Software Optimization Cookbook Second Edition

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Software Optimization for High-performance Computing Packt Publishing Ltd
This book is for those with a basic knowledge of Clojure, who are looking to push the language to excel with data analysis.

Jenkins Continuous Integration Cookbook - Second Edition Packt Publishing Ltd
Over 80 object-oriented recipes to help you create mind-blowing GUIs in Python About This Book Use object-oriented programming to develop amazing GUIs in Python Create a working GUI project as a central resource for developing your Python GUIs Packed with easy-to-follow recipes to help you develop code using the latest released version of Python Who This Book Is For If you are a Python programmer with intermediate level knowledge of GUI programming and want to learn how to create beautiful, effective, and responsive GUIs using the freely available Python GUI frameworks, this book is for you. What You Will Learn Create amazing GUIs with Python's built-in Tkinter module Customize the GUIs by using layout managers to arrange the GUI widgets Advance to an object-oriented programming style using Python Develop beautiful charts using the free Matplotlib Python module Use threading in a networked environment to make the GUIs responsive Discover ways to connect the GUIs to a database Understand how unit tests can be created and internationalize the GUI Extend the GUIs with free Python frameworks using best practices In Detail Python is a multi-domain, interpreted programming language. It is a widely used general-purpose, high-level programming language. It is often used as a scripting language because of its forgiving syntax and compatibility with a wide variety of different eco-systems. Its flexible syntax enables developers to write short scripts while at the same time, they can use object-oriented concepts to develop very large projects. Python GUI Programming Cookbook follows a task-based approach to help you create beautiful and very effective GUIs with the least amount of code necessary. This book uses the simplest programming style, using the fewest lines of code to create a GUI in Python, and then advances to using object-oriented programming in later chapters. If you are new to object-oriented programming (OOP), this book will teach you how to take advantage of the OOP coding style in the context of creating GUIs written in Python. Throughout the book, you will develop an entire GUI application, building recipe upon recipe, connecting the GUI to a database. In the later chapters, you will explore additional Python GUI frameworks, using best practices. You will also learn how to use threading to ensure your GUI doesn't go

unresponsive. By the end of the book, you will be an expert in Python GUI programming to develop a common set of GUI applications. Style and approach Every recipe in this programming cookbook solves a problem you might encounter in your programming career. At the same time, most of the recipes build on each other to create an entire, real-life GUI application.

Michael Abrash's Graphics Programming Black Book Packt Publishing Ltd
Exciting projects that will teach you how complex data can be exploited to gain maximum insights About This Book Architect a good HBase cluster for a very large distributed system Get to grips with the concepts of performance tuning with HBase A practical guide full of engaging recipes and attractive screenshots to enhance your system's performance Who This Book Is For This book is intended for developers and architects who want to know all about HBase at a hands-on level. This book is also for big data enthusiasts and database developers who have worked with other NoSQL databases and now want to explore HBase as another futuristic scalable database solution in the big data space. What You Will Learn Configure HBase from a high performance perspective Grab data from various RDBMS/Flat files into the HBASE systems Understand table design and perform CRUD operations Find out how the communication between the client and server happens in HBase Grasp when to use and avoid MapReduce and how to perform various tasks with it Get to know the concepts of scaling with HBase through practical examples Set up Hbase in the Cloud for a small scale environment Integrate HBase with other tools including ElasticSearch In Detail Apache HBase is a non-relational NoSQL database management system that runs on top of HDFS. It is an open source, disturbed, versioned, column-oriented store and is written in Java to provide random real-time access to big Data. We'll start off by ensuring you have a solid understanding the basics of HBase, followed by giving you a thorough explanation of architecting a HBase cluster as per our project specifications. Next, we will explore the scalable structure of tables and we will be able to communicate with the HBase client. After this, we'll show you the intricacies of MapReduce and the art of performance tuning with HBase. Following this, we'll explain the concepts pertaining to scaling with HBase. Finally, you will get an understanding of how to integrate HBase with other tools such as ElasticSearch. By the end of this book, you will have learned enough to exploit HBase for boost system performance. Style and approach This book is intended for software quality assurance/testing professionals, software project managers, or software developers with prior experience in using Selenium and Java to test web-based applications. This books also provides examples for C#, Python, and Ruby users.

