Data Structures And Java Collections Framework 42nd Revised Edition

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The Well-Grounded Rubyist - Joe Leo 2019-03-05
Summary The Well-Grounded Rubyist, Third Edition is a beautifully written tutorial that begins with your first Ruby program and takes you all the way to sophisticated topics like reflection, threading, and recursion. Ruby masters David A. Black and Joe Leo distill their years of knowledge for you, concentrating on the language and its uses so you can use Ruby in any way you choose. Updated for Ruby 2.5. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Designed for developer productivity, Ruby is an easy-to-learn dynamic language perfect for creating virtually any kind of software. Its famously friendly development community, countless libraries, and amazing tools, like the Rails framework, have established it as the language of choice for high-profile companies, including GitHub, SlideShare, and Shopify. The future is bright for the well-grounded Rubyist! About the Book In The Well-Grounded Rubyist, Third Edition, expert authors David A. Black and Joseph Leo deliver Ruby mastery in an easy-to-read, casual style. You'll lock in core principles as you write your first Ruby programs. Then, you'll progressively build up to topics like reflection, threading, and recursion, cementing your knowledge with high-value exercises to practice your skills along the way. What's Inside Basic Ruby syntax Running Ruby extensions FP concepts like currying, side-effect-free code, and recursion Ruby 2.5 updates About the Reader For readers with beginner-level programming skills. About the Authors David A. Black is an internationally known Ruby developer and author, and a cofounder of Ruby Central. Ruby teacher and advocate Joseph Leo III is the founder of Def Method and lead organizer of the Gotham Ruby Conference. Table of Contents PART 1 RUBY FOUNDATIONS Bootstrapping your Ruby literacy Objects, methods, and local variables Organizing objects with classes Modules and program organization The default object (self), scope, and visibility Control-flow techniques PART 2 BUILT-IN CLASSES AND MODULES Built-in essentials Strings, symbols, and other scalar objects Collection and container objects Collections central: Enumerable and Enumerator Regular expressions and regexp-based string operations File and I/O operations PART 3 RUBY DYNAMICS Object individuation Callable and runnable objects Callbacks, hooks, and runtime introspection Ruby and functional programming

Computational Science and Its Applications – ICCSA 2021 - Osvaldo Gervasi 2021-09-10
The ten-volume set LNCS 12949 – 12958 constitutes the proceedings of the 21st International Conference on Computational Science and Its Applications, ICCSA 2021, which was held in Cagliari, Italy, during September 13 – 16, 2021. The event was organized in a hybrid mode due to the Covid-19 pandemic.The 466 full and 18 short papers presented in these books were carefully reviewed and selected from 1588 submissions. Part VII of the set includes the proceedings of the following workshops: International Workshop on Geomatics for Resource Monitoring and Management (GRMM 2021); International Workshop on Geomatics in Agriculture and Forestry: new advances and perspectives (Geo-for-Agr 2021); 12th International Symposium on Software Quality (SQ 2021);10th International Workshop on Collective, Massive and Evolutionary Systems (IWCES 2021); International Workshop on Land Use monitoring for Sustainability (LUMS 2021); International Workshop on Machine Learning for Space and Earth Observation Data (MALSEOD 2021); International Workshop on Building multi-dimensional models for assessing complex environmental systems (MES 2021); International Workshop on Ecosystem Services: nature's contribution to people in practice. Assessment frameworks, models, mapping, andimplications (NC2P 2021).

Building Java Programs - Stuart Reges 2013-02-25
NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming, problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/ 9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText -- Access Card Package, 3/e Package consists of: 0133360903/ 9780133360905 Building Java Programs, 3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText -- Access Card -- for Building Java Programs, 3/e

World Social Report 2020 - Department of Economic and Social Affairs 2020-02-14
This report examines the links between inequality and other major global trends (or megatrends), with a focus on technological change, climate change, urbanization and international migration. The analysis pays particular attention to poverty and labour market trends, as they mediate the distributional impacts of the major trends selected. It also provides policy recommendations to manage these megatrends in an equitable manner and considers the policy implications, so as to reduce inequalities and support their implementation.

