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Pandas in Action Jul 18 2021 Pandas has rapidly become one of Python''s most popular data analysis libraries. With pandas you can efficiently sort, analyze, filter and munge almost any type of data. In Pandas in Action, a friendly and example-rich introduction, author Boris Paskhaver shows you how to master this versatile tool and take the next steps in your data science career. about the technology Anyone who''s used spreadsheet software will find pandas familiar. While its column-based grids might remind you of Excel or Google Sheets, pandas is more flexible and far more powerful. It can efficiently perform operations on millions of rows and be used in tandem with other Python libraries for statistics, machine learning, and more. And best of all, using pandas doesn''t mean sacrificing user productivity or needing to write tons of complex code. It''s clean, intuitive, and fast. about the book Pandas in Action makes it easy to dive into Python-based data analysis. You''ll learn to use pandas to automate repetitive spreadsheet functionality and derive insight from data by sorting columns, filtering data subsets, and creating multi-leveled indices. Each chapter is a self-contained tutorial, letting you dip in when you need to troubleshoot tricky problems. Best of all, you won''t be learning from sterile or randomly created data. You''ll start with a variety of datasets that are big, small, incomplete, broken, and messy and

learn how to clean and format them for proper analysis. what''s inside Import a CSV, identify issues with its data structures, and convert it to the proper format Sort, filter, pivot, and draw conclusions from a dataset and its subsets Identify trends from text-based and time-based data Organize, group, merge, and join separate datasets Real-world datasets that are easy to download and explore about the reader For readers experienced with spreadsheet software who know the basics of Python. about the author Boris Paskhaver is a software engineer, Agile consultant, and educator. His six programming courses on Udemy have amassed 236,000 students, with an average course rating of 4.59 out of 5. He first used Python and the pandas library to derive a variety of business insights at the world''s #1 jobs site, Indeed.com.

Introducing Data Science Oct 21 2021 Summary Introducing Data Science teaches you how to accomplish the fundamental tasks that occupy data scientists. Using the Python language and common Python libraries, you'll experience firsthand the challenges of dealing with data at scale and gain a solid foundation in data science. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Many companies need developers with data science skills to work on projects ranging from social media marketing to machine learning. Discovering what you need to learn to begin a career as a data scientist can seem bewildering. This book is designed to help you get started. About the Book Introducing Data ScienceIntroducing Data Science explains vital data science concepts and teaches you how to accomplish the fundamental tasks that occupy data scientists. You'll explore data visualization, graph databases, the use of NoSQL, and the data science process. You'll use the Python language and common Python libraries as you experience firsthand the challenges of dealing with data at scale. Discover how Python allows you to gain

insights from data sets so big that they need to be stored on multiple machines, or from data moving so quickly that no single machine can handle it. This book gives you hands-on experience with the most popular Python data science libraries, Scikit-learn and StatsModels. After reading this book, you'll have the solid foundation you need to start a career in data science. What's Inside Handling large data Introduction to machine learning Using Python to work with data Writing data science algorithms About the Reader This book assumes you're comfortable reading code in Python or a similar language, such as C, Ruby, or JavaScript. No prior experience with data science is required. About the Authors Davy Cielen, Arno D. B. Meysman, and Mohamed Ali are the founders and managing partners of Optimately and Maiton, where they focus on developing data science projects and solutions in various sectors. Table of Contents Data science in a big data world The data science process Machine learning Handling large data on a single computer First steps in big data Join the NoSQL movement The rise of graph databases Text mining and text analytics Data visualization to the end user

Learn Kubernetes in a Month of Lunches

Nov 09 2020 Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes. Summary In Learn Kubernetes in a Month of Lunches you'll go from "what's a Pod?" to automatically scaling clusters of containers and components in just 22 hands-on lessons, each short enough to fit into a lunch break. Every lesson is task-focused and covers an essential skill on the road to Kubernetes mastery. You'll learn how to smooth container management with Kubernetes, including securing your clusters, and upgrades and rollbacks with zero downtime. No development stack, platform, or background is assumed. Author Elton Stoneman describes all patterns generically, so you can easily apply them to your

applications and port them to other projects! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Create apps that perform identically on your laptop, data center, and cloud! Kubernetes provides a consistent method for deploying applications on any platform, making it easy to grow. By efficiently orchestrating Docker containers, Kubernetes simplifies tasks like rolling upgrades, scaling, and self-healing. About the book Learn Kubernetes in a Month of Lunches is your guide to getting up and running with Kubernetes. You'll progress from Kubernetes basics to essential skills, learning to model, deploy, and manage applications in production. Exercises demonstrate how Kubernetes works with multiple languages and frameworks. You'll also practice with new apps, legacy code, and serverless functions. What's inside Deploying applications on Kubernetes clusters Understanding the Kubernetes app lifecycle, from packaging to rollbacks Self-healing and scalable apps Using Kubernetes as a platform for new technologies About the reader For readers familiar with Docker and containerization. About the author Elton Stoneman is a Docker Captain, a 11-time Microsoft MVP, and the author of Learn Docker in a Month of Lunches. Table of Contents PART 1 - FAST TRACK TO KUBERNETES 1 Before you begin 2 Running containers in Kubernetes with Pods and Deployments 3 Connecting Pods over the network with Services 4 Configuring applications with ConfigMaps and Secrets 5 Storing data with volumes, mounts, and claims 6 Scaling applications across multiple Pods with controllers PART 2 - KUBERNETES IN THE REAL WORLD 7 Extending applications with multicontainer Pods 8 Running data-heavy apps with StatefulSets and Jobs 9 Managing app releases with rollouts and rollbacks 10 Packaging and managing apps with Helm 11 App development—Developer workflows and CI/CD

PART 3 - PREPARING FOR PRODUCTION 12 Empowering self-healing apps 13 Centralizing logs with Fluentd and Elasticsearch 14 Monitoring applications with Kubernetes with Prometheus 15 Managing incoming traffic with Ingress 16 Securing applications with policies, contexts, and admission control PART 4 - PURE AND APPLIED KUBERNETES 17 Securing resources with role-based access control 18 Deploying Kubernetes: Multinode and multiarchitecture clusters 19 Controlling workload placement and automatic scaling 20 Extending Kubernetes with custom resources and Operators 21 Running serverless functions in Kubernetes 22 Never the end

Machine Learning in Action Nov 02 2022 Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interestingor useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or

statistical processing. Familiarity with Python is helpful. 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 A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

