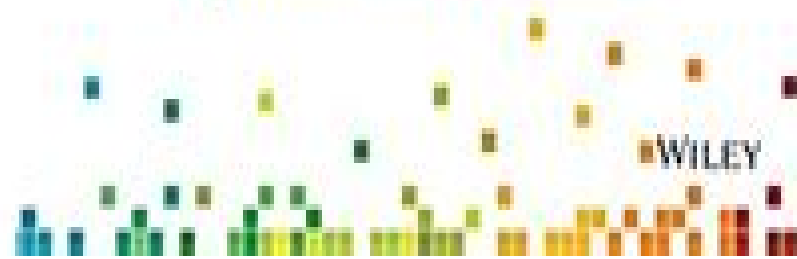


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Computing
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AN APPLICATION DEVELOPMENT FOCUS

Ljubomir Perkovic



WILEY

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An introductory text that teaches students the art of computational problem-solving, covering topics that range from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem-solving using Python and various Python libraries including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course which became the most popular course offered through MIT's OpenCourseWare and was developed for use not only in a conventional classroom but in a massive open online course or MOOC offered by the pioneering MIT-Harvard collaboration edX. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. The book does not require knowledge of mathematics beyond high school algebra but does assume that readers are comfortable with rigorous thinking and not intimidated by mathematical concepts. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform and misinform, as well as two related but relatively advanced topics: optimization problems and dynamic programming.

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DESCRIPTION Natural Computing is the field of research inspired by nature that allows the development of new algorithms to solve complex problems leads to the synthesis of natural models and may result in the design of new computing systems This book exactly aims to educate you with practical examples on topics of importance associated with research field of Natural computing The initial few chapters will quickly walk you through Neural Networks while describing deep learning architectures such as CNN RNN and AutoEncoders using Keras As you progress further you ll gain understanding to develop genetic algorithm to solve traveling salesman problem implement swarm intelligence techniques using the SwarmPackagePy and Cellular Automata techniques such as Game of Life Langton s ant etc The latter half of the book will introduce you to the world of Fractals such as such as the Cantor Set and the Mandelbrot Set develop a quantum program with the QiSkit tool that runs on a real quantum computing platform namely the IBM Q Machine and a Python simulation of the Adleman experiment that showed for the first time the possibility of performing computations at the molecular level KEY FEATURES Artificial Neural Networks Deep Learning models using Keras Quantum Computers and Programming Genetic Algorithms CNN and RNNs Swarm Intelligence Systems Reinforcement Learning using OpenAI Artificial Life DNA computing Fractals WHAT WILL YOU LEARN Mastering Artificial Neural Networks Developing Artificial Intelligence systems Resolving complex problems with Genetic Programming and Swarm intelligence algorithms Programming Quantum Computers Exploring the mathematical world of fractals Simulating complex systems by Cellular Automata Understanding the basics of DNA computation WHO THIS BOOK IS FOR This book is for all science enthusiasts in particular who want to understand what are the links between computer sciences and natural systems Interested readers should have good skills in math and python programming along with some basic knowledge of physics and biology Although some knowledge of the topics covered in the book will be helpful it is not essential to have worked with the tools covered in the book Table of Contents Neural Networks Deep Learning Genetic Programming Swarm Intelligence Cellular Automata Fractals Quantum Computing DNA Computing

Principles of Soft Computing Using Python Programming Gypsy Nandi,2023-11-28 Principles of Soft Computing Using Python Programming An accessible guide to the revolutionary techniques of soft computing Soft computing is a computing approach designed to replicate the human mind s unique capacity to integrate uncertainty and imprecision into its reasoning It is uniquely suited to computing operations where rigid analytical models will fail to account for the variety and ambiguity of possible solutions As machine learning and artificial intelligence become more and more prominent in the computing landscape the potential for soft computing techniques to revolutionize computing has never been greater Principles of Soft Computing Using Python Programming provides readers with the knowledge required to apply soft computing models and techniques to real computational problems Beginning with a foundational discussion of soft or fuzzy computing and its differences from hard computing it describes different models for soft computing and their many applications both demonstrated and theoretical The result is a set of tools with the potential to produce new solutions to the

