

E534 - Big Data Applications

Lecture Notes

Geoffrey C. Fox
Gregor von Laszewski

Editor

laszewski@gmail.com

<https://cloudmesh-community.github.io/book/vonlaszewski-e534.epub>

November 26, 2019 - 09:52 AM

Created by Cloudmesh & Cyberaide Bookmanager, <https://github.com/cyberaide/bookmanager>

E534 - BIG DATA APPLICATIONS

Geoffrey C. Fox Gregor von Laszewski

(c) Indiana University, Gregor von Laszewski, Geoffrey Fox, 2018, 2019

E534 - BIG DATA APPLICATIONS

1 PREFACE

1.1 Disclaimer

1.1.1 Acknowledgment

1.1.2 Extensions

2 WEEK 1

2.1 Part I Motivation I

2.1.1 Motivation

2.1.2 00) Mechanics of Course, Summary, and overall remarks on course

2.1.2.1 01A) Technology Hypecycle I

2.1.2.2 01B) Technology Hypecycle II

2.1.2.3 01C) Technology Hypecycle III

2.1.2.4 01D) Technology Hypecycle IV

2.1.3 02)

2.1.3.1 02A) Clouds/Big Data Applications I

2.1.3.2 02B) Cloud/Big Data Applications II

2.1.3.3 02C) Cloud/Big Data

2.1.4 03) Jobs In areas like Data Science, Clouds and Computer Science and Computer

2.1.5 04) Industry, Technology, Consumer Trends Basic trends 2018 Lectures 4A 4B have

2.1.6 05) Digital Disruption and Transformation The Past displaced by Digital

2.1.7 06)

2.1.8 06A) Computing Model I Industry adopted clouds which are attractive for data

2.1.8.1 06B) Computing Model II with 3 subsections is removed; please see 2018

2.1.9 07) Research Model 4th Paradigm; From Theory to Data driven science?

2.1.10 08) Data Science Pipeline DIKW: Data, Information, Knowledge, Wisdom, Decisions.

2.1.11 09) Physics: Looking for Higgs Particle with Large Hadron Collider LHC Physics as a big data example

2.1.12 10) Recommender Systems I General remarks and Netflix

example

2.1.13 11) Recommender Systems II Exploring Data Bags and Spaces

2.1.14 12) Web Search and Information Retrieval Another Big Data Example

2.1.15 13) Cloud Applications in Research Removed Science Clouds, Internet of Things

2.1.16 14) Parallel Computing and MapReduce Software Ecosystems

2.1.17 15) Online education and data science education Removed.

2.1.18 16) Conclusions

3 WEEK 2

3.1 Part II Motivation Archive ☁

3.1.1 2018 BDAA Motivation-1A) Technology Hypecycle I

3.1.2 2018 BDAA Motivation-1B) Technology Hypecycle II

3.1.3 2018 BDAA Motivation-2B) Cloud/Big Data Applications II

3.1.4 2018 BDAA Motivation-4A) Industry Trends I

3.1.5 2018 BDAA Motivation-4B) Industry Trends II

3.1.6 2017 BDAA Motivation-4C) Industry Trends III

3.1.7 2018 BDAA Motivation-6B) Computing Model II

3.1.8 2017 BDAA Motivation-8) Data Science Pipeline DIKW

3.1.9 2017 BDAA Motivation-13) Cloud Applications in Research Science Clouds Internet of Things

3.1.10 2017 BDAA Motivation-15) Data Science Education Opportunities at Universities

4 WEEK 3

4.1 Part III Cloud ☁

4.1.1 A. Summary of Course

4.1.2 B. Defining Clouds I

4.1.3 C. Defining Clouds II

4.1.4 D. Defining Clouds III: Cloud Market Share

4.1.5 E. Virtualization: Virtualization Technologies,

4.1.6 F. Cloud Infrastructure I

4.1.7 G. Cloud Infrastructure II

4.1.8 H. Cloud Software:

4.1.9 I. Cloud Applications I: Clouds in science where area called

4.1.10 J. Cloud Applications II: Characterize Applications using NIST

4.1.11 K. Parallel Computing

4.1.12 L. Real Parallel Computing: Single Program/Instruction Multiple

Data SIMD SPMD

[4.1.13 M. Storage: Cloud data](#)

[4.1.14 N. HPC and Clouds](#)

[4.1.15 O. Comparison of Data Analytics with Simulation:](#)

[4.1.16 P. The Future I](#)

[4.1.17 Q. other Issues II](#)

[4.1.18 R. The Future and other Issues III](#)

5 WEEK 4

[5.1 Physics with Big Data Applications](#) 

[5.1.1 Unit 8:](#)

[5.1.1.1 8.1 - Looking for Higgs: 1. Particle and Counting Introduction](#)
[1](#)

[5.1.1.2 8.2 - Looking for Higgs: 2. Particle and Counting Introduction](#)
[2](#)

[5.1.1.3 8.3 - Looking for Higgs: 3. Particle Experiments](#)

[5.1.1.4 8.4 - Looking for Higgs: 4. Accelerator Picture Gallery of Big Science](#)

[5.1.2 Unit 9](#)

[5.1.2.1 9.1 - Looking for Higgs II: 1: Class Software](#)

[5.1.2.2 9.2 - Looking for Higgs II: 2: Event Counting](#)

[5.1.2.3 9.3 - Looking for Higgs II: 3: With Python examples of Signal plus Background](#)

[5.1.2.4 9.4 - Looking for Higgs II: 4: Change shape of background & number of Higgs Particles](#)

[5.1.3 Unit 10](#)

[5.1.3.1 10.1 - Statistics Overview and Fundamental Idea: Random Variables](#)

[5.1.3.2 10.2 - Physics and Random Variables I](#)

[5.1.3.3 10.3 - Physics and Random Variables II](#)

[5.1.3.4 10.4 - Statistics of Events with Normal Distributions](#)

[5.1.3.5 10.5 - Gaussian Distributions](#)

[5.1.3.6 10.6 - Using Statistics](#)

[5.1.4 Unit 11](#)

[5.1.4.1 11.1 - Generators and Seeds I](#)

[5.1.4.2 11.2 - Generators and Seeds II](#)

[5.1.4.3 11.3 - Binomial Distribution](#)

[5.1.4.4 11.4 - Accept-Reject](#)

- [5.1.4.5 11.5 - Monte Carlo Method](#)
- [5.1.4.6 11.6 - Poisson Distribution](#)
- [5.1.4.7 11.7 - Central Limit Theorem](#)
- [5.1.4.8 11.8 - Interpretation of Probability: Bayes v. Frequency](#)

6 WEEK 5

- [6.1 Google Colab !\[\]\(5ba1bc70d78f05c00988641e5e513c62_img.jpg\)](#)
 - [6.1.1 Introduction to Google Colab](#)
 - [6.1.2 Programming in Google Colab](#)
 - [6.1.3 Benchamrk in Google Colab with Cloudmesh](#)

7 WEEK 6

- [7.1 Introduction to Deep Learning !\[\]\(065aacad479feea1b3f501fa02b79a7a_img.jpg\)](#)
 - [7.1.1 MNIST Classification Version 1](#)
 - [7.1.2 Using Cloudmesh Common](#)
 - [7.1.3 Import Libraries](#)
 - [7.1.4 Pre-process data](#)
 - [7.1.4.1 Load data](#)
 - [7.1.4.2 Identify Number of Classes](#)
 - [7.1.4.3 Convert Labels To One-Hot Vector](#)
 - [7.1.5 Image Reshaping](#)
 - [7.1.6 Resize and Normalize](#)
 - [7.1.7 Create a Keras Model](#)
 - [7.1.8 Compile and Train](#)
 - [7.1.9 Testing](#)
 - [7.1.10 Final Note](#)
 - [7.1.10.1 Reference:](#)

8 WEEK 7

- [8.1 Sports with Big Data Applications !\[\]\(444b1eae2189e5cd8d096594c07a0a6e_img.jpg\)](#)
 - [8.1.1 Unit 32](#)
 - [8.1.1.1 Lesson Summaries](#)
 - [8.1.2 BDAA 32.1 - E534 Sports - Introduction and Sabermetrics \(Baseball Informatics\) Lesson](#)
 - [8.1.2.1 BDAA 32.2 - E534 Sports - Basic Sabermetrics](#)
 - [8.1.2.2 BDAA 32.3 - E534 Sports - Wins Above Replacement](#)
 - [8.1.3 Unit 33](#)
 - [8.1.3.1 BDAA 33.1 - E534 Sports - Pitching Clustering](#)
 - [8.1.3.2 BDAA 33.2 - E534 Sports - Pitcher Quality](#)
 - [8.1.3.3 BDAA 33.3 - E534 Sports - PITCHf/X](#)

[8.1.3.4 BDAA 33.4 - E534 Sports - Other Video Data Gathering in Baseball](#)

[8.1.4 Unit 34](#)

[8.1.4.1 BDAA 34.1 - E534 Sports - Wearables](#)

[8.1.4.2 BDAA 34.2 - E534 Sports - Soccer and the Olympics](#)

[8.1.4.3 BDAA 34.3 - E534 Sports - Spatial Visualization in NFL and NBA](#)

[8.1.4.4 BDAA 34.4 - E534 Sports - Tennis and Horse Racing](#)

[9 WEEK 8](#)

[9.1 Introduction to Deep Learning Part I](#) 

[9.1.1 Intro Unit Summary](#)

[9.1.1.1 Optimization](#)

[9.1.1.2 First Deep Learning Example](#)

[9.1.1.3 Deep Learning Basics](#)

[9.1.1.4 Deep Learning Types](#)

[10 WEEK 9](#)

[10.1 Introduction to Deep Learning Part II: Applications](#) 

[10.1.1 Recommender: Overview of Recommender Systems](#)

[10.1.2 Retail: Overview of AI in Retail Sector \(e-commerce\)](#)

[10.1.3 RideHailing: Overview of AI in Ride Hailing Industry \(Uber, Lyft, Didi\)](#)

[10.1.4 SelfDriving: Overview of AI in Self \(AI-Assisted\) Driving cars](#)

[10.1.5 Imaging: Overview of Scene Understanding](#)

[10.1.6 MainlyMedicine: Overview of AI in Health and Telecommunication](#)

[10.1.7 BankingFinance: Overview of Banking and Finance](#)

[11 WEEK 10](#)

[11.1 Introduction to Deep Learning Part III: Deep Learning Algorithms and Usage](#) 

[11.1.1 Deep Learning Algorithm Part 1](#)

[11.1.2 Deep Learning Algorithms Part 2](#)

[11.1.3 Deep Learning Algorithms Part 3](#)

[11.1.4 Deep Learning Algorithms Part 4](#)

[11.1.5 Deep Learning Algorithms Part 5](#)

[11.1.6 Deep Learning Algorithms Part 6](#)

[11.2 Additional Material](#)

[12 ASSIGNMENTS](#)

[12.1 Assignments](#) 

[12.2 WEEKLY ASSIGNMENTS](#)

[12.2.1 Assignment 1](#) 

[12.2.2 Assignment 2](#) 

[12.2.3 Assignment 3](#) 

[12.2.4 Assignment 4](#) 

[12.2.5 Assignment 5](#) 

[12.2.6 Assignment 6](#) 

[12.2.7 Assignment 7](#) 

[12.2.8 Assignment 8](#) 

[13 GITHUB](#)

[13.1 Track Progress with Github](#) 

[13.1.1 How to check this?](#)

[13.1.1.1 Step 1](#)

[13.1.1.2 Step 2](#)

[13.1.1.3 Step 3](#)

[13.1.1.4 Step 4](#)

[13.1.1.5 Step 5 \(Optional\)](#)

[13.1.1.6 Step 6 \(Optional\)](#)

[14 REFERENCES](#)

1 PREFACE

Tue Nov 26 09:52:37 EST 2019 

1.1 DISCLAIMER

This book has been generated with [Cyberaide Bookmanager](#).

