Source Code Retriever V1.0.2 's Developer

Mark Bates,Cory LaNou,Tim Raymond

The Software Encyclopedia ,1997

Flask Web Development Miguel Grinberg,2018-03-05 Take full creative control of your web applications with Flask, the Python-based microframework. With the second edition of this hands-on book, you'll learn the framework from the ground up by developing, step-by-step, a real-world project created by author Miguel Grinberg. This refreshed edition accounts for important technology changes that have occurred in the past three years. You'll learn the framework's core functionality, as well as how to extend applications with advanced web techniques such as database migration and web service communication. The first part of each chapter provides you with reference and background for the topic in question, while the second part guides you though a hands-on implementation of the topic. If you have Python experience, this book shows you how to take advantage of the creative freedom Flask provides.

Introduction to Information Retrieval Christopher D. Manning,Prabhakar Raghavan,Hinrich Schütze,2008-07-07 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.

Programming Robots with ROS Morgan Quigley,Brian Gerkey,William D. Smart,2015-11-16 Chapter 3. Topics; Publishing to a Topic; Checking That Everything Works as Expected; Subscribing to a Topic; Checking That Everything Works as Expected; Latched Topics; Defining Your Own Message Types; Defining a New Message; Using Your New Message; When Should You Make a New Message Type?; Mixing Publishers and Subscribers; Summary; Chapter 4. Services; Defining a Service; Implementing a Service; Checking That Everything Works as Expected; Other Ways of Returning Values from a Service; Using a Service; Checking That Everything Works as Expected; Other Ways to Call Services; Summary.

GPU Gems 2 Matt Pharr,Randima Fernando,2005 More useful techniques, tips, and tricks for harnessing the power of the new generation of powerful GPUs.

Person Re-Identification Shaogang Gong,Marco Cristani,Shuicheng Yan,Chen Change Loy,2014-01-03 The first book of its kind dedicated to the challenge of person re-identification, this text provides an in-depth, multidisciplinary discussion of recent developments and state-of-the-art methods. Features: introduces examples of robust feature representations, reviews salient feature weighting and selection mechanisms and examines the benefits of semantic attributes; describes how to segregate meaningful body parts from background clutter; examines the use of 3D depth images and contextual constraints derived from the visual appearance of a group; reviews approaches to feature transfer function and distance metric learning and discusses potential solutions to issues of data scalability and identity inference; investigates the limitations of existing benchmark datasets, presents strategies for camera topology inference and describes techniques for improving post-rank search efficiency; explores the design rationale and implementation considerations of building a practical re-identification system.

The Book of R Tilman M. Davies,2016-07-16 The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: –The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops –Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R –How to access R's thousands of functions, libraries, and data sets –How to draw valid and useful conclusions from your data –How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

The Art of R Programming Norman Matloff,2011-10-11 R is the world's most popular language for developing statistical software: Archaeologists use it to track the spread of ancient civilizations, drug companies use it to discover which medications are safe and effective, and actuaries use it to assess financial risks and keep economies running smoothly. The Art of R Programming takes you on a guided tour of software development with R, from basic types and data structures to advanced topics like closures, recursion, and anonymous functions. No statistical knowledge is required, and your programming skills can range from hobbyist to pro. Along the way, you'll learn about functional and object-oriented programming, running mathematical simulations, and rearranging complex data into simpler, more useful formats. You'll also learn to: −Create artful graphs to visualize complex data sets and functions −Write more efficient code using parallel R and vectorization −Interface R with C/C++ and Python for increased speed or functionality −Find new R packages for text analysis, image manipulation, and more −Squash annoying bugs with advanced debugging techniques Whether you're designing aircraft, forecasting the weather, or you just need to tame your data, The Art of R Programming is your guide to harnessing the power of statistical computing.

Professional CUDA C Programming John Cheng,Max Grossman,Ty McKercher,2014-09-09 Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide Designed for professionals across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the hard and soft aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market.