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Introduction to Engineering and Scientific Computing with Python David E. Clough, Steven C. Chapra, 2022-09-07 As more and more engineering departments and companies choose to use Python this book provides an essential introduction to this open source free to use language Expressly designed to support first year engineering students this book covers engineering and scientific calculations Python basics and structured programming Based on extensive teaching experience the text uses practical problem solving as a vehicle to teach Python as a programming language By learning computing fundamentals in an engaging and hands on manner it enables the reader to apply engineering and scientific methods with Python focusing this general language to the needs of engineers and the problems they are required to solve on a daily basis Rather than inundating students with complex terminology this book is designed with a leveling approach in mind enabling students at all levels to gain experience and understanding of Python It covers such topics as structured programming graphics matrix operations algebraic equations differential equations and applied statistics A comprehensive chapter on working with data brings this book to a close This book is an essential guide to Python which will be relevant to all engineers particularly undergraduate students in their first year It will also be of interest to professionals and graduate students looking to hone their programming skills and apply Python to engineering and scientific contexts

Integrating Python with Leading Computer Forensics Platforms Chet Hosmer, 2016-09-26 Integrating Python with Leading Computer Forensic Platforms takes a definitive look at how and why the integration of Python advances the field of digital forensics In addition the book includes practical never seen Python examples that can be immediately put to use Noted author Chet Hosmer demonstrates how to extend four key Forensic Platforms using Python including EnCase by Guidance Software MPE by AccessData The Open Source Autopsy SleuthKit by Brian Carrier and WetStone Technologies and Live Acquisition and Triage Tool US LATT This book is for practitioners forensic investigators educators students private investigators or anyone advancing digital forensics for investigating cybercrime Additionally the open source availability of the examples allows for sharing and growth within the industry This book is the first to provide details on how to directly integrate Python into key forensic platforms Provides hands on tools code samples detailed instruction and documentation that can be immediately put to use Shows how to integrate Python with popular digital forensic platforms including EnCase MPE The Open Source Autopsy SleuthKit and US LATT Presents complete coverage of how to use Open Source Python scripts to extend and modify popular digital forensic Platforms

Introduction to Computing Using Python Wendell Cowan, 2016-10-05 Cowan's Introduction to Programming Using Python is more than just an introduction to programming. It is an inclusive introduction to Computer Science that takes the pedagogical approach of the right tool for the job at the right moment and focuses on application development. The approach is hands-on and problem-oriented, with practice problems and solutions appearing throughout the text. The text is imperative first but does not shy away from discussing objects early where appropriate. Discussions of user-defined classes and Object Oriented Programming appear later in the text when students have more background and concepts can be motivated. Chapters include an introduction to problem-solving techniques and classical algorithms, problem-solving and programming, and ways to apply core skills to application development.

Edge Computing with Python Abhinandan Bhadauria, 2022-10-13 Deep Dive into Edge Computing and its Implementations. **KEY FEATURES** Numerous real-world examples are provided to help readers grasp essential facets of Edge Computing. Apply a wide range of Python libraries, frameworks, and libraries to build intuitive IoT solutions. Exclusive coverage of the working of the Siemens Industrial Edge Computing Platform. **DESCRIPTION** The success of IoT and Industry 4.0 depends on edge computing and better network performance. The book *Edge Computing with Python* intends to provide a fully connected embedded environment in which readers can experience the applications of edge computing and IoT in a professional context. In this book, readers will learn what edge computing is, what its possible applications are, and how advantageous it is. This book provides thorough instructions for using Python to build every potential edge application. The book begins by configuring the programming environment with tools like VS Code, Python, and several popular libraries like SciPy, NumPy, and Pandas. Then the book explains gaining access to IO devices, data handling, data storage, cloud connectivity, and hosting ready and pre-trained machine learning models step by step. The book delves into sophisticated ideas such as Docker, Containers, MQTT, and FIWARE and how one can use them to construct Edge applications. In addition, the book details the Siemens Edge computing platform and how to use it for rapidly developing Edge applications. After reading this book, knowledge of Edge Computing's architecture, its benefits, and drawbacks will give readers a competitive advantage in the market. **WHAT YOU WILL LEARN** In-depth knowledge of Edge Computing and its strong ties with the Cloud, IoT, and IIoT. Illustrations of numerous Python packages and simulations for device interfaces. Explanation of multiple data-gathering methods including HTTP, REST, Serial Port, and ZeroMQ. Explanation of aspects of AI/ML, including model training, loading, and execution in the context of Edge Computing. Security threats and countermeasures including SSL, TLS, Nginx, secure code, etc. Building full-fledged Edge applications using Docker, MQTT, FIWARE, and the Siemens Industrial Edge Platform. **WHO THIS BOOK IS FOR** Readers interested in embedded programming, system programming, edge device programming, electronics, hobbyists, Internet of Things, IoT engineers, microcontroller programming, and networking will find this book boosts their career development. Knowledge of Docker, Containers, and REST is an added advantage. **TABLE OF CONTENTS** 1 Understanding Edge Computing

