Pdf Split And Marge

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Pattern Recognition and Artificial Intelligence No Starch Press Are you an RTL or system designer that is currently using, moving, or planning to move to an HLS design environment? Finally, a comprehensive guide for designing hardware using C++ is here. Michael Fingeroff's High-Level Synthesis Blue Book presents the most effective C++ synthesis coding style for achieving high quality RTL. Master a totally new design methodology for coding increasingly complex designs! This book provides a step-by-step approach to using C++ as a hardware design language, including an introduction to the basics of HLS using concepts familiar to RTL designers. Each chapter provides easy-to-understand C++ examples, along with hardware and timing diagrams where appropriate. The book progresses from simple concepts such as sequential logic design to more complicated topics such as memory architecture and hierarchical sub-system design. Later chapters bring together many of the earlier HLS design concepts through their application in simplified design examples. These examples illustrate the fundamental principles behind C++ hardware design, which will translate to much larger designs. Although this book focuses primarily on C and C++ to present the basics of C++ synthesis, all of the concepts are equally applicable to SystemC when describing the core algorithmic part of a design. On completion of this book, readers should be well on their way to becoming experts in high-level

synthesis.

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PDF Explained Springer Nature

In Python from the Very Beginning John Whitington takes a no-prerequisites approach to teaching the basics of a modern general-purpose programming language. Each small, self-contained chapter introduces a new topic, building until the reader can write quite substantial programs. There are plenty of questions and, crucially, worked answers and hints. Python from the Very Beginning will appeal both to new programmers, and to experienced programmers eager to explore functional languages such as Haskell. It is suitable both for formal use within an undergraduate or graduate curriculum, and for the interested amateur.

Natural Language Processing with Python CRC Press

A wealth of open and free software is available today for Windows developers who want to extend the development environment, reduce development effort, and increase productivity. This encyclopedic guide explores more than 100 free and open source tools available to programmers who build applications for Windows desktops and servers.

Creating GUI Applications with WxPython IBM Redbooks

This book constitutes the refereed proceedings of the 12th International Conference on Software Reuse, ICSR 2011, held in Pohang, South Korea, in June 2011. The 16 revised full papers were carefully reviewed and selected from 43 submissions. They are presented together with one keynote, three workshop papers, a doctoral symposium report and two tutorials. Topics of interest are domain analysis and modeling; asset search and retrieval; architecture-centric approaches to reuse; component-based reuse; COTS-based development; generator-based techniques; domain-specific languages; testing in the context of software reuse; aspect-oriented techniques; model-driven development; reuse of non-code artifacts; reengineering for reuse; software product line techniques; quality-aspects of reuse; economic models of reuse; benefit and risk analysis; scoping; legal and managerial aspects of reuse; transition to software reuse; industrial experience with reuse; light-weight approaches; software evolution and reuse.

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This book constitutes the refereed proceedings of the 2nd International Joint Conference of the 10th Ibero-American Conference on Artificial Intelligence, IBERAMIA 2006, and the 18th Brazilian Artificial Intelligence Symposium, SBIA 2006. The book presents 62 revised full papers together with 4 invited lectures. Topical sections include AI in education and intelligent tutoring systems, autonomous agents and multiagent systems, computer vision and pattern recognition, evolutionary computation and artificial life, and more.

Python 101 Routledge

Create and organize writing projects with ease using Scrivener 3! Version 1.1.1, updated June 4, 2021 Compose a masterpiece with Literature & Latte's Scrivener. Whether you're writing science fiction, a historical novel, or a zombie travelogue, learn how Scrivener's powerful tools can take your work to the next level. Kirk McElhearn shows you how to

