

Grokking Algorithms An Illustrated Guide For Programmers And Other Curious People

Clean Code Introduction to Recursive Programming Algorithmic Puzzles Think DSP Illustrated Guide to Home Forensic Science Experiments Math for Programmers Living the Proverbs Android Programming Grokking Bitcoin Computer Science Distilled Algorithms Illuminated (Part 3) Algorithms in a Nutshell Python Algorithms The Enthusiast's Guide to iPhone Photography Algorithms Unlocked Grokking Algorithms Grokking Machine Learning Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists 40 Algorithms Every Programmer Should Know Illustrated Guide to Astronomical Wonders Algorithms and Parallel Computing Algorithms: Explained and Illustrated Common-Sense Guide to Data Structures and Algorithms Grokking Artificial Intelligence Algorithms Deep Learning Illustrated Algorithmic Thinking Algorithms For Dummies Grokking Deep Learning Human Resource Management for MBA and Business Masters Grokking Deep Reinforcement Learning Bad Choices Coding Theory Programming Bitcoin How to Use a Breadboard! The Algorithm Design Manual A Common-Sense Guide to Data Structures and Algorithms, Second Edition Real-World Algorithms The Maker's Manual Codeless Data Structures and Algorithms Illustrated Guide to Home Chemistry Experiments

Clean Code

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's

Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

Introduction to Recursive Programming

A hands-on, problem-based introduction to building algorithms and data structures to solve problems with a computer. Algorithmic Thinking will teach you how to solve challenging programming problems and design your own algorithms. Daniel Zingaro, a master teacher, draws his examples from world-class programming competitions like USACO and IOI. You'll learn how to classify problems, choose data structures, and identify appropriate algorithms. You'll also learn how your choice of data structure, whether a hash table, heap, or tree, can affect runtime and speed up your algorithms; and how to adopt powerful strategies like recursion, dynamic programming, and binary search to solve challenging problems. Line-by-line breakdowns of the code will teach you how to use algorithms and data structures like:

- The breadth-first search algorithm to find the optimal way to play a board game or find the best way to translate a book
- Dijkstra's algorithm to determine how many mice can exit a maze or the number of fastest routes between two locations
- The union-find data structure to answer questions about connections in a social network or determine who are friends or enemies
- The heap data structure to determine the amount of money given away in a promotion
- The hash-table data structure to determine whether snowflakes are unique or identify compound words in a dictionary

NOTE: Each problem in this book is available on a programming-judge website. You'll find the site's URL and problem ID in the description. What's better than a free correctness check?

Algorithmic Puzzles

Summary Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Deep learning, a branch of artificial intelligence, teaches computers to learn by using neural networks, technology inspired by the human brain. Online text translation, self-driving cars, personalized product recommendations, and virtual voice assistants are just a few of the exciting modern advancements possible thanks to deep learning. About the Book Grokking Deep Learning teaches you to build deep learning neural networks from scratch! In his

engaging style, seasoned deep learning expert Andrew Trask shows you the science under the hood, so you grok for yourself every detail of training neural networks. Using only Python and its math-supporting library, NumPy, you'll train your own neural networks to see and understand images, translate text into different languages, and even write like Shakespeare! When you're done, you'll be fully prepared to move on to mastering deep learning frameworks. What's inside

The science behind deep learning Building and training your own neural networks Privacy concepts, including federated learning Tips for continuing your pursuit of deep learning About the Reader For readers with high school-level math and intermediate programming skills. About the Author Andrew Trask is a PhD student at Oxford University and a research scientist at DeepMind. Previously, Andrew was a researcher and analytics product manager at Digital Reasoning, where he trained the world's largest artificial neural network and helped guide the analytics roadmap for the Synthesys cognitive computing platform. Table of Contents

Introducing deep learning: why you should learn it Fundamental concepts: how do machines learn? Introduction to neural prediction: forward propagation Introduction to neural learning: gradient descent Learning multiple weights at a time: generalizing gradient descent Building your first deep neural network: introduction to backpropagation How to picture neural networks: in your head and on paper Learning signal and ignoring noise: introduction to regularization and batching Modeling probabilities and nonlinearities: activation functions Neural learning about edges and corners: intro to convolutional neural networks Neural networks that understand language: king - man + woman == ? Neural networks that write like Shakespeare: recurrent layers for variable-length data Introducing automatic optimization: let's build a deep learning framework Learning to write like Shakespeare: long short-term memory Deep learning on unseen data: introducing federated learning Where to go from here: a brief guide

Think DSP

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them
- Includes several NEW "war stories" relating experiences from real-world applications
- Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and

Java

Illustrated Guide to Home Forensic Science Experiments

Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself.