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Introduction to Computing Using Python Jacob Mason, 2017-06-03 Perkovic's Introduction to Programming Using Python is more than just an introduction to programming. It is an inclusive introduction to Computer Science that takes the pedagogical approach of the right tool for the job at the right moment and focuses on application development. The approach is hands-on and problem-oriented with practice problems and solutions appearing throughout the text. The text is imperative first but does not shy away from discussing objects early where appropriate. Discussions of user-defined classes and Object Oriented Programming appear later in the text when students have more background and concepts can be motivated. Chapters include an introduction to problem-solving techniques and classical algorithms, problem-solving and programming, and ways to apply core skills to application development. This edition also includes examples and practice problems provided within a greater variety of domains. An additional chapter of Case Studies is exclusive to the Wiley E-Text, providing students with real-life applications using the concepts and tools covered in the chapters.

Chemical and Biomedical Engineering Calculations Using Python Jeffrey J. Heys, 2016-12-01 Presents standard numerical approaches for solving common mathematical problems in engineering using Python. Covers the most common numerical calculations used by engineering students. Covers Numerical Differentiation and Integration, Initial Value Problems, Boundary Value Problems, and Partial Differential Equations. Focuses on open-ended real-world problems that require students to write a short report memo as part of the solution process. Includes an electronic download of the Python codes presented in the book.

A Functional Start to Computing with Python Ted Herman, 2013-07-26 A Functional Start to Computing with Python enables students to quickly learn computing without having to use loops, variables, and object abstractions at the start. Requiring no prior programming experience, the book draws on Python's flexible data types and operations as well as its capacity for defining new functions. Along with the specifics of

Distributed Computing with Python Francesco Pierfederici, 2016-04-12 Harness the power of multiple computers using Python through this fast-paced, informative guide. About This Book You'll learn to write data processing programs in Python that are highly available, reliable, and fault-tolerant. Make use of Amazon Web Services along with Python to establish a powerful remote computation system. Train Python to handle data-intensive and resource-hungry applications. Who This Book Is For This book is for Python developers who have developed Python programs for data processing and now want to learn how to write fast, efficient programs that perform CPU-intensive data processing tasks. What You Will Learn Get an introduction to parallel and distributed computing. See synchronous and asynchronous programming. Explore parallelism in Python. Distributed application with Celery. Python in the Cloud. Python on an HPC cluster. Test and debug distributed applications. In Detail CPU-intensive data processing tasks have become crucial

