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HAYNES DILLON

CUDA by Example Springer
 Shows how to write, debug, and run a Perl program, describes CGI scripting and data manipulation, and describes scalar values, basic operators, and associative arrays.
Artificial Intelligence with Python Springer
 Science & Business Media
 Two sets of identical twins provide the basis for ongoing incidents of mistaken identity, within a lively plot of quarrels, arrests, and a grand courtroom denouement. One of Shakespeare's earliest comedic efforts.
Computational Modeling and Simulation Examples in Bioengineering Course Technology Ptr
 CUDA is a computing architecture

designed to facilitate the development of parallel programs. In conjunction with a comprehensive software platform, the CUDA Architecture enables programmers to draw on the immense power of graphics processing units (GPUs) when building high-performance applications. GPUs, of course, have long been available for demanding graphics and game applications. CUDA now brings this valuable resource to programmers working on applications in other domains, including science, engineering, and finance. No knowledge of graphics programming is required—just the ability to program in a modestly extended version of C. CUDA by Example, written by two senior members of the CUDA software platform team, shows programmers how to employ this new technology. The authors introduce each area of CUDA

development through working examples. After a concise introduction to the CUDA platform and architecture, as well as a quick-start guide to CUDA C, the book details the techniques and trade-offs associated with each key CUDA feature. You'll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance. Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you'll need are freely available for download from NVIDIA.
<http://developer.nvidia.com/object/cuda-by-example.html>
Software-Defined Radio for Engineers

Springer Science & Business Media

"This book provides a working guide to the C++ Open Source Computer Vision Library (OpenCV) version 3.x and gives a general background on the field of computer vision sufficient to help readers use OpenCV effectively."--Preface.

Digital Image Processing and Analysis

"O'Reilly Media, Inc."

The Afro-European Conference for Industrial Advancement (AECIA) brought together the foremost experts and excellent young researchers from Africa, Europe and the rest of the world to disseminate the latest results from various fields of engineering, information and communication technologies. This volume gathers the carefully selected papers from the third installment of the AECIA, which was held in Marrakech, Morocco from November 21 to 23, 2016. The papers address important topics like Automation Systems, Intelligent Techniques and Algorithms, Information and Communication Technology (ICT) Applications in Engineering, Control, Optimization and Processing, as well as manufacturing-related topics. As such, it offers a valuable reference guide for researchers, students and practitioners in the fields of computer science and engineering.

Learning OpenCV 3 BoD - Books on Demand

The second edition of VLSI Design is a comprehensive textbook designed for undergraduate students of electrical, electronics, and electronics and communication engineering. It provides a thorough understanding of the fundamental concepts and design of VLSI systems.

Dreamweaver CS4 CRC Press

This book brings together papers presented at The 2nd International Conference on Artificial Intelligence in China (ChinaAI) 2020, which provides a venue to disseminate the latest developments and to discuss the interactions and links between these multidisciplinary fields. Spanning topics covering all topics in artificial intelligence with new development in China, this book is aimed at undergraduate and graduate students in Electrical Engineering, Computer Science and Mathematics, researchers and engineers from academia and industry as well as government employees (such as NSF, DOD and DOE). *Image Processing And Analysis: A Primer* Packt Publishing Ltd

Artificial Intelligence in China Proceedings of the 2nd International Conference on Artificial Intelligence in China Springer Nature

Compiler Construction Springer Science & Business Media

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, *Ruby on Rails™ Tutorial, Fourth Edition*, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early

and often with Heroku

Medical and Biological Image Analysis

"O'Reilly Media, Inc."

As technologies such as artificial intelligence, big data, cloud computing, and blockchain have been applied to various areas in finance, there is an increasing demand for finance professionals with the skills and knowledge related to fintech. Knowledge of the technologies involved and finance concepts is crucial for the finance professional to understand the architecture of technologies as well as how they can be applied to solve various aspects of finance. This book covers the main concepts and theories of the technologies in fintech which consist of big data, data science, artificial intelligence, data structure and algorithm, computer network, network security, and Python programming. *Fintech for Finance Professionals* is a companion volume to the book on finance that covers the fundamental concepts in the field. Together, these two books form the foundation for a good understanding of finance and fintech applications which will be covered in subsequent volumes.

BIOMED 2008, 25-28 June 2008, Kuala Lumpur, Malaysia World Scientific

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palingrams - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more,

all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

Computer Vision in C++ with the OpenCV Library Cambridge University Press

Is an introduction to digital image processing from an elementary perspective. The book covers topics that can be introduced with simple mathematics so students can learn the concepts without getting overwhelmed by mathematical detail.

Building Machine Learning Systems with Python - Second Edition Addison-Wesley Professional

Praise for the first edition: "This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALL relevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding." -Philip Allen This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system -- small, medium, and large organizational systems and system development projects delivering engineered systems or services across multiple business sectors such as medical, transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for "bridging the gap" between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author's notes, real-world examples, and exercises, which highlight and reinforce key SE&D concepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UMLTM) / Systems Modeling Language (SysMLTM), and Agile/Spiral/V-Model Development such as user needs, stories, and use cases analysis; specification development; system architecture development; User-Centric System Design (UCSD); interface definition

& control; system integration & test; and Verification & Validation (V&V) Highlights/introduces a new 21st Century Systems Engineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical staging points for technical decision making such as Technical Strategy Development; Life Cycle requirements; Phases, Modes, & States; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (UCSD); Engineering Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering Analysis, Design, and Development, Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and a valuable reference for professionals.