Math for Programmers

The Maker's Manual is a practical and comprehensive guide to becoming a hero of the new industrial revolution. It features dozens of color images, techniques to transform your ideas into physical projects, and must-have skills like electronics prototyping, 3d printing, and programming. This book's clear, precise explanations will help you unleash your creativity, make successful projects, and work toward a sustainable maker business. Written by the founders of Frankenstein Garage, which has organized courses since 2011 to help makers to realize their creations, The Maker's Manual answers your questions about the Maker Movement that is revolutionizing the way we design and produce things.

Living the Proverbs

Swindoll offers amazingly fresh insights about how to live with inexplicable joy in spite of the daily grind. Yes, despite that, choose joy!

Android Programming

Learn how programming algorithms work through diagrams in this full-color book. An illustrated guide to computer algorithms for students and experienced programmers. Learn how to manipulate arrays, what steps you need to go through to write a k-clustering algorithm, and how public key cryptography works. Each algorithm is broken down into step by step diagrams with helpful descriptions. This book is perfect for the visual learner.

Grokking Bitcoin

Have you ever wondered whether the forensic science you've seen on TV is anything like the real thing? There's no better way to find out than to roll up your sleeves and do it yourself. This full-color book offers advice for setting up an inexpensive home lab, and includes more than 50 hands-on lab sessions that deal with forensic science experiments in biology, chemistry, and physics. You'll learn the practical skills and fundamental knowledge needed to pursue forensics as a lifelong hobby—or even a career. The forensic science procedures in this book are not merely educational, they're the real deal. Each chapter includes one or more lab sessions devoted to a particular topic. You'll find a complete list of equipment and chemicals you need for each session. Analyze soil, hair, and fibers Match glass and plastic specimens Develop latent fingerprints and reveal blood traces Conduct drug and toxicology tests Analyze gunshot and explosives residues Detect forgeries and fakes Analyze impressions, such as tool marks and footprints Match pollen and diatom samples Extract, isolate, and visualize DNA samples Through their company, The Home Scientist, LLC (thehomescientist.com/forensics), the authors also offer inexpensive custom kits that provide specialized equipment and supplies you'll need to complete the experiments. Add a microscope and some common household items and you're good to go.

Computer Science Distilled

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Algorithms Illuminated (Part 3)

Learn algorithms for solving classic computer science problems with this concise guide covering everything from fundamental algorithms, such as sorting and searching, to modern algorithms used in machine learning and cryptography Key Features Learn the techniques you need to know to design algorithms for solving complex problems Become familiar with neural networks and deep learning techniques Explore different types of algorithms and choose the right data structures for their optimal implementation Book Description Algorithms have always played an important role in both the science and practice of computing. Beyond traditional computing, the ability to use algorithms to solve real-world problems is an important skill that any developer or programmer must have. This book will help you not only to develop the skills to select and use an algorithm to solve real-world problems but also to understand how it works. You'll start with an introduction to algorithms and discover various algorithm design techniques, before exploring how to implement different types of algorithms, such as searching and sorting, with the help of practical examples. As you advance to a more complex set of algorithms, you'll learn about linear programming, page ranking, and graphs, and even work with machine learning

algorithms, understanding the math and logic behind them. Further on, case studies such as weather prediction, tweet clustering, and movie recommendation engines will show you how to apply these algorithms optimally. Finally, you'll become well versed in techniques that enable parallel processing, giving you the ability to use these algorithms for compute-intensive tasks. By the end of this book, you'll have become adept at solving real-world computational problems by using a wide range of algorithms. What you will learn

- Explore existing data structures and algorithms found in Python libraries
- Implement graph algorithms for fraud detection using network analysis
- Work with machine learning algorithms to cluster similar tweets and process Twitter data in real time
- Predict the weather using supervised learning algorithms
- Use neural networks for object detection
- Create a recommendation engine that suggests relevant movies to subscribers
- Implement foolproof security using symmetric and asymmetric encryption on Google Cloud Platform (GCP)

Who this book is for This book is for the serious programmer! Whether you are an experienced programmer looking to gain a deeper understanding of the math behind the algorithms or have limited programming or data science knowledge and want to learn more about how you can take advantage of these battle-tested algorithms to improve the way you design and write code, you'll find this book useful. Experience with Python programming is a must, although knowledge of data science is helpful but not necessary.

