

Vector Basic Training A Systematic Creative Process For Building Precision Vector Artwork Enhanced Edition Von R Glitschka

Royalty-Free Patterns Included on DVD for Your Use! Take one tablespoon of Jackson Pollack, mix in two cups of M.C. Escher, sprinkle in a pinch of William Morris, and you'll get Drip Dot Swirl. An exceptional resource for creatives who love pattern, but can't devote hundreds of hours to developing swatches, Drip Dot Swirl is an amazing library that contains 94 original vector patterns. Styles range from intricate knotwork to subtle florals to retro wallpaper to alien-inspired mazes. The patterns are equally useful for personal or professional projects. This eye-popping book and DVD feature handcrafted vector patterns which tile seamlessly. With examples from ten artists, you'll see how top designers and illustrators use the patterns in various projects. The DVD contains all 94 source files in vector EPS format (with three color options per pattern), swatch libraries and PDF tutorials on how to use the files. Both beginners and advanced design professionals will be able to jump right in. Drip Dot Swirl explodes with unique illustrative patterns. The diverse selection to choose from will help jump-start your imagination. It's a resource that can be used again and again, for brochures, scrapbooks, illustrations, website backgrounds, textiles, crafting, altered art and more. Designers and illustrators who want to wield the power of pattern will keep this book handy.

In the United States, some populations suffer from far greater disparities in health than others. Those disparities are caused not only by fundamental differences in health status across segments of the population, but also because of inequities in factors that impact health status, so-called determinants of health. Only part of an individual's health status depends on his or her behavior and choice; community-wide problems like poverty, unemployment, poor education, inadequate housing, poor public transportation, interpersonal violence, and decaying neighborhoods also contribute to health inequities, as well as the historic and ongoing interplay of structures, policies, and norms that shape lives. When these factors are not optimal in a community, it does not mean they are intractable: such inequities can be mitigated by social policies that can shape health in powerful ways. *Communities in Action: Pathways to Health Equity* seeks to delineate the causes of and the solutions to health inequities in the United States. This report focuses on what communities can do to promote health equity, what actions are needed by the many and varied stakeholders that are part of communities or support them, as well as the root causes and structural barriers that need to be overcome.

Teaches the techniques of digital painting, looking at fundamentals and more advanced procedures as well.

A comprehensive and self-contained introduction to Gaussian processes, which provide a principled, practical, probabilistic approach to learning in kernel machines. Gaussian processes (GPs) provide a principled, practical, probabilistic approach to learning in kernel machines. GPs have received increased attention in the machine-learning community over the past decade, and this book provides a long-needed systematic and unified treatment of theoretical and practical aspects of GPs in machine learning. The treatment is comprehensive and self-contained, targeted at researchers and students in machine learning and applied statistics. The book deals with the supervised-learning problem for both regression and classification, and includes detailed algorithms. A wide variety of covariance (kernel) functions are presented and their properties discussed. Model selection is discussed both from a Bayesian and a classical perspective. Many connections to other well-known techniques from machine learning and statistics are discussed, including support-vector machines, neural networks, splines, regularization networks, relevance vector machines and others. Theoretical issues including learning curves and the PAC-Bayesian framework are treated, and several approximation methods for learning with large datasets are discussed. The book contains illustrative examples and exercises, and code and datasets are available on the Web. Appendixes provide mathematical background and a discussion of Gaussian Markov processes.

