

Errata In The Cartoon Guide To Calculus

Discover over 100 Marvel super heroes with this pocket-sized, collectable guide! Marvel Comics: Mini Book of Heroes is the ultimate on-the-go handbook to the amazing heroes of the Marvel Universe. Filled stats, origins, and secret identities, this mini book is perfect for fans who want to learn the ins and outs of their favorite heroes. From the most iconic heroes like Spider-Man, Captain America, and Wolverine to fan favorites like Squirrel Girl, Moon Knight, and Beta Ray Bill, this book truly has everything on the very best of Marvel Universe. Look for the Marvel Comics: Mini Book of Villains companion guide available in finer books stores everywhere.

Cryptography is hard, but it's less hard when it's filled with adorable Japanese manga. The latest addition to the Manga Guide series, The Manga Guide to Cryptography, turns the art of encryption and decryption into plain, comic illustrated English. As you follow Inspector Jun Meguro in his quest to bring a cipher-wielding thief to justice, you'll learn how cryptographic ciphers work. (Ciphers are the algorithms at the heart of cryptography.) Like all books in the Manga Guide series, The Manga Guide to Cryptography is illustrated throughout with

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memorable Japanese manga as it dives deep into advanced cryptography topics, such as classic substitution, polyalphabetic, and transposition ciphers; symmetric-key algorithms like block and DES (Data Encryption Standard) ciphers; and how to use public key encryption technology. It also explores practical applications of encryption such as digital signatures, password security, and identity fraud countermeasures. The Manga Guide to Cryptography is the perfect introduction to cryptography for programmers, security professionals, aspiring cryptographers, and anyone who finds cryptography just a little bit hard.

At last, fans of the LEGO BOOST robot building kit have the learning resource they've been missing! Enter The LEGO BOOST Activity Book: a full-color guide that will help readers learn how to build and code LEGO creations that move, explore their environment, grab and lift objects, and more. The LEGO BOOST kit lets younger builders create fun, multifunctional robots by combining bricks with code, but it doesn't come with a manual. With the help of this complete guide to the LEGO BOOST set, you'll be on your way to building and programming BOOST robots in no time. You'll begin your exploration by building a basic rover robot called MARIO to help you learn the fundamentals of the BOOST programming environment. Next, you'll add features to your rover to control its movement and

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make it repeat actions and react to colors and sounds. Once you've learned some programming basics, you'll learn how to program your robot to do things like follow lines on the ground, scan its environment to decide where to go, and even play darts. As final projects, you'll create two complete robots: BrickPecker to help you organize your bricks and CYBOT, a robot that talks, shoots objects, and executes voice commands. As you advance through the book, optional lessons aim to deepen your understanding of basic robotics concepts. Brain BOOSTer sections let you dig into the math and engineering behind your builds while a host of experiments seek to test your skills and encourage you to do more with your robots. With countless illustrations, extensive explanations, and a wealth of coding examples to guide you, The LEGO BOOST Activity Book is sure to take you from beginning builder to robotics whiz and give your robot-building brain that needed boost!

United States Local Histories in the Library of Congress: The West

I May be Wrong, But

Psychology 2e

Hanazuki: Book of Treasures

How to Invent Everything

WebAssembly: The Definitive Guide

THE SUNDAY TIMES BESTSELLER From the

creator of the wildly popular xkcd.com, hilarious and

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informative answers to important questions you probably never thought to ask. Millions visit xkcd.com each week to read Randall Munroe's iconic webcomic. Fans ask him a lot of strange questions: How fast can you hit a speed bump, driving, and live? When (if ever) did the sun go down on the British Empire? When will Facebook contain more profiles of dead people than living? How many humans would a T Rex rampaging through New York need to eat a day? In pursuit of answers, Munroe runs computer simulations, pores over stacks of declassified military research memos, solves differential equations and consults nuclear reactor operators. His responses are masterpieces of clarity and hilarity, complemented by comics. They often predict the complete annihilation of humankind, or at least a really big explosion.

