

## Learning Processing A Beginners Guide To Programming Images Animation And Interaction Morgan Kaufmann Series In Computer Graphics

*The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the more basic ideas and algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's weeping strategy. The final chapter discusses the future societal impacts of reinforcement learning. Based on their extensive experience with teaching R and statistics to applied scientists, the authors provide a beginner's guide to R. To avoid the difficulty of teaching R and statistics at the same time, statistical methods are kept to a minimum. The text covers how to download and install R, import and manage data, elementary plotting, an introduction to functions, advanced plotting, and common beginner mistakes. This book contains everything you need to know to get started with R.*

*"The manner in which computers are now able to mimic human thinking to process information is rapidly exceeding human capabilities in everything from chess to picking the winner of a song contest. In the modern age of machine learning, computers do not strictly need to receive an 'input command' to perform a task, but rather 'input data'. From the input of data they are able to form their own decisions and take actions virtually as a human would. But given it is a machine, it can consider many more scenarios and execute far more complicated calculations to solve complex problems. This is the element that excites data scientists and machine learning engineers the most. The ability to solve complex problems never before attempted. This book will dive in to introduce machine learning, and is ideal for beginners starting out in machine learning."--page 4 of cover. Python being opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing interprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.*

*If you are convinced that the world today is producing more data than the previous decades, then you understand that processing yesterday's data for today's use at times is not enough. The level of data analysis that is needed in highly competitive business environment needs to be processed, analyzed and used immediately for businesses to be ahead of their competition. Having this in mind, you need to understand from the ground up, what data is, the different types of data and how you should identify the right data for your business. To help you understand the simple basics of data and how it needs to be analyzed, then Data Analytics for Beginners is the book that you have been waiting for. The size and type of business you are running doesn't matter because after all, it will depend on your ability to understand the data that your business is exposed to so as to make better business decisions for the current working environment and the future. Are there patterns in your business that you cannot see? Do you want to make sense of the shopping trends of your clients to better enrich their experience? Do you want to know your target market even more? Do you want to better derive insights from the feedback your clients give you? These questions can only be answered when you perform a data analysis for your business. Collecting the data is one thing, analysing them is another matter entirely as it is not something that can be done haphazardly by just looking at the data. If you hope to understand your data well, you need to understand the data you are collecting, the methods to use and the right tools to use when analyzing the data. Inside you will find valuable steps and tools that will help make your information work for you. Do not let yourself get complacent, stop looking at the data that you collect each day and start analyzing your data to move your business up. Get started by buying this book today! Inside you will find how data should be understood? Terms and concepts used in data analysis. Data mining and the different kinds of databases used to store data. How information can be retrieved and manipulated in the database to create a visual representation of what you want to know? The life cycle of data analysis. And more...*

A Plain English Introduction

Machine Learning with Python

The Art of Failure

Creative Coding and Generative Art in Processing 2

4 Books in 1 - Master the Basics of Python Programming and Learn the Art of Data Science With Real-World Applications to Artificial Intelligence and Machine Learning

Scientific Research in Information Systems

Programming Media Art Using Processing: A Beginner's Guide provides an entry-level exploration into visual design through computer programming using the open source and artist-friendly language, Processing. Used by hundreds of students, this learning system breaks lessons down into strategic steps towards fun and creative media art projects. This book provides a linear series of lessons with step-by-step examples that lead to beginning media art projects, including abstract designs, pixel landscapes, rollover animations, and simple video games. Computer programming can be overwhelming for the first-time learner, but this book makes the learning of code more digestible and fun through a full color, well-diagrammed, and deeply explained text presentation. Lessons are rhythmically broken down into digestible parts with code annotations and illustrations that help learners focus on the details one step at a time. The content is legible, flexible, and fun to work with because of its project-based nature. By following the lessons and producing the projects sequentially in this book, readers will develop the beginning foundational skills needed to understand computer programming basics across many languages and also explore the art of graphic design. Ultimately, this is a hands-on, practical guide. To learn more about Margaret Noble's work, please visit her artist's website and educator website.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features—from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:
• Ownership and borrowing, lifetimes, and traits
• Using Rust's memory safety guarantees to build fast, safe programs
• Testing, error handling, and effective refactoring
• Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
• Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
• How best to use Rust's advanced compiler with compiler-led programming techniques
You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendices on Rust development tools and editors.