Algorithms in a Nutshell

Discover how algorithms shape and impact our digital world All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can understand how important they are business and scientific decision making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python! Become well-versed in the major areas comprising algorithms

- Examine the incredible history behind algorithms
- Get familiar with real-world applications of problem-solving procedures
- Experience hands-on development of an algorithm from start to finish with Python

If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and business.

Python Algorithms

This full-color, illustrated handbook uses comic book-style panels to explain the basics of using a breadboard; then it walks you through ten fun and educational projects. You'll learn-by-doing as you study the circuit diagrams and colorful drawings, working your way through each project. Bonus features include an "X-Ray" drawing of the inside of the breadboard and a guide to understanding resistor color codes. A solderless breadboard is the perfect platform for learning electronics, whether at home or in the classroom, because it can be used over and over again for different circuits. With the projects in this handbook, you will learn how to use a light sensor, a potentiometer, a diode, a 555 timer, capacitors, transistors, and more! You'll also be challenged to actively figure out what else you can do with the circuits you have built. Learn how to build the following circuits: Dark Detector LED Flasher Electric Cricket Breathing LED Banshee Siren Light Theramin Blues Organ Bike Signal Light Touch Switch Led Color Organ As you gain experience building the circuits, you'll also learn how to read schematics - the shorthand language of electronics. The glossary provides definitions and illustrations for terms that may be unfamiliar. There's no better way to learn than by making things yourself. In this booklet you won't be handed all the answers. You'll be encouraged to experiment, and you'll be asked questions that you'll have to try to answer yourself. Get started with your breadboard experiments today. Electronics is the perfect STEM subject because it touches on all the key components - science, technology, engineering, and mathematics. Build your technical skills with this hands-on learning course!

The Enthusiast's Guide to iPhone Photography

Bring your electronic inventions to life! "This full-color book is impressivethere are some really fun projects!" -GeekDad, Wired.com Who needs an electrical engineering degree? This intuitive guide shows how to wire, disassemble, tweak, and re-purpose everyday devices quickly and easily. Packed with full-color illustrations, photos, and diagrams, Hacking Electronics teaches by doing--each topic features fun, easy-to-follow projects. Discover how to hack sensors, accelerometers, remote controllers, ultrasonic rangefinders, motors, stereo equipment, microphones, and FM transmitters. The final chapter contains useful information on getting the most out of cheap or free bench and software tools. Safely solder, join wires, and connect switches Identify components and read schematic diagrams Understand the how and why of electronics theory Work with transistors, LEDs, and laser diode modules Power your devices with a/c supplies, batteries, or solar panels Get up and running on Arduino boards and pre-made modules Use sensors to detect everything from noxious gas to acceleration Build and modify audio amps, microphones, and transmitters Fix gadgets and scavenge useful parts from dead equipment

Algorithms Unlocked

Algorithmic puzzles are puzzles involving well-defined procedures for solving problems. This book will provide an enjoyable and accessible introduction to algorithmic puzzles that will develop the reader's algorithmic thinking. The first part of this

book is a tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies — exhaustive search, backtracking, divide-and-conquer and a few others — are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are methods for investigating such procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem solving. The second and main part of the book contains 150 puzzles, from centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and teachers of algorithm courses, and persons expecting to be given puzzles during job interviews.

Grokking Algorithms

Offers basic information about astronomy, including its terminology, the best equipment to purchase for stargazing, and images of over one hundred objects to view in the night sky such as star clusters, nebulae, and galaxies.

Grokking Machine Learning

An introduction to algorithms for readers with no background in advanced mathematics or computer science, emphasizing examples and real-world problems. Algorithms are what we do in order not to have to do something. Algorithms consist of instructions to carry out tasks—usually dull, repetitive ones. Starting from simple building blocks, computer algorithms enable machines to recognize and produce speech, translate texts, categorize and summarize documents, describe images, and predict the weather. A task that would take hours can be completed in virtually no time by using a few lines of code in a modern scripting program. This book offers an introduction to algorithms through the real-world problems they solve. The algorithms are presented in pseudocode and can readily be implemented in a computer language. The book presents algorithms simply and accessibly, without overwhelming readers or insulting their intelligence. Readers should be comfortable with mathematical fundamentals and have a basic understanding of how computers work; all other necessary concepts are explained in the text. After presenting background in pseudocode conventions, basic terminology, and data structures, chapters cover compression, cryptography, graphs, searching and sorting, hashing, classification, strings, and

chance. Each chapter describes real problems and then presents algorithms to solve them. Examples illustrate the wide range of applications, including shortest paths as a solution to paragraph line breaks, strongest paths in elections systems, hashes for song recognition, voting power Monte Carlo methods, and entropy for machine learning. Real-World Algorithms can be used by students in disciplines from economics to applied sciences. Computer science majors can read it before using a more technical text.