First you march, then you run. From the #1 bestselling, award-winning team behind *March* comes the first book in their new, groundbreaking graphic novel series, *Run: Book One*. "Run recounts the lost history of what too often follows dramatic change—the pushback of those who refuse it and the resistance of those who believe change has not gone far enough. John Lewis's story has always been a complicated narrative of bravery, loss, and redemption, and *Run* gives vivid, energetic voice to a chapter of transformation in his young, already extraordinary life." —Stacey Abrams "In sharing my story, it is my hope that a new generation will be inspired by *Run* to

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actively participate in the democratic process and help build a more perfect Union here in America.”

–Congressman John Lewis To John Lewis, the civil rights movement came to an end with the signing of the Voting Rights Act in 1965. But that was after more than five years as one of the preeminent figures of the movement, leading sit-in protests and fighting segregation on interstate busways as an original Freedom Rider. It was after becoming chairman of SNCC (the Student Nonviolent Coordinating Committee) and being the youngest speaker at the March on Washington. It was after helping organize the Mississippi Freedom Summer and the ensuing delegate challenge at the 1964 Democratic National Convention. And after coleading the march from Selma to Montgomery on what became known as “Bloody Sunday.” All too often, the depiction of history ends with a great victory. But John Lewis knew that victories are just the beginning. In *Run: Book One*, John Lewis and longtime collaborator Andrew Aydin reteam with Nate Powell—the award-winning illustrator of the March trilogy—and are joined by L. Fury—making an astonishing graphic novel debut—to tell this often overlooked chapter of civil rights history.

Presents an instructional guide to SQL which uses humor and simple images to cover such topics as the structure of relational databases, simple and complex queries, creating multiple tables, and protecting

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important table data.

The LEGO BOOST Activity Book

Books: subjects; a cumulative list of works represented by Library of Congress printed cards

The Manga Guide to Cryptography

Serious Scientific Answers to Absurd Hypothetical Questions

Automate the Boring Stuff with Python, 2nd Edition

The Cartoon Guide to Statistics

'A writer of virtuostic talents who can seemingly do anything' New York Times 'Wallace is a superb comedian of culture . . . his exuberance and intellectual impishness are a delight' James Wood, Guardian 'He induces the kind of laughter which, when read in bed with a sleeping partner, wakes said sleeping partner up . . . He's damn good' Nicholas Lezard, Guardian 'One of the best books about addiction and recovery to appear in recent memory' Sunday Times Somewhere in the not-so-distant future the residents of Ennet House, a Boston halfway house for recovering addicts, and students at the nearby Enfield Tennis Academy are ensnared in the search for the master copy of Infinite Jest, a movie said to be so dangerously entertaining its viewers become entranced and expire in a state of catatonic bliss . . .

Hanazuki is a spirited moonflower who, with the help of Little Dreamer and the Hemkas, uses her powers to grow a magical treasure garden and bring beauty

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and harmony to her small world. As Hanazuki expresses herself, color reflects her many moods: happy, wacky, sad, adventurous, creative, etc. Over time she discovers that she holds the key to protecting the greater universe from the evil dark forces that threaten to take away its beauty and diversity.

The hilarious first book in an all-new illustrated middle-grade series starring young inventor Rube Goldberg
On the first day of middle school, Principal Kim announces that the school is going to throw a Contraption Convention—the perfect opportunity for young inventor Rube Goldberg to show off his inventions and get out of his summer-long funk! But after a fight with his friends Pearl and Boob about where his priorities really lie, Rube’s Con Con entry gets off to a rocky start—and then strange incidents begin to throw the town into disarray. Boob is convinced it’s a ghost causing all of this chaos. Between Con Con, the ghostly mystery, and a new rival, Rube has his work cut out for him. But with the help of his friends, he might just get things back on track, get on top of his burgeoning anxieties, and come up with something brilliant before it’s time to face the judging table.

Run

The Cartoon Guide to Algebra
Library of Congress Catalog
Yours in Books

Speech & Language Processing

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of

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this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*.