Big Data - Rajkumar Buyya 2016-06-07
Big Data: Principles and Paradigms captures the state-of-the-art research on the architectural aspects, technologies, and applications of Big Data. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. To help realize Big Data's full potential, the book addresses numerous challenges, offering the conceptual and technological solutions for tackling them. These challenges include life-cycle data management, large-scale storage, flexible processing infrastructure, data modeling, scalable machine learning, data analysis algorithms, sampling techniques, and privacy and ethical issues. Covers computational platforms supporting Big Data applications Addresses key principles underlying Big Data computing Examines key developments supporting next generation Big Data platforms Explores the challenges in Big Data computing and ways to overcome them Contains expert contributors from both academia and industry

Programming Collective Intelligence - Toby Segaran 2007-08-16
Want to tap the power behind search rankings, product recommendations, social bookmarking, and online matchmaking? This fascinating book demonstrates how you can build Web 2.0 applications to mine the enormous amount of data created by people on the Internet. With the sophisticated algorithms in this book,

you can write smart programs to access interesting datasets from other web sites, collect data from users of your own applications, and analyze and understand the data once you've found it. Programming Collective Intelligence takes you into the world of machine learning and statistics, and explains how to draw conclusions about user experience, marketing, personal tastes, and human behavior in general -- all from information that you and others collect every day. Each algorithm is described clearly and concisely with code that can immediately be used on your web site, blog, Wiki, or specialized application. This book explains: Collaborative filtering techniques that enable online retailers to recommend products or media Methods of clustering to detect groups of similar items in a large dataset Search engine features -- crawlers, indexers, query engines, and the PageRank algorithm Optimization algorithms that search millions of possible solutions to a problem and choose the best one Bayesian filtering, used in spam filters for classifying documents based on word types and other features Using decision trees not only to make predictions, but to model the way decisions are made Predicting numerical values rather than classifications to build price models Support vector machines to match people in online dating sites Non-negative matrix factorization to find the independent features in a dataset Evolving intelligence for problem solving -- how a computer develops its skill by improving its own code the more it plays a game Each chapter includes exercises for extending the algorithms to make them more powerful. Go beyond simple database-backed applications and put the wealth of Internet data to work for you. "Bravo! I cannot think of a better way for a developer to first learn these algorithms and methods, nor can I think of a better way for me (an old AI dog) to reinvigorate my knowledge of the details." -- Dan Russell, Google "Toby's book does a great job of breaking down the complex subject matter of machine-learning algorithms into practical, easy-to-understand examples that can be directly applied to analysis of social interaction across the Web today. If I had this book two years ago, it would have saved precious time going down some fruitless paths." -- Tim Wolters, CTO, Collective Intellect

Objects, Abstraction, Data Structures and Design - Elliot B. Koffman 2005-10-20
"It is a practical book with emphasis on real problems the programmers encounter daily." --Dr.Tim H. Lin, California State Polytechnic University, Pomona "My overall impressions of this book are excellent. This book emphasizes the three areas I want: advanced C++, data structures and the STL and is much stronger in these areas than other competing books." --Al Verbanec, Pennsylvania State University Think, Then Code When it comes to writing code, preparation is crucial to success. Before you can begin writing successful code, you need to first work through your options and analyze the expected performance of your design. That's why Elliot Koffman and Paul Wolfgang's Objects, Abstraction, Data Structures, and Design: Using C++ encourages you to Think, Then Code, to help you make good decisions in those critical first steps in the software design process. The text helps you thoroughly understand basic data structures and algorithms, as well as essential design skills and principles. Approximately 20 case studies show you how to apply those skills and principles to real-world problems. Along the way, you'll gain an understanding of why different data structures are needed, the applications they are suited for, and the advantages and disadvantages of their possible implementations. Key Features * Object-oriented approach. * Data structures are presented in the context of software design principles. * 20 case studies reinforce good programming practice. * Problem-solving methodology used throughout... "Think, then code!" * Emphasis on the C++ Standard Library. * Effective pedagogy.

Introduction to Data Compression - Khalid Sayood 2006
Each edition of Introduction to Data Compression has widely been considered the best introduction and reference text on the art and science of data compression, and the third edition continues in this tradition. Data compression techniques and technology are ever-evolving with new applications in image, speech, text, audio, and video. The third edition includes all the cutting edge updates the reader will need during the work day and in class. Khalid Sayood provides an extensive introduction to the theory underlying today's compression techniques with detailed instruction for their applications using several examples to explain the concepts. Encompassing the entire field of data compression Introduction to Data Compression, includes lossless and lossy compression, Huffman coding, arithmetic coding, dictionary techniques, context based compression, scalar and vector quantization. Khalid Sayood provides a working knowledge of data compression, giving the reader the tools to develop a complete and concise compression package upon

completion of his book. New content added on the topic of audio compression including a description of the mp3 algorithm New video coding standard and new facsimile standard explained Completely explains established and emerging standards in depth including JPEG 2000, JPEG-LS, MPEG-2, Group 3 and 4 faxes, JBIG 2, ADPCM, LPC, CELP, and MELP Source code provided via companion web site that gives readers the opportunity to build their own algorithms, choose and implement techniques in their own applications