Go in Action Jan 12 2021 Summary Go in Action introduces the Go language, guiding you from inquisitive developer to Go guru. The book begins by introducing the unique features and concepts of Go. Then, you'll get hands-on experience writing real-world applications including websites and network servers, as well as techniques to manipulate and convert data at speeds that will make your friends jealous. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Application development can be tricky enough even when you aren't dealing with complex systems programming problems like web-scale concurrency and real-time performance. While it's possible to solve these common issues with additional tools and frameworks, Go handles them right out of the box, making for a more

natural and productive coding experience. Developed at Google, Go powers nimble startups as well as big enterprises—companies that rely on high-performing services in their infrastructure. About the Book Go in Action is for any intermediate-level developer who has experience with other programming languages and wants a jump-start in learning Go or a more thorough understanding of the language and its internals. This book provides an intensive, comprehensive, and idiomatic view of Go. It focuses on the specification and implementation of the language, including topics like language syntax, Go's type system, concurrency, channels, and testing. What's Inside Language specification and implementation Go's type system Internals of Go's data structures Testing and benchmarking About the Reader This book assumes you're a working developer proficient with another language like Java, Ruby, Python, C#, or C++. About the Authors William Kennedy is a seasoned software developer and author of the blog GoingGo.Net. Brian Ketelsen and Erik St. Martin are the organizers of GopherCon and coauthors of the Go-based Skynet framework. Table of Contents Introducing Go Go quick-start Packaging and tooling Arrays, slices, and maps Go's type system Concurrency Concurrency patterns Standard library Testing and benchmarking

Get Programming with Haskell Nov 21 2021 Summary Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages

often differ only around the edges—a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages. Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with "and" and "or" Lesson 17 Design by composition—Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!—introducing IO types Lesson 22 Interacting with the command line and lazy I/O Lesson 23 Working with text and Unicode Lesson 24 Working with files Lesson 25 Working with binary data Lesson 26 Capstone: Processing binary files and book data Unit 5 - WORKING WITH TYPE IN A CONTEXT Lesson 27 The Functor type class Lesson 28 A peek at the Applicative type class: using functions in a

context Lesson 29 Lists as context: a deeper look at the Applicative type class Lesson 30 Introducing the Monad type class Lesson 31 Making Monads easier with donotation Lesson 32 The list monad and list comprehensions Lesson 33 Capstone: SQL-like queries in Haskell Unit 6 - ORGANIZING CODE AND BUILDING PROJECTS Lesson 34 Organizing Haskell code with modules Lesson 35 Building projects with stack Lesson 36 Property testing with QuickCheck Lesson 37 Capstone: Building a prime-number library Unit 7 - PRACTICAL HASKELL Lesson 38 Errors in Haskell and the Either type Lesson 39 Making HTTP requests in Haskell Lesson 40 Working with JSON data by using Aeson Lesson 41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix - Sample answers to exercise

API Security in Action Jul 06 2020 API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. Summary A web API is an efficient way to communicate with an application or service. However, this convenience opens your systems to new security risks. API Security in Action gives you the skills to build strong, safe APIs you can confidently expose to the world. Inside, you'll learn to construct secure and scalable REST APIs, deliver machine-to-machine interaction in a microservices architecture, and provide protection in resource-constrained IoT (Internet of Things) environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs control data sharing in every service, server, data store, and web client. Modern data-centric designs—including microservices and cloud-native applications—demand a comprehensive, multi-

layered approach to security for both private and public-facing APIs. About the book API Security in Action teaches you how to create secure APIs for any situation. By following this hands-on guide you'll build a social network API while mastering techniques for flexible multi-user security, cloud key management, and lightweight cryptography. When you're done, you'll be able to create APIs that stand up to complex threat models and hostile environments. What's inside Authentication Authorization Audit logging Rate limiting Encryption About the reader For developers with experience building RESTful APIs. Examples are in Java. About the author Neil Madden has in-depth knowledge of applied cryptography, application security, and current API security technologies. He holds a Ph.D. in Computer Science. Table of Contents PART 1 - FOUNDATIONS 1 What is API security? 2 Secure API development 3 Securing the Natter API PART 2 - TOKEN-BASED AUTHENTICATION 4 Session cookie authentication 5 Modern token-based authentication 6 Self-contained tokens and JWTs PART 3 - AUTHORIZATION 7 OAuth2 and OpenID Connect 8 Identity-based access control 9 Capability-based security and macaroons PART 4 - MICROSERVICE APIs IN KUBERNETES 10 Microservice APIs in Kubernetes 11 Securing service-to-service APIs PART 5 - APIs FOR THE INTERNET OF THINGS 12 Securing IoT communications 13 Securing IoT APIs

C# in Depth Sep 27 2019 Effective techniques and experienced insights to maximize your C# 6 and 7 programming skills Key Features Written by C# legend and top StackOverflow contributor Jon Skeet Unlock the new features of C# 6 and 7 Insights on the future of the C# language Master asynchronous functions, interpolated strings, tuples, and more Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. "An excellent overview of C# with helpful and

realistic examples that make learning the newest features of C# easy." —Meredith Godar About The Book C# is the foundation of .NET development. New features added in C# 6 and 7 make it easier to take on big data applications, cloud-centric web development, and cross-platform software using .NET Core. Packed with deep insight from C# guru Jon Skeet, this book takes you deep into concepts and features other C# books ignore. C# in Depth, Fourth Edition is an authoritative and engaging guide that reveals the full potential of the language, including the new features of C# 6 and 7. It combines deep dives into the C# language with practical techniques for enterprise development, web applications, and systems programming. As you absorb the wisdom and techniques in this book, you'll write better code, and become an exceptional troubleshooter and problem solver. What You Will Learn Comprehensive guidance on the new features of C# 6 and 7 Important legacies and greatest hits of C# 2–5 Expression-bodied members Extended pass-by-reference functionality Writing asynchronous C# code String interpolation Composition with tuples Decomposition and pattern matching This Book Is Written For For intermediate C# developers. About The Author Jon Skeet is a senior software engineer at Google. He studied mathematics and computer science at Cambridge, is a recognized authority in Java and C#, and maintains the position of top contributor to Stack Overflow. Table of Contents 1. Survival of the sharpest 2. C# 2 3. C# 3: LINQ and everything that comes with it 4. C# 4: Improving interoperability 5. Writing asynchronous code 6. Async implementation 7. C# 5 bonus features 8. Super-sleek properties and expression-bodied members 9. Stringy features 10. A smörgåsbord of features for concise code 11. Composition using tuples 12. Deconstruction and pattern matching 13. Improving efficiency with more pass by reference 14. Concise code in C# 7 15. C# 8 and beyond PART 1 C# IN CONTEXT PART 2 C# 2–5