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A picture book (love?) story told in letters between a furry bookshop owner, an avid, if a bit cranky, feathered reader, and their forest friends Owl just wants some peace and quiet to read his books—alone. But when the forest youngsters ruffle his feathers, he enlists the local bookshop owner to send him handpicked books to help cope with the chaos and the mess. It's not long before Owl discovers Squirrel and learns that just as important as solitude are companionship and community. Told entirely in letters, this charming picture book celebrates books and bookshops, letter writing, and love.

Add life and depth to your web applications and improve user experience through the discrete use of CSS transitions and animations. With this concise guide, you'll learn how to make page elements move or change in appearance, whether you want to realistically bounce a ball, gradually expand a drop-down menu, or simply bring attention to an element when users hover over it. Short and deep, this book is an excerpt from the

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upcoming fourth edition of CSS: The Definitive Guide. When you purchase either the print or the ebook edition of Transitions and Animations in CSS, you'll receive a discount on the entire Definitive Guide once it's released. Why wait? Learn how to make your web pages come alive today. Understand and learn how to implement Disney's 12 principles of cartoon animation Learn which CSS properties you can animate and use in transitions Apply CSS's four transition properties and nine animation properties to your CSS elements Use CSS keyframe animations to granularly control an element's property values Learn details that will save you hours of debugging and megabytes of unnecessary JavaScript

The Motion Picture Guide
An illustrated guide for programmers and other curious people
A Survival Guide for Stranded Time Travellers
Your Brain on SQL -- A Learner's Guide
Transitions and Animations in CSS
Bibliographic Guide to Psychology
Beginning with 1953, entries for Motion pictures and filmstrips, Music and phonorecords form

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separate parts of the Library of Congress catalogue. Entries for Maps and atlases were issued separately 1953-1955.

NEW YORK TIMES BESTSELLER • The social media star, New York Times columnist, and author of *Dining In* helps you nail dinner with unfussy food and the permission to be imperfect. “Enemy of the mild, champion of the bold, Ms. Roman offers recipes in *Nothing Fancy* that are crunchy, cheesy, tangy, citrusy, fishy, smoky and spicy.” —Julia Moskin, *The New York Times* **IACP AWARD FINALIST** • **NAMED ONE OF THE BEST COOKBOOKS OF THE YEAR BY** *The New York Times Book Review* • *The New Yorker* • *NPR* • *The Washington Post* • *San Francisco Chronicle* • *BuzzFeed* • *The Guardian* • *Food Network* An unexpected weeknight meal with a neighbor or a weekend dinner party with fifteen of your closest friends—either way and everywhere in between, having people over is supposed to be fun, not stressful. This abundant collection of all-new recipes—heavy on the easy-to-execute vegetables and versatile grains, paying lots of close attention to crunchy, salty snacks, and with love for all the meats—is for gatherings big and small, any day of the week. Alison Roman will give you the food your people want (think DIY martini bar, platters of tomatoes, pots of coconut-braised chicken and chickpeas, pans of lemony turmeric tea cake) plus the tips, sass, and confidence to pull it all off. With *Nothing Fancy*, any night of the week is worth

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celebrating. Praise for Nothing Fancy “ [Nothing Fancy] is full of the sort of recipes that sound so good, one contemplates switching off any and all phones, calling in sick, and cooking through the bulk of them. ” —Food52 “ [Nothing Fancy] exemplifies that classic Roman approach to cooking: well-known ingredients rearranged in interesting and compelling ways for young home cooks who want food that looks (and photographs) as good as it tastes. ” —Grub Street

Distills key concepts from linear algebra, geometry, matrices, calculus, optimization, probability and statistics that are used in machine learning.