WebGL Programming Guide Kouichi Matsuda,Rodger Lea,2013-07-04 Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes: • WebGL's origin, core concepts, features, advantages, and integration with other web standards • How and basic WebGL functions work together to deliver 3D graphics • Shader development with OpenGL ES Shading Language (GLSL ES) • 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective • Achieving greater realism through lighting and hierarchical objects • Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more • Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides an reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

Deep Learning with Keras Antonio Gulli,Sujit Pal,2017-04-26 Get to grips with the basics of Keras to implement fast and efficient deep-learning models About This Book Implement various deep-learning algorithms in Keras and see how deep-learning can be used in games See how various deep-learning models and practical use-cases can be implemented using Keras A practical, hands-on guide with real-world examples to give you a strong foundation in Keras Who This Book Is For If you are a data scientist with experience in machine learning or an AI programmer with some exposure to neural networks, you will find this book a useful entry point to deep-learning with Keras. A knowledge of Python is required for this book. What You Will Learn Optimize step-by-step functions on a large neural network using the Backpropagation Algorithm Fine-tune a neural network to improve the quality of results Use deep learning for image and audio processing Use Recursive Neural Tensor Networks (RNTNs) to outperform standard word embedding in special cases Identify problems for which Recurrent Neural Network (RNN) solutions are suitable Explore the process required to implement Autoencoders Evolve a deep neural network using reinforcement learning In Detail This book starts by introducing you to supervised learning algorithms such as simple linear regression, the classical multilayer perceptron and more sophisticated deep convolutional networks. You will also explore image processing with recognition of hand written digit images, classification of images into different categories, and advanced objects recognition with related image annotations. An example of identification of salient points for face detection is also provided. Next you will be introduced to Recurrent Networks, which are optimized for processing sequence data such as text, audio or time series. Following that, you will learn about unsupervised learning algorithms such as Autoencoders and the very popular Generative Adversarial Networks (GAN). You will also explore non-traditional uses of neural networks as Style Transfer. Finally, you will look at Reinforcement Learning and its application to AI game playing, another popular direction of research and application of neural networks. Style and approach This book is an easy-to-follow guide full of examples and real-world applications to help you gain an in-depth understanding of Keras. This book will showcase more than twenty working Deep Neural Networks coded in Python using Keras.

Introduction to 3D Game Programming with DirectX 12 Frank Luna,2016-04-19 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It shows how to use new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hardware tessellation, writing compute shaders, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains detailed explanations of popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the geometry shader, and character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Handbook of Open Source Tools Sandeep Koranne,2010-10-17 Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory , GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

The Rust Programming Language (Covers Rust 2018) Steve Klabnik,Carol Nichols,2019-09-03 The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions,

choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

The Analysis of Time Series: Theory and Practice Christopher Chatfield,2013-12-01 Time-series analysis is an area of statistics which is of particular interest at the present time. Time series arise in many different areas, ranging from marketing to oceanography, and the analysis of such series raises many problems of both a theoretical and practical nature. I first became interested in the subject as a postgraduate student at Imperial College, when I attended a stimulating course of lectures on time-series given by Dr. (now Professor) G. M. Jenkins. The subject has fascinated me ever since. Several books have been written on theoretical aspects of time-series analysis. The aim of this book is to provide an introduction to the subject which bridges the gap between theory and practice. The book has also been written to make what is rather a difficult subject as understandable as possible. Enough theory is given to introduce the concepts of time-series analysis and to make the book mathematically interesting. In addition, practical problems are considered so as to help the reader tackle the analysis of real data. The book assumes a knowledge of basic probability theory and elementary statistical inference (see Appendix III). The book can be used as a text for an undergraduate or postgraduate course in time-series, or it can be used for self tuition by research workers. Throughout the book, references are usually given to recent readily accessible books and journals rather than to the original attributive references. Wold's (1965) bibliography contains many time series references published before 1959.

How To Code in Go Mark Bates,Cory LaNou,Tim Raymond,2020-06-11

Rational Application Developer V6 Programming Guide ,2005

Mathematics for Machine Learning Marc Peter Deisenroth,A. Aldo Faisal,Cheng Soon Ong,2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Programming for Computations – MATLAB/Octave Svein Linge,Hans Petter Langtangen,2016-08-01 This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Improving Web Application Security ,2003 Gain a solid foundation for designing, building, and configuring security-enhanced, hack-resistant Microsoft® ASP.NET Web applications. This expert guide describes a systematic, task-based approach to security that can be applied to both new and existing applications. It addresses security considerations at the network, host, and application layers for each physical tier—Web server, remote application server, and database server—detailing the security configurations and countermeasures that can help mitigate risks. The information is organized into sections that correspond to both the product life cycle and the roles involved, making it easy for architects, designers, and developers to find the answers they need. All PATTERNS & PRACTICES guides are reviewed and approved by Microsoft engineering teams, consultants, partners, and customers—delivering accurate, real-world information that's been technically validated and tested.

