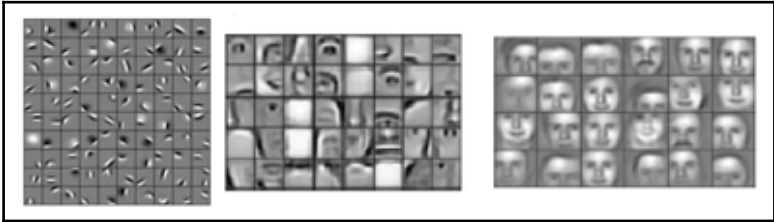
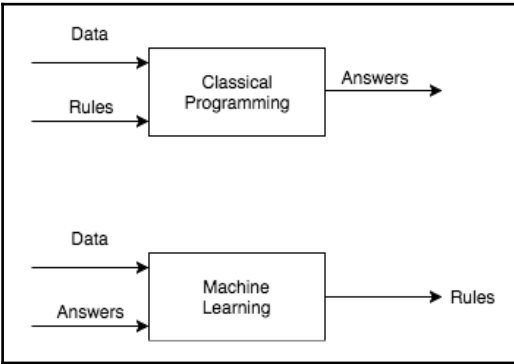
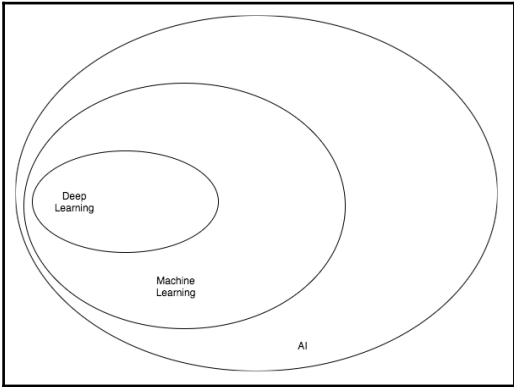


# Chapter 1: Getting Started with Deep Learning Using PyTorch



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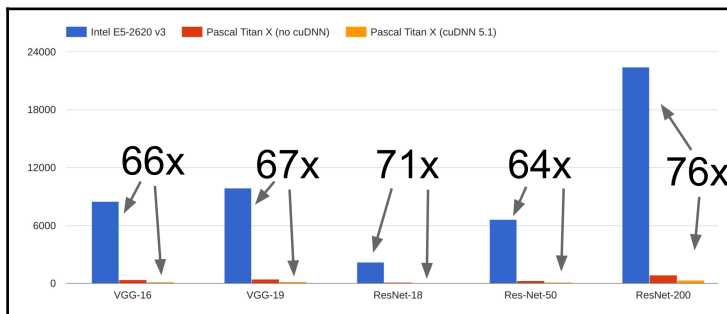
munster have signed new zealand international francis *saili* on a two-year deal . utility back *saili* , who made his all blacks debut against argentina in 2013 , will move to the province later this year after the completion of his 2015 contractual commitments . the 24-year-old currently plays for auckland-based super rugby side the blues and was part of the new zealand under-20 side that won the junior world championship in italy in 2011 . *saili* 's signature is something of a coup for munster and head coach anthony foley believes he will be a great addition to their backline . francis *saili* has signed a two-year deal to join munster and will link up with them later this year . ' we are really pleased that francis has committed his future to the province , ' foley told munster 's official website . ' he is a talented centre with an impressive *skill-set* and he possesses the physical attributes to excel in the northern hemisphere . ' i believe he will be a great addition to our backline and we look forward to welcoming him to munster . ' *saili* has been capped twice by new zealand and was part of the under 20 side that won the junior championship in 2011 . *saili* , who joins all black team-mates dan carter , *ma'a nonu* , conrad smith and charles piutau in agreeing to ply his trade in the northern hemisphere , is looking forward to a fresh challenge . he said : ' i believe this is a fantastic opportunity for me and i am fortunate to move to a club held in such high regard , with values and traditions i can relate to from my time here in the blues . ' this experience will stand to me as a player and i believe i can continue to improve and grow within the munster set-up . ' as difficult as it is to leave the blues i look forward to the exciting challenge ahead . '

### Reference summary

utility back francis *saili* will join up with munster later this year . the new zealand international has signed a two-year contract . *saili* made his debut for the all blacks against argentina in 2013 .

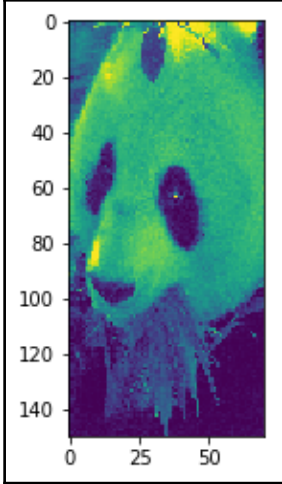
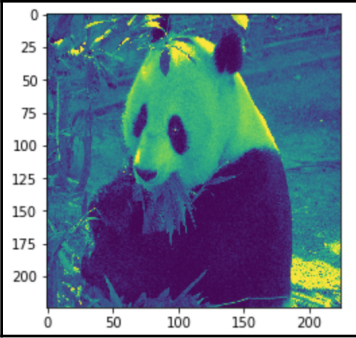


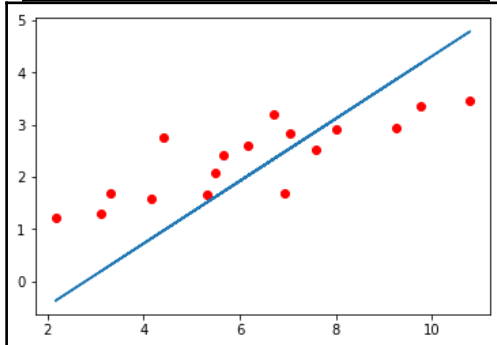
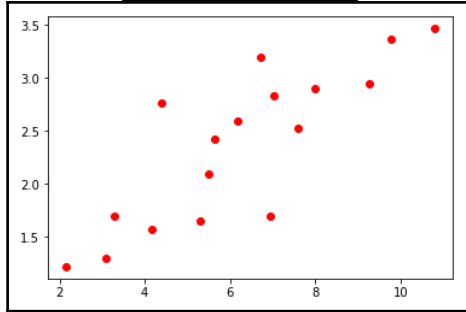
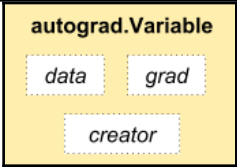
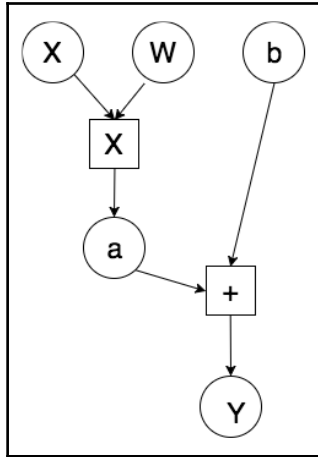
"two young girls are playing with lego toy."



