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R Markdown - Yihui Xie 2018-07-27
R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports, HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the

RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Grolemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

Tableau Your Data! - Daniel G. Murray 2016-01-26
Transform your organization's data into actionable insights with Tableau Tableau is designed specifically to provide fast and easy visual analytics. The intuitive drag-and-drop interface helps you create interactive reports, dashboards, and visualizations, all without any special or advanced training. This all new edition of Tableau Your Data! is your Tableau companion, helping you get the most out of this invaluable business toolset. Tableau Your Data! shows you how to build dynamic, best of breed visualizations using the Tableau Software toolset. This comprehensive guide covers the core feature set for data analytics, and provides clear step-by-step guidance toward best practices and advanced techniques that go way beyond the user manual. You'll learn how Tableau is different from traditional business information analysis tools, and how to navigate your way around the Tableau 9.0 desktop before delving into functions and calculations, as well as sharing with the Tableau Server. Analyze data more effectively with Tableau Desktop

Customize Tableau's settings for your organization's needs with detailed real-world examples on data security, scaling, syntax, and more Deploy visualizations to consumers throughout the enterprise - from sales to marketing, operations to finance, and beyond Understand Tableau functions and calculations and leverage Tableau across every link in the value chain Learn from actual working models of the book's visualizations and other web-based resources via a companion website Tableau helps you unlock the stories within the numbers, and Tableau Your Data! puts the software's full functionality right at your fingertips.

Communicating Data with Tableau - Ben Jones 2014-06-16
Go beyond spreadsheets and tables and design a data presentation that really makes an impact. This practical guide shows you how to use Tableau Software to convert raw data into compelling data visualizations that provide insight or allow viewers to explore the data for themselves. Ideal for analysts, engineers, marketers, journalists, and researchers, this book describes the principles of communicating data and takes you on an in-depth tour of common visualization methods. You'll learn how to craft articulate and creative data visualizations with Tableau Desktop 8.1 and Tableau Public 8.1. Present comparisons of how much and how many Use blended data sources to create ratios and rates Create charts to depict proportions and percentages Visualize measures of mean, median, and mode Lean how to deal with variation and uncertainty Communicate multiple quantities in the same view Show how quantities and events change over time Use maps to communicate positional data Build dashboards to combine several visualizations

Wordpress Responsive Theme Design Essentials - Dejan Markovic 2015-06-30
If you are a WordPress enthusiast who wants to develop and customize your own responsive WordPress theme, this book is for you. Some experience with WordPress, HTML, PHP, and CSS is expected and highly recommended.

Cambridge IGCSE Computer Science - David Watson 2015-01-30
Endorsed by Cambridge International Examinations. Develop your students computational thinking and programming skills with complete coverage of the latest syllabus from experienced examiners and teachers. - Follows the order of the syllabus exactly, ensuring complete coverage - Introduces students to self-learning exercises, helping them learn how to use their knowledge in new scenarios Accompanying animation files of the key concepts are available to download for free online. See the Quick Links to the left to access. This book covers the IGCSE (0478), O Level (2210) and US IGCSE entry (0473) syllabuses, which are for first examination 2015. It may also be a useful reference for students taking the new Computer Science AS level course (9608).

Clark's Positioning in Radiography 12Ed - A. Stewart Whitley 2005-08-26
First published in 1939, this is the definitive text on patient positioning for the diagnostic radiography student and practitioner. The experienced author team appreciates that there is no substitute for a good understanding of basic skills in patient positioning and an accurate knowledge of anatomy to ensure good radiographic practice. This 12th edition retains the book's pre-eminence in the field, with hundreds of positioning photographs and explanatory line diagrams, a clearly defined and easy-to-follow structure, and international applicability. The book presents the essentials of radiographic techniques in a practical way, avoiding unnecessary technical complexity and ensuring that the student and practitioner can find quickly the information that they require regarding particular positions. All the standard positioning is included, accompanied by supplementary positions where relevant and illustrations of pathology where appropriate. Common errors in positioning are also discussed.