**Uncovering the Logic of English: A Common-Sense Solution to America's Literacy Crisis
Design Manual**

Ten Strategies of a World-Class Cybersecurity Operations Center

**Vector Basic Training: A Systematic Creative Process for Building Precision Vector Art
Work**

Onsite Wastewater Treatment Systems Manual

Applied Text Analysis with Python

"This manual contains overview information on treatment technologies, installation

practices, and past performance."--Intro.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Vector Basic Training A Systematic Creative Process for Building Precision Vector Artwork New Riders

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Artificial Intelligence for COVID-19

An Introduction to Neural Networks

Introduction to Embedded Systems

Automatic Control Systems

A Systematic Creative Process for Building Precision Vector Artwork: Enhanced Edition

Pathways to Health Equity

Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available Major New York Times bestseller Winner of the National Academy of Sciences Best Book Award in 2012 Selected by the New York Times Book Review as one of the ten best books of 2011 A Globe and Mail Best Books of the Year 2011 Title One of The Economist's 2011 Books of the Year One of The Wall Street Journal's Best Nonfiction Books of the Year 2011 2013 Presidential Medal of Freedom Recipient Kahneman's work with Amos Tversky is the subject of Michael Lewis's The Undoing Project: A Friendship That Changed Our Minds In the international bestseller, Thinking, Fast and Slow, Daniel Kahneman, the renowned

*psychologist and winner of the Nobel Prize in Economics, takes us on a groundbreaking tour of the mind and explains the two systems that drive the way we think. System 1 is fast, intuitive, and emotional; System 2 is slower, more deliberative, and more logical. The impact of overconfidence on corporate strategies, the difficulties of predicting what will make us happy in the future, the profound effect of cognitive biases on everything from playing the stock market to planning our next vacation—each of these can be understood only by knowing how the two systems shape our judgments and decisions. Engaging the reader in a lively conversation about how we think, Kahneman reveals where we can and cannot trust our intuitions and how we can tap into the benefits of slow thinking. He offers practical and enlightening insights into how choices are made in both our business and our personal lives—and how we can use different techniques to guard against the mental glitches that often get us into trouble. Winner of the National Academy of Sciences Best Book Award and the Los Angeles Times Book Prize and selected by The New York Times Book Review as one of the ten best books of 2011, *Thinking, Fast and Slow* is destined to be a classic.*

"This counterintuitive and powerfully effective approach to creativity demonstrates how every corporation and organization can develop an innovative culture. The traditional attitude toward creativity in the American business world is to 'think outside the box'-- to brainstorm without restraint in hopes of coming up with a breakthrough idea, often in moments of crisis. Sometimes it works, but it's a problem-specific solution that does nothing to engender creative thinking more generally. 'Inside the Box' demonstrates Systematic Inventive Thinking (SIT), which systemizes creativity as part of the corporate culture."--Provided by publisher.

This book presents a compilation of the most recent implementation of artificial intelligence methods for solving different problems generated by the COVID-19. The problems addressed came from different fields and not only from medicine. The information contained in the book explores different areas of machine and deep learning, advanced image processing, computational intelligence, IoT, robotics and automation, optimization, mathematical modeling, neural networks, information technology, big data, data processing, data mining, and likewise. Moreover, the chapters include the theory and methodologies used to provide an overview of applying these tools to the useful contribution to help to face the emerging disaster. The book is primarily intended for researchers, decision makers, practitioners, and readers interested in these subject matters. The book is useful also as rich case studies and project proposals for postgraduate courses in those specializations.

Designing Great iPhone Apps

Mathematics for Machine Learning

Methods, Systems, Challenges

Tapworthy

Onsite Wastewater Treatment and Disposal Systems

Department of Defense Dictionary of Military and Associated Terms

The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of *Feedback Systems* is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

From news and speeches to informal chatter on social media, natural language is one of the richest and most underutilized sources of data. Not only does it come in a constant stream, always changing and adapting in context; it also contains information that is not conveyed by traditional data sources. The key to unlocking natural language is through the creative application of text analytics. This practical book presents a data scientist's approach to building language-aware products with applied machine learning. You'll learn robust, repeatable, and scalable techniques for text analysis with Python, including contextual and linguistic feature engineering, vectorization, classification, topic modeling, entity resolution, graph analysis, and visual steering. By the end of the book, you'll be equipped with practical methods to solve any number of complex real-world problems. Preprocess and vectorize text into high-dimensional feature representations Perform document classification and topic modeling Steer the model selection process with visual diagnostics Extract key phrases, named entities, and graph structures to reason about data in text Build a dialog framework to enable chatbots and language-driven interaction Use Spark to scale processing power and neural networks to scale model complexity Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