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# Chapter 2: Building Blocks of Neural Networks

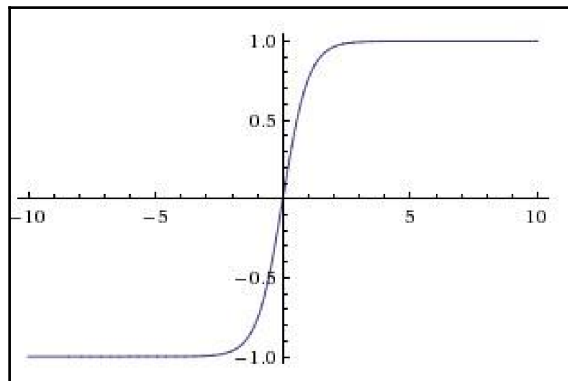
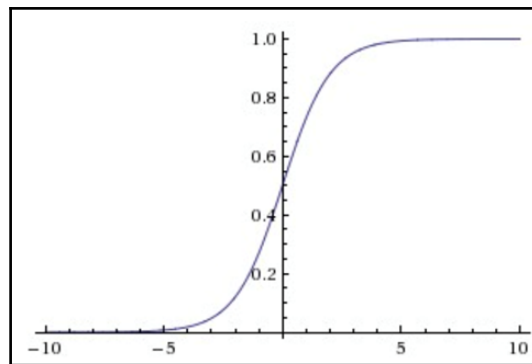
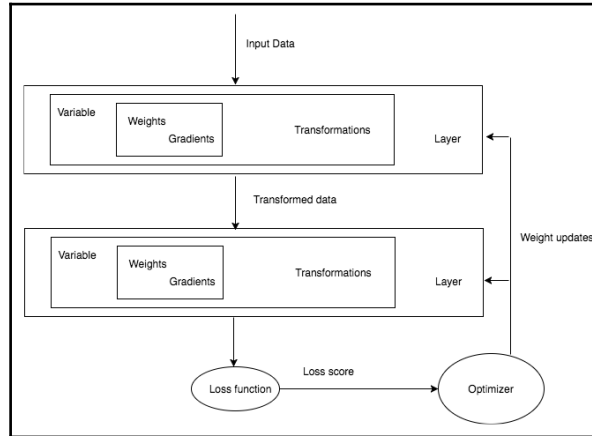


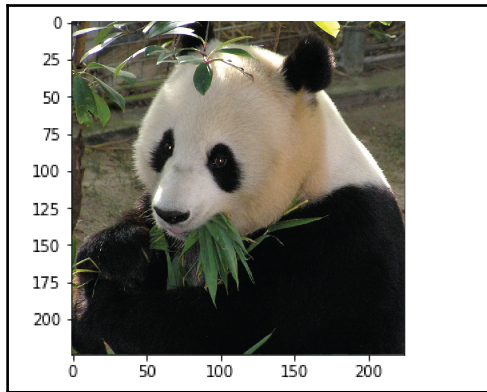
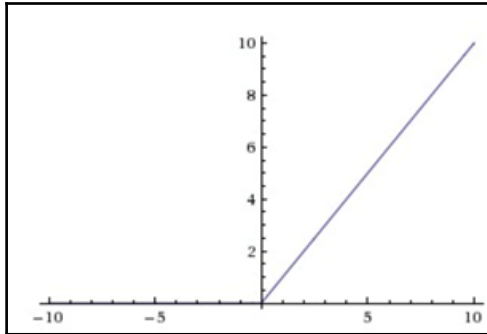




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# Chapter 3: Diving Deep into Neural Networks



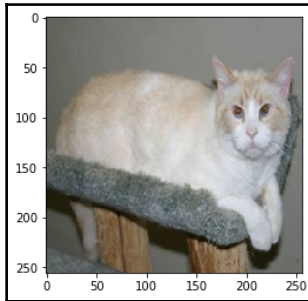


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```

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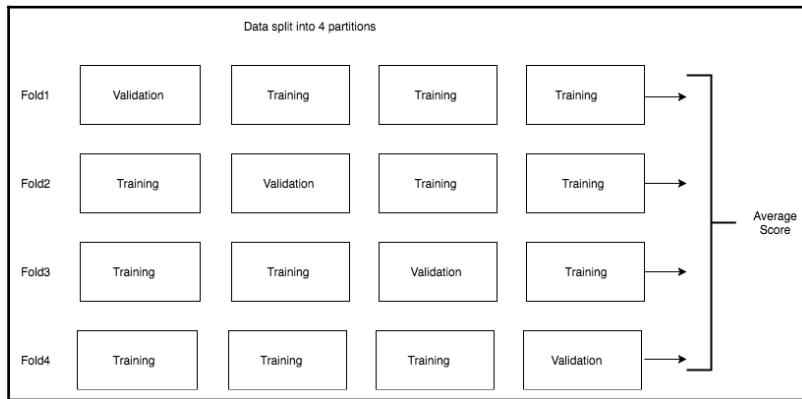
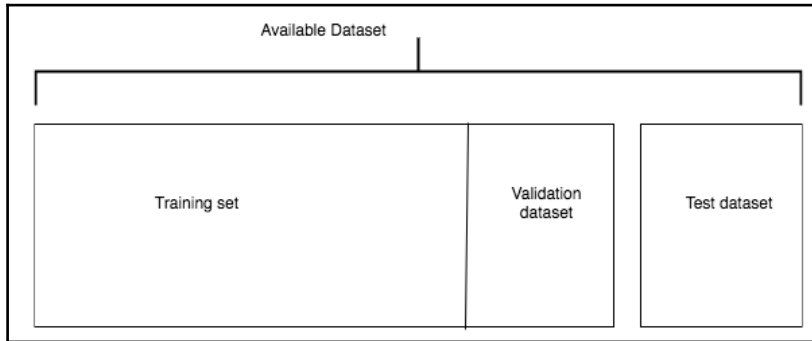
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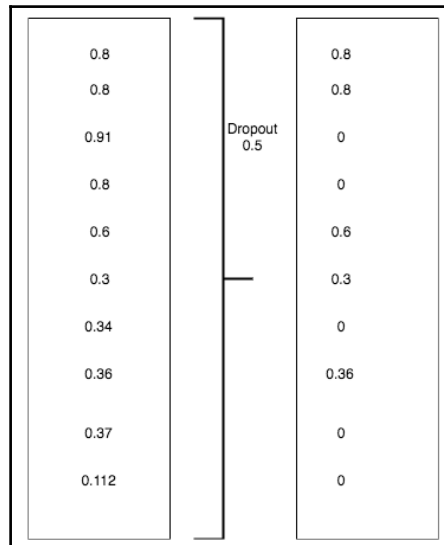
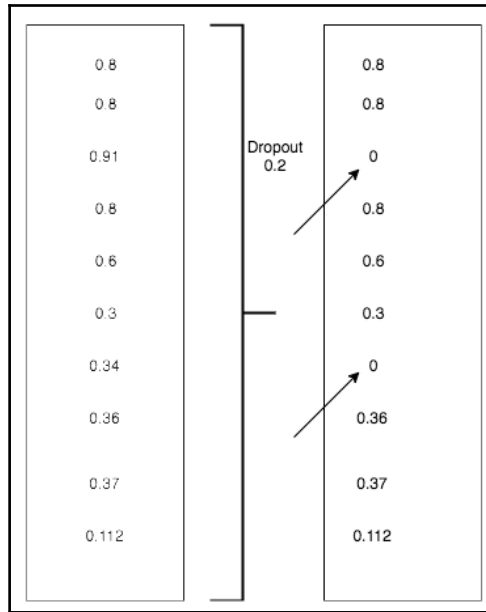
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  (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)
  (relu): ReLU (inplace)
  (maxpool): MaxPool2d (size=(3, 3), stride=(2, 2), padding=(1, 1), dilation=(1, 1))
  (layer1): Sequential (
    (0): BasicBlock (
      (conv1): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)
      (relu): ReLU (inplace)