Hacking Electronics: An Illustrated DIY Guide for Makers and Hobbyists

Recursion is one of the most fundamental concepts in computer science and a key programming technique that allows computations to be carried out repeatedly. Despite the importance of recursion for algorithm design, most programming books do not cover the topic in detail, despite the fact that numerous computer programming professors and researchers in the field of computer science education agree that recursion is difficult for novice students. Introduction to Recursive Programming provides a detailed and comprehensive introduction to recursion. This text will serve as a useful guide for anyone who wants to learn how to think and program recursively, by analyzing a wide variety of computational problems of diverse difficulty. It contains specific chapters on the most common types of recursion (linear, tail, and multiple), as well as on algorithm design paradigms in which recursion is prevalent (divide and conquer, and backtracking). Therefore, it can be used in introductory programming courses, and in more advanced classes on algorithm design. The book also covers lower-level topics related to iteration and program execution, and includes a rich chapter on the theoretical analysis of the computational cost of recursive programs, offering readers the possibility to learn some basic mathematics along the way. It also incorporates several elements aimed at helping students master the material. First, it contains a larger collection of simple problems in order to provide a solid foundation of the core concepts, before diving into more complex material. In addition, one of the book's main assets is the use of a step-by-step methodology, together with specially designed diagrams, for guiding and illustrating the process of developing recursive algorithms. Furthermore, the book covers combinatorial problems and mutual recursion. These topics can broaden students' understanding of recursion by forcing them to apply the learned concepts differently, or in a more sophisticated manner. The code examples have been written in Python 3, but should be straightforward to understand for students with experience in other programming languages. Finally, worked out solutions to over 120 end-of-chapter exercises are available for instructors.

40 Algorithms Every Programmer Should Know

Dive into Bitcoin technology with this hands-on guide from one of the leading teachers on Bitcoin and Bitcoin programming. Author Jimmy Song shows Python programmers and developers how to program a Bitcoin library from scratch. You'll learn how to work with the basics, including the math, blocks, network, and transactions behind this popular cryptocurrency and

its blockchain payment system. By the end of the book, you'll understand how this cryptocurrency works under the hood by coding all the components necessary for a Bitcoin library. Learn how to create transactions, get the data you need from peers, and send transactions over the network. Whether you're exploring Bitcoin applications for your company or considering a new career path, this practical book will get you started. Parse, validate, and create bitcoin transactions Learn Script, the smart contract language behind Bitcoin Do exercises in each chapter to build a Bitcoin library from scratch Understand how proof-of-work secures the blockchain Program Bitcoin using Python 3 Understand how simplified payment verification and light wallets work Work with public-key cryptography and cryptographic primitives

Illustrated Guide to Astronomical Wonders

Summary If you think Bitcoin is just an alternative currency for geeks, it's time to think again. Grokking Bitcoin opens up this powerful distributed ledger system, exploring the technology that enables applications both for Bitcoin-based financial transactions and using the blockchain for registering physical property ownership. With this fully illustrated, easy-to-read guide, you'll finally understand how Bitcoin works, how you can use it, and why you can trust the blockchain. Foreword by David A. Harding, Contributor to Bitcoin documentation. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Inflation, depressed economies, debased currencies these are just a few of the problems centralized banking has caused throughout history. Bitcoin, a digital currency created with the ambition to shift control away from change-prone governments, has the potential to bring an end to those problems once and for all. It's time to find out how it can help you. About the Book Grokking Bitcoin explains why Bitcoin's supporters trust it so deeply, and why you can too. This approachable book will introduce you to Bitcoin's groundbreaking technology, which is the key to this world-changing system. This illustrated, easy-to-read guide prepares you for a new way of thinking with easy-to-follow diagrams and exercises. You'll discover how Bitcoin mining works, how to accept Bitcoin, how to participate in the Bitcoin network, and how to set up a digital wallet. What's inside Bitcoin transactions The blockchain Bitcoin mining Bitcoin wallets About the Reader Intended for anyone interested in learning about Bitcoin technology. While a basic understanding of technical concepts is beneficial, no programming skills are necessary. About the Author Kalle Rosenbaum is a computer scientist, an avid Bitcoin supporter, and the founder of Propeller, a Bitcoin consultancy. Table of Contents Introduction to Bitcoin Cryptographic hash functions and digital signatures Addresses Wallets Transactions The blockchain Proof of work Peer-to-peer network Transactions revisited Segregated witness Bitcoin upgrades

