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*Mastering Spark with R* - Javier Luraschi 2019-10-07

If you're like most R users, you have deep knowledge and love for statistics. But as your organization continues to collect huge amounts of data, adding tools such as Apache

Spark makes a lot of sense. With this practical book, data scientists and professionals working with large-scale data applications will learn how to use Spark from R to tackle big data and big compute problems. Authors Javier

Luraschi, Kevin Kuo, and Edgar Ruiz show you how to use R with Spark to solve different data analysis problems. This book covers relevant data science topics, cluster computing, and issues that should interest even the most advanced users. Analyze, explore, transform, and visualize data in Apache Spark with R Create statistical models to extract information and predict outcomes; automate the process in production-ready workflows Perform analysis and modeling across many machines using distributed computing techniques Use large-scale data from multiple sources and different formats with ease from within Spark Learn about alternative modeling frameworks for graph processing, geospatial analysis, and genomics at scale Dive into advanced topics including custom transformations, real-time data processing, and creating custom Spark extensions

*Health Promotion & Education Research Methods* - Randy

Cottrell 2011

The main objective in writing a thesis or dissertation is to teach students how to conduct research in a planned and systematic way. *Health Promotion & Education Research Methods, Second Edition* provides a comprehensive and thorough presentation of the skills and processes needed to complete high quality research. Students will receive an overview of the different approaches to research methods and are introduced to the five-chapter thesis or dissertation format. Each chapter contains information relevant to the writing of one or more chapters of a thesis or dissertation.

[Mathematics Explained for Primary Teachers](#) - Derek

Haylock 2018-11-19

'This user-friendly interactive book makes concepts simple and gives you the confidence and knowledge to learn and teach mathematics to primary children. You can conveniently access easily digestible content to build and test your

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knowledge. It's a must have on any teachers book shelf!' SAGE Primary Mathematics Student Panel LESSON PLANS AND WORKSHEETS: Save time with ideas and resources for planning your lessons.

PROBLEM SOLVED! VIDEOS: Visualise how to solve a question by watching a quick animated demonstration.

LEARNING AND TEACHING POINTS: Feel confident in the classroom with these key points to remember when planning and teaching.

QUESTIONS AND QUIZZES: Achieve a firm grasp of concepts and a clear understanding with self-assessment questions and quizzes. FREE INTERACTIVE EBOOK: Study anywhere with your portable and convenient eBook! USE ME WITH...

Student Workbook  
Mathematics Explained for Primary Teachers 6th Edition  
9781526424686

*Deep Learning with Python* - Francois Chollet 2017-11-30  
Summary Deep Learning with Python introduces the field of deep learning using the Python

language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet,

this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside

Deep learning from first principles  
Setting up your own deep-learning environment  
Image-classification models  
Deep learning for text and sequences  
Neural style transfer, text generation, and image generation  
About the Reader  
Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author  
François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning

research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others.

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notebooks on an EC2 GPU instance

## **Think Like a Data Scientist -**

Brian Godsey 2017-03-09

Summary Think Like a Data Scientist presents a step-by-step approach to data science, combining analytic, programming, and business perspectives into easy-to-digest techniques and thought processes for solving real world data-centric problems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Data collected from customers, scientific measurements, IoT sensors, and so on is valuable only if you understand it. Data scientists revel in the interesting and rewarding challenge of observing, exploring, analyzing, and interpreting this data. Getting started with data science means more than mastering analytic tools and techniques, however; the real magic happens when you begin to think like a data scientist. This book will get you there. About

the Book Think Like a Data Scientist teaches you a step-by-step approach to solving real-world data-centric problems. By breaking down carefully crafted examples, you'll learn to combine analytic, programming, and business perspectives into a repeatable process for extracting real knowledge from data. As you read, you'll discover (or remember) valuable statistical techniques and explore powerful data science software. More importantly, you'll put this knowledge together using a structured process for data science. When you've finished, you'll have a strong foundation for a lifetime of data science learning and practice. What's Inside The data science process, step-by-step How to anticipate problems Dealing with uncertainty Best practices in software and scientific thinking About the Reader Readers need beginner programming skills and knowledge of basic statistics. About the Author Brian Godsey has worked in software, academia, finance,

and defense and has launched several data-centric start-ups.

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Software: statistics in action

Supplementary software: bigger, faster, more efficient

Plan execution: putting it all together

PART 3 - FINISHING OFF THE PRODUCT AND WRAPPING UP

Delivering a product

After product delivery: problems and revisions

Wrapping up: putting the project away

**Mining Magazine** - 1903

**Hibernate Search in Action** - Emmanuel Bernard 2008-12-20

Enterprise and web applications require full-

featured, "Google-quality" search capabilities, but such features are notoriously difficult to implement and maintain. Hibernate Search builds on the Lucene feature set and offers an easy-to-implement interface that integrates seamlessly with Hibernate-the leading data persistence solution for Java applications. Hibernate Search in Action introduces both the principles of enterprise search and the implementation details a Java developer will need to use Hibernate Search effectively. This book blends the insights of the Hibernate Search lead developer with the practical techniques required to index and manipulate data, assemble and execute search queries, and create smart filters for better search results. Along the way, the reader masters performance-boosting concepts like using Hibernate Search in a clustered environment and integrating with the features already in your applications. This book assumes you're a competent Java developer with

