

ReSizer 0.78 's Developer

Micha Gorelick,Ian Ozsvald

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 DirectX 12 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

The H.264 Advanced Video Compression Standard Iain E. Richardson, 2011-08-24 H.264 Advanced Video Coding or MPEG-4 Part 10 is fundamental to a growing range of markets such as high definition broadcasting, internet video sharing, mobile video and digital surveillance. This book reflects the growing importance and implementation of H.264 video technology. Offering a detailed overview of the system, it explains the syntax, tools and features of H.264 and equips readers with practical advice on how to get the most out of the standard. Packed with clear examples and illustrations to explain H.264 technology in an accessible and practical way. Covers basic video coding concepts, video formats and visual quality. Explains how to measure and optimise the performance of H.264 and how to balance bitrate, computation and video quality. Analyses recent work on scalable and multi-view versions of H.264, case studies of H.264 codecs and new technological developments such as the popular High Profile extensions. An invaluable companion for developers, broadcasters, system integrators, academics and students who want to master this burgeoning state-of-the-art technology. [This book] unravels the mysteries behind the latest H.264 standard and delves deeper into each of the operations in the codec. The reader can implement (simulate, design, evaluate, optimize) the codec with all profiles and levels. The book ends with extensions and directions (such as SVC and MVC) for further research. Professor K. R. Rao, The University of Texas at Arlington, co-inventor of the Discrete Cosine Transform

Proceedings of the ... ACM International Workshop on Multimedia Databases ,2004

Python Machine Learning Projects Lisa Tagliaferri, Michelle Morales, Ellie Birkbeck, Alvin Wan, 2019-05-02 As machine learning is increasingly leveraged to find patterns, conduct analysis, and make decisions — sometimes without final input from humans who may be impacted by these findings — it is crucial to invest in bringing more stakeholders into the fold. This book of Python projects in machine learning tries to do just that: to equip the developers of today and tomorrow with tools they can use to better understand, evaluate, and shape machine learning to help ensure that it is serving us all. This book will set you up with a Python programming environment if you don't have one already, then provide you with a conceptual understanding of machine learning in the chapter "An Introduction to Machine Learning." What follows next are three Python machine learning projects. They will help you create a machine learning classifier, build a neural network to recognize handwritten digits, and give you a background

in deep reinforcement learning through building a bot for Atari.

Machine Learning in Action Peter Harrington, 2012-04-03 Summary Machine Learning in Action is unique book that blends the foundational theories of machine learning with the practical realities of building tools for everyday data analysis. You'll use the flexible Python programming language to build programs that implement algorithms for data classification, forecasting, recommendations, and higher-level features like summarization and simplification. About the Book A machine is said to learn when its performance improves with experience. Learning requires algorithms and programs that capture data and ferret out the interesting or useful patterns. Once the specialized domain of analysts and mathematicians, machine learning is becoming a skill needed by many. Machine Learning in Action is a clearly written tutorial for developers. It avoids academic language and takes you straight to the techniques you'll use in your day-to-day work. Many (Python) examples present the core algorithms of statistical data processing, data analysis, and data visualization in code you can reuse. You'll understand the concepts and how they fit in with tactical tasks like classification, forecasting, recommendations, and higher-level features like summarization and simplification. Readers need no prior experience with machine learning or statistical processing. Familiarity with Python is helpful. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside A no-nonsense introduction Examples showing common ML tasks Everyday data analysis Implementing classic algorithms like Apriori and Adaboos Table of Contents PART 1 CLASSIFICATION Machine learning basics Classifying with k-Nearest Neighbors Splitting datasets one feature at a time: decision trees Classifying with probability theory: naïve Bayes Logistic regression Support vector machines Improving classification with the AdaBoost meta algorithm PART 2 FORECASTING NUMERIC VALUES WITH REGRESSION Predicting numeric values: regression Tree-based regression PART 3 UNSUPERVISED LEARNING Grouping unlabeled items using k-means clustering Association analysis with the Apriori algorithm Efficiently finding frequent itemsets with FP-growth PART 4 ADDITIONAL TOOLS Using principal component analysis to simplify data Simplifying data with the singular value decomposition Big data and MapReduce