This enhanced e-book combines video and text to create a learning experience that is engaging, informative and fun. In addition to the full text of *Vector Basic Training*, you'll find high-quality video training that brings the topics to life through friendly visual instruction from experts and industry professionals. Listen up, designers, and wipe those grins off your faces! It's time to get serious about your design work. For too long you've allowed yourself to slack off, relying on your software to do all of your creative work for you. This book will NOT show you how to use every tool and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the techniques explained in this book. In *Vector Basic Training*, acclaimed illustrative designer Von Glitschka takes you through his systematic process

for creating the kind of precise vector graphics that separate the pros from the mere toolers. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise anchor points for your designs. The book and accompanying video tutorials will get you ready for active creative duty in zero hundred hours or less. In Vector Basic Training, you'll learn: ¿The tools, plugins, and shortcuts that make up a design pro's creative armament How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number of anchor points for any design How to build shapes quickly using familiar Illustrator tools Techniques for art directing yourself so that your work gets the response you desire Why symmetry is your friend and how to use it effectively in your designs Von Glitschka reports for duty in over 4 hours' worth of video tutorials that walk you through all the techniques explained in the book. Art files you can use to follow along with the book's samples are downloadable separately (see last page of your eBook for download instructions).

The Senses Considered as Perceptual Systems

Fundamentals of Clinical Data Science

A Proven System of Creativity for Breakthrough Results

Human Performance Improvement

A Systematic Creative Process for Building Precision Vector Artwork

Global Software and IT

This book describes the new generation of discrete choice methods, focusing on the many advances that are made possible by simulation. Researchers use these statistical methods to examine the choices that consumers, households, firms, and other agents make. Each of the major models is covered: logit, generalized extreme value, or GEV (including nested and cross-nested logits), probit, and mixed logit, plus a variety of specifications that build on these basics. Simulation-assisted estimation procedures are investigated and compared, including maximum stimulated likelihood, method of simulated moments, and method of simulated scores. Procedures for drawing from densities are described, including variance reduction techniques such as anithetics and Halton draws. Recent advances in Bayesian procedures are explored, including the use of the Metropolis-Hastings algorithm and its variant Gibbs sampling. The second edition adds chapters on endogeneity and expectation-maximization (EM) algorithms. No other book incorporates all these fields, which have arisen in the past 25 years. The procedures are applicable in many fields, including energy, transportation, environmental studies, health, labor, and marketing.

Though mathematical ideas underpin the study of neural networks, the author presents the fundamentals without the full mathematical apparatus. All aspects of the field are tackled, including artificial neurons as models of their real counterparts; the geometry of network action in pattern space; gradient descent methods, including back-propagation; associative memory and Hopfield nets; and self-organization and feature maps. The traditionally difficult topic of adaptive resonance theory is clarified within a hierarchical description of its operation. The book also includes several real-world examples to provide a concrete focus. This should enhance its appeal to those involved in the design, construction and management of networks in commercial environments and who wish to improve their understanding of network simulator packages. As a comprehensive and highly accessible introduction to one of the most important topics in cognitive and computer science, this volume should interest a wide range of readers, both students and professionals, in cognitive science, psychology, computer science and electrical engineering.

"English is so illogical!" It is generally believed that English is a language of exceptions. For many, learning to spell and read is frustrating. For some, it is impossible... especially for the 29% of Americans who are functionally illiterate. But what if the problem is not the language itself, but the rules we were taught? What if we could see the complexity of English as a powerful tool rather than a hindrance? --Denise Eide Uncovering the Logic of English challenges the notion that English is illogical by systematically explaining English spelling and answering questions like "Why is there a silent final E in have, large, and house?" and "Why is discussion spelled with -sion rather than -tion?" With easy-to-read examples and anecdotes, this book describes: - the phonograms and spelling rules which explain 98% of English words - how English words are formed and how this knowledge can revolutionize vocabulary development - how understanding the reasons behind English spelling prevents students from needing to guess The author's inspiring commentary makes a compelling case that understanding the logic of English could transform literacy education and help solve America's literacy crisis. Thorough and filled with the latest linguistic and reading research, Uncovering the Logic of English demonstrates why this systematic approach should be as foundational to our education as $1+1=2$.