      (conv2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)
    )
    (1): BasicBlock (
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      (bn1): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)
      (relu): ReLU (inplace)
      (conv2): Conv2d(64, 64, kernel_size=(3, 3), stride=(1, 1), padding=(1, 1), bias=False)
      (bn2): BatchNorm2d(64, eps=1e-05, momentum=0.1, affine=True)
    )
  )
  (layer2): Sequential (
    (0): BasicBlock (
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      (bn1): BatchNorm2d(128, eps=1e-05, momentum=0.1, affine=True)

```

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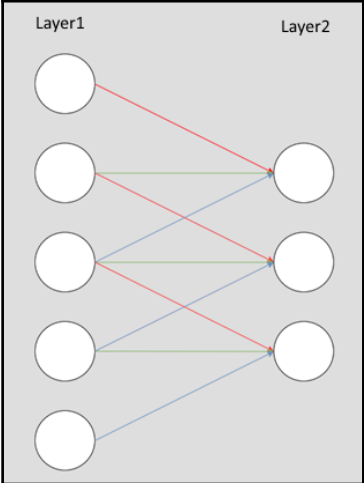
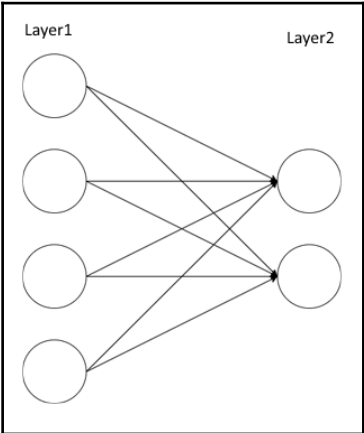
# Chapter 4: Fundamentals of Machine Learning

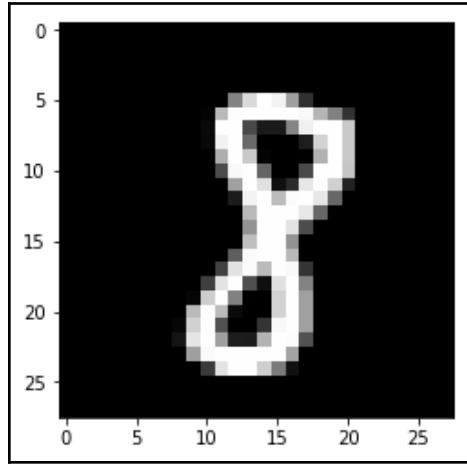
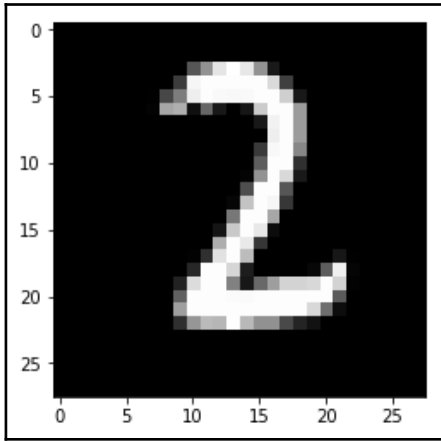


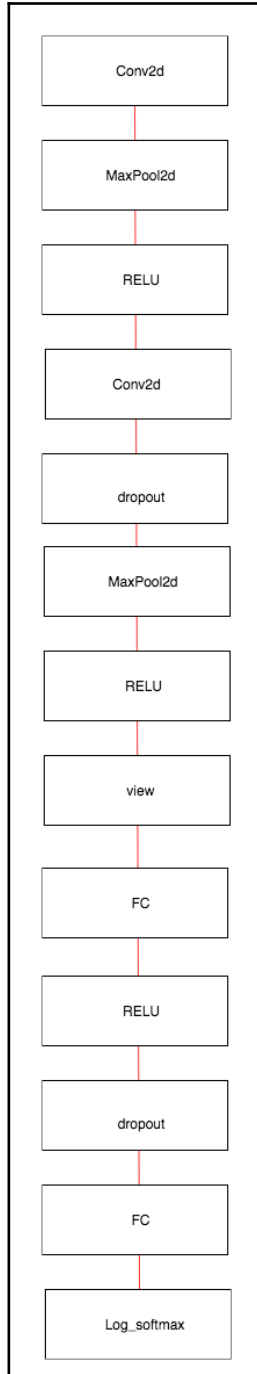


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# Chapter 5: Deep Learning for Computer Vision

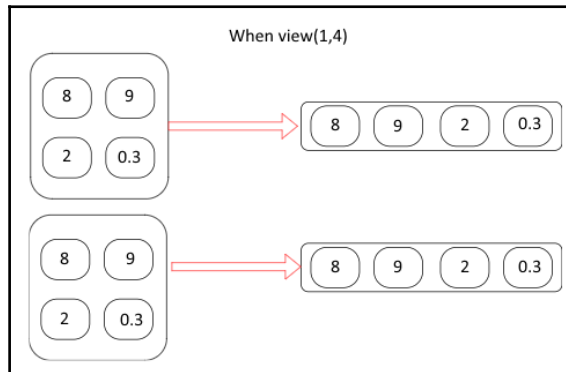
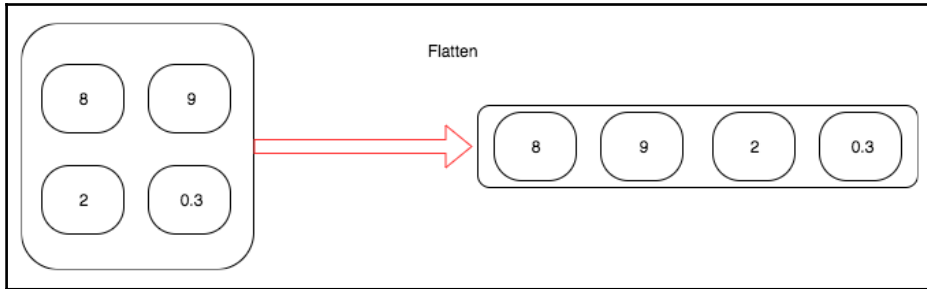
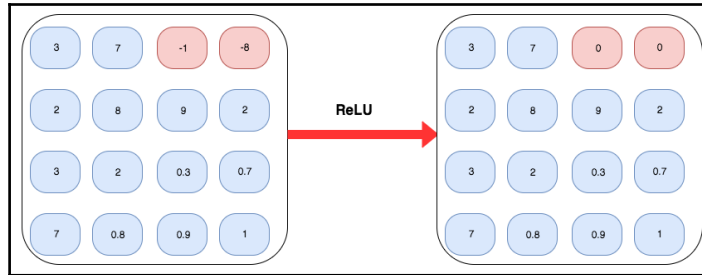