For beginning programmers, this updated edition answers all C programming questions. This bestseller takes to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

\*\*\*BUY NOW (Will soon return to 19.59) \*\*\*\*\*Free eBook for customers who purchase the print book from Amazon\*\*\* Are you thinking of learning more about Natural Language Processing (NLP)? This book is for you. It would seek to explain common terms and algorithms in an intuitive way. The authors used a progressive approach whereby we start out slowly and improve on the complexity of our solutions. This book and the accompanying examples, you would be well suited to tackle problems which pique your interests using JNLP. From AI Sciences Publisher Our books may be the best one for beginners; it's a step-by-step guide for any person who wants to start learning Artificial Intelligence and Data Science from scratch. It will help you in preparing a solid foundation and learn any other high-level courses. To get the most out of the concepts that would be covered, readers are advised to adopt a hands on approach which would lead to better mental representations. Target Users The book designed for a variety of target audiences. The most suitable users would include: Anyone who is intrigued by how algorithms arrive at predictions but has no previous knowledge of the field. Software developers and engineers with a strong programming background but seeking to break into the field of Data Science and NLP. Seasoned professionals in the field of artificial intelligence and machine learning who desire a bird's eye view of current techniques and approaches. What's Inside This Book? Introduction to Natural Language Processing What is Natural Language Processing Perspectivizing NLP: Areas of AI and Their Interdependencies Purpose of Natural Language Processing Text Manipulation Tokenization Stemming Lemmatization Normalization Accessing Text Corpora and Lexical Resources Processing Raw Text Categorizing and Tagging Words NLP Applications Text Classification Sentiment Classification Topic Modelling Question Answering Speech Recognition Machine Translation Word Representation Bag of Words One-Hot Encoding Word Vectors Representation Word2Vec and GloVe Learning to Classify Text Supervised Classification Decision Trees Naive Bayes Classifiers Maximum Entropy Classifiers Deep Learning for NLP What is Deep Learning Feed Forward Neural Networks Recurrent Neural Networks Gated Recurrent Unit Long Short Term Memory Frequently Asked Questions Q: Is this book for me and do I need programming experience? A: If you want to smash NLP concepts and Fundamentals for Beginners from scratch, this book is for you. No need for any coding experience. Q: Does this book include everything I need to become a NLP expert? A: Unfortunately, no. This book is designed for readers taking their first steps in NLP and further learning will be required beyond this book to master all aspects of NLP. Q: Can I have a refund if this book is not fitted for me? A: Yes, Amazon refund you if you aren't satisfied, for more information about the amazon refund service please go to the amazon help platform. We will also be happy to help you if you send us an email at contact@aisciences.net. If you need to see the quality of our job, AI Sciences Company offering you a free eBook in Machine Learning with Python written by the data scientist Alain Kaufmann at http://aisciences.net/free-books/

