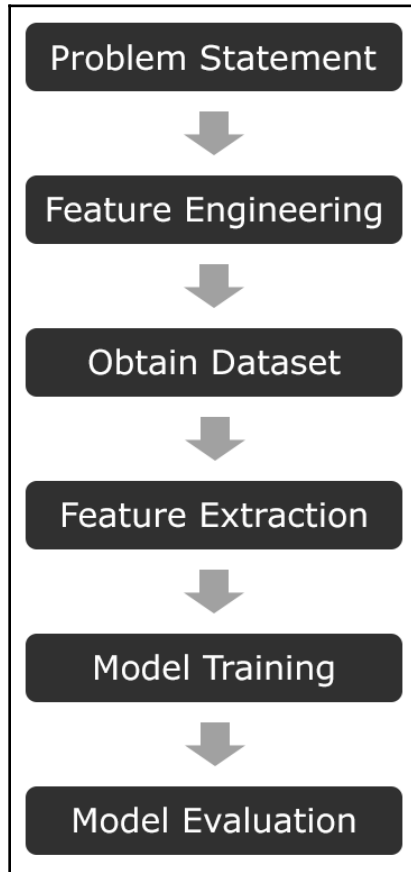
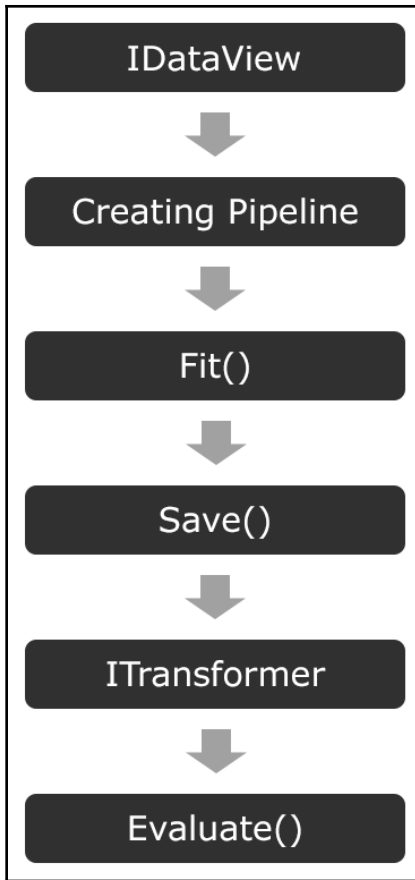
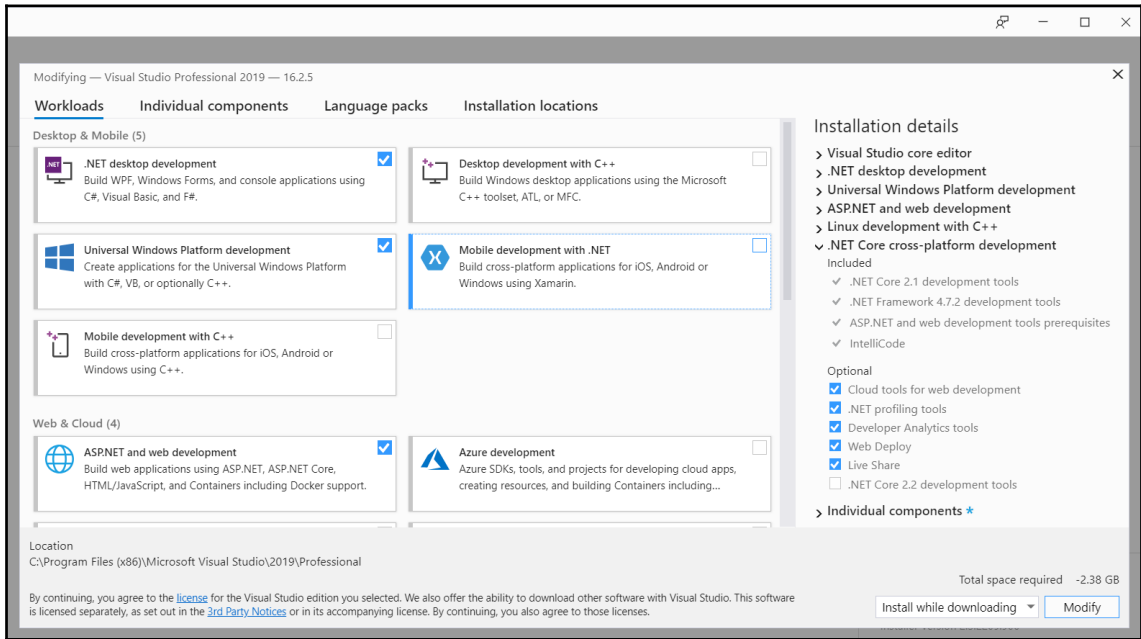


# Chapter 1: Getting Started with Machine Learning and ML.NET





# Chapter 2: Setting Up the ML.NET Environment



Modifying — Visual Studio Professional 2019 — 16.2.5

Workloads Individual components Language packs Installation locations

Gaming (2)

- Game development with Unity**  
Create 2D and 3D games with Unity, a powerful cross-platform development environment.
- Game development with C++**  
Use the full power of C++ to build professional games powered by DirectX, Unreal, or Cocos2d.

Other Toolsets (6)

- Data storage and processing**  
Connect, develop, and test data solutions with SQL Server, Azure Data Lake, or Hadoop.
- Data science and analytical applications**  
Languages and tooling for creating data science applications, including Python and F#.
- Visual Studio extension development**  
Create add-ons and extensions for Visual Studio, including new commands, code analyzers and tool windows.
- Office/SharePoint development**  
Create Office and SharePoint add-ins, SharePoint solutions, and VSTO add-ins using C#, VB, and JavaScript.
- Linux development with C++**  
Create and debug applications running in a Linux environment.
- .NET Core cross-platform development**  
Build cross-platform applications using .NET Core, ASP.NET Core, HTML/JavaScript, and Containers including Docker...

Installation details

- > Visual Studio core editor
- > .NET desktop development
- > Universal Windows Platform development
- > ASP.NET and web development
- ✓ .NET Core cross-platform development
  - Included
    - ✓ .NET Core 2.1 development tools
    - ✓ .NET Framework 4.7.2 development tools
    - ✓ ASP.NET and web development tools prerequisites
    - ✓ IntelliCode
  - Optional
    - ✓ Cloud tools for web development
    - ✓ .NET profiling tools
    - ✓ Developer Analytics tools
    - ✓ Web Deploy
    - ✓ Live Share
    - .NET Core 2.2 development tools
- > Individual components \*

Location  
C:\Program Files (x86)\Microsoft Visual Studio\2019\Professional

Total space required -2.47 GB

By continuing, you agree to the [license](#) for the Visual Studio edition you selected. We also offer the ability to download other software with Visual Studio. This software is licensed separately, as set out in the [3rd Party Notices](#) or in its accompanying license. By continuing, you also agree to those licenses.

Install while downloading

# Create a new project






console app


Language

Platform


Project type

## Recent project templates


-  Class Library (.NET Core) C#
-  Class Library (.NET Core) Visual Basic
-  MonoGame Windows Project
-  MonoGame Windows 10 Universal Project
-  Console App (.NET Core) C#

 **Console App (.NET Core)**  
A project for creating a command-line application that can run on .NET Core on Windows, Linux and MacOS.