Machine Learning Algorithms - Giuseppe Bonaccorso 2017-07-24
Build strong foundation for entering the world of Machine Learning and data science with the help of this comprehensive guide About This Book Get started in the field of Machine Learning with the help of this solid, concept-rich, yet highly practical guide. Your one-stop solution for everything that matters in mastering the whats and whys of Machine Learning algorithms and their implementation. Get a solid foundation for your entry into Machine Learning by strengthening your roots (algorithms) with this comprehensive guide. Who This Book Is For This

book is for IT professionals who want to enter the field of data science and are very new to Machine Learning. Familiarity with languages such as R and Python will be invaluable here. What You Will Learn Acquaint yourself with important elements of Machine Learning Understand the feature selection and feature engineering process Assess performance and error trade-offs for Linear Regression Build a data model and understand how it works by using different types of algorithm Learn to tune the parameters of Support Vector machines Implement clusters to a dataset Explore the concept of Natural Processing Language and Recommendation Systems Create a ML architecture from scratch. In Detail As the amount of data continues to grow at an almost incomprehensible rate, being able to understand and process data is becoming a key differentiator for competitive organizations. Machine learning applications are everywhere, from self-driving cars, spam detection, document search, and trading strategies, to speech recognition. This makes machine learning well-suited to the present-day era of Big Data and Data Science. The main challenge is how to transform data into actionable knowledge. In this book you will learn all the important Machine Learning algorithms that are commonly used in the field of data science. These algorithms can be used for supervised as well as unsupervised learning, reinforcement learning, and semi-supervised learning. A few famous algorithms that are covered in this book are Linear regression, Logistic Regression, SVM, Naive Bayes, K-Means, Random Forest, TensorFlow, and Feature engineering. In this book you will also learn how these algorithms work and their practical implementation to resolve your problems. This book will also introduce you to the Natural Processing Language and Recommendation systems, which help you run multiple algorithms simultaneously. On completion of the book you will have mastered selecting Machine Learning algorithms for clustering, classification, or regression based on for your problem. Style and approach An easy-to-follow, step-by-step guide that will help you get to grips with real -world applications of Algorithms for Machine Learning.

An Introduction to Measure Theory - Terence Tao 2021-09-03

This is a graduate text introducing the fundamentals of measure theory and integration theory, which is the foundation of modern real analysis. The text focuses first on the concrete setting of Lebesgue measure and the Lebesgue integral (which in turn is motivated by the more classical concepts of Jordan measure and the Riemann integral), before moving on to abstract measure and integration theory, including the standard convergence theorems, Fubini's theorem, and the Carathéodory extension theorem. Classical differentiation theorems, such as the Lebesgue and Rademacher differentiation theorems, are also covered, as are connections with probability theory. The material is intended to cover a quarter or semester's worth of material for a first graduate course in real analysis. There is an emphasis in the text on tying together the abstract and the concrete sides of the subject, using the latter to illustrate and motivate the former. The central role of key principles (such as Littlewood's three principles) as providing guiding intuition to the subject is also emphasized. There are a large number of exercises throughout that develop key aspects of the theory, and are thus an integral component of the text. As a supplementary section, a discussion of general problem-solving strategies in analysis is also given. The last three sections discuss optional topics related to the main matter of the book.

Easy WP Guide WordPress Manual - Anthony Hortin 2015-07-30
It might be easier to say what this guide isn't, rather than what it is. It isn't an in depth look at every single function available within the WordPress dashboard. Nor is it a guide to help you develop or modify WordPress themes. It's an easy to follow WordPress manual that will help you to get an overall understanding of how you use the various features within the WordPress Dashboard to keep your website or blog updated. The official WordPress Codex is great if you want to get really involved in developing your own WordPress theme or modifying your site with plugins, but it can be a bit daunting for those users who just want a simple guide to using the Content Management side of WordPress or just need to update their site pages every so often. The Easy WP Guide will teach you how to add content to your website and keep it updated,

simply and easily. This version has been completely updated for use with WordPress 4.2.