The expert guide to building Ruby on Rails applications Ruby on Rails strips complexity from the development process, enabling professional developers to focus on what matters most: delivering business value. Now, for the first time, there's a comprehensive, authoritative guide to building production-quality software with Rails. Pioneering Rails developer Obie Fernandez and a team of experts illuminate the entire Rails API, along with the Ruby idioms, design approaches, libraries, and plug-ins that make Rails so valuable. Drawing on their unsurpassed experience, they address the real challenges development teams face, showing how to use Rails' tools and best practices to maximize productivity and build polished applications users will enjoy. Using detailed code examples, Obie systematically covers Rails' key capabilities and subsystems. He presents advanced programming techniques, introduces open source libraries that facilitate easy Rails adoption, and offers important insights into testing and production deployment. Dive deep into the Rails codebase through, discovering why Rails behaves as it does—and how to make it behave the way you want it to. This book will help you Increase your productivity as a web developer Realize the overall joy of programming with Ruby on Rails Learn what's new in Rails 2.0 Drive design and protect long-term maintainability with TestUnit and RSpec Understand and manage complex program flow in Rails controllers Leverage Rails' support for designing REST-compliant APIs Master sophisticated Rails routing concepts and techniques Examine and troubleshoot Rails routing Make the most of ActiveRecord object-relational mapping Utilize Ajax within your Rails applications Incorporate logins and authentication into your Rails application Extend Rails with the best third-party plug-ins and write your own Integrate email services into your applications with ActionMailer Choose the right Rails production configurations Streamline deployment with Capistrano

Bash Guide for Beginners (Second Edition)

Python 2.6 Text Processing Beginners Guide

Data Analytics for Beginners

A Beginner's Guide to Learning Analytics

Getting Started with Processing.py

Absolute Beginners Guide to Computing

Implement supervised, unsupervised, and generative deep learning (DL) models using Keras and Dopamine with TensorFlow Key FeaturesUnderstand the fundamental machine learning concepts as you implement deep learning models from scratchExplore easy-to-understand examples and use cases that will help you build a solid foundation in DLBook Description With information on the web exponentially increasing, it has become more difficult than ever to navigate through everything to find reliable content that will help you get started with deep learning. This book is designed to help you if you're a beginner looking to work on deep learning and build deep learning models from scratch, and you already have the basic mathematical and programming knowledge required to get started. The book begins with a basic overview of machine learning, guiding you through setting up popular Python frameworks. You will also understand how to prepare data by cleaning and preprocessing it for deep learning, and gradually go on to explore neural networks. A dedicated section will give you insights into the working of neural networks by helping you get hands-on with training single and multiple layers of neurons. Later, you will cover popular neural network architectures such as CNNs, RNNs, AEs, VAEs, and GANs with the help of simple examples, and learn how to build models from scratch. At the end of each chapter, you will find a question and answer section to help you test what you've learned through the course of the book. By the end of this book, you'll be well-versed with deep learning concepts and have the knowledge you need to use specific algorithms with various tools for different tasks. What you will learnImplement recurrent neural networks (RNNs) and long short-term memory (LSTM) for image classification and natural language processing tasksExplore the role of convolutional neural networks (CNNs) in computer vision and signal processingDiscover the ethical implications of deep learning modelingUnderstand the mathematical terminology associated with deep learningCode a generative adversarial network (GAN) and a variational autoencoder (VAE) to generate images from a learned latent spacetimeplot visualization techniques to compare AEs and VAEsWho this book is for This book is for aspiring data scientists and deep learning engineers who want to get started with the fundamentals of deep learning and neural networks. Although no prior knowledge of deep learning or machine learning is required, familiarity with linear algebra and Python programming is necessary to start.

Mastering Java: A Beginner's Guide introduces developers of all ages to the beautiful and valuable world of Java. Java is frequently used as the default platform for scientific applications, including natural language processing. The primary reason for this is that it is secure, portable, and extensible. It also has excellent high-level concurrency tools. In terms of software development, the introduction of Java undoubtedly was a watershed moment. You've surely heard of Java if you're a software developer. For a multitude of reasons, its relevance and functionality in the world of coding deserve high acclaim. Computers have become highly adaptable devices that can handle multi-level undo and multi-threaded apps, mostly thanks to Java. As its syntax is comparable to English, Java is relatively simple to learn and understand in a short period of time. Despite being a slightly older piece of technology, Java still performs well. It is regularly ranked among the most popular languages of programming. It is critical for enterprise-level web apps and microservices, which are expected to grow in popularity over the coming year. Java will continue to dominate the banking industry and the Fintech business for years to come. Mastering Java addresses various aspects pertaining to Java development. Mastering Java will prove to be of enormous assistance to Java developers of all levels. This book focuses on a variety of topics; it provides a concise explanation of Java's introduction, benefits, characteristics, and examines why Java is so essential. Mastering Java also includes installation advice and information on the many components that make Java work, such as Object-Oriented Programming, Strings, Collections, Packages, and Databases. Mastering Java will always be a helpful resource for both intermediate learners and skilled personnel. Learn more about our other Mastering titles at: https://www.routledge.com/Mastering-Computer-Science/book-series/MCS

