

Math for Programmers

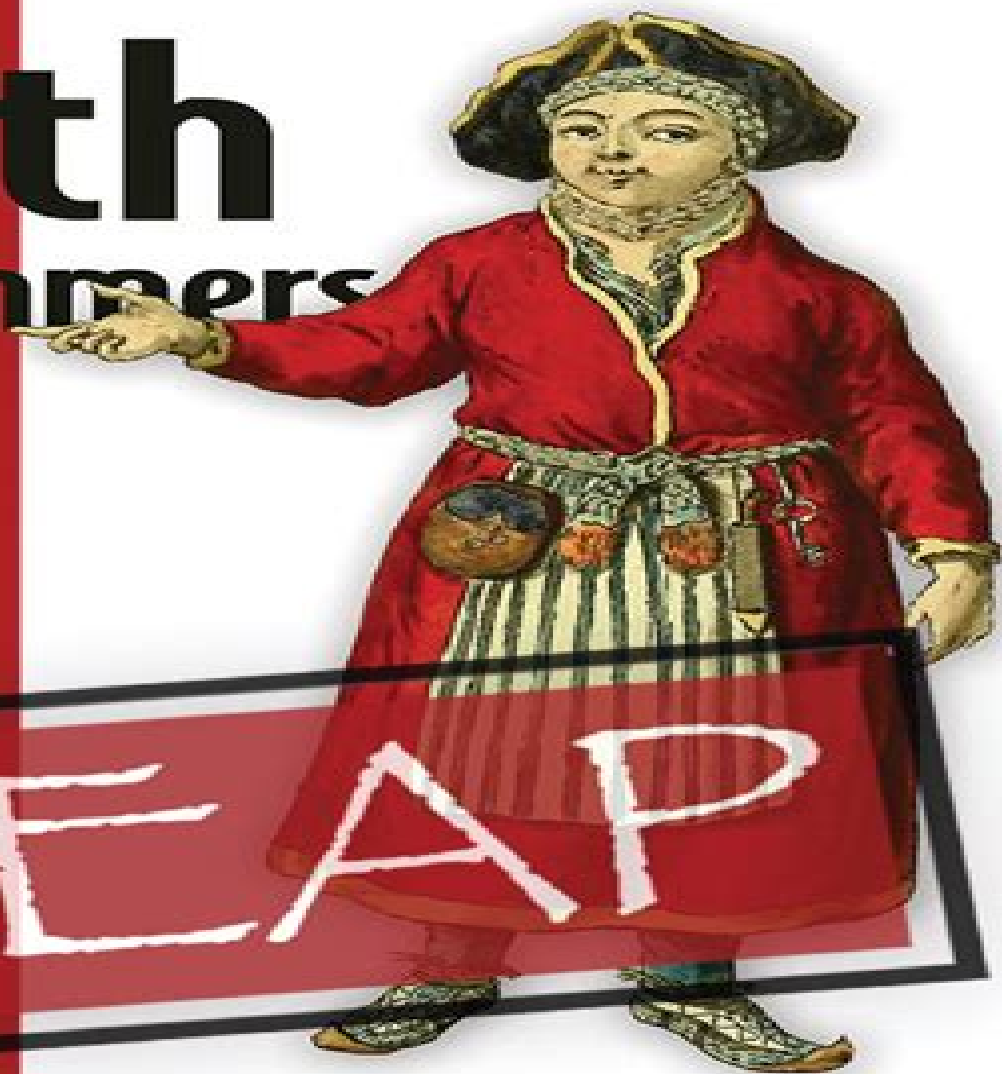
3D graphics, machine learning,
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ASP.NET Core in Action, Third Edition Andrew Lock, 2023-11-14 Build professional-grade full-stack web applications using C# and ASP.NET Core. In *ASP.NET Core in Action, Third Edition*, you'll learn how to build minimal APIs for serving JSON to client-side applications, create dynamic server-side rendered applications using Razor Pages, user authentication and authorization, store data using Entity Framework Core, unit and integration tests for ASP.NET Core applications, write custom middleware, and components. Fully updated to ASP.NET Core 7.0. In *ASP.NET Core in Action, Third Edition*, Microsoft MVP Andrew Lock teaches you how you can use your C# and .NET skills to build amazing cross-platform web applications. This