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some experience using Hibernate and Lucene. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

*Web Information Systems Engineering - WISE 2005 Workshops* - Mike Dean  
2005-11-04

This book constitutes the joint refereed proceedings of the three workshops held in conjunction with the 6th International Conference on Web Information Systems Engineering, WISE 2005, in New York, NY, USA, in November 2005. A total of 47 papers were submitted to the three workshops, and 28 revised full papers were carefully selected for presentation. The workshop on Web Information Systems Quality (WISQ 2005) - discussing and disseminating research on the quality of WIS and Web services from a holistic point of view - included 7 papers out of 12 submissions. The workshop on Web-based Learning (WBL 2005)

accounted for 10 papers from 14 papers submitted - organized in topical sections on tools, models, and innovative applications. The workshop on Scalable Semantic Web Knowledge Base Systems (SSWS 2005) included 11 presentations selected from 21 submissions. Topics addressed are scalable repository and reasoning services, practical Semantic Web applications, query handling and optimization techniques.

Human Resource Management in the Public Sector - Ronald J. Burke 2013-01-01

'An impressive collection of authoritative treatments of major current and ongoing topics in public sector human resource management, provided by both well-established experts and up-and-coming scholars who are becoming leaders in the field. A valuable resource for courses on the topic and an important reference for scholars and those seeking to maintain expert knowledge about it.' - Hal G. Rainey, The University of Georgia, US This insightful

book presents current thinking and research evidence on the role of human resource management policies and practices in increasing service quality, efficiency and organizational effectiveness in the public sector.

Internationally, public sector organisations face enormous challenges, including increasingly uncertain political and economic environments, more vigilant and cost-conscious governments, rapidly evolving community needs and an ageing workforce. This collection examines a range of HRM-related topics that will influence the capacity of public sector agencies to negotiate and respond to the challenges ahead. These topics include managing public sector human resources during an economic downturn, enhancing the satisfaction and motivation of public sector employees, attracting and retaining talent, leadership development, and case studies in successful public sector organizational change. With each chapter drawing on the latest research,

but also emphasizing the practical implications, this collection is suitable for practitioners, researchers and students alike. It will also be valuable for HR specialists and managers of HR units in the public sector.

*Netty in Action* - Norman Maurer 2015-12-04

Summary *Netty in Action* introduces the *Netty* framework and shows you how to incorporate it into your Java network applications. You'll learn to write highly scalable applications without the need to dive into the low-level non-blocking APIs at the core of Java. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology *Netty* is a Java-based networking framework that manages complex networking, multithreading, and concurrency for your applications. And *Netty* hides the boilerplate and low-level code, keeping your business logic separate and easier to reuse. With *Netty*, you get an

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easy-to-use API, leaving you free to focus on what's unique to your application. About the Book *Netty in Action* introduces the Netty framework and shows you how to incorporate it into your Java network applications. You will discover how to write highly scalable applications without getting into low-level APIs. The book teaches you to think in an asynchronous way as you work through its many hands-on examples and helps you master the best practices of building large-scale network apps. What's Inside *Netty* from the ground up Asynchronous, event-driven programming Implementing services using different protocols Covers *Netty 4.x* About the Reader This book assumes readers are comfortable with Java and basic network architecture. About the Authors Norman Maurer is a senior software engineer at Apple and a core developer of Netty. Marvin Wolfthal is a Dell Services consultant who has implemented mission-critical enterprise systems using Netty.

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### **Supporting Children's Learning in the Early Years -**

Linda Miller 2014-12-05

*Supporting Children's Learning in the Early Years* is aimed at early years practitioners who are developing their knowledge and understanding of professional practice through studying at undergraduate level. The book encourages readers to consider their professional development as reflective practitioners,

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building on and supporting the government agenda to provide quality provision for young children and their families. Combining theory and practice, and bringing together current research and thinking in a broad range of areas, the book covers: Learning environments: young children as learners, assessment of learning, well being and children's rights, diversity and inclusion. Learning and development: children's development including social and emotional development, literacy and mathematical development, the potential of ICT, fostering creativity, musical development and knowledge and understanding of the world. Reflective practice: the learning environment, safeguarding and wellbeing, the reflective practitioner. Throughout, the contributions in this book encourage the reader to consider the diverse range of experiences which young children bring to early years and early primary settings and suggest ways in which they can be supported.

The book will also be a valuable and unique resource for training providers of a range of courses at further and higher education level that prepare people to work with, and lead in, early years settings in the UK.

Real World Instrumentation with Python - John M. Hughes  
2010-11-15

Learn how to develop your own applications to monitor or control instrumentation hardware. Whether you need to acquire data from a device or automate its functions, this practical book shows you how to use Python's rapid development capabilities to build interfaces that include everything from software to wiring. You get step-by-step instructions, clear examples, and hands-on tips for interfacing a PC to a variety of devices. Use the book's hardware survey to identify the interface type for your particular device, and then follow detailed examples to develop an interface with Python and C. Organized by interface type, data processing

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activities, and user interface implementations, this book is for anyone who works with instrumentation, robotics, data acquisition, or process control. Understand how to define the scope of an application and determine the algorithms necessary, and why it's important. Learn how to use industry-standard interfaces such as RS-232, RS-485, and GPIB. Create low-level extension modules in C to interface Python with a variety of hardware and test instruments. Explore the console, curses, TkInter, and wxPython for graphical and text-based user interfaces. Use open source software tools and libraries to reduce costs and avoid implementing functionality from scratch.