Learn and understand how you can perform a wide range of tasks on your new Windows computer, including managing files, browsing the internet, and protecting yourself, as well as interacting with Cortana. Using Absolute Beginners Guide to Computing you will see how to use Windows, and how you can connect and communicate with others. You will learn the basics of browsing the web, how to send email, and sign up for services. You will learn about some of the social media sites such as Facebook and Twitter. You will also learn how to connect and use external hardware, and process digital music photos, and video. Written by an author who has written multiple computing titles, this book is friendly and approachable, and can teach anyone how to use a computer. With simple steps, easy troubleshooting, and online resources, it's the best place to learn how to make computing a part of your life. What You'll Learn: Get pictures onto your computer to share Listen to digital music What clubs, groups, and other resources there are to help Who This Book Is For Anyone that wants to learn all the latest Windows features. Beginners who want to use their new Windows computer to share pictures or video clips on YouTube or Facebook to those seeking a common sense approach to safe computing.

Are you tired of taking risks, hoping things will pay off big but you are always worried about the risks? Have you been hearing about some of the buzzwords in the world of business like data science, data analysis, and machine learning, but worry they will be too hard for you to catch onto and learn more about? Are you looking for ways to know more about your industry, what products to release, and how to gain a competitive edge overall, without all of the risks? If this sounds like something you have dealt with, then machine learning for Python is the best option for you! This guidebook is going to dive into all of the parts of this that you need to know right now! Inside, we will explore what machine learning is all about, how to add it into Python, and so many of the algorithms and steps you need to really make all of this a reality for your needs. Inside this guidebook, be prepared to take some of the basics of Python and machine learning, and turn yourself into an expert, someone who knows with certainty that all of your decisions are the right ones, and who has data and information to back them all up. Some of the different topics we will discuss in this guidebook to help make this a reality, and to ensure we can learn and make good predictions, includes: -The basics of machine learning and artificial intelligence. -How to work with Python and machine learning to get started with all the options that work with this topic. -How to work with some of the different Python machine learning algorithms out there for you to choose from. -How to work with a model of machine learning and go through the process of having your computer learn on its own. -More examples of how to work with Python and machine learning together. -The importance of working with neural networks and what all of this can mean to your code. -A look at deep learning and data science that can take your machine learning to the next level. -The steps you need to know to get started with data preprocessing. -A look at where machine learning and more will be able to help lead us to the future. Working with machine learning for Python is an interesting and exciting world that is growing now more than ever.

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Generative Design

Reinforcement Learning, second edition

Learning Processing

A beginner's guide to getting up and running with deep learning from scratch using Python

Import, Tidy, Transform, Visualize, and Model Data

Deep Learning with Python

*An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. “Written by three experts in the field, Deep Learning is the only comprehensive book on the subject.” —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory, and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical applications; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.*