Bookmanager is a tool to create a publication from a number of sources on the internet. It is especially useful to create customized books, lecture notes, or handouts. Content is best integrated in markdown format as it is very fast to produce the output.

Bookmanager has been developed based on our experience over the last 3 years with a more sophisticated approach. Bookmanager takes the lessons from this approach and distributes a tool that can easily be used by others.

The following shields provide some information about it. Feel free to click on them.

1.1.1 Acknowledgment

If you use bookmanager to produce a document you must include the following acknowledgement.

“This document was produced with Cyberaide Bookmanager developed by Gregor von Laszewski available at <https://pypi.python.org/pypi/cyberaide-bookmanager>. It is in the responsibility of the user to make sure an author acknowledgement section is included in your document. Copyright verification of content included in a book is responsibility of the book editor.”

The bibtex entry is

```
@Misc{www-cyberaide-bookmanager,
```

```
author =  {Gregor von Laszewski},  
title =   {{Cyberaide Book Manager}},  
howpublished = {pypi},  
month =    apr,  
year =     2019,  
url={https://pypi.org/project/cyberaide-bookmanager/}  
}
```

1.1.2 Extensions

We are happy to discuss with you bugs, issues and ideas for enhancements.
Please use the convenient github issues at

- <https://github.com/cyberaide/bookmanager/issues>

Please do not file with us issues that relate to an editors book. They will provide you with their own mechanism on how to correct their content.

2 WEEK 1

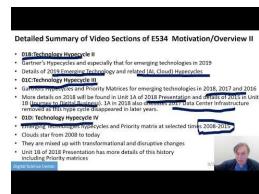
2.1 PART I MOTIVATION I

2.1.1 Motivation

Big Data Applications & Analytics: Motivation/Overview; Machine (actually Deep) Learning, Big Data, and the Cloud; Centerpieces of the Current and Future Economy,

2.1.2 00) Mechanics of Course, Summary, and overall remarks on course

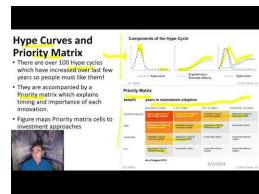
In this section we discuss the summary of the motivation section.



[Video](#)

2.1.2.1 01A) Technology Hypecycle I

Today clouds and big data have got through the hype cycle (they have emerged) but features like blockchain, serverless and machine learning are on recent hype cycles while areas like deep learning have several entries (as in fact do clouds) Gartner's Hypecycles and especially that for emerging technologies in 2019 The phases of hypecycles Priority Matrix with benefits and adoption time Initial discussion of 2019 Hypecycle for Emerging Technologies



[Video](#)

2.1.2.2 01B) Technology Hypecycle II

Today clouds and big data have got through the hype cycle (they have emerged)

but features like blockchain, serverless and machine learning are on recent hype cycles while areas like deep learning have several entries (as in fact do clouds) Gartner's Hypecycles and especially that for emerging technologies in 2019 Details of 2019 Emerging Technology and related (AI, Cloud) Hypecycles



[Video](#)

2.1.2.3 01C) Technology Hypecycle III

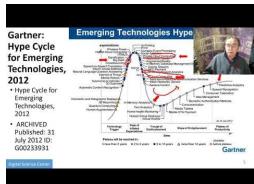
Today clouds and big data have got through the hype cycle (they have emerged) but features like blockchain, serverless and machine learning are on recent hype cycles while areas like deep learning have several entries (as in fact do clouds) Gartners Hypecycles and Priority Matrices for emerging technologies in 2018, 2017 and 2016 More details on 2018 will be found in Unit 1A of 2018 Presentation and details of 2015 in Unit 1B (Journey to Digital Business). 1A in 2018 also discusses 2017 Data Center Infrastructure removed as this hype cycle disappeared in later years.



[Video](#)

2.1.2.4 01D) Technology Hypecycle IV

Today clouds and big data have got through the hype cycle (they have emerged) but features like blockchain, serverless and machine learning are on recent hype cycles while areas like deep learning have several entries (as in fact do clouds) Emerging Technologies hypecycles and Priority matrix at selected times 2008-2015 Clouds star from 2008 to today They are mixed up with transformational and disruptive changes Unit 1B of 2018 Presentation has more details of this history including Priority matrices

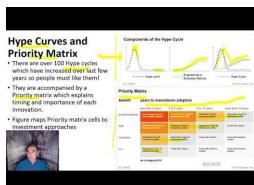


[Video](#)

2.1.3 02)

2.1.3.1 02A) Clouds/Big Data Applications I

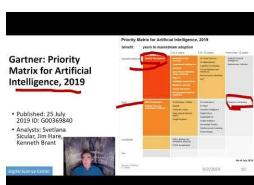
The Data Deluge Big Data; a lot of the best examples have NOT been updated (as I can't find updates) so some slides old but still make the correct points Big Data Deluge has become the Deep Learning Deluge Big Data is an agreed fact; Deep Learning still evolving fast but has stream of successes!



[Video](#)

2.1.3.2 02B) Cloud/Big Data Applications II

Clouds in science where area called cyberinfrastructure; The usage pattern from NIST is removed. See 2018 lectures 2B of the motivation for this discussion



[Video](#)

2.1.3.3 02C) Cloud/Big Data

Usage Trends Google and related Trends Artificial Intelligence from Microsoft, Gartner and Meeker



[Video](#)

2.1.4 03) Jobs In areas like Data Science, Clouds and Computer Science and Computer

Engineering



[Video](#)

2.1.5 04) Industry, Technology, Consumer Trends Basic trends 2018 Lectures 4A 4B have

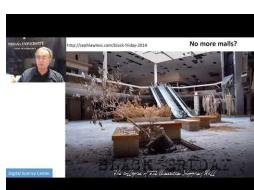
more details removed as dated but still valid See 2018 Lesson 4C for 3 Technology trends for 2016: Voice as HCI, Cars, Deep Learning



[Video](#)

2.1.6 05) Digital Disruption and Transformation The Past displaced by Digital

Disruption; some more details are in 2018 Presentation Lesson 5



[Video](#)

2.1.7 06)

2.1.8 06A) Computing Model I Industry adopted clouds which are attractive for data

analytics. Clouds are a dominant force in Industry. Examples are given

2.1.8.1 06B) Computing Model II with 3 subsections is removed; please see 2018

Presentation for this Developments after 2014 mainly from Gartner Cloud Market share Blockchain



[Video](#)

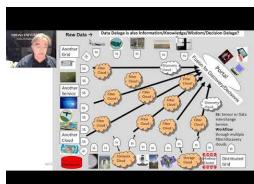
2.1.9 07) Research Model 4th Paradigm; From Theory to Data driven science?



[Video](#)

2.1.10 08) Data Science Pipeline DIKW: Data, Information, Knowledge, Wisdom, Decisions.

More details on Data Science Platforms are in 2018 Lesson 8 presentation



[Video](#)

2.1.11 09) Physics: Looking for Higgs Particle with Large Hadron Collider LHC Physics as a big data example



[Video](#)

2.1.12 10) Recommender Systems I General remarks and Netflix example



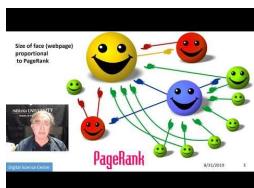
[Video](#)

2.1.13 11) Recommender Systems II Exploring Data Bags and Spaces



[Video](#)

2.1.14 12) Web Search and Information Retrieval Another Big Data Example



[Video](#)

2.1.15 13) Cloud Applications in Research Removed Science Clouds, Internet of Things

Part 12 continuation. See 2018 Presentation (same as 2017 for lesson 13) and Cloud Unit 2019-I) this year



[Video](#)

2.1.16 14) Parallel Computing and MapReduce Software Ecosystems



[Video](#)

2.1.17 15) Online education and data science education Removed.

You can find it in the 2017 version. In [Section 3.1](#) you can see more about this.



[Video](#)

2.1.18 16) Conclusions

Conclusion contain in the latter part of the part 15.

Motivation Archive Big Data Applications & Analytics: Motivation/Overview; Machine (actually Deep) Learning, Big Data, and the Cloud; Centerpieces of the Current and Future Economy. Backup Lectures from previous years referenced in 2019 class



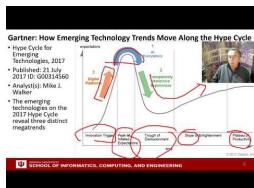
[Video](#)

3 WEEK 2

3.1 PART II MOTIVATION ARCHIVE

3.1.1 2018 BDAA Motivation-1A) Technology Hypecycle I

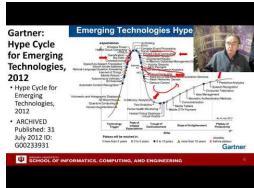
In this section we discuss on general remarks including Hype curves.



[Video](#)

3.1.2 2018 BDAA Motivation-1B) Technology Hypecycle II

In this section we continue our discussion on general remarks including Hype curves.



[Video](#)

3.1.3 2018 BDAA Motivation-2B) Cloud/Big Data Applications II

In this section we discuss clouds in science where area called cyberinfrastructure; the usage pattern from NIST Artificial Intelligence from Gartner and Meeker.

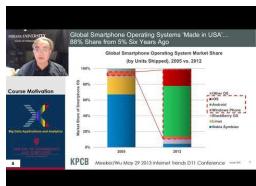


[Video](#)

3.1.4 2018 BDAA Motivation-4A) Industry Trends I

In this section we discuss on Lesson 4A many technology trends through end of

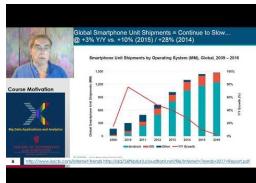
2014.



[Video](#)

3.1.5 2018 BDAA Motivation-4B) Industry Trends II

In this section we continue our discussion on industry trends. This section includes Lesson 4B 2015 onwards many technology adoption trends.



[Video](#)

3.1.6 2017 BDAA Motivation-4C) Industry Trends III

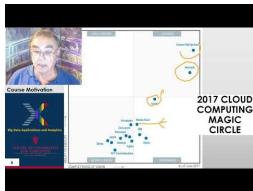
In this section we continue our discussion on industry trends. This section contains lesson 4C 2015 onwards 3 technology trends voice as HCI cars deep learning.



[Video](#)

3.1.7 2018 BDAA Motivation-6B) Computing Model II

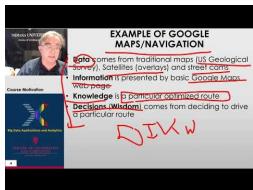
In this section we discuss computing models. This section contains lesson 6B with 3 subsections developments after 2014 mainly from Gartner cloud market share blockchain



[Video](#)

3.1.8 2017 BDAA Motivation-8) Data Science Pipeline DIKW

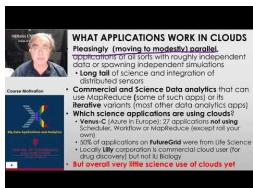
In this section, we discuss data science pipelines. This section also contains about data, information, knowledge, wisdom forming DIKW term. And also it contains some discussion on data science platforms.