Algorithms and Parallel Computing

"The authors' clear visual style provides a comprehensive look at what's currently possible with artificial neural networks as well as a glimpse of the magic that's to come." -Tim Urban, author of Wait But Why Fully Practical, Insightful Guide to

Modern Deep Learning Deep learning is transforming software, facilitating powerful new artificial intelligence capabilities, and driving unprecedented algorithm performance. Deep Learning Illustrated is uniquely intuitive and offers a complete introduction to the discipline's techniques. Packed with full-color figures and easy-to-follow code, it sweeps away the complexity of building deep learning models, making the subject approachable and fun to learn. World-class instructor and practitioner Jon Krohn—with visionary content from Grant Beylerveld and beautiful illustrations by Aglaé Bassens—presents straightforward analogies to explain what deep learning is, why it has become so popular, and how it relates to other machine learning approaches. Krohn has created a practical reference and tutorial for developers, data scientists, researchers, analysts, and students who want to start applying it. He illuminates theory with hands-on Python code in accompanying Jupyter notebooks. To help you progress quickly, he focuses on the versatile deep learning library Keras to nimbly construct efficient TensorFlow models; PyTorch, the leading alternative library, is also covered. You'll gain a pragmatic understanding of all major deep learning approaches and their uses in applications ranging from machine vision and natural language processing to image generation and game-playing algorithms. Discover what makes deep learning systems unique, and the implications for practitioners Explore new tools that make deep learning models easier to build, use, and improve Master essential theory: artificial neurons, training, optimization, convolutional nets, recurrent nets, generative adversarial networks (GANs), deep reinforcement learning, and more Walk through building interactive deep learning applications, and move forward with your own artificial intelligence projects Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Algorithms: Explained and Illustrated

For anyone who has ever wondered how computers solve problems, an engagingly written guide for nonexperts to the basics of computer algorithms. Have you ever wondered how your GPS can find the fastest way to your destination, selecting one route from seemingly countless possibilities in mere seconds? How your credit card account number is protected when you make a purchase over the Internet? The answer is algorithms. And how do these mathematical formulations translate themselves into your GPS, your laptop, or your smart phone? This book offers an engagingly written guide to the basics of computer algorithms. In Algorithms Unlocked, Thomas Cormen—coauthor of the leading college textbook on the subject—provides a general explanation, with limited mathematics, of how algorithms enable computers to solve problems. Readers will learn what computer algorithms are, how to describe them, and how to evaluate them. They will discover simple ways to search for information in a computer; methods for rearranging information in a computer into a prescribed order (“sorting”); how to solve basic problems that can be modeled in a computer with a mathematical structure called a “graph” (useful for modeling road networks, dependencies among tasks, and financial relationships); how to solve problems that ask questions about strings of characters such as DNA structures; the basic principles behind cryptography; fundamentals of data compression; and even that there are some problems that no one has figured out how to solve on a

computer in a reasonable amount of time.

Common-Sense Guide to Data Structures and Algorithms

A foolproof walkthrough of must-know computer science concepts. A fast guide for those who don't need the academic formality, it goes straight to what differentiates pros from amateurs. First introducing discrete mathematics, then exposing the most common algorithm and data structure design elements, and finally the working principles of computers and programming languages, the book is indicated to all programmers.

Grokking Artificial Intelligence Algorithms

For students, DIY hobbyists, and science buffs, who can no longer get real chemistry sets, this one-of-a-kind guide explains how to set up and use a home chemistry lab, with step-by-step instructions for conducting experiments in basic chemistry -- not just to make pretty colors and stinky smells, but to learn how to do real lab work: Purify alcohol by distillation Produce hydrogen and oxygen gas by electrolysis Smelt metallic copper from copper ore you make yourself Analyze the makeup of seawater, bone, and other common substances Synthesize oil of wintergreen from aspirin and rayon fiber from paper Perform forensics tests for fingerprints, blood, drugs, and poisons and much more From the 1930s through the 1970s, chemistry sets were among the most popular Christmas gifts, selling in the millions. But two decades ago, real chemistry sets began to disappear as manufacturers and retailers became concerned about liability. ,em>The Illustrated Guide to Home Chemistry Experiments steps up to the plate with lessons on how to equip your home chemistry lab, master laboratory skills, and work safely in your lab. The bulk of this book consists of 17 hands-on chapters that include multiple laboratory sessions on the following topics: Separating Mixtures Solubility and Solutions Colligative Properties of Solutions Introduction to Chemical Reactions & Stoichiometry Reduction-Oxidation (Redox) Reactions Acid-Base Chemistry Chemical Kinetics Chemical Equilibrium and Le Chatelier's Principle Gas Chemistry Thermochemistry and Calorimetry Electrochemistry Photochemistry Colloids and Suspensions Qualitative Analysis Quantitative Analysis Synthesis of Useful Compounds Forensic Chemistry With plenty of full-color illustrations and photos, Illustrated Guide to Home Chemistry Experiments offers introductory level sessions suitable for a middle school or first-year high school chemistry laboratory course, and more advanced sessions suitable for students who intend to take the College Board Advanced Placement (AP) Chemistry exam. A student who completes all of the laboratories in this book will have done the equivalent of two full years of high school chemistry lab work or a first-year college general chemistry laboratory course. This hands-on introduction to real chemistry -- using real equipment, real chemicals, and real quantitative experiments -- is ideal for the many thousands of young people and adults who want to experience the magic of chemistry.