Naked Objects - Richard Pawson 2002-12-30
"Naked Objects is the embodiment of the Agile movement: lean, elegant, user-focused, and with testing built right in. Reduce a problem to its bare essentials, code it up with no extra fluff, then ship it out. Naked Objects brings programming back to its real purpose: expressing and solving business problems." Dave Thomas, co-author, The Agile Manifesto and The Pragmatic Programmer "I believe that this could be a landmark book. Naked Objects may well herald the next major evolution in the way systems are presented to end users, and how they're developed. Naked Objects adds near-instant prototyping to the business modeller's toolbox." Oliver Sims, co-author, Business Component Factory "A well-written description of a radical new approach to OO programming." James W Cooper, IBM T J Watson Research Center "Naked Objects is a bold approach. If you want to push the envelope and let end-users access their business objects without cluttered interfaces, read this book." Rebecca Wirfs-Brock, co-author, Object Design An object should completely model the behaviour of that which it represents. This principle of 'behaviourally complete' objects is the driving force behind this book. Naked Objects is a Java-based open source framework that exposes behaviourally complete business objects such as Customer, Product and Order, directly to the user - without the need for scripts, controllers or even dialog boxes in between. The resulting systems are empowering for the user and immensely agile. With Naked Objects the user presentation is generated automatically from the business object definitions, so you need never write another line of code for a user interface again! This book, written for business object modellers and Java developers, includes: an introduction to designing systems from naked objects a tutorial on programming with the Naked Objects framework a lightweight methodology case studies on business applications

The Cambridge Handbook of Computing Education Research - Sally A. Fincher 2019-02-21
This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context, implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers.

Java Program Design - James P. Cohoon 2004
The breadth of coverage and the arrangement of the chapters provide flexibility for the instructor. For the student, it allows advanced learners to go further in the language, and it makes the book valuable as a reference source.

Natural Language Processing with Python - Steven Bird 2009-06-12
This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source

library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Java Cookbook - Ian F. Darwin 2014-06-25
From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

Data Analytics and Management - Ashish Khanna 2021-01-04
This book includes original unpublished contributions presented at the International Conference on Data Analytics and Management (ICDAM 2020), held at Jan Wyzykowski University, Poland, during June 2020. The book covers the topics in data analytics, data management, big data, computational intelligence, and communication networks. The book presents innovative work by leading academics, researchers, and experts from industry which is useful for young researchers and students.

Decision Procedures - Daniel Kroening 2016-11-22
A decision procedure is an algorithm that, given a decision problem, terminates with a correct yes/no answer. Here, the authors focus on theories that are expressive enough to model real problems, but are still decidable. Specifically, the book concentrates on decision procedures for first-order theories that are commonly used in automated verification and reasoning, theorem-proving, compiler optimization and operations research. The techniques described in the book draw from fields such as graph theory and logic, and are routinely used in industry. The authors introduce the basic terminology of satisfiability modulo theories and then, in separate chapters, study decision procedures for each of the following theories: propositional logic; equalities and uninterpreted functions; linear arithmetic; bit vectors; arrays; pointer logic; and quantified formulas.

Proceedings of the International Conference on Paradigms of Computing, Communication and Data Sciences - Mayank Dave 2021-02-19
This book presents best selected papers presented at the International Conference on Paradigms of Computing, Communication and Data Sciences (PCCDS 2020), organized by National Institute of Technology, Kurukshetra, India, during 1–3 May 2020. It discusses high-quality and cutting-edge research in the areas of advanced computing, communications and data science techniques. The book is a collection of latest research articles in computation algorithm, communication and data sciences, intertwined with each other for efficiency.

