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Deep Learning with Python
Apress
"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.
[An illustrated guide for programmers and other curious people](#)
Simon and Schuster
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. Table of Contents PART 1 - PREPARING AND GATHERING DATA AND KNOWLEDGE

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Wrapping up: putting the project away
Sails.js in Action
Cambridge University Press
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 desktop, mobile, and the web
Thousands of new game developers have chosen Joe Hocking's Unity in Action as

their first skills to go book Unity in
step toward from Action, Third
Unity mastery. application Edition teaches
Starting with coder to game you to create
the initial developer. games with the
groundwork of a Foreword by Unity game
new game Jesse Schell. platform. It's
development About the many 2D, 3D,
project, you'll technology and AR/VR game
quickly start Writing games examples give
writing custom is rewarding you hands-on
code instead of and fun—and experience with
clicking with Unity, Unity's
together it's easy to workflow tools
premade get started! and state-of-
scripts. This Unity handles the-art
fully updated the heavy rendering
third edition lifting, so you engine. This
comes packed can focus on fully updated
with fully game play, third edition
refreshed graphics, and presents new
graphics, user coverage of
Unity's latest experience. C# Unity's XR
features, and support and a toolkit and
coverage of huge ecosystem shows you how
augmented and of prebuilt you can start
virtual reality components help building with
toolkits. even first-time virtual and
You'll master developers go augmented
the Unity from the reality. What's
toolset from drawing board inside Create
the ground up, to the screen characters that
learning the fast. About the run, jump, and

bump into things Script enemies with AI in 3D space 3 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. Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2

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Connecting

Grokking Deep Reinforcement Learning Simon and Schuster
Summary Solr in Action is a comprehensive guide to implementing scalable search using Apache Solr. This clearly written book walks you through well-documented examples

ranging from basic keyword searching to scaling a system for billions of documents and queries. It will give you a deep understanding of how to implement core Solr capabilities. About the Book Whether you're handling big (or small) data, managing documents, or building a website, it is important to be able to quickly search through your content and discover meaning in it. Apache Solr is your tool: a ready-

to-deploy, Lucene-based, open source, full-text search engine. Solr can scale across many servers to enable real-time queries and data analytics across billions of documents. Solr in Action teaches you to implement scalable search using Apache Solr. This easy-to-read guide balances conceptual discussions with practical examples to show you how to implement all of Solr's core capabilities. You'll master

topics like text analysis, faceted search, hit highlighting, result grouping, query suggestions, multilingual search, advanced geospatial and data operations, and relevancy tuning. This book assumes basic knowledge of Java and standard database technology. No prior knowledge of Solr or Lucene is required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

formats from Manning Publications. What's Inside How to scale Solr for big data Rich real-world examples Solr as a NoSQL data store Advanced multilingual, data, and relevancy tricks Coverage of versions through Solr 4.7 About the Authors Trey Grainger is a director of engineering at CareerBuilder. Timothy Potter is a senior member of the engineering team at LucidWorks. The authors work on the scalability

and reliability of Solr, as well as on recommendation engine and big data analytics technologies. Table of Contents PART 1 MEET SOLR Introduction to Solr Getting to know Solr Key Solr concepts Configuring Solr Indexing Text analysis PART 2 CORE SOLR CAPABILITIES Performing queries and handling results Faceted search Hit highlighting Query suggestions Result grouping/field

collapsing Taking Solr to production PART 3 TAKING SOLR TO THE NEXT LEVEL SolrCloud Multilingual search Complex query operations Mastering relevancy [Groovy in Action](#) Simon and Schuster 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). Distributed and Parallel Architectures for Spatial Data Edward Elgar Publishing 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 the way. [Introduction to Information Retrieval](#) Simon and Schuster API Security in Action teaches you how to

create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography.