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Kotlin in Action, Second Edition Sebastian Aigner,Roman Elizarov,Svetlana Isakova,Dmitry

Jemerov,2024-06-18 Expert guidance and amazing examples from Kotlin core developers It s everything you need to get up and running fast Kotlin in Action Second Edition takes you from language basics to building production quality applications that take advantage of Kotlin s unique features Discover how the language handles everything from statements and functions to classes and types and the unique features that make Kotlin programming so seamless In Kotlin in Action Second Edition you will learn Kotlin statements and functions and classes and types Functional programming on the JVM The Kotlin standard library and out of the box features Writing clean and idiomatic code Combining Kotlin and Java Improve code reliability with

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Machine Learning with TensorFlow, Second Edition Mattmann A. Chris, 2021-02-02 Updated with new code new projects and new chapters Machine Learning with TensorFlow Second Edition gives readers a solid foundation in machine learning concepts and the TensorFlow library Summary Updated with new code new projects and new chapters Machine Learning with TensorFlow Second Edition gives readers a solid foundation in machine learning concepts and the TensorFlow library Written by NASA JPL Deputy CTO and Principal Data Scientist Chris Mattmann all examples are accompanied by downloadable Jupyter Notebooks for a hands on experience coding TensorFlow with Python New and revised content expands coverage of core machine learning algorithms and advancements in neural networks such as VGG Face facial identification classifiers and deep speech classifiers Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Supercharge your data analysis with machine learning ML algorithms automatically improve as they process data so results get better over time You don t have to be a mathematician to use ML Tools like Google s TensorFlow library help with complex calculations so you can focus on getting the answers you

need About the book Machine Learning with TensorFlow Second Edition is a fully revised guide to building machine learning models using Python and TensorFlow You ll apply core ML concepts to real world challenges such as sentiment analysis text classification and image recognition Hands on examples illustrate neural network techniques for deep speech processing facial identification and auto encoding with CIFAR 10 What s inside Machine Learning with TensorFlow Choosing the best ML approaches Visualizing algorithms with TensorBoard Sharing results with collaborators Running models in Docker About the reader Requires intermediate Python skills and knowledge of general algebraic concepts like vectors and matrices Examples use the super stable 1.15.x branch of TensorFlow and TensorFlow 2.x About the author Chris Mattmann is the Division Manager of the Artificial Intelligence Analytics and Innovation Organization at NASA Jet Propulsion Lab The first edition of this book was written by Nishant Shukla with Kenneth Fricklas Table of Contents PART 1 YOUR MACHINE LEARNING RIG 1 A machine learning odyssey 2 TensorFlow essentials PART 2 CORE LEARNING ALGORITHMS 3 Linear regression and beyond 4 Using regression for call center volume prediction 5 A gentle introduction to classification 6 Sentiment classification Large movie review dataset 7 Automatically clustering data 8 Inferring user activity from Android accelerometer data 9 Hidden Markov models 10 Part of speech tagging and word sense disambiguation PART 3 THE NEURAL NETWORK PARADIGM 11 A peek into autoencoders 12 Applying autoencoders The CIFAR 10 image dataset 13 Reinforcement learning 14 Convolutional neural networks 15 Building a real world CNN VGG Face and VGG Face Lite 16 Recurrent neural networks 17 LSTMs and automatic speech recognition 18 Sequence to sequence models for chatbots 19 Utility landscape

[Spring Microservices in Action, Second Edition](#) John Carnell, Illary Huaylupo Sánchez, 2021-06-29 Spring Microservices in Action Second Edition teaches you to build microservice based applications using Java and Spring Summary By dividing large applications into separate self contained units Microservices are a great step toward reducing complexity and increasing flexibility Spring Microservices in Action Second Edition teaches you how to build microservice based applications using Java and the Spring platform This second edition is fully updated for the latest version of Spring with expanded coverage of API routing with Spring Cloud Gateway logging with the ELK stack metrics with Prometheus and Grafana security with the Hashicorp Vault and modern deployment practices with Kubernetes and Istio Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Building and deploying microservices can be easy in Spring Libraries like Spring Boot Spring Cloud and Spring Cloud Gateway reduce the boilerplate code in REST based services They provide an effective toolbox to get your microservices up and running on both public and private clouds About the book Spring Microservices in Action Second Edition teaches you to build microservice based applications using Java and Spring You ll start by creating basic services then move to efficient logging and monitoring Learn to refactor Java applications with Spring s intuitive tooling and master API management with Spring Cloud Gateway You ll even deploy Spring Cloud applications with AWS and Kubernetes What s inside Microservice design principles and best