Written specifically for non-infectious disease specialists in both inpatient and outpatient settings, A Rational Approach to Clinical Infectious Diseases provides concise, practical guidance that mimics the decision-making process and reasoning employed by an ID physician. Using clear, understandable language, Dr. Zelalem Temesgen and his esteemed colleagues at the Mayo Clinic present the art and the context of infectious diseases together with the science, helping non-specialists apply a rational approach to the diagnosis and treatment of infectious conditions. Clearly explains the rationale of opting for one particular treatment or length of course over another in order to arrange appropriate management and follow-up. Provides focused ID decision support to questions such as: What diagnostic test should I order? What is the correct antibiotic for this patient/geographical region? Are IV or oral antibiotics most appropriate? How long should the antibiotic course be and when should it be de-escalated? What special considerations should be taken in immunocompromised patients? How often should complex infections be followed up? Uses a succinct, easy-to-read writing style, following a consistent format: Important characteristics/epidemiology; Clinical related data; Rash characteristics; Ancillary diagnostic studies; Treatment; and Other. Provides visual and quick-reference support with dozens of figures and tables throughout the text. Contains invaluable guidance to help non-specialists provide the best care for patients, stem antibiotic misuse and resistance, avoid adverse drug events, and avoid unnecessary costs.

A Cyber-Physical Systems Approach

Enabling Language-Aware Data Products with Machine Learning

Speech & Language Processing

Automated Machine Learning

Digital Painting for the Complete Beginner

100 Key Concepts for Understanding, Analyzing, and Practicing Art

A follow-up to Rockport Publishers' best-selling Universal Principles of Design, a new volume will present one hundred principles, fundamental ideas and approaches to making art, that will guide, challenge and inspire any artist to make better, more focused art. Principles of Art serves as a wealth of prompts, hints, insights and roadmaps that will open a world of possibilities and provide a path to both understanding art works and generating new ones. Respected artist John A. Parks will explore principles that involve color, composition and concepts in art-making, covering everything from the idea of beauty to glazing techniques to geometric ideas in composition.

ideology. Techniques are simple, direct and easily followed by any artist at any level. This incredibly detailed reference book for artists, historians, educators, professionals and students who seek to broaden and improve their art expertise.

Pathogens transmitted among humans, animals, or plants by insects and arthropod vectors have been responsible for significant mortality throughout recorded history. Such vector-borne diseases – including malaria, dengue, yellow fever, and plague – accounted for more human disease and death in the 17th through early 20th centuries than all other causes combined. Over the decades, previously controlled vector-borne diseases have resurged or reemerged in new geographic locations, and several new pathogens and vectors have triggered disease outbreaks in plants and animals, including humans. Domestic and international efforts to detect, identify, and effectively respond to vector-borne diseases are limited. Few vaccines have been developed against vector-borne pathogens. At the same time, drug resistance has developed in vector-borne pathogens while their vectors are increasingly resistant to insecticide controls. Furthermore, the ranks of scientists trained to conduct research in key fields including medical entomology, ecology, and tropical medicine have dwindled, threatening prospects for addressing vector-borne diseases now and in the future. As these circumstances became alarmingly apparent, the Forum on Microbial Threats hosted a workshop to explore the dynamics among host, pathogen(s), vector(s), and ecosystems that characterize vector-borne diseases. Revisiting this topic in September 2014, the Forum organized a workshop to examine trends and patterns in the incidence and prevalence of vector-borne diseases in an increasingly interconnected and ecologically disturbed world, as well as recent developments to meet these dynamic threats. Participants discussed the emergence and global movement of vector-borne diseases, research priorities for understanding their biology and ecology, current preparedness for and progress toward their prevention, control, and mitigation. This report summarizes the presentations and conclusions of the workshop.