[Video](#)

3.1.9 2017 BDAA Motivation-13) Cloud Applications in Research Science Clouds Internet of Things

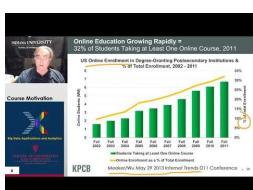
In this section we discuss about internet of things and related cloud applications.



[Video](#)

3.1.10 2017 BDAA Motivation-15) Data Science Education Opportunities at Universities

In this section we discuss more on data science education opportunities.

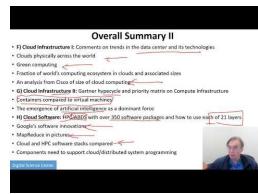


[Video](#)

4 WEEK 3

4.1 PART III CLOUD

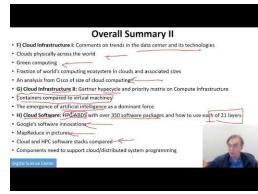
4.1.1 A. Summary of Course



[Video](#)

4.1.2 B. Defining Clouds I

In this lecture we discuss the basic definition of cloud and two very simple examples of why virtualization is important.



[Video](#)

In this lecture we discuss how clouds are situated wrt HPC and supercomputers, why multicore chips are important in a typical data center.

4.1.3 C. Defining Clouds II

In this lecture we discuss service-oriented architectures, Software services as Message-linked computing capabilities.



[Video](#)

In this lecture we discuss different aaS's: Network, Infrastructure, Platform, Software. The amazing services that Amazon AWS and Microsoft Azure have Initial Gartner comments on clouds (they are now the norm) and evolution of

servers; serverless and microservices Gartner hypecycle and priority matrix on Infrastructure Strategies.

4.1.4 D. Defining Clouds III: Cloud Market Share



[Video](#)

In this lecture we discuss on how important the cloud market shares are and how much money do they make.

4.1.5 E. Virtualization: Virtualization Technologies,



[Video](#)

In this lecture we discuss hypervisors and the different approaches KVM, Xen, Docker and Openstack.

4.1.6 F. Cloud Infrastructure I



[Video](#)

In this lecture we comment on trends in the data center and its technologies. Clouds physically spread across the world Green computing Fraction of world's computing ecosystem. In clouds and associated sizes an analysis from Cisco of size of cloud computing is discussed in this lecture.

4.1.7 G. Cloud Infrastructure II



[Video](#)

In this lecture, we discuss Gartner hypecycle and priority matrix on Compute Infrastructure Containers compared to virtual machines The emergence of artificial intelligence as a dominant force.

4.1.8 H. Cloud Software:



[Video](#)

In this lecture we discuss, HPC-ABDS with over 350 software packages and how to use each of 21 layers Google's software innovations MapReduce in pictures Cloud and HPC software stacks compared Components need to support cloud/distributed system programming.

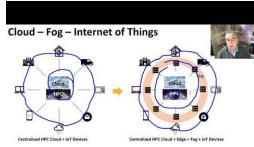
4.1.9 I. Cloud Applications I: Clouds in science where area called



[Video](#)

In this lecture we discuss cyberinfrastructure; the science usage pattern from NIST Artificial Intelligence from Gartner.

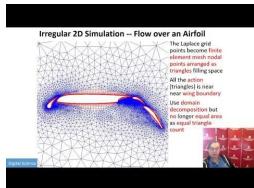
4.1.10 J. Cloud Applications II: Characterize Applications using NIST



[Video](#)

In this lecture we discuss the approach Internet of Things with different types of MapReduce.

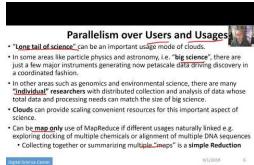
4.1.11 K. Parallel Computing



[Video](#)

In this lecture we discuss analogies, parallel computing in pictures and some useful analogies and principles.

4.1.12 L. Real Parallel Computing: Single Program/Instruction Multiple Data SIMD SPMD



[Video](#)

In this lecture, we discuss Big Data and Simulations compared and we furthermore discusses what is hard to do.

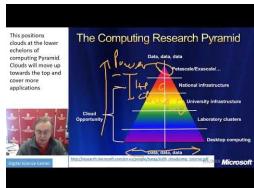
4.1.13 M. Storage: Cloud data



[Video](#)

In this lecture we discuss about the approaches, repositories, file systems, data lakes.

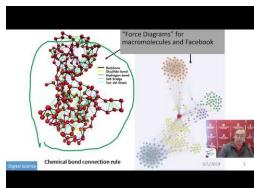
4.1.14 N. HPC and Clouds



[Video](#)

In this lecture we discuss the Branscomb Pyramid Supercomputers versus clouds Science Computing Environments.

4.1.15 O. Comparison of Data Analytics with Simulation:



[Video](#)

In this lecture we discuss the structure of different applications for simulations and Big Data Software implications Languages.

4.1.16 P. The Future I



[Video](#)

In this lecture we discuss Gartner cloud computing hypecycle and priority matrix 2017 and 2019 Hyperscale computing Serverless and FaaS Cloud Native Microservices Update to 2019 Hypecycle.

4.1.17 Q. other Issues II



[Video](#)

In this lecture we discuss on Security Blockchain.

4.1.18 R. The Future and other Issues III



[Video](#)

In this lecture we discuss on Fault Tolerance.

5 WEEK 4

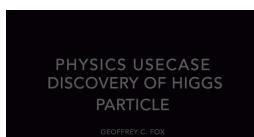
5.1 PHYSICS WITH BIG DATA APPLICATIONS

E534 2019 Big Data Applications and Analytics Discovery of Higgs Boson Part I (Unit 8) Section Units 9-11 Summary: This section starts by describing the LHC accelerator at CERN and evidence found by the experiments suggesting existence of a Higgs Boson. The huge number of authors on a paper, remarks on histograms and Feynman diagrams is followed by an accelerator picture gallery. The next unit is devoted to Python experiments looking at histograms of Higgs Boson production with various forms of shape of signal and various background and with various event totals. Then random variables and some simple principles of statistics are introduced with explanation as to why they are relevant to Physics counting experiments. The unit introduces Gaussian (normal) distributions and explains why they seen so often in natural phenomena. Several Python illustrations are given. Random Numbers with their Generators and Seeds lead to a discussion of Binomial and Poisson Distribution. Monte-Carlo and accept-reject methods. The Central Limit Theorem concludes discussion.

5.1.1 Unit 8:

5.1.1.1 8.1 - Looking for Higgs: 1. Particle and Counting Introduction 1

We return to particle case with slides used in introduction and stress that particles often manifested as bumps in histograms and those bumps need to be large enough to stand out from background in a statistically significant fashion.



5.1.1.2 8.2 - Looking for Higgs: 2. Particle and Counting Introduction 2

We give a few details on one LHC experiment ATLAS. Experimental physics papers have a staggering number of authors and quite big budgets. Feynman

diagrams describe processes in a fundamental fashion.



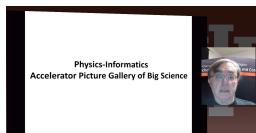
5.1.1.3 8.3 - Looking for Higgs: 3. Particle Experiments

We give a few details on one LHC experiment ATLAS. Experimental physics papers have a staggering number of authors and quite big budgets. Feynman diagrams describe processes in a fundamental fashion



5.1.1.4 8.4 - Looking for Higgs: 4. Accelerator Picture Gallery of Big Science

This lesson gives a small picture gallery of accelerators. Accelerators, detection chambers and magnets in tunnels and a large underground laboratory used for experiments where you need to be shielded from background like cosmic rays.



5.1.2 Unit 9

This unit is devoted to Python experiments with Geoffrey looking at histograms of Higgs Boson production with various forms of shape of signal and various background and with various event totals

5.1.2.1 9.1 - Looking for Higgs II: 1: Class Software

We discuss how this unit uses Java (deprecated) and Python on both a backend server (FutureGrid - closed!) or a local client. We point out useful book on Python for data analysis. This lesson is deprecated. Follow current technology

for class



5.1.2.2 9.2 - Looking for Higgs II: 2: Event Counting

We define “event counting” data collection environments. We discuss the python and Java code to generate events according to a particular scenario (the important idea of Monte Carlo data). Here a sloping background plus either a Higgs particle generated similarly to LHC observation or one observed with better resolution (smaller measurement error).



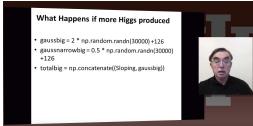
5.1.2.3 9.3 - Looking for Higgs II: 3: With Python examples of Signal plus Background

This uses Monte Carlo data both to generate data like the experimental observations and explore effect of changing amount of data and changing measurement resolution for Higgs.



5.1.2.4 9.4 - Looking for Higgs II: 4: Change shape of background & number of Higgs Particles

This lesson continues the examination of Monte Carlo data looking at effect of change in number of Higgs particles produced and in change in shape of background



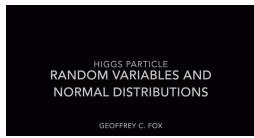
5.1.3 Unit 10

In this unit we discuss;

E534 2019 Big Data Applications and Analytics Discovery of Higgs Boson: Big Data Higgs Unit 10: Looking for Higgs Particles Part III: Random Variables, Physics and Normal Distributions Section Units 9-11 Summary: This section starts by describing the LHC accelerator at CERN and evidence found by the experiments suggesting existence of a Higgs Boson. The huge number of authors on a paper, remarks on histograms and Feynman diagrams is followed by an accelerator picture gallery. The next unit is devoted to Python experiments looking at histograms of Higgs Boson production with various forms of shape of signal and various background and with various event totals. Then random variables and some simple principles of statistics are introduced with explanation as to why they are relevant to Physics counting experiments. The unit introduces Gaussian (normal) distributions and explains why they seen so often in natural phenomena. Several Python illustrations are given. Random Numbers with their Generators and Seeds lead to a discussion of Binomial and Poisson Distribution. Monte-Carlo and accept-reject methods. The Central Limit Theorem concludes discussion. Big Data Higgs Unit 10: Looking for Higgs Particles Part III: Random Variables, Physics and Normal Distributions Overview: Geoffrey introduces random variables and some simple principles of statistics and explains why they are relevant to Physics counting experiments. The unit introduces Gaussian (normal) distributions and explains why they seen so often in natural phenomena. Several Python illustrations are given. Java is currently not available in this unit.

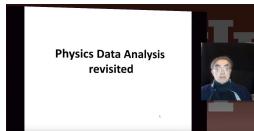
5.1.3.1 10.1 - Statistics Overview and Fundamental Idea: Random Variables

We go through the many different areas of statistics covered in the Physics unit. We define the statistics concept of a random variable.



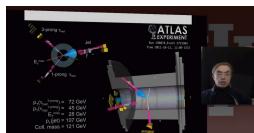
5.1.3.2 10.2 - Physics and Random Variables I

We describe the DIKW pipeline for the analysis of this type of physics experiment and go through details of analysis pipeline for the LHC ATLAS experiment. We give examples of event displays showing the final state particles seen in a few events. We illustrate how physicists decide what's going on with a plot of expected Higgs production experimental cross sections (probabilities) for signal and background.