*The leading experts in system change and learning, with their school-based partners around the world, have created this essential companion to their runaway best-seller, Deep Learning: Engage the World Change the World. This hands-on guide provides a roadmap for building capacity in teachers, schools, districts, and systems to design deep learning, measure progress, and assess conditions needed to activate and sustain innovation. Dive Into Deep Learning: Tools for Engagement is rich with resources educators need to construct and drive meaningful deep learning experiences in order to develop the kind of mindset and know-how that is crucial to becoming a problem-solving change agent in our global society. Designed in full color, this easy-to-use guide is loaded with tools, tips, protocols, and real-world examples. It includes:
• A framework for deep learning that provides a pathway to develop the six global competencies needed to flourish in a complex world — character, citizenship, collaboration, communication, creativity, and critical thinking.
• Learning progressions to help educators analyze student work and measure progress.
• Learning design rubrics, templates and examples for incorporating the four elements of learning design: learning partnerships, pedagogical practices, learning environments, and leveraging digital.
• Conditions rubrics, teacher self-assessment tools, and planning guides to help educators build, mobilize, and sustain deep learning in schools and districts. Learn about, improve, and expand your world of learning. Put the joy back into learning for students and adults alike. Dive into deep learning to create learning experiences that give purpose, unleash student potential, and transform not only learning, but life itself.*

*Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in learning processing or interactive media art. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve*

*Forget the 10,000 hour rule— what if it's possible to learn the basics of any new skill in 20 hours or less? Take a moment to consider how many things you want to learn to do. What's on your list? What's holding you back from getting started? Are you worried about the time and effort it takes to acquire new skills—time you don't have and effort you can't spare? Research suggests it takes 10,000 hours to develop a new skill. In this nonstop world when will you ever find that much time and energy? To make matters worse, the early hours of practicing something new are always the most frustrating. That's why it's difficult to learn how to speak a new language, play an instrument, hit a golf ball, or shoot great photos. It's so much easier to watch TV or surf the web . . . In The First 20 Hours, Josh Kaufman offers a systematic approach to rapid skill acquisition— how to learn any new skill as quickly as possible. His method shows you how to deconstruct complex skills, maximize productive practice, and remove common learning barriers. By completing just 20 hours of focused, deliberate practice you'll go from knowing absolutely nothing to performing noticeably well. Kaufman personally field-tested the methods in this book. You'll have a front row seat as he develops a personal yoga practice, writes his own web-based computer programs, teaches himself to touch type on a nonstandard keyboard, explores the oldest and most complex board game in history, picks up the ukulele, and learns how to windsurf. Here are a few of the simple techniques he teaches: Define your target performance level: Figure out what your desired level of skill looks like, what you're trying to achieve, and what you'll be able to do when you're done. The more specific, the better. Deconstruct the skill: Most of the things we think of as skills are actually bundles of smaller subskills. If you break down the subcomponents, it's easier to figure out which ones are the most important and practice those first. Eliminate barriers to practice: Removing common distractions and unnecessary effort makes it much easier to sit down and focus on deliberate practice. Create fast feedback loops: Getting accurate, real-time information about how well you're performing during practice makes it much easier to improve. Whether you want to paint a portrait, launch a start-up, fly an airplane, or juggle flaming chainsaws, The First 20 Hours will help you pick up the basics of any skill in record time . . . and have more fun along the way.*

Data Science for Beginners

Deep Learning for Coders with fastai and PyTorch

Java for Absolute Beginners

An Essay on the Pain of Playing Video Games

A Step by Step Guide for Absolute Beginners to Program Artificial Intelligence with Python. Neural Networks and Data Science from Pre-Processing to Deep Learning

Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing 2.0 language release and also start making beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects. Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance. Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.

The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

This book is part of the Beginner's Guide series. Each chapter covers the steps for various tasks to process data followed by brief explanation of what is happening in each task. The explanation is followed by a few questions on the topic under discussion that will serve as a refresher course for you. This book is for people who have text in one format, and need it in another, as quickly as possible. You don't need any experience with text processing, but you will need some basic knowledge of Python.

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements or nre.

Introduction: QCA in a nutshell -- Calibrating and combining sets -- Necessary conditions -- Sufficient conditions -- Rounding up solid a QCA -- Post-QCA tools -- Summary and outlook.