practices Configuration with Spring Cloud Config and Hashicorp Vault Client side resiliency with Resilience4j and Spring Cloud Load Balancer Metrics monitoring with Prometheus and Grafana Distributed tracing with Spring Cloud Sleuth Zipkin and ELK Stack About the reader For experienced Java and Spring developers About the author John Carnell is a senior cloud engineer with 20 years of Java experience Illary Huaylupo Sanchez is a software engineer with over 13 years of experience

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Modern C, Third Edition Jens Gustedt, 2025-10-07 Discover the full power of modern C programming with an inside look at the new C23 standard For programs that need to be small fast and reliable C is the gold standard Whether you re writing embedded code low level system routines or high performance applications C is up to the challenge This unique book by Jens Gustedt a member of the ISO C standards committee gets you up to speed with C23 In *Modern C Third Edition* you ll Learn C basics core features and advanced concepts Leverage major C23 improvements for security reliability and performance Write portable code that runs anywhere Build multi threaded applications with atomics and synchronization Create robust and resilient software with error handling Use type generic programming for reusable code In *Modern C Third Edition* you ll learn to harness C s full potential using the latest tools and techniques After a quick review of the fundamentals suited for coders who haven t used C in a while this book guides you to mastery of C23 the latest ISO standard About the Technology From code running on the smallest embedded devices to the low level libraries behind popular programming languages like Python and Ruby the software world depends on C And even after 50 years it s still getting better The new C23 standard adds improvements for security reliability and performance In this thoroughly revised new edition author Jens Gustedt gives you an authoritative inside view About the Book *Modern C Third Edition* is a fast paced introduction to the C language with special attention on its most modern features It starts with a quick review of structure grammar and execution and then progresses quickly to control structures data types operators and other core language features Fully revised for C23 this expanded Third Edition covers compound expressions and lambdas new insights into approaching program failure and how to transition smoothly to C23 What s Inside All major C23 features Portable code that runs anywhere Multi threaded applications with atomics and synchronization Use type generic programming for reusable code About the Readers For readers with intermediate skills in any programming language About the Author Jens Gustedt is a senior scientist at the French National Institute for Computer Science and Control INRIA deputy director of the ICube lab in Strasbourg France and an active member of the ISO C standards committee

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 as access to the online liveBook format and its AI assistant that will answer your questions in any language when you
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 Simon Holmes, clive harber, 2019-04-22 Summary Getting MEAN Second Edition teaches you how to develop full stack web
 applications using the MEAN stack This edition was completely revised and updated to cover MongoDB 4 Express 4 Angular
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Privacy-Preserving Machine Learning J. Morris Chang, Di Zhuang, G. Dumindu Samaraweera, 2023-05-02 Keep sensitive user data safe and secure without sacrificing the accuracy of your machine learning models In Privacy Preserving Machine Learning you will learn Differential privacy techniques and their application in supervised learning Privacy for frequency or mean estimation Naive Bayes classifier and deep learning Designing and applying compressive privacy for machine learning Privacy preserving synthetic data generation approaches Privacy enhancing technologies for data mining and database applications Privacy Preserving Machine Learning is a comprehensive guide to avoiding data breaches in your machine learning projects You'll get to grips with modern privacy enhancing techniques such as differential privacy compressive privacy and synthetic data generation Based on years of DARPA funded cybersecurity research ML engineers of all skill levels and seniorities will benefit from incorporating these privacy preserving practices into their model development

