

# Bigspeed Video Chat Sdk 30

Klaus Engel,Markus Hadwiger,Joe Kniss,Christof Rezk-Salama,Daniel Weiskopf

Deep Learning for Coders with fastai and PyTorch Jeremy Howard, Sylvain Gugger, 2020-06-29 Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

**MySQL Reference Manual** Michael Widenius, David Axmark, MySQL AB, 2002 This comprehensive reference guide offers useful pointers for advanced use of SQL and describes the bugs and workarounds involved in compiling MySQL for every system.

**Node.js High Performance** Diogo Resende, 2015-08-19 Take your application to the next level of high performance using the extensive capabilities of Node.js About This Book Analyze, benchmark, and profile your Node.js application to find slow spots, and push it to the limit by eliminating performance bottlenecks Learn the basis of performance analysis using Node.js Explore the high performance capabilities of Node.js, along with best practices In Detail Node.js is a tool written in C, which allows you to use JavaScript on the server-side. High performance on a platform like Node.js is knowing how to take advantage of every aspect of your hardware, helping memory management act at its best, and correctly deciding how to architect a complex application. Do not panic if your applications start consuming a lot of memory; instead spot the leak and solve it fast with Node.js by monitoring and stopping it before it becomes an issue. This book will provide you with the skills you need to analyze the performance of your application and monitor the aspects that can and should be. Starting with performance analysis concepts and their importance in helping Node.js developers eliminate performance bottlenecks, this book will take you through development patterns to avoid performance penalties. You will learn the importance of garbage collection and its behaviour, and discover how to profile your processor, allowing better performance and scalability. You will then learn about the different types of data storage methods. Moving on, you will get to grips with testing and benchmarking applications to avoid unknown application test zones. Lastly, you will explore the limits that external components can impose in your application in the form of bottlenecks. By following the examples in each chapter, you will discover tips to getting better performing applications by avoiding anti-patterns and stretching the limits of your environment as much as possible. What You Will Learn Develop applications using well-defined and well-tested development patterns Explore memory management and garbage collection to improve performance Monitor memory changes and analyze heap snapshots Profile the CPU and improve your code to avoid patterns that force intensive processor usage Understand the importance of data and when you should cache information. Learn to always test your code and benchmark when needed Extend your application's scope and know what other elements can influence performance Who This Book Is For This book is for Node.js developers who want a more in-depth knowledge of the platform to improve the performance of their applications. Whether you have a base Node.js background or you are an expert who knows the garbage collector and wants to leverage it to make applications more robust, the examples in this book will benefit you. Style and approach This is a practical guide to learning high performance, which even the least experienced developer will comprehend. Small and simple examples help you test concepts yourself and easily adapt them to any application, boosting its performance and preparing it for the real-world.

Pentaho Kettle Solutions Matt Casters, Roland Bouman, Jos van Dongen, 2010-09-02 A complete guide to Pentaho Kettle, the Pentaho Data Integration toolset for ETL This practical book is a complete guide to installing, configuring, and managing Pentaho Kettle. If you're a database administrator or developer, you'll first get up to speed on Kettle basics and how to apply Kettle to create ETL solutions—before progressing to specialized concepts such as clustering, extensibility, and data vault models. Learn how to design and build every phase of an ETL solution. Shows developers and database administrators how to use the open-source Pentaho Kettle for enterprise-level ETL processes (Extracting, Transforming, and Loading data) Assumes no prior knowledge of Kettle or ETL, and brings beginners thoroughly up to speed at their own pace Explains how to get Kettle solutions up and running, then follows the 34 ETL subsystems model, as created by the Kimball Group, to explore the entire ETL lifecycle, including all aspects of data warehousing with Kettle Goes beyond routine tasks to explore how to extend Kettle and scale Kettle solutions using a distributed “cloud” Get the most out of Pentaho Kettle and your data warehousing with this detailed guide—from simple single table data migration to complex multisystem clustered data integration tasks.

