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Advanced Linux
Programming John Wiley
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Important book with no
competition based on a
successful course from
Mindshare.

Android Apps for Absolute Beginners

Sams Publishing
Your Python code may run
correctly, but you need it
to run faster. Updated for
Python 3, this expanded
edition shows you how to
locate performance
bottlenecks and
significantly speed up
your code in high-data-
volume programs. By

exploring the fundamental
theory behind design
choices, High
Performance Python helps
you gain a deeper
understanding of Python's
implementation. How do
you take advantage of
multicore architectures or
clusters? Or build a
system that scales up and
down without losing
reliability? Experienced

Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers. Learn how Python abstracts the underlying computer architecture. Use profiling to find bottlenecks in CPU time and memory usage. Write efficient programs by choosing appropriate data structures. Speed up

matrix and vector computations. Use tools to compile Python down to machine code. Manage multiple I/O and computational operations concurrently. Convert multiprocessing code to run on local or remote clusters. Deploy code faster using tools like Docker.

Complete Digital Design: A Comprehensive Guide to Digital Electronics and Computer System Architecture Prentice Hall Professional. College Algebra provides

a comprehensive exploration of algebraic principles and meets scope and sequence requirements for a typical introductory algebra course. The modular approach and richness of content ensure that the book meets the needs of a variety of courses. College Algebra offers a wealth of examples with detailed, conceptual explanations, building a strong foundation in the material before asking students to apply what they've learned. Coverage and Scope In determining

the concepts, skills, and topics to cover, we engaged dozens of highly experienced instructors with a range of student audiences. The resulting scope and sequence proceeds logically while allowing for a significant amount of flexibility in instruction. Chapters 1 and 2 provide both a review and foundation for study of Functions that begins in Chapter 3. The authors recognize that while some institutions may find this material a prerequisite, other institutions have told us

that they have a cohort that need the prerequisite skills built into the course. Chapter 1: Prerequisites Chapter 2: Equations and Inequalities Chapters 3-6: The Algebraic Functions Chapter 3: Functions Chapter 4: Linear Functions Chapter 5: Polynomial and Rational Functions Chapter 6: Exponential and Logarithm Functions Chapters 7-9: Further Study in College Algebra Chapter 7: Systems of Equations and Inequalities Chapter 8: Analytic Geometry Chapter 9:

Sequences, Probability and Counting Theory *Java Performance: The Definitive Guide* Wiley Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. *Algorithms in a Nutshell* describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze

algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an

existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency

of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

Upgrading and repairing PCs Packt Publishing Ltd

This book provides a structured treatment of the key principles and techniques for enabling efficient processing of deep neural networks (DNNs). DNNs are currently widely used for many artificial intelligence

(AI) applications, including computer vision, speech recognition, and robotics. While DNNs deliver state-of-the-art accuracy on many AI tasks, it comes at the cost of high computational complexity. Therefore, techniques that enable efficient processing of deep neural networks to improve key metrics—such as energy-efficiency, throughput, and latency—without sacrificing accuracy or increasing hardware costs are critical to enabling the wide deployment of DNNs in AI systems. The book

includes background on DNN processing; a description and taxonomy of hardware architectural approaches for designing DNN accelerators; key metrics for evaluating and comparing different designs; features of DNN processing that are amenable to hardware/algorithm co-design to improve energy efficiency and throughput; and opportunities for applying new technologies. Readers will find a structured introduction to the field as well as formalization and

organization of key concepts from contemporary work that provide insights that may spark new ideas.