Fundamentals of Multimedia Ze-Nian Li, Mark S. Drew, Jiangchuan Liu, 2014-04-09 This textbook introduces the “Fundamentals of Multimedia”, addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Applied Numerical Methods with MATLAB for Engineers and Scientists Steven C. Chapra, 2008 Still brief - but with the chapters that you wanted - Steven Chapra's new second edition is written for engineering and science students who need to learn numerical problem solving. This text focuses on problem-solving applications rather than theory, using MATLAB throughout. Theory is introduced to inform key concepts which are framed in applications and demonstrated using MATLAB. The new second edition feature new chapters on Numerical Differentiation, Optimization, and Boundary-Value Problems (ODEs).

Precalculus David Lippman, Melonie Rasmussen, 2022-07-14 This is an open textbook covering a two-quarter pre-calculus sequence including trigonometry. The first portion of the book is an investigation of functions, exploring the graphical behavior of, interpretation of, and solutions to

problems involving linear, polynomial, rational, exponential, and logarithmic functions. The second portion of the book introduces trigonometry, introduced through an integrated circle/triangle approach. Identities are introduced in the first chapter, and revisited throughout. Likewise, solving is introduced in the second chapter and revisited more extensively in the third chapter. An emphasis is placed on modeling and interpretation, as well as the important characteristics needed in calculus.

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.

Basic Photographic Materials and Processes Nanette L. Salvaggio,2013-04-26 In order to develop your artistic skills to the best of your ability, you first must understand the science and the fundamentals of photography. Whether you are a student of photography or a seasoned professional, this thoroughly updated edition of the classic text Basic Photographic Materials and Processes will provide all of the scientific information that you need. Full color throughout for the first time, this third edition covers new topics including digital resolution, digital sensor technology, scanner technology, color management, and tone reproduction.

Modern Statistics with R Måns Thulin,2021-07-28 The past decades have transformed the world of statistical data analysis, with new methods, new types of data, and new computational tools. The aim of Modern Statistics with R is to introduce you to key parts of the modern statistical toolkit. It teaches you: - Data wrangling - importing, formatting, reshaping, merging, and filtering data in R. - Exploratory data analysis - using visualisation and multivariate techniques to explore datasets. - Statistical inference - modern methods for testing hypotheses and computing confidence intervals. - Predictive modelling - regression models and machine learning methods for prediction, classification, and forecasting. - Simulation - using simulation techniques for sample size computations and evaluations of statistical methods. - Ethics in statistics - ethical issues and good statistical practice. - R programming - writing code that is fast, readable, and free from bugs. Starting from the very basics, Modern Statistics with R helps you learn R by working with R. Topics covered range from plotting data and writing simple R code to using cross-validation for evaluating complex predictive models and using simulation for sample size determination. The book includes more than 200 exercises with fully worked solutions. Some familiarity with basic statistical concepts, such as linear regression, is assumed. No previous programming experience is needed.

Learning Data Mining with Python Robert Layton,2015-07-29 The next step in the information age is to gain insights from the deluge of data coming our way. Data mining provides a way of finding this insight, and Python is one of the most popular languages for data mining, providing both power and flexibility in analysis. This book teaches you to design and develop data mining applications using a variety of datasets, starting with basic classification and affinity analysis. Next, we move on to more complex data types including text, images, and graphs. In every chapter, we create models that solve real-world problems. There is a rich and varied set of libraries available in Python for data mining. This book covers a large number, including the IPython Notebook, pandas, scikit-learn and NLTK. Each chapter of this book introduces you to new algorithms and techniques.

