Solution	157
8.2.3	How It Works	157
8.3	Creating a Numeric Dictionary	159
8.3.1	Problem	159
8.3.2	Solution	159
8.3.3	How It Works	159
8.4	Map Sentences to Numbers	160
8.4.1	Problem	160
8.4.2	Solution	160
8.4.3	How It Works	160
8.5	Converting the Sentences	161
8.5.1	Problem	161
8.5.2	Solution	161
8.5.3	How It Works	162
8.6	Training and Testing	163
8.6.1	Problem	163
8.6.2	Solution	164
8.6.3	How It Works	164
9	Terrain-Based Navigation	169
9.1	Introduction	169
9.2	Modeling Our Aircraft	169
9.2.1	Problem	169
9.2.2	Solution	169
9.2.3	How It Works	169
9.3	Generating a Terrain Model	177
9.3.1	Problem	177
9.3.2	Solution	177
9.3.3	How It Works	177
9.4	Close Up Terrain	182
9.4.1	Problem	182
9.4.2	Solution	182
9.4.3	How It Works	182
9.5	Building the Camera Model	183
9.5.1	Problem	183
9.5.2	Solution	183
9.5.3	How It Works	184
9.6	Plot Trajectory over an Image	187

9.6.1	Problem	187
9.6.2	Solution	187
9.6.3	How It Works	187
9.7	Creating the Test Images	190
9.7.1	Problem	190
9.7.2	Solution	190
9.7.3	How It Works	190
9.8	Training and Testing	193
9.8.1	Problem	193
9.8.2	Solution	193
9.8.3	How It Works	193
9.9	Simulation	197
9.9.1	Problem	197
9.9.2	Solution	197
9.9.3	How It Works	197
10	Stock Prediction	203
10.1	Introduction	203
10.2	Generating a Stock Market	203
10.2.1	Problem	203
10.2.2	Solution	203
10.2.3	How It Works	203
10.3	Create a Stock Market	207
10.3.1	Problem	207
10.3.2	Solution	208
10.3.3	How It Works	208
10.4	Training and Testing	210
10.4.1	Problem	210
10.4.2	Solution	210
10.4.3	How It Works	210
11	Image Classification	219
11.1	Introduction	219
11.2	Using a Pretrained Network	219
11.2.1	Problem	219
11.2.2	Solution	219
11.2.3	How It Works	219
12	Orbit Determination	227
12.1	Introduction	227
12.2	Generating the Orbits	227
12.2.1	Problem	227

CONTENTS

12.2.2	Solution	227
12.2.3	How It Works	227
12.3	Training and Testing	234
12.3.1	Problem	234
12.3.2	Solution	234
12.3.3	How It Works	235
12.4	Implementing an LSTM	239
12.4.1	Problem	239
12.4.2	Solution	239
12.4.3	How It Works	239
12.5	Conic Sections	243
Bibliography		247
Index		249