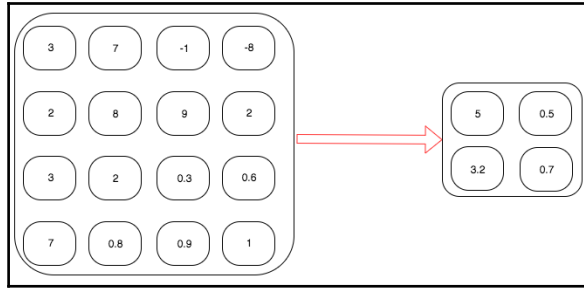


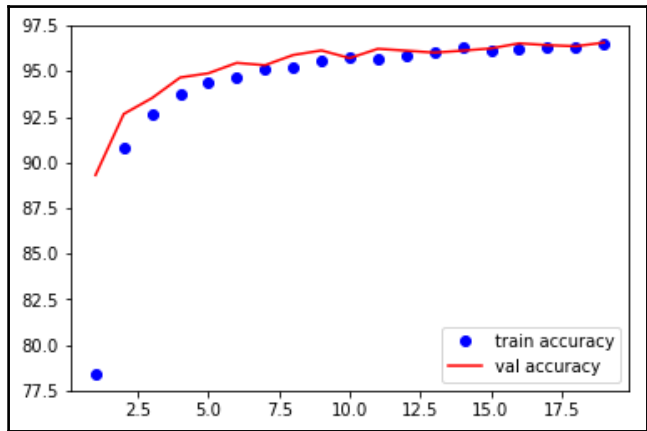
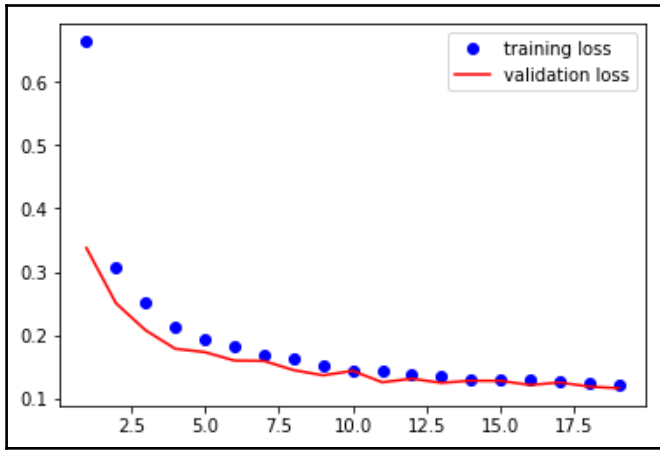
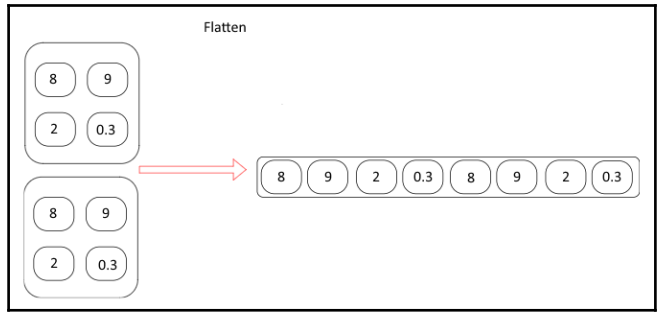


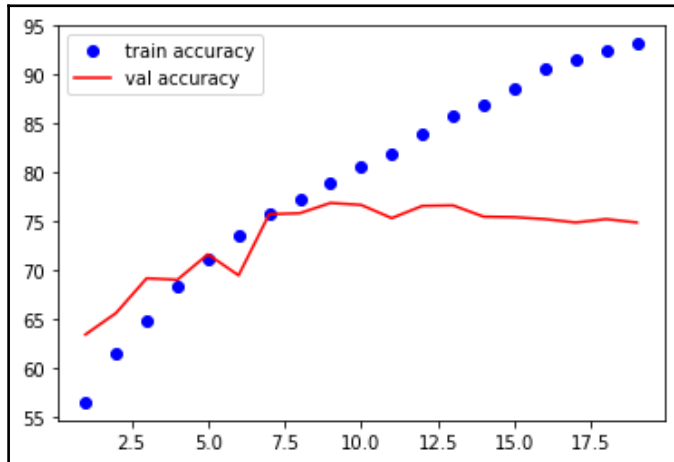
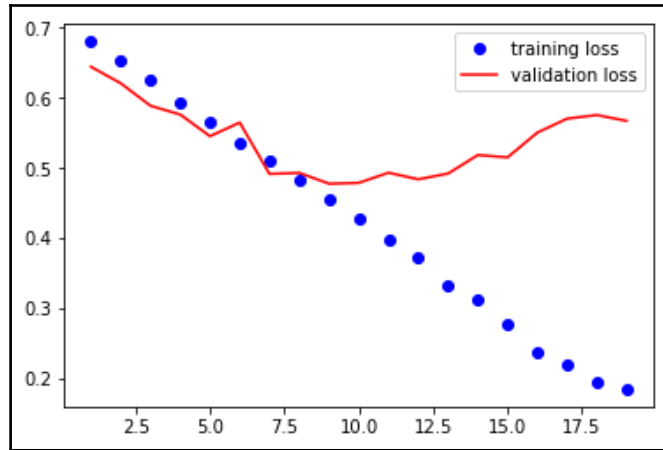


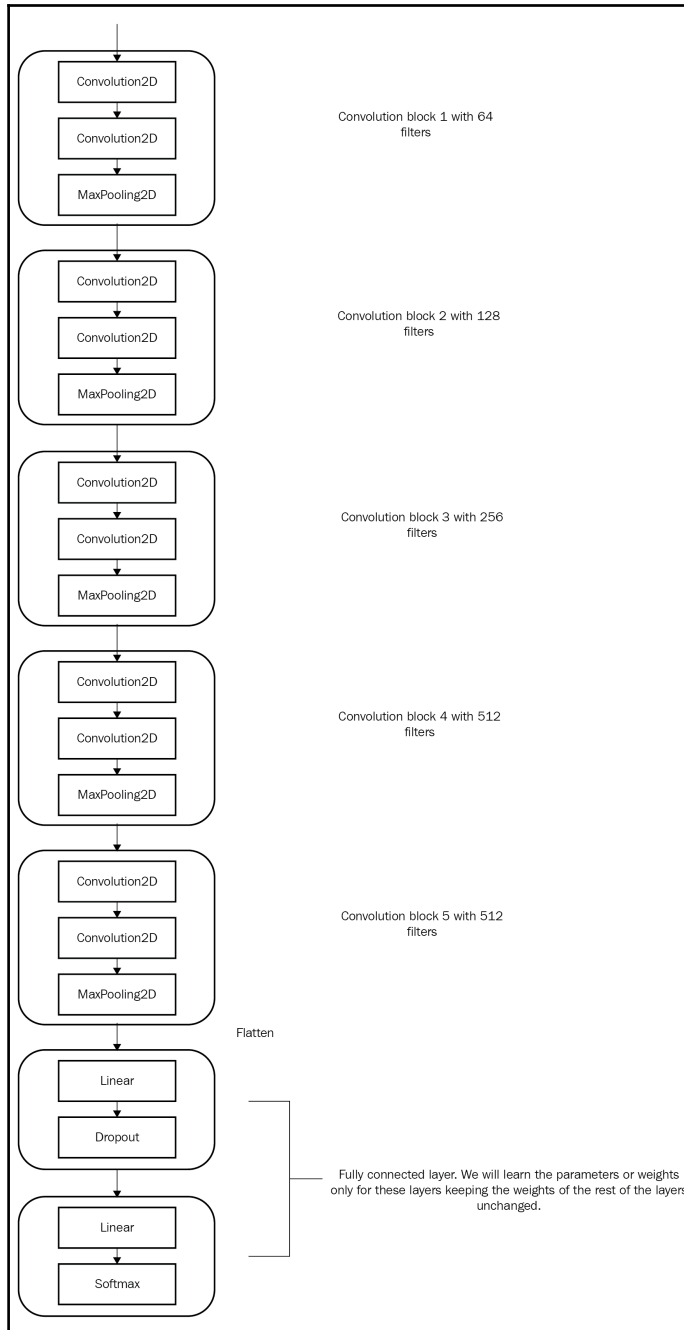


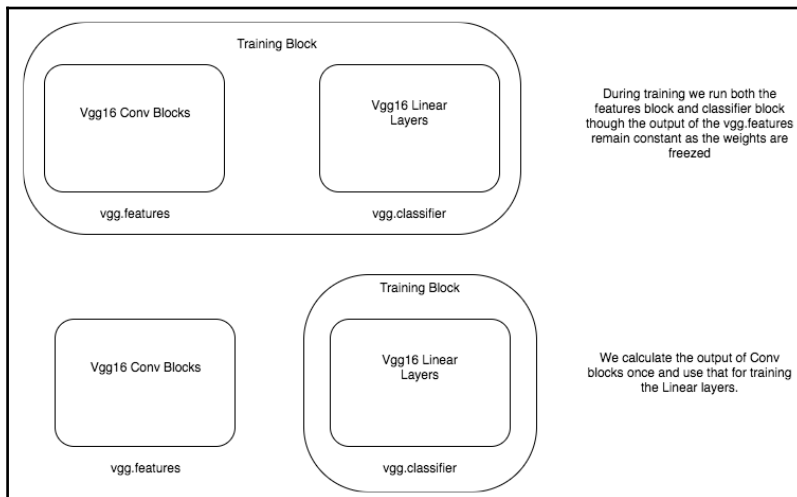
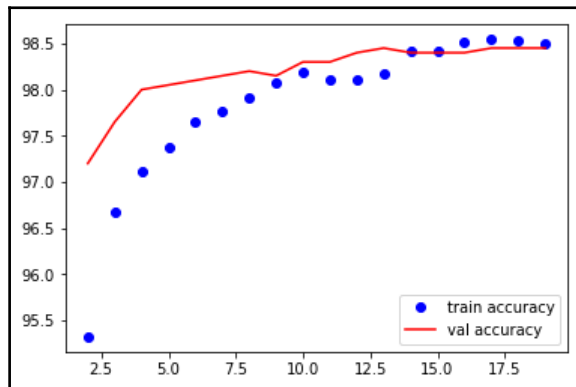
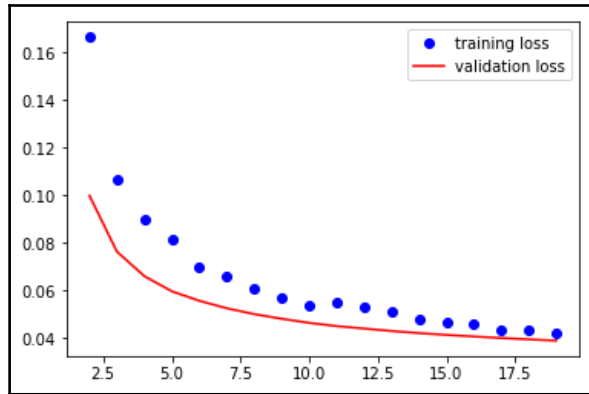


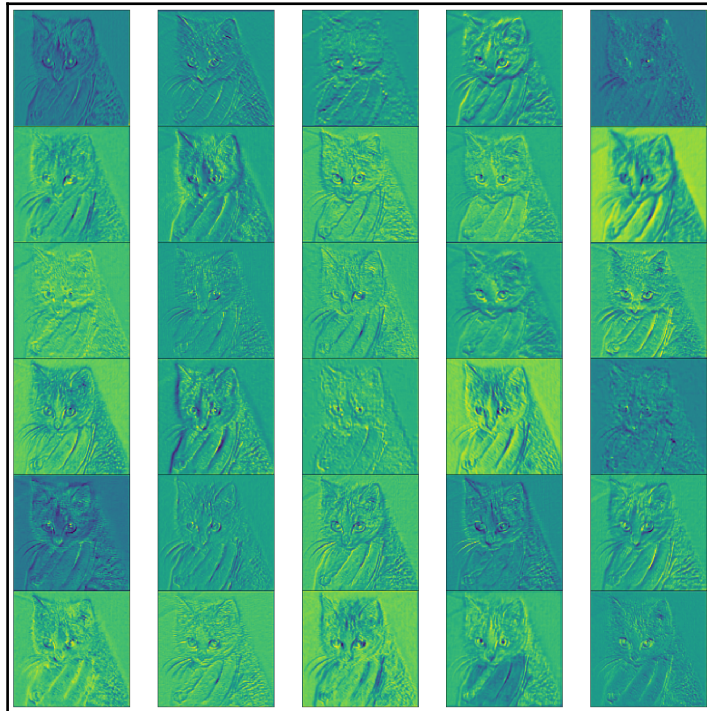
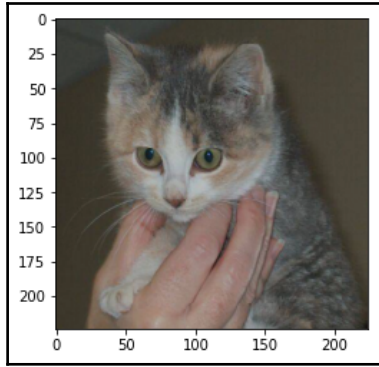


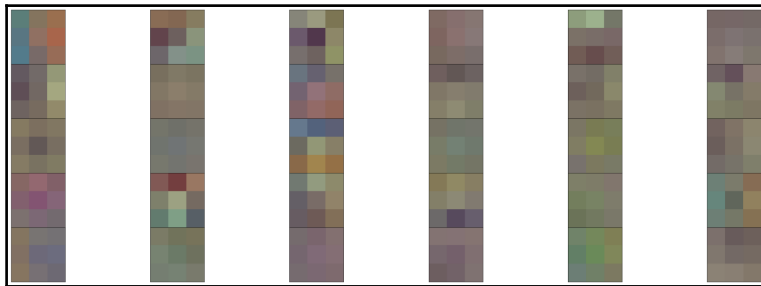
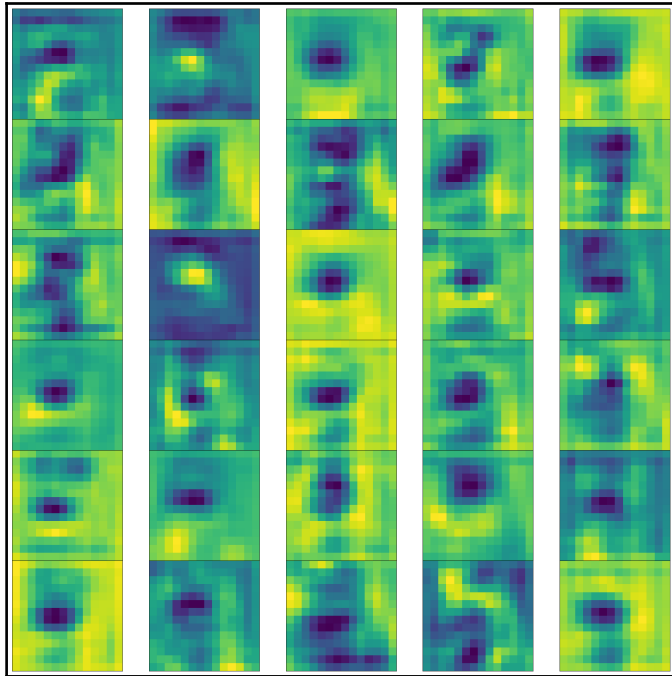






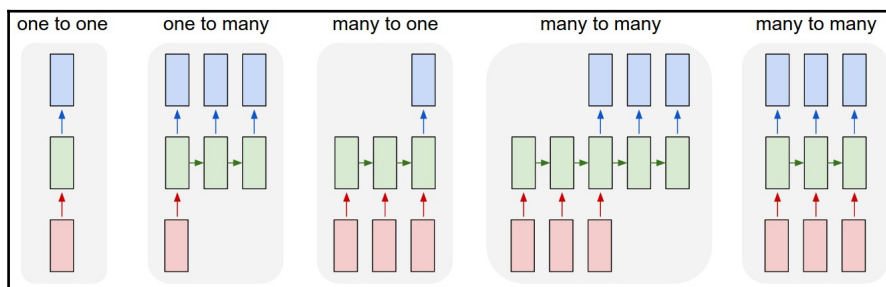
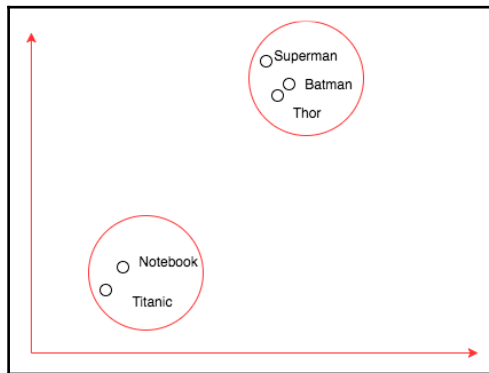
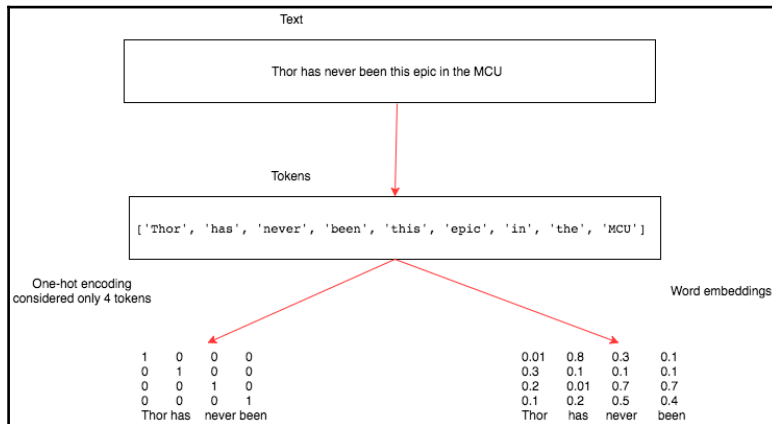


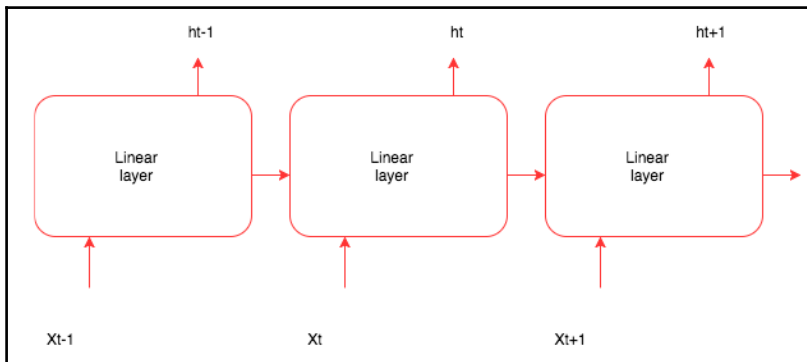
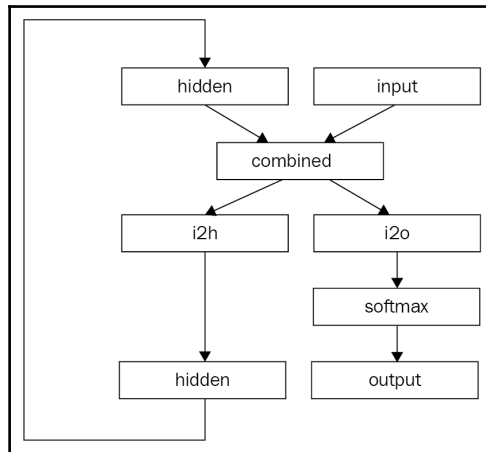
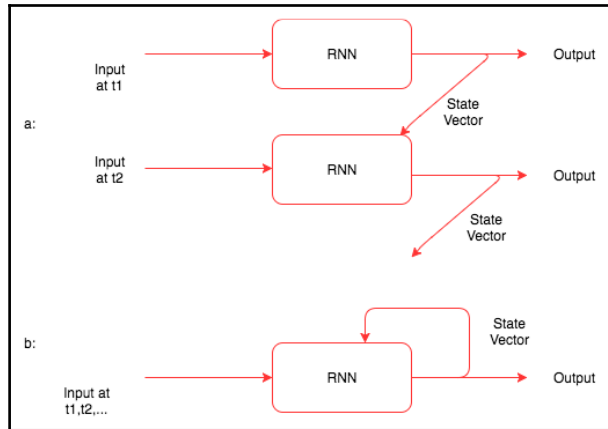


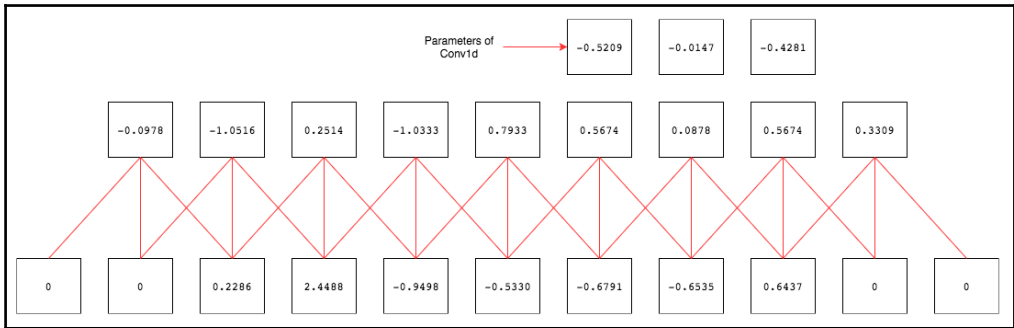
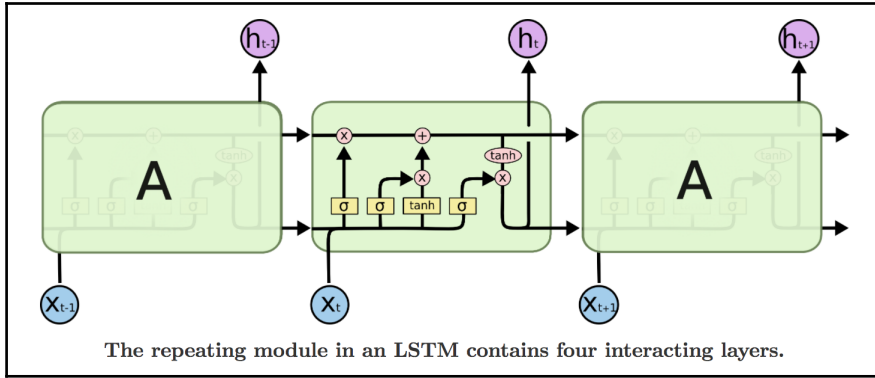




# Chapter 6: Deep Learning with Sequence Data and Text







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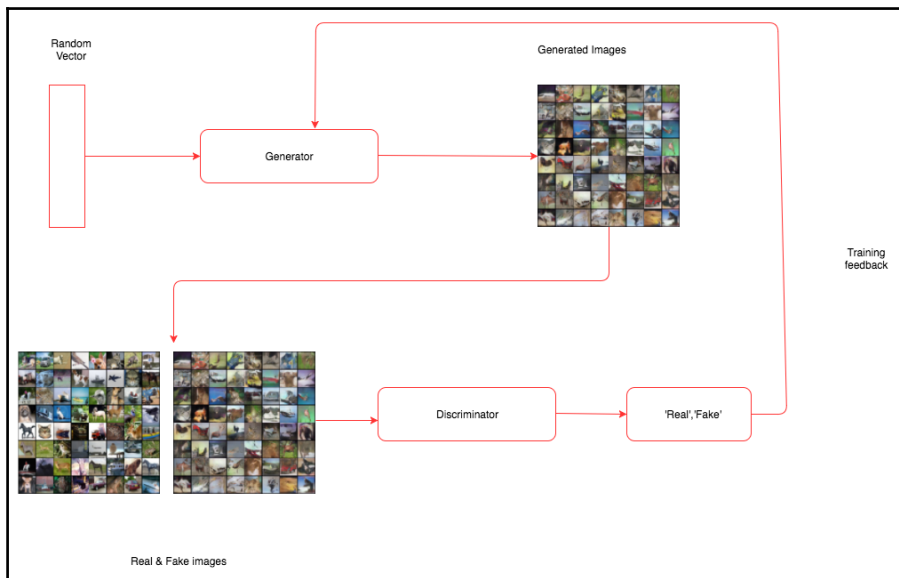
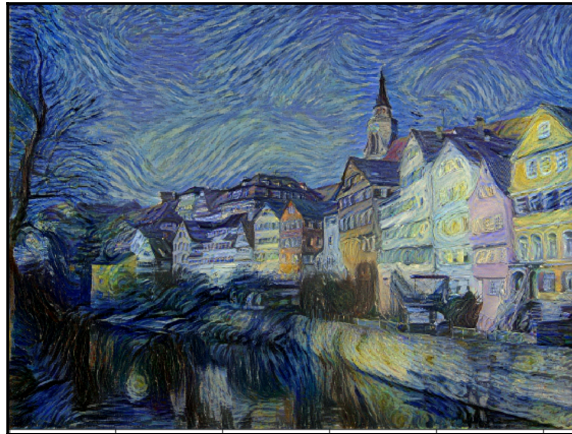