Summary A web API is an efficient way to communicate with an application or service. However, this convenience opens your systems to new security risks. API Security in Action gives you the skills to build strong, safe APIs you can confidently expose to the world. Inside, you'll learn to construct secure and scalable REST APIs, deliver machine-to-machine interaction in a microservices architecture, and provide protection in

resource-constrained IoT (Internet of Things) environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About the technology APIs control data sharing in every service, server, data store, and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-layered approach to security for both private and public-facing APIs. About the book API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security,

cloud key management, and lightweight cryptography. When you're done, you'll be able to create APIs that stand up to complex threat models and hostile environments. What's inside Authentication Authorization Audit logging Rate limiting Encryption About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science.

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Routledge

"A comprehensive overview of the challenges teams face when moving to microservices, with industry-tested solutions to these problems." - Tim 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 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
Deep Learning with PyTorch
Springer Science & Business Media
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://c>

s.ulb.ac.be/DWSDIb
ook/, 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.
WebAssembly in
Action Simon and
Schuster
Get access to an
interactive eBook*
when you buy the
paperback! (Print
paperback version
only, ISBN
9781446285879) A
Unique Blend of
Digital and Print
Learning Resources! 5

Star student reviews:
“ A must have for
teachers-to-be,
especially those who
are a bit shaky on their
maths knowledge! ”
“ Not many maths
books keep me fixated
but this is one that is
definitely worth the
money. ” “ It is a
book I will be using
even when in the
classroom. ”
Mathematics
Explained for Primary
Teachers develops
your understanding of
mathematical concepts
and processes, and
how children learn
them, so you can
confidently teach
mathematics to
primary children.
Tried and tested, the
fifth edition of Derek
Haylock ’ s much
loved textbook
matches the 2014
curriculum
requirements for
England. Every chapter

integrates children ’ s
learning, classroom
practice, and
teacher ’ s own
requirements for
subject knowledge,
making this the ideal
text to guide you
through your studies
and beyond. More
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tablet, laptop or PC.
You can also visit study.sagepub.com/haylock5e
to access: Videos by
the author introduce
core themes of each
section and explain key
mathematical
processes. Links to the

National Curriculum specify the statutory requirements for primary schools in England that relate to the mathematical content of each chapter. Learning and Teaching points highlight important issues you may face in the classroom and provide practical guidance for teaching. Self-assessment questions help check your understanding and provide immediate feedback to see how well you have done. Select SAGE journal articles to support literature reviews and wider reading. Lesson Plan Activities by Ralph Manning support content-focused chapters and contain creative mathematics tasks across the primary age range. A Student Workbook is also

available to accompany this book, including over 700 practice problems to help you understand, apply and teach primary mathematics. Derek Haylock is an education consultant and writer with a background in mathematics teaching, teacher education and classroom-based research in mathematics education. Ralph Manning is an independent consultant in primary education. He has worked as a primary teacher and as a lecturer in primary teacher education for 18 years, following a career in IT. *interactivity only available through Vitalsource eBook Supporting Children's Learning

in the Early Years
SAGE
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, 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 Kö nig, Paul King, Guillaume Laforge, Hamlet D'Arcy, C é dric 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

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 Concurrent Groovy with GPar
 Domain-specific languages
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 Solr in Action
 Manning Publications
 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.
 Modern Java in Action
 SAGE Summary
 Griffon in Action is a comprehensive tutorial written for Java developers who want a more productive approach to UI development.
 After a quick Groovy tutorial, you'll immediately dive into Griffon and start building examples that explore its high productivity approach to Swing development.
 About the Technology You can think of Griffon as Grails for the desktop. It is a Groovy-driven UI framework for the JVM that wraps and radically simplifies

Swing. Its declarative style and approachable abstractions are instantly familiar to developers using Grails or JavaFX. About the Book Griffon in Action gets you going quickly. Griffon's convention-over-configuration approach requires minimal code to get an app off the ground, so you can start seeing results immediately. You'll learn how SwingBuilder and other Griffon "builders" provide a coherent DSL-driven development experience. Along the way, you'll explore best practices for structure, architecture, and

lifecycle of a Java desktop application. Written for Java developers—no experience with Groovy, Grails, or Swing is 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 Griffon from the ground up Full compatibility with Griffon 1.0 Using SwingBuilder and the other "builders" Practical, real-world examples Just enough Groovy =====
=====