Data Mining - Ian H. Witten 2016-10-01
Data Mining: Practical Machine Learning Tools and Techniques, Fourth Edition, offers a thorough grounding in machine learning concepts, along with practical advice on applying these tools and techniques in real-world data mining situations. This highly anticipated fourth edition of the most acclaimed work on data mining and machine learning teaches readers everything they need to know to get going, from preparing inputs, interpreting outputs, evaluating results, to the algorithmic methods at the heart of successful data mining approaches. Extensive updates reflect the technical changes and modernizations that have taken place in the field since the last edition, including substantial new chapters on probabilistic methods and on deep learning. Accompanying the book is a new version of the popular WEKA machine learning software from the University of Waikato. Authors Witten, Frank, Hall, and Pal include today's techniques coupled with the methods at the leading edge of contemporary research. Please visit the book companion website at http://www.cs.waikato.ac.nz/ml/weka/book.html It contains Powerpoint slides for Chapters 1-12. This is a very comprehensive teaching resource, with many PPT slides covering each chapter of the book Online Appendix on the Weka workbench; again a very comprehensive learning aid for the open source software that goes with the book Table of contents, highlighting the many new sections in the 4th edition, along with reviews of the 1st edition, errata, etc. Provides a thorough grounding in machine learning concepts, as well as practical advice on applying the tools and techniques to data mining projects Presents concrete tips and techniques for performance improvement that work by transforming the input or output in machine learning methods Includes a downloadable WEKA software toolkit, a comprehensive collection of machine learning algorithms for data mining tasks-in an easy-to-use interactive interface Includes open-access online courses that introduce practical applications of the material in the book

Art and Science of Java - Eric Roberts 2013-07-17
In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Research-based Web Design & Usability Guidelines - 2006
Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design.

MacRuby in Action - Jerry Cheung 2012-04-10
Summary MacRuby in Action is a tutorial for Ruby developers who want to code for Mac OS X without learning Objective-C. You'll learn the ins and outs of the MacRuby language, including straightforward examples of creating OS X applications using Cocoa components. About the Technology For Rubyists, it's a real drag switching to a static language like Objective-C for Mac development. Fortunately, you don't have to. MacRuby is a Ruby 1.9 implementation that sits right on the Mac OS X core. It gives you access to the Cocoa framework and easy interoperability with the Mac platform. About the Book MacRuby in Action teaches Ruby developers how to code OS X applications in Ruby. You'll explore key Cocoa design patterns, along with a few twists that MacRuby makes possible. You'll also pick up high-value techniques including system scripting, automated testing practices, and getting your apps ready for the Mac App Store. Written for Rubyists. No experience with Cocoa, Objective-C, or Mac OS X required. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Intro to Mac OS X development Full coverage of the Cocoa framework MacRuby for iOS Table of Contents PART 1 STARTING WITH MACRUBY Introducing MacRuby Using Macirb and the Apple development tools Going beyond the basics with Xcode Interface Builder PART 2 TAKE IT FOR A SPIN Using the delegate pattern Notifications and implementing the observer pattern Using key-value coding and key-value observing Implementing persistence with Core Data Core Animation basics PART 3

MACRUBY EXTRAS HotCocoa MacRuby testing MacRuby and the Mac App Store

A Pragmatic Introduction to Secure Multi-Party Computation - David Evans 2018-12-19
Practitioners and researchers seeking a concise, accessible introduction to secure multi-party computation which quickly enables them to build practical systems or conduct further research will find this essential reading.

Harnessing Green IT - San Murugesan 2012-08-31
"Ultimately, this is a remarkable book, a practicaltestimonial, and a comprehensive bibliography rolled into one. Itis a single, bright sword cut across the various murky green ITtopics. And if my mistakes and lessons learned through the green ITjourney are any indication, this book will be used every day byfolks interested in greening IT." — Simon Y. Liu, Ph.D. & Ed.D.,Editor-in-Chief, IT Professional Magazine, IEEEComputer Society, Director, U.S. National AgriculturalLibrary This book presents a holistic perspective on Green IT bydiscussing its various facets and showing how to strategicallyembrace it Harnessing Green IT: Principles andPractices examines various ways of making computing andinformation systems greener – environmentally sustainable -,as well as several means of using Information Technology (IT) as atool and an enabler to improve the environmental sustainability.The book focuses on both greening of IT and greening by IT –complimentary approaches to attaining environmental sustainability. In a single volume, it comprehensively covers severalkey aspects of Green IT - green technologies, design, standards,maturity models, strategies and adoption -, and presents a clearapproach to greening IT encompassing green use, green disposal,green design, and green manufacturing. It also illustrates how tostrategically apply green IT in practice in several areas. Key Features: Presents a comprehensive coverage of key topics of importanceand practical relevance - green technologies, design,standards, maturity models, strategies and adoption Highlights several useful approaches to embracing green IT inseveral areas Features chapters written by accomplished experts from industryand academia who have first-hand knowledge and expertise inspecific areas of green IT Presents a set of review and discussion questions for eachchapter that will help the readers to examine and explore the greenIT domain further Includes a companion website providing resources forfurther information and presentation slides This book will be an invaluable resource for IT Professionals,academics, students, researchers, project leaders/managers, ITbusiness executives, CIOs, CTOs and anyone interested in Green ITand harnessing it to enhance our environment.