Deep Learning Illustrated

If you're a passionate photographer and you're ready to take your work to the next level, *The Enthusiast's Guide* book series was created just for you. Whether you're diving head first into a new topic or exploring a classic theme, *Enthusiast's Guides* are designed to help you quickly learn more about a topic or subject so that you can improve your photography.

The Enthusiast's Guide to iPhone Photography: 63 Photographic Principles You Need to Know teaches you what you need to know in order to shoot great images with your iPhone. Chapters are broken down into numbered lessons, with each lesson providing all you need to improve your photography. Photographer and author Seán Duggan covers the iPhone's basic and advanced camera controls, the apps you need most for shooting and processing your images, and the principles you need to know in order to capture and share great, creative, beautiful images with your mobile device. Lessons include:

- 4. Five Essential Apps You Need
- 11. Capture Action with Burst Mode
- 13. Portrait Mode
- 34. Night Photography
- 38. Double Exposures and Composites
- 43. The Video Settings
- 59. Share on Social Media

Written in a friendly and approachable manner, and illustrated with examples that drive home each lesson, *The Enthusiast's Guide to iPhone Photography* is designed to be effective and efficient, friendly and fun. Read an entire chapter at once, or read just one topic at a time. With either approach, you'll quickly learn a lot so you can head out with your camera to capture great shots.

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Algorithmic Thinking

In the era of self-taught developers and programmers, essential topics in the industry are frequently learned without a formal academic foundation. A solid grasp of data structures and algorithms (DSA) is imperative for anyone looking to do professional software development and engineering, but classes in the subject can be dry or spend too much time on

theory and unnecessary readings. Regardless of your programming language background, Codeless Data Structures and Algorithms has you covered. In this book, author Armstrong Subero will help you learn DSAs without writing a single line of code. Straightforward explanations and diagrams give you a confident handle on the topic while ensuring you never have to open your code editor, use a compiler, or look at an integrated development environment. Subero introduces you to linear, tree, and hash data structures and gives you important insights behind the most common algorithms that you can directly apply to your own programs. Codeless Data Structures and Algorithms provides you with the knowledge about DSAs that you will need in the professional programming world, without using any complex mathematics or irrelevant information. Whether you are a new developer seeking a basic understanding of the subject or a decision-maker wanting a grasp of algorithms to apply to your projects, this book belongs on your shelf. Quite often, a new, refreshing, and unpretentious approach to a topic is all you need to get inspired. What You'll Learn Understand tree data structures without delving into unnecessary details or going into too much theory Get started learning linear data structures with a basic discussion on computer memory Study an overview of arrays, linked lists, stacks and queues Who This Book Is For This book is for beginners, self-taught developers and programmers, and anyone who wants to understand data structures and algorithms but don't want to wade through unnecessary details about quirks of a programming language or don't have time to sit and read a massive book on the subject. This book is also useful for non-technical decision-makers who are curious about how algorithms work.

Algorithms For Dummies

Accessible, no-nonsense, and programming language-agnostic introduction to algorithms. Part 3 covers greedy algorithms (scheduling, minimum spanning trees, clustering, Huffman codes) and dynamic programming (knapsack, sequence alignment, shortest paths, optimal search trees).

Grokking Deep Learning

There is a software gap between the hardware potential and the performance that can be attained using today's software parallel program development tools. The tools need manual intervention by the programmer to parallelize the code. Programming a parallel computer requires closely studying the target algorithm or application, more so than in the traditional sequential programming we have all learned. The programmer must be aware of the communication and data dependencies of the algorithm or application. This book provides the techniques to explore the possible ways to program a parallel computer for a given application.