OpenCV Computer Vision Application Programming Cookbook Second Edition Packt Publishing Ltd
Refactoring is gaining momentum amongst the object oriented programming community. It can transform the

internal dynamics of applications and has the capacity to transform bad code into good code. This book offers an introduction to refactoring.

The Software Optimization Cookbook World Scientific

If you are a geospatial analyst who wants to learn more about automating everyday GIS tasks or a programmer who is responsible for building GIS applications, this book is for you. The short, reusable recipes make concepts easy to understand. You can build larger applications that are easy to maintain when they are put together.

Qt5 C++ GUI Programming Cookbook Packt Publishing Ltd

The field of Chemical Engineering and its link to computer science is in constant evolution and new engineers have a variety of tools at their disposal to tackle their everyday problems. Introduction to Software for Chemical Engineers, Second Edition provides a quick guide to the use of various computer packages for chemical engineering applications. It covers a range of software applications from Excel and general mathematical packages such as MATLAB and MathCAD to process simulators, CHEMCAD and ASPEN, equation-based modeling languages, gProms, optimization software such as GAMS and AIMS, and specialized software like CFD or DEM codes. The different packages are introduced and applied to solve typical problems in fluid mechanics, heat and mass transfer, mass and energy balances, unit operations, reactor engineering, process and equipment design and control. This new edition offers a wider view of packages including open source software such as R, Python and Julia. It also includes complete examples in ASPEN Plus, adds ANSYS Fluent to CFD codes, Lingo to the optimization packages, and discusses Engineering Equation Solver. It offers a global idea of the capabilities of the software used in the chemical engineering field and provides examples for solving real-world problems. Written by leading experts, this book is a must-have reference for chemical engineers looking to grow in their careers through the use of new and improving computer software. Its user-friendly approach to simulation and optimization as well as its example-based presentation of the software, makes it a perfect teaching tool for both undergraduate and master levels.

Hadoop MapReduce v2 Cookbook - Second Edition Packt Publishing Ltd

Martin Fowler's guide to reworking bad code into well-structured code Refactoring improves the design of existing code and enhances software maintainability, as well as making existing code easier to understand. Original Agile Manifesto signer and software development thought leader, Martin Fowler, provides a catalog of refactorings that explains why you should refactor; how to recognize code that needs refactoring; and how to actually do it successfully, no matter what language you use. Refactoring principles: understand the process and general principles of refactoring Code smells: recognize "bad smells" in code that signal opportunities to refactor Application improvement: quickly apply useful refactorings to make a program easier to comprehend and change Building tests: writing good tests increases a programmer's effectiveness Moving features: an important part of refactoring is moving elements between contexts Data structures: a collection of refactorings to organize data, an important role in programs Conditional Logic: use refactorings to make conditional sections easier to understand APIs: modules and their functions are the building blocks of our software, and APIs are the joints that we use to plug them together Inheritance: it is both very useful and easy to misuse, and it's often hard to see the misuse until it's in the rear-view mirror---refactorings can fix the misuse Examples are written in JavaScript, but you shouldn't find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages. "Whenever you read [Refactoring], it's time to read it again. And if you haven't read it yet, please do before writing another line of code." – David Heinemeier Hansson, Creator of Ruby on Rails, Founder & CTO at Basecamp "Any fool can write code that a computer can understand. Good programmers write code that humans can understand." – M. Fowler (1999)