By the end of the book, you will gain a large insight into using Python for data mining, with a good knowledge and understanding of the algorithms and implementations.

CCNA Wireless 640-722 Official Cert Guide David Hucaby, 2014-02-28 Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. Master Cisco CCNA Wireless 640-722 exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks This is the eBook edition of the CCNA Wireless 640-722 Official Certification Guide. This eBook does not include the companion CD-ROM with practice exam that comes with the print edition. CCNA Wireless 640-722 Official Certification Guide presents you with an organized test preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. CCNA Wireless 640-722 Official Certification Guide focuses specifically on the objectives for the Cisco CCNA Wireless 640-722 exam. Expert network architect David Hucaby (CCIE No. 4594) shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. Well regarded for its level of detail, assessment features, comprehensive design scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The official study guide helps you master all the topics on the CCNA Wireless 640-722 exam, including the following: RF signals, modulation, and standards Antennas WLAN topologies, configuration, and troubleshooting Wireless APs CUWN architecture Controller configuration, discovery, and maintenance Roaming Client configuration RRM Wireless security Guest networks WCS network management Interference CCNA Wireless 640-722 Official Certification Guide is part of a recommended learning path from Cisco that includes simulation and hands-on training from authorized Cisco Learning Partners and self-study products from Cisco Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered by authorized Cisco Learning Partners worldwide, please visit www.cisco.com/go/authorizedtraining.

Reconfigurable Computing Joao Cardoso, Michael Hübner, 2011-08-17 As the complexity of modern embedded systems increases, it becomes less practical to design monolithic processing platforms. As a result, reconfigurable computing is being adopted widely for more flexible design. Reconfigurable Computers offer the spatial parallelism and fine-grained customizability of application-specific circuits with the postfabrication programmability of software. To make the most of this unique combination of performance and flexibility, designers need to be aware of both hardware and software issues. FPGA users must think not only about the gates needed to perform a computation but also about the software flow that supports the design process. The goal of this book is to help designers become comfortable with these issues, and thus be able to exploit the vast opportunities possible with reconfigurable logic.

Lua Programming Gems Luiz Henrique de Figueiredo, Waldemar Celes, Roberto Ierusalimschy, 2008 This collection of articles record some of the existing wisdom and practice on how to program well in Lua. In well-written articles that go much beyond the brief informal exchange of tips in the mailing list or the wiki, the authors share their mastery of all aspects of Lua programming, elementary and advanced. The articles cover a wide spectrum of areas and approaches, with authors from both the industry and academia and titles about game programming, programming techniques, embedding and extending, algorithms and data structures, and design techniques.

Fundamentals of Hydraulic Engineering Systems Robert J. Houghtalen, A. Osman Akan, Ned H. C. Hwang, 2010 Fundamentals of Hydraulic

Engineering Systems, Fourth Edition is a very useful reference for practicing engineers who want to review basic principles and their applications in hydraulic engineering systems. This fundamental treatment of engineering hydraulics balances theory with practical design solutions to common engineering problems. The author examines the most common topics in hydraulics, including hydrostatics, pipe flow, pipelines, pipe networks, pumps, open channel flow, hydraulic structures, water measurement devices, and hydraulic similitude and model studies. Chapters dedicated to groundwater, deterministic hydrology, and statistical hydrology make this text ideal for courses designed to cover hydraulics and hydrology in one semester.

High Performance Python Micha Gorelick, Ian Ozsvald, 2020-04-30 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

Mac OS X and iOS Internals Jonathan Levin, 2012-11-05 An in-depth look into Mac OS X and iOS kernels Powering Macs, iPhones, iPads and more, OS X and iOS are becoming ubiquitous. When it comes to documentation, however, much of them are shrouded in mystery. Cocoa and Carbon, the application frameworks, are neatly described, but system programmers find the rest lacking. This indispensable guide illuminates the darkest corners of those systems, starting with an architectural overview, then drilling all the way to the core. Provides you with a top down view of OS X and iOS Walks you through the phases of system startup—both Mac (EFI) and mobile (iBoot) Explains how processes, threads, virtual memory, and filesystems are maintained Covers the security architecture Reviews the internal APIs used by the system—BSD and Mach Dissects the kernel, XNU, into its sub components: Mach, the BSD Layer, and I/O kit, and explains each in detail Explains the inner workings of device drivers From architecture to implementation, this book is essential reading if you want to get serious about the internal workings of Mac OS X and iOS.

