

Dlib C Library Optimization

Smart Data

A Tutorial and Reference

15th Italian Research Conference on Digital Libraries, IRCDL 2019, Pisa, Italy, January 31 - February 1, 2019, Proceedings

Hands-On Machine Learning with C++

Architectural Optimization of Digital Libraries

Deep Learning for Computer Vision

Build, train, and deploy end-to-end machine learning and deep learning pipelines

The Network Reshapes the Library

Second International MICCAI Workshop, MCV 2012, Nice, France, October 5, 2012, Revised Selected Papers

The Fate of the Commons in a Connected World

International Conference on Innovative Computing and Communications

35 New Ways to Improve Your Programs and Designs

Presentation Attack Detection

SIGIR 2003 Workshop on Distributed Information Retrieval, Toronto, Canada, August 1, 2003, Revised Selected and Invited Papers

Data Storage, Data Processing and Data Analysis

Cyber Mercenaries

101 Rules, Guidelines, and Best Practices

Proceedings of the 22nd Engineering Applications of Neural Networks Conference

Proceedings of ICICC 2020, Volume 2

The 10th International Conference on Computer Engineering and Networks

Fundamentals of Optimization

The C++ Standard Library

The Library Marketing Toolkit

State-of-the-Art Perspectives in Computing and Applications

Medical Computer Vision: Recognition Techniques and Applications in Medical Imaging

The Digital Journey of Banking and Insurance, Volume III

15th European Conference, Munich, Germany, September 8-14, 2018, Proceedings, Part XV

Advances in Large Margin Classifiers

The Future of Ideas

Methods, Minimum Principles, and Applications for Making Things Better

Lorcan Dempsey on Libraries, Services and Networks

Handbook of Biometric Anti-Spoofing

Blueprints for Data Center Optimization

Image Classification, Object Detection, and Face Recognition in Python

The State, Hackers, and Power

Towards a New Cognitive Neuroscience: Modeling Natural Brain Dynamics

Nature-Inspired Computation in Engineering

C++ Coding Standards

Dlib C Library Optimization

Downloaded from blog.gmcrcyu.edu by guest

PAUL MORENO

Smart Data Springer

More than 150,000 copies in print! Praise for Scott Meyers' first book, *Effective C++*: "I heartily recommend *Effective C++* to anyone who aspires to mastery of C++ at the intermediate level or above." - *The C/C++ User's Journal* From the author of the indispensable *Effective C++*, here are 35 new ways to improve your programs and designs. Drawing on years of experience, Meyers explains how to write software that is more effective: more efficient, more robust, more consistent, more portable, and more reusable. In short, how to write C++ software that's just plain better. *More Effective C++* includes: Proven methods for improving program efficiency, including incisive examinations of the time/space costs of C++ language features Comprehensive descriptions of advanced techniques used by C++ experts, including placement new, virtual constructors, smart pointers, reference counting, proxy classes, and double-dispatching Examples of the profound impact of exception handling on the structure and behavior of C++ classes and functions Practical treatments of new language features, including `bool`, `mutable`, `explicit`, namespaces, member

templates, the Standard Template Library, and more. If your compilers don't yet support these features, Meyers shows you how to get the job done without them. *More Effective C++* is filled with pragmatic, down-to-earth advice you'll use every day. Like *Effective C++* before it, *More Effective C++* is essential reading for anyone working with C++.

A Tutorial and Reference Springer

"This book offers the latest research within the field of HAI, surveying the broad topics and collecting case studies, future directions, and cutting edge analyses, investigating biologically inspired algorithms such as ant colony optimization and particle swarm optimization"--

15th Italian Research Conference on Digital Libraries, IRCDL 2019, Pisa, Italy, January 31 - February 1, 2019, Proceedings Packt Publishing Ltd

The sixteen-volume set comprising the LNCS volumes 11205-11220 constitutes the refereed proceedings of the 15th European Conference on Computer Vision, ECCV 2018, held in Munich, Germany, in September 2018. The 776 revised papers presented were carefully reviewed and selected from 2439 submissions. The papers are organized in topical sections on learning for vision; computational photography; human analysis; human sensing; stereo and reconstruction; optimization; matching and recognition; video attention; and poster sessions.