PART 3 C# 6 PART 4 C# 7 AND BEYOND

HTTP/2 in Action Oct 09 2020 Summary HTTP/2 in Action is a complete guide to HTTP/2, one of the core protocols of the web. Because HTTP/2 has been designed to be easy to transition to, including keeping it backwards compatible, adoption is rapid and expected to increase over the next few years. Concentrating on practical matters, this interesting book presents key HTTP/2 concepts such as frames, streams, and multiplexing and explores how they affect the performance and behavior of your websites. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology HTTP—Hypertext Transfer Protocol—is the standard for exchanging messages between websites and browsers. And after 20 years, it's gotten a much-needed upgrade. With support for streams, server push, header compression, and prioritization, HTTP/2 delivers vast improvements in speed, security, and efficiency. About the Book HTTP/2 in Action teaches you everything you need to know to use HTTP/2 effectively. You'll learn how to optimize web performance with new features like frames, multiplexing, and push. You'll also explore real-world examples on advanced topics like flow control and dependencies. With ready-to-implement tips and best practices, this practical guide is sure to get you—and your websites—up to speed! What's Inside HTTP/2 for web developers Upgrading and troubleshooting Real-world examples and case studies QUIC and HTTP/3 About the Reader Written for web developers and site administrators. About the Authors Barry Pollard is a professional developer with two decades of experience developing, supporting, and tuning software and infrastructure. Table of Contents PART 1 MOVING TO HTTP/2 Web technologies and HTTP The road to HTTP/2 Upgrading to HTTP/2 PART 2 USING HTTP/2 HTTP/2 protocol basics Implementing HTTP/2 push Optimizing for

HTTP/2 PART 3 ADVANCED HTTP/2 Advanced HTTP/2 concepts HPACK header compression PART 4 THE FUTURE OF HTTP TCP, QUIC, and HTTP/3 Where HTTP goes from here

The Quick Python Book Dec 11 2020 Introduces the programming language's syntax, control flow, and basic data structures and covers its interaction with applications and mangement of large collections of code.

Natural Language Processing in Action Jan 24 2022 Summary Natural Language Processing in Action is your guide to creating machines that understand human language using the power of Python with its ecosystem of packages dedicated to NLP and AI. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recent advances in deep learning empower applications to understand text and speech with extreme accuracy. The result? Chatbots that can imitate real people, meaningful resume-to-job matches, superb predictive search, and automatically generated document summaries—all at a low cost. New techniques, along with accessible tools like Keras and TensorFlow, make professional-quality NLP easier than ever before. About the Book Natural Language Processing in Action is your guide to building machines that can read and interpret human language. In it, you'll use readily available Python packages to capture the meaning in text and react accordingly. The book expands traditional NLP approaches to include neural networks, modern deep learning algorithms, and generative techniques as you tackle real-world problems like extracting dates and names, composing text, and answering free-form questions. What's inside Some sentences in this book were written by NLP! Can you guess which ones? Working with Keras, TensorFlow, gensim, and scikit-learn Rule-based and data-based NLP Scalable pipelines About the Reader This book requires a basic understanding of deep learning and intermediate Python skills.

About the Author Hobson Lane, Cole Howard, and Hannes Max Hapke are experienced NLP engineers who use these techniques in production. Table of Contents PART 1 - WORDY MACHINES Packets of thought (NLP overview) Build your vocabulary (word tokenization) Math with words (TF-IDF vectors) Finding meaning in word counts (semantic analysis) PART 2 - DEEPER LEARNING (NEURAL NETWORKS) Baby steps with neural networks (perceptrons and backpropagation) Reasoning with word vectors (Word2vec) Getting words in order with convolutional neural networks (CNNs) Loopy (recurrent) neural networks (RNNs) Improving retention with long short-term memory networks Sequence-to-sequence models and attention PART 3 - GETTING REAL (REAL-WORLD NLP CHALLENGES) Information extraction (named entity extraction and question answering) Getting chatty (dialog engines) Scaling up (optimization, parallelization, and batch processing)

The Programmer's Brain Aug 19 2021 "A great book with deep insights into the bridge between programming and the human mind." - Mike Taylor, CGI Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and think about code. In The Programmer’s Brain: What every programmer needs to know about cognition you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain’s natural cognitive processes to read code more easily, write code faster, and pick up

new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book The Programmer's Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Felienne Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at

naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers

Spring Start Here Sep 07 2020 "Spring Start Here teaches Java developers how to build applications using Spring framework. Informative graphics, relevant examples, and author Laurenţiu Spilcă's clear and lively writing make it easy to pick up the skills you need. You'll discover how to plan, write, and test applications. And by concentrating on the most important features, this no-nonsense book gives you a firm foundation for exploring Spring's rich ecosystem"--Back cover.

Modern Fortran Feb 10 2021 Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. Summary Using Fortran, early and accurate forecasts for hurricanes and other major storms have saved thousands of lives. Better designs for ships, planes, and automobiles have made travel safer, more efficient, and less expensive than ever before. Using Fortran, low-level machine learning and deep learning libraries provide incredibly easy, fast, and insightful analysis of massive data. Fortran is an amazingly powerful and flexible programming language that forms the foundation of high performance computing for research, science, and industry. And it's come a long, long way since starting life on IBM mainframes in 1956. Modern Fortran is natively parallel, so it's uniquely suited for efficiently handling problems like complex simulations, long-range predictions, and ultra-precise designs. If you're working on tasks where speed,

accuracy, and efficiency matter, it's time to discover—or re-discover—Fortran.. About the technology For over 60 years Fortran has been powering mission-critical scientific applications, and it isn't slowing down yet! Rock-solid reliability and new support for parallel programming make Fortran an essential language for next-generation high-performance computing. Simply put, the future is in parallel, and Fortran is already there. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the book Modern Fortran teaches you to develop fast, efficient parallel applications using twenty-first-century Fortran. In this guide, you'll dive into Fortran by creating fun apps, including a tsunami simulator and a stock price analyzer. Filled with real-world use cases, insightful illustrations, and hands-on exercises, Modern Fortran helps you see this classic language in a whole new light. What's inside Fortran's place in the modern world Working with variables, arrays, and functions Module development Parallelism with coarrays, teams, and events Interoperating Fortran with C About the reader For developers and computational scientists. No experience with Fortran required. About the author Milan Curcic is a meteorologist, oceanographer, and author of several general-purpose Fortran libraries and applications. Table of Contents PART 1 - GETTING STARTED WITH MODERN FORTRAN 1 Introducing Fortran 2 Getting started: Minimal working app PART 2 - CORE ELEMENTS OF FORTRAN 3 Writing reusable code with functions and subroutines 4 Organizing your Fortran code using modules 5 Analyzing time series data with arrays 6 Reading, writing, and formatting your data PART 3 - ADVANCED FORTRAN USE 7 Going parallel with Fortan coarrays 8 Working with abstract data using derived types 9 Generic procedures and operators for any data type 10 User-defined operators for derived types PART 4 - THE FINAL STRETCH 11 Interoperability with C: Exposing