Architecting the Internet of Things - Dieter Uckelmann 2011-04-02
Many of the initial developments towards the Internet of Things have focused on the combination of Auto-ID and networked infrastructures in business-to-business logistics and product lifecycle applications. However, the Internet of Things is more than a business tool for managing business processes more efficiently and more effectively – it will also enable a more convenient way of life. Since the term Internet of Things first came to attention when the Auto-ID Center launched their initial vision for the EPC network for automatically identifying and tracing the flow of goods within supply-chains, increasing numbers of researchers and practitioners have further developed this vision. The authors in this book provide a research perspective on current and future developments in the Internet of Things. The different chapters cover a broad range of topics from system design aspects and core architectural approaches to end-user participation, business perspectives and applications.

A Practical Introduction to Data Structures and Algorithm Analysis - Clifford A. Shaffer 2001
This practical text contains fairly "traditional" coverage of data structures with a clear and complete use of algorithm analysis, and some emphasis on file processing techniques as relevant to modern programmers. It fully integrates OO programming with these topics, as part of the detailed presentation of OO programming itself.Chapter topics include lists, stacks, and queues; binary and general trees; graphs; file processing and external sorting; searching; indexing; and limits to computation.For programmers who need a good reference on data structures.

Intelligent and Fuzzy Techniques for Emerging Conditions and Digital Transformation - Cengiz Kahraman 2021-08-23
This book presents recent research in intelligent and fuzzy techniques. Emerging conditions such as pandemic, wars, natural disasters and various high technologies force people for significant changes in business and social life. The adoption of digital technologies to transform services or businesses, through replacing non-digital or manual processes with digital processes or replacing older digital technology with newer digital technologies through intelligent systems is the main scope of this book. It focuses on revealing the reflection of digital transformation in our business and social life under emerging conditions through intelligent and fuzzy systems. The latest intelligent and fuzzy methods and techniques on digital transformation are introduced by theory and applications. The intended readers are intelligent and fuzzy systems researchers, lecturers, M.Sc. and Ph.D. students studying digital transformation. Usage of ordinary fuzzy sets and their extensions, heuristics and metaheuristics from optimization to machine learning, from quality management to risk management makes the book an excellent source for researchers.

The Joy of Clojure - Chris Houser 2014-05-28
Summary The Joy of Clojure, Second Edition is a deep look at the Clojure language. Fully updated for Clojure 1.6, this new edition goes beyond just syntax to show you the "why" of Clojure and how to write fluent Clojure code. You'll learn functional and declarative approaches to programming and will master the techniques that make Clojure so elegant and efficient. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Clojure programming language is a dialect of Lisp that runs on the Java Virtual Machine and JavaScript runtimes. It is a functional programming language that offers great performance, expressive power, and stability by design. It gives you built-in concurrency and the predictable precision of immutable and persistent data structures. And it's really, really fast. The instant you see long blocks of Java or Ruby dissolve into a few lines of Clojure, you'll know why the authors of this book call it a "joyful language." It's no wonder that enterprises like Staples are betting their infrastructure on Clojure. About the Book The Joy of Clojure, Second Edition is a deep account of the Clojure language. Fully updated for Clojure 1.6, this new edition goes beyond the syntax to show you how to write fluent Clojure code. You'll learn functional and declarative approaches to programming and will master techniques that make Clojure elegant and efficient. The book shows you how to solve hard problems related to concurrency, interoperability, and performance, and how great it can be to think in the Clojure way. Appropriate for readers with some experience using Clojure or common Lisp. What's Inside Build web apps using ClojureScript Master functional programming techniques Simplify concurrency Covers Clojure 1.6 About the Authors Michael Fogus and Chris Houser are contributors to the Clojure and ClojureScript programming languages and the authors of various Clojure libraries and language features. Table of Contents PART 1 FOUNDATIONS Clojure philosophy Drinking from the Clojure fire hose Dipping your toes in the pool PART 2 DATA TYPES On scalars Collection types PART 3 FUNCTIONAL PROGRAMMING Being lazy and set in your ways Functional programming PART 4 LARGE-SCALE DESIGN Macros Combining data and code Mutation and concurrency Parallelism PART 5 HOST SYMBIOSIS Java.next Why ClojureScript? PART 6 TANGENTIAL CONSIDERATIONS Data-oriented programming Performance Thinking programs Clojure changes the way you think