Hands-On Machine Learning with C++ Springer Science & Business Media

This textbook is for readers new or returning to the practice of optimization whose interest in the subject may relate to a wide range of products and processes. Rooted in the idea of "minimum principles," the book introduces the reader to the analytical tools needed to apply optimization practices to an array of single- and multi-variable problems. While comprehensive and rigorous, the treatment requires no more than a basic understanding of technical math and how to display mathematical results visually. It presents a group of simple, robust methods and illustrates their use in clearly-defined examples. Distinct from the majority of optimization books on the market intended for a mathematically sophisticated audience who might want to develop their own new methods of optimization or do research in the field, this volume fills the void in instructional material for those who need to understand the basic ideas. The text emerged from a set of applications-driven lecture notes used in optimization courses the author has taught for over 25 years. The book is class-tested and refined based on student feedback, devoid of unnecessary abstraction, and ideal for students and practitioners from across the spectrum of engineering disciplines. It provides context through practical examples and sections describing commercial application of optimization ideas, such as how containerized freight and changing sea routes have

been used to continually reduce the cost of moving freight across oceans. It also features 2D and 3D plots and an appendix illustrating the most widely used MATLAB optimization functions. *Architectural Optimization of Digital Libraries* Cambridge University Press
Smart Data: State-of-the-Art Perspectives in Computing and Applications explores smart data computing techniques to provide intelligent decision making and prediction services support for business, science, and engineering. It also examines the latest research trends in fields related to smart data computing and applications, including new computing theories, data mining and machine learning techniques. The book features contributions from leading experts and covers cutting-edge topics such as smart data and cloud computing, AI for networking, smart data deep learning, Big Data capture and representation, AI for Big Data applications, and more. Features Presents state-of-the-art research in big data and smart computing Provides a broad coverage of topics in data science and machine learning Combines computing methods with domain knowledge and a focus on applications in science, engineering, and business Covers data security and privacy, including AI techniques Includes contributions from leading researchers

[Deep Learning for Computer Vision](#) Springer Science & Business Media

This book contains the proceedings of the 22nd EANN "Engineering Applications of Neural Networks" 2021 that comprise of research papers on both theoretical foundations and cutting-edge applications of artificial intelligence. Based on the discussed research areas, emphasis is given in advances of machine learning (ML) focusing on the following algorithms-approaches: Augmented ML, autoencoders, adversarial neural networks, blockchain-adaptive methods, convolutional neural networks, deep learning, ensemble methods, learning-federated learning, neural networks, recurrent - long short-term memory. The application domains are related to: Anomaly detection, bio-medical AI, cyber-security, data fusion, e-learning, emotion recognition, environment, hyperspectral imaging, fraud detection, image analysis, inverse kinematics, machine vision, natural language, recommendation systems, robotics, sentiment analysis, simulation, stock market prediction.

[Build, train, and deploy end-to-end machine learning and deep learning pipelines](#) Logistics

Management and Optimization through Hybrid Artificial Intelligence Systems

Workplace technology is evolving at an accelerated pace, driving innovation, productivity, and efficiency to exceedingly high levels. Businesses both small and large must keep up with these changes in order to compete effectively with fellow enterprises. The Handbook of Research on Enterprise 2.0: Technological, Social, and Organizational Dimensions collects the most recent developments in evaluating the technological, organizational, and social dimensions of modern business practices in order to better foster advances in information exchange and collaboration among networks of partners and customers. This crucial reference supports managers and business professionals, as well as members of academia, IT specialists, and network developers in enhancing business practices and obtaining competitive advantage.

