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## Neural Network Implementation Research

## Possible libraries/languages for neural networks:

 Javascript: Library is Brain.js: It is a GPU accelerated, easy to integrate neural networks in JavaScript which is used with Node.js in the browser and provides multiple neural network implementations to train to do different things well. It is so simple to use that you do not need to know Neural Networks in detail to work with this. Tutorial below:

(<a href="https://www.w3schools.com/ai/ai\_brainjs.asp">https://www.w3schools.com/ai/ai\_brainjs.asp</a>) (<a href="https://brain.js.org/#/">https://brain.js.org/#/</a>)

- Python: Library is Tensorflow: All is explained in tutorial below (<a href="https://www.tensorflow.org/tutorials/quickstart/beginner">https://www.tensorflow.org/tutorials/quickstart/beginner</a>) (<a href="https://www.tensorflow.org/api\_docs/python/tf">https://www.tensorflow.org/api\_docs/python/tf</a>)
- Java: Library is Deeplearning4J: Setup and tutorial explained below: (<a href="https://www.baeldung.com/deeplearning4j">https://www.baeldung.com/deeplearning4j</a>)

It seems like all these would be practical so whichever language everyone is most comfortable with we can move with.

## References:

https://neptune.ai/blog/programming-languages-machine-learning