Proceedings of International Conference on Artificial Intelligence, Smart Grid and Smart City Applications L. Ashok Kumar, L. S. Jayashree, R. Manimegalai, 2020-03-12 Due to the complexity, and heterogeneity of the smart grid and the high volume of information to be processed, artificial intelligence techniques and computational intelligence appear to be some of the enabling technologies for its future development and success. The theme of the book is “Making pathway for the grid of future” with the emphasis on trends in Smart Grid, renewable interconnection issues, planning-operation-control and reliability of grid, real time monitoring and protection, market, distributed generation and power distribution issues, power electronics applications, computer-IT and signal processing applications, power apparatus, power engineering education and industry-institute collaboration. The primary objective of the book is to review the current state of the art of the most relevant artificial intelligence techniques applied to the different issues that arise in the smart grid development.

Advanced Soft Computing Techniques in Data Science, IoT and Cloud Computing Sujata Dash, Subhendu Kumar Pani, Ajith Abraham, Yulan Liang, 2021-11-05 This book plays a significant role in improvising human life to a great extent. The new applications of soft computing can be

regarded as an emerging field in computer science, automatic control engineering, medicine, biology application, natural environmental engineering, and pattern recognition. Now, the exemplar model for soft computing is human brain. The use of various techniques of soft computing is nowadays successfully implemented in many domestic, commercial, and industrial applications due to the low-cost and very high-performance digital processors and also the decline price of the memory chips. This is the main reason behind the wider expansion of soft computing techniques and its application areas. These computing methods also play a significant role in the design and optimization in diverse engineering disciplines. With the influence and the development of the Internet of things (IoT) concept, the need for using soft computing techniques has become more significant than ever. In general, soft computing methods are closely similar to biological processes than traditional techniques, which are mostly based on formal logical systems, such as sentential logic and predicate logic, or rely heavily on computer-aided numerical analysis. Soft computing techniques are anticipated to complement each other. The aim of these techniques is to accept imprecision, uncertainties, and approximations to get a rapid solution. However, recent advancements in representation soft computing algorithms (fuzzy logic, evolutionary computation, machine learning, and probabilistic reasoning) generate a more intelligent and robust system providing a human interpretable, low-cost, approximate solution. Soft computing-based algorithms have demonstrated great performance to a variety of areas including multimedia retrieval, fault tolerance, system modelling, network architecture, Web semantics, big data analytics, time series, biomedical and health informatics, etc. Soft computing approaches such as genetic programming (GP), support vector machine-firefly algorithm (SVM-FFA), artificial neural network (ANN), and support vector machine-wavelet (SVM-Wavelet) have emerged as powerful computational models. These have also shown significant success in dealing with massive data analysis for large number of applications. All the researchers and practitioners will be highly benefited those who are working in field of computer engineering, medicine, biology application, signal processing, and mechanical engineering. This book is a good collection of state-of-the-art approaches for soft computing-based applications to various engineering fields. It is very beneficial for the new researchers and practitioners working in the field to quickly know the best performing methods. They would be able to compare different approaches and can carry forward their research in the most important area of research which has direct impact on betterment of the human life and health. This book is very useful because there is no book in the market which provides a good collection of state-of-the-art methods of soft computing-based models for multimedia retrieval, fault tolerance, system modelling, network architecture, Web semantics, big data analytics, time series, and biomedical and health informatics.

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