Graph-Powered Machine Learning Alessandro Negro, 2021-09-28 1 Machine learning and graphs an introduction 2 Graph data engineering 3 Graphs in machine learning applications 4 Content based recommendations 5 Collaborative filtering 6 Session based recommendations 7 Context aware and hybrid recommendations 8 Basic approaches to graph powered fraud detection 9 Proximity based algorithms 10 Social network analysis against fraud 11 Graph based natural language processing 12 Knowledge graphs

Grokking Data Structures Marcello La Rocca, 2024-08-06 Don't be perplexed by data structures This fun friendly and fully illustrated guide makes it easy to learn useful data structures you'll put to work every day Grokking Data Structures makes it a breeze to learn the most useful day to day data structures You'll follow a steady learning path from absolute basics to advanced concepts all illustrated with fun examples engaging industry stories and hundreds of graphics and cartoons In Grokking Data Structures you'll learn how to Understand the most important and widely used data structures Identify use cases where data structures make the biggest difference Pick the best data structure solution for a coding challenge Understand the tradeoffs of data structures and avoid catastrophes Implement basic data collections like arrays linked lists stacks and priority queues Use trees and binary search trees BSTs to organize data Use graphs to model relationships and learn about complex data Efficiently search by key using hash tables and hashing functions Reason about time and memory requirements of operations on data structures Grokking Data Structures carefully guides you from the most basic data structures like arrays or linked lists all the way to powerful structures like graphs It's perfect for beginners and you won't need anything more than high school math to get started Each data structure you encounter comes with its own complete Python implementation so you can start experimenting with what you learn right away Foreword by Daniel Zingaro About the technology Data structures are vital for shaping and handling your data organization They're also an important part of most

IT job interviews Whether you re new to data structures or just dusting off what you learned in school this book will get you up to speed fast with no advanced math abstract theory or complicated proofs About the book *Grokking Data Structures* introduces common and useful data structures that every developer needs to know Real world examples show you how data structures are used in practice from making your searches faster to handling triage in an emergency room You ll love the fun cartoons insightful stories and useful Python code samples that make data structures come alive And unlike jargon laden academic texts this book is easy to read and practical What s inside Fast searches using hash tables Trees and binary search trees BSTs to organize data Use graphs to model complex data The best data structures for a coding challenge About the reader For readers who know the basics of Python A perfect companion to *Grokking Algorithms* About the author Marcello La Rocca is a research scientist and a full stack engineer He has contributed to large scale web applications and machine learning infrastructure at Twitter Microsoft and Apple The technical editor on this book was Beau Carnes [F# in Action](#) Isaac Abraham,2024-05-21 F is designed to make functional programming practical and accessible especially for developers working on the NET platform This book will get you started In F in Action you will learn how to Write performant and robust systems with succinct F code Model domains quickly easily and accurately with F s type system Design solutions using functional programming patterns Ingest and process disparate data sources Develop data driven web applications Unit test F code Effectively model data using a variety of techniques Use scripts to rapidly explore domains About the technology F is a simple robust and highly performant programming language It lets you keep your code simple in even the most complex applications and its language core is perfect for learning the fundamentals of functional programming F runs on NET so you can work cross platform and take advantage of battle tested NET components It s succinct and flexible perfect for everything from command line tools to web apps to data analysis and machine learning *The Jamstack Book* Raymond Camden,Brian Rinaldi,2022-07-05 Jamstack JavaScript APIs and Markup Use established standard technologies to build super fast static websites without sacrificing rich dynamic features Building websites with simple straightforward standards can feel like a breath of fresh air Jamstack sites use JavaScript APIs and Markup to create fast dynamic pages without the overhead of heavyweight frameworks The Jamstack Book is your essential guide to this exciting new web architecture Written by renowned Jamstack experts Raymond Camden and Brian Rinaldi it s filled with real world projects to develop and hone your skills [Data Engineering on Azure](#) Vlad Riscutia,2021-08-17 Build a data platform to the industry leading standards set by Microsoft s own infrastructure Summary In Data Engineering on Azure you will learn how to Pick the right Azure services for different data scenarios Manage data inventory Implement production quality data modeling analytics and machine learning workloads Handle data governance Using DevOps to increase reliability Ingesting storing and distributing data Apply best practices for compliance and access control Data Engineering on Azure reveals the data management patterns and techniques that support Microsoft s own massive data infrastructure Author Vlad Riscutia a data engineer at Microsoft