Algorithms in a Nutshell Microsoft Press
Ideal for PC owners looking for an accessible, easy-to-follow reference, this beginner's guide to PC hardware offers expert advice on every component--processors, motherboards, memory, BIOS, CD-ROM and DVD drives, video cards, and much more. You'll also get details on external devices, including

monitors, printers, keyboards, and modems. The book covers both Intel and non-Intel CPUs and USB and AGP ports. *Reversing* CRC Press
 This book covers the essential knowledge and skills needed by a student who is specializing in software engineering. Readers will learn principles of object orientation, software development, software modeling, software design, requirements analysis, and testing. The use of the Unified Modelling Language to

develop software is taught in depth. Many concepts are illustrated using complete examples, with code written in Java. *Hacking the Xbox* Cambridge University Press
 The classic guide to how computers work, updated with new chapters and interactive graphics "For me, Code was a revelation. It was the first book about programming that spoke to me. It started with a story, and it built up, layer by layer, analogy by analogy, until I understood not just the

Code, but the System. Code is a book that is as much about Systems Thinking and abstractions as it is about code and programming. Code teaches us how many unseen layers there are between the computer systems that we as users look at every day and the magical silicon rocks that we infused with lightning and taught to think." - Scott Hanselman, Partner Program Director, Microsoft, and host of Hanselminutes Computers are everywhere, most obviously in our laptops

and smartphones, but also our cars, televisions, microwave ovens, alarm clocks, robot vacuum cleaners, and other smart appliances. Have you ever wondered what goes on inside these devices to make our lives easier but occasionally more infuriating? For more than 20 years, readers have delighted in Charles Petzold's illuminating story of the secret inner life of computers, and now he has revised it for this new age of computing. Cleverly illustrated and easy to understand, this is

the book that cracks the mystery. You'll discover what flashlights, black cats, seesaws, and the ride of Paul Revere can teach you about computing, and how human ingenuity and our compulsion to communicate have shaped every electronic device we use. This new expanded edition explores more deeply the bit-by-bit and gate-by-gate construction of the heart of every smart device, the central processing unit that combines the simplest of basic

operations to perform the most complex of feats. Petzold's companion website, CodeHiddenLanguage.com, uses animated graphics of key circuits in the book to make computers even easier to comprehend. In addition to substantially revised and updated content, new chapters include: Chapter 18: Let's Build a Clock! Chapter 21: The Arithmetic Logic Unit Chapter 22: Registers and Busses Chapter 23: CPU Control Signals Chapter 24: Jumps, Loops, and

Calls Chapter 28: The World Brain From the simple ticking of clocks to the worldwide hum of the internet, Code reveals the essence of the digital revolution.

A Guide to Business Continuity Planning

Apress

This is a dystopian social science fiction novel and morality tale. The novel is set in the year 1984, a fictional future in which most of the world has been destroyed by unending war, constant government monitoring, historical revisionism, and

propaganda. The totalitarian superstate Oceania, ruled by the Party and known as Airstrip One, now includes Great Britain as a province. The Party uses the Thought Police to repress individuality and critical thought. Big Brother, the tyrannical ruler of Oceania, enjoys a strong personality cult that was created by the party's overzealous brainwashing methods. Winston Smith, the main character, is a hard-working and skilled member of the Ministry of

Truth's Outer Party who secretly despises the Party and harbors rebellious fantasies.

InfoWorld Addison-Wesley Professional

Analyzing how hacks are done, so as to stop them in the future Reverse engineering is the process of analyzing hardware or software and understanding it, without having access to the source code or design documents. Hackers are able to reverse engineer systems and exploit what they find with scary results. Now the good

guys can use the same tools to thwart these threats. Practical Reverse Engineering goes under the hood of reverse engineering for security analysts, security engineers, and system programmers, so they can learn how to use these same processes to stop hackers in their tracks. The book covers x86, x64, and ARM (the first book to cover all three); Windows kernel-mode code rootkits and drivers; virtual machine protection techniques; and much more. Best of all, it offers

a systematic approach to the material, with plenty of hands-on exercises and real-world examples. Offers a systematic approach to understanding reverse engineering, with hands-on exercises and real-world examples Covers x86, x64, and advanced RISC machine (ARM) architectures as well as deobfuscation and virtual machine protection techniques Provides special coverage of Windows kernel-mode code (rootkits/drivers), a topic not often covered