C# Linux macOS Windows Console

 **Console App**  
Run code in a Windows terminal. Prints "Hello World" by default.


C++ Windows Console

 **Windows Desktop Wizard**  
Create your own Windows app using a wizard.


C++ Windows Desktop Console Library

 **Console App**  
Run code in a Linux terminal. Prints "hello" by default.

C++ Linux Console

 **Raspberry Pi Blink**  
A blinking LED app using WiringPi for Raspberry Pi.

C++ Linux IoT Console

 **Console App (.NET Framework)**  
A project for creating a command-line application

C# Windows Console

Next



# Configure your new project

Console App (.NET Core) **C#** Linux macOS Windows Console

Project name

Location

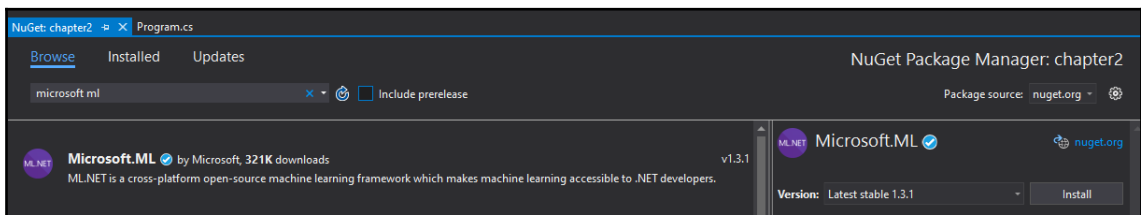
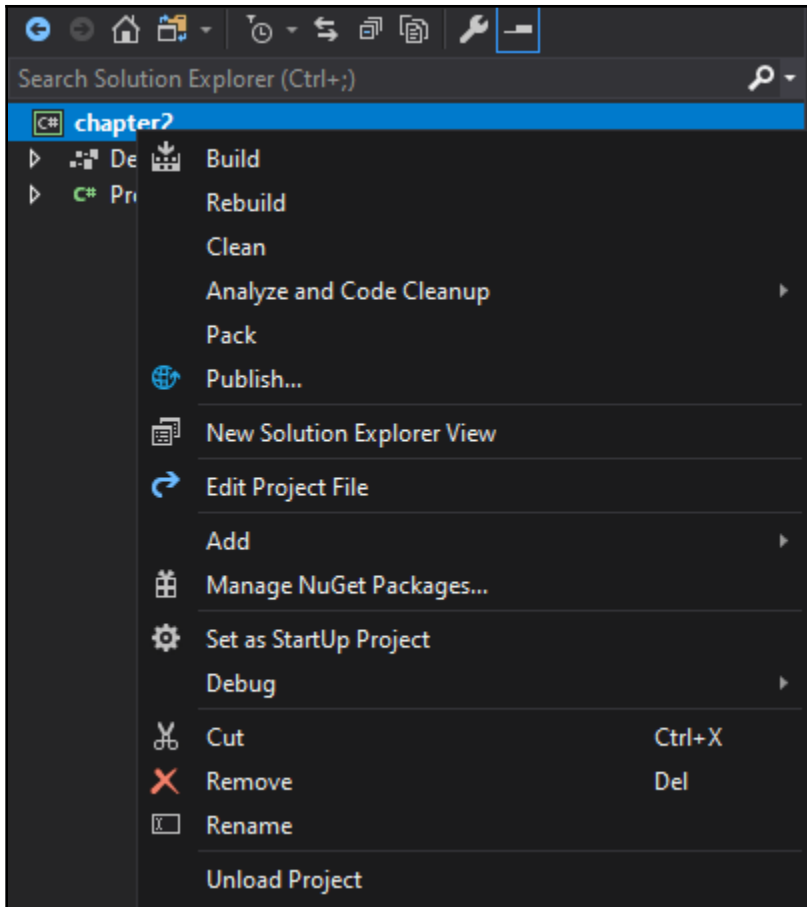
 ..

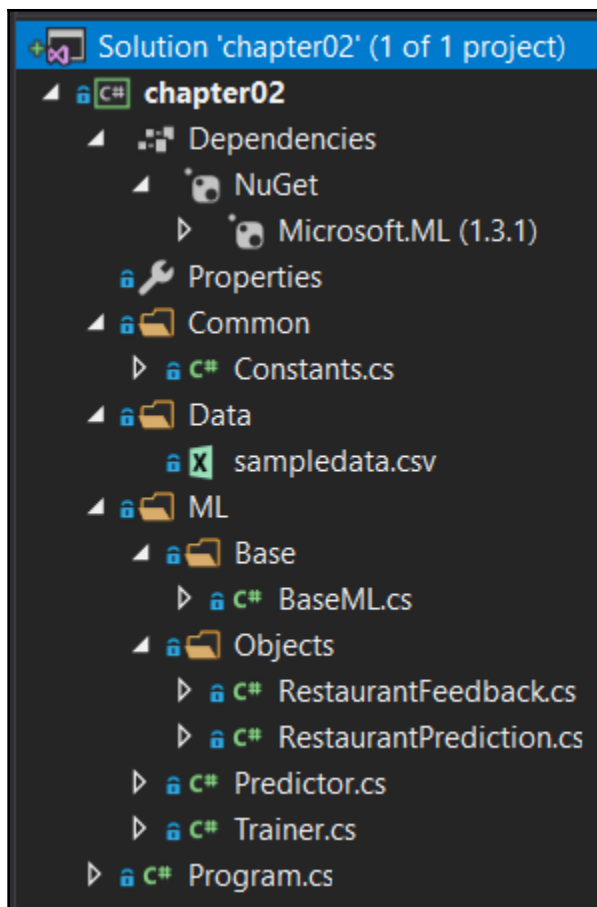
Solution name ⓘ

Place solution and project in the same directory

Back

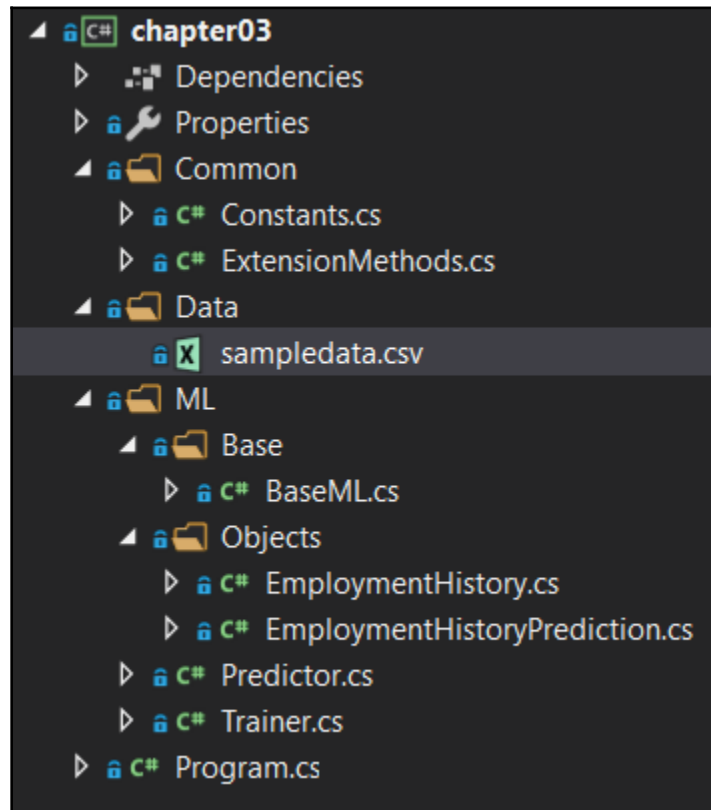
Create

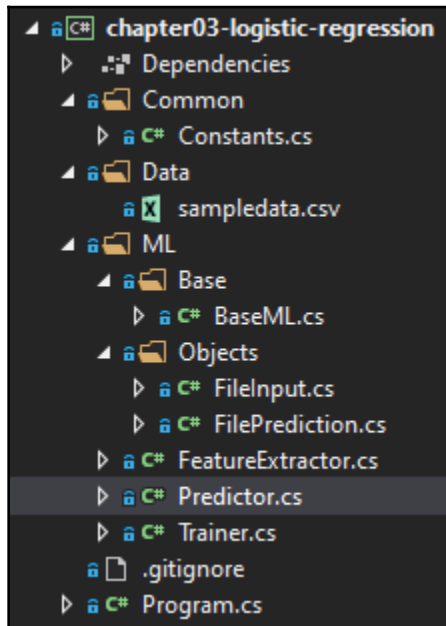
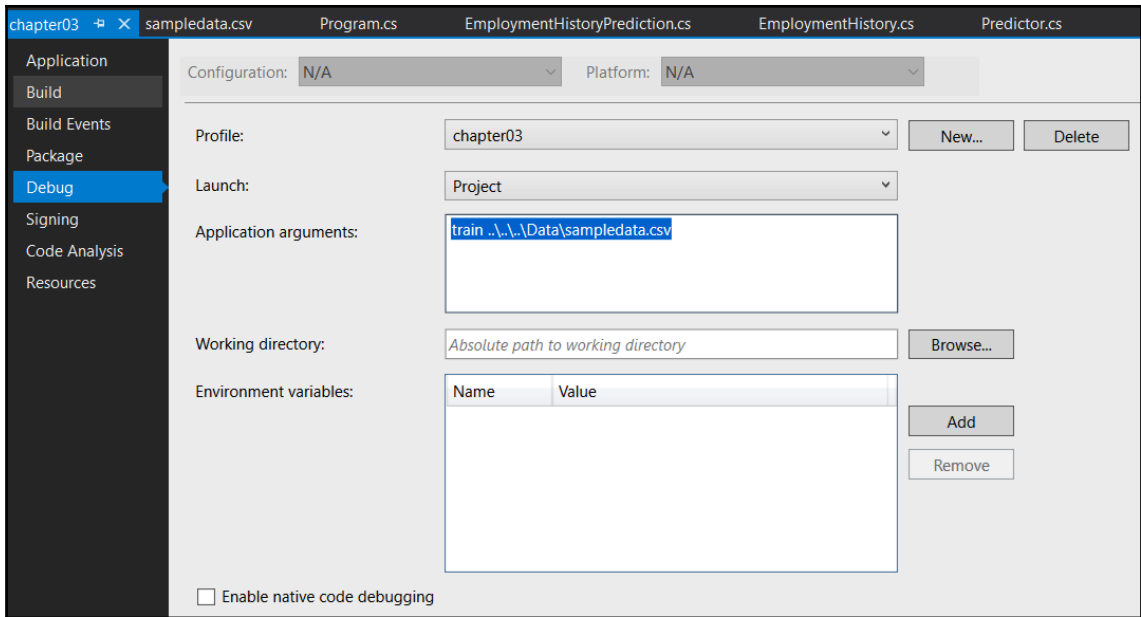