Zen of Code Optimization Packt Publishing Ltd

Learn to use scikit-learn operations and functions for Machine Learning and deep learning applications. About This Book Handle a variety of machine learning tasks effortlessly by leveraging the power of scikit-learn Perform supervised and unsupervised learning with ease, and evaluate the performance of your model Practical, easy to understand recipes aimed at helping you choose the right machine learning algorithm Who This Book Is For Data Analysts already familiar with Python but not so much with scikit-learn, who want quick solutions to the common machine learning problems will find this book to be very useful. If you are a Python programmer who wants to take a dive into the world of machine learning in a practical manner, this book will help you too. What You Will Learn Build predictive models in minutes by using scikit-learn Understand the differences and relationships between Classification and Regression, two types of Supervised Learning. Use distance metrics to predict in Clustering, a type of Unsupervised Learning Find points with similar characteristics with Nearest Neighbors. Use automation and cross-validation to find a best model and focus on it for a data product Choose among the best algorithm of many or use them together in an ensemble. Create your own estimator with the simple syntax of sklearn Explore the feed-forward neural networks available in scikit-learn In Detail Python is quickly becoming the go-to language for analysts and data scientists due to its simplicity and flexibility, and within the Python data space, scikit-learn is the unequivocal choice for machine learning. This book includes walk throughs and solutions to the common as well as the not-so-common problems in machine learning, and how scikit-learn can be leveraged to perform various machine learning tasks effectively. The second edition begins with taking you through recipes on evaluating the statistical properties of data and generates synthetic data for machine learning modelling. As you progress through the chapters, you will comes across recipes that will teach you to implement techniques like data pre-processing, linear regression, logistic regression, K-NN, Naive Bayes, classification, decision trees, Ensembles and much more. Furthermore, you'll learn to optimize your models with multi-class classification, cross validation, model evaluation and dive deeper in to implementing deep learning with scikit-learn. Along with covering the enhanced features on model section, API and new features like classifiers, regressors and estimators the book also contains recipes on evaluating and fine-tuning the performance of your model. By the end of this book, you will have explored plethora of features offered by scikit-learn for Python to solve any machine learning problem you come across. Style and Approach This book consists of practical recipes on scikit-learn that target novices as well as intermediate users. It goes deep into the technical issues, covers additional protocols, and many more real-live examples so that you are able to implement it in your daily life scenarios.

QGIS Python Programming Cookbook - Second Edition Packt Publishing Ltd

Programming multi-core and many-core computing systems Sabri Pllana, Linnaeus University, Sweden Fatos Xhafa, Technical University of Catalonia, Spain Provides state-of-the-art methods for programming multi-core and many-core systems The book comprises a selection of twenty two chapters covering: fundamental techniques and algorithms; programming approaches; methodologies and frameworks; scheduling and management; testing and evaluation methodologies; and case studies for programming multi-core and many-core systems. Program development for multi-core processors, especially for heterogeneous multi-core processors, is significantly more complex than for single-core processors. However, programmers have been traditionally trained for the development of sequential programs, and only a small percentage of them have experience with parallel programming. In the past, only a relatively small group of

programmers interested in High Performance Computing (HPC) was concerned with the parallel programming issues, but the situation has changed dramatically with the appearance of multi-core processors on commonly used computing systems. It is expected that with the pervasiveness of multi-core processors, parallel programming will become mainstream. The pervasiveness of multi-core processors affects a large spectrum of systems, from embedded and general-purpose, to high-end computing systems. This book assists programmers in mastering the efficient programming of multi-core systems, which is of paramount importance for the software-intensive industry towards a more effective product-development cycle. Key features: Lessons, challenges, and roadmaps ahead. Contains real world examples and case studies. Helps programmers in mastering the efficient programming of multi-core and many-core systems. The book serves as a reference for a larger audience of practitioners, young researchers and graduate level students. A basic level of programming knowledge is required to use this book.

QGIS Python Programming Cookbook Morgan Kaufmann

Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at http://ls12-www.cs.tu-dortmund.de/~marwedel.

