Webinar

Department of Computer Science

Google TensorFlow software
for Machine Learning

Presenter: Martin Wicke, Google Software Engineer
Moderator: Rajat Monga, Google Engineering Director

Date: Wednesday, October 19, 2016
Time: 11:00am – 12:00 p.m.
Location: EGRA309C, CS Conference Room

Abstract

Since its launch in 2015, TensorFlow has become a popular open-source project. In this Tutorial, Wicke and Monga will start from TensorFlow basics such as how to build and run Graphs, how to work with Sessions, Variables and Ops. They will also show how to perform large-scale training using queues and distribute training on several devices or computers.

TensorFlow™ is an open source software library for numerical computation using data flow graphs. Nodes in the graph represent mathematical operations, while the graph edges represent the multidimensional data arrays (tensors) communicated between them. The flexible architecture allows you to deploy computation to one or more CPUs or GPUs in a desktop, server, or mobile device with a single API. TensorFlow was originally developed by researchers and engineers working on the Google Brain Team within Google's Machine Intelligence research organization for the purposes of conducting machine learning and deep neural networks research, but the system is general enough to be applicable in a wide variety of other domains as well.