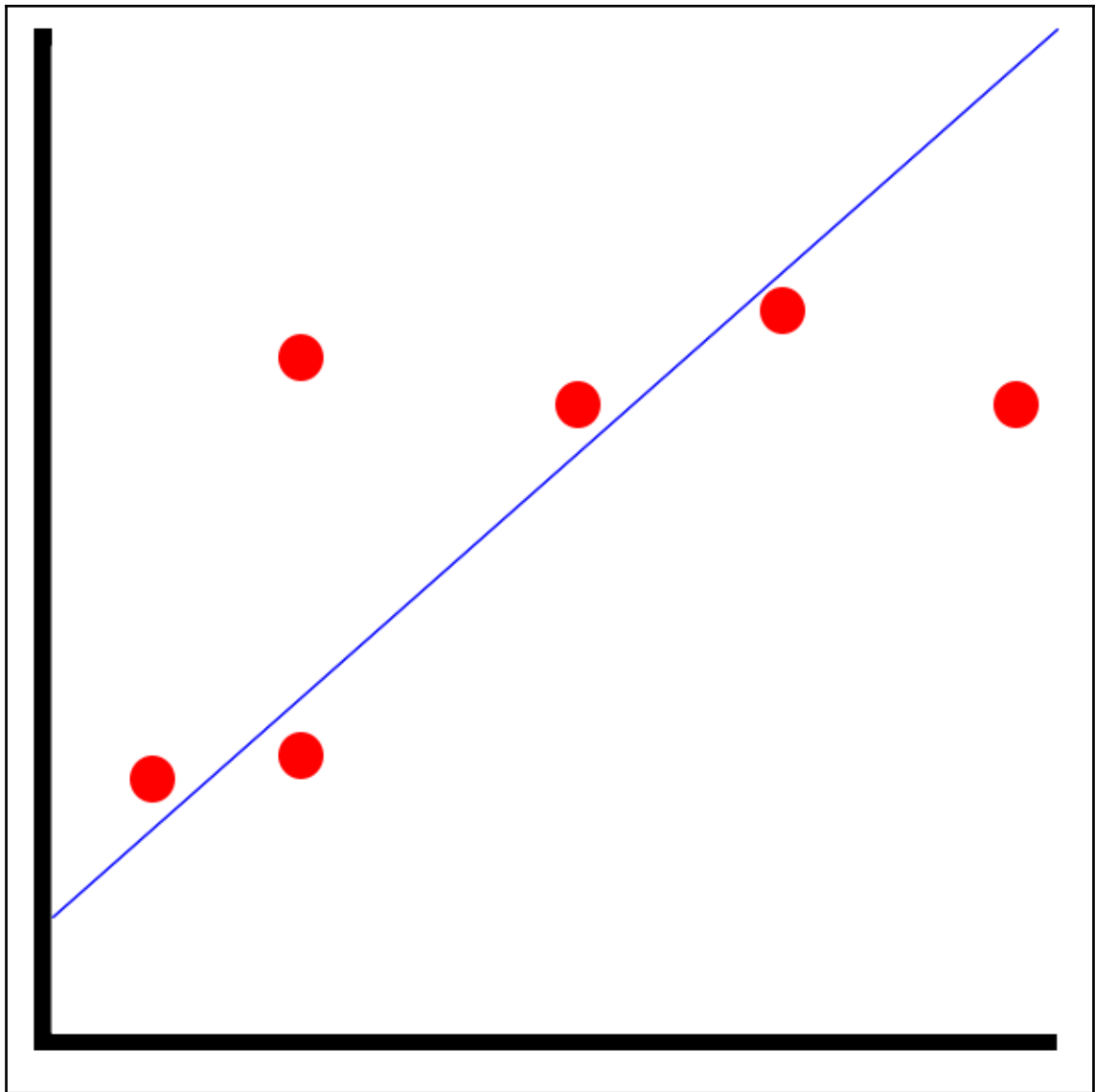


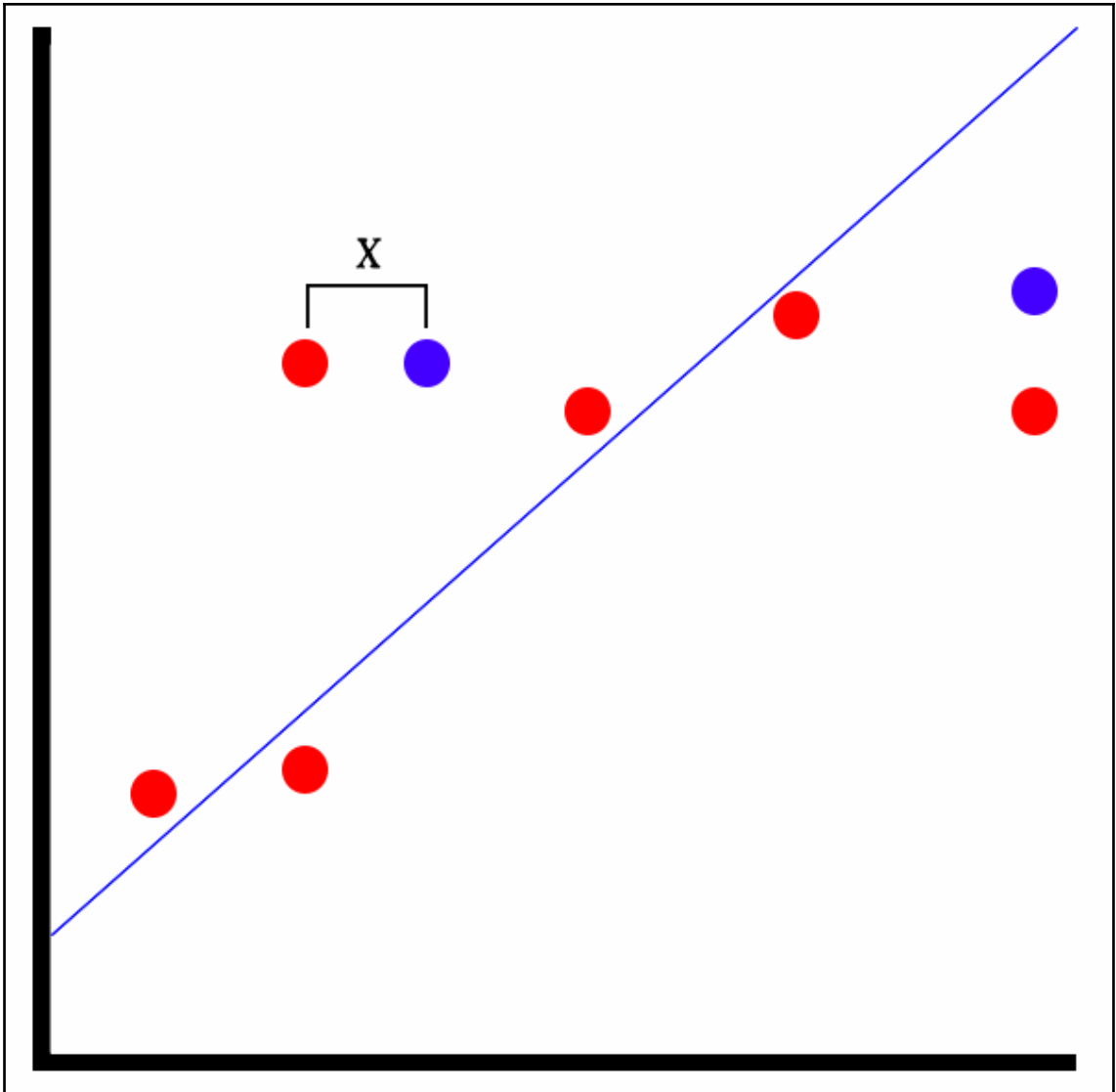


## Chapter 3: Regression Model

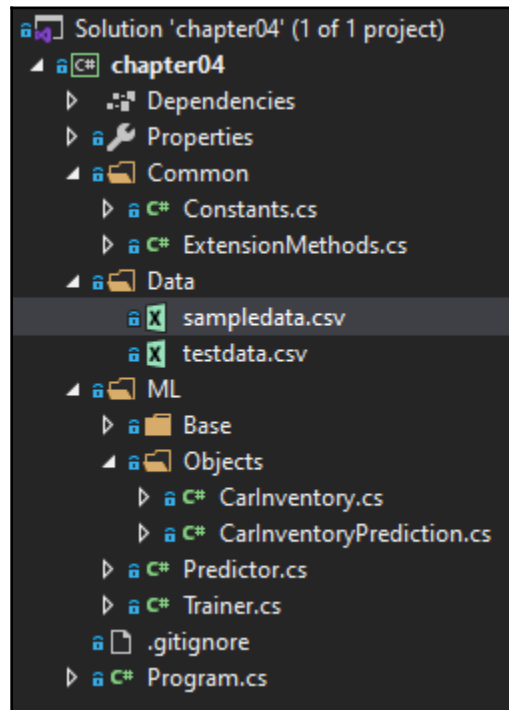