Refactoring John Wiley & Sons

The hands-on guide to high-performance coding and algorithm optimization. This hands-on guide to software optimization introduces state-of-the-art solutions for every key aspect of software performance - both code-based and algorithm-based. Two leading HP software performance experts offer comparative optimization strategies for RISC and for the new Explicitly Parallel Instruction Computing (EPIC) design used in Intel IA-64 processors. Using many practical examples, they offer specific techniques for: Predicting and measuring performance - and identifying your best optimization opportunities Storage optimization: cache, system memory, virtual memory, and I/O Parallel processing: distributed-memory and shared-memory (SMP and ccNUMA) Compilers and loop optimization Enhancing parallelism: compiler directives, threads, and message passing Mathematical libraries

and algorithms Whether you're a developer, ISV, or technical researcher, if you need to optimize high-performance software on today's leading processors, one book delivers the advanced techniques and code examples you need: Software Optimization for High Performance Computing.

Introduction to Software for Chemical Engineers, Second Edition Packt Publishing Ltd

Use Qt 5 to design and build functional, appealing, and user-friendly graphical user interfaces (GUIs) for your applications. Key FeaturesLearn to use Qt 5 to design and customize the look and feel of your applicationImprove the visual quality of an application by using graphics rendering and animationUnderstand the balance of presentation and web content that will make an application appealing yet functionalBook Description With the growing need to develop GUIs for multiple targets and multiple screens, improving the visual quality of your application becomes important so that it stands out from your competitors. With its cross-platform ability and the latest UI paradigms, Qt makes it possible to build intuitive, interactive, and user-friendly user interfaces for your applications. Qt5 C++ GUI Programming Cookbook, Second Edition teaches you how to develop functional and appealing user interfaces using the latest version of QT 5 and C++. This book will help you learn a variety of topics such as GUI customization and animation, graphics rendering, implementing Google Maps, and more. You will also be taken through advanced concepts like asynchronous programming, event handling using signals and slots, network programming, various aspects of optimizing your application. By the end of the book, you will be confident to design and customize GUI applications that meet your clients' expectations and have an understanding of best practice solutions for common problems. What you will learnAnimate GUI elements using Qt5's built-in animation systemDraw shapes and 2D images using Qt5's powerful rendering systemImplement an industry-standard OpenGL library in your projectBuild a mobile app that supports touch events and exports it onto devicesParse and extract data from an XML file and present it on your GUIInteract with web content by calling JavaScript functions from C++Access MySQL and SQLite databases to retrieve data and display it on your GUIWho this book is for This intermediate-level book is designed for those who want to develop software using Qt 5. If you want to improve the visual quality and content presentation of your software application, this book is for you. Prior experience of C++ programming is required.

Docker Cookbook Packt Publishing Ltd

This book differs from traditional numerical analysis texts in that it focuses on the motivation and ideas behind the algorithms presented rather than on detailed analyses of them. It presents a broad overview of methods and software for solving mathematical problems arising in computational modeling and data analysis, including proper problem formulation, selection of effective solution algorithms, and interpretation of results.? In the 20 years since its original publication, the modern, fundamental perspective of this book has aged well, and it continues to be used in the classroom. This Classics edition has been updated to include pointers to Python software and the Chebfun package, expansions on barycentric formulation for Lagrange polynomial interpretation and stochastic methods, and the availability of about 100 interactive educational modules that dynamically illustrate the concepts and algorithms in the book. Scientific Computing: An Introductory Survey, Second Edition is intended as both a textbook and a reference for computationally oriented disciplines that need to solve mathematical problems.

Node Cookbook Packt Publishing Ltd

A comprehensive guide to help aspiring and professional C++ developers elevate the performance of their apps by allowing them to run faster and consume fewer resources. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Updated to C++20 with completely revised code and more content on error