5.1.3.3 10.3 - Physics and Random Variables II

We describe the DIKW pipeline for the analysis of this type of physics experiment and go through details of analysis pipeline for the LHC ATLAS experiment. We give examples of event displays showing the final state particles seen in a few events. We illustrate how physicists decide what's going on with a plot of expected Higgs production experimental cross sections (probabilities) for signal and background.



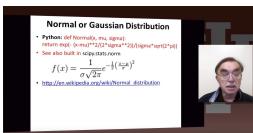
5.1.3.4 10.4 - Statistics of Events with Normal Distributions

We introduce Poisson and Binomial distributions and define independent identically distributed (IID) random variables. We give the law of large numbers defining the errors in counting and leading to Gaussian distributions for many things. We demonstrate this in Python experiments.



5.1.3.5 10.5 - Gaussian Distributions

We introduce the Gaussian distribution and give Python examples of the fluctuations in counting Gaussian distributions.



5.1.3.6 10.6 - Using Statistics

We discuss the significance of a standard deviation and role of biases and insufficient statistics with a Python example in getting incorrect answers.



5.1.4 Unit 11

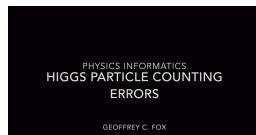
In this section we discuss;

E534 2019 Big Data Applications and Analytics Discovery of Higgs Boson: Big Data Higgs Unit 11: Looking for Higgs Particles Part IV: Random Numbers, Distributions and Central Limit Theorem Section Units 9-11 Summary: This section starts by describing the LHC accelerator at CERN and evidence found by the experiments suggesting existence of a Higgs Boson. The huge number of authors on a paper, remarks on histograms and Feynman diagrams is followed by an accelerator picture gallery. The next unit is devoted to Python experiments looking at histograms of Higgs Boson production with various forms of shape of signal and various background and with various event totals. Then random variables and some simple principles of statistics are introduced with explanation as to why they are relevant to Physics counting experiments. The unit introduces Gaussian (normal) distributions and explains why they seen so often in natural

phenomena. Several Python illustrations are given. Random Numbers with their Generators and Seeds lead to a discussion of Binomial and Poisson Distribution. Monte-Carlo and accept-reject methods. The Central Limit Theorem concludes discussion. Big Data Higgs Unit 11: Looking for Higgs Particles Part IV: Random Numbers, Distributions and Central Limit Theorem Unit Overview: Geoffrey discusses Random Numbers with their Generators and Seeds. It introduces Binomial and Poisson Distribution. Monte-Carlo and accept-reject methods are discussed. The Central Limit Theorem and Bayes law concludes discussion. Python and Java (for student - not reviewed in class) examples and Physics applications are given.

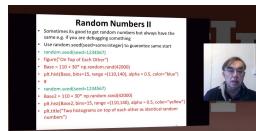
5.1.4.1 11.1 - Generators and Seeds I

We define random numbers and describe how to generate them on the computer giving Python examples. We define the seed used to define to specify how to start generation.



5.1.4.2 11.2 - Generators and Seeds II

We define random numbers and describe how to generate them on the computer giving Python examples. We define the seed used to define to specify how to start generation.



5.1.4.3 11.3 - Binomial Distribution

We define binomial distribution and give LHC data as an example of where this distribution valid.



5.1.4.4 11.4 - Accept-Reject

We introduce an advanced method – accept/reject – for generating random variables with arbitrary distributions.



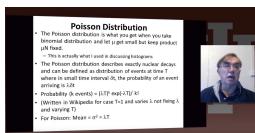
5.1.4.5 11.5 - Monte Carlo Method

We define Monte Carlo method which usually uses accept/reject method in typical case for distribution.



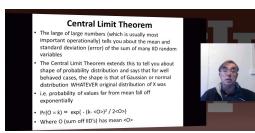
5.1.4.6 11.6 - Poisson Distribution

We extend the Binomial to the Poisson distribution and give a set of amusing examples from Wikipedia.



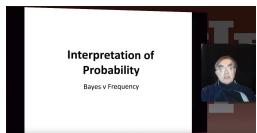
5.1.4.7 11.7 - Central Limit Theorem

We introduce Central Limit Theorem and give examples from Wikipedia.



5.1.4.8 11.8 - Interpretation of Probability: Bayes v. Frequency

This lesson describes difference between Bayes and frequency views of probability. Bayes's law of conditional probability is derived and applied to Higgs example to enable information about Higgs from multiple channels and multiple experiments to be accumulated.



6 WEEK 5

6.1 GOOGLE COLAB

In this section we are going to introduce you, how to use Google Colab to run deep learning models.

6.1.1 Introduction to Google Colab

This video contains the introduction to Google Colab. In this section we will be learning how to start a Google Colab project.



6.1.2 Programming in Google Colab

In this video we will learn how to create a simple, Colab Notebook.

Required Installations

```
pip install numpy
```



6.1.3 Benchmarking in Google Colab with Cloudmesh

In this video we learn how to do a basic benchmark with Cloudmesh tools. Cloudmesh StopWatch will be used in this tutorial.

Required Installations

```
pip install numpy
pip install cloudmesh-installer
pip install cloudmesh-common
```



7 WEEK 6

7.1 INTRODUCTION TO DEEP LEARNING

In this tutorial we will learn the fist lab on deep neural networks. Basic classification using deep learning will be discussed in this chapter.



7.1.1 MNIST Classification Version 1

7.1.2 Using Cloudmesh Common

Here we do a simple benchmark. We calculate compile time, train time, test time and data loading time for this example. Installing cloudmesh-common library is the first step. Focus on this section because the ** Assignment 4 ** will be focused on the content of this lab.



```
!pip install cloudmesh-common

Collecting cloudmesh-common
[?251  Downloading https://files.pythonhosted.org/packages/42/72/3c4aabce294273db9819be4a0a350f506d2b50c19b7177fb6cfe1cbt
[K |██████████| 61kB 4.1MB/s
[?25hRequirement already satisfied: future in /usr/local/lib/python3.6/dist-packages (from cloudmesh-common) (0.16.0)
Collecting pathlib2 (from cloudmesh-common)
  Downloading https://files.pythonhosted.org/packages/e9/45/9c82d3666af4ef9f221cbb954e1d77ddbb513faf552aea6df5f37f1a4859/
Requirement already satisfied: python-dateutil in /usr/local/lib/python3.6/dist-packages (from cloudmesh-common) (2.5.3)
Collecting simplejson (from cloudmesh-common)
[?251  Downloading https://files.pythonhosted.org/packages/e3/24/c35fb1c1c315fc0ffe61ea00d3f88e85469004713dab488dee4f35t
[K |██████████| 81kB 10.6MB/s
[?25hCollecting python-hostlist (from cloudmesh-common)
  Downloading https://files.pythonhosted.org/packages/3d/0f/1846a7a0bdd5d890b6c07f34be89d1571a6addbe59efe59b7b0777e44924/
Requirement already satisfied: pathlib in /usr/local/lib/python3.6/dist-packages (from cloudmesh-common) (1.0.1)
Collecting colorama (from cloudmesh-common)
  Downloading https://files.pythonhosted.org/packages/4f/a6/728666f39bfff1719fc94c481890b2106837da9318031f71a8424b662e12/
Collecting oyaml (from cloudmesh-common)
  Downloading https://files.pythonhosted.org/packages/00/37/ec89398d3163f8f63d892328730e04b3a10927e3780af25baf1ec74f880f/
Requirement already satisfied: humanize in /usr/local/lib/python3.6/dist-packages (from cloudmesh-common) (0.5.1)
Requirement already satisfied: psutil in /usr/local/lib/python3.6/dist-packages (from cloudmesh-common) (5.4.8)
Requirement already satisfied: six in /usr/local/lib/python3.6/dist-packages (from pathlib2->cloudmesh-common) (1.12.0)
Requirement already satisfied: pyyaml in /usr/local/lib/python3.6/dist-packages (from oyaml->cloudmesh-common) (3.13)
Building wheels for collected packages: simplejson, python-hostlist
  Building wheel for simplejson (setup.py) ... [?251[?25hdone
  Created wheel for simplejson: filename=simplejson-3.16.0-cp36-cp36m-linux_x86_64.whl size=114018 sha256=a6f35adb86819f1
```

```

Stored in directory: /root/.cache/pip/wheels/5d/1a/1e/0350bb3df3e74215cd91325344cc86c2c691f5306eb4d22c77
Building wheel for python-hostlist (setup.py) ... [?25l[?25hdone
Created wheel for python-hostlist: filename=python_hostlist-1.18-cp36-none-any.whl size=38517 sha256=71fbb29433b52fab625e17ef2038476b910b
Stored in directory: /root/.cache/pip/wheels/56/db/1d/b28216dccd982a983d8da66572c497d6a2e485eba7c4d6cba3
Successfully built simplejson python-hostlist
Installing collected packages: pathlib2, simplejson, python-hostlist, colorama, oyaml, cloudmesh-common
Successfully installed cloudmesh-common-4.2.13 colorama-0.4.1 oyaml-0.9 pathlib2-2.3.5 python-hostlist-1.18 simplejson-3.16.0

```

In this lesson we discuss in how to create a simple IPython Notebook to solve an image classification problem. MNIST contains a set of pictures

```
! python3 --version
```

```
Python 3.6.8
```

```
! pip install tensorflow-gpu==1.14.0
```

```

Collecting tensorflow-gpu==1.14.0
[?25l  Downloading https://files.pythonhosted.org/packages/76/04/43153bfdcf6c9a4c38ecdb971ca9a75b9a791bb69a764d652c359ac
[K |██████████| 377.0MB 77kB/s
[?25hRequirement already satisfied: six>=1.10.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (1.10.0)
Requirement already satisfied: grpcio>=1.8.6 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (1.10.0)
Requirement already satisfied: protobuf>=3.6.1 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (3.6.1)
Requirement already satisfied: keras-applications>=1.0.6 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (1.0.6)
Requirement already satisfied: gast>=0.2.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (0.2.2)
Requirement already satisfied: astor>=0.6.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (0.8.0)
Requirement already satisfied: absl-py>=0.7.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (0.7.0)
Requirement already satisfied: wrapt>=1.11.1 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (1.11.1)
Requirement already satisfied: wheel>=0.26 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (0.33.1)
Requirement already satisfied: tensorflow-estimator<1.15.0rc0,>=1.14.0rc0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0)
Requirement already satisfied: tensorboard<1.15.0,>=1.14.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0)
Requirement already satisfied: numpy<2.0,>=1.14.5 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0)
Requirement already satisfied: termcolor>=1.1.0 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0) (1.1.0)
Requirement already satisfied: keras-preprocessing>=1.0.5 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0)
Requirement already satisfied: google-pasta>=0.1.6 in /usr/local/lib/python3.6/dist-packages (from tensorflow-gpu==1.14.0)
Requirement already satisfied: setuptools in /usr/local/lib/python3.6/dist-packages (from protobuf>=3.6.1->tensorflow-gpu==1.14.0)
Requirement already satisfied: h5py in /usr/local/lib/python3.6/dist-packages (from keras-applications>=1.0.6->tensorflow-gpu==1.14.0)
Requirement already satisfied: markdown>=2.6.8 in /usr/local/lib/python3.6/dist-packages (from tensorboard<1.15.0,>=1.14.0)
Requirement already satisfied: werkzeug>=0.11.15 in /usr/local/lib/python3.6/dist-packages (from tensorboard<1.15.0,>=1.14.0)
Installing collected packages: tensorflow-gpu
Successfully installed tensorflow-gpu-1.14.0