elsewhere, and explains how to analyze drivers step by step Demystifies topics that have a steep learning curve Includes a bonus chapter on reverse engineering tools Practical Reverse Engineering: Using x86, x64, ARM, Windows Kernel, and Reversing Tools provides crucial, up-to-date guidance for a broad range of IT professionals. **Shigley's Mechanical Engineering Design ISE** Springer Science & Business Media The computing world is in the middle of a revolution:

mobile clients and cloud computing have emerged as the dominant paradigms driving programming and hardware innovation. This book focuses on the shift, exploring the ways in which software and technology in the 'cloud' are accessed by cell phones, tablets, laptops, and more

Efficient Processing of Deep Neural Networks

John Wiley & Sons

Offering thorough coverage of atomic layer deposition (ALD), this book moves from basic

chemistry of ALD and modeling of processes to examine ALD in memory, logic devices and machines. Reviews history, operating principles and ALD processes for each device.

Teach Yourself COBOL in 21 Days Pearson

Education India

Coding and testing are often considered separate areas of expertise. In this comprehensive guide, author and Java expert Scott Oaks takes the approach that anyone who works with Java should be equally adept

at understanding how code behaves in the JVM, as well as the tunings likely to help its performance. You'll gain in-depth knowledge of Java application performance, using the Java Virtual Machine (JVM) and the Java platform, including the language and API. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way Java 7 and 8 applications perform. Apply four principles for obtaining the best results

from performance testing
Use JDK tools to collect
data on how a Java
application is performing
Understand the
advantages and
disadvantages of using a
JIT compiler Tune JVM
garbage collectors to
affect programs as little
as possible Use
techniques to manage
heap memory and JVM
native memory Maximize
Java threading and
synchronization
performance features
Tackle performance
issues in Java EE and Java
SE APIs Improve Java-

driven database
application performance
Code McGraw Hill
Professional
Beginning with a basic
primer on reverse
engineering-including
computer internals,
operating systems, and
assembly language-and
then discussing the
various applications of
reverse engineering, this
book provides readers
with practical, in-depth
techniques for software
reverse engineering. The
book is broken into two
parts, the first deals with
security-related reverse

engineering and the
second explores the more
practical aspects of
reverse engineering. In
addition, the author
explains how to reverse
engineer a third-party
software library to
improve interfacing and
how to reverse engineer a
competitor's software to
build a better product. *
The first popular book to
show how software
reverse engineering can
help defend against
security threats, speed up
development, and unlock
the secrets of competitive
products * Helps

developers plug security holes by demonstrating how hackers exploit reverse engineering techniques to crack copy-protection schemes and identify software targets for viruses and other malware * Offers a primer on advanced reverse-engineering, delving into "disassembly"-code-level reverse engineering-and explaining how to decipher assembly language

Computer Organization and Design RISC-V

Edition John Wiley & Sons
The interest in Business

Continuity has gained significant momentum in the last few years, especially with the Y2K non-event, the increasing corporate dependence on computer systems and the growing levels of devastation associated with recent disasters. This book takes an organization interested in continuity planning through the processes needed to develop an effective plan. "Jim Barnes has succeeded in providing us a much-needed tool, with which we can confidently face

many of the day-to-day challenges of business contingency planning ... With this book, he has taken an important step in removing much of the guesswork and frustration from the business continuity implementation project." From the Foreword by Philip Jan Rothstein, FBCI, President of Rothstein Associates Inc., Publisher of The Rothstein Catalog on Disaster Recovery, 2001 *Computer Organization and Architecture* Springer Nature
This book is about the

Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. Catering for both new and experienced readers, it covers fundamental issues in an accessible way, starting with a clear overview of the device architecture, and an introduction to the design tools and processes for developing a Zynq SoC. Later chapters progress to more advanced topics such as

embedded systems development, IP block design and operating systems. Maintaining a 'real-world' perspective, the book also compares Zynq with other device alternatives, and considers end-user applications. The Zynq Book is accompanied by a set of practical tutorials hosted on a companion website. These tutorials will guide the reader through first steps with Zynq, following on to a complete, audio-based embedded systems design.