**Effective Unit Testing** Lasse Koskela, 2013-02-03 Summary Effective Unit Testing is written to show how to write good tests—tests that are concise and to the point, expressive, useful, and maintainable. Inspired by Roy Osherove's bestselling The Art of Unit Testing, this book focuses on tools and practices specific to the Java world. It introduces you to emerging techniques like behavior-driven development and specification by example, and shows you how to add robust practices into your toolkit. About Testing Test the components before you assemble them into a full application, and you'll get better software. For Java developers, there's now a decade of experience with well-crafted tests that anticipate problems, identify known and unknown dependencies in the code, and allow you to test components both in isolation and in the context of a full application. About this Book Effective Unit Testing teaches Java developers how to write unit tests that are concise, expressive, useful, and maintainable. Offering crisp explanations and easy-to-absorb examples, it introduces emerging techniques like behavior-driven development and specification by example. Programmers who are already unit testing will learn the current state of the art. Those who are new to the game will learn practices that will serve them well for the rest of their career. 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. About the Author Lasse Koskela is a coach, trainer, consultant, and programmer. He hacks on open source projects, helps companies improve their productivity, and speaks frequently at conferences around the world. Lasse is the author of Test Driven, also published by Manning. What's Inside A thorough introduction to unit testing Choosing best-of-breed tools Writing tests using dynamic languages Efficient test automation Table of Contents PART 1 FOUNDATIONS The promise of good tests In search of good Test doubles PART 2 CATALOG Readability Maintainability Trustworthiness PART 3 DIVERSIONS Testable design Writing tests in other JVM languages Speeding up test execution

**Digital Minimalism** Cal Newport, 2019-02-05 A New York Times, Wall Street Journal, Publishers Weekly, and USA Today bestseller Newport is making a bid to be the Marie Kondo of technology: someone with an actual plan for helping you realize the digital pursuits that do, and don't, bring value to your life.--Ezra Klein, Vox Minimalism is the art of knowing how much is just enough. Digital minimalism applies this idea to our personal technology. It's the key to living a focused life in an increasingly noisy world. In this timely and enlightening book, the bestselling author of Deep Work introduces a philosophy for technology use that has already improved countless lives. Digital minimalists are all around us. They're the calm, happy people who can hold long conversations without furtive glances at their phones. They can get lost in a good book, a woodworking project, or a leisurely morning run. They can have fun with friends and family without the obsessive urge to document the experience. They

stay informed about the news of the day, but don't feel overwhelmed by it. They don't experience fear of missing out because they already know which activities provide them meaning and satisfaction. Now, Newport gives us a name for this quiet movement, and makes a persuasive case for its urgency in our tech-saturated world. Common sense tips, like turning off notifications, or occasional rituals like observing a digital sabbath, don't go far enough in helping us take back control of our technological lives, and attempts to unplug completely are complicated by the demands of family, friends and work. What we need instead is a thoughtful method to decide what tools to use, for what purposes, and under what conditions. Drawing on a diverse array of real-life examples, from Amish farmers to harried parents to Silicon Valley programmers, Newport identifies the common practices of digital minimalists and the ideas that underpin them. He shows how digital minimalists are rethinking their relationship to social media, rediscovering the pleasures of the offline world, and reconnecting with their inner selves through regular periods of solitude. He then shares strategies for integrating these practices into your life, starting with a thirty-day digital declutter process that has already helped thousands feel less overwhelmed and more in control. Technology is intrinsically neither good nor bad. The key is using it to support your goals and values, rather than letting it use you. This book shows the way.

**Artificial Intelligence with Python** Prateek Joshi, 2017-01-27 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.

**Artificial Intelligence Illuminated** Ben Coppin, 2004 Artificial Intelligence Illuminated presents an overview of the background and history of artificial intelligence, emphasizing its importance in today's society and potential for the future. The book covers a range of AI techniques, algorithms, and methodologies, including game playing, intelligent agents, machine learning, genetic algorithms, and Artificial Life. Material is presented in a lively and accessible manner and the author focuses on explaining how AI techniques relate to and are derived from natural systems, such as the human brain and evolution, and explaining how the artificial equivalents are used in the real world. Each chapter includes student exercises and review questions, and a detailed glossary at the end of the book defines important terms and concepts highlighted throughout the text.

**Information and Communication Technologies in Tourism 1997** A.Min Tjoa, 2012-12-06 For the fourth time now, experts in tourism from various countries come to attend the ENTER conference in order to inform themselves and others about the current developments in the usage of information and communication technologies. The ENTER conference is thought as a platform for the exchange of ideas, experiences, opinions, and visions among scientists and practitioners. The visions presented at the last three ENTER conferences have triggered many requirements of important on-going and planned projects in the application of communication and information technologies in tourism. The scope of the papers of this proceedings covers the most recent and relevant to topics in our area of interest. The sessions are primarily devoted to intelligent agents and systems, the future role of global (reservation) systems, the new chances of database applications due to the most recent technological developments. and above all the role of the Internet (and Intranet). I would like to express my cordial thanks to all institutions actively supporting this event, namely: • The Edinburgh & Lothian Tourist Board • The International Federation of Information Technology in Tourism (IFITT) Several people spent numerous hours organizing the scientific programme of ENTER. The names of most of them will appear in the following pages.