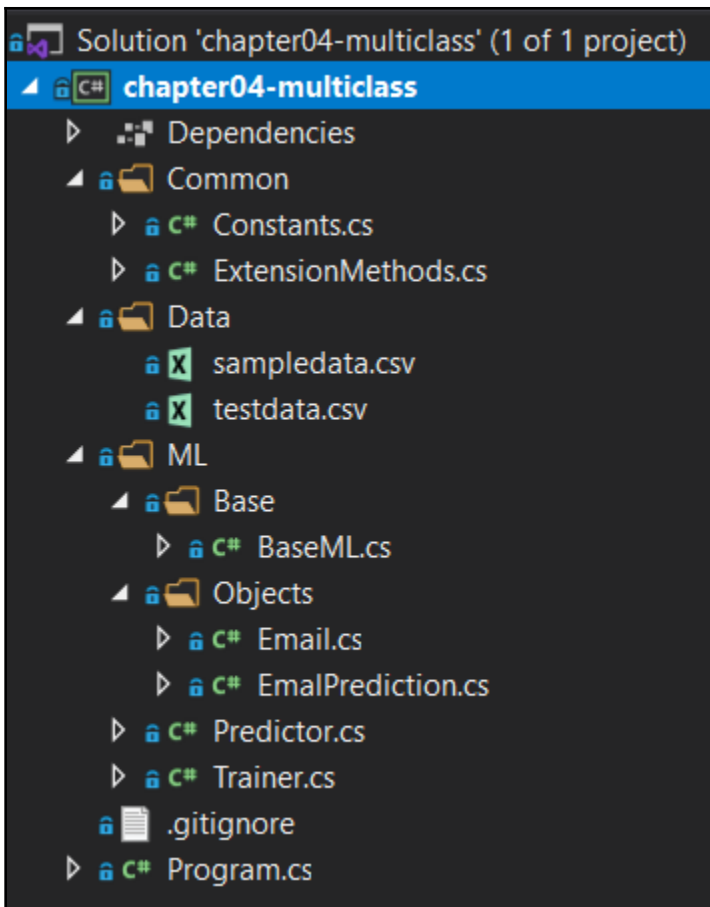




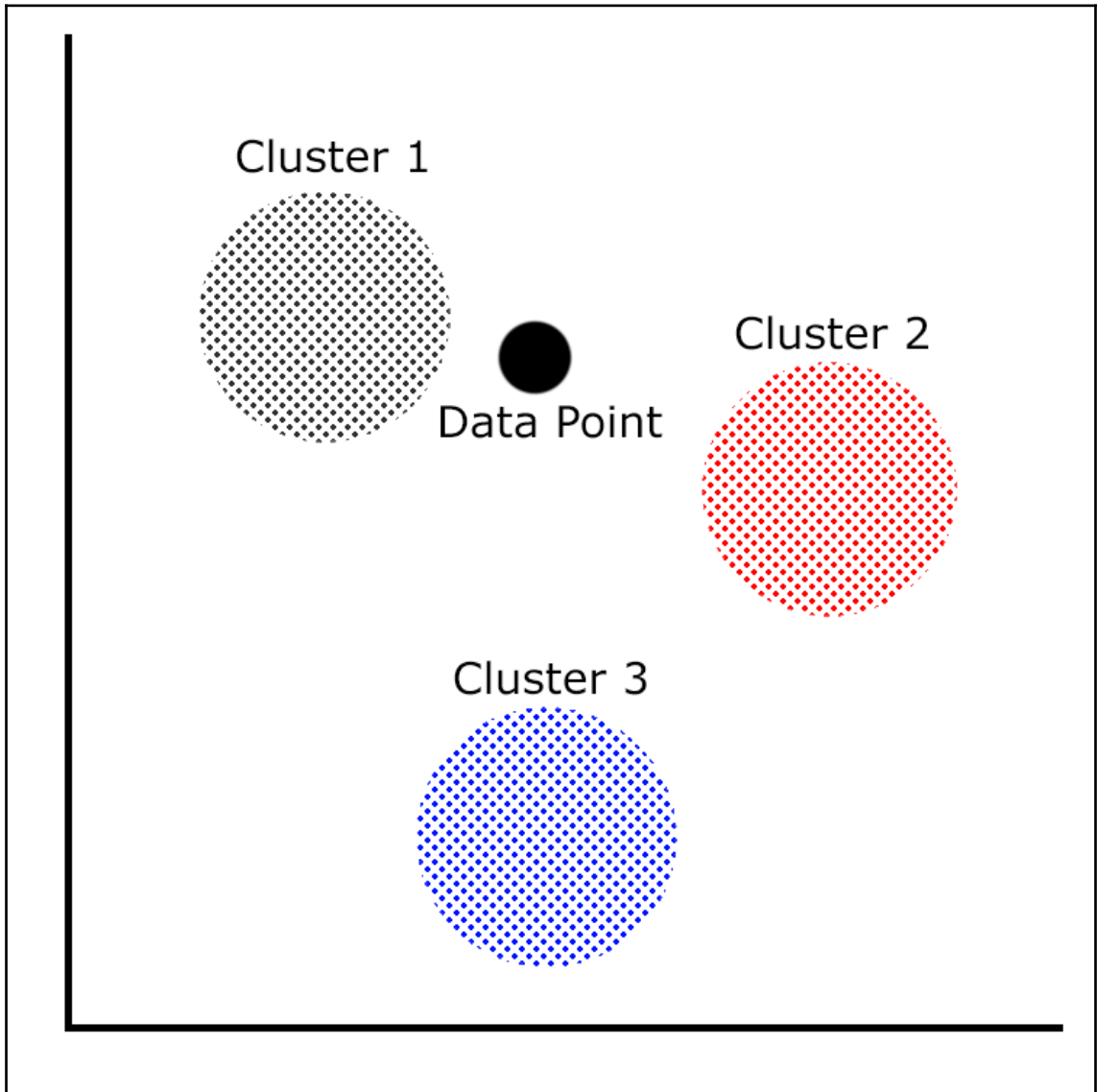


# Chapter 4: Classification Model





## Chapter 5: Clustering Model



🔒 Solution 'chapter05' (1 of 1 project)