your app to the web 12 Advanced parallelism with teams, events, and collectives

Clojure in Action Jan 30 2020 Summary A fully revised edition that covers the new features available in Clojure 1.6. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Clojure is a modern Lisp for the JVM. It has the strengths you expect: first-class functions, macros, and Lisp's clean programming style. It supports functional programming, making it ideal for concurrent programming and for creating domain-specific languages. Clojure lets you solve harder problems, make faster changes, and end up with a smaller code base. It's no wonder that there are so many Clojure success stories. About the Book Clojure in Action, Second Edition is an expanded and improved version that's been updated to cover the new features of Clojure 1.6. The book gives you a rapid introduction to the Clojure language, moving from abstract theory to practical examples. You'll start by learning how to use Clojure as a general-purpose language. Next, you'll explore Clojure's efficient concurrency model, based on the database concept of Software Transactional Memory (STM). You'll gain a new level of productivity through Clojure DSLs that can run on the JVM. Along the way, you'll learn countless tips, tricks, and techniques for writing smaller, safer, and faster code. What's Inside Functional programming basics Metaprogramming with Clojure's macros Interoperating with Java Covers Clojure 1.6 About the Reader Assumes readers are familiar with a programming language like C, Java, Ruby, or Python. Table of Contents Introducing Clojure Clojure elements: Data structures and functions Building blocks of Clojure Multimethod polymorphism Exploring Clojure and Java interop State and the concurrent world Evolving Clojure through macros More on functional programming Protocols, records, and types Test-driven

development and more More macros and DSL Quantum Computing in Action Sep 19 2021 Quantum computing is on the horizon and you can get started today! This practical, clear-spoken guide shows you don't need a physics degree to write your first quantum software. In Quantum Computing in Action you will learn: An introduction to the core concepts of quantum computing Qubits and quantum gates Superposition, entanglement, and hybrid computing Quantum algorithms including Shor's, Deutsch-jozsa, and Grover's search Quantum Computing in Action shows you how to leverage your existing Java skills into writing your first quantum software, so you're ready for the quantum revolution. This book is focused on practical implementations of quantum computing algorithms—there's no deep math or confusing theory. Using Strange, a Java-based quantum computer simulator, you'll go hands-on with quantum computing's core components including qubits and quantum gates. About the technology Quantum computing promises unimaginably fast performance for tasks like encryption, scientific modeling, manufacturing logistics, financial modeling, and AI. Developers can explore quantum computing now using free simulators, and increasingly powerful true quantum systems are gradually becoming available for production use. This book gives you a head start on quantum computing by introducing core concepts, key algorithms, and the most beneficial use cases. About the book Quantum Computing in Action is a gentle introduction to the ideas and applications of quantum computing. After briefly reviewing the science that makes quantum tick, it guides you through practical implementations of quantum computing algorithms. You'll write your first quantum code and explore qubits and quantum gates with the Java-based Strange quantum simulator. You'll enjoy the interesting examples and insightful explanations as you create quantum algorithms using standard Java and

your favorite IDE and build tools. What's inside An introduction to the core concepts of quantum computing Qubits and quantum gates Superposition, entanglement, and hybrid computing Quantum algorithms including Shor’s, Deutsch-jozsa, and Grover’s search About the reader For Java developers. No advanced math knowledge required. About the author Johan Vos is a cofounder of Gluon, a Java technology company. He is a Java Champion and holds an MSc in Mining Engineering and a PhD in Applied Physics. Table of Contents PART 1 QUANTUM COMPUTING INTRODUCTION 1 Evolution, revolution, or hype? 2 “Hello World,” quantum computing style 3 Qubits and quantum gates: The basic units in quantum computing PART 2 FUNDAMENTAL CONCEPTS AND HOW THEY RELATE TO CODE 4 Superposition 5 Entanglement 6 Quantum networking: The basics PART 3 QUANTUM ALGORITHMS AND CODE 7 Our HelloWorld, explained 8 Secure communication using quantum computing 9 Deutsch-Jozsa algorithm 10 Grover’s search algorithm 11 Shor’s algorithm

Deep Learning with Python Oct 01 2022 Summary Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. We went from near-unusable speech and image recognition, to near-human accuracy. We went from machines that couldn't beat a serious Go player, to defeating a world champion. Behind this progress is deep learning—a combination of engineering advances, best practices, and theory that enables a wealth of previously impossible smart

applications. About the Book Deep Learning with Python introduces the field of deep learning using the Python language and the powerful Keras library. Written by Keras creator and Google AI researcher François Chollet, this book builds your understanding through intuitive explanations and practical examples. You'll explore challenging concepts and practice with applications in computer vision, natural-language processing, and generative models. By the time you finish, you'll have the knowledge and hands-on skills to apply deep learning in your own projects. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image-classification models Deep learning for text and sequences Neural style transfer, text generation, and image generation About the Reader Readers need intermediate Python skills. No previous experience with Keras, TensorFlow, or machine learning is required. About the Author François Chollet works on deep learning at Google in Mountain View, CA. He is the creator of the Keras deep-learning library, as well as a contributor to the TensorFlow machine-learning framework. He also does deep-learning research, with a focus on computer vision and the application of machine learning to formal reasoning. His papers have been published at major conferences in the field, including the Conference on Computer Vision and Pattern Recognition (CVPR), the Conference and Workshop on Neural Information Processing Systems (NIPS), the International Conference on Learning Representations (ICLR), and others. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep

learning Conclusions appendix A - Installing Keras and its dependencies on Ubuntu appendix B - Running Jupyter notebooks on an EC2 GPU instance