College Algebra

"O'Reilly Media, Inc."

Write software that draws directly on services offered by the Linux kernel and core system libraries. With this comprehensive book, Linux kernel contributor Robert Love provides you with a tutorial on Linux system programming, a reference manual on Linux system calls, and an insider's guide to writing smarter, faster code. Love clearly distinguishes between POSIX standard functions and special services offered only by

Linux. With a new chapter on multithreading, this updated and expanded edition provides an in-depth look at Linux from both a theoretical and applied perspective over a wide range of programming topics, including: A Linux kernel, C library, and C compiler overview Basic I/O operations, such as reading from and writing to files Advanced I/O interfaces, memory mappings, and optimization techniques The family of system calls for basic process

management Advanced process management, including real-time processes Thread concepts, multithreaded programming, and Pthreads File and directory management Interfaces for allocating memory and optimizing memory access Basic and advanced signal interfaces, and their role on the system Clock management, including POSIX clocks and high-resolution timers Mobile Computing Principles Penguin Random House LLC (No

Starch)
Learn how to use AI and blockchain to build decentralized intelligent applications (DIApps) that overcome real-world challenges Key Features Understand the fundamental concepts for converging artificial intelligence and blockchain Apply your learnings to build apps using machine learning with Ethereum, IPFS, and Moibit Get well-versed with the AI-blockchain ecosystem to develop your own DIApps Book Description AI and

blockchain are two emerging technologies catalyzing the pace of enterprise innovation. With this book, you'll understand both technologies and converge them to solve real-world challenges. This AI blockchain book is divided into three sections. The first section covers the fundamentals of blockchain, AI, and affiliated technologies, where you'll learn to differentiate between the various implementations of blockchains and AI with the help of examples. The

second section takes you through domain-specific applications of AI and blockchain. You'll understand the basics of decentralized databases and file systems and connect the dots between AI and blockchain before exploring products and solutions that use them together. You'll then discover applications of AI techniques in crypto trading. In the third section, you'll be introduced to the DIApp design pattern and compare it with the DApp design pattern. The book

also highlights unique aspects of SDLC (software development lifecycle) when building a DIApp, shows you how to implement a sample contact tracing application, and delves into the future of AI with blockchain. By the end of this book, you'll have developed the skills you need to converge AI and blockchain technologies to build smart solutions using the DIApp design pattern. What you will learn Get well-versed in blockchain basics and AI methodologies Understand

the significance of data collection and cleaning in AI modeling Discover the application of analytics in cryptocurrency trading Get to grips with open, permissioned, and private blockchains Explore the DIApp design pattern and its merit in digital solutions Find out how LSTM and ARIMA can be applied in crypto trading Use the DIApp design pattern to build a sample contact tracing application Get started with building your own DIApps across various domains Who this book is

for This book is for blockchain and AI architects, developers, data scientists, data engineers, and evangelists who want to harness the power of artificial intelligence in blockchain applications. If you are looking for a blend of theoretical and practical use cases to understand how to implement smart cognitive insights into blockchain solutions, this book is what you need! Knowledge of machine learning and blockchain concepts is required.

Embedded Linux System Design and Development
Elsevier
Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It

gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. - Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular

reference for the daunted or the inexperienced: if in doubt, the answer is in here! - Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package - Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more - A true introductory book,

provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering - Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume - Includes a library of design examples and design tools, plus a complete set of source code and embedded

systems design tutorial materials from companion website
PC Hardware: A Beginner's Guide Springer Science & Business Media
Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

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