Object-Oriented Neural Networks in C++

Von Joey Rogers
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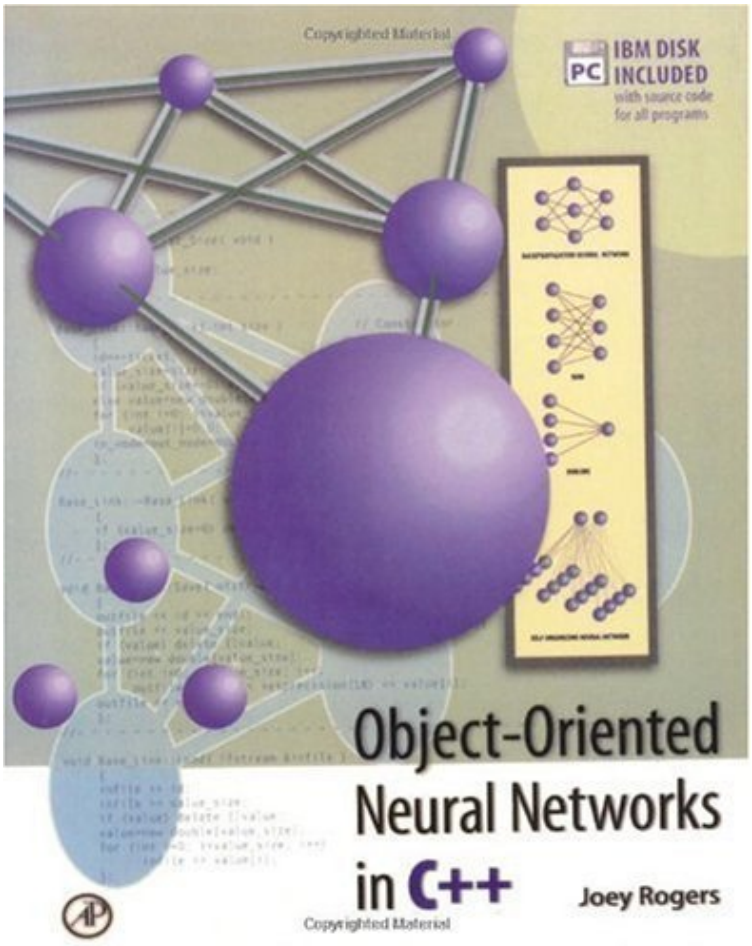

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Von Joey Rogers : Object-Oriented Neural Networks in C++ before purchasing it in order to gage whether or not it would be worth my time, and all praised Object-Oriented Neural Networks in C++:

KundenrezensionenHilfreichste Kundenrezensionen5 von 5 Kunden fanden die folgende Rezension hilfreich. Does not teach neural networks!Von EduardoI bought this book under the idea that it was a beginners book that would teach me neural network concepts, and then it would cover the proper way to implement them in an object oriented enviroment. When I read this book I got something completely different...In this book, the author covers in great detail his implementation of 4 neural network topographies. He takes great care in explaining his choices in object oriented design, and reasons he chose to subclass things certain ways, etc.. etc.. I feel like the title of this book should have been: "Object Oriented Programming, a case study in Neural Networks."After reading this book I did not have the tools to even slightly modify any of his neural network topographies, I did not really have to tools to explain why certain topographies would be advantageous over others in certain situations. What I did know however was how Joey Rogers had programmed 4 neural networks, and how he belived Object Oriented Programming should be practied. If

you are interested in learning Neural Networks, a bit of theory, or even why you would use them, this book is certainly NOT for you.2 von 2 Kunden fanden die folgende Rezension hilfreich. Something for real beginners, either OOP or Neural NetworksVon E. RalphI'm working on Neural Networks as part of my studies, so my expectations are high. Still unless your a real beginner you don't want this book.Any book covering basics like Inheritance, etc. in the first chapter assumes little knowledge from the reader to start with and should have warned me. What makes this book terrible is that the author seems to either not know or want to illustrate the OOP Design with UML (or anything similar). The actual OOP Design is even worse. The author appears to believe that Inheritance is the only solution to reusing code. Anybody who has read a bit 'Design Patterns' can only shudder at that part of the book.The basic principals of the Neural Network architectures are presented and one is supplied with the mathematic formulas which is nice enough for somebody starting. Unfortunately there a very few references in this book for somebody starting and wanting to continue once he is finished with this one. Ontop of that the last third of this book (ca. 100 pages) is programm printout Already a lot of space is used for printout during the book leaving very little effective space for content.To finish thing up, unless your a beginner who wants to play around with neural networks a bit you don't want this book.2 von 2 Kunden fanden die folgende Rezension hilfreich. Excellent book (from beginner to intermediate level)Von Bruno VOISINSome knowledge of C++ is essential, but classes are very well laid out, and code is easy to use and re-use. To an extent, it is too academic, and could be streamlined a bit for performance. More comprehensive examples would be a plus. Overall an excellent introduction to neural net programming. A follow-up on other neural net architectures would be greatly appreciated.

Kurzbeschreibung"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 facilitatethe 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 bookPressestimmen"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. Rogers 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 REVIEWSKurzbeschreibung"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 facilitatethe 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