### **African American Films**

#### **Through 1959** - Larry

Richards 2005-05-27

All films with a predominantly or entirely African American cast or that were about African Americans are detailed here. Each entry includes cast and credits, year of release, studio, distributor, type of film

(feature, short or documentary) and other production details. In most cases, a brief synopsis of the film or contemporary reviews of it follow. In the appendices, film credits for over 1,850 actors and actresses are provided, along with a listing of film companies.

#### Unity in Action, Third Edition -

Joe Hocking 2022-03-01

This hands-on beginners guide gets you building games fast, all with the awesome Unity engine! You'll speed past the basics and use your existing coding skills to create 2D, 3D, and AR/VR games. In Unity in Action, Third Edition, you will learn how to: Create characters that run, jump, and bump into things. Build 3D first-person shooters and third-person action games. Construct 2D card games and side-scrolling platformers. Script enemies with AI. Improve game graphics by importing models and images. Design an intuitive user interface for your games. Play music and spatially-aware sound effects. Connect your games to the internet for online play. Deploy your games to

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desktop, mobile, and the web  
Thousands of new game  
developers have chosen Joe  
Hocking's Unity in Action as  
their first step toward Unity  
mastery. Starting with the  
initial groundwork of a new  
game development project,  
you'll quickly start writing  
custom code instead of clicking  
together premade scripts. This  
fully updated third edition  
comes packed with fully  
refreshed graphics, Unity's  
latest features, and coverage of  
augmented and virtual reality  
toolkits. You'll master the Unity  
toolset from the ground up,  
learning the skills to go from  
application coder to game  
developer. Foreword by Jesse  
Schell. About the technology  
Writing games is rewarding  
and fun—and with Unity, it's  
easy to get started! Unity  
handles the heavy lifting, so  
you can focus on game play,  
graphics, and user experience.  
C# support and a huge  
ecosystem of prebuilt  
components help even first-  
time developers go from the  
drawing board to the screen  
fast. About the book Unity in

Action, Third Edition teaches  
you to create games with the  
Unity game platform. It's many  
2D, 3D, and AR/VR game  
examples give you hands-on  
experience with Unity's  
workflow tools and state-of-the-  
art rendering engine. This fully  
updated third edition presents  
new coverage of Unity's XR  
toolkit and shows you how you  
can start building with virtual  
and augmented reality. What's  
inside Create characters that  
run, jump, and bump into  
things Script enemies with AI  
Play music and spatially-aware  
sound effects Deploy your  
games to desktop, mobile, and  
the web About the reader For  
programmers who know any  
object-oriented programming  
language. Examples are in C#.  
About the author Joe Hocking  
is a software engineer and  
Unity expert specializing in  
interactive media development.  
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Vert.x in Action - Julien Ponge  
2020-12-01

Vert.x in Action teaches you  
how to build production-quality  
reactive applications in Java.  
This book covers core Vert.x  
concepts, as well as the  
fundamentals of asynchronous  
and reactive programming.  
Learn to develop microservices  
by using Vert.x tools for  
database communications,  
persistent messaging, and test  
app resiliency. The patterns  
and techniques included here  
transfer to reactive  
technologies and frameworks  
beyond Vert.x. Summary As

enterprise applications become  
larger and more distributed,  
new architectural approaches  
like reactive designs,  
microservices, and event  
streams are required  
knowledge. The Vert.x  
framework provides a mature,  
rock-solid toolkit for building  
reactive applications using  
Java, Kotlin, or Scala. Vert.x in  
Action teaches you to build  
responsive, resilient, and  
scalable JVM applications with  
Vert.x using well-established  
reactive design patterns.  
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Java virtual machine that  
simplify event-based and  
asynchronous programming.  
Vert.x applications handle  
tedious tasks like asynchronous  
communication, concurrent  
work, message and data  
persistence, plus they're easy  
to scale, modify, and maintain.  
Backed by the Eclipse  
Foundation and used by Red  
Hat and others, this toolkit

supports code in a variety of languages. About the book Vert.x in Action teaches you how to build production-quality reactive applications in Java. This book covers core Vert.x concepts, as well as the fundamentals of asynchronous and reactive programming. Learn to develop microservices by using Vert.x tools for database communications, persistent messaging, and test app resiliency. The patterns and techniques included here transfer to reactive technologies and frameworks beyond Vert.x. What's inside Building reactive services Responding to external service failures Horizontal scaling Vert.x toolkit architecture and Vert.x testing Deploying with Docker and Kubernetes About the reader For intermediate Java web developers. About the author Julien Ponge is a principal software engineer at Red Hat, working on the Eclipse Vert.x project. Table of Contents PART 1 - FUNDAMENTALS OF ASYNCHRONOUS PROGRAMMING WITH VERT.X