Book One

The Cartoon Guide to Calculus

Profile

Marvel Comics: Mini Book of Heroes

The National Union Catalog, Pre-1956 Imprints

The Cartoon Introduction to Statistics

A comprehensive and comical new illustrated guide to algebra Do you think that a Cartesian plane is a luxury jetliner? Does the phrase "algebraic expression" leave you with a puzzled look? Do you believe that the Order of Operations is an Emmy-winning medical drama? Then you need The Cartoon Guide to Algebra to put you on the road to algebraic literacy. The Cartoon Guide to Algebra covers all of algebra's essentials—including rational and real numbers, the number line, variables, expressions, laws of combination, linear and quadratic equations, rates,

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proportion, and graphing—with clear, funny, and easy-to-understand illustrations, making algebra's many practical applications come alive. This latest math guide from New York Times bestselling author Larry Gonick is an essential supplement for students of all levels, in high school, college, and beyond. School's most dreaded subject has never been more fun.

WebAssembly: The Definitive Guide provides a thorough and accessible introduction to one of the most transformative technologies hitting our industry. What started as a way to use languages other than just JavaScript in the browser has evolved into a comprehensive path toward portability, performance, increased security and greater code reuse across an impressive collection of deployment targets. The goals may sound familiar, but in practice, we're finally getting our safe, fast, portable, and secure software development environment offering the potential for reuse. This practical book introduces the elements of this technology incrementally while building to several concrete, code-driven examples of practical but cutting edge WebAssembly uses.

*Want to learn about databases without the tedium? With its unique combination of Japanese-style comics and serious educational content, *The Manga Guide to Databases* is just the book for you. Princess Ruruna is stressed out. With the king and queen away, she has to manage the Kingdom of Kod's humongous fruit-selling empire. Overseas departments, scads of inventory, conflicting prices, and so many customers! It's all such a confusing mess. But a mysterious book and a helpful*

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fairy promise to solve her organizational problems—with the practical magic of databases. In The Manga Guide to Databases, Tico the fairy teaches the Princess how to simplify her data management. We follow along as they design a relational database, understand the entity-relationship model, perform basic database operations, and delve into more advanced topics. Once the Princess is familiar with transactions and basic SQL statements, she can keep her data timely and accurate for the entire kingdom. Finally, Tico explains ways to make the database more efficient and secure, and they discuss methods for concurrency and replication. Examples and exercises (with answer keys) help you learn, and an appendix of frequently used SQL statements gives the tools you need to create and maintain full-featured databases. (Of course, it wouldn't be a royal kingdom without some drama, so read on to find out who gets the girl—the arrogant prince or the humble servant.) This EduManga book is a translation of a bestselling series in Japan, co-published with Ohmsha, Ltd., of Tokyo, Japan.

A Guide to Assessment Instruments for Limited English Speaking Students

Nothing Fancy

Computers and Literature

Calculus Simplified

Unfussy Food for Having People Over

A Cumulative Author List Representing Library of Congress Printed Cards and Titles Reported by Other American Libraries

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A complete—and completely enjoyable—new illustrated guide to calculus Master cartoonist Larry Gonick has already given readers the history of the world in cartoon form. Now, Gonick, a Harvard-trained mathematician, offers a comprehensive and up-to-date illustrated course in first-year calculus that demystifies the world of functions, limits, derivatives, and integrals. Using clear and helpful graphics—and delightful humor to lighten what is frequently a tough subject—he teaches all of the essentials, with numerous examples and problem sets. For the curious and confused alike, The Cartoon Guide to Calculus is the perfect combination of entertainment and education—a valuable supplement for any student, teacher, parent, or professional.