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Understanding MVC groups
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Listening to notifications Testing your application Ship it!
Working with plugins Enhanced looks Griffon in front, Grails in the back
Productivity tools
Grokking Algorithms Simon and Schuster
"This book will teach you everything you

need to build and deploy Kubernetes native microservices in a super productive fashion: a must!" - Alain Lompo Build fast, efficient Kubernetes-based Java applications using the Quarkus framework, MicroProfile, and Java standards. Most popular Java frameworks, like Spring, were designed long before the advent of Kubernetes and cloud-native systems. A new generation of tools, including Quarkus and MicroProfile have been cloud-native and Kubernetes-aware

from the beginning. Kubernetes Native Microservices: With Quarkus and MicroProfile teaches you how to create efficient enterprise Java applications that are easy to deploy, maintain, and expand. In Kubernetes Native Microservices: With Quarkus and MicroProfile you'll learn how to: Deploy enterprise Java applications on Kubernetes Develop applications using the Quarkus runtime framework Compile natively using GraalVM for blazing speed Create efficient

microservices applications Take advantage of MicroProfile specifications about the technology Modern enterprise Java applications have embraced microservices, containers, Kubernetes, and a cloud-native approach. The Quarkus framework, developed at Red Hat, is designed for this deployment model, making cloud-native application development in Java much easier than it is on Spring or other older platforms. Quarkus applications

compiled natively to setting up an GraalVM can deliver extremely fast runtimes, potentially improving performance by 100x or more. about the book **Kubernetes Native Microservices: With Quarkus and MicroProfile** introduces a modern approach to enterprise Java development using new tools designed for cloud-native applications. This book begins by exploring the impact Kubernetes and cloud systems have on your application design. Then, it quickly guides you through

application using MicroProfile APIs, Kubernetes, and Quarkus. Using carefully selected examples and crystal-clear explanations, it guides you step by step from design to deployment. Written by veteran Java developers John Clingan and Ken Finnigan, this book oozes with experience and insight. You'll look past the ideal-but-untested advice you find in many books on new technologies and see how Kubernetes-native development with Quarkus and MicroProfile work

in the real world. about the reader Written for intermediate Java developers comfortable with Java EE, Jakarta EE, or Spring. Assumes some prior exposure to Docker and Kubernetes. No experience with Quarkus or MicroProfile required. about the author John Clingan is a senior principal product manager at Red Hat. At Red Hat John works on next generation platforms including Quarkus. He is a co-founder of Eclipse MicroProfile, MicroProfile committer, and

MicroProfile co-lead. Ken Finnigan is a senior principal software engineer and Eclipse MicroProfile technical architect at Red Hat. He's the co-founder of Eclipse MicroProfile and a MicroProfile committer. Unity in Action, Third Edition Manning Publications
As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise

applications using the mature, rock-solid Vert.x framework. Vert.x in Action gets you up to speed in the basics of asynchronous programming as you learn to design and code reactive applications. Using the Vert.x asynchronous APIs, you'll build services including web stack, messaging, authentication, and access control. You'll also dive into deployment of container-native components with Docker, Kubernetes, and OpenShift. Along the way, you'll check your app's health and learn to test its resilience to external service failures. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Design and Implementation
Simon and Schuster
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 Book Deep 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

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 Fran ç ois 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 Fran ç ois 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. Table of Contents PART 1 - FUNDAMENTAL S OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN

PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance Microservices Patterns Simon and Schuster "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. A Comprehensive, Illustrated Filmography Introduction to

Information Retrieval 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.
Mathematics
Explained for
Primary Teachers
Simon and
Schuster
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.
The Complete Guide
to Large-Scale
Analysis and
Modeling McFarland
'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.