The Nature of Code

Visual Media Processing Using Matlab Beginner's Guide

A Programming Handbook for Visual Designers and Artists

The Rust Programming Language (Covers Rust 2018)

The First 20 Hours

Making Interactive Graphics with Processing's Python Mode

This book introduces higher-degree research students and early career academics to scientific research as occurring in the field of information systems and adjacent fields, such as computer science, management science, organization science, and software engineering. Instead of focusing primarily on research methods as many other textbooks do, it covers the entire research process, from start to finish, placing particular emphasis on understanding the cognitive and behavioural aspects of research, such as motivation, modes of inquiry, theorising, planning for research, and the ethical challenges in research. Comprehensive but also succinct and compact, the book guides beginning researchers in their quest to do scholarly work and to assist them in developing their own answers and strategies over the course of their work. Jan Recker explains in this book the fundamental concepts that govern scientific research and then moves on to introduce the basic steps every researcher undertakes: choosing research questions, developing theory, building a research design, employing research methods, finally writing academic papers. He also covers essentials of ethical conduct of scientific research. This second edition contains major updates on all these elements plus significant extensions on relevant research methods such as design research and computational methods, a rewritten and extended chapter on theory development, and expansions to the chapters on research methods, scientific publishing, and research ethics. A companion website provides pedagogical materials and instructions for using this book in teaching.

An exploration of why we play video games despite the fact that we are almost certain to feel unhappy when we fall at them. We may think of video games as being "fun," but in The Art of Failure, Jesper Juul claims that this is almost entirely mistaken. When we play video games, our facial expressions are rarely those of happiness or bliss. Instead, we frown, grimace, and shout in frustration as we lose, or die, or fail to advance to the next level. Humans may have a fundamental desire to succeed and feel competent, but game players choose to engage in an activity which they nearly certain to fail and feel incompetent. So why do we play video games even though they make us unhappy? Juul explains this in video games, as in tragic works of art, literature, theater, and cinema. It seems that we want to experience unpleasantness even if we also dislike it. Reader or audience reaction to tragedy is often expressed as catharsis, as a purging of negative emotions. But, Juul points out, this doesn't seem to be the case for video game players. Games do not purge us of unpleasant emotions; they produce them in place. What, then, does failure in video game playing do? Juul argues that failure in a game is unique in that when you fail in a game, you (not a character) are in some way inadequate. Yet games also motivate us to play more, in order to escape that inadequacy, and the feeling of escaping failure (often by improving skills) is a central enjoyment of games. Games, writes Juul, are the art of failure: the singular art form that sets us up for failure and allows us to experience it and experiment with it. The Art of Failure is essential reading for anyone interested in whether, as entertainment, art, or education.

This book teaches the basics of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. Within these pages, ITP (Tisch School of the Arts, New York University) professor Daniel Schiffman demonstrates the fundamentals of programming that will expand your understanding of what is possible in the world of computer graphics. By travelling beyond the confines of proprietary software, you will be empowered to create your own custom design tools. " A friendly start-up guide to Processing, the free, open-source alternative to expensive software and daunting programming languages for the visual artist " No previous experience required-this book is for the true programming beginner! " Step-by-step examples, thorough explanations, hands-on exercises, and simple code samples support your learning curve. Source code and supplemental tutorials are also available through an online companion site

This book A Beginner's Guide to Learning Analytics is designed to meet modern educational trends' needs. It is addressed to readers who have no prior knowledge of learning analytics and functions as an introductory text to learning analytics for those who want to do more with evaluation/assessment in their organizations. The book is useful to all who need to evaluate their learning and teaching strategies. It aims to bring greater efficiency and deeper engagement to individual students, learning communities, and educators. Covered here are the key concepts to learning analytics for researchers and practitioners interested in learning analytics. This book helps those who want to apply analytics to learning and development programs and helps educational institutions to identify learners who require support and provide a more personalized learning experience. Like chapters show diverse uses of learning analytics to enhance student and faculty performance. It presents a coherent framework for the effective translation of learning analytics research for educational practice to its practical application in different eud domains. This book provides educators and researchers with the tools and frameworks to effectively make sense of and use data and analytics in their everyday practice. This book will be a valuable addition to researchers' bookshelves.