Five Lines of Code Feb 22 2022 Five Lines of Code teaches refactoring that's focused on concrete rules and getting any method down to five lines or less! There's no jargon or tricky automated-testing skills required, just easy guidelines and patterns illustrated by detailed code samples. In Five Lines of Code you will learn: The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices The Extract method, Introducing Strategy pattern, and many other refactoring patterns Writing stable code that enables change-by-addition Writing code that needs no comments Real-world practices for great refactoring Improving existing code—refactoring—is one of the most common tasks you'll face as a programmer. Five Lines of Code teaches you clear and actionable refactoring rules that you can apply without relying on intuitive judgements such as "code smells." Following the author's expert perspective—that refactoring and code smells can be learned by following a concrete set of principles—you'll learn when to refactor your code, what patterns to apply to what problem, and the code characteristics that indicate it's time for a rework. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Every codebase includes mistakes and inefficiencies that you need to find and fix. Refactor the right way, and your code becomes elegant, easy to read, and easy to maintain. In this book, you'll learn a unique approach to refactoring that implements any method in five lines or fewer. You'll also discover a secret most senior devs know: sometimes it's quicker to hammer out code and fix it later! About the book Five Lines of Code is a fresh look at refactoring

for developers of all skill levels. In it, you'll master author Christian Clausen's innovative approach, learning concrete rules to get any method down to five lines—or less! You'll learn when to refactor, specific refactoring patterns that apply to most common problems, and characteristics of code that should be deleted altogether. What's inside The signs of bad code Improving code safely, even when you don't understand it Balancing optimization and code generality Proper compiler practices About the reader For developers of all skill levels. Examples use easy-to-read Typescript, in the same style as Java and C#. About the author Christian Clausen works as a Technical Agile Coach, teaching teams how to refactor code. Table of Contents 1 Refactoring refactoring 2 Looking under the hood of refactoring PART 1 LEARN BY REFACTORING A COMPUTER GAME 3 Shatter long function 4 Make type codes work 5 Fuse similar code together 6 Defend the data PART 2 TAKING WHAT YOU HAVE LEARNED INTO THE REAL WORLD 7 Collaborate with the compiler 8 Stay away from comments 9 Love deleting code 10 Never be afraid to add code 11 Follow the structure in the code 12 Avoid optimizations and generality 13 Make bad code look bad 14 Wrapping up

Deep Learning with R Aug 31 2022 Summary Deep Learning with R introduces the world of deep learning using the powerful Keras library and its R language interface. The book builds your understanding of deep learning through intuitive explanations and practical examples. Continue your journey into the world of deep learning with Deep Learning with R in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/deep-learning-with-r-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning has made remarkable progress in recent years. Deep-

learning systems now enable previously impossible smart applications, revolutionizing image recognition and natural-language processing, and identifying complex patterns in data. The Keras deep-learning library provides data scientists and developers working in R a state-of-the-art toolset for tackling deep-learning tasks. About the Book Deep Learning with R introduces the world of deep learning using the powerful Keras library and its R language interface. Initially written for Python as Deep Learning with Python by Keras creator and Google AI researcher François Chollet and adapted for R by RStudio founder J. J. Allaire, this book builds your understanding of deep learning through intuitive explanations and practical examples. You'll practice your new skills with R-based applications in computer vision, natural-language processing, and generative models. What's Inside Deep learning from first principles Setting up your own deep-learning environment Image classification and generation Deep learning for text and sequences About the Reader You'll need intermediate R programming skills. No previous experience with machine learning or deep learning is assumed. About the Authors François Chollet is a deep-learning researcher at Google and the author of the Keras library. J.J. Allaire is the founder of RStudio and the author of the R interfaces to TensorFlow and Keras. Table of Contents PART 1 - FUNDAMENTALS OF DEEP LEARNING What is deep learning? Before we begin: the mathematical building blocks of neural networks Getting started with neural networks Fundamentals of machine learning PART 2 - DEEP LEARNING IN PRACTICE Deep learning for computer vision Deep learning for text and sequences Advanced deep-learning best practices Generative deep learning Conclusions

Deep Learning with PyTorch Mar 26 2022 “We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended

reference document.” —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch’s creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you’ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine

learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Lake + Manning Aug 07 2020 The final book in the Something in the Way series, a love saga. Now a USA Today and Google Play bestseller. Manning and I have what happily-ever-after is made of . . . A home he built us on the unshakeable foundation we fought for. A life of laughter carved out of heartache and betrayal. A love story to stand the test of time. But between a trust that can’t be broken, joy that can’t be bridled, and passion that would scorch the sun, the empty spaces are becoming more and more difficult to ignore . . . Fears that keep Manning up at night as he slips from our bed. Our

complicated relationship with a man he respects and one I don't know how to forgive. And a sprawling, beautiful home with one small room I'm afraid I'll never be able to fill. Manning and I have what happily-ever-after is made of . . . but I'll beg the heavens for just one thing more. Spring Security in Action Mar 02 2020 Spring Security in Action shows you how to prevent cross-site scripting and request forgery attacks before they do damage. You'll start with the basics, simulating password upgrades and adding multiple types of authorization. As your skills grow, you'll adapt Spring Security to new architectures and create advanced OAuth2 configurations. By the time you're done, you'll have a customized Spring Security configuration that protects against threats both common and extraordinary. Summary While creating secure applications is critically important, it can also be tedious and time-consuming to stitch together the required collection of tools. For Java developers, the powerful Spring Security framework makes it easy for you to bake security into your software from the very beginning. Filled with code samples and practical examples, Spring Security in Action teaches you how to secure your apps from the most common threats, ranging from injection attacks to lackluster monitoring. In it, you'll learn how to manage system users, configure secure endpoints, and use OAuth2 and OpenID Connect for authentication and authorization. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Security is non-negotiable. You rely on Spring applications to transmit data, verify credentials, and prevent attacks. Adopting "secure by design" principles will protect your network from data theft and unauthorized intrusions. About the book Spring Security in Action shows you how to prevent cross-site scripting and request forgery attacks before they do damage. You'll start with the basics, simulating password upgrades and

adding multiple types of authorization. As your skills grow, you'll adapt Spring Security to new architectures and create advanced OAuth2 configurations. By the time you're done, you'll have a customized Spring Security configuration that protects against threats both common and extraordinary. What's inside Encoding passwords and authenticating users Securing endpoints Automating security testing Setting up a standalone authorization server About the reader For experienced Java and Spring developers. About the author Laurentiu Spilca is a dedicated development lead and trainer at Endava, with over ten years of Java experience. Table of Contents PART 1 - FIRST STEPS 1 Security Today 2 Hello Spring Security PART 2 - IMPLEMENTATION 3 Managing users 4 Dealing with passwords 5 Implementing authentication 6 Hands-on: A small secured web application 7 Configuring authorization: Restricting access 8 Configuring authorization: Applying restrictions 9 Implementing filters 10 Applying CSRF protection and CORS 11 Hands-on: A separation of responsibilities 12 How does OAuth 2 work? 13 OAuth 2: Implementing the authorization server 14 OAuth 2: Implementing the resource server 15 OAuth 2: Using JWT and cryptographic signatures 16 Global method security: Pre- and postauthorizations 17 Global method security: Pre- and postfiltering 18 Hands-on: An OAuth 2 application 19 Spring Security for reactive apps 20 Spring Security testing