collect notes, organize your work, arrange and rearrange sections, and more. Covers Mac, Windows, and iOS/iPadOS versions! Scrivener is a powerful tool for managing long-form writing projects—like novels and screenplays—and Take Control of Scrivener 3 gives you all the details you need to know to harness its potential. In this book, best-selling author Kirk McElhearn walks you through setting up, organizing, writing, formatting, revising, and compiling a Scrivener project, whether you're working on a Mac, a Windows PC, or in iOS/iPadOS. Using this extensive guide, you'll be able to: • Meet Scrivener: Learn about the Scrivener philosophy and its basic layout • Start your project: Pick a template and add existing materials to your project • Brainstorm and organize: Discover three different ways to work with your material using the Binder, Corkboard, and Outliner. • Set up your writing environment and avoid distractions: Choose default fonts and colors, opt for Script Mode if you're writing a script or screenplay, and simplify your workspace by hiding interface elements or by using Composition Mode or Full Screen Mode. • Make the most of key features: Learn how to work with styles; use annotations and comments; add footnotes and endnotes; view more than one file at once; use collections to view selected items from the Binder; store bookmarks and project notes; and share and synchronize your project with others. • Go further with Scrivener: Get the details on special features like Scrivenings View (write in sections, but view as a single document) and Snapshots (allows you to make and view periodic backups of your text). • Revise and edit your work: Learn how to find and replace text, and work with revisions. • Use Scrivener in iOS and iPadOS: Sync your projects to iOS/iPadOS and work on an iPhone or iPad. • Print and export: Understand the process of preparing your project to be printed, and what's involved in compiling it so that it can be exported in a different format. Kirk also highlights the many changes to Scrivener since the last version (see the What's New section below), including updates to the interface, styles, outlining and metadata capabilities, and improved searching and writing features. In addition, he explains brand-new features in Scrivener 3, including Bookmarks (lets you store references to other sections of your project), Linguistic Focus (Mac only—highlights specific elements such as dialog, adverbs, or adjectives), Section types (such as Chapter Text and Scene), and Copyholders (allows you to view three or four documents at once).

Office 2013: The Missing Manual "O'Reilly Media, Inc."

Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interestingor useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. 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 A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic

regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

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This book provides practical knowledge on different aspects of information and knowledge management in businesses. In contemporary unstable time, enterprises/businesses deal with various challenges—such as large-scale competitions, high levels of uncertainty and risk, rush technological advancements, while increasing customer requirements. Thus, businesses work continually on improving efficiency of their operations and resources towards enabling sustainable solutions based on the knowledge and information accumulated previously. Consequently, this third volume of our subline persists to highlight different approaches of handling enterprise knowledge/information management directing to the importance of unceasing progress of structural management for the steady growth. We look forward that the works of this volume can encourage and initiate further research on this topic.

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Windows Developer Power Tools "O'Reilly Media, Inc."
When it comes to choosing, using, and maintaining a database, understanding its internals is essential. But with so many distributed databases and tools available today, it's often difficult to understand what each one offers and how they differ. With this practical guide, Alex Petrov guides developers through the concepts behind modern database

and storage engine internals. Throughout the book, you'll explore relevant material gleaned from numerous books, papers, blog posts, and the source code of several open source databases. These resources are listed at the end of parts one and two. You'll discover that the most significant distinctions among many modern databases reside in subsystems that determine how storage is organized and how data is distributed. This book examines: Storage engines: Explore storage classification and taxonomy, and dive into B-Tree-based and immutable Log Structured storage engines, with differences and use-cases for each Storage building blocks: Learn how database files are organized to build efficient storage, using auxiliary data structures such as Page Cache, Buffer Pool and Write-Ahead Log Distributed systems: Learn step-by-step how nodes and processes connect and build complex communication patterns Database clusters: Which consistency models are commonly used by modern databases and how distributed storage systems achieve consistency

Computational Topology for Data Analysis "O'Reilly Media, Inc."
Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

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This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and

treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

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In Haskell from the Very Beginning John Whitington takes a no-prerequisites approach to teaching the basics of a modern general-purpose programming language. Each small, self-contained chapter introduces a new topic, building until the reader can write quite substantial programs. There are plenty of questions and, crucially, worked answers and hints. Haskell from the Very Beginning will appeal both to new programmers, and to experienced programmers eager to explore functional languages such as Haskell. It is suitable both for formal use within an undergraduate or graduate curriculum, and for the interested amateur.

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The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: •   Search for text in a file or across multiple files •   Create, update, move, and rename files and folders •   Search the Web and download online content •   Update and format data in Excel spreadsheets of any size •   Split, merge, watermark, and encrypt PDFs •   Send email responses and text notifications •   Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.