teaches you to bring an engineering rigor to your data platform and ensure that your data prototypes function just as well under the pressures of production You'll implement common data modeling patterns stand up cloud native data platforms on Azure and get to grips with DevOps for both analytics and machine learning Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Build secure stable data platforms that can scale to loads of any size When a project moves from the lab into production you need confidence that it can stand up to real world challenges This book teaches you to design and implement cloud based data infrastructure that you can easily monitor scale and modify About the book In Data Engineering on Azure you'll learn the skills you need to build and maintain big data platforms in massive enterprises This invaluable guide includes clear practical guidance for setting up infrastructure orchestration workloads and governance As you go you'll set up efficient machine learning pipelines and then master time saving automation and DevOps solutions The Azure based examples are easy to reproduce on other cloud platforms What's inside Data inventory and data governance Assure data quality compliance and distribution Build automated pipelines to increase reliability Ingest store and distribute data Production quality data modeling analytics and machine learning About the reader For data engineers familiar with cloud computing and DevOps About the author Vlad Riscutia is a software architect at Microsoft Table of Contents 1 Introduction PART 1 INFRASTRUCTURE 2 Storage 3 DevOps 4 Orchestration PART 2 WORKLOADS 5 Processing 6 Analytics 7 Machine learning PART 3 GOVERNANCE 8 Metadata 9 Data quality 10 Compliance 11 Distributing data

Conversational AI Andrew Freed,2021-10-12 Conversational AI is a guide to creating AI driven voice and text agents for customer support and other conversational tasks This practical and entertaining book combines design theory with techniques for building and training AI systems In it you'll learn how to find training data assess performance and write dialog that sounds human You'll go from building simple chatbots to designing the voice assistant for a complete call center

Functional Design and Architecture Alexander Granin,2024-11-05 Functional Design and Architecture is a comprehensive guide to software engineering using functional programming Inside you'll find cutting edge functional design principles and practices for every stage of application development There's no abstract theory you'll learn by building exciting sample applications including an application for controlling a spaceship and a full fledged backend framework You'll explore functional design by looking at object oriented principles you might already know and learn how they can be reapplied to a functional environment By the time you're done you'll be ready to apply the brilliant innovations of the functional world to serious software projects

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Hello App Inventor! Paula Beer,Carl Simmons,2014-10-26 Summary Hello App Inventor introduces creative young readers to the world of mobile programming no experience required Featuring more than 30 fun invent it yourself projects this full color fun to read book starts with the building blocks you need to create a few practice apps Then you ll learn the skills you need to bring your own app ideas to life Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Have you ever wondered how apps are made Do you have a great idea for an app that you want to make reality This book can teach you how to create apps for any Android device even if you have never programmed before With App Inventor if you can imagine it you can create it Using this free friendly tool you can decide what you want your app to do and then click together colorful jigsaw puzzle blocks to make it happen App Inventor turns your project into an Android app that you can test on your computer run on your phone share with your friends and even sell in the Google Play store Hello App Inventor introduces young readers to the

world of mobile programming It assumes no previous experience Featuring more than 30 invent it yourself projects this book starts with basic apps and gradually builds the skills you need to bring your own ideas to life We've provided the graphics and sounds to get you started right away And a special Learning Points feature connects the example you're following to important computing concepts you'll use in any programming language App Inventor is developed and maintained by MIT

What's Inside Covers MIT App Inventor 2 How to create animated characters games experiments magic tricks and a Zombie Alarm clock Use advanced phone features like Movement sensors Touch screen interaction GPS Camera Text Web connectivity About the Authors Paula Beer and Carl Simmons are professional educators and authors who spend most of their time training new teachers and introducing children to programming Table of Contents Getting to know App Inventor Designing the user interface Using the screen layouts and the canvas Fling touch and drag user interaction with the touch screen Variables decisions and procedures Lists and loops Clocks and timers Animation Position sensors Barcodes and scanners Using speech and storing data on your phone Web enabled apps Location aware apps From idea to app Publishing and beyond

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