Knowledge Graphs - Aidan Hogan 2021-11-08
This book provides a comprehensive and accessible introduction to knowledge graphs, which have recently garnered notable attention from both industry and academia. Knowledge graphs are founded on the principle of applying a graph-based abstraction to data, and are now broadly deployed in scenarios that require integrating and extracting value from multiple, diverse sources of data at large scale. The book defines knowledge graphs and provides a high-level overview of how they are used. It presents and contrasts popular graph models that are commonly used to represent data as graphs, and the languages by which they can be queried before describing how the resulting data graph can be enhanced with notions of schema, identity, and context. The book discusses how ontologies and rules can be used to encode knowledge as well as how inductive techniques—based on statistics, graph analytics, machine learning, etc.—can be used to encode and extract knowledge. It covers techniques for the creation, enrichment, assessment, and refinement of knowledge graphs and surveys recent open and enterprise knowledge graphs and the industries or applications within which they have been most widely adopted. The book closes by discussing the current limitations and future directions along which knowledge graphs are likely to evolve. This book is aimed at students, researchers, and practitioners who wish to learn more about knowledge graphs and how they facilitate extracting value from diverse data at large scale. To make the book accessible for newcomers, running examples and graphical notation are used throughout. Formal

definitions and extensive references are also provided for those who opt to delve more deeply into specific topics.

Computer Aided Verification - Shuvendu K. Lahiri 2020-07-16
The open access two-volume set LNCS 12224 and 12225 constitutes the refereed proceedings of the 32st International Conference on Computer Aided Verification, CAV 2020, held in Los Angeles, CA, USA, in July 2020.* The 43 full papers presented together with 18 tool papers and 4 case studies, were carefully reviewed and selected from 240 submissions. The papers were organized in the following topical sections: Part I: AI verification; blockchain and Security; Concurrency; hardware verification and decision procedures; and hybrid and dynamic systems. Part II: model checking; software verification; stochastic systems; and synthesis. *The conference was held virtually due to the COVID-19 pandemic.

Compiler Construction - Rastislav Bodik 2005-03-10
ETAPS 2005 was the eighth instance of the European Joint Conferences on Theory and Practice of Software. ETAPS is an annual federated conference that was established in 1998 by combining a number of existing and new conf- ences. This year it comprised ?ve conferences (CC, ESOP, FASE, FOSSACS, TACAS), 17 satellite workshops (AVIS, BYTECODE, CEES, CLASE, CMSB, COCV, FAC, FESCA, FINCO, GCW-DSE, GLPL, LDTA, QAPL, SC, SLAP, TGC, UITP), seven invited lectures (not including those that were speci?c to the satellite events), and several tutorials. We received over 550 submissions to the ?ve conferences this year, giving acceptance rates below 30% for each one. Congratulations to all the authors who made it to the ?nal program! I hope that most of the other authors still found a way of participating in this exciting event and I hope you will continue submitting. The events that comprise ETAPS address various aspects of the system - velopment process, including speci?cation, design, implementation, analysis and improvement. The languages, methodologies and tools which support these - tivities are all well within its scope. Di?erent blends of theory and practice are represented, with an inclination towards theory with a practical motivation on the one hand and soundly based practice on the other. Many of the issues involved in software design apply to systems in general, including hardware s-tems,andtheemphasisonsoftwareisnotintendedtobeexclusive.

Encyclopedia of Algorithms - Ming-Yang Kao 2008-08-06
One of Springer's renowned Major Reference Works, this awesome achievement provides a comprehensive set of solutions to important algorithmic problems for students and researchers interested in quickly locating useful information. This first edition of the reference focuses on high-impact solutions from the most recent decade, while later editions will widen the scope of the work. All entries have been written by experts, while links to Internet sites that outline their research work are provided. The entries have all been peer-reviewed. This defining reference is published both in print and on line.

Struts Survival Guide - Srikanth Shenoy 2004

Swiss National Forest Inventory – Methods and Models of the Fourth Assessment - Christoph Fischer 2019-09-24
The Swiss National Forest Inventory (NFI) is a forest survey on national level which started in 1982 and has already reached its 5th survey cycle (NFI5). It can be characterized as a multisource and multipurpose inventory where information is mainly collected from terrestrial field surveys using permanent sample plots. In addition, data from aerial photography, GIS and forest service questionnaires are also included. The NFI's main objective is to provide statistically reliable and sound figures to stakeholders such as politicians, researchers, ecologists, forest service, timber industry, national and international organizations as well as to international projects such as the Forest Resources Assessment of the United Nations. For Switzerland, NFI results are typically reported on national and regional level. State of the art methods are applied in all fields of data collection which have been proven to be of international interest and have even served as a basis for other European NFIs. The presented methods are applicable to any sample based forest inventory around the globe. In 2001 the Swiss NFI published its methods for the first time. Since then, many methodological changes and improvements have been introduced. This book describes the complete set of methods and revisions since NFI2. It covers various topics ranging from inventory design and statistics to remote sensing, field survey methods and modelling. It also describes data quality concepts

and the software framework used for data storage, statistical analysis and result presentation.