Clark's Positioning in Radiography 13E - A. Stewart Whitley 2015-07-28
First published in 1939, Clark's Positioning in Radiography is the preeminent text on positioning technique for diagnostic radiographers.Whilst retaining the clear and easy-to-follow structure of the previous edition, the thirteenth edition includes a number of changes and innovations in radiographic technique. The text has been extensively updated

About Face - Alan Cooper 2014-09-02
The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Aladore - Sir Henry John Newbolt 1915

MRI from Picture to Proton - Donald W. McRobbie 2017-04-13
MR is a powerful modality. At its most advanced, it can be used not just to image anatomy and pathology, but to investigate organ function, to probe in vivo chemistry, and even to visualise the brain thinking. However, clinicians, technologists and scientists struggle with the study of the subject. The result is sometimes an obscurity of understanding, or a dilution of scientific truth, resulting in misconceptions. This is why MRI from Picture to Proton has achieved its reputation for practical clarity. MR is introduced as a tool, with coverage starting from the images, equipment and scanning protocols and traced back towards the underlying physics theory. With new content on quantitative MRI, MR safety, multi-band excitation, Dixon imaging, MR elastography and advanced pulse sequences, and with additional supportive materials available on the book's website, this new edition is completely revised and updated to reflect the best use of modern MR technology.

The Physics of Radiation Therapy - Faiz M. Khan 2012-03-28
Dr. Khan's classic textbook on radiation oncology physics is now in its thoroughly revised and updated Fourth Edition. It provides the entire radiation therapy team—radiation oncologists, medical physicists, dosimetrists, and radiation therapists—with a thorough understanding of the physics and practical clinical applications of advanced radiation therapy technologies, including 3D-CRT, stereotactic radiotherapy, HDR, IMRT, IGRT, and proton beam therapy. These technologies are discussed along with the physical concepts underlying treatment planning, treatment delivery, and dosimetry. This Fourth Edition includes brand-new chapters on image-guided radiation therapy (IGRT) and proton beam therapy. Other chapters have been revised to incorporate the most recent developments in the field. This edition also features more than 100 full-color illustrations throughout. A companion Website will offer the fully searchable text and an image bank.

Spark: The Definitive Guide - Bill Chambers 2018-02-08
Learn how to use, deploy, and maintain Apache Spark with this

comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets—Spark's core APIs—through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

Computed Tomography for Technologists - Lois E. Romans 2010-02-01
Leveraging the organization and focus on exam preparation found in the comprehensive text, this Exam Review will help any student to successfully complete the ARRT General Radiography and Computed Tomography exams. The book includes a bulleted format review of content, Registry-style questions with answers and rationales, and a mock exam following the ARRT format. The companion website offers an online testing simulation engine.

Essentials of Dental Radiography and Radiology E-Book - Eric Whaites 2020-01-18
Essentials of Dental Radiography and Radiology E-Book

Interactive Project Management - Nancy Lyons 2012-04-12
As an industry, interactive is different. The work entails elements of software development, marketing, and advertising, yet it's neither purely technical nor traditional "agency" work. Delivery methods are different, and because the industry is relatively new, the gap in understanding between the clients buying the work and the teams building it is often

wide. Enter the geek girls guide. Nancy Lyons and Meghan Wilker don't just tell you how to deliver digital work, they demonstrate how to think about it. Interactive Project Management: Pixels, People, and Process helps clients, agencies, and industry professionals better understand the critical role of interactive project management, and presents a collaborative, people-focused approach to delivering high-quality digital work. In this book, the authors: Define the unique characteristics of interactive projects Explain the importance of emotional intelligence in the workplace Discuss communication techniques that help teams work together more efficiently Outline a process and specific deliverables that clarify how to think about critical aspects of a project Provide questions, tasks, tips, and advice that effectively move teams from initiation to launch

Adobe Photoshop CS5 Classroom in a Book - Adobe Creative Team 2010-05-27
This is the eBook version of the printed book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop CS5 choose Adobe Photoshop CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 14 project-based lessons in this book show readers step-by-step the key techniques for working in Photoshop CS5. In addition to learning the key elements of the Photoshop interface, this completely revised CS5 edition shows readers how to edit images with precise selection control, correct a wide range of lens-based errors, interactively transform their images with the new Puppet Warp tool, and easily remove or replace image elements with the new Content-Aware Fill mode. The book also covers new powerful painting effects to artistically enhance images and shows how to combine multiple exposures into a single HDR image. For the first time, the companion DVD will feature, in addition to the lesson files, 2 hours of free video tutorials from Learn Adobe Photoshop CS5 by Video by Adobe Press and video2brain, a great added value! "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students."

–Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does–an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Reproducible Research with R and RStudio - Christopher Gandrud 2020-02-21
Praise for previous editions: "Gandrud has written a great outline of how a fully reproducible research project should look from start to finish, with brief explanations of each tool that he uses along the way... Advanced undergraduate students in mathematics, statistics, and similar fields as well as students just beginning their graduate studies would benefit the most from reading this book. Many more experienced R users or second-year graduate students might find themselves thinking, 'I wish I'd read this book at the start of my studies, when I was first learning R!'...This book could be used as the main text for a class on reproducible research ..." (The American Statistician) Reproducible Research with R and R Studio, Third Edition brings together the skills and tools needed for doing and presenting computational research. Using straightforward examples, the book takes you through an entire reproducible research workflow. This practical workflow enables you to gather and analyze data as well as dynamically present results in print and on the web.

Supplementary materials and example are available on the author's website. New to the Third Edition Updated package recommendations, examples, URLs, and removed technologies no longer in regular use. More advanced R Markdown (and less LaTeX) in discussions of markup languages and examples. Stronger focus on reproducible working directory tools. Updated discussion of cloud storage services and persistent reproducible material citation. Added discussion of Jupyter notebooks and reproducible practices in industry. Examples of data manipulation with Tidyverse tibbles (in addition to standard data frames) and pivot_longer() and pivot_wider() functions for pivoting data. Features Incorporates the most important advances that have been developed since the editions were published Describes a complete reproducible research workflow, from data gathering to the presentation of results Shows how to automatically generate tables and figures using R Includes instructions on formatting a presentation document via markup languages Discusses cloud storage and versioning services, particularly Github Explains how to use Unix-like shell programs for working with large research projects

Clark's Pocket Handbook for Radiographers - A. Stewart Whitley 2016-11-03
Drawn from the bestselling Clark's Positioning in Radiography, this pocket handbook provides clear and practical advice to help radiographers in their day-to-day work. Designed for rapid reference, it covers how to position the patient and the central ray, describes the essential image characteristics and illustrates each radiographic projection with a positioning photograph and a radiograph.

WordPress For Dummies® - Lisa Sabin-Wilson 2010-07-30
The bestselling guide to WordPress, fully updated for newest version of WordPress WordPress, the popular, free blogging platform, has been updated with new features and improvements. Bloggers who are new to WordPress will learn to take full advantage of its flexibility and usability with the advice in this friendly guide. Previous editions have sold nearly 50,000 copies, and interest in blogging continues to explode. WordPress is a state-of-the-art blog platform that emphasizes aesthetics, Web

standards, and usability WordPress For Dummies, 3rd Edition covers both the free-hosted WordPress.com version and WordPress.org, which requires users to purchase Web hosting services Written by an expert who works directly with the developers and cofounder of WordPress Shows readers how to set up and maintain a blog with WordPress and how to use all the new features Like its earlier editions, WordPress For Dummies, 3rd Edition helps bloggers quickly and easily take advantage of everything this popular blogging tool has to offer.

Applied Predictive Modeling - Max Kuhn 2013-05-17
Applied Predictive Modeling covers the overall predictive modeling process, beginning with the crucial steps of data preprocessing, data splitting and foundations of model tuning. The text then provides intuitive explanations of numerous common and modern regression and classification techniques, always with an emphasis on illustrating and solving real data problems. The text illustrates all parts of the modeling process through many hands-on, real-life examples, and every chapter contains extensive R code for each step of the process. This multi-purpose text can be used as an introduction to predictive models and the overall modeling process, a practitioner's reference handbook, or as a text for advanced undergraduate or graduate level predictive modeling courses. To that end, each chapter contains problem sets to help solidify the covered concepts and uses data available in the book's R package. This text is intended for a broad audience as both an introduction to predictive models as well as a guide to applying them. Non-mathematical readers will appreciate the intuitive explanations of the techniques while an emphasis on problem-solving with real data across a wide variety of applications will aid practitioners who wish to extend their expertise. Readers should have knowledge of basic statistical ideas, such as correlation and linear regression analysis. While the text is biased against complex equations, a mathematical background is needed for advanced topics.