**Code Like a Pro in C#** Jort Rodenburg, 2021-07-27 Critical business applications worldwide are written in the versatile C# language and the powerful .NET platform, running on desktops, cloud systems, and Windows or Linux servers. Code Like a Pro in C# makes it easy to turn your existing abilities in C# or another OO language (such as Java) into practical C# mastery.

**GPU Pro 360 Guide to Rendering** Wolfgang Engel, 2018-04-27 Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers real-time rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

**Advanced Intelligent Systems for Sustainable Development (AI2SD'2020)** Janusz Kacprzyk, Valentina E. Balas, Mostafa Ezziyyani, 2022-02-10 This book publishes the best papers accepted and presented at the 3rd edition of the International Conference on Advanced Intelligent Systems for Sustainable Development Applied to Agriculture, Energy, Health, Environment, Industry, Education, Economy, and Security (AI2SD'2020). This conference is one of the biggest amalgamations of eminent researchers, students, and delegates from both academia and industry where the collaborators have an interactive access to emerging technology and approaches globally. In this book, readers find the latest ideas addressing technological issues relevant to all areas of the social and human sciences for sustainable development. Due to the nature of the conference with its focus on innovative ideas and developments, the book provides the ideal scientific and brings together very high-quality chapters written by eminent researchers from different disciplines, to discover the most recent developments in scientific research.

**Real-Time Volume Graphics** Klaus Engel, Markus Hadwiger, Joe Kniss, Christof Rezk-Salama, Daniel Weiskopf, 2006-07-21 Based on course notes of SIGGRAPH course teaching techniques for real-time rendering of volumetric data and

effects; covers both applications in scientific visualization and real-time rendering. Starts with the basics (texture-based ray casting) and then improves and expands the algorithms incrementally. Book includes source code, algorithms, diagr

Advanced Intelligent Systems for Sustainable Development (AI2SD'2019) Mostafa Ezziyyani, 2019-10-11 This proceedings book presents extended versions of papers on advanced intelligent systems for networks and system selected from the second edition of the International Conference on Advanced Intelligent Systems for Sustainable Development (AI2SD'2019), which was held on 8-11 July 2019 in Marrakech, Morocco. The book explores a number of aspects of networks and systems design issues, and focuses on the latest research developments in a number of areas, including various aspects of modern networking such as smart networked systems, network protocols and performance, security and privacy, mobile and wireless systems, Internet of things, artificial intelligence and expert systems, and cloud computing, as well as enabling technologies. The book also examines the area of intelligence, comprehensively examining a range of important topics like intelligent collaborative systems for work and learning, security, organization, management and autonomic computing for intelligent networking and collaborative systems, wireless and sensor systems for intelligent networking and collaborative systems, data mining and knowledge management for intelligent networking and collaborative systems, data for Internet of things, and cloud computing. Each chapter presents the state of the art in a specific topic as well as the results of research and laboratory experiments, and successful applications. The book is intended for academic and industry researchers and telecommunication network engineers wanting to gain insights into these areas, particularly in the context of Industry 4.0.

**CompTIA A+ Complete Practice Tests** Jeff T. Parker, Quentin Docter, 2019-07-18 Test your knowledge and know what to expect on A+ exam day CompTIA A+ Complete Practice Tests, Second Edition enables you to hone your test-taking skills, focus on challenging areas, and be thoroughly prepared to ace the exam and earn your A+ certification. This essential component of your overall study plan presents nine unique practice tests—and two 90-question bonus tests—covering 100% of the objective domains for both the 220-1101 and 220-1102 exams. Comprehensive coverage of every essential exam topic ensures that you will know what to expect on exam day and maximize your chances for success. Over 1200 practice questions on topics including hardware, networking, mobile devices, operating systems and procedures, troubleshooting, and more, lets you assess your performance and gain the confidence you need to pass the exam with flying colors. This second edition has been fully updated to reflect the latest best practices and updated exam objectives you will see on the big day. A+ certification is a crucial step in your IT career. Many businesses require this accreditation when hiring computer technicians or validating the skills of current employees. This collection of practice tests allows you to: Access the test bank in the Sybex interactive learning environment Understand the subject matter through clear and accurate answers and explanations of exam objectives Evaluate your exam knowledge and concentrate on problem areas Integrate practice tests with other Sybex review and study guides, including the CompTIA A+ Complete Study Guide and the CompTIA A+ Complete Deluxe Study Guide Practice tests are an effective way to increase comprehension, strengthen retention, and measure overall knowledge. The CompTIA A+ Complete Practice Tests, Second Edition is an indispensable part of any study plan for A+ certification.