Learning Functional Programming in Go - Lex Sheehan 2017-11-24
Function literals, Monads, Lazy evaluation, Currying, and more About This Book Write concise and maintainable code with streams and high-order functions Understand the benefits of currying your Golang functions Learn the most effective design patterns for functional programming and learn when to apply each of them Build distributed MapReduce solutions using Go Who This Book Is For This book is for Golang developers comfortable with OOP and interested in learning how to apply the functional paradigm to create robust and testable apps. Prior programming experience with Go would be helpful, but not mandatory. What You Will Learn Learn how to compose reliable applications using high-order functions Explore techniques to eliminate side-effects using FP techniques such as currying Use first-class functions to implement pure functions Understand how to implement a lambda expression in Go Compose a working application using the decorator pattern Create faster programs using lazy evaluation Use Go concurrency constructs to compose a functionality pipeline Understand category theory and what it has to do with FP In Detail Functional programming is a popular programming paradigm that is used to simplify many tasks and will help you write flexible and succinct code. It allows you to decompose your programs into smaller, highly reusable components, without applying conceptual restraints on how the software should be modularized. This book bridges the language gap for Golang developers by showing you how to create and consume functional constructs in Golang. The book is divided into four modules. The first module explains the functional style of programming; pure functional programming (FP), manipulating collections, and using high-order functions. In the second module, you will learn design patterns that you can use to build FP-style applications. In the next module, you will learn FP techniques that you can use to improve your API signatures, to increase performance, and to build better Cloud-native applications. The last module delves into the underpinnings of FP with an introduction to category theory for software developers to give you a real understanding of what pure functional programming is all about, along with applicable code examples. By the end of the book, you will be adept at building applications the functional way. Style and approach This book takes a pragmatic approach and shows you techniques to write better functional constructs in Golang. We'll also show you how use these concepts to build robust and testable apps.

Patterns for Parallel Programming - Timothy G. Mattson 2004-09-15
The Parallel Programming Guide for Every Software Developer From grids and clusters to next-generation game consoles, parallel computing is going mainstream. Innovations such as Hyper-Threading Technology, HyperTransport Technology, and multicore microprocessors from IBM, Intel, and Sun are accelerating the movement's growth. Only one thing is missing: programmers with the skills to meet the soaring demand for parallel software. That's where Patterns for Parallel Programming comes in. It's the first parallel programming guide written specifically to serve working software developers, not just computer scientists. The authors introduce a complete, highly accessible pattern language that will help any experienced developer "think parallel"-and start writing effective parallel code almost immediately. Instead of formal theory, they deliver proven solutions to the challenges faced by parallel programmers, and pragmatic guidance for using today's parallel APIs in the real world. Coverage includes: Understanding the parallel computing landscape and the challenges faced by parallel developers Finding the concurrency in a software design problem and decomposing it into concurrent tasks Managing the use of data across tasks Creating an algorithm structure that effectively exploits the concurrency you've identified Connecting your algorithmic structures to the APIs needed to implement them Specific software constructs for implementing parallel programs Working with today's leading parallel programming environments: OpenMP, MPI, and Java Patterns have helped thousands of programmers master object-oriented development and other complex programming technologies. With this book, you will learn that they're the best way to master parallel programming too.

Advances in Information Retrieval - Joemon M. Jose 2020-04-11
This two-volume set LNCS 12035 and 12036 constitutes the refereed proceedings of the 42nd European Conference on IR Research, ECIR 2020, held in Lisbon, Portugal, in April 2020.* The 55 full papers presented together with 8 reproducibility papers, 46 short papers, 10 demonstration papers, 12 invited CLEF papers, 7 doctoral consortium papers, 4 workshop papers, and 3 tutorials were carefully reviewed

and selected from 457 submissions. They were organized in topical sections named: Part I: deep learning I; entities; evaluation; recommendation; information extraction; deep learning II; retrieval; multimedia; deep learning III; queries; IR – general; question answering, prediction, and bias; and deep learning IV. Part II: reproducibility papers; short papers; demonstration papers; CLEF organizers lab track; doctoral consortium papers; workshops; and tutorials. *Due to the COVID-19 pandemic, this conference was held virtually.