Designing Cloud Data Platforms Dec 31 2019 In Designing Cloud Data Platforms, Danil Zburivsky and Lynda Partner reveal a six-layer approach that increases flexibility and reduces costs. Discover patterns for ingesting data from a variety of sources, then learn to harness pre-built services provided by cloud vendors. Summary Centralized data warehouses, the long-time defacto standard for housing data for analytics, are rapidly giving way to multi-faceted cloud data platforms. Companies that embrace modern cloud data platforms benefit from an

integrated view of their business using all of their data and can take advantage of advanced analytic practices to drive predictions and as yet unimagined data services. Designing Cloud Data Platforms is a hands-on guide to envisioning and designing a modern scalable data platform that takes full advantage of the flexibility of the cloud. As you read, you'll learn the core components of a cloud data platform design, along with the role of key technologies like Spark and Kafka Streams. You'll also explore setting up processes to manage cloud-based data, keep it secure, and using advanced analytic and BI tools to analyze it. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Well-designed pipelines, storage systems, and APIs eliminate the complicated scaling and maintenance required with on-prem data centers. Once you learn the patterns for designing cloud data platforms, you'll maximize performance no matter which cloud vendor you use. About the book In Designing Cloud Data Platforms, Danil Zburivsky and Lynda Partner reveal a six-layer approach that increases flexibility and reduces costs. Discover patterns for ingesting data from a variety of sources, then learn to harness pre-built services provided by cloud vendors. What's inside Best practices for structured and unstructured data sets Cloud-ready machine learning tools Metadata and real-time analytics Defensive architecture, access, and security About the reader For data professionals familiar with the basics of cloud computing, and Hadoop or Spark. About the author Danil Zburivsky has over 10 years of experience designing and supporting large-scale data infrastructure for enterprises across the globe. Lynda Partner is the VP of Analytics-as-a-Service at Pythian, and has been on the business side of data for over 20 years. Table of Contents 1 Introducing the data platform 2 Why a data platform and not just a data warehouse 3

Getting bigger and leveraging the Big 3: Amazon, Microsoft Azure, and Google 4 Getting data into the platform 5 Organizing and processing data 6 Real-time data processing and analytics 7 Metadata layer architecture 8 Schema management 9 Data access and security 10 Fueling business value with data platforms

Secure by Design Jun 16 2021 As a developer, you need to build software in a secure way. But you can't spend all your time focusing on security. The answer is to use good design principles, tools, and mindsets that make security an implicit result - it's secure by design. Secure by Design teaches developers how to use design to drive security in software development. This book is full of patterns, best practices, and mindsets that you can directly apply to your real world development. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Kubernetes for Developers Apr 14 2021 Kubernetes for Developers is a hands-on guide to taking your first steps into Kubernetes using the powerful Google Kubernetes Engine service. Kubernetes for Developers is a clear and practical beginner's guide that shows you just how easy, flexible, and cost-effective it can be to make the switch to Kubernetes deployment even for small to medium-sized applications. Kubernetes for Developers is a hands-on guide to taking your first steps into Kubernetes using the powerful Google Kubernetes Engine service. It lays out a map for taking an application, containerizing it, and then deploying it onto Kubernetes. You'll learn best practice techniques for a stable and long-term Kubernetes deployment, including scaling and capacity planning, saving money by optimizing resource consumption, and tricks to make your day-to-day monitoring easier such as debugging code in the cloud. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Succeeding with AI Jun 28 2022 Summary Companies small and large are initiating AI projects, investing vast sums of money on software, developers, and data scientists. Too often, these AI projects focus on technology at the expense of actionable or tangible business results, resulting in scattershot results and wasted investment. Succeeding with AI sets out a blueprint for AI projects to ensure they are predictable, successful, and profitable. It's filled with practical techniques for running data science programs that ensure they're cost effective and focused on the right business goals. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Succeeding with AI requires talent, tools, and money. So why do many well-funded, state-of-the-art projects fail to deliver meaningful business value? Because talent, tools, and money aren't enough: You also need to know how to ask the right questions. In this unique book, AI consultant Veljko Krunic reveals a tested process to start AI projects right, so you'll get the results you want. About the book Succeeding with AI sets out a framework for planning and running cost-effective, reliable AI projects that produce real business results. This practical guide reveals secrets forged during the author's experience with dozens of startups, established businesses, and Fortune 500 giants that will help you establish meaningful, achievable goals. In it you'll master a repeatable process to maximize the return on data-scientist hours and learn to implement effectiveness metrics for keeping projects on track and resistant to calcification. What's inside Where to invest for maximum payoff How AI projects are different from other software projects Catching early warnings in time to correct course Exercises and examples based on real-world business dilemmas About the reader For project and business leadership, result-focused data scientists, and engineering teams. No AI knowledge required. About the

author Veljko Krunic is a data science consultant, has a computer science PhD, and is a certified Six Sigma Master Black Belt. Table of Contents: 1. Introduction 2. How to use AI in your business 3. Choosing your first AI project 4. Linking business and technology 5. What is an ML pipeline, and how does it affect an AI project? 6. Analyzing an ML pipeline 7. Guiding an AI project to success 8. AI trends that may affect you

Introduction to Information Retrieval Mar 14 2021 Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Relevant Search May 28 2022 Summary Relevant Search demystifies relevance work. Using Elasticsearch, it teaches you how to return engaging search results to your users, helping you understand and leverage the internals of Lucene-based search engines. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Users are accustomed to and expect instant, relevant search results. To achieve this, you must master

the search engine. Yet for many developers, relevance ranking is mysterious or confusing. About the Book Relevant Search demystifies the subject and shows you that a search engine is a programmable relevance framework. You'll learn how to apply Elasticsearch or Solr to your business's unique ranking problems. The book demonstrates how to program relevance and how to incorporate secondary data sources, taxonomies, text analytics, and personalization. In practice, a relevance framework requires softer skills as well, such as collaborating with stakeholders to discover the right relevance requirements for your business. By the end, you'll be able to achieve a virtuous cycle of provable, measurable relevance improvements over a search product's lifetime. What's Inside Techniques for debugging relevance? Applying search engine features to real problems? Using the user interface to guide searchers? A systematic approach to relevance? A business culture focused on improving search About the Reader For developers trying to build smarter search with Elasticsearch or Solr. About the Authors Doug Turnbull is lead relevance consultant at OpenSource Connections, where he frequently speaks and blogs. John Berryman is a data engineer at Eventbrite, where he specializes in recommendations and search. Foreword author, Trey Grainger, is a director of engineering at CareerBuilder and author of Solr in Action. Table of Contents The search relevance problem Search under the hood Debugging your first relevance problem Taming tokens Basic multifield search Term-centric search Shaping the relevance function Providing relevance feedback Designing a relevance-focused search application The relevance-centered enterprise Semantic and personalized search