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A Primer on Scientific Programming with Python Hans Petter Langtangen, 2016-07-28 The book serves as a first introduction to computer programming of scientific applications using the high level Python language The exposition is example and problem oriented where the applications are taken from mathematics numerical calculus statistics physics biology and finance The book teaches Matlab style and procedural programming as well as object oriented programming High school mathematics is a required background and it is advantageous to study classical and numerical one variable calculus in parallel with reading this book Besides learning how to program computers the reader will also learn how to solve mathematical problems arising in various branches of science and engineering with the aid of numerical methods and programming By blending programming mathematics and scientific applications the book lays a solid foundation for practicing computational science From the reviews Langtangen does an excellent job of introducing programming as a set of skills in problem solving He guides the reader into thinking properly about producing program logic and data structures for modeling real world problems using objects and functions and embracing the object oriented paradigm Summing Up Highly recommended F H Wild III Choice Vol 47 8 April 2010 Those of us who have learned scientific programming in Python on the streets could be a little jealous of students who have the opportunity to take a course out of Langtangen s Primer John D Cook The Mathematical Association of America September 2011 This book goes through Python in particular and programming in general via tasks that scientists will likely perform It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science Alex Small IEEE CiSE Vol 14 2 March April 2012 This fourth edition is a wonderful inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python Joan Horvath Computing Reviews March 2015 *Computational Science and Its Applications - ICCSA 2025* Osvaldo Gervasi, Beniamino Murgante, Chiara Garau, Yeliz Karaca, David Tanar, Ana Maria A. C. Rocha, Bernady O. Apduhan, 2025-06-28 The three volumes LNCS 15648 15649 15650 set constitutes the refereed proceedings of the 25th International Conference on Computational Science and Its Applications ICCSA 2025 held in Istanbul Turkey during June 30 July 3 2025 The 71 full papers 6 short papers and 1 PHD showcase paper were carefully reviewed and selected from 269 submissions The papers have been organized in topical sections as follows Part I Computational Methods Algorithms and Scientific Applications High Performance Computing and Networks Geometric Modeling Graphics and Visualization Advanced and Emerging Applications Information Systems and Technologies Urban and Regional Planning Part II Information Systems and Technologies Part III Information Systems and Technologies Urban and Regional Planning PHD Showcase Paper Short papers Information Systems Efrem G. Mallach, 2015-08-18 Most information systems textbooks overwhelm business students with overly technical information they may not need in their careers Information Systems What Every Business Student Needs to Know takes a new approach to the required information systems course for business majors

For each topic covered the text highlights key Take Aways that aler **Smart Computing with Open Source Platforms** Amartya Mukherjee,Nilanjan Dey,2019-05-30 Focuses on the concept of open source prototyping and product development and designing sensor networks and covers IoT base applications This book will serves as a single source of introductory material and reference for programming smart computing and Internet of Things IoT devices using Arduino with the use of Python It covers number of comprehensive DIY experiments through which the reader can design various intelligent systems

Data Visualization using Python Programming- Dr.Abhinav,2023-05-05 The book Data visualization using Python Programming is a technical guide that uses the Matplotlib Python library for data visualization The author of this book draws on his experience in data science and provides a comprehensive guide to using Matplotlib for data visualization The book covers a wide range of topics including the basics of Matplotlib creating different types of plots and charts customizing plot appearance and advanced data visualization techniques Throughout the book the author provides clear explanations of the concepts and techniques involved in data visualization with Matplotlib along with numerous examples and code snippets to help readers understand how to use the library effectively He also includes practical tips and best practices for data visualization based on his experience working with real world data Overall Data Visualization using Python Programming A technical guide is an excellent resource for anyone looking to learn how to use Matplotlib for data visualization whether they are new to the library or have some experience with it already The author has given simple and clear explanations of various examples making the book accessible and useful for a wide range of readers *11th International Conference on Theory and Application of Soft Computing, Computing with Words and Perceptions and Artificial Intelligence - ICSCCW-2021* Rafik A. Aliev,Janusz Kacprzyk,Witold Pedrycz,Mo Jamshidi,Mustafa Babanli,Fahreddin M. Sadikoglu,2022-01-04 This book presents the proceedings of the 11th Conference on Theory and Applications of Soft Computing Computing with Words and Perceptions and Artificial Intelligence ICSCCW 2021 held in Antalya Turkey on August 23 24 2021 The general scope of the book covers uncertain computation decision making under imperfect information neuro fuzzy approaches natural language processing and other areas The topics of the papers include theory and application of soft computing computing with words image processing with soft computing intelligent control machine learning fuzzy logic in data mining soft computing in business economics engineering material sciences biomedical engineering and health care This book is a useful guide for academics practitioners and graduates in fields of soft computing and computing with words It allows for increasing of interest in development and applying of these paradigms in various real life fields

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