1 Vert.x, asynchronous programming, and reactive systems 2 Verticles: The basic processing units of Vert.x 3 Event bus: The backbone of a Vert.x application 4 Asynchronous data and event streams 5 Beyond callbacks 6 Beyond the event bus PART 2 - DEVELOPING REACTIVE SERVICES WITH VERT.X 7 Designing a reactive application 8 The web stack 9 Messaging and event streaming with Vert.x 10 Persistent state management with databases 11 End-to-end real-time reactive event processing 12 Toward responsiveness with load and chaos testing 13 Final notes: Container-native Vert.x **Data Warehouse Systems** - Alejandro Vaisman 2014-09-10 With this textbook, Vaisman and Zimányi deliver excellent coverage of data warehousing and business intelligence technologies ranging from the most basic principles to recent findings and applications. To this end, their work is structured into three parts. Part I describes “Fundamental

Concepts” including multi-dimensional models; conceptual and logical data warehouse design and MDX and SQL/OLAP. Subsequently, Part II details “Implementation and Deployment,” which includes physical data warehouse design; data extraction, transformation, and loading (ETL) and data analytics. Lastly, Part III covers “Advanced Topics” such as spatial data warehouses; trajectory data warehouses; semantic technologies in data warehouses and novel technologies like Map Reduce, column-store databases and in-memory databases. As a key characteristic of the book, most of the topics are presented and illustrated using application tools. Specifically, a case study based on the well-known Northwind database illustrates how the concepts presented in the book can be implemented using Microsoft Analysis Services and Pentaho Business Analytics. All chapters are summarized using review questions and exercises to support comprehensive student

learning. Supplemental material to assist instructors using this book as a course text is available at <http://cs.ulb.ac.be/DWSDIbook/>, including electronic versions of the figures, solutions to all exercises, and a set of slides accompanying each chapter. Overall, students, practitioners and researchers alike will find this book the most comprehensive reference work on data warehouses, with key topics described in a clear and educational style.

[Health Economics](#) - Charles E. Phelps 2016-04-14  
Health Economics combines current economic theory, recent research, and health policy problems into a comprehensive overview of the field. This thorough update of a classic and widely used text follows author Charles E. Phelps' thirteen years of service as Provost of the University of Rochester. Accessible and intuitive, early chapters use recent empirical studies to develop essential methodological foundations. Later chapters build on these

core concepts to focus on key policy areas, such as the structure and effects of Medicare reform, insurance plans, and new technologies in the health care community.

This edition contains revised and updated data tables and contains information throughout the text on the latest changes that were made to the Patient Protection and Affordable Care Act (PPACA).

### **Grokking Deep Reinforcement Learning** -

Miguel Morales 2020-11-10  
Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This

common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial

intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book

**Grokking Deep Reinforcement Learning** uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside

An introduction to reinforcement learning  
DRL agents with human-like behaviors  
Applying DRL to complex situations  
About the reader  
For developers with basic deep learning experience.  
About the author  
Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course.

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- 2 deep reinforcement learning
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**Handbook of Counselor Preparation** - Karen Eriksen 2011-12

"Published in cooperation with the Association for Counselor Education and Supervision (ACES)"

**Microservices Patterns** - Chris Richardson 2018-10-27

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim

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Moore, Lightbend 44 reusable patterns to develop and deploy reliable production-quality microservices-based applications, with worked examples in Java Key Features 44 design patterns for building and deploying microservices applications Drawing on decades of unique experience from author and microservice architecture pioneer Chris Richardson A pragmatic approach to the benefits and the drawbacks of microservices architecture Solve service decomposition, transaction management, and inter-service communication Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Microservices Patterns teaches you 44 reusable patterns to reliably develop and deploy production-quality microservices-based applications. This invaluable set of design patterns builds on decades of distributed system experience, adding new patterns for composing services into systems that scale

and perform under real-world conditions. More than just a patterns catalog, this practical guide with worked examples offers industry-tested advice to help you design, implement, test, and deploy your microservices-based application. What You Will Learn How (and why!) to use microservices architecture Service decomposition strategies Transaction management and querying patterns Effective testing strategies Deployment patterns This Book Is Written For Written for enterprise developers familiar with standard enterprise application architecture. Examples are in Java. About The Author Chris Richardson is a Java Champion, a JavaOne rock star, author of Manning's POJOs in Action, and creator of the original CloudFoundry.com. Table of Contents Escaping monolithic hell Decomposition strategies Interprocess communication in a microservice architecture Managing transactions with sagas Designing business logic in a microservice architecture

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Developing business logic with event sourcing  
Implementing queries in a microservice architecture  
External API patterns  
Testing microservices: part 1  
Testing microservices: part 2  
Developing production-ready services  
Deploying microservices  
Refactoring to microservices

*Classical and Object-oriented Software Engineering with UML and C++* - Stephen R. Schach 1999

This text provides an introduction to the process of software engineering. The revision concentrates on updating the book to reflect the most current trends and innovations in the field. The Universal Modeling Language (UML) has become an industry standard and now permeates this new edition. In this text, it is used for object-oriented analysis and design as well as when diagrams depict objects and their interrelationships. Design patterns, frameworks and software architecture have also become a popular topic in the field of software engineering and are part of a

new chapter on reuse, portability, and inoperability. The inoperability material includes sections on such hot topics as OLE, COM, and CORBA. Some material from the 3rd edition has been reorganized into a new chapter on planning and estimating, including feature points and COCOMO II. While the text has been updated, the traditional features which have defined the previous three editions of Schach's book have been retained. These include a balanced coverage of the object-oriented model along with the classical model (as reflected in the title) and an emphasis on metrics. The special considerations of object-oriented life-cycle models, object-oriented analysis, and object-oriented design are also retained in this edition.