The Passion of Bradley Manning Aug 26 2019 In May 2010, an intelligence analyst in the US Army’s 10th Mountain Division was arrested on suspicion of leaking nearly half a million

classified government documents, including the infamous “Collateral Murder” gunsight video and 260,000 State Department cables. After nine months in solitary confinement, the suspect now awaits court-martial in Fort Leavenworth. He is twenty-four, comes from Crescent, Oklahoma and his name is Bradley Manning. Who is Private First Class Bradley Manning? Why did he allegedly commit the largest security breach in American history–and why was it so easy? Is Manning a traitor or a whistleblower? Is long-term isolation an outrage to American values–or the new norm? Are the leaks revolutionary or a sensational nonevent? Which is the greater security threat, routinized elite secrecy or flashes of transparency? And what impact does new information really have? The astonishing leaks attributed to Bradley Manning are viewed from many angles, from Tunisia to Guantánamo Bay, from Foggy Bottom to Baghdad to small-town Oklahoma. Around the world, the eloquent alleged act of one young man obliges citizens to ask themselves if they have the right to know what their government is doing.

The Mountains Rise Jun 24 2019 From the dark depths of the past, comes the tale of the first wizard of Illeniel. Daniel Tennick lived simply, a young shepherd with few troubles and little to occupy his mind, until the warden appeared. Daniel’s power awakens, and he finds himself hunted by the servants of the cruel and uncaring forest gods. Trapped by his gift, Daniel will uncover the secrets of the deep woods and those who live there, a civilization created from the grave of an older one. What he discovers will light a vengeful flame within him, consuming everything he touches.

Docker in Action May 04 2020 Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove. Docker bundles all application components into a package called a container that keeps things tidy and helps manage any

dependencies on other applications or infrastructure. Docker in Action, Second Edition teaches you the skills and knowledge you need to create, deploy, and manage applications hosted in Docker containers. This bestseller has been fully updated with new examples, best practices, and entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

When Books Went to War Nov 29 2019 This New York Times bestselling account of books parachuted to soldiers during WWII is a "cultural history that does much to explain modern America" (USA Today). When America entered World War II in 1941, we faced an enemy that had banned and burned 100 million books. Outraged librarians launched a campaign to send free books to American troops, gathering 20 million hardcover donations. Two years later, the War Department and the publishing industry stepped in with an extraordinary program: 120 million specially printed paperbacks designed for troops to carry in their pockets and rucksacks in every theater of war. These small, lightweight Armed Services Editions were beloved by the troops and are still fondly remembered today. Soldiers read them while waiting to land at Normandy, in hellish trenches in the midst of battles in the Pacific, in field hospitals, and on long bombing flights. This pioneering project not only listed soldiers' spirits, but also helped rescue The Great Gatsby from obscurity and made Betty Smith, author of A Tree Grows in Brooklyn, into a national icon. "A thoroughly engaging, enlightening, and often uplifting account . . . I was enthralled and moved." — Tim O'Brien, author of The Things They Carried "Whether or not you're a book lover, you'll be moved." — Entertainment Weekly

GANs in Action Jun 04 2020 Deep learning

systems have gotten really great at identifying patterns in text, images, and video. But applications that create realistic images, natural sentences and paragraphs, or native-quality translations have proven elusive. Generative Adversarial Networks, or GANs, offer a promising solution to these challenges by pairing two competing neural networks' one that generates content and the other that rejects samples that are of poor quality. GANs in Action: Deep learning with Generative Adversarial Networks teaches you how to build and train your own generative adversarial networks. First, you'll get an introduction to generative modelling and how GANs work, along with an overview of their potential uses. Then, you'll start building your own simple adversarial system, as you explore the foundation of GAN architecture: the generator and discriminator networks. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Seriously Good Software Dec 23 2021 Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application's speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight

pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1 Software qualities and a problem to solve 2 Reference implementation *Part 2: Software Qualities* 3 Need for speed: Time efficiency 4 Precious memory: Space efficiency 5 Self-conscious code: Reliability through monitoring 6 Lie to me: Reliability through testing 7 Coding aloud: Readability 8 Many cooks in the kitchen: Thread safety 9 Please recycle: Reusability

Elixir in Action May 16 2021 Summary Revised and updated for Elixir 1.7, Elixir in Action, Second Edition teaches you how to apply Elixir to practical problems associated with scalability, fault tolerance, and high availability. Along the way, you'll develop an appreciation for, and considerable skill in, a functional and concurrent style of programming. Purchase of the print book includes a free eBook in PDF, Kindle, and

ePub formats from Manning Publications. About the Technology When you're building mission-critical software, fault tolerance matters. The Elixir programming language delivers fast, reliable applications, whether you're building a large-scale distributed system, a set of backend services, or a simple web app. And Elixir's elegant syntax and functional programming mindset make your software easy to write, read, and maintain. About the Book Elixir in Action, Second Edition teaches you how to build production-quality distributed applications using the Elixir programming language. Author Saša Jurić introduces this powerful language using examples that highlight the benefits of Elixir's functional and concurrent programming. You'll discover how the OTP framework can radically reduce tedious low-level coding tasks. You'll also explore practical approaches to concurrency as you learn to distribute a production system over multiple machines. What's inside Updated for Elixir 1.7 Functional and concurrent programming Introduction to distributed system design Creating deployable releases About the Reader You'll need intermediate skills with client/server applications and a language like Java, C#, or Ruby. No previous experience with Elixir required. About the Author Saša Jurić is a developer with extensive experience using Elixir and Erlang in complex server-side systems. Table of Contents First steps Building blocks Control flow Data abstractions Concurrency primitives Generic server processes Building a concurrent system Fault-tolerance basics Isolating error effects Beyond GenServer Working with components Building a distributed system Running the system