```

7.1.3 Import Libraries

Note: <https://python-future.org/quickstart.html>

```

from __future__ import absolute_import
from __future__ import division
from __future__ import print_function

import time

import numpy as np
from keras.models import Sequential
from keras.layers import Dense, Activation, Dropout
from keras.utils import to_categorical, plot_model
from keras.datasets import mnist

from cloudmesh.common.StopWatch import Stopwatch

```

```
Using TensorFlow backend.
```

7.1.4 Pre-process data



7.1.4.1 Load data

First we load the data from the inbuilt mnist dataset from Keras

```
Stopwatch.start("data-load")
(x_train, y_train), (x_test, y_test) = mnist.load_data()
Stopwatch.stop("data-load")
```

```
Downloading data from https://s3.amazonaws.com/img-datasets/mnist.npz
11493376/11490434 [=====] - 1s 0us/step
```

7.1.4.2 Identify Number of Classes

As this is a number classification problem. We need to know how many classes are there. So we'll count the number of unique labels.

```
num_labels = len(np.unique(y_train))
```

7.1.4.3 Convert Labels To One-Hot Vector

|**Exercise MNIST_V1.0.0:** Understand what is an one-hot vector?

```
y_train = to_categorical(y_train)
y_test = to_categorical(y_test)
```

7.1.5 Image Reshaping

The training model is designed by considering the data as a vector. This is a model dependent modification. Here we assume the image is a squared shape image.

```
image_size = x_train.shape[1]
input_size = image_size * image_size
```

7.1.6 Resize and Normalize

The next step is to continue the reshaping to a fit into a vector and normalize the

data. Image values are from 0 - 255, so an easy way to normalize is to divide by the maximum value.

|Exercice MNIST_V1.0.1: Suggest another way to normalize the data preserving the accuracy or improving the accuracy.

```
x_train = np.reshape(x_train, [-1, input_size])
x_train = x_train.astype('float32') / 255
x_test = np.reshape(x_test, [-1, input_size])
x_test = x_test.astype('float32') / 255
```

7.1.7 Create a Keras Model



Keras is a neural network library. Most important thing with Keras is the way we design the neural network.

In this model we have a couple of ideas to understand.

|Exercise MNIST_V1.1.0: Find out what is a dense layer?

A simple model can be initiated by using an **Sequential** instance in Keras. For this instance we add a single layer.

1. Dense Layer
2. Activation Layer (Softmax is the activation function)

Dense layer and the layer followed by it is fully connected. For instance the number of hidden units used here is 64 and the following layer is a dense layer followed by an activation layer.

|Exercice MNIST_V1.2.0: Find out what is the use of an activation function. Find out why, softmax was used as the last layer.

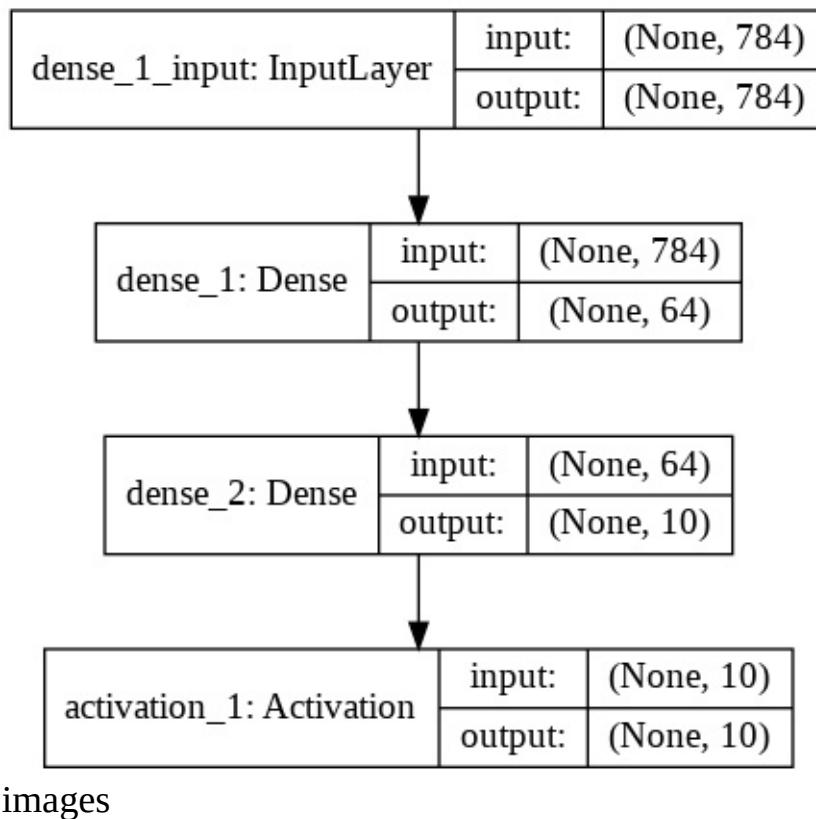
```
batch_size = 4
hidden_units = 64

model = Sequential()
model.add(Dense(hidden_units, input_dim=input_size))
model.add(Dense(num_labels))
model.add(Activation('softmax'))
model.summary()
plot_model(model, to_file='mnist_v1.png', show_shapes=True)
```

```

WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/backend/tensorflow_backend.py:66: The name tf.get_default_graph is deprecated. Please use tf.compat.v1.get_default_graph.
WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/backend/tensorflow_backend.py:541: The name tf.placeholder is deprecated. Please use tf.compat.v1.placeholder.
WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/backend/tensorflow_backend.py:4432: The name tf.random_state is deprecated. Please use tf.compat.v1.set_random_seed.
Model: "sequential_1"
Layer (type)          Output Shape         Param #
=====              ======           =====
dense_1 (Dense)      (None, 64)           50240
dense_2 (Dense)      (None, 10)            650
activation_1 (Activation) (None, 10)           0
=====
Total params: 50,890
Trainable params: 50,890
Non-trainable params: 0

```



7.1.8 Compile and Train



A keras model need to be compiled before it can be used to train the model. In

the compile function, you can provide the optimization that you want to add, metrics you expect and the type of loss function you need to use.

Here we use the adam optimizer, a famous optimizer used in neural networks.

Exercise MNIST_V1.3.0: Find 3 other optimizers used on neural networks.

The loss function we have used is the categorical_crossentropy.

Exercise MNIST_V1.4.0: Find other loss functions provided in keras. Your answer can limit to 1 or more.

Once the model is compiled, then the fit function is called upon passing the number of epochs, training data and batch size.

The batch size determines the number of elements used per minibatch in optimizing the function.

Note: Change the number of epochs, batch size and see what happens.

Exercise MNIST_V1.5.0: Figure out a way to plot the loss function value. You can use any method you like.

```
StopWatch.start("compile")
model.compile(loss='categorical_crossentropy',
              optimizer='adam',
              metrics=['accuracy'])
StopWatch.stop("compile")
StopWatch.start("train")
model.fit(x_train, y_train, epochs=1, batch_size=batch_size)
StopWatch.stop("train")

WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/optimizers.py:793: The name tf.train.Optimizer is de
WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/backend/tensorflow_backend.py:3576: The name tf.log
WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/tensorflow/python/ops/math_grad.py:1250: add_dispatch_support
Instructions for updating:
Use tf.where in 2.0, which has the same broadcast rule as np.where
WARNING:tensorflow:From /usr/local/lib/python3.6/dist-packages/keras/backend/tensorflow_backend.py:1033: The name tf.assi
Epoch 1/1
60000/60000 [=====] - 20s 336us/step - loss: 0.3717 - acc: 0.8934
```

7.1.9 Testing

Now we can test the trained model. Use the evaluate function by passing test data and batch size and the accuracy and the loss value can be retrieved.

Exercise MNIST_V1.6.0: Try to optimize the network by changing the number of epochs, batch size and record the best accuracy that you can gain

```
StopWatch.start("test")
loss, acc = model.evaluate(x_test, y_test, batch_size=batch_size)
print("\nTest accuracy: %.1f%%" % (100.0 * acc))
StopWatch.stop("test")
```

```
10000/10000 [=====] - 1s 138us/step
```

```
Test accuracy: 91.0%
```

```
StopWatch.benchmark()
```

Machine Attribute	value
BUG_REPORT_URL	"https://bugs.launchpad.net/ubuntu/"
DISTRIB_CODENAME	bionic
DISTRIB_DESCRIPTION	"Ubuntu 18.04.3 LTS"
DISTRIB_ID	Ubuntu
DISTRIB_RELEASE	18.04
HOME_URL	"https://www.ubuntu.com/"
ID	ubuntu
ID_LIKE	debian
NAME	"Ubuntu"
Pretty_NAME	"Ubuntu 18.04.3 LTS"
PRIVACY_POLICY_URL	"https://www.ubuntu.com/legal/terms-and-policies/privacy-policy"
SUPPORT_URL	"https://help.ubuntu.com/"
UBUNTU_CODENAME	bionic
VERSION	"18.04.3 LTS (Bionic Beaver)"
VERSION_CODENAME	bionic
VERSION_ID	"18.04"
cpu_count	2
mac_version	
machine	('x86_64',)
mem_active	973.8 MiB
mem_available	11.7 GiB
mem_free	5.1 GiB
mem_inactive	6.3 GiB
mem_percent	8.3%
mem_total	12.7 GiB
mem_used	877.3 MiB
node	('8281485b0a16',)
platform	Linux-4.14.137+-x86_64-with-Ubuntu-18.04-bionic
processor	('x86_64',)
processors	Linux
python	3.6.8 (default, Jan 14 2019, 11:02:34) [GCC 8.0.1 20180414 (experimental) [trunk revision 259383]]
release	('4.14.137+',)
sys	linux
system	Linux
user	
version	#1 SMP Thu Aug 8 02:47:02 PDT 2019
win_version	

timer	time	start	tag	node	user	system	mac_version	win_version
data-load	1.335	2019-09-27 13:37:41		('8281485b0a16',)		Linux		
compile	0.047	2019-09-27 13:37:43		('8281485b0a16',)		Linux		
train	20.58	2019-09-27 13:37:43		('8281485b0a16',)		Linux		
test	1.393	2019-09-27 13:38:03		('8281485b0a16',)		Linux		

```
timer,time,starttag,node,user,system,mac_version,win_version
data-load,1.335,None,('8281485b0a16',),,Linux,,
compile,0.047,None,('8281485b0a16',),,Linux,,
train,20.58,None,('8281485b0a16',),,Linux,,
test,1.393,None,('8281485b0a16',),,Linux,,
```

7.1.10 Final Note

This programme can be defined as a hello world programme in deep learning. Objective of this exercise is not to teach you the depths of deep learning. But to teach you basic concepts that may need to design a simple network to solve a problem. Before running the whole code, read all the instructions before a code section. Solve all the problems noted in bold text with Exercise keyword (Exercise MNIST_V1.0 - MNIST_V1.6). Write your answers and submit a PDF by following the **Assignment 5**. Include codes or observations you made on those sections.

