

Part 3/3:

Network and Distributed ML

- 17.** IP Addresses and Ports - Server Connection Basics
- 18.** SSH and Remote Server Connection Practice
- 19.** File Transfer - Using SCP and SFTP
- 20.** HTTP API and Model Serving
- 21.** Distributed Training Overview
- 22.** Network Bandwidth and Learning Speed
- 23.** Docker Basics - ML Environment Containerization
- 24.** Leveraging Cloud GPUs
- 25.** Hands-on Project - Training ML Models on Remote Server