🔒 C# **chapter05**

▷ 📦 Dependencies

▶ 🔒 🛠 Properties

🔒 📄 launchSettings.json

▶ 🔒 📁 Common

▷ 🔒 C# Constants.cs

▷ 🔒 C# ExtensionMethods.cs

▶ 🔒 📁 Data

🔒 X 📄 sampledata.csv

🔒 X 📄 testdata.csv

▶ 🔒 📁 Enums

▷ 🔒 C# FileTypes.cs

▶ 🔒 📁 ML

▶ 🔒 📁 Base

▷ 🔒 C# BaseML.cs

▶ 🔒 📁 Objects

▷ 🔒 C# FileData.cs

▷ 🔒 C# FileTypePrediction.cs

▷ 🔒 C# FeatureExtractor.cs

▷ 🔒 C# Predictor.cs

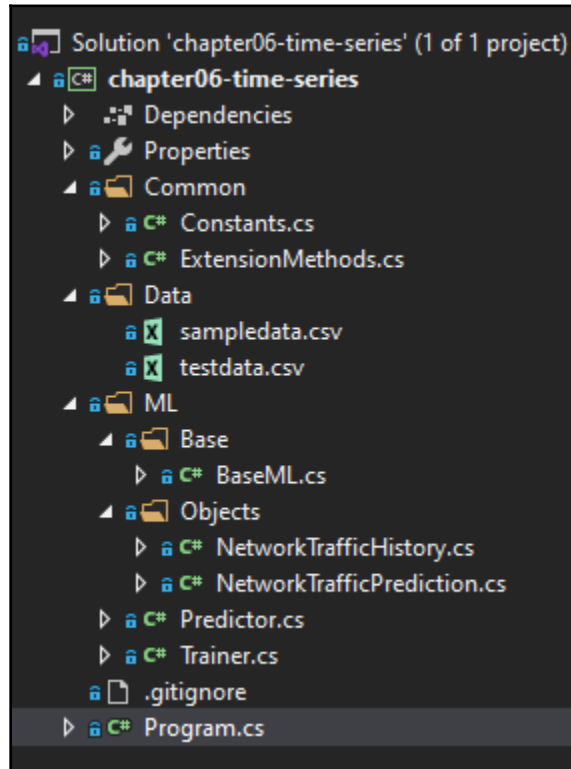
▷ 🔒 C# Trainer.cs

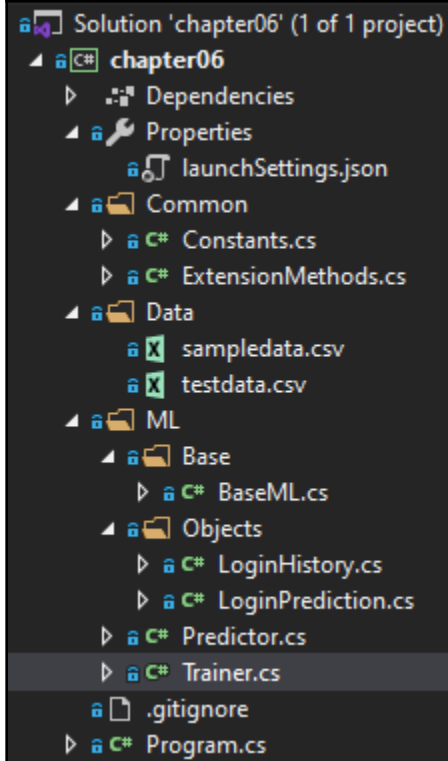
🔒 📄 .gitignore

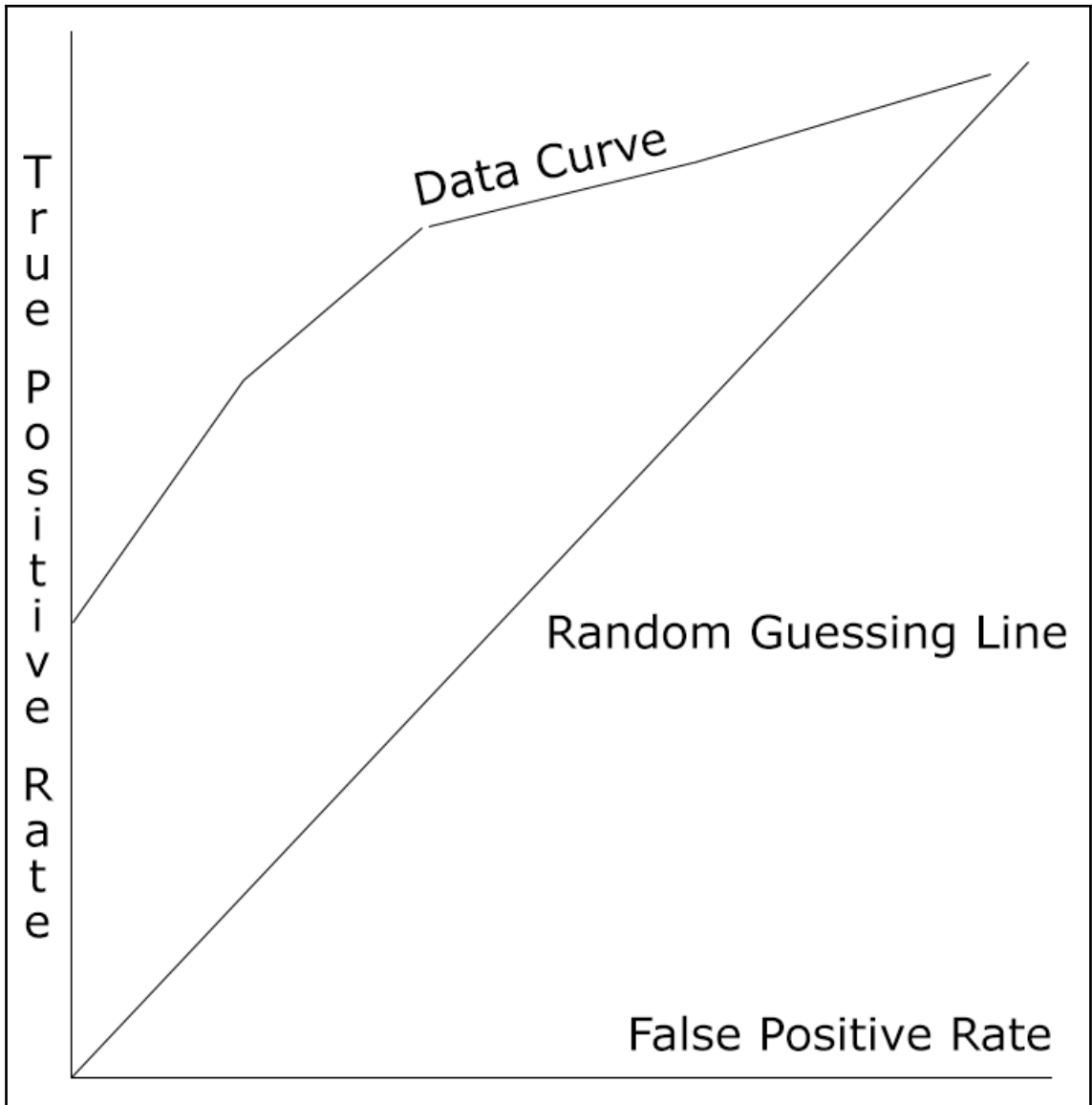
▷ 🔒 C# Program.cs



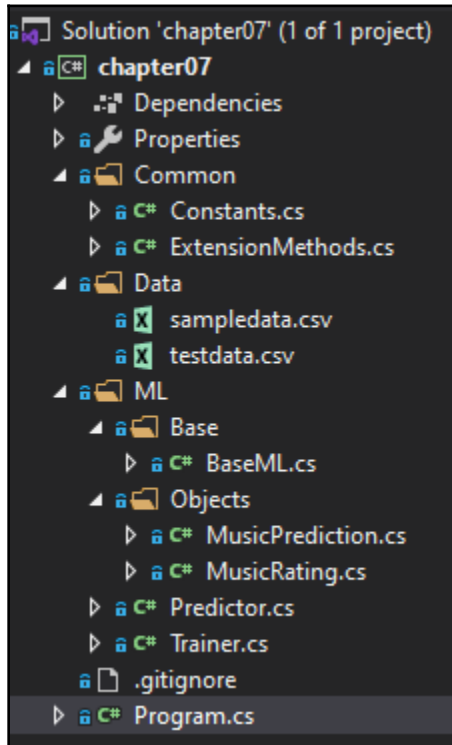
# Chapter 6: Anomaly Detection Model

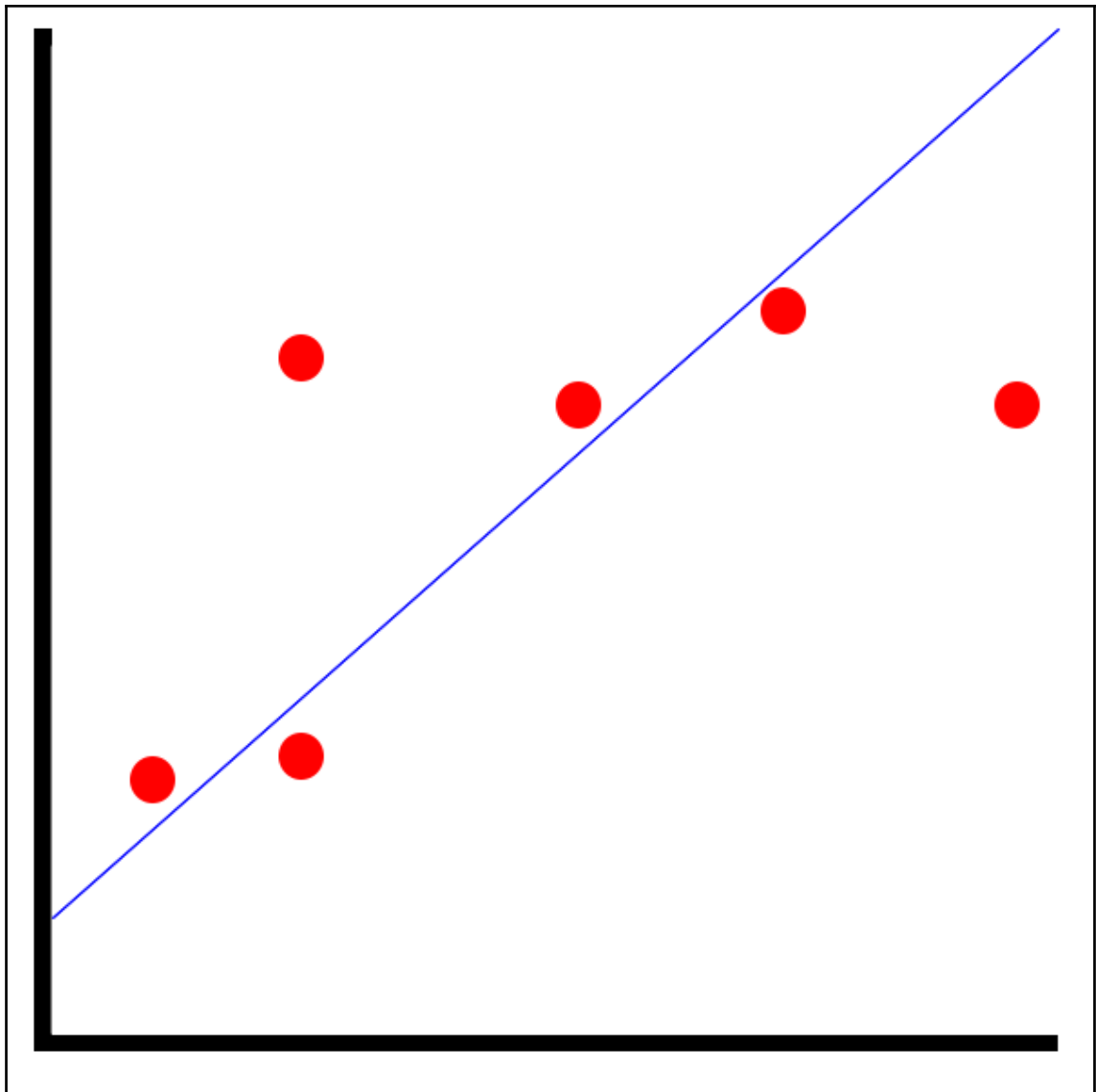


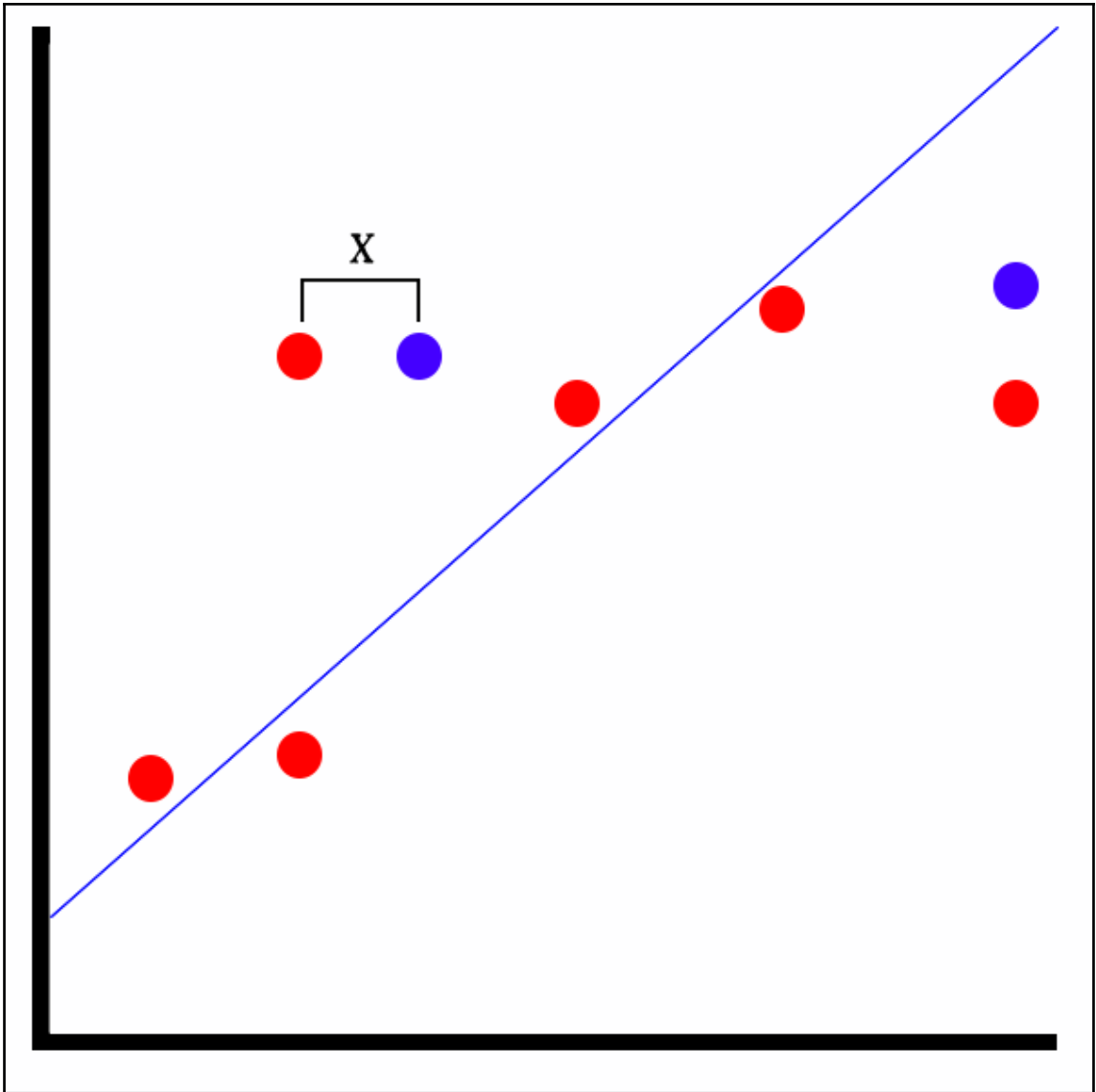




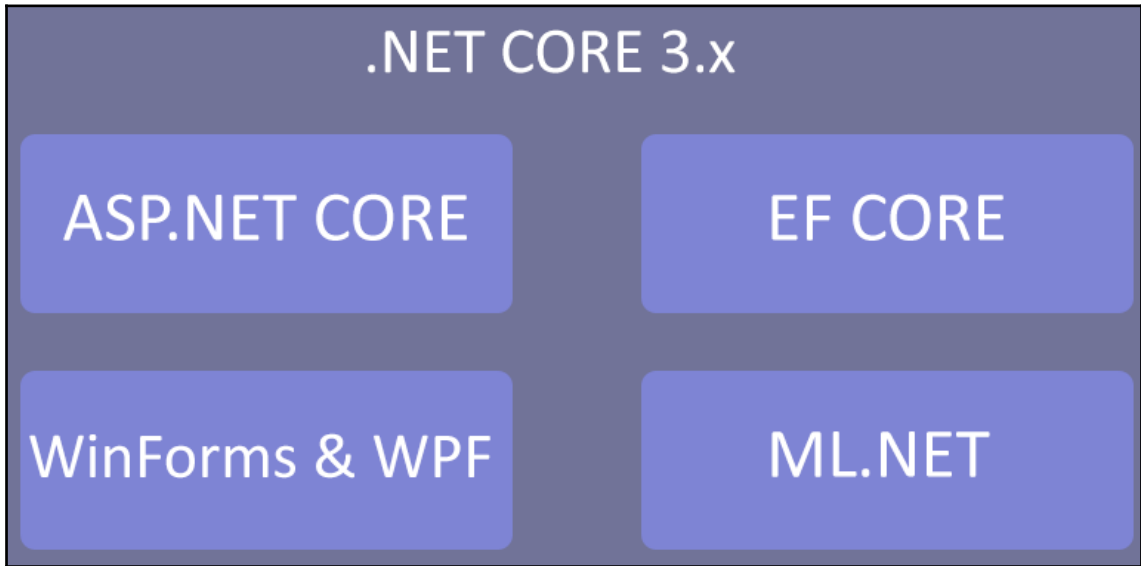
# Chapter 7: Matrix Factorization Model







## Chapter 8: Using ML.NET with .NET Core and Forecasting



Solution 'chapter08' (1 of 1 project)

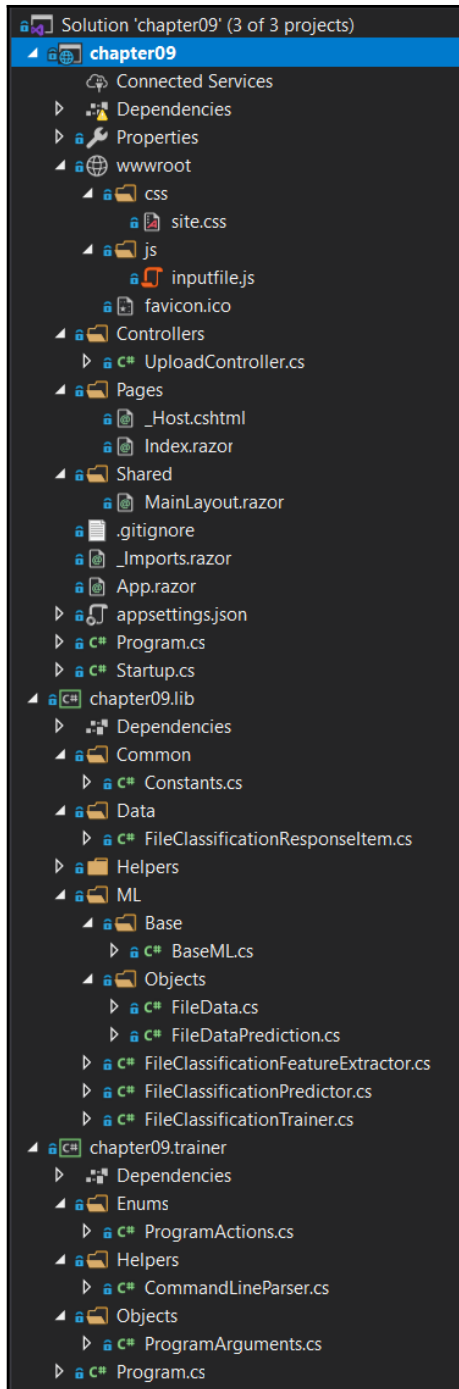
chapter08

- Dependencies
- Properties
- Data
  - predict.csv
  - sampledata.csv
  - testdata.csv
- Enums
  - ProgramActions.cs
- Helpers
  - CommandLineParser.cs
- ML
  - Base
    - BaseML.cs
  - Objects
    - StockPrediction.cs
    - StockPrices.cs
  - Predictor.cs
  - Trainer.cs
- Objects
  - ProgramArguments.cs
- .gitignore
- Program.cs



# **Chapter 9: Using ML.NET with ASP.NET Core**





## Chapter 9 - ML.NET with Blazor and ASP.NET Core

Click on **Choose File** below to upload and get the file's classification

Choose File No file chosen

## Chapter 9 - ML.NET with Blazor and ASP.NET Core

Click on **Choose File** below to upload and get the file's classification

Choose File chapter09.dll

### File Prediction Results:

<b>SHA1 Hash</b>	fgMEbIGMHHe5CxV+KeN5Nu68nM=
<b>Is Malicious?</b>	False
<b>Confidence</b>	0.0%

# Chapter 10: Using ML.NET with UWP

Application Visual Assets Capabilities Declarations Content URIs Packaging

Use this page to specify system features or devices that your app can use.