Mastering Cloud Computing - Rajkumar Buyya 2013-04-05
Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Machine Drawing - K. L. Narayana 2009-06-30
About the Book: Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

Wireless Communications - Andreas F. Molisch 2012-02-06
"Professor Andreas F. Molisch, renowned researcher and educator, has put together the comprehensive book, Wireless Communications. The second edition, which includes a wealth of new material on important topics, ensures the role of the text as the key resource for every student, researcher, and practitioner in the field." —Professor Moe Win, MIT, USA Wireless communications has grown rapidly over the past decade from a niche market into one of the most important, fast moving industries. Fully updated to incorporate the latest research and developments, Wireless Communications, Second Edition provides an authoritative overview of the principles and applications of mobile communication technology. The author provides an in-depth analysis of current treatment of the area, addressing both the traditional elements, such as Rayleigh fading, BER in flat fading channels, and equalisation, and more recently emerging topics such as multi-user detection in CDMA systems, MIMO systems, and cognitive radio. The dominant wireless

standards; including cellular, cordless and wireless LANs; are discussed. Topics featured include: wireless propagation channels, transceivers and signal processing, multiple access and advanced transceiver schemes, and standardised wireless systems. Combines mathematical descriptions with intuitive explanations of the physical facts, enabling readers to acquire a deep understanding of the subject. Includes new chapters on cognitive radio, cooperative communications and relaying, video coding, 3GPP Long Term Evolution, and WiMax; plus significant new sections on multi-user MIMO, 802.11n, and information theory. Companion website featuring: supplementary material on 'DECT', solutions manual and presentation slides for instructors, appendices, list of abbreviations and other useful resources.

The Non-designer's Design Book - Robin Williams 2015
A lot has happened in the world of digital design since the first edition of this title was published, but one thing remains true: There is an ever-growing number of people attempting to design everything from newsletters to advertisements with no formal training. This book is the one place they can turn to find quick, non-intimidating, excellent design help from trusted design instructor Robin Williams. This revised and expanded classic includes a new chapter on designing with type, more quizzes and exercises, updated projects, and new visual and typographic examples that give the book a fresh, modern look. In The Non-Designer's Design Book, 4th Edition, Robin turns her attention to the basic principles that govern good design. Perfect for beginners, Robin boils great design into four easy-to-master principles: contrast, repetition, alignment, and proximity (C.R.A.P.!). Readers who follow her clearly explained concepts will produce more sophisticated and professional work immediately. Humor-infused, jargon-free prose interspersed with design exercises, quizzes, and illustrations make learning a snap–which is just what audiences have come to expect from this bestselling author.

Multimedia Communications - Jerry D. Gibson 2000-10-31
The rapid advances and industry demands for networked delivery of information and pictures through computer networks and cable television has created a need for new techniques and standards for the packaging and delivery of digital information. Multimedia Communications presents the latest information from industry and academic experts on all standards, methods and protocols. Internet protocols for wireless communications, transcoding of Internet multimedia for universal access, ATM and ISDN chapters, videoconferencing standards, speech and audio coding standards, multi-casting and image compression techniques are included. Latest Internet protocols for wireless communications Transcoding of Internet multimedia for universal access ATM and ISDN chapters Videoconferencing standards Speech and audio coding standards Multi-casting Latest image compression techniques

Data Science and Big Data Analytics - EMC Education Services 2015-01-05
Data Science and Big Data Analytics is about harnessing the power of data for new insights. The book covers the breadth of activities and methods and tools that Data Scientists use. The content focuses on concepts, principles and practical applications that are applicable to any industry and technology environment, and the learning is supported and explained with examples that you can replicate using open-source software. This book will help you: Become a contributor on a data science team Deploy a structured lifecycle approach to data analytics problems Apply appropriate analytic techniques and tools to analyzing big data Learn how to tell a compelling story with data to drive business action Prepare for EMC Proven Professional Data Science Certification Corresponding data sets are available from the book's page at Wiley which you can find on the Wiley site by searching for the ISBN 9781118876138. Get started discovering, analyzing, visualizing, and presenting data in a meaningful way today!

Rules of Play - Katie Salen Tekinbas 2003-09-25
An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In Rules of Play Katie Salen and Eric Zimmerman present a much-needed primer for this

emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written Rules of Play as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, Rules of Play is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

The Complete Manual of Typography - James Felici 2012
This book is about how type should look and how to make it look that way--in other words, how to set type like a professional. It explains in practical terms how to use today's digital tools to achieve the secret of good design: well set type. An essential reference for anyone who works with type: designers, print production professionals, and corporate communications managers can go to straight to the index to find focused answers to specific questions, while educators and students can read it as a text book from cover to cover.