The Front Office Tom Costello, 2021-02-05 Getting into the Hedge Fund industry is hard, being successful in the hedge fund industry is even harder. But the most successful people in the hedge fund industry all have some ideas in common that often mean the difference between success and failure. The Front Office is a guide to those ideas. It's a manual for learning how to think about markets in the way that's most likely to lead to sustained success in the way that the top Institutions, Investment Banks and Hedge Funds do. Anyone can tell you how to register a corporation or how to connect to a lawyer or broker. This isn't a book about those 'back office' issues. This is a book about the hardest part of running a hedge fund. The part that the vast majority of small hedge funds and trading system developers never learn on their own. The part that the accountants, settlement clerks, and back office staffers don't ever see. It explains why some trading systems never reach profitability, why some can't seem to stay profitable, and what to do about it if that happens to you. This isn't a get rich quick book for your average investor. There are no easy answers in it. If you need someone to explain what a stock option is or what Beta means, you should look somewhere else. But if you think you're ready to reach for the brass ring of a career in the institutional investing world, this is an excellent guide. This book explains what those people see when they look at the markets, and what nearly all of the other investors never do.

**Real-Time Collision Detection** Christer Ericson, 2004-12-22 Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virt

**Zag** Marty Neumeier, 2007 In an age of me-too products and instant communications, keeping up with the competition is not a winning strategy. Today you have to out-position, outmanoeuvre, and out-design the competition. The new rule? When everybody zigs, zag. In the recent bestseller, The Brand Gap (AIGA/New Riders), Neumeier showed companies how to bridge the distance between business strategy and design. In his latest book Zag, he illustrates the first big step in building a high-performance brand-radical differentiation.

**Rails 5 Test Prescriptions** Noel Rappin, 2018-02-16 Does your Rails code suffer from bloat, brittleness, or inaccuracy? Cure these problems with the regular application of test-driven development. You'll use Rails 5.1, Minitest 5, and RSpec 3.6, as well as popular testing libraries such as factory\_girl and Cucumber. Updates include Rails 5.1 system tests and Webpack integration. Do what the doctor ordered to make your applications feel all better. Side effects may include better code, fewer bugs, and happier developers. Your Ruby on Rails application is sick. Deadlines are looming, but every time you make the slightest change to the code, something else breaks. Nobody remembers what that tricky piece of code was supposed to do, and nobody can tell what it actually does. Plus, it has bugs. You need test-driven development: a process for improving the design, maintainability, and long-term viability of software. With both practical code examples and discussion of why testing works, this book starts with the most basic features delivered as part of core Ruby on Rails. Once you've integrated those features into your coding practice, work with popular third-party testing tools such as RSpec, Jasmine, Cucumber, and factory\_girl. Test the component parts of a Rails application, including the back-end model logic and the front-end display logic. With Rails examples, use testing to enable your code to respond better to future change. Plus, see how to handle real-world testing situations. This new edition has been updated to Rails 5.1 and RSpec 3.6 and contains full coverage of new Rails features, including system tests and the Webpack-based JavaScript setup. What You Need: Ruby 2.4, Rails 5.1

*Rails Test Prescriptions* Noel Rappin, 2010 Provides information on testing procedures and tools for Rails 2 and Rails 3.

This Enthralling World of Kindle Books: A Detailed Guide Revealing the Benefits of Kindle Books: A Realm of Convenience and Versatility Kindle books, with their inherent portability and simplicity of access, have liberated readers from the limitations of physical books. Gone are the days of carrying bulky novels or carefully searching for specific titles in shops. Kindle devices, stylish and portable, seamlessly store an wide library of books, allowing readers to indulge in their favorite reads anytime, everywhere. Whether commuting on a bustling train, lounging on a sun-kissed beach, or simply cozying up in bed, E-book books provide an exceptional level of ease. A Literary Universe Unfolded: Exploring the Vast Array of Kindle Bigspeed Video Chat Sdk 30 Bigspeed Video Chat Sdk

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**Bigspeed Video Chat Sdk 30 Introduction**

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