This second edition of a well-received text, with 20 new chapters, presents a coherent and unified repository of recommended concepts, theories, methodologies, trends, and challenges. A variety of real-world applications and detailed case studies are included. In addition to wholesale revision of the existing chapters, this edition includes new topics including: decision making and recommendation systems, reciprocal recommender systems, recommender systems in social networks, mobile recommender systems, explanations for recommender systems, music recommender systems, cross-domain recommendations, privacy in recommender systems, and semantic-based recommender systems. This multi-disciplinary handbook involves world-wide experts from diverse fields such as artificial intelligence, human-computer interaction, information retrieval, data mining, mathematics, statistics, adaptive user interfaces, decision support systems, marketing, and consumer behavior. Theoreticians and practitioners from these fields will find this reference to be an invaluable source of ideas, methods and techniques for developing more efficient, cost-effective and accurate recommender systems.

Before new interventions can be used in disease control programmes, it is essential that they are carefully evaluated in "field trials" which can be complex and expensive undertakings. Descriptions of the detailed procedures and methods used in trials that have been conducted in the past have generally not been published. As a consequence, those planning such trials have few guidelines available and little access to previously accumulated knowledge. In this book the practical issues of trial design and conduct are discussed fully and in a way that can be used as a "toolbox" by field investigators. The toolbox has now been extensively tested through use of the book. This third edition is a comprehensive revision, incorporating the many developments that have taken place with respect to field trials involving more than 30 contributors. Most of the chapters have been extensively revised and 7 new chapters have been added.

Introduction and Implementations of the Kalman Filter

Inside the Box

Gaussian Processes for Machine Learning

Thinking, Fast and Slow

Field Trials of Health Interventions

Feedback Systems

Inside this book, you will not only find hundreds of unique, custom-designed pieces of royalty-free vector illustrations from the super talented Von R Glitschka, you will also find something potentially even more valuable—the hitherto undiscovered cure for designer's block. You've heard of writer's block. Well, designer's block is just as bad. Maybe even worse. And inside this book is the cure. Stuck for inspiration? Don't know what to do for that newsletter, T-shirt, ad, logo...tattoo? With access to this enormous collection of illustrations ranging from the practical to the wonderfully weird, you're sure to find a design that will kick-start your imagination and get you making again. Buy the book, download the artwork featured inside, and use the illustrations as-is or make them your own. Just take and make. Monstrous goldfish, flying clocks, aliens, gaping garbage cans, doves wielding olive branches, tribal totems, and seriously formidable serpents are all yours for the taking. Commercial illustrator Von Glitschka has created illustrations for some of the biggest names in business including Nike, Target, Disney, Major League Baseball, Xerox, and more. Now, through this fun and funky book you can get access to hundreds of his illustrations for use in your projects.

This new printing of Louis Berkhof's classic Systematic Theology represents a publishing landmark. For the first time in its long and a rich history, Berkhof's monumental treatment of the doctrines of the Reformed faith is now available together in one volume with Introduction to the Study of Systematic Theology, Berkhof's formal prolegomenon to his theology. Meant to be read together with Systematic Theology, the Introduction includes Berkhof's discussions of the nature and character of dogmatics, the methods and history of theological systematics, the principia, or foundations, of theology - Scripture and God. This edition also includes a new preface by Richard A. Muller that explains the book's publishing history and the relation and importance of the Introduction to the rest of Berkhof's text. Written in a concise and compact manner and organized in a manner ideal for detailed study, Systematic Theology covers the full range of theology in traditional systematic fashion. In order, the doctrines of God, anthropology, Christology, soteriology, ecclesiology, and eschatology. The work also includes an extensive bibliography and full indexes to the authors, subjects, and Scriptures referenced in the text. Revised and enlarged throughout his life, Systematic Theology reached its present final form. Systematic Theology not only stands as Berkhof's magnum opus but also is widely considered to be the most important twentieth-century compendium of Reformed theology.