Deep Learning with Python - Francois Chollet 2017-11-30
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

Professional WordPress - Hal Stern 2010-10-19

An in-depth look at the internals of the WordPress system. As the most popular blogging and content management platform available today, WordPress is a powerful tool. This exciting book goes beyond the basics and delves into the heart of the WordPress system, offering overviews of the functional aspects of WordPress as well as plug-in and theme development. What is covered in this book? WordPress as a Content Management System Hosting Options Installing WordPress Files Database Configuration Dashboard Widgets Customizing the Dashboard Creating and Managing Content Categorizing Your Content Working with Media Comments and Discussion Working with Users Managing, Adding, Upgrading, and Using the Theme Editor Working with Widgets Adding and Managing New Plugins Configuring WordPress Exploring the Code Configuring Key Files wp-config.php file Advanced wp-config Options What's in the Core? WordPress Codex and Resources Understanding and customizing the Loop Building A Custom Query Complex Database Operations Dealing With Errors Direct Database Manipulation Building Your Own Taxonomies Plugin Packaging Create a Dashboard Widget Creating a Plugin Example Publish to the Plugin Directory Installing a Theme Creating Your Own Theme How and When to Use Custom Page Templates How to Use Custom Page Templates Pushing Content from WordPress to Other Sites Usability and Usability Testing Getting Your Site Found How Web Standards Get Your Data Discovered Load Balancing Your WordPress Site Securing Your WordPress Site Using WordPress in the Enterprise Is WordPress Right for Your Enterprise? and much more!

Handbook of Image and Video Processing - Alan C. Bovik 2010-07-21 55% new material in the latest edition of this "must-have for students and practitioners of image & video processing! This Handbook is intended to serve as the basic reference point on image and video processing, in the field, in the research laboratory, and in the classroom. Each chapter has been written by carefully selected, distinguished experts specializing in that topic and carefully reviewed by the Editor, Al Bovik, ensuring that the greatest depth of understanding be communicated to the reader. Coverage includes introductory, intermediate and advanced topics and as such, this book serves equally well as classroom textbook as reference resource. • Provides practicing engineers and students with a highly accessible resource for learning and using image/video processing theory and algorithms • Includes a new chapter on image processing education, which should prove invaluable for those developing or modifying their curricula • Covers the various image and video processing standards that exist and are emerging, driving today's explosive industry • Offers an understanding of what images are, how they are modeled, and gives an introduction to how they are perceived • Introduces the necessary, practical background to allow engineering students to acquire and process their own digital image or video data • Culminates with a diverse set of applications chapters, covered in sufficient depth to serve as extensible models to the reader's own potential applications About the Editor... Al Bovik is the Cullen Trust for Higher Education Endowed Professor at The University of Texas at Austin, where he is the Director of the Laboratory for Image and Video Engineering (LIVE). He has published over 400 technical articles in the general area of image and video processing and holds two U.S. patents. Dr. Bovik was Distinguished Lecturer of the IEEE Signal Processing Society (2000), received the IEEE Signal Processing Society Meritorious Service Award (1998), the IEEE Third Millennium Medal (2000), and twice was a two-time Honorable Mention winner of the international Pattern Recognition Society Award. He is a Fellow of the IEEE, was Editor-in-Chief, of the IEEE Transactions on Image Processing (1996-2002), has served on and continues to serve on many other professional boards and panels, and was the Founding General Chairman of the IEEE International Conference on Image Processing which was held in Austin, Texas in 1994. * No other resource for image and video processing contains the same breadth of up-to-date coverage * Each chapter written by one or several of the top experts working in that area * Includes all essential mathematics, techniques, and algorithms for every type of image and video processing used by electrical engineers, computer scientists, internet developers, bioengineers, and scientists in various, image-intensive disciplines