Written in a friendly, Beginner's Guide format, showing the user how to use the digital media aspects of Matlab (image, video, sound) in a practical, tutorial-based style.This is great for novice programmers in any language who would like to use Matlab as a tool for their image and video processing needs, and also comes in handy for photographers or video editors with even less programming experience wanting to find an all-in-one tool for their tasks.

The Rails Way

Visualize, Program, and Create with JavaScript in p5.js

A Beginner's Guide

An Introduction

A Beginner's Guide to Programming Images, Animation, and Interaction

A Tidy Approach

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 François 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 François 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**

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolmund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

The free, open-source Processing programming language environment was created at MIT for people who want to develop images, animation, and sound. Based on the ubiquitous Java, it provides an alternative to daunting languages and expensive proprietary software. This book gives graphic designers, artists and illustrators of all stripes a jump start to working with processing by providing detailed information on the basic principles of programming with the language, followed by careful, step-by-step explanations of select advanced techniques. The author teaches computer graphics at NYU's Tisch School of the Arts, and his book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. Previously announced as "Pixels, Patterns, and Processing" \*A guided journey from the very basics of computer programming through to creating custom interactive 3D graphics \*Step-by-step examples, approachable language, exercises, and LOTS of sample code support the reader's learning curve \*Includes lessons on how to program live video, animated images and interactive sound

This book is a step-by-step tutorial that includes complete source code for all of the examples covered. Every chapter builds on top of the previous one thereby giving the reader an immediate feeling of progression. Each block of code is explained, and 3D web development concepts are diagrammed and covered in detail. This book is written for JavaScript developers who are interested in 3D web development. A basic understanding of the DOM object model and the JQuery library is ideal but not required. No prior WebGL knowledge is expected.

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>), the examples run in the browser via Processing's JavaScript mode.

**Dive Into Deep Learning**

**Concepts and Fundamentals for Beginners**

**How to Learn Anything . . . Fast!**

**Introduction to Natural Language Processing**

**Tools for Engagement**

**R for Data Science**

Much of the data available today is unstructured and text-heavy, making it challenging for analysts to apply their usual data wrangling and visualization tools. With this practical book, you'll explore text-mining techniques with tidytext, a package that authors Julia Silge and David Robinson developed using the tidy principles behind R packages like ggraph and dplyr. You'll learn how tidytext and other tidy tools in R can make text analysis easier and more effective. The authors demonstrate how treating text as data frames enables you to manipulate, summarize, and visualize characteristics of text. You'll also learn how to integrate natural language processing (NLP) into effective workflows. Practical code examples and data explorations will help you generate real insights from literature, news, and social media. Learn how to apply the tidy text format to NLP Use sentiment analysis to mine the emotional content of text Identify a document's most important terms with frequency measurements Explore relationships and connections between words with the ggraph and widyr packages Convert back and forth between R's tidy and non-tidy text formats Use topic modeling to classify document collections into natural groups Examine case studies that compare Twitter archives, dig into NASA metadata, and analyze thousands of Usenet messages

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing ([www.processing.org](http://www.processing.org)), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

A Beginners Guide to Data Agglomeration and Intelligent Sensing provides an overview of the Sensor Cloud Platform, Converge-casting, and Data Aggregation in support of intelligent sensing and relaying of information. The book begins with a brief introduction on sensors and transducers, giving readers insight into the various types of sensors and how one can work with them. In addition, it gives several real-life examples to help readers properly understand concepts. An overview of concepts such as wireless sensor networks, cloud platforms, and device-to-cloud and sensor cloud architecture are explained briefly, as is data gathering in wireless sensor networks and aggregation procedures. Final sections explore how to process gathered data and relay the data in an intelligent way, including concepts such as supervised and unsupervised learning, software defined networks, sensor data mining and smart systems. Presents the latest advances in data agglomeration for intelligent sensing Discusses the basic concepts of sensors, real-life applications of sensors and systems, the protocols and applications of wireless sensor networks, the methodology of sensor data accumulation, and real-life applications of Intelligent Sensor Networks Provides readers with an easy-to-learn and understand introduction to the concepts of the cloud platform, Sensor Cloud and Machine Learning