Human Resource Management for MBA and Business Masters

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey.

Grokking Deep Reinforcement Learning

Packed with practical information and offering a solid foundation in HRM theory, Human Resource Management for MBA and Business Masters covers all the topics MBA students need to know in a concise, accessible way. One of the only texts available for HR non-specialist students doing a Masters or MBA, it looks at the changing world of the line manager and HR professional with regard to key topics such as HRM and strategy, employee resourcing, human resource development, employee relations and performance management. Annotated further reading for each chapter and questions for each case study help cement knowledge and understanding. Now aimed at a wider readership of management Masters students, this fully updated 3rd edition of Human Resource Management for MBA and Business Masters features a greater international and contemporary focus, fresh case studies, coverage of the impact of new forms of employment and technology on HR, and updated online supporting resources. With diagrams and models throughout, it covers topics such as CSR, organizational culture and change, performance management and talent management, the criticisms of HRM levelled by the Critical Management School and different HRM challenges as they relate to each chapter. Online supporting resources for tutors include an instructor's manual, videos, multiple-choice questions and additional case studies; additional resources for students include multiple-choice questions and additional case studies.

Bad Choices

The wildly popular author of Bad Arguments returns with a funny, smart introduction to algorithms—those perennially misunderstood, increasingly important problem-solving rules that can save you time and lead to better choices, every day. Why is Facebook so good at predicting what you like? How do you discover new music? What's the best way to sort your laundry? Readers around the world have embraced Ali Almosawi's whimsical illustrations—drawn by his collaborator

Alejandro Giraldo—and his funny, clarifying explanations of complex subjects. In fewer than 200 pages, Almosawi demystifies a new topic of increasing relevance to our lives: algorithms. *Bad Choices* is a book for anyone who's looked at a given task and wondered if there was a better, faster way to get the task done. What's the best way to organize a grocery list? What's the secret to being more productive at work? How can we better express ourselves in 140-characters? Presenting us with alternative methods for tackling twelve different scenarios, Almosawi guides us to better choices that borrow from some systems that underline a computer word processor, a Google search engine, or a Facebook ad. Once you recognize what makes a method faster and more efficient, you'll become a more nimble, creative problem-solver, ready to face new challenges. *Bad Choices* will open the world of algorithms to all readers making this a perennial go-to for fans of quirky, accessible science books. From the Hardcover edition.

Coding Theory

Algorithms and data structures are much more than abstract concepts. Mastering them enables you to write code that runs faster and more efficiently, which is particularly important for today's web and mobile apps. Take a practical approach to data structures and algorithms, with techniques and real-world scenarios that you can use in your daily production code, with examples in JavaScript, Python, and Ruby. This new and revised second edition features new chapters on recursion, dynamic programming, and using Big O in your daily work. Use Big O notation to measure and articulate the efficiency of your code, and modify your algorithm to make it faster. Find out how your choice of arrays, linked lists, and hash tables can dramatically affect the code you write. Use recursion to solve tricky problems and create algorithms that run exponentially faster than the alternatives. Dig into advanced data structures such as binary trees and graphs to help scale specialized applications such as social networks and mapping software. You'll even encounter a single keyword that can give your code a turbo boost. Practice your new skills with exercises in every chapter, along with detailed solutions. Use these techniques today to make your code faster and more scalable.

Programming Bitcoin

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. *Algorithms in a Nutshell* describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate

algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

How to Use a Breadboard!

Unleash the power of the Android OS and build the kinds of brilliant, innovative apps users love to use If you already know your way around the Android OS and can build a simple Android app in under an hour, this book is for you. If you're itching to see just how far you can push it and discover what Android is really capable of, it's for you. And if you're ready to learn how to build advanced, intuitive, innovative apps that are a blast to use, this book is definitely for you. From custom views and advanced multi-touch gestures, to integrating online web services and exploiting the latest geofencing and activity recognition features, ace Android developer, Erik Hellman, delivers expert tips, tricks and little-known techniques for pushing the Android envelope so you can: Optimize your components for the smoothest user experience possible Create your own custom Views Push the boundaries of the Android SDK Master Android Studio and Gradle Make optimal use of the Android audio, video and graphics APIs Program in Text-To-Speech and Speech Recognition Make the most of the new Android maps and location API Use Android connectivity technologies to communicate with remote devices Perform background processing Use Android cryptography APIs Find and safely use hidden Android APIs Cloud-enable your applications with Google Play Services Distribute and sell your applications on Google Play Store Learn how to unleash the power of Android and transform your apps from good to great in Android Programming: Pushing the Limits.