# Chapter 7: Generative Networks

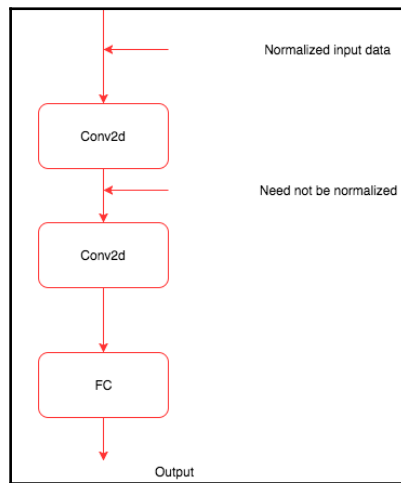
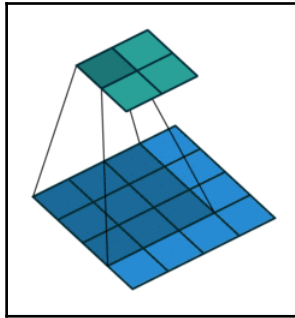


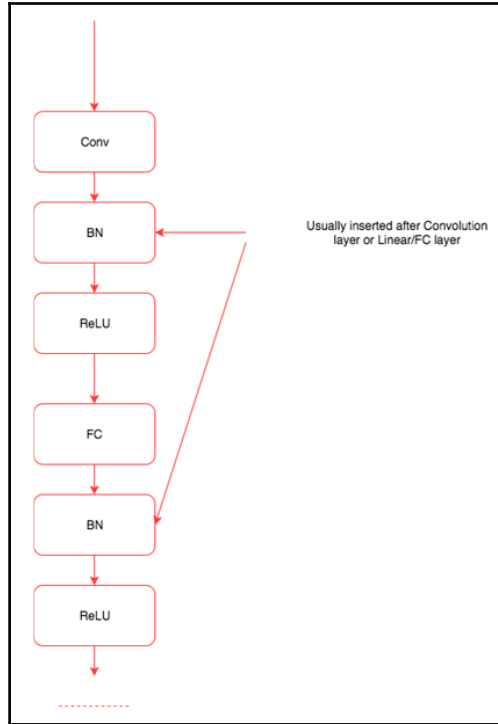


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		0.2	0.2	0.2
		0.3	0.3	0.3
	2	0.2	0.2	0.2
		0.2	0.2	0.2
		0.2	0.2	0.2
	3	0.3	0.3	0.3
		0.3	0.3	0.3
		0.3	0.3	0.3
2	1	0.1	0.1	0.1
		0.2	0.2	0.2
		0.3	0.3	0.3
	2	0.2	0.2	0.2
		0.2	0.2	0.2
		0.2	0.2	0.2
	3	0.3	0.3	0.3
		0.3	0.3	0.3
		0.3	0.3	0.3

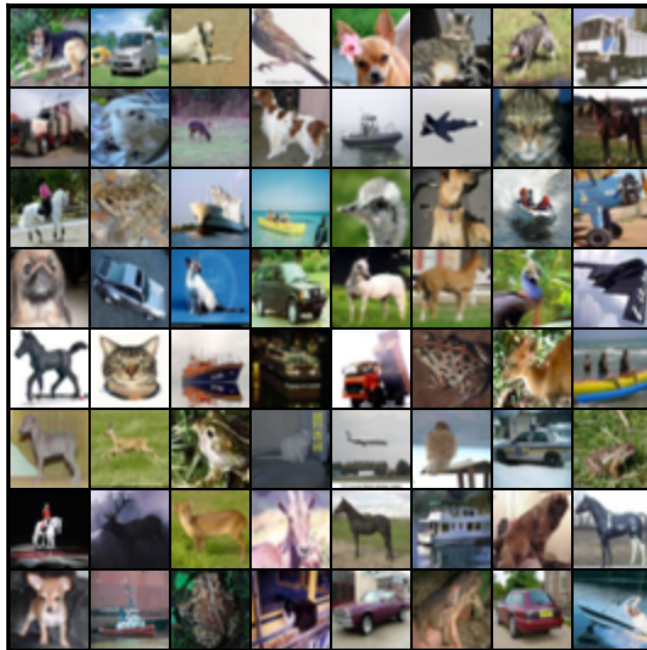
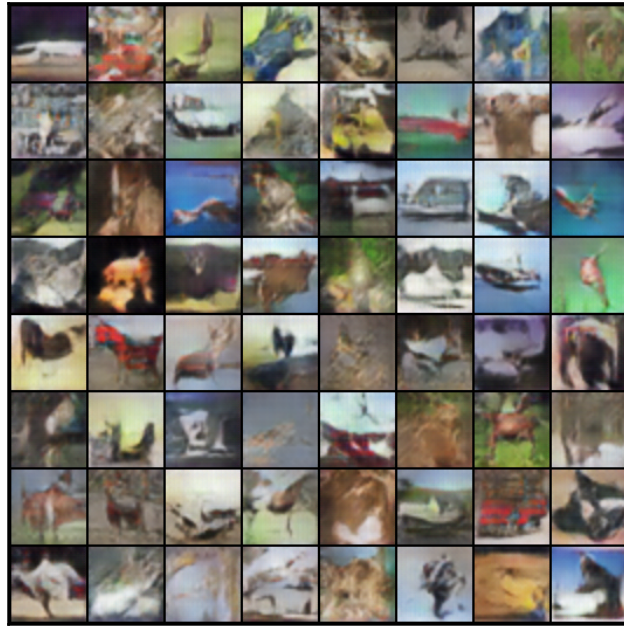
Batch_size	Channels	BMM(Gram Matrix, Transpose(Gram Matrix))
1	1	(0.1,0.1,0.1,0.2,0.2,0.2,0.3,0.3,0.3,)
	2	(0.2,0.2,0.2,0.2,0.2,0.2,0.2,0.2,0.2,)
	3	(0.3,0.3,0.3,0.3,0.3,0.3,0.3,0.3,0.3,)
2	1	(0.1,0.1,0.1,0.2,0.2,0.2,0.3,0.3,0.3,)
	2	(0.2,0.2,0.2,0.2,0.2,0.2,0.2,0.2,0.2,)
	3	(0.3,0.3,0.3,0.3,0.3,0.3,0.3,0.3,0.3,)









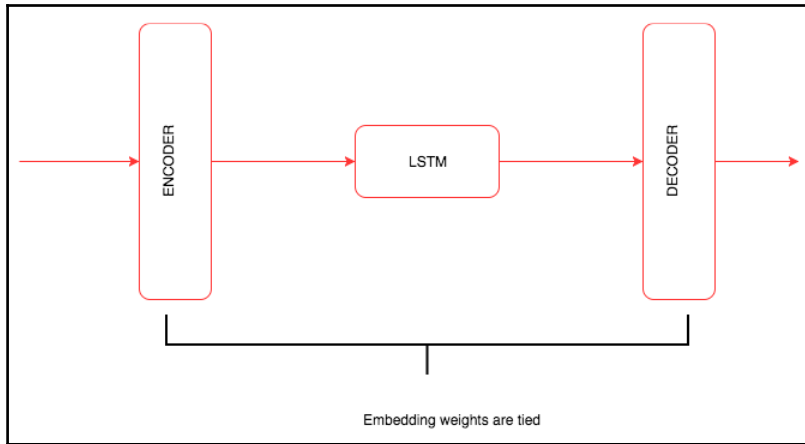


= Valkyria Chronicles III =

Senjū no Valkyria 3 ( Japanese : 戦場のヴァルキュリア3 , lit . Valkyria of the Battlefield 3 ) , commonly referred to as Valkyria Chronicles III outside Japan , is a tactical role @-@ playing video game developed by Sega and Media.Vision for