Advanced Studies in Biometrics Springer A NATO advanced Study Institute took place at Bonas from June 14th to June 25th 1976 on "Digital Image Processing and Analysis". This book is the lasting result of a successful meeting, where the best specialists of the field could exchange their ideas and results. The papers are arranged so as to present first the more general and tutorial articles and then the more specific ones on applications. The general topics cover two dimensional transforms, techniques of image restoration, recursive filters, segmentation and analysis of image parts, some points of view from psychology and physiology, and problems of software and processing. The application fields concerned are remote sensing, medical applications, TV image compression, and optical character recognition. The editors wish to thank the Scientific Affairs Division of NATO for the edition of this book. Acknowledgment: This ASI has been made possible by the financial support of the NATO Scientific Affairs Division and D. R. M. E. and the material support of IRIA and the Institut de Programmation. VII TABLE OF CONTENTS William K. Pratt Two dimensional unitary transforms 1 T. S. Huang Two-dimensional Fourier transform 23 T. S. Huang Algebraic methods of image restoration 41 S. Castan Image enhancement and restoration 47 T. S. Huang Film grain noise 63 K. G. Beauchamp Two-dimensional recursive digital filtering 69 S. Attasi A new approach to 2D-recursive filtering 81 V. Cappellini Some efficient two-dimensional recursive digital filters 87 T. S. Durrani and C. E.

Summer School on Biometrics, Alghero,

Italy, June 2-6, 2003. Revised Selected Lectures and Papers Springer Biomedical Signal Processing and Artificial Intelligence in Healthcare is a new volume in the Developments in Biomedical Engineering and Bioelectronics series. This volume covers the basics of biomedical signal processing and artificial intelligence. It explains the role of machine learning in relation to processing biomedical signals and the applications in medicine and healthcare. The book provides background to statistical analysis in biomedical systems. Several types of biomedical signals are introduced and analyzed, including ECG and EEG signals. The role of Deep Learning, Neural Networks, and the implications of the expansion of artificial intelligence is covered. Biomedical Images are also introduced and processed, including segmentation, classification, and detection. This book covers different aspects of signals, from the use of hardware and software, and making use of artificial intelligence in problem solving. Dr Zgallai's book has up to date coverage where readers can find the latest information, easily explained, with clear examples and illustrations. The book includes examples on the application of signal and image processing employing artificial intelligence to Alzheimer, Parkinson, ADHD, autism, and sleep disorders, as well as ECG and EEG signals. Developments in Biomedical Engineering and Bioelectronics is a 10-volume series which covers recent developments, trends and advances in this field. Edited by leading academics in the field, and taking a multidisciplinary approach, this series is a forum for cutting-edge, contemporary review articles and contributions from key 'up-and-coming' academics across the full subject area. The series serves a wide audience of university faculty, researchers and students, as well as industry practitioners. Coverage of the subject area and the latest advances and applications in biomedical signal processing and Artificial Intelligence. Contributions by recognized researchers and field leaders. On-line presentations, tutorials, application and algorithm examples. *Proceedings of 2nd International Conference on Artificial Intelligence: Advances and Applications* Springer Nature Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your

own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides

multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Proceedings of the 2nd International Conference on Artificial Intelligence in China

Artificial Intelligence in China Proceedings of the 2nd International Conference on Artificial Intelligence in China

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, implementing them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoffs in design and implementation .

Ruby on Rails Tutorial Courier Corporation The book is designed for end users in the field of digital imaging, who wish to update their skills and understanding with the latest techniques in image analysis. The book emphasizes the conceptual

framework of image analysis and the effective use of image processing tools. It uses applications in a variety of fields to demonstrate and consolidate both specific and general concepts, and to build intuition, insight and understanding. Although the chapters are essentially self-contained they reference other chapters to form an integrated whole. Each chapter employs a pedagogical approach to ensure conceptual learning before introducing specific techniques and "tricks of the trade". The book concentrates on a number of current research applications, and will present a detailed approach to each while emphasizing the applicability of techniques to other problems. The field of topics is wide, ranging from compressive (non-uniform) sampling in MRI, through automated retinal vessel analysis to 3-D ultrasound imaging and more. The book is amply illustrated with figures and applicable medical images. The reader will learn the techniques which experts in the field are currently employing and testing to solve particular research problems, and how they may be applied to other problems.

Artificial Intelligence in China No Starch Press

Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark ...

Fintech For Finance Professionals Cito Research

The focus of this book is on providing a thorough treatment of image processing with an emphasis on those aspects most used in computer graphics. Throughout, the authors concentrate on describing and analysing the underlying concepts rather than on presenting algorithms or pseudocode. As befits a modern introduction to this topic, a healthy balance is struck between discussing the underlying mathematics of the subject and the main topics covered: signal processing, data discretization, the theory of colour and different colour systems, operations in images, dithering and half-toning, warping and morphing, and image processing.

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