[The Network Reshapes the Library](#) American Library Association

The book provides an overview of recent developments in large margin classifiers, examines connections with other methods (e.g., Bayesian inference), and identifies strengths and weaknesses of the method, as well as directions for future research. The concept of large margins is a unifying principle for the analysis of many different approaches to the classification of data from examples, including boosting, mathematical programming, neural networks, and support vector machines. The fact that it is the margin, or confidence level, of a classification--that is, a scale parameter--rather than a raw training error that matters has become a key tool for dealing with classifiers. This book shows how this idea applies to both the theoretical analysis and the design of algorithms. The book provides an overview of recent developments in large margin classifiers, examines connections with other methods (e.g., Bayesian inference), and identifies strengths and weaknesses of the method, as well as directions for future research. Among the contributors are Manfred Opper, Vladimir Vapnik, and Grace Wahba.

Springer

This authoritative and comprehensive handbook is the definitive work on the current state of the art of Biometric Presentation Attack Detection (PAD) - also known as Biometric Anti-Spoofing. Building on the success of the previous, pioneering edition, this thoroughly updated second edition has been considerably expanded to provide even greater coverage of PAD methods, spanning biometrics systems based on face, fingerprint, iris, voice, vein, and signature recognition. New material is also included on major PAD competitions, important databases for research, and on the impact of recent international legislation. Valuable insights are supplied by a selection of leading

experts in the field, complete with results from reproducible research, supported by source code and further information available at an associated website. Topics and features: reviews the latest developments in PAD for fingerprint biometrics, covering optical coherence tomography (OCT) technology, and issues of interoperability; examines methods for PAD in iris recognition systems, and the application of stimulated pupillary light reflex for this purpose; discusses advancements in PAD methods for face recognition-based biometrics, such as research on 3D facial masks and remote photoplethysmography (rPPG); presents a survey of PAD for automatic speaker recognition (ASV), including the use of convolutional neural networks (CNNs), and an overview of relevant databases; describes the results yielded by key competitions on fingerprint liveness detection, iris liveness detection, and software-based face anti-spoofing; provides analyses of PAD in finger vein recognition, online handwritten signature verification, and in biometric technologies on mobile devices includes coverage of international standards, the E.U. PSDII and GDPR directives, and on different perspectives on presentation attack evaluation. This text/reference is essential reading for anyone involved in biometric identity verification, be they students, researchers, practitioners, engineers, or technology consultants. Those new to the field will also benefit from a number of introductory chapters, outlining the basics for the most important biometrics.

[Second International MICCAI Workshop, MCV 2012, Nice, France, October 5, 2012, Revised Selected Papers](#) Addison-Wesley

Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice "safe" overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

[The Fate of the Commons in a Connected World](#) Springer

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

[International Conference on Innovative Computing and Communications](#) Pearson Education

This book includes innovative research work presented at ICO'2018, the 1st International Conference on Intelligent Computing and Optimization, held in Pattaya, Thailand on October 4-5, 2018. The conference presented topics ranging from power quality, reliability, security assurance, cloud computing, smart cities, renewable energy, agro-engineering, smart vehicles, deep learning, block chain, power systems, AI, machine learning, manufacturing systems, and big-data analytics. This volume focuses on subjects related to innovative computing, uncertainty management and optimization approaches to real-world problems in big-data, smart cities, sustainability, meta-heuristics, cyber-security, IoTs, economics and finance, renewable energy, energy and electricity systems, and block chain. Presenting cutting-edge methodologies with real-world application problems and their solutions, the book is useful for researchers, managers, executives, students, academicians, practicing scientists, and decision makers from all around the globe. It offers the academic and the applied communities a compendium and a research resource with significant insights and inspiration for innovative scientific education, investigation and collaboration, to

overcome "hard problems" among the emerging challenges today and in the future.