**Programming the TI-83 Plus/TI-84 Plus** - Christopher Mitchell 2012-09-13

Summary  
Programming the TI-83 Plus/TI-84 Plus is an example-filled, hands-on tutorial that introduces

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students, teachers, and professional users to programming with the TI-83 Plus and TI-84 Plus graphing calculators. This fun and easy-to-read book immediately immerses you in your first programs and guides you concept-by-concept, example-by-example. You'll learn to think like a programmer as you use the TI-BASIC language to design and write your own utilities, games, and math programs. About the Technology The TI-83 Plus and TI-84 Plus are more than just powerful graphing calculatorst—they are the perfect place to start learning to program. The TI-BASIC language is built in, so you have everything you need to create your own math and science programs, utilities—even games. About the Book Programming the TI-83 Plus/TI-84 Plus teaches universal programming concepts and makes it easy for students, teachers, and professionals to write programs for the world's most popular graphing calculators.

This friendly tutorial guides you concept-by-concept, immediately immersing you in your first programs. It introduces TI-BASIC and z80 assembly, teaches you tricks to slim down and speed up your programs, and gives you a solid conceptual base to explore other programming languages. This book is written for beginners—no programming background is assumed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Works with all models of the TI-83, TI-83+, and TI-84+ Learn to think like a programmer Learn concepts you can apply to any language Advanced concepts such as hybrid BASIC and ASM Table of Contents PART 1 GETTING STARTED WITH PROGRAMMING Diving into calculator programming Communication: basic input and output Conditionals and Boolean logic Control structures Theory interlude: problem solving and debugging

PART 2 BECOMING A TI-BASIC MASTER Advanced input and events Pixels and the graphicscreen Graphs, shapes, and points Manipulating numbers and data types PART 3 ADVANCED CONCEPTS; WHAT'S NEXT Optimizing TI-BASIC programs Using hybrid TI-BASIC libraries Introducing z80 assembly Now what? Expanding your programming horizons

Microservices Security in Action - Prabath Siriwardena  
2020-08-04

Microservices Security in Action teaches you how to address microservices-specific security challenges throughout the system. This practical guide includes plentiful hands-on exercises using industry-leading open-source tools and examples using Java and Spring Boot. Summary Unlike traditional enterprise applications, Microservices applications are collections of independent components that function as a system. Securing the messages, queues, and API endpoints requires new approaches to security both in

the infrastructure and the code. Microservices Security in Action teaches you how to address microservices-specific security challenges throughout the system. This practical guide includes plentiful hands-on exercises using industry-leading open-source tools and examples using Java and Spring Boot. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Integrating independent services into a single system presents special security challenges in a microservices deployment. With proper planning, however, you can build in security from the start. Learn to create secure services and protect application data throughout development and deployment. As microservices continue to change enterprise application systems, developers and architects must learn to integrate security into their design and implementation. Because microservices are created as a system of

independent components, each a possible point of failure, they can multiply the security risk. With proper planning, design, and implementation, you can reap the benefits of microservices while keeping your application data—and your company’s reputation—safe! About the book *Microservices Security in Action* is filled with solutions, teaching best practices for throttling and monitoring, access control, and microservice-to-microservice communications. Detailed code samples, exercises, and real-world use cases help you put what you’ve learned into production. Along the way, authors and software security experts Prabath Siriwardena and Nuwan Dias shine a light on important concepts like throttling, analytics gathering, access control at the API gateway, and microservice-to-microservice communication. You’ll also discover how to securely deploy microservices using state-of-the-art technologies including Kubernetes, Docker, and the

Istio service mesh. Lots of hands-on exercises secure your learning as you go, and this straightforward guide wraps up with a security process review and best practices. When you’re finished reading, you’ll be planning, designing, and implementing microservices applications with the priceless confidence that comes with knowing they’re secure! What’s inside *Microservice security concepts* Edge services with an API gateway Deployments with Docker, Kubernetes, and Istio Security testing at the code level Communications with HTTP, gRPC, and Kafka About the reader For experienced microservices developers with intermediate Java skills. About the author Prabath Siriwardena is the vice president of security architecture at WSO2. Nuwan Dias is the director of API architecture at WSO2. They have designed secure systems for many Fortune 500 companies. Table of Contents PART 1 OVERVIEW 1 Microservices security landscape 2 First steps in

securing microservices PART 2  
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gateway 4 Accessing a secured  
microservice via a single-page  
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throttling, monitoring, and  
access control PART 3  
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microservices with Istio service  
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DEVELOPMENT 13 Secure  
coding practices and  
automation