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web earthing is the method of transmitting the instant electricity discharge directly to the ground through low resistance wires or electrical cables this is one of the significant features of electrical networks because it builds the most eagerly accessible and hazardous power source much secure to utilize electrical earthing

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web include the earthing resistance and the minimum size of the earthing conductor which can be calculated using various methods as part of the design methodology lim s c and al shawesh y 35 proposed a systematic step by step approach for the design of reliable and effective earthing systems for low voltage

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web in the case of a plate earth electrode the earthing of the conductor shall be securely terminated onto the plate with two bolts nuts check nuts and washers in the pipe earth electrode wire type earthing conductor shall be secured using nuts washers bolts and washers and terminating socket

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web various types of earthing are mentioned below plate earthing pipe earthing strip earthing plate earthing the most efficient way of earthing is plate earthing which involves installing a galvanized copper plate 3m

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web plate earthing fig 3 plate earthing for this form of earthing a plate composed of copper or galvanized iron is placed vertically in the ground pit less than three meters above the ground for a more effective electrical grounding system one must maintain the earth s moisture condition surrounding the plate earthing system

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web sep 22 2022 if a copper or an iron plate is used as an earth electrode then this system of earthing is called plate earthing in pakistan both copper as well as iron type earthing plates are used copperplate tends to be 2 feet long 2 feet wide and 1 8 inches thick 600 x 600 x 3 millimeters whereas the size of the iron plate is 2 feet x 2 feet x 1 4 millimeter

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web an earthing system uk and iec or grounding system us connects specific parts of an electric power system with the ground typically the earth s conductive surface for safety and functional purposes the choice of earthing system can affect the safety and electromagnetic compatibility of the installation

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web nov 1 2023 overview test series earthing is the process of transferring and immediate discharge of electrical energy to the earth directly through a low resistance wire the release and transmission of electricity in an applied electric field through gas as a medium is known as an electric discharge

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web the effectiveness of the plate earthing is based on the types of soil and also depends on how much is deep inside the earth pit the earth for the effectiveness of the plate earthing diagram also depends on the shape and size of the plate like diameter length

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web earthing iee wiring matters autumn 2005 iee org 21 2 requirements of bs 7671 earth electrodes bs 7671 recognises a wide variety of types of earth electrode regulation 542 02 01 lists the types recognised which

include earth rods earth plates and figure 5 tt system figure 6 no earth provided tt system based on 25 mm2

tails and

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whenever there is a leakage in the electric current and due to that the electric earthing or earthing system

comes in handy to eliminate the heavy current

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web jul 12 2021   plate earthing in this method as illustrated in fig 1 the earth wire is securely bolted to the

earth plate either of copper minimum size 60 cm 60 cm 3 18 mm or of galvanized iron minimum size 60 cm

60 cm 6 35 mm burried in the ground to the depth of 3 m

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web jun 1 2021   the diagram of plate earthing shows a plate electrode which is either made of galvanized

iron or steel with a minimum thickness of 6 3 mm or copper with a minimum thickness of 3 15 mm the plate

should be at least 60 cm by 60 cm in size the plate is buried in the earth surrounded by alternating layers of

charcoal and salt

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web mar 1 2018   strip or wire earthing plate earthing in this type of earthing a plate made up of galvanized

iron or copper is buried vertically at a depth not less than 3m from the ground level the dimension needed for

galvanized iron plate is 60cmx60cmx6 35mm and that for copper plate is 60cmx60cmx3 18mm

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web in plate earthing an earthing plate made of copper or g i is buried into the ground at a depth more than 3

metres from the ground level this earthing plate is embedded in an alternative layer of coke and salts strip

earthing is used in transmission processes

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connecting the earth conductor

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web plate earthing in the plate earthing system a plate made of either copper with dimensions 60cm 60cm 3

18mm i e 2ft 2ft 1 8 in or galvanized iron gi with dimensions 60cm 60cm 6 35 mm 2ft 2ft ¼ in is vertically

buried in the earth earth pit and it should not be less than 3m 10ft from the ground level

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web feb 27 2023   plate earthing is a type of electrical earthing in which a metal plate is buried in the ground

and connected to the electrical system the plate used for earthing is typically made of copper steel or

galvanized iron the size of the plate depends on the type of soil current to be grounded and other factors

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popularity as a live performer and recording artist for five decades he has garnered at the age of 75 the best

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