[35 New Ways to Improve Your Programs and Designs](#) Machine Learning Mastery

Libraries are places of learning and knowledge creation. Over the last two decades, digital technology--and the changes that came with it--have accelerated this transformation to a point where evolution starts to become a revolution. The wider Open Science movement, and Open Access in particular, is one of these changes and is already having a profound impact. Under the subscription model, the role of libraries was to buy or license content on behalf of their users and then act as gatekeepers to regulate access on behalf of rights holders. In a world where all research is open, the role of the library is shifting from licensing and disseminating to facilitating and supporting the publishing process itself. This requires a fundamental shift in terms of structures, tasks, and skills. It also changes the idea of a library's collection. Under the subscription model, contemporary collections largely equal content bought from publishers. Under an open model, the collection is more likely to be the content created by the users of the library (researchers, staff, students, etc.), content that is now curated by the library. Instead of selecting external content, libraries have to understand the content created by their own users and help them to make it publicly available--be it through a local repository, payment of article processing charges, or through advice and guidance. Arguably, this is an overly simplified model that leaves aside special collections and other areas. Even so, it highlights the changes that research libraries are undergoing, changes that are likely to accelerate as a result of initiatives such as Plan S. This Special Issue investigates some of the changes in today's library services that relate to open access.

[Presentation Attack Detection](#) Springer

This book, the third one of three volumes, focuses on data and the actions around data, like storage and processing. The angle shifts over the volumes from a business-driven approach in "Disruption and DNA" to a strong technical focus in "Data Storage, Processing and Analysis", leaving "Digitalization and Machine Learning Applications" with the business and technical aspects in-between. In the last volume of the series, "Data Storage, Processing and Analysis", the shifts in the way we deal with data are addressed.

[SIGIR 2003 Workshop on Distributed Information Retrieval, Toronto, Canada, August 1, 2003, Revised Selected and Invited Papers](#) Addison-Wesley Professional

Step-by-step tutorials on deep learning neural networks for computer vision in python with Keras. *Data Storage, Data Processing and Data Analysis* MDPI

The Best-Selling C++ Resource Now Updated for C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components--and to benefit from their power--you need a resource that does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at www.cppstdlib.com.

[Cyber Mercenaries](#) Springer Nature

This book reviews and discusses recent advances in the development of methods and algorithms for nonlinear optimization and its applications, focusing on the large-dimensional case, the current forefront of much research. Individual chapters, contributed by eminent authorities, provide an up-to-date overview of the field from different and complementary standpoints, including theoretical analysis, algorithmic development, implementation issues and applications.

[101 Rules, Guidelines, and Best Practices](#) Springer Nature

This book contains a collection of the papers accepted by the CENet2020 - the 10th International

Conference on Computer Engineering and Networks held on October 16-18, 2020 in Xi'an, China. The topics focus but are not limited to Internet of Things and Smart Systems, Artificial Intelligence and Applications, Communication System Detection, Analysis and Application, and Medical Engineering and Information Systems. Each part can be used as an excellent reference by industry practitioners, university faculties, research fellows and undergraduates as well as graduate students who need to build a knowledge base of the most current advances and state-of-practice in the topics covered by this conference proceedings. This will enable them to produce, maintain,

and manage systems with high levels of trustworthiness and complexity. [Proceedings of the 22nd Engineering Applications of Neural Networks Conference](#) Cambridge University Press

During recent years, huge efforts have been made to establish digital libraries, in a variety of media, offered from a variety of sources, and intended for a variety of professional and private user communities. As digital data collections proliferate, problems of resource selection and data fusion become major issues. Traditional search engines, even the best ones, are unable to provide access to the hidden web of information that is only available via digital library search interfaces.

Originating from the SIGIR 2003 Workshop on Distributed Information Retrieval, held in Toronto, Canada in August 2003, this book presents extended and revised workshop papers as well as several invited papers on the topic to round off coverage of the core issues. The papers are devoted to recent research on the design and implementation of methods and tools for resource discovery, resource description, resource selection, data fusion, and user interaction. [Proceedings of ICICC 2020, Volume 2](#) Frontiers E-books
Logistics Management and Optimization through Hybrid Artificial Intelligence SystemsIGI Global

Related with Dlib C Library Optimization:

- Free Printable Shapes Worksheets : [click here](#)