Rewrites our understanding of the last 50 years of Chicana/o cultural production. Chicana/o Remix casts new light not only on artists—such as Sandra de la Loza, Judy Baca, and David Botello, among others—but on the exhibitions that feature their work, and the collectors, curators, critics, and advocates who engage it. Combining feminist theory, critical ethnic studies, art historical analysis, and extensive archival and field research, Karen Mary Davalos argues that narrow notions of identity, politics, and aesthetics limit our ability to understand the full capacities of Chicana/o art. She employs fresh vernacular concepts such as the “errata exhibit,” or the staging of exhibits that critically question

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mainstream art museums, and the “remix,” or the act of bringing new narratives and forgotten histories from the background and into the foreground. These concepts, which emerge out of art practice itself, drive her analysis and reinforce the rejection of familiar narratives that evaluate Chicana/o art in simplistic, traditional terms, such as political versus commercial, or realist versus conceptual. Throughout Chicana/o Remix, Davalos explores undocumented or previously ignored information about artists, their cultural production, and the exhibitions and collections that feature their work. Each chapter exposes and challenges conventions in art history and Chicana/o studies, documenting how Chicana artists were the first to critically challenge exhibitions of Chicana/o art, tracing the origins of the first Chicano arts organizations, and highlighting the influence of Europe and Asia on Chicana/o artists who traveled abroad. As a leading scholar in the study of Chicana/o artists, art spaces, and exhibition practices, Davalos presents her most ambitious project to date in this re-examination of fifty years of Chicana/o art production.

The Manga Guide to Microprocessors
No Starch Press

Deep Learning with PyTorch

What If?

Mathematics for Machine Learning

Head First SQL

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The Manga Guide to Databases Chicana/o Remix

Instant #1 bestseller! The epic conclusion to the #1 bestselling Miss Peregrine's Peculiar Children series by Ransom Riggs. Jacob and his friends will face deadly enemies and race through history's most dangerous loops in this thrilling page-turner. The Desolations of Devil's Acre is the newest installment, and final adventure, in the beloved Miss Peregrine's Peculiar Children series. The last thing Jacob Portman saw before the world went dark was a terrible, familiar face. Suddenly, he and Noor are back in the place where everything began—his grandfather's house. Jacob doesn't know how they escaped from V's loop to find themselves in Florida. But he does know one thing for certain: Caul has returned. After a narrow getaway from a blood-thirsty hollow, Jacob and Noor reunite with Miss Peregrine and the peculiar children in Devil's Acre. The Acre is being plagued by desolations—weather fronts of ash and blood and bone—a terrible portent of Caul's amassing army. Risen from the

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Library of Souls and more powerful than ever, Caul and his apocalyptic agenda seem unstoppable. Only one hope remains—deliver Noor to the meeting place of the seven prophesied ones. If they can decipher its secret location. An accessible, streamlined, and user-friendly approach to calculus Calculus is a beautiful subject that most of us learn from professors, textbooks, or supplementary texts. Each of these resources has strengths but also weaknesses. In *Calculus Simplified*, Oscar Fernandez combines the strengths and omits the weaknesses, resulting in a “Goldilocks approach” to learning calculus: just the right level of detail, the right depth of insights, and the flexibility to customize your calculus adventure. Fernandez begins by offering an intuitive introduction to the three key ideas in calculus—limits, derivatives, and integrals. The mathematical details of each of these pillars of calculus are then covered in subsequent chapters, which are organized into mini-lessons on topics found in a college-level calculus course. Each mini-lesson focuses first

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on developing the intuition behind calculus and then on conceptual and computational mastery. Nearly 200 solved examples and more than 300 exercises allow for ample opportunities to practice calculus. And additional resources—including video tutorials and interactive graphs—are available on the book's website. Calculus Simplified also gives you the option of personalizing your calculus journey. For example, you can learn all of calculus with zero knowledge of exponential, logarithmic, and trigonometric functions—these are discussed at the end of each mini-lesson. You can also opt for a more in-depth understanding of topics—chapter appendices provide additional insights and detail. Finally, an additional appendix explores more in-depth real-world applications of calculus. Learning calculus should be an exciting voyage, not a daunting task. Calculus Simplified gives you the freedom to choose your calculus experience, and the right support to help you conquer the subject with confidence. • An accessible, intuitive introduction to

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first-semester calculus · Nearly 200 solved problems and more than 300 exercises (all with answers) · No prior knowledge of exponential, logarithmic, or trigonometric functions required · Additional online resources—video tutorials and supplementary exercises—provided

If you have ever looked for P-values by shopping at P mart, tried to watch the Bernoulli Trails on "People's Court," or think that the standard deviation is a criminal offense in six states, then you need The Cartoon Guide to Statistics to put you on the road to statistical literacy. The Cartoon Guide to Statistics covers all the central ideas of modern statistics: the summary and display of data, probability in gambling and medicine, random variables, Bernoulli Trails, the Central Limit Theorem, hypothesis testing, confidence interval estimation, and much more--all explained in simple, clear, and yes, funny illustrations. Never again will you order the Poisson Distribution in a French restaurant!