handling, benchmarking, memory allocators, and concurrent programming Explore the latest C++ 20 features including concepts, ranges, and coroutines Utilize C++ constructs and techniques to carry out effective data structure optimization and memory management Book Description C++ High Performance, Second Edition guides you through optimizing the performance of your C++ apps. This allows them to run faster and consume fewer resources on the device they're running on without compromising the readability of your codebase. The book begins by introducing the C++ language and some of its modern concepts in brief. Once you are familiar with the fundamentals, you will be ready to measure, identify, and eradicate bottlenecks in your C++ codebase. By following this process, you will gradually improve your style of writing code. The book then explores data structure optimization, memory management, and how it can be used efficiently concerning CPU caches. After laying the foundation, the book trains you to leverage algorithms, ranges, and containers from the standard library to achieve faster execution, write readable code, and use customized iterators. It provides hands-on examples of C++ metaprogramming, coroutines, reflection to reduce boilerplate code, proxy objects to perform optimizations under the hood, concurrent programming, and lock-free data structures. The book concludes with an overview of parallel algorithms. By the end of this book, you will have the ability to use every tool as needed to boost the efficiency of your C++ projects. What you will learn Write specialized data structures for performance-critical code Use modern metaprogramming techniques to reduce runtime calculations Achieve efficient memory management using custom memory allocators Reduce boilerplate code using reflection techniques Reap the benefits of lock-free concurrent programming Gain insights into subtle optimizations used by standard library algorithms Compose algorithms using ranges library Develop the ability to apply metaprogramming aspects such as constexpr, constraints, and concepts Implement lazy generators and asynchronous tasks using C++ 20 coroutines Who this book is for If you're a C++ developer looking to improve the efficiency of your code or just keen to upgrade your skills to the next level, this book is for you.

The Software Optimization Cookbook Packt Publishing Ltd

Software systems now invade every area of daily living. Yet, we still struggle to build systems we can really rely on. If we want to work with software systems at any level, we need to get to grips with the way software evolves. This book will equip the reader with a sound understanding of maintenance and how it affects all levels of the software evolution process.

Working Effectively with Legacy Code Packt Publishing Ltd

Helps readers eliminate performance problems, covering topics including bottlenecks, profiling tools, strings, algorithms, distributed systems, and servlets.

Microsoft Power BI Cookbook Packt Publishing Ltd

Embedded Computing for High Performance: Design Exploration and Customization Using High-level Compilation and Synthesis Tools provides a set of real-life example implementations that migrate traditional desktop systems to embedded systems. Working with popular hardware, including Xilinx and ARM, the book offers a comprehensive description of techniques for mapping computations expressed in programming languages such as C or MATLAB to high-performance embedded architectures consisting of multiple CPUs, GPUs, and reconfigurable hardware (FPGAs). The authors demonstrate a domain-specific language (LARA) that facilitates retargeting to multiple computing systems using the same source code. In this way, users can decouple original application code from transformed code and enhance productivity and program portability. After reading this book, engineers will understand the processes, methodologies, and best practices needed for the development of applications for high-performance embedded computing systems. Focuses on maximizing performance while managing energy consumption in embedded systems Explains how to retarget code for heterogeneous systems with GPUs and FPGAs Demonstrates a domain-specific language that facilitates migrating and retargeting existing applications to modern systems Includes

downloadable slides, tools, and tutorials

Java Performance Tuning Addison-Wesley Professional

Through example-driven recipes, with plenty of code, focused on the most vital features of the latest PostgreSQL version (9.4), both administrators and developers will follow short, specific guides to understand and leverage useful Postgre functionalities to create better and more efficient databases.

Proceedings of the ... ACM SIGPLAN Symposium on Principles & Practice of Parallel Programming IGI Global

OpenCV 3 Computer Vision Application Programming Cookbook is appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can also be used as a companion book in a university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision.

Go Programming Cookbook CRC Press

OpenGL Shading Language 4 Cookbook is a hands-on guide that gets straight to the point – actually creating graphics, instead of just theoretical learning. Each recipe is specifically tailored to satisfy your appetite for producing real-time 3-D graphics using the latest GLSL specification. This book is for OpenGL programmers looking to use the modern features of GLSL 4 to create real-time, three-dimensional graphics. Familiarity with OpenGL programming, along with the typical 3D coordinate systems, projections, and transformations is assumed. It can also be useful for experienced GLSL programmers who are looking to implement the techniques that are presented here.