Did you know that according to Harvard Business Review the Data Scientist is the sexiest job of the 21st century? And for a reason! If "sexy" means having rare qualities that are much in demand, data scientists are already there. They are expensive to hire and, given the very competitive market for their services, difficult to retain. There simply aren't a lot of people with their combination of scientific background and computational and analytical skills. Data Science is all about transforming data into business value using math and algorithms. And needless to say, Python is the must-know programming language of the 21st century. If you are interested in coding and Data Science, then you must know Python to succeed in these industries! Data Science for Beginners is the perfect place to start learning everything you need to succeed. Contained within these four essential books are the methods, concepts, and important practical examples to help build your foundation for excelling at the discipline that is shaping the modern word. This bundle is perfect for programmers, software engineers, project managers and those who just want to keep up with technology. With these books in your hands, you will: Learn Python from scratch including the basic operations, how to install it, data structures and functions, and conditional loops Build upon the fundamentals with advanced techniques like Object-Oriented Programming (OOP), Inheritance, and Polymorphism Discover the importance of Data Science and how to use it in real-world situations Learn the 5 steps of Data Analysis so you can comprehend and analyze data sitting right in front of you Increase your income by learning a new, valuable skill that only a select handful of people take the time to learn Discover how companies can improve their business through practical examples and explanations And Much More! This bundle is essential for anyone who wants to study Data Science and learn how the world is moving to an open-source platform, even if you have never seen a line of code in your life. Jump to the next level by learning the basics of programming that will allow you to develop a data-driven approach! Order Your Copy of the Bundle Now and Start to Develop New Valuable Skills Today!

**WebGL Beginner's Guide**

**Deep Learning for Beginners**

**Deep Learning**

**A Beginner's Guide to Learn and Master Data Analytics**

**A Beginner's Guide to Data Agglomeration and Intelligent Sensing**

**Text Mining with R**

*Write your first code in Java using simple, step-by-step examples that model real-word objects and events, making learning easy. With this book you'll be able to pick up the concepts without fuss. Java for Absolute Beginners teaches Java development in language anyone can understand, giving you the best possible start. You'll see clear code descriptions and layout so that you can get your code running as soon as possible. After reading this book, you'll come away with the basics to get started writing programs in Java. Author Iuliana Cosmina focuses on practical knowledge and getting up to speed quickly—all the bits and pieces a novice needs to get started programming in Java. First, you'll discover how Java is executed, what type of language it is, and what it is good for. With the theory out of the way, you'll install Java, choose an editor such as IntelliJ IDEA, and write your first simple Java program. Along the way you'll compile and execute this program so it can run on any platform that supports Java. As part of this tutorial you'll see how to write high-quality code by following conventions and respecting well-known programming principles, making your projects more professional and efficient. Finally, alongside the core features of Java, you'll learn skills in some of the newest and most exciting features of the language: Generics, Lambda expressions, modular organization, local-variable type inference, and local variable syntax for Lambda expressions. Java for Absolute Beginners gives you all you need to start your Java 9+ programming journey. No experience necessary. What You'll Learn Use data types, operators, and the new stream API Install and use a build tool such as Gradle Build interactive Java applications with JavaFX Exchange data using the new JSON APIs Play with images using multi-resolution APIs Use the publish-subscribe framework Who This Book Is For Those who are new to programming and who want to start with Java.*

*Qualitative Comparative Analysis Using R*

*Processing*

*A Complete Guide to Programming in C++*

*Learn to Program the Fundamentals the Java 9+ Way*

*Mastering Java*

*A Beginner's Guide to R*