From GSM to LTE-Advanced - Martin Sauter 2014-06-23
This revised edition of Communication Systems from GSM to LTE: An Introduction to Mobile Networks and Mobile Broadband Second Edition (Wiley 2010) contains not only a technical description of the different wireless systems available today, but also explains the rationale behind the different mechanisms and implementations; not only the 'how' but also the 'why'. In this way, the advantages and also limitations of each technology become apparent. Offering a solid introduction to major global wireless standards and comparisons of the different wireless technologies and their applications, this edition has been updated to provide the latest directions and activities in 3GPP standardization up to Release 12, and importantly includes a new chapter on Voice over LTE (VoLTE). There are new sections on Building Blocks of a Voice Centric Device, Building Blocks of a Smart Phone, Fast Dormancy, IMS and High-Speed Downlink Packet Access, and Wi-Fi-Protected Setup. Other sections have been considerably updated in places reflecting the current state of the technology. • Describes the different systems based on the standards, their practical implementation and design assumptions, and the performance and capacity of each system in practice is analyzed and explained • Questions at the end of each chapter and answers on the accompanying website make this book ideal for self-study or as course material

Introduction to Machine Learning - Ethem Alpaydin 2014-08-22
Introduction -- Supervised learning -- Bayesian decision theory -- Parametric methods -- Multivariate methods -- Dimensionality reduction -- Clustering -- Nonparametric methods -- Decision trees -- Linear discrimination -- Multilayer perceptrons -- Local models -- Kernel machines -- Graphical models -- Brief contents -- Hidden markov models -- Bayesian estimation -- Combining multiple learners -- Reinforcement learning -- Design and analysis of machine learning experiments.

Game Feel - Steve Swink 2008-10-13
"Game Feel" exposes "feel" as a hidden language in game design that no one has fully articulated yet. The language could be compared to the building blocks of music (time signatures, chord progressions, verse) - no matter the instruments, style or time period - these building blocks come into play. Feel and sensation are similar building blocks where game design is concerned. They create the meta-sensation of involvement with a game. The understanding of how game designers create feel, and affect feel are only partially understood by most in the field and tends to be overlooked as a method or course of study, yet a game's feel is central to a game's success. This book brings the subject of feel to light by consolidating existing theories into a cohesive book. The book covers topics like the role of sound, ancillary indicators, the importance of metaphor, how people perceive things, and a brief history of feel in games. The associated web site contains a playset with ready-made tools to design feel in games, six key components to creating virtual sensation. There's a play palette too, so the desiger can first experience the importance of that component by altering variables and feeling the results. The playset allows the reader to experience each of the sensations described in the book, and then allows them to apply them to their own projects. Creating game feel without having to program, essentially. The final version of the playset will have enough flexibility that the reader will be able to use it as a companion to the exercises in the book, working through each one to create the feel described.

Clark's Essential Physics in Imaging for Radiographers - Ken Holmes 2021-06-09
The second edition of this easy-to-understand pocket guide remains an invaluable tool for students, assistant practitioners and radiographers. Providing an accessible introduction to the subject in a reader-friendly format, it includes diagrams and photographs to support the text. Each chapter provides clear learning objectives and a series of MCQs to test reader assimilation of the material. The book opens with overviews of image production, basic mathematics and imaging physics, followed by detailed chapters on the physics relevant to producing diagnostic images using X-rays and digital technologies. The content has been updated throughout and includes a new chapter on CT imaging and additional material on radioactivity, dosimetry, and imaging display and manipulation. Clark's Essential Physics in Imaging for Radiographers

supports students in demonstrating an understanding of the fundamental definitions of physics applied to radiography ... all you need to know to pass your exams!

Digital Terrain Modeling - Zhilin Li 2004-11-29
Written by experts, Digital Terrain Modeling: Principles and Methodology provides comprehensive coverage of recent developments in the field. The topics include terrain analysis, sampling strategy, acquisition methodology, surface modeling principles, triangulation algorithms, interpolation techniques, on-line and off-line quality control in data a

Multimedia - Tay Vaughan 1996
Thoroughly updated for newnbsp;breakthroughs in multimedia nbsp; The internationally bestselling Multimedia: Making it Work has been fully revised and expanded to cover the latest technological advances in multimedia. You will learn to plan and manage multimedia projects, from dynamic CD-ROMs and DVDs to professional websites. Each chapter includes step-by-step instructions, full-color illustrations and screenshots, self-quizzes, and hands-on projects. nbsp;