Based on the author's first-hand experience and expertise, this book offers a proven framework for global software engineering. Readers will learn the best practices for managing a variety of software projects, coordinating the activities of several locations across the globe while accounting for cultural differences. Most importantly, readers will learn how to engineer a first-rate software product as efficiently as possible by fully utilizing global personnel and resources. Global Software and IT takes a unique approach that works for projects of any size, examining such cases as: Executing a seamless project across multiple locations Mitigating the risks of off-shoring Developing and implementing processes for global development Establishing practical outsourcing guidelines Fostering effective collaboration and communication across continents and cultures This book provides a balanced framework for planning global development, covering topics such as managing people in distributed teams and managing a project across locations. It delivers a comprehensive business model that is beneficial to anyone looking for the most efficient way to engineer good software products.

Today's dynamic organizations must achieve positive results in record time - a challenge that requires managers to avoid problems before they arise and to solve these issues quickly. Human Performance Improvement (HPI) is a powerful tool that can be used to help build intellectual capital, establish and maintain a 'high-performance workplace, enhance profitability, and encourage productivity' - as well as increase equity and improved safety. Written by a group of highly respected authors in the field, this book will show you how to:- - discover performance gaps - plan for future improvements in human performance - design and develop cost-effective interventions to close performance gaps.

Introduction to Information Retrieval

94 Incredible Patterns for Design and illustration

Workshop Summary

Universal Principles of Art

Hundreds of Royalty-Free Vector Illustrations for Discriminating Designers

Systematic Theology

So you've got an idea for an iPhone app -- along with everyone else on the planet. Set your app apart with elegant design, efficient usability, and a healthy dose of personality. This accessible, well-written guide shows you how to design exceptional user experiences for the iPhone and iPod Touch through practical principles and a rich collection of visual examples. Whether you're a designer, programmer, manager, or marketer, Tapworthy teaches you to "think iPhone" and helps you ask the right questions -- and get the right answers -- throughout the design process. You'll explore how considerations of design, psychology, culture, ergonomics, and usability combine to create a tapworthy app. Along the way, you'll get behind-the-scenes insights from the designers of apps like Facebook, USA Today, Twitterrific, and many others. Develop your ideas from initial concept to finished design Build an effortless user experience that rewards every tap Explore the secrets of designing for touch Discover how and why people really use iPhone apps Learn to use iPhone controls the Apple way Create your own personality-packed visuals

Listen up, designers, and wipe those grins off your faces! It's time to get serious about your design work. For too long you've allowed yourself to go soft, relying on your software to do all of your creative work for you. This book will NOT show you how to use every tool and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the methods covered in this book. In Vector Basic Training, acclaimed illustrative designer Von Glitschka takes you through his systematic process for creating the kind of precise vector graphics that separate the pros from the toolers and hacks. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise anchor points for your designs. Between the book and the video tutorials on the included DVD, you'll be ready for active creative duty in zero hundred hours or less. In Vector Basic Training, you'll learn: The tools, plugins, and shortcuts that make up a design pro's creative armament How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number of anchor points for any design How to build shapes quickly using familiar Illustrator tools Techniques for art directing yourself so that your work gets the response you desire Why symmetry is your friend and how to use it effectively in your designs Available by download: Von Glitschka reports for duty in over an hour's worth of video tutorials that walk you through all of the techniques explained in the book. Also included: downloadable art files you can use to follow along on your own. See the instructions for download at the end of your ebook.