*Groovy in Action* - Cédric  
Champeau 2015-06-03  
Summary *Groovy in Action*,  
Second Edition is a thoroughly  
revised, comprehensive guide  
to Groovy programming. It  
introduces Java developers to  
the dynamic features that  
Groovy provides, and shows

how to apply Groovy to a range  
of tasks including building new  
apps, integration with existing  
code, and DSL development.  
Covers Groovy 2.4. Purchase of  
the print book includes a free  
eBook in PDF, Kindle, and  
ePub formats from Manning  
Publications. About the  
Technology In the last ten  
years, Groovy has become an  
integral part of a Java  
developer's toolbox. Its  
comfortable, common-sense  
design, seamless integration  
with Java, and rich ecosystem  
that includes the Grails web  
framework, the Gradle build  
system, and Spock testing  
platform have created a large  
Groovy community About the  
Book *Groovy in Action*, Second  
Edition is the undisputed  
definitive reference on the  
Groovy language. Written by  
core members of the Groovy  
language team, this book  
presents Groovy like no other  
can—from the inside out. With  
relevant examples, careful  
explanations of Groovy's key  
concepts and features, and  
insightful coverage of how to  
use Groovy in-production tasks,

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including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes

Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPar Domain-specific languages The Groovy ecosystem *Sails.js in Action* - Irl Nathan 2017-01-22 Summary *Sails.js in Action* is a comprehensive guide to building enterprise-capable web applications using Node and Sails. Written by the creators of the Sails.js framework, this book carefully introduces each concept, technique, and tool with real-world examples and crystal clear explanations. Purchase of the print book

includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Sails makes professional web development a breeze. This instantly familiar MVC framework automatically handles the tedious application boilerplate, so you can concentrate on developing features and creating business value. You get powerful tools for rapid API development, task automation, an ORM, and easy integration with any web, mobile, or IoT frontend. And because you're using Node.js, it's JavaScript all the way down. About the Book Sails.js in Action is a comprehensive guide on how to build enterprise-capable web applications. Written by the creators of Sails.js, this book introduces each concept and technique with real-world examples and thorough explanations. As you read, you'll learn to build the backend of a typical web application while you explore real-time programming with WebSockets, security fundamentals, and best

practices for building Sails/Node.js apps. What's Inside Creating the backend for a web, mobile, or IoT app Real-time programming with WebSockets User management, authentication, and password recovery Using Sails to autogenerate REST APIs Custom backend development and third-party API integrations About the Reader Readers should be comfortable with JavaScript and frontend web development. About the Author Mike McNeil is the creator of Sails.js. Irl Nathan is the producer of sailsCasts, a series focused on using Sails. Table of Contents Getting started First steps Using static assets Using the blueprint API Custom backend code Using models Custom actions Server-rendered views Authentication and sessions Policies and access control Refactoring Embedded data and associations Ratings, followers, and search Realtime with WebSockets Deployment, testing, and security *Unity in Action* - Joseph Hocking 2018-03-27

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the

Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps

Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

**Beginning Groovy, Grails and Griffon** - Christopher M Judd 2013-03-12

Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Java developers have been

particularly fortunate in this area, having been able to take advantage of Grails, an open source framework that supercharges productivity when building Java-driven web sites. Grails is based on Groovy, which is a very popular and growing dynamic scripting language for Java developers and was inspired by Python, Ruby, and Smalltalk. Beginning Groovy, Grails and Griffon is the first introductory book on the Groovy language and its primary web framework, Grails. Griffon is also covered. While Grails is the Web framework for building Groovy Web applications, Griffon is the desktop framework for building desktop Groovy applications. Could Groovy be the new Java? It's light, fast and free (open source). This book gets you started with Groovy, Grails and Griffon, and culminates in the example and possible application of some real-world projects. You follow along with the development of each project, implementing and running each application while learning new features along

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the way.

**Evolution in Computational Intelligence** - Vikrant Bhateja  
2022-05-25

This book presents the proceedings of the 9th International Conference on Frontiers of Intelligent Computing: Theory and Applications (FICTA 2021), held at NIT Mizoram, Aizwal, Mizoram, India, during June 25 - 26, 2021. FICTA conference aims to bring together researchers, scientists, engineers, and practitioners to exchange their new ideas and experiences in the domain of intelligent computing theories with prospective applications to various engineering disciplines. This volume covers broad areas of Evolution in Computational Intelligence. The conference papers included herein presents both theoretical as well as practical aspects of different areas like ANN and genetic algorithms, human-computer interaction, intelligent control optimization, evolutionary computing, intelligent e-learning systems, machine learning, mobile

computing, multi-agent systems, etc. The volume will also serve as a knowledge centre for students of post-graduate level in various engineering disciplines.