7.1.10.1 Reference:

[Mnist Database](#)

[Advanced Deep Learning Models](#)

[Minist Deep Learning](#)

8 WEEK 7

8.1 SPORTS WITH BIG DATA APPLICATIONS

E534 2019 Big Data Applications and Analytics Sports Informatics Part I (Unit 32) Section Summary (Parts I, II, III): Sports sees significant growth in analytics with pervasive statistics shifting to more sophisticated measures. We start with baseball as game is built around segments dominated by individuals where detailed (video/image) achievement measures including PITCHf/x and FIELDf/x are moving field into big data arena. There are interesting relationships between the economics of sports and big data analytics. We look at Wearables and consumer sports/recreation. The importance of spatial visualization is discussed. We look at other Sports: Soccer, Olympics, NFL Football, Basketball, Tennis and Horse Racing.

8.1.1 Unit 32

Unit Summary (PartI, Unit 32): This unit discusses baseball starting with the movie Moneyball and the 2002-2003 Oakland Athletics. Unlike sports like basketball and soccer, most baseball action is built around individuals often interacting in pairs. This is much easier to quantify than many player phenomena in other sports. We discuss Performance-Dollar relationship including new stadiums and media/advertising. We look at classic baseball averages and sophisticated measures like Wins Above Replacement.

8.1.1.1 Lesson Summaries

8.1.2 BDAA 32.1 - E534 Sports - Introduction and Sabermetrics (Baseball Informatics) Lesson

Introduction to all Sports Informatics, Moneyball The 2002-2003 Oakland Athletics, Diamond Dollars economic model of baseball, Performance - Dollar relationship, Value of a Win.



8.1.2.1 BDAA 32.2 - E534 Sports - Basic Sabermetrics

Different Types of Baseball Data, Sabermetrics, Overview of all data, Details of some statistics based on basic data, OPS, wOBA, ERA, ERC, FIP, UZR.



8.1.2.2 BDAA 32.3 - E534 Sports - Wins Above Replacement

Wins above Replacement WAR, Discussion of Calculation, Examples, Comparisons of different methods, Coefficient of Determination, Another, Sabermetrics Example, Summary of Sabermetrics.



8.1.3 Unit 33

E534 2019 Big Data Applications and Analytics Sports Informatics Part II (Unit 33) Section Summary (Parts I, II, III): Sports sees significant growth in analytics with pervasive statistics shifting to more sophisticated measures. We start with baseball as game is built around segments dominated by individuals where detailed (video/image) achievement measures including PITCHf/x and FIELDf/x are moving field into big data arena. There are interesting relationships between the economics of sports and big data analytics. We look at Wearables and consumer sports/recreation. The importance of spatial visualization is discussed. We look at other Sports: Soccer, Olympics, NFL Football, Basketball, Tennis and Horse Racing.

Unit Summary (Part II, Unit 33): This unit discusses ‘advanced sabermetrics’

covering advances possible from using video from PITCHf/X, FIELDf/X, HITf/X, COMMANDf/X and MLBAM.

8.1.3.1 BDAA 33.1 - E534 Sports - Pitching Clustering

A Big Data Pitcher Clustering method introduced by Vince Gennaro, Data from Blog and video at 2013 SABR conference



8.1.3.2 BDAA 33.2 - E534 Sports - Pitcher Quality

Results of optimizing match ups, Data from video at 2013 SABR conference.



8.1.3.3 BDAA 33.3 - E534 Sports - PITCHf/X

Examples of use of PITCHf/X.



8.1.3.4 BDAA 33.4 - E534 Sports - Other Video Data Gathering in Baseball

FIELDf/X, MLBAM, HITf/X, COMMANDf/X.



8.1.4 Unit 34

E534 2019 Big Data Applications and Analytics Sports Informatics Part III (Unit 34). Section Summary (Parts I, II, III): Sports sees significant growth in analytics with pervasive statistics shifting to more sophisticated measures. We start with baseball as game is built around segments dominated by individuals where detailed (video/image) achievement measures including PITCHf/x and FIELDf/x are moving field into big data arena. There are interesting relationships between the economics of sports and big data analytics. We look at Wearables and consumer sports/recreation. The importance of spatial visualization is discussed. We look at other Sports: Soccer, Olympics, NFL Football, Basketball, Tennis and Horse Racing.

Unit Summary (Part III, Unit 34): We look at Wearables and consumer sports/recreation. The importance of spatial visualization is discussed. We look at other Sports: Soccer, Olympics, NFL Football, Basketball, Tennis and Horse Racing.

Lesson Summaries

8.1.4.1 BDAA 34.1 - E534 Sports - Wearables

Consumer Sports, Stake Holders, and Multiple Factors.



8.1.4.2 BDAA 34.2 - E534 Sports - Soccer and the Olympics

Soccer, Tracking Players and Balls, Olympics.



8.1.4.3 BDAA 34.3 - E534 Sports - Spatial Visualization in NFL and NBA

NFL, NBA, and Spatial Visualization.



8.1.4.4 BDAA 34.4 - E534 Sports - Tennis and Horse Racing

Tennis, Horse Racing, and Continued Emphasis on Spatial Visualization.



9 WEEK 8

9.1 INTRODUCTION TO DEEP LEARNING PART I

E534 2019 BDAA DL Section Intro Unit: E534 2019 Big Data Applications and Analytics Introduction to Deep Learning Part I (Unit Intro) Section Summary

This section covers the growing importance of the use of Deep Learning in Big Data Applications and Analytics. The Intro Unit is an introduction to the technology with examples incidental. It includes an introduction to the laboratory where we use Keras and Tensorflow. The Tech unit covers the deep learning technology in more detail. The Application Units cover deep learning applications at different levels of sophistication.

9.1.1 Intro Unit Summary

This unit is an introduction to deep learning with four major lessons

9.1.1.1 Optimization

Lesson Summaries Optimization: Overview of Optimization Opt lesson overviews optimization with a focus on issues of importance for deep learning. Gives a quick review of Objective Function, Local Minima (Optima), Annealing, Everything is an optimization problem with examples, Examples of Objective Functions, Greedy Algorithms, Distances in funny spaces, Discrete or Continuous Parameters, Genetic Algorithms, Heuristics.



 [Slides](#)

9.1.1.2 First Deep Learning Example

FirstDL: Your First Deep Learning Example FirstDL Lesson gives an experience of running a non trivial deep learning application. It goes through the

identification of numbers from NIST database using a Multilayer Perceptron using Keras+Tensorflow running on Google Colab



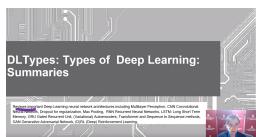
9.1.1.3 Deep Learning Basics

DLBASIC: Basic Terms Used in Deep Learning DLBasic lesson reviews important Deep Learning topics including Activation: (ReLU, Sigmoid, Tanh, Softmax), Loss Function, Optimizer, Stochastic Gradient Descent, Back Propagation, One-hot Vector, Vanishing Gradient, Hyperparameter



9.1.1.4 Deep Learning Types

DLTYPES: Types of Deep Learning: Summaries DLTYPES Lesson reviews important Deep Learning neural network architectures including Multilayer Perceptron, CNN Convolutional Neural Network, Dropout for regularization, Max Pooling, RNN Recurrent Neural Networks, LSTM: Long Short Term Memory, GRU Gated Recurrent Unit, (Variational) Autoencoders, Transformer and Sequence to Sequence methods, GAN Generative Adversarial Network, (D)RL (Deep) Reinforcement Learning.





[Slides](#)

10 WEEK 9

10.1 INTRODUCTION TO DEEP LEARNING PART II: APPLICATIONS

This section covers the growing importance of the use of Deep Learning in Big Data Applications and Analytics. The Intro Unit is an introduction to the technology with examples incidental. The MNIST Unit covers an example on Google Colaboratory. The Technology Unit covers deep learning approaches in more detail than the Intro Unit. The Tech Unit covers the deep learning technology in more detail. The Application Unit cover deep learning applications at different levels of sophistication.

Applications of Deep Learning Unit Summary This unit is an introduction to deep learning with currently 7 lessons

10.1.1 Recommender: Overview of Recommender Systems

Recommender engines used to be dominated by collaborative filtering using matrix factorization and k'th nearest neighbor approaches. Large systems like YouTube and Netflix now use deep learning. We look at sysyems like Spotify that use multiple sources of information.



 [Slides](#)

10.1.2 Retail: Overview of AI in Retail Sector (e-commerce)

The retail sector can use AI in Personalization, Search and Chatbots. They must adopt AI to survive. We also discuss how to be a seller on Amazon





10.1.3 RideHailing: Overview of AI in Ride Hailing Industry (Uber, Lyft, Didi)

The Ride Hailing industry will grow as it becomes main mobility method for many customers. Their technology investment includes deep learning for matching drivers and passengers. There is huge overlap with larger area of AI in transportation.



10.1.4 SelfDriving: Overview of AI in Self (AI-Assisted) Driving cars

Automobile Industry needs to remake itself as mobility companies. Basic automotive industry flat to down but AI can improve productivity. Lesson also discusses electric vehicles and drones



10.1.5 Imaging: Overview of Scene Understanding

Imaging is area where convolutional neural nets and deep learning has made amazing progress. all aspects of imaging are now dominated by deep learning. We discuss the impact of Image Net in detail



 [Slides](#)

10.1.6 Mainly Medicine: Overview of AI in Health and Telecommunication

Telecommunication Industry has little traditional growth to look forward to. It can use AI in its operation and exploit trove of Big Data it possesses. Medicine has many breakthrough opportunities but progress hard – partly due to data privacy restrictions. Traditional Bioinformatics areas progress but slowly; pathology is based on imagery and making much better progress with deep learning



 [Slides](#)

10.1.7 BankingFinance: Overview of Banking and Finance

This FinTech sector has huge investments (larger than other applications we studied) and we can expect all aspects of Banking and Finance to be remade with online digital Banking as a Service. It is doubtful that traditional banks will thrive



 [Slides](#)

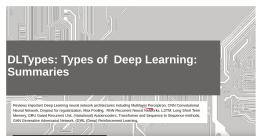
11 WEEK 10

11.1 INTRODUCTION TO DEEP LEARNING PART III: DEEP LEARNING ALGORITHMS AND USAGE

Usage of deep learning algorithm is one of the demanding skills needed in this decade and the coming decade. Providing a hands on experience in using deep learning applications is one of the main goals of this lecture series. Let's get started.

11.1.1 Deep Learning Algorithm Part 1

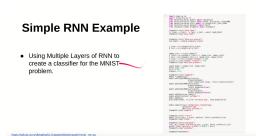
In this part of the lecture series, the idea is to provide an understanding on the usage of various deep learning algorithms. In this lesson, we talk about different algorithms in Deep Learning world. In this lesson we discuss a multi-layer perceptron and convolutional neural networks. Here we use MNIST classification problem and solve it using MLP and CNN.



 [Slides](#)

11.1.2 Deep Learning Algorithms Part 2

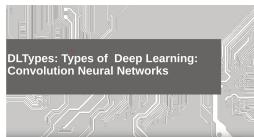
In this lesson, we continue our study on a deep learning algorithms. We use Recurrent Neural Network related examples to show case how it can be applied to do MNIST classification. We showcase how RNN can be applied to solve this problem.



 [Slides](#)

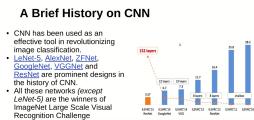
11.1.3 Deep Learning Algorithms Part 3

CNN is one of the most prominent algorithms that has been used in the deep learning world in the last decade. A lots of applications has been done using CNN. Most of these applications deal with images, videos, etc. In this lesson we continue the lesson on convolution neural networks. Here we discuss a brief history on CNN.