Attention, designers, it's time to get serious about your creative process. For too long you've allowed yourself to go soft, relying on your software to do all of your creative work at the expense of your craftsmanship. This book will NOT show you how to use every tool and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the techniques explained in this book. In Vector Basic Training, Second Edition acclaimed illustrative designer Von Glitschka takes you through his systematic process for creating the kind of precise vector graphics that separate the pros from the mere toolers. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise anchor points for your designs. In addition to new illustrative examples throughout the book, this edition includes an all-new chapter on how to apply color and detail to your illustrations using tried-and-true methods that you'll use over and over again. You'll also get access to over seven hours of all-new HD video tutorials and source files so you can follow along with Von as he walks you through his entire process. Whether you're creating illustrations in Adobe Illustrator, Affinity Designer, CorelDRAW, or even Inkscape, you'll be able to use Von's techniques to establish a successful creative process for crafting consistently precise illustrations every single time you pick up your pen, stylus, or mouse. In Vector Basic Training, Second Edition, you'll learn: The tools and shortcuts that make up a design pro's creative arsenal How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number of anchor points for any design How to build shapes quickly using basic Illustrator tools and plug-ins Techniques for art directing yourself to get the results you desire Fundamental methods for applying color and detail to your illustrations This open access book presents the first comprehensive overview of general methods in Automated

Machine Learning (AutoML), collects descriptions of existing systems based on these methods, and discusses the first series of international challenges of AutoML systems. The recent success of commercial ML applications and the rapid growth of the field has created a high demand for off-the-shelf ML methods that can be used easily and without expert knowledge. However, many of the recent machine learning successes crucially rely on human experts, who manually select appropriate ML architectures (deep learning architectures or more traditional ML workflows) and their hyperparameters. To overcome this problem, the field of AutoML targets a progressive automation of machine learning, based on principles from optimization and machine learning itself. This book serves as a point of entry into this quickly-developing field for researchers and advanced students alike, as well as providing a reference for practitioners aiming to use AutoML in their work.

Discrete Choice Methods with Simulation

A Manual for House Officers and Other Non-Infectious Diseases Clinicians

A Systems Approach

***A Guide to Distributed Development, Projects, and Outsourcing
Communities in Action***

Sensor data fusion is the process of combining error-prone, heterogeneous, incomplete, and ambiguous data to gather a higher level of situational awareness. In principle, all living creatures are fusing information from their complementary senses to coordinate their actions and to detect and localize danger. In sensor data fusion, this process is transferred to electronic systems, which rely on some "awareness" of what is happening in certain areas of interest. By means of probability theory and statistics, it is possible to model the relationship between the state space and the sensor data. The number of ingredients of the resulting Kalman filter is limited, but its applications are not.

This open access book comprehensively covers the fundamentals of clinical data science, focusing on data collection, modelling and clinical applications. Topics covered in the first section on data collection include: data sources, data at scale (big data), data stewardship (FAIR data) and related privacy concerns. Aspects of predictive modelling using techniques such as classification, regression or clustering, and prediction model validation will be covered in the second section. The third section covers aspects of (mobile) clinical decision support systems, operational excellence and value-based healthcare. Fundamentals of Clinical Data Science is an essential resource for healthcare professionals and IT consultants intending to develop and refine their skills in personalized medicine, using solutions based on large datasets from electronic health records or telemonitoring programmes. The book's promise is "no math, no code" and will explain the topics in a style that is optimized for a healthcare audience.

Ten Strategies of a World-Class Cyber Security Operations Center conveys MITRE's accumulated expertise on enterprise-grade computer network defense. It covers ten key qualities of leading Cyber Security Operations Centers (CSOCs), ranging from their structure and organization, to processes that best enable smooth operations, to approaches that extract maximum value from key CSOC technology investments. This book offers perspective and context for key decision points in structuring a CSOC, such as what capabilities to offer, how to architect large-scale data collection and analysis, and how to prepare the CSOC team for agile, threat-based response. If you manage, work in, or are standing up a CSOC, this book is for you. It is also available on MITRE's website, www.mitre.org.

Computer Networks

A Rational Approach to Clinical Infectious Diseases

Vector Basic Training

A Toolbox

Recommender Systems Handbook

Take and Make Art