*Using the TI-84 Plus* -  
Christopher Mitchell  
2015-06-28

Summary This easy-to-follow book includes terrific tutorials and plenty of exercises and examples that let you learn by doing. It starts by giving you a hands-on orientation to the TI-84 Plus calculator. Then, you'll start exploring key features while you tackle problems just like the ones you'll see in your math and science classes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About this Book With so many features and functions, the TI-84 Plus graphing calculator can be a little intimidating. But fear not if you have this book in your hand! In it you'll find terrific tutorials ranging from mastering basic skills to advanced graphing and

calculation techniques, along with countless examples and exercises that let you learn by doing. Using the TI-84 Plus, Second Edition starts by making you comfortable with the screens, buttons, and special vocabulary you'll use every time you fire up the TI-84 Plus. Then, you'll master key features and techniques while you tackle problems just like the ones you'll see in your math and science classes. You'll even get tips for using the TI-84 Plus on the SAT and ACT math sections! No advanced knowledge of math or science is required. What's Inside Learn hands-on with real examples and exercises Find specific answers fast Compliant with all models of the TI-83 Plus and TI-84 Plus Full coverage of the color-screen TI-84 Plus CE and TI-84 Plus C Silver Edition Christopher Mitchell, PhD. is a research scientist studying distributed systems, the founder of the programming and calculator support site cemetechnet.net, and the author of Manning's Programming the TI-83 Plus/

TI-84 Plus. Table of Contents  
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Calculus on the TI-83 Plus/TI-84 Plus  
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PART 4 GOING FURTHER WITH THE TI-83 PLUS/TI-84 PLUS  
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The TI-84 Plus CE and TI-84 Plus C Silver Edition  
Now what?

*Distributed and Parallel Architectures for Spatial Data* -  
Alberto Belussi 2021-01-20  
This book aims at promoting new and innovative studies, proposing new architectures or innovative evolutions of existing ones, and illustrating experiments on current technologies in order to improve the efficiency and

effectiveness of distributed and cluster systems when they deal with spatiotemporal data.

**Grokking Algorithms** - Aditya Bhargava 2016-05-12

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com

([www.manning.com/livevideo/algorithms-in-motion](http://www.manning.com/livevideo/algorithms-in-motion)). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and

artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at [adit.io](http://adit.io). Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

## **Windows Forms**

**Programming with C#** - Erik E. Brown 2002

Describes the Windows Forms namespace and its role in developing Windows applications within the .NET Framework, and illustrates how to perform tasks including creating menus and text boxes.

## **Introduction to Information Retrieval**

Christopher D. Manning 2008-07-07

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for

advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

*Activiti in Action* - Tijss

Rademakers 2012-07-11

Summary *Activiti in Action* is a comprehensive tutorial designed to introduce developers to the world of business process modeling using *Activiti*. Before diving into the nuts and bolts of *Activiti*, this book presents a solid introduction to BPMN 2.0 from a developer's perspective. About the Technology *Activiti* streamlines the implementation of your business processes: with *Activiti Designer* you draw your business process using BPMN. Its XML output goes to the *Activiti Engine* which then creates the web forms and

performs the communications that implement your process. It's as simple as that. *Activiti* is lightweight, integrates seamlessly with standard frameworks, and includes easy-to-use design and management tools. About the Book *Activiti in Action* introduces developers to business process modeling with *Activiti*. You'll start by exploring BPMN 2.0 from a developer's perspective. Then, you'll quickly move to examples that show you how to implement processes with *Activiti*. You'll dive into key areas of process modeling, including workflow, ESB usage, process monitoring, event handling, business rule engines, and document management integration. Written for business application developers. Familiarity with Java and BPMN is helpful but not required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside *Activiti* from the ground up Dozens of

real-world examples Integrate with standard Java tooling  
Table of Contents PART 1 INTRODUCING BPMN 2.0 AND ACTIVITI Introducing the Activiti framework BPMN 2.0: what's in it for developers? Introducing the Activiti tool stack Working with the Activiti process engine PART 2 IMPLEMENTING BPMN 2.0 PROCESSES WITH ACTIVITI Implementing a BPMN 2.0 process Applying advanced BPMN 2.0 and extensions Dealing with error handling Deploying and configuring the Activiti Engine Exploring additional Activiti modules PART 3 ENHANCING BPMN 2.0 PROCESSES Implementing advanced workflow Integrating services with a BPMN 2.0 process Ruling the business rule engine Document management using Alfresco Business monitoring and Activiti PART 4 MANAGING BPMN 2.0 PROCESSES? Managing the Activiti Engine *Promoting Active Learning through the Flipped Classroom Model* - Keengwe, Jared 2014-01-31

"This book focuses on an in-depth assessment on strategies and instructional design practices appropriate for the flipped classroom model, highlighting the benefits, shortcoming, perceptions, and academic results of the flipped classroom model"--Provided by publisher.

Baptist Missionary Magazine - 1871

*Kubernetes Native  
Microservices with Quarkus  
and MicroProfile* - John Clingan  
2022-02-08

You'll learn how to utilize these modern tools to create efficient enterprise Java applications that are easy to deploy, maintain, and expand. --

*Deep Learning with PyTorch* - Eli Stevens 2020-08-04

Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you

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started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun.

Summary Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands, providing a comfortable Python experience that gets you started quickly and then grows with you as you—and your deep learning skills—become more sophisticated. Deep Learning with PyTorch will make that journey engaging and fun.