the PlayStation Portable . Released in January 2011 in Japan , it is the third game in the Valkyria series . <unk> the same fusion of tactical and real @-@ time gameplay as its predecessors , the story runs parallel to the first game and follows the " Nameless " , a penal military unit serving the nation of Gallia during the Second European War who perform secret black operations and are pitted against the Imperial unit " <unk> Raven " . The game began development in 2010 , carrying over a large portion of the work done on Valkyria Chronicles II . While it retained the standard features of the series , it also underwent multiple adjustments , such as making the game more <unk> for series newcomers . Character designer <unk> Honjou and composer Hitoshi Sakimoto both returned from previous entries , along with Valkyria Chronicles II director Takeshi Ozawa . A large team of writers handled the script . The game 's opening theme was sung by May 'n . It met with positive sales in Japan , and was praised by both Japanese and western critics . After release , it received downloadable content , along with an expanded edition in November of that year . It was also adapted into manga and an original video animation series . Due to low sales of Valkyria Chronicles II

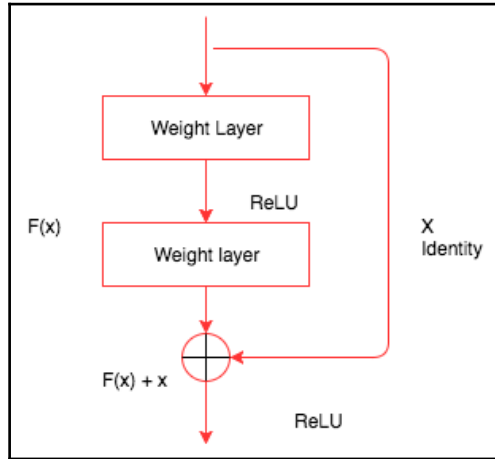
= = Gameplay = =

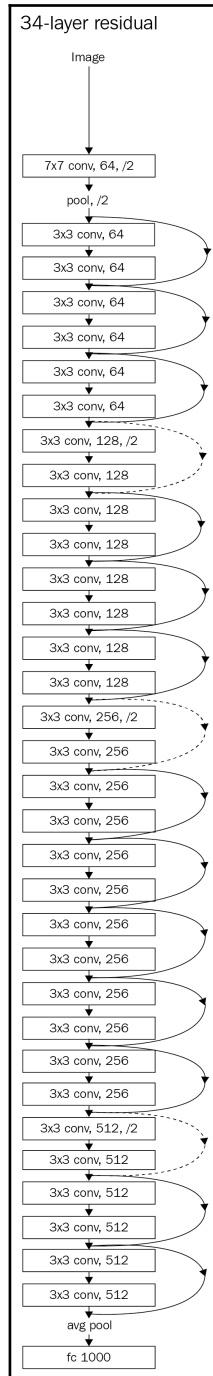
As with previous <unk> Chronicles games , Valkyria Chronicles III is a tactical role @-@ playing game where players take control of a military unit and take part in missions against enemy forces . Stories are through and replayed as they are unlocked . The route to each story location on the map varies depending on an individual player 's approach : when one option is selected , the other is sealed off to the play unlocked , some of them having a higher difficulty than those found in the rest of the game . There are also love simulation elements related to the game 's two main <unk> , although they take a very minor role . The game 's battle system , the <unk> system , is carried over directly from <unk> Chronicles . During missions , players select each unit using a top @-@ down perspective of the battlefield map : once a char by their Action <unk> . Up to nine characters can be assigned to a