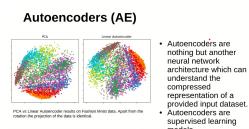
11.1.4 Deep Learning Algorithms Part 4

In this lesson we continue our study on CNN by understanding how historical findings supported the upliftment of the Convolutional Neural Networks. And also we discuss why CNN has been used for various applications in various fields.



11.1.5 Deep Learning Algorithms Part 5

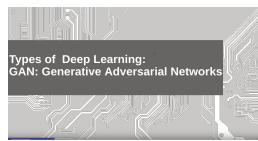
In this lesson we discuss about auto-encoders. This is one of the highly used deep learning based models in signal denoising, image denoising. Here we portray how an auto-encoder can be used to do such tasks.





11.1.6 Deep Learning Algorithms Part 6

In this lesson we discuss one of the most famous deep neural network architecture, Generative Adversarial Networks. This deep learning model has the capability of generating new outputs from existing knowledge. A GAN model is more like a counter-fitter who is trying to improve itself to generate best counterfeits.



11.2 ADDITIONAL MATERIAL

We have included more information on different types of deep neural networks and their usage. A summary of all the topics discussed under deep learning can be found in the following slide deck. Please refer it to get more information. Some of these information can help for writing term papers and projects.



12 ASSIGNMENTS

12.1 ASSIGNMENTS

Due dates are on [Canvas](#). Click on the links to checkout the assignment pages.

12.2 WEEKLY ASSIGNMENTS

12.2.1 Assignment 1

In the first assignment you will be writing a technical document on the current technology trends that you're pursuing and the trends that you would like to follow. In addition to this include some information about your background in programming and some projects that you have done. There is no strict format for this one, but we expect 2 page written document. Please submit a PDF.

[Go to Canvas](#)

12.2.2 Assignment 2

In the second assignment, you will be working on Week 1 (see [Section 2.1](#)) lecture videos. Objectives are as follows.

1. Summarize what you have understood. (2 page)
2. Select a subtopic that you are interested in and research on the current trends (1 page)
3. Suggest ideas that could improve the existing work (imaginings and possibilities) (1 page)

For this assignment we expect a 4 page document. You can use a single column format for this document. Make sure you write exactly 4 pages. For your research section make sure you add citations to the sections that you are going to refer. If you have issues in how to do citations you can reach a TA to learn how to do that. We will try to include some chapters on how to do this in our handbook. Submissions are in pdf format only.

[Go to Canvas](#)

12.2.3 Assignment 3

In the third assignment, you will be working on (see [Section 4.1](#)) lecture videos. Objectives are as follows.

1. Summarize what you have understood. (2 page)
2. Select a subtopic that you are interested in and research on the current trends (1 page)
3. Suggest ideas that could improve the existing work (imaginings and possibilities) (1 page)

For this assignment we expect a 4 page document. You can use a single column format for this document. Make sure you write exactly 4 pages. For your research section make sure you add citations to the sections that you are going to refer. If you have issues in how to do citations you can reach a TA to learn how to do that. We will try to include some chapters on how to do this in our handbook. Submissions are in pdf format only.

[Go to Canvas](#)

12.2.4 Assignment 4

In the fourth assignment, you will be working on (see [Section 5.1](#)) lecture videos. Objectives are as follows.

1. Summarize what you have understood. (1 page)
2. Select a subtopic that you are interested in and research on the current trends (0.5 page)
3. Suggest ideas that could improve the existing work (imaginings and possibilities) (0.5 page)
4. Summarize a specific video segment in the video lectures. To do this you need to follow these guidelines. Mention the video lecture name and section identification number. And also specify which range of minutes you have focused on the specific video lecture (2 pages).

For this assignment we expect a 4 page document. You can use a single column

format for this document. Make sure you write exactly 4 pages. For your research section make sure you add citations to the sections that you are going to refer. If you have issues in how to do citations you can reach a TA to learn how to do that. We will try to include some chapters on how to do this in our handbook. Submissions are in pdf format only.

[Go to Canvas](#)

12.2.5 Assignment 5

In the fifth assignment, you will be working on (see [Section 7.1](#)) lecture videos. Objectives are as follows.

Run the given sample code and try to answer the questions under the exercise tag.

Follow the Exercises labelled from **MNIST_V1.0.0 - MNIST_V1.6.0**

For this assignment all you have to do is just answer all the questions. You can use a single column format for this document. Submissions are in pdf format only.

[Go to Canvas](#)

12.2.6 Assignment 6

In the sixth assignment, you will be working on (see [Section 8.1](#)) lecture videos. Objectives are as follows.

1. Summarize what you have understood. (1 page)
2. Select a subtopic that you are interested in and research on the current trends (0.5 page)
3. Suggest ideas that could improve the existing work (imaginings and possibilities) (0.5 page)
4. Summarize a specific video segment in the video lectures. To do this you need to follow these guidelines. Mention the video lecture name and section identification number. And also specify which range of minutes you have focused on the specific video lecture (2 pages).

5. Pick a sport you like and show case how it can be used with Big Data in order to improve the game (1 page). Use techniques used in the lecture videos and mention which lecture video refers to this technique.

For this assignment we expect a 5-page document. You can use a single column format for this document. Make sure you write exactly 5 pages. For your research section make sure you add citations to the sections that you are going to refer. If you have issues in how to do citations you can reach a TA to learn how to do that. We will try to include some chapters on how to do this in our handbook. Submissions are in pdf format only.

[Go to Canvas](#)

12.2.7 Assignment 7

For a Complete Project

This project must contain the following details;

1. The idea of the project,

Doesn't need to be a novel idea. But a novel idea will carry more weight towards a very higher grade. If you're trying to replicate an existing idea. Need to provide the original source you're referring. If it is a github project, need to reference it and showcase what you have done to improve it or what changes you made in applying the same idea to solve a different problem.

- a). For a deep learning project, if you are using an existing model, you need to explain how did you use the same model to solve the problem suggested by you.
- b). If you planned to improve the existing model, explain the suggested improvements.
- c). If you are just using an existing model and solving an existing problem, you need to do an extensive benchmark. This kind of project carries lesser marks than a project like a) or b)

2. Benchmark

No need to use a very large dataset. You can use the Google Colab and train your network with a smaller dataset. Think of a smaller dataset like MNIST. UCI

Machine Learning Repository is a very good place to find such a dataset.
<https://archive.ics.uci.edu/ml/index.php> (Links to an external site.)

Get CPU, GPU, TPU Benchmarks. This can be something similar to what we did with our first deep learning tutorial.

3. Final Report

The report must include diagrams or flowcharts describing the idea. Benchmark results in graphs, not in tables. Use IEEE Template to write the document. Latex or Word is your choice. But submit a PDF file only. Template: <https://www.ieee.org/conferences/publishing/templates.html> (Links to an external site.)

4. Submission Include,

5. IPython Notebook (must run the whole process, training, testing, benchmark, etc in Google Colab) Providing Colab link is acceptable.

6. The report in PDF Format

This is the expected structure of your project.

In the first phase, you need to submit the project proposal by Nov 10th. This must include the idea of the project with approximate details that you try to include in the project. It doesn't need to claim the final result, it is just a proposal. Add a flowchart or diagrams to explain your idea. Use a maximum of 2 pages to include your content. There is no extension for this submission. If you cannot make it by Nov 10th, you need to inform the professor and decide the way you plan to finish the class.

Anyone who fails to submit this by the deadline will fail to complete the course.

For a Term Paper

For a graduate student, by doing a term paper, the maximum possible grade is going to be an A-. This rule doesn't apply to undergraduate students.

For a term paper, the minimum content of 8 pages and a maximum of 10 pages

must include using any of the templates given in project report writing section. (<https://www.ieee.org/conferences/publishing/templates.html> (Links to an external site.))

So when you are writing the proposal, you need to select an area in deep learning applications, trends or innovations.

Once the area is sorted. Write a two-page proposal on what you will be including in the paper. This can be a rough estimation of what you will be writing.

When writing the paper,

You will be reading online blogs, papers, articles, etc, so you will be trying to understand concepts and write the paper. In this process make sure not to copy and paste from online sources. If we find such an activity, your paper will not be accepted. Do references properly and do paraphrasing when needed.

Keep these in mind, before you propose the idea that you want to write. The term paper must include a minimum of 15 references which includes articles, blogs or papers that you have read. You need to reference them in the write-up. So be cautious in deciding the idea for the proposal.

Submission date is Nov 10th and there will be no extensions for this. If you cannot make it by this date, you need to discuss with the professor to decide the way you want to finish the class. Reach us via office hours or class meetings to sort out any issues.

Special Note on Team Projects

Each member must submit the report. The common section must be Abstract, Introduction, Overall process, results, etc. Each contributor must write a section on his or her contribution to the project. This content must be the additional 50% of the report. For instance, if the paper size is 8 pages for an individual project, another 4 pages explaining each member's contribution must be added (for the two-person project). If there are 4 members the additional pages must be 8 pages. 2 additional pages per author. If results and methods involve your contribution, clearly state it as a subsection, Author's Contribution.

12.2.8 Assignment 8

For term paper submission, please send us the pdf file to your paper in the submission.

If you're doing a project, please make sure that the code is committed to the repository created at the beginning of the class. You can commit all before submission. But make sure you submit the report, (pdf) and the code for the project. Please follow the report guidelines provided under Assignment 7.

Please note, there are no extensions for final project submission. If there is any issue, please discuss this with Professor or TA ahead of time.

Special Note on Team Projects

Each member must submit the report. The common section must be Abstract, Introduction, Overall process, results, etc. Each contributor must write a section on his or her contribution to the project. This content must be the additional 50% of the report. For instance, if the paper size is 8 pages for an individual project, another 4 pages explaining each member's contribution must be added (for the two-person project). If there are 4 members the additional pages must be 8 pages. 2 additional pages per author. If results and methods involve your contribution, clearly state it as a subsection, Author's Contribution. Good luck !!!

13 GITHUB

13.1 TRACK PROGRESS WITH GITHUB

We will be adding git issues for all the assignments provided in the class. This way you can also keep a track on the items need to be completed. It is like a todo list. You can check things once you complete it. This way you can easily track what you need to do and you can comment on the issue to report the questions you have. This is an experimental idea we are trying in the class. Hope this helps to manage your work load efficiently.

13.1.1 How to check this?

All you have to do is go to your git repository.

Here are the steps to use this tool effectively.

13.1.1.1 Step 1

Go to the repo. Here we use a sample repo.

[Sample Repo](#)

Link to your repo will be <https://github.com/cloudmesh-community/fa19-{class-id}-{hid}>

class-id is your class number for instance 534. hid is your homework id assigned.

13.1.1.2 Step 2

In [Figure 1](#) the red colored box shows where you need to navigate next. Click on issues.