Foreword by Soumith Chintala, Cocreator of PyTorch.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Although many deep learning tools use Python, the PyTorch library is truly Pythonic. Instantly familiar to anyone who knows PyData

tools like NumPy and scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's excellent for building quick models, and it scales smoothly from laptop to enterprise. Because companies like Apple, Facebook, and JPMorgan Chase rely on PyTorch, it's a great skill to have as you expand your career options. It's easy to get started with PyTorch. It minimizes cognitive overhead without sacrificing the access to advanced features, meaning you can focus on what matters the most - building and training the latest and greatest deep learning models and contribute to making a dent in the world. PyTorch is also a snap to scale and extend, and it partners well with other Python tooling. PyTorch has been adopted by hundreds of deep learning practitioners and several first-class players like FAIR, OpenAI, FastAI and Purdue. About the book Deep Learning with PyTorch teaches you to create neural networks and deep learning systems with

PyTorch. This practical book quickly gets you to work building a real-world example from scratch: a tumor image classifier. Along the way, it covers best practices for the entire DL pipeline, including the PyTorch Tensor API, loading data in Python, monitoring training, and visualizing results. After covering the basics, the book will take you on a journey through larger projects. The centerpiece of the book is a neural network designed for cancer detection. You'll discover ways for training networks with limited inputs and start processing data to get some results. You'll sift through the unreliable initial results and focus on how to diagnose and fix the problems in your neural network. Finally, you'll look at ways to improve your results by training with augmented data, make improvements to the model architecture, and perform other fine tuning. What's inside

Training deep neural networks  
Implementing modules and loss functions  
Utilizing pretrained

models from PyTorch Hub  
Exploring code samples in Jupyter Notebooks  
About the reader  
For Python programmers with an interest in machine learning.  
About the author  
Eli Stevens had roles from software engineer to CTO, and is currently working on machine learning in the self-driving-car industry.  
Luca Antiga is cofounder of an AI engineering company and an AI tech startup, as well as a former PyTorch contributor.  
Thomas Viehmann is a PyTorch core developer and machine learning trainer and consultant. consultant based in Munich, Germany and a PyTorch core developer.

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7 Telling birds from airplanes: Learning from images  
8 Using convolutions to generalize

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Deploying to production  
**Aurelia in Action** - Sean  
Hunter 2018-07-24  
Summary Aurelia in Action  
teaches you how to build  
fantastic single-page  
applications with the Aurelia  
framework. You'll learn about  
modern design practices and a  
modular architecture based on  
web components, perfect for  
hybrid web + mobile apps.  
Purchase of the print book  
includes a free eBook in PDF,  
Kindle, and ePub formats from  
Manning Publications. About  
the Technology Try Aurelia,  
and you may not go back to  
your old web framework.  
Flexible and efficient, Aurelia

enforces modern design  
practices and a modular  
architecture based on web  
components. It's perfect for  
hybrid web + mobile apps, with  
hot features like dynamic  
routes, pluggable pipelines,  
and APIs for nearly every flavor  
of JavaScript. About the Book  
Aurelia in Action teaches you  
how to build extraordinary web  
applications using the Aurelia  
framework. You'll immediately  
take advantage of key elements  
like web components and  
decorators when you start to  
explore the book's running  
example: a virtual bookshelf.  
As the app unfolds, you'll dig  
into templating and data  
binding the Aurelia way. To  
complete the project, you'll  
take on routing and HTTP,  
along with tuning, securing,  
and deploying your finished  
product. What's Inside  
Templating and data-binding  
Communication between  
components Server-side and  
SPA design techniques View  
composition About the Reader  
Written for developers  
comfortable with JavaScript  
and MVC-style web

development. About the Author  
Sean Hunter is a web developer with nearly 10 years of experience. He's extremely passionate about all things Aurelia and has been working with the framework in production since the early beta days. Sean got a taste for teaching developers how to get started with Aurelia while visiting user groups across the UK, and he's been excited to expand on this teaching effort with this book. These days, Sean is working in a variety of web-development technologies with companies across Australia, and he blogs at <https://sean-hunter.io>. Table of Contents PART 1 - INTRODUCTION TO AURELIA Introducing Aurelia Building your first Aurelia application PART 2 - EXPLORING AURELIA View resources, custom elements, and custom attribute Aurelia templating and data bindin Value converters and binding behaviors Intercomponent communication Working with forms Working with HTTP Routing Authentication

Dynamic composition Web Components and Aurelia Extending Aurelia Animation PART 3 - AURELIA IN THE REAL WORLD Testing Deploying Aurelia applications WebAssembly in Action - Gerard Gallant 2019-11-06 "Atwood's Law" is driven by the idea that all applications will ultimately wind up on the web and therefore must be written in JavaScript. WebAssembly may be your way out! With WebAssembly, you can write in nearly any modern language and run your code in the browser through a memory-safe, sandboxed execution environment that can be embedded in a web browser and other platforms. Getting set up and moving with WebAssembly requires you to modify your web dev process; WebAssembly in Action will get you started quickly and guide you through real-world examples and detailed diagrams that help you create, run, and debug WebAssembly modules. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats

from Manning Publications.