The Algorithm Design Manual

Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement Learning introduces this powerful machine learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep reinforcement learning 2 Mathematical foundations of reinforcement learning 3 Balancing immediate and long-term goals 4 Balancing the gathering and use of information 5 Evaluating agents' behaviors 6 Improving agents' behaviors 7 Achieving goals more effectively and efficiently 8 Introduction to value-based deep reinforcement learning 9 More stable value-based methods 10 Sample-efficient value-based methods 11 Policy-gradient and actor-critic methods 12 Advanced actor-critic methods 13 Toward artificial general intelligence

A Common-Sense Guide to Data Structures and Algorithms, Second Edition

In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. Math for Programmers teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them

into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART 1 - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

Real-World Algorithms

It's time to dispel the myth that machine learning is difficult. Grokking Machine Learning teaches you how to apply ML to your projects using only standard Python code and high school-level math. No specialist knowledge is required to tackle the hands-on exercises using readily-available machine learning tools! In Grokking Machine Learning, expert machine learning engineer Luis Serrano introduces the most valuable ML techniques and teaches you how to make them work for you. Practical examples illustrate each new concept to ensure you're grokking as you go. You'll build models for spam detection, language analysis, and image recognition as you lock in each carefully-selected skill. Packed with easy-to-follow Python-based exercises and mini-projects, this book sets you on the path to becoming a machine learning expert. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

The Maker's Manual

One of the most important key technologies for digital communication systems as well as storage media is coding theory. It provides a means to transmit information across time and space over noisy and unreliable communication channels. Coding Theory: Algorithms, Architectures and Applications provides a concise overview of channel coding theory and practice, as well as the accompanying signal processing architectures. The book is unique in presenting algorithms, architectures, and applications of coding theory in a unified framework. It covers the basics of coding theory before moving on to discuss algebraic linear block and cyclic codes, turbo codes and low density parity check codes and space-time codes. Coding Theory provides algorithms and architectures used for implementing coding and decoding strategies as well as coding schemes used in practice especially in communication systems. Feature of the book include: Unique presentation-like style

for summarising main aspects Practical issues for implementation of coding techniques Sound theoretical approach to practical, relevant coding methodologies Covers standard coding schemes such as block and convolutional codes, coding schemes such as Turbo and LDPC codes, and space time codes currently in research, all covered in a common framework with respect to their applications. This book is ideal for postgraduate and undergraduate students of communication and information engineering, as well as computer science students. It will also be of use to engineers working in the industry who want to know more about the theoretical basics of coding theory and their application in currently relevant communication systems

Codeless Data Structures and Algorithms

Illustrated Guide to Home Chemistry Experiments

Grokking Artificial Intelligence Algorithms is a fully-illustrated and interactive tutorial guide to the different approaches and algorithms that underpin AI. Written in simple language and with lots of visual references and hands-on examples, you'll learn the concepts, terminology, and theory you need to effectively incorporate AI algorithms into your applications. Summary Grokking Artificial Intelligence Algorithms is a fully-illustrated and interactive tutorial guide to the different approaches and algorithms that underpin AI. Written in simple language and with lots of visual references and hands-on examples, you'll learn the concepts, terminology, and theory you need to effectively incorporate AI algorithms into your applications. And to make sure you truly grok as you go, you'll use each algorithm in practice with creative coding exercises—including building a maze puzzle game, performing diamond data analysis, and even exploring drone material optimization. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Artificial intelligence touches every part of our lives. It powers our shopping and TV recommendations; it informs our medical diagnoses. Embracing this new world means mastering the core algorithms at the heart of AI. About the book Grokking Artificial Intelligence Algorithms uses illustrations, exercises, and jargon-free explanations to teach fundamental AI concepts. All you need is the algebra you remember from high school math class. Explore coding challenges like detecting bank fraud, creating artistic masterpieces, and setting a self-driving car in motion. What's inside Use cases for different AI algorithms Intelligent search for decision making Biologically inspired algorithms Machine learning and neural networks Reinforcement learning to build a better robot About the reader For software developers with high school-level algebra and calculus skills. About the author Rishal Hurbans is a technologist, startup and AI group founder, and international speaker. Table of Contents 1 Intuition of artificial intelligence 2 Search fundamentals 3 Intelligent search 4 Evolutionary algorithms 5 Advanced evolutionary approaches 6 Swarm intelligence: Ants 7 Swarm intelligence: Particles 8 Machine learning 9 Artificial neural networks 10 Reinforcement learning with Q-learning

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