Microservices in Action Oct 28 2019 Summary Microservices in Action is a practical book about building and deploying microservice-based applications. Written for developers and architects with a solid grasp of service-oriented development, it tackles the challenge of putting microservices into production. Purchase of the

print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Invest your time in designing great applications, improving infrastructure, and making the most out of your dev teams. Microservices are easier to write, scale, and maintain than traditional enterprise applications because they're built as a system of independent components. Master a few important new patterns and processes, and you'll be ready to develop, deploy, and run production-quality microservices. About the Book Microservices in Action teaches you how to write and maintain microservice-based applications. Created with day-to-day development in mind, this informative guide immerses you in real-world use cases from design to deployment. You'll discover how microservices enable an efficient continuous delivery pipeline, and explore examples using Kubernetes, Docker, and Google Container Engine. What's inside An overview of microservice architecture Building a delivery pipeline Best practices for designing multi-service transactions and queries Deploying with containers Monitoring your microservices About the Reader Written for intermediate developers familiar with enterprise architecture and cloud platforms like AWS and GCP. About the Author Morgan Bruce and Paulo A. Pereira are experienced engineering leaders. They work daily with microservices in a production environment, using the techniques detailed in this book. Table of Contents PART 1 - The lay of the land Designing and running microservices Microservices at SimpleBank PART 2 - Design Architecture of a microservice application Designing new features Transactions and queries in microservices Designing reliable services Building a reusable microservice framework PART 3 - Deployment Deploying microservices Deployment with containers and schedulers Building a delivery pipeline for microservices PART 4 - Observability and

ownership Building a monitoring system Using logs and traces to understand behavior Building microservice teams

Manning Jul 26 2019 The inspiring personal story of a family, an athletic tradition, and fifty years of a great all-American game.

TypeScript Quickly Apr 26 2022 Summary TypeScript is JavaScript with an important upgrade! By adding a strong type system to JavaScript, TypeScript can help you eliminate entire categories of runtime errors. In TypeScript Quickly, you'll learn to build rock-solid apps through practical examples and hands-on projects under the expert instruction of experienced web developers Yakov Fain and Anton Moiseev. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Strong typing can eliminate nearly all errors caused by unanticipated data values. With TypeScript, an enhanced version of JavaScript, you can specify types and type annotations so your code is easier to read and far less likely to fail at runtime. And because the core of TypeScript is standard JavaScript, it runs on all major browsers and can be used with frameworks like Angular, Vue, and React. About the book TypeScript Quickly teaches you to exploit the benefits of types in browser-based and standalone applications. In this practical guide, you'll build a fascinating blockchain service app that takes you through a range of type-sensitive programming techniques. As you go, you'll also pick up valuable techniques for object-oriented programming with classes, interfaces, and advanced features such as decorators and conditional types. What's inside Mastering TypeScript syntax Using TypeScript with JavaScript libraries Tooling with Babel and Webpack Developing TypeScript apps using Angular, React, and Vue About the reader For web developers comfortable with JavaScript and HTML. About the author Yakov Fain and Anton Moiseev are experienced web developers. They

have authored two editions of Manning's Angular Development with TypeScript. Table of Contents: PART 1 MASTERING THE TYPESCRIPT SYNTAX 1 ¦ Getting familiar with TypeScript 2 ¦ Basic and custom types 3 ¦ Object-oriented programming with classes and interfaces 4 ¦ Using enums and generics 5 ¦ Decorators and advanced types 6 ¦ Tooling 7 ¦ Using TypeScript and JavaScript in the same project PART 2 APPLYING TYPESCRIPT IN A BLOCKCHAIN APP 8 ¦ Developing your own blockchain app 9 ¦ Developing a browser-based blockchain node 10 ¦ Client-server communications using Node.js, TypeScript, and WebSockets 11 ¦ Developing Angular apps with TypeScript 12 ¦ Developing the blockchain client in Angular 13 ¦ Developing React.js apps with TypeScript 14 ¦ Developing a blockchain client in React.js 15 ¦ Developing Vue.js apps with TypeScript 16 ¦ Developing the blockchain client in Vue.js

Groovy in Action Jul 30 2022 Summary Groovy in Action, Second Edition is a thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails web framework, the Gradle build system, and Spock testing platform have created a large Groovy community About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from

the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the Groovy language and its ecosystem. Table of Contents PART 1 THE GROOVY LANGUAGE Your way to Groovy Overture: Groovy basics Simple Groovy datatypes Collective Groovy datatypes Working with closures Groovy control structures Object orientation, Groovy style Dynamic programming with Groovy Compile-time metaprogramming and AST transformations Groovy as a static language PART 2 AROUND THE GROOVY LIBRARY Working with builders Working with the GDK Database programming with Groovy Working with XML and JSON Interacting with Web Services Integrating Groovy PART 3 APPLIED GROOVY Unit testing with Groovy Concurrent Groovy with GPars Domain-specific languages The Groovy ecosystem

Linux in Action Apr 02 2020 Summary Linux in Action is a task-based tutorial that will give you the skills and deep understanding you need to administer a Linux-based system. This hands-on book guides you through 12 real-world projects so you can practice as you learn. Each chapter

ends with a review of best practices, new terms, and exercises. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology You can't learn anything without getting your hands dirtyÃ¢â‚¬â€ including Linux. Skills like securing files, folders, and servers, safely installing patches and applications, and managing a network are required for any serious user, including developers, administrators, and DevOps professionals. With this hands-on tutorial, you'll roll up your sleeves and learn Linux project by project. About the Book Linux in Action guides you through 12 real-world projects, including automating a backup-and-restore system, setting up a private Dropbox-style file cloud, and building your own MediaWiki server. You'll try out interesting examples as you lock in core practices like virtualization, disaster recovery, security, backup, DevOps, and system troubleshooting. Each chapter ends with a review of best practices, new terms, and exercises. What's inside Setting up a safe Linux environment Managing secure remote connectivity Building a system recovery device Patching and upgrading your system About the Reader No prior Linux admin experience is required. About the Author David Clinton is a certified Linux Server Professional, seasoned instructor, and author of Manning's bestselling Learn Amazon Web Services in a Month of Lunches. Table of Contents Welcome to Linux Linux virtualization: Building a Linux working environment Remote connectivity: Safely accessing networked machines Archive management: Backing up or copying entire file systems Automated administration: Configuring automated offsite backups Emergency tools: Building a system recovery device Web servers: Building a MediaWiki server Networked file sharing: Building a Nextcloud file-sharing server Securing your web server Securing network connections: Creating a VPN or DMZ System

monitoring: Working with log files Sharing data over a private network Troubleshooting system performance issues Troubleshooting network issues Troubleshooting peripheral devices DevOps tools: Deploying a scripted server environment using Ansible