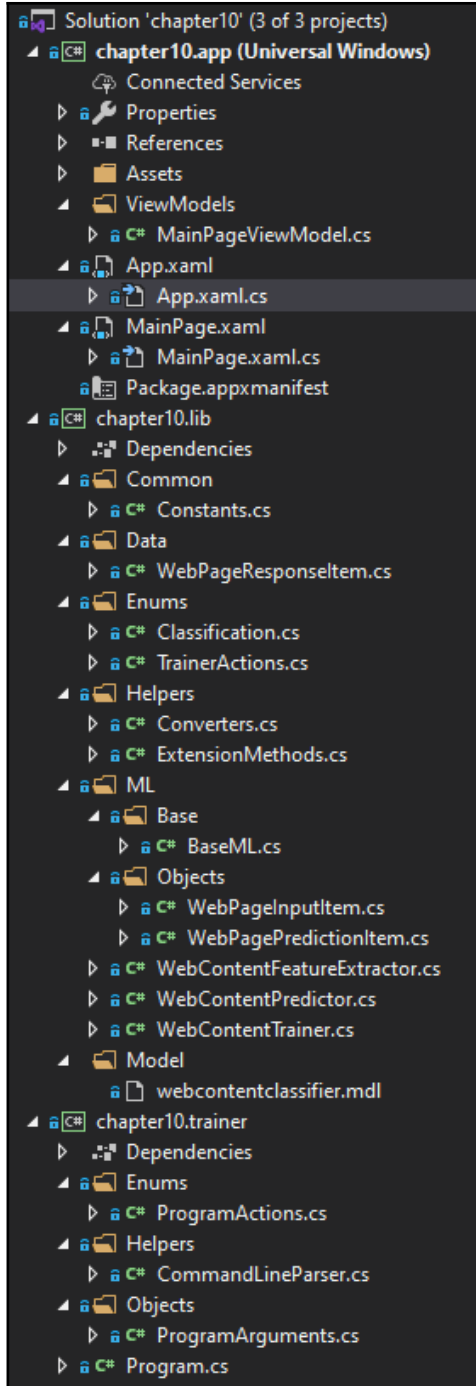
**Capabilities:**

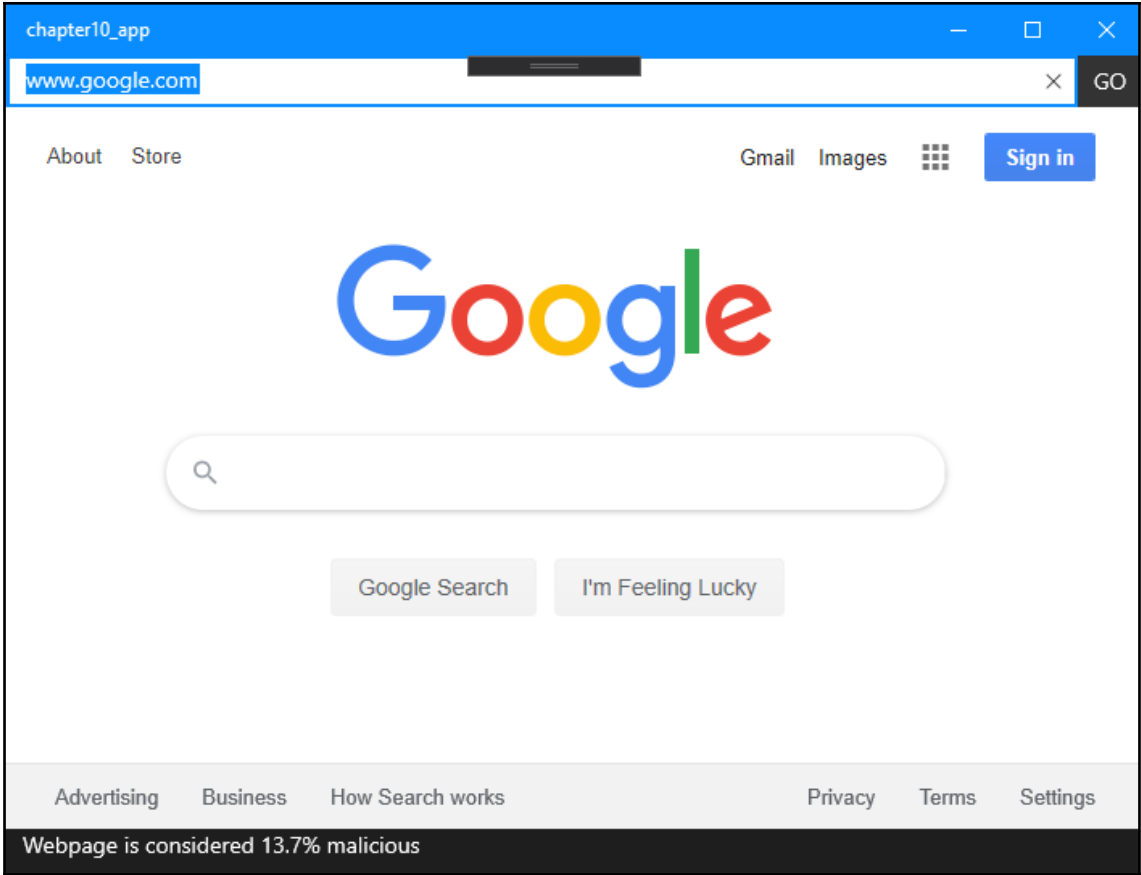
- AllJoyn
- Appointments
- Background Media Playback
- Blocked Chat Messages
- Bluetooth
- Chat Message Access
- Code Generation
- Contacts
- Enterprise Authentication
- Gaze Input
- Graphics Capture
- Internet (Client & Server)
- Internet (Client)

**Description:**

Allows AllJoyn-enabled apps and devices on a network to discover and interact with each other. All apps that access APIs in the Windows.Devices.AllJoyn namespace must use this capability.

[More information](#)





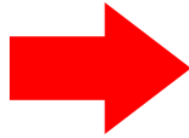




# Chapter 11: Training and Building Production Models



PNG  
FILE



File Magic Check



Chunk Extraction



Chunk Validation



Return Features

1. Prepare Data

2. Train Model

3. Validate Model

4. Deploy Model

Home

Author

- Automated ML
- Designer
- Notebooks


Assets


- Datasets
- Experiments
- Models
- Endpoints


Manage

- Compute
- Datastores
- Notebook VMs

## Welcome!




Create new 



**Automated ML**

Automatically train and tune a model using a target metric.


[Start now](#)



**Designer**

Drag-n-drop interface from prepping data to deploying models.

[Start now](#)



**Notebooks**

Code with Python SDK and run sample experiments.

[Start now](#)

### My recent resources

Run Number	Experiment	Status Updated Time	Status
1	Sample_1_-_Regression...	9/27/2019, 1:38:37 PM	Completed
1474	category-based-prope...	9/18/2019, 4:37:10 PM	Completed
1475	category-based-prope...	9/18/2019, 3:49:21 PM	Completed

**Airflow** DAGs Data Profiling Browse Admin Docs 15:13

## DAG: core\_data

Graph View Tree View Task Duration Landing Times Gantt Code

Run: 2015-05-27 00:00:00 Layout: Left->Right Go Search for...

EmailOperator HiveOperator HivePartitionSensor PrestoCheckOperator SubDagOperator success running failed no status

sparklyr - Spark Jobs localhost:4040/jobs/ sparklyr application UI

Spark 1.6.2 Jobs Stages Storage Environment Executors SQL

### Spark Jobs (?)

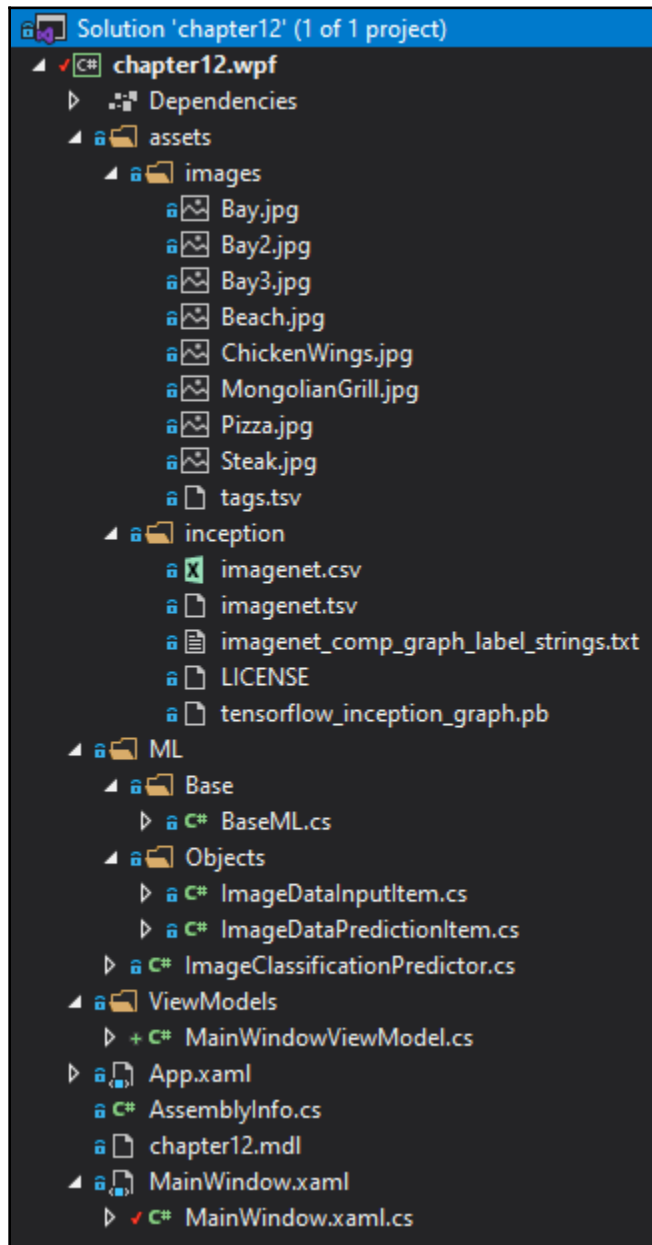
Total Uptime: 1.3 h  
Scheduling Mode: FIFO  
Completed Jobs: 29