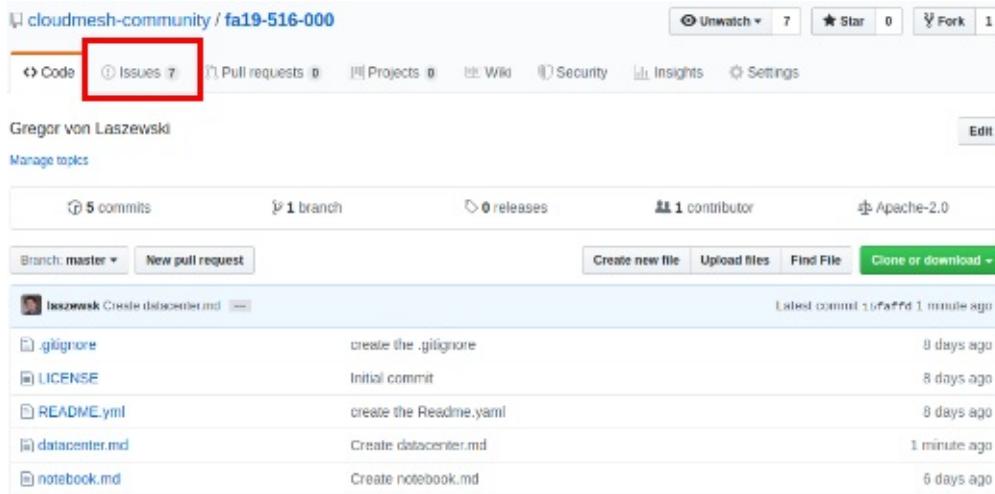


Figure 1: Git Repo View

13.1.1.3 Step 3

In [Figure 2](#), Git issue list looks like this. The inputs in this are dummy values we used to test the module. In your repo, things will be readable and identified based on week. This way you know what you need to do this week.

The screenshot shows a GitHub repository page for 'cloudmesh-community / fa19-516-000'. The 'Issues' tab is selected, displaying 7 open issues. A modal window titled 'Label issues and pull requests for new contributors' is open, providing instructions on how GitHub helps first-time contributors discover issues labeled with 'help wanted' or 'good first issue'. The main issue list includes the following items:

- ① 7 Open ✓ 0 Closed
- ① Week 1 #7 opened 1 hour ago by laszewsk 2 of 14
- ① Week x Issue #6 opened 3 hours ago by laszewsk 0 of 2
- ① Week x Issue #5 opened 3 hours ago by laszewsk 0 of 2
- ① Issue Test 1 #4 opened 3 hours ago by vibhatha 0 of 2
- ① Issue Test #3 opened 20 hours ago by vibhatha 0 of 2
- ① This is a new issue #2 opened 23 hours ago by vibhatha 0 of 2
- ① Lecture Notes Week 1 #1 opened 2 days ago by laszewsk 0 of 2

Figure 2: Git Issue List

13.1.1.4 Step 4

In [Figure 3](#) this is how a git issue looks like.

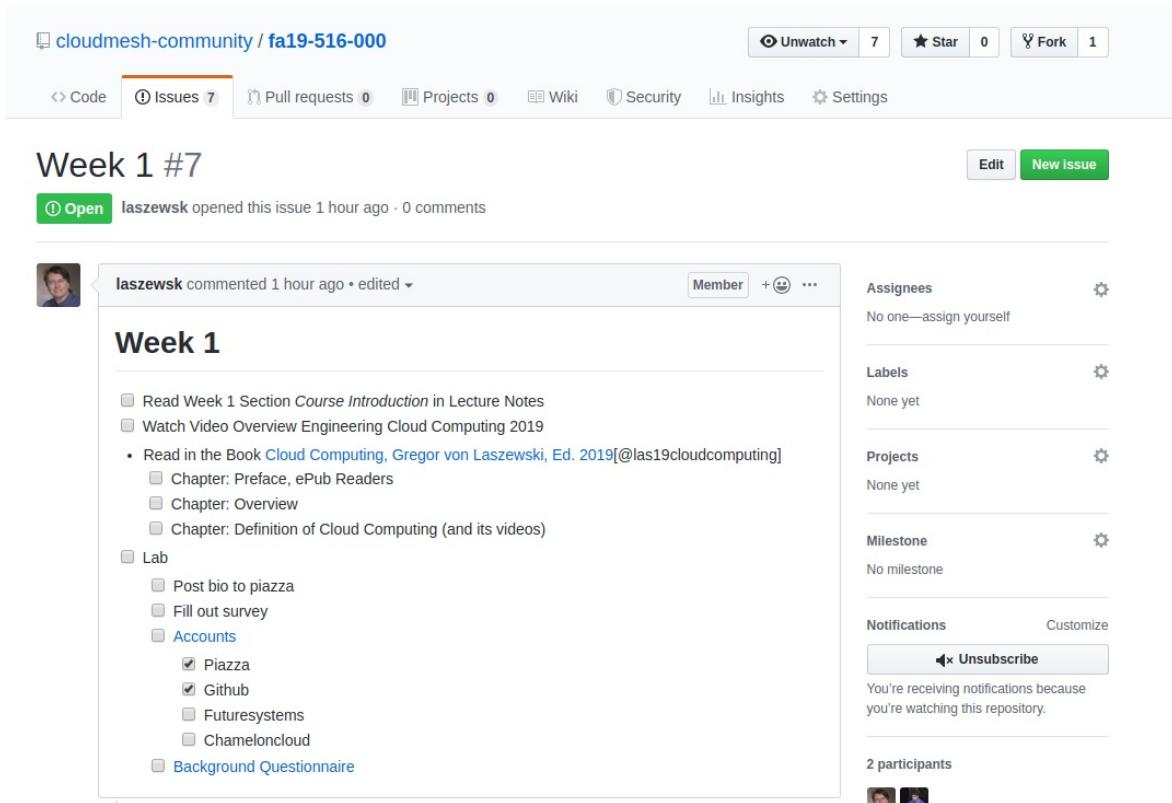


Figure 3: Git Issue View

In here you will see the things that you need to do with main task and subtasks. This looks like a tood list. No pressure you can customize the way you want it. We'll put in the basic skeleton for this one.

13.1.1.5 Step 5 (Optional)

In [Figure 4](#), assign a TA, once you have completed the issues, you can assign a TA to resolve if you have issues. In all issues you can make a comment and you can use @ sign to add the specific TA. For E534 Fall 2019 you can add ??? as an assignee for your issue and we will communicate to solve the issues. This is an optional thing, you can use canvas or meeting hours to mention your concerns.

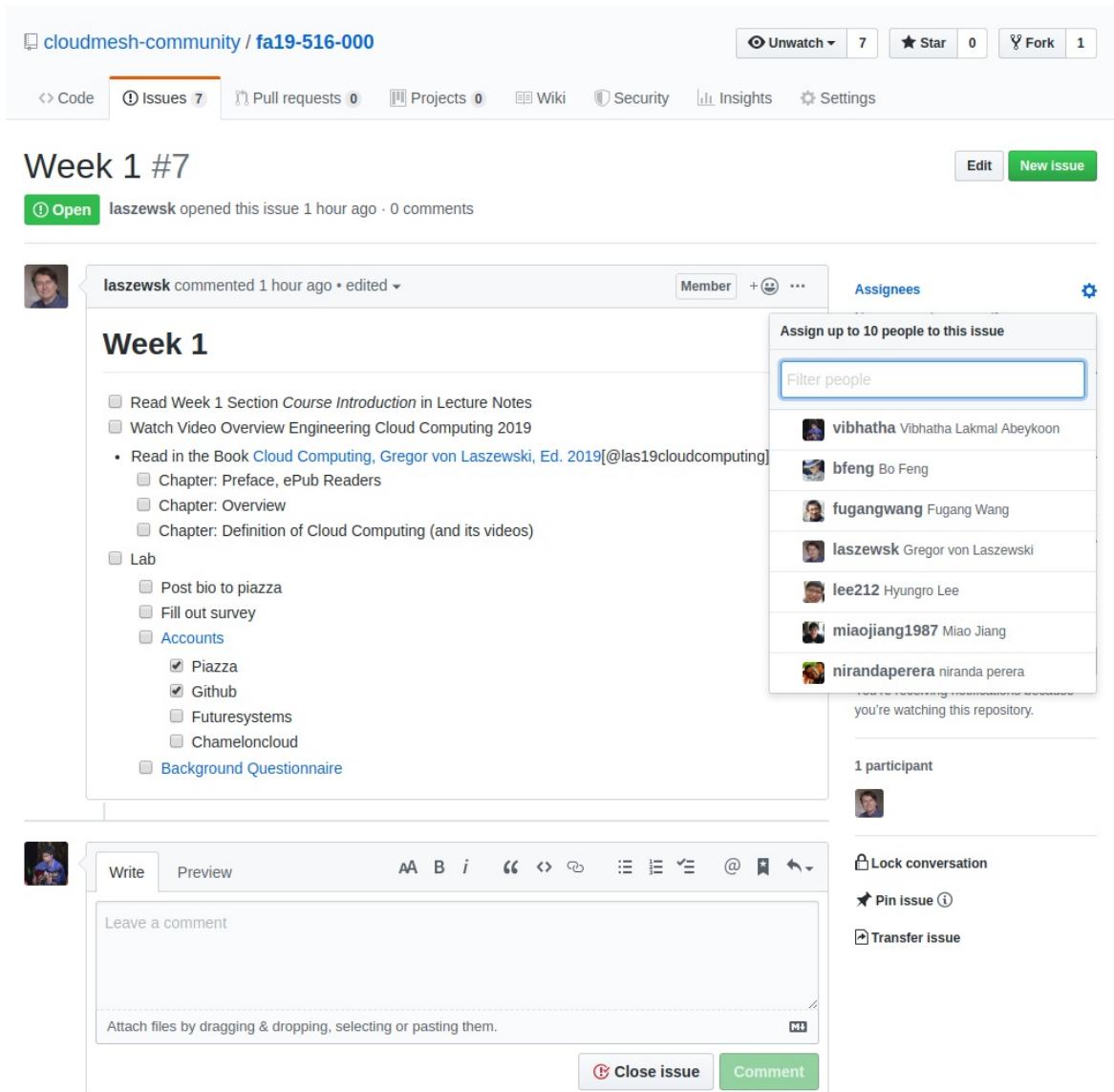


Figure 4: Git Issue View

13.1.1.6 Step 6 (Optional)

In [Figure 5](#), you can add a label to your issue by clicking labels option in the right hand size within a given issue.

cloudmesh-community / fa19-516-000

Unwatch 7 Star 0 Fork 1

Code Issues 7 Pull requests 0 Projects 0 Wiki Security Insights Settings

Week 1 #7

Open laszewsk opened this issue 1 hour ago · 0 comments

laszewsk commented 1 hour ago • edited Member + 3 more

Week 1

- Read Week 1 Section *Course Introduction* in Lecture Notes
- Watch Video Overview Engineering Cloud Computing 2019
 - Read in the Book *Cloud Computing*, Gregor von Laszewski, Ed. 2019[@las19cloudcomputing]
 - Chapter: Preface, ePub Readers
 - Chapter: Overview
 - Chapter: Definition of Cloud Computing (and its videos)
- Lab
 - Post bio to piazza
 - Fill out survey
 - Accounts
 - Piazza
 - Github
 - Futuresystems
 - Chameleoncloud
 - Background Questionnaire

vibhatha added the **assignment** label now

Write Preview AA B i “ < > @

Leave a comment
Attach files by dragging & dropping, selecting or pasting them.

Assignees No one—assign yourself

Labels **assignment**

Projects None yet

Milestone No milestone

Notifications Customize
You're receiving notifications because you're watching this repository.

2 participants

Lock conversation Pin issue Transfer issue

Figure 5: Git Issue Label

14 REFERENCES