single mission . During gameplay , characters will call out if something happens to them , such as their health points ( HP ) getting low or , and " Battle Potentials " , which are grown throughout the game and always grant <unk> to a character . To learn Battle Potentials , each character has a unique " Masters Table " , a grid @-@ based skill to her " Valkyria Form " and become <unk> , while Taca can target multiple enemy units with her heavy weapon . Troops are divided into five classes : Scouts , <unk> , Engineers , <unk> and Armored Soldier . <unk> can switch classes by changing their assigned weapon . Changing class does not greatly affect the stats ga

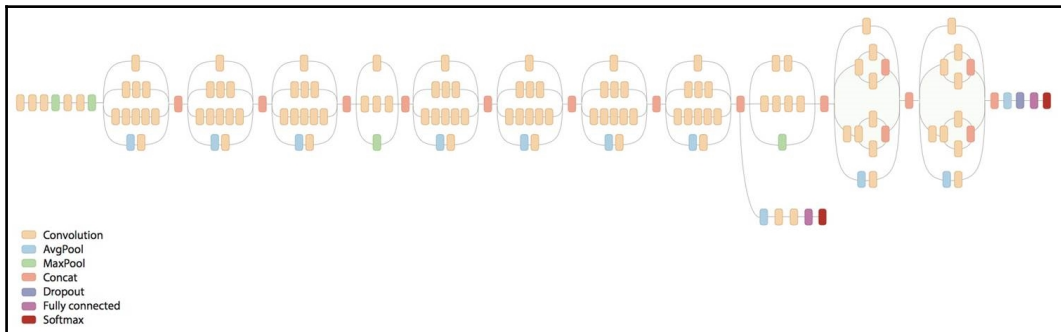
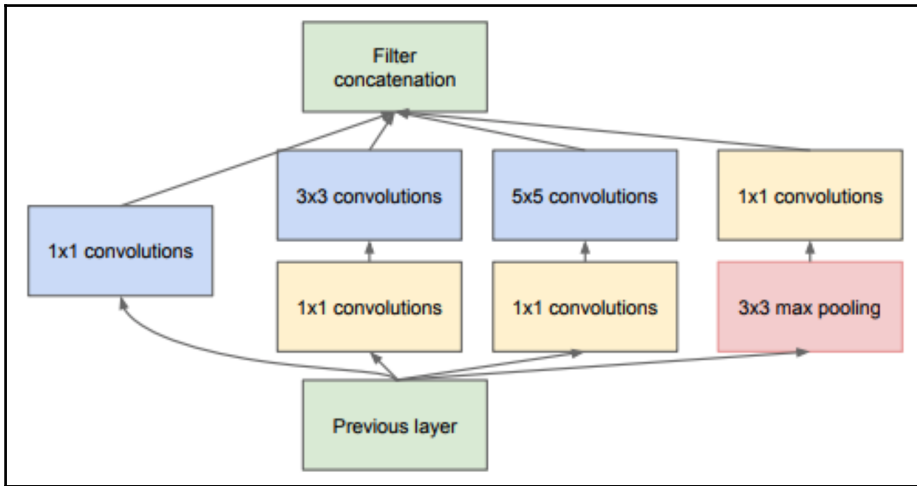
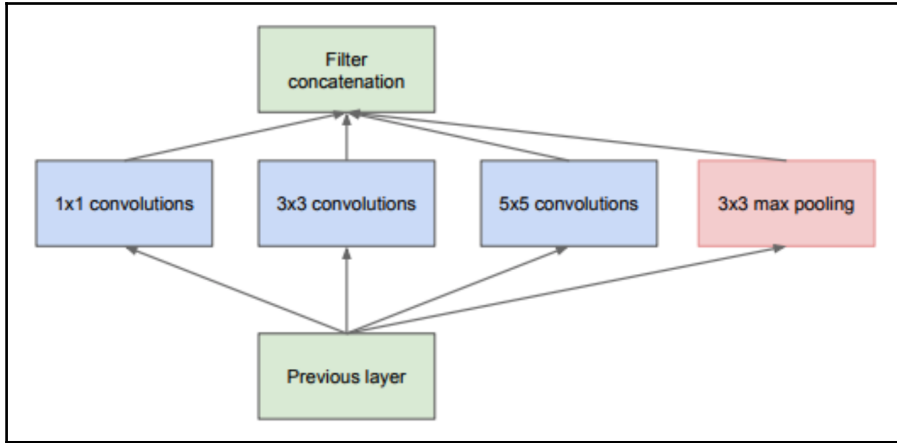


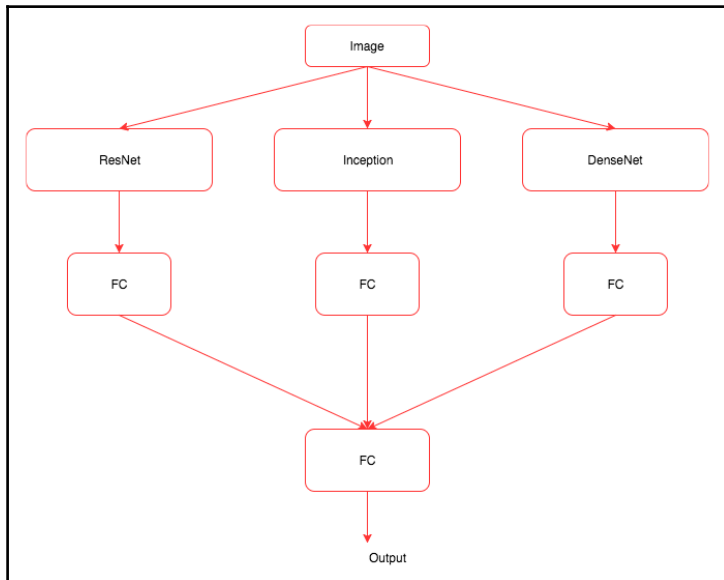
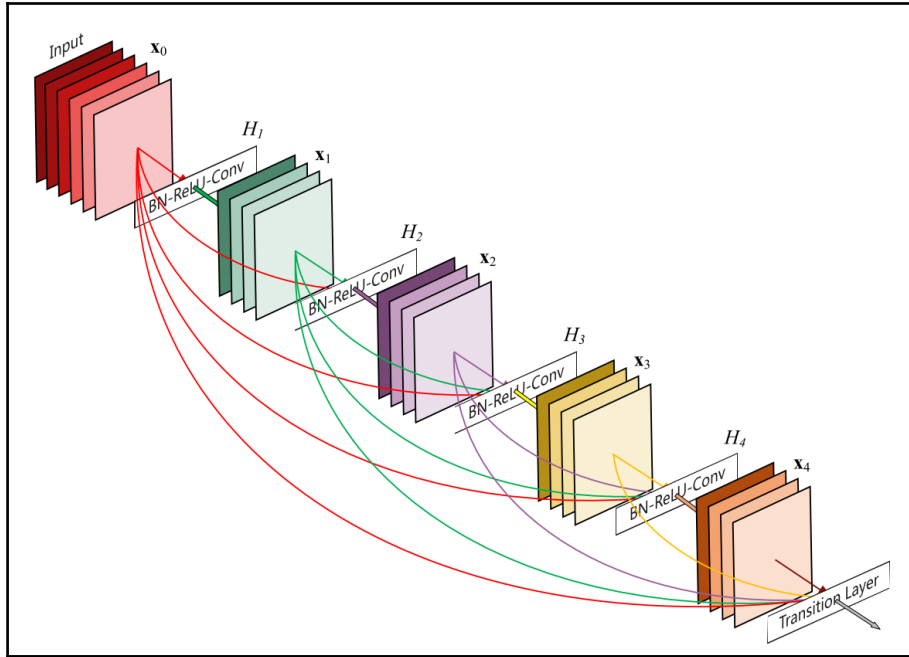
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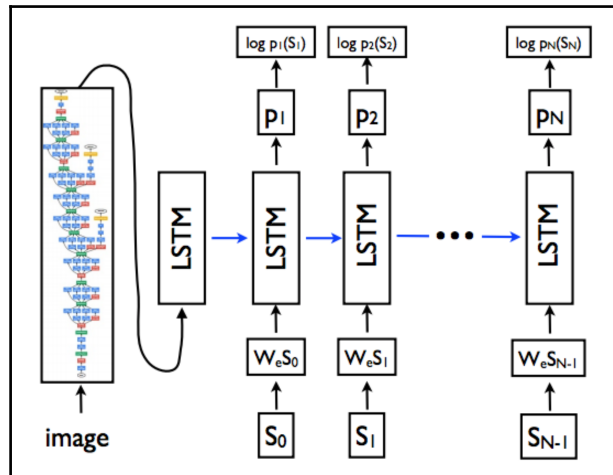
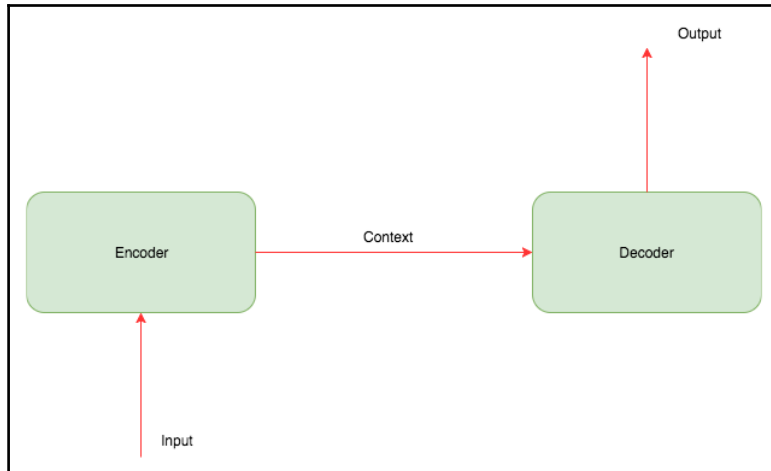
# Chapter 8: Modern Network Architectures











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## Chapter 9: What Next?