Computational Thinking Education - Harold Abelson 2020-10-08
This This book is open access under a CC BY 4.0 license. This book offers a comprehensive guide, covering every important aspect of computational thinking education. It provides an in-depth discussion of computational thinking, including the notion of perceiving computational thinking practices as ways of mapping models from the abstraction of data and process structures to natural phenomena. Further, it explores how computational thinking education is implemented in different regions, and how computational thinking is being integrated into subject learning in K-12 education. In closing, it discusses computational thinking from the perspective of STEM education, the use of video games to teach computational thinking, and how computational thinking is helping to transform the quality of the workforce in the textile and apparel industry. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

Architecture of Computing Systems – ARCS 2020 - André Brinkmann 2020-07-09
This book constitutes the proceedings of the 33rd International Conference on Architecture of Computing Systems, ARCS 2020, held in Aachen, Germany, in May 2020.* The 12 full papers in this volume were carefully reviewed and selected from 33 submissions. 6 workshop papers are also included. ARCS has always been a conference attracting leading-edge research outcomes in Computer Architecture and Operating Systems, including a wide spectrum of topics ranging from embedded and real-time systems all the way to large-scale and parallel systems. The selected papers focus on concepts and tools for incorporating self-adaptation and self-organization mechanisms in high-performance computing systems. This includes upcoming approaches for runtime modifications at various abstraction levels, ranging from hardware changes to goal changes and their impact on architectures, technologies, and languages. *The conference was canceled due to the COVID-19 pandemic.

Depressive Rumination - Costas Papageorgiou 2004-02-06
Rumination (recyclic negative thinking), is now recognised as important in the development, maintenance and relapse of recurrence of depression. For instance, rumination has been found to elevate, perpetuate and exacerbate depressed mood, predict future episodes of depression, and delay recovery during cognitive therapy. Cognitive therapy is one of the most effective treatments for depression. However, depressive relapse and recurrence following cognitive therapy continue to be a significant problem. An understanding of the psychological processes which contribute to relapse and recurrence may guide the development of more effective interventions. This is a major contribution to the study and treatment of depression which reviews a large body of research on rumination and cognitive processes, in depression and related disorders, with a focus on the implications of this knowledge for treatment and clinical management of these disorders. * First book on rumination in depressive and emotional disorders * Contributors are the leaders in the field * First editor is a rising researcher and clinician with specialist interest in depression, and second editor is world renowned for his work on cognitive therapy of emotional disorders

Beautiful Visualization - Julie Steele 2010-04-23
Visualization is the graphic presentation of data -- portrayals meant to reveal complex information at a glance. Think of the familiar map of the New York City subway system, or a diagram of the human brain. Successful visualizations are beautiful not only for their aesthetic design, but also for elegant layers of detail that efficiently generate insight and new understanding. This book examines the methods of two dozen visualization experts who approach their projects from a variety of perspectives -- as artists, designers, commentators, scientists, analysts, statisticians, and more. Together they demonstrate how visualization can help us make sense of the world. Explore the importance of storytelling with a simple visualization exercise Learn how color conveys information that our brains recognize before we're fully aware of it Discover how the books we buy and the people we associate with reveal clues to our deeper selves Recognize a method to the madness of air travel with a visualization of civilian air traffic Find out how researchers investigate unknown phenomena, from initial sketches to published papers Contributors include: Nick Bilton,Michael E. Driscoll,Jonathan Feinberg,Danyel Fisher,Jessica Hagy,Gregor Hochmuth,Todd Holloway,Noah Iliinsky,Eddie Jabbour,Valdean Klump,Aaron Koblin,Robert Kosara,Valdis Krebs,JoAnn Kuchera-Morin et al.,Andrew Odewahn,Adam Perer,Anders Persson,Maximilian Schich,Matthias Shapiro,Julie Steele,Moritz Stefaner,Jer Thorp,Fernanda Viegas,Martin Wattenberg,and Michael Young.

Data Structures and Algorithm Analysis in C+ - Mark Allen Weiss 2003
In this second edition of his successful book, experienced teacher and author Mark Allen Weiss continues to refine and enhance his innovative approach to algorithms and data structures. Written for the advanced data structures course, this text highlights theoretical topics such as abstract data types and the efficiency of algorithms, as well as performance and running time. Before covering algorithms and data structures, the author provides a brief introduction to C++ for programmers unfamiliar with the language. Dr Weiss's clear writing style, logical organization of topics, and extensive use of figures and examples to demonstrate the successive stages of an algorithm make this an accessible, valuable text. New to this Edition *An appendix on the Standard Template Library (STL) *C++ code, tested on multiple platforms, that conforms to the ANSI ISO final draft standard 0201361221B04062001