

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