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WISE 2005
International
Workshops, New
York, NY, USA,
November 20-22,
2005, Proceedings
Simon and Schuster
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,
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.

Deep Learning with Python
Simon and Schuster
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 =====
=====

==== Table of Contents PART 1 GETTING STARTED
Welcome to the Griffon revolution A closer look at Griffon PART 2 ESSENTIAL GRIFFON Models and binding Creating a view Understanding controllers and services Understanding MVC groups Multithreaded applications Listening to notifications Testing your application Ship it! Working with plugins Enhanced looks Griffon in front, Grails in the back Productivity tools A Comprehensive, Illustrated Filmography Simon and Schuster 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

Unity in Action Simon and Schuster

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

Lambdas, streams, functional and reactive programming
Simon and Schuster

“ We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document. ”

—Soumith Chintala, co-creator of PyTorch
Key Features
Written by PyTorch ’ s creator and key contributors
Develop deep learning models in a familiar Pythonic way
Use PyTorch to build an image classifier for cancer detection
Diagnose problems with your neural network and improve training with data augmentation
Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.
About The Book
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. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It ’ s great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you ’ ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn
Understanding deep learning data structures such as tensors and neural networks

Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results
Implementing modules and loss functions
Utilizing pretrained models from PyTorch Hub
Methods for training networks with limited inputs
Sifting through unreliable results to diagnose and fix problems in your neural network
Improve your results with augmented data, better model architecture, and fine tuning
This Book Is Written For
For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required.
About The Authors
Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch.

Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer.
Table of Contents
PART 1 - CORE PYTORCH
1 Introducing deep learning and the PyTorch Library
2 Pretrained networks
3 It starts with a tensor
4 Real-world data representation using tensors
5 The mechanics of learning
6 Using a neural network to fit the data
7 Telling birds from airplanes: Learning from images
8 Using convolutions to generalize
PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER
9 Using PyTorch to fight cancer
10 Combining data sources into a unified dataset
11 Training a classification model to detect suspected tumors
12 Improving training with metrics and augmentation
13 Using segmentation to find suspected nodules
14 End-to-end nodule

analysis, and where to go next
PART 3 - DEPLOYMENT 15

Deploying to production
Beginning Groovy, Grails and Griffon Springer

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 Routledge

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.

Grokking Deep Reinforcement Learning
Simon and Schuster
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 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 GParc Domain-specific languages The Groovy ecosystem Health Economics McFarland 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

The Complete Guide to
Large-Scale Analysis and
Modeling Simon and
Schuster

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
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. Table of Contents
PART 1 NETTY
CONCEPTS AND
ARCHITECTURE Netty-
asynchronous and event-
driven Your first Netty
application Netty
components and design
Transports ByteBuf
ChannelHandler and

ChannelPipeline EventLoop
and threading model
Bootstrapping Unit testing
PART 2 CODECS The codec
framework Provided
ChannelHandlers and codecs
PART 3 NETWORK
PROTOCOLS WebSocket
Broadcasting events with
UDP PART 4 CASE
STUDIES Case studies, part 1
Case studies, part 2
Using the TI-84 Plus SAGE
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 Philosophies of data science Setting goals by asking good questions Data all around us: the virtual wilderness Data wrangling: from capture to domestication Data assessment: poking and prodding **PART 2 - BUILDING A PRODUCT WITH SOFTWARE AND STATISTICS** Developing a plan Statistics and modeling: concepts and foundations 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 Distributed and Parallel

Architectures for Spatial Data SAGE 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).
Modern Java in Action
Edward Elgar Publishing
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 than just a
book! The new edition is
supported by FREE access to
an interactive eBook and a
companion website allowing
you to use a wealth of
teaching and learning
resources. You can use the
eBook to study where and
when you want, and read,
annotate and search the book
on a tablet, laptop or PC. You
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e 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 [Mining of Massive Datasets](#) Simon and Schuster First published in 1997, this volume asks: when was ‘ The Postmodern ’ in the History of Management Thought? Marta B. Cal á s and Linda Smircich have

chosen this subtitle as entry point to the collection for several reasons. The first, and most evident, is that it prompts us to reflect on the inclusion of a volume on postmodern organization studies within a series of books on the history of management thought. What does such inclusion signal? Are we saying that we are past the postmodern in organization studies? That we have transcended modernity and, beyond, postmodernity? Similar to other social sciences, organization and management studies in the Anglo-American and European academy became impressed by the styles of ‘ postmodernism ’ and their epistemological companions, ‘ poststructuralisms ’, during the 1980s. For this collection we have selected

twenty two journal articles, published between 1985 and 1996, that we consider emblematic of postmodern endeavours in management thought, as they further our understanding of how ‘ truth ’ (of any paradigmatic persuasion), is fashioned through particular discourses and other signifying practices. Taken together, these articles address the following questions: What has the field accomplished through attempts at being postmodern? With what consequences? And, where does the field stand now, if it is still/already (going) after ‘ the postmodern ’ ? In our view ‘ the postmodern ’ cannot transcend modern management thought; it is, rather, part of it. Nevertheless, the mere appearance of efforts towards making the field ‘ postmodern ’ makes it

important to account for them in the history of the field. Such is the narrative that we are trying to portray in this volume.

Real World Instrumentation with Python Simon and Schuster

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). 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.

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

Baptist Missionary Magazine Manning Publications Company

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.

Sails.js in Action Routledge 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 cemetech.net, and the author of Manning's Programming the TI-83 Plus/ TI-84 Plus. Table of Contents PART 1 BASICS AND ALGEBRA ON THE TI-84 PLUS What can your calculator do? Get started with your calculator Basic graphing Variables, matrices, and lists PART 2 PRECALCULUS AND CALCULUS Expanding your graphing skills Precalculus and your calculator Calculus on the TI-83 Plus/TI-84 Plus PART 3 STATISTICS, PROBABILITY, AND FINANCE Calculating and plotting statistics Working with probability and distributions Financial tools PART 4 GOING FURTHER WITH THE TI-83 PLUS/TI-84 PLUS Turbocharging math with programming The TI-84 Plus CE and TI-84 Plus C Silver Edition Now what? Grokking Algorithms 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 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 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 - FUNDAMENTALS 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
African American Films Through 1959 Simon and Schuster
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.

Supporting Children's Learning in the Early Years "O'Reilly Media, Inc."

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.