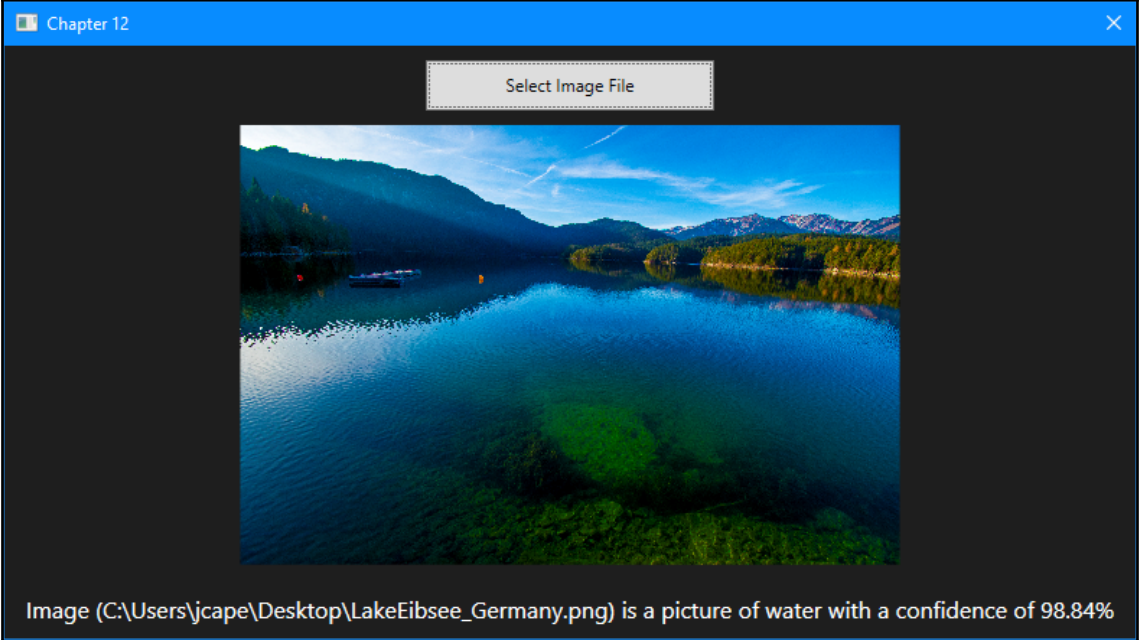
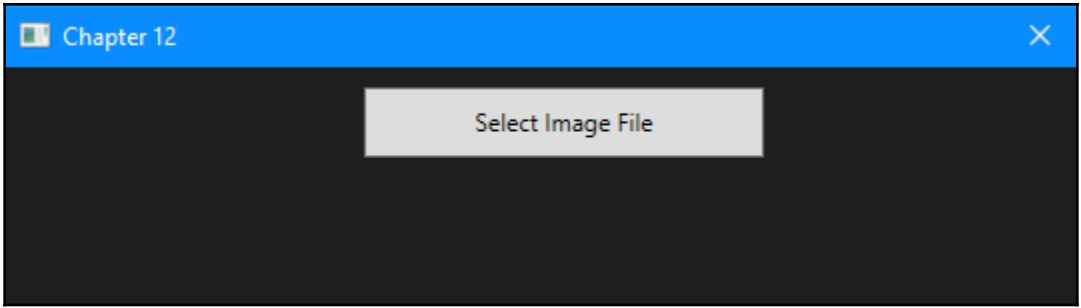
Event Timeline

#### Completed Jobs (29)

Job Id	Description	Submitted	Duration	Stages: Succeeded/Total	Tasks (for all stages): Succeeded/Total
28	count at NativeMethodAccessorImpl.java -2	2017/04/12 20:28:12	0.2 s	1/1	1/1
27	collect at utils.scala:52	2017/04/12 19:47:32	43 ms	1/1	2/2
26	count at NativeMethodAccessorImpl.java -2	2017/04/12 19:47:32	0.2 s	2/2	3/3
25	collect at utils.scala:195	2017/04/12 19:40:41	7 ms	1/1	1/1

# Chapter 12: Using TensorFlow with ML.NET





# Chapter 13: Using ONNX with ML.NET

## Image Classification

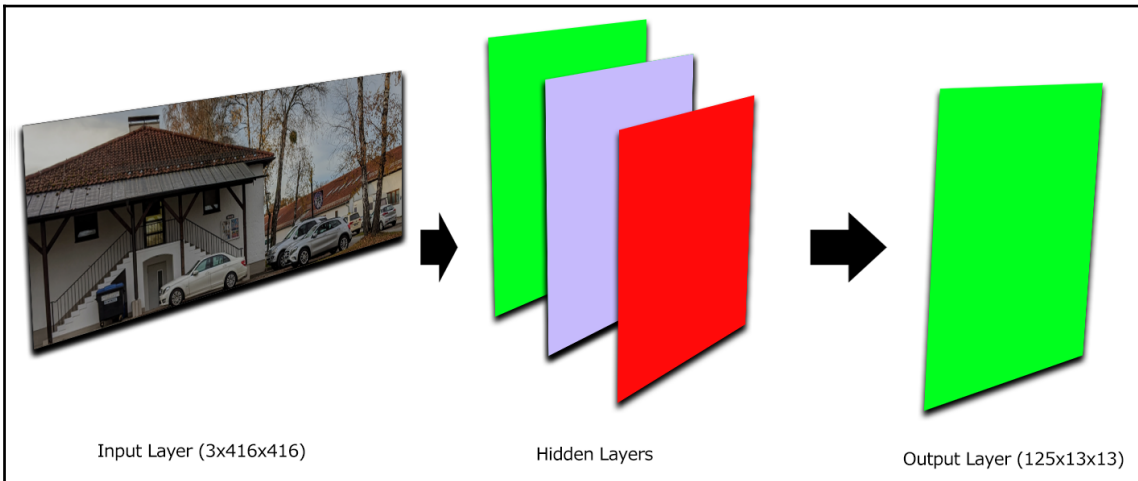


Water

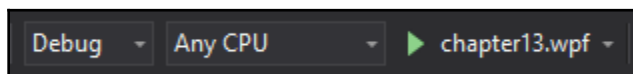
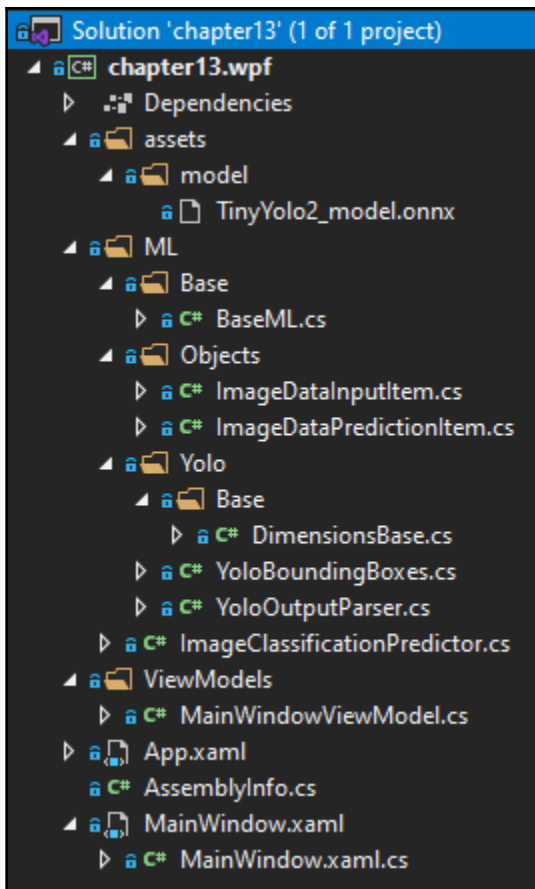
## Object Detection



Car







Select Image File