Practical Programming for Total

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Beginners

A Fire Story (Updated and Expanded Edition)

Infinite Jest

Errata

Art and Errata Since the Sixties

The Manga Guide to Microprocessors

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com

(www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for

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solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table

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of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors 'How to Invent Everything' is such a cool book' -- Randall Munroe Get ready to make history better... on the second try. Imagine you are stranded in the past (your time machine has broken) and the only way home is to rebuild civilization yourself. But you need to do it better and faster this time round. In this one amazing book, you will learn How to Invent Everything. Ryan North -- bestselling author, programmer and comic book legend -- provides all the science, engineering, mathematics, art, music, philosophy, facts and figures required for this challenge. Thanks to his detailed blueprint, humanity will mature quickly and efficiently - instead of spending 200,000 years stumbling around in the dark without language, not realising that tying a rock to a string would mean we could navigate the entire world. Or thinking disease was caused by weird smells. Fascinating and hilarious, How To Invent Everything is an epic, deeply researched history of the key technologies that made each stage of human history possible (from writing and farming to buttons and birth control) - and it's as entertaining as a great time-travel novel. So if you've ever secretly wondered if you could do history better yourself, now is your chance to find out how.

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“ We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document. ” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch ' s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book

Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It ' s great for building quick models, and it scales smoothly from laptop to enterprise. *Deep Learning with PyTorch* teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you ' ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples

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are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit

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the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

Adding Motion with CSS

The Official Guide

A Practical Guide

The Desolations of Devil's Acre

Rube Goldberg and His Amazing Machines

Bibliographic Guide to Art and Architecture

Early morning on Monday, October 9, 2017, wildfires burned through Northern California, resulting in 44 fatalities. In addition, 6,200 homes and 8,900 structures and were destroyed. Author Brian Fies's firsthand account of this tragic event is an honest, unflinching depiction of his personal experiences, including losing his house and every possession he and his wife had that didn't fit into the back of their car. In the days that followed, as the fires continued to burn through the area, Brian hastily pulled

together *A Fire Story* and posted it online—and it immediately went viral. He expanded his original web comic to include environmental insight and the fire stories of his neighbors and others in his community. This paperback version includes 32 new pages that bring the story up-to-date. *A Fire Story* is a candid testimony of the wildfires that left homes destroyed, families broken, and a community determined to rebuild.

The Cartoon Introduction to Statistics is the most imaginative and accessible introductory statistics course you'll ever take. Employing an irresistible cast of dragon-riding Vikings, lizard-throwing giants, and feuding aliens, the renowned illustrator Grady Klein and the award-winning statistician Alan Dabney teach you how to collect reliable data, make confident statements based on limited information, and judge the usefulness of polls and the other numbers that you're bombarded with every day. If you want to go beyond the basics, they've created the ultimate resource: "The Math Cave," where they reveal the more advanced formulas and concepts. Timely, authoritative, and hilarious, *The Cartoon Introduction to Statistics* is an essential guide for anyone who wants to better navigate our data-driven world.

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Ayumi is a world-class shogi (Japanese chess) player who can't be beaten—that is, until she loses to a powerful computer called the Shooting Star. Ayumi vows to find out everything she can about her new nemesis. Lucky for her, Yuu Kano, the genius programmer behind the Shooting Star, is willing to teach her all about the inner workings of the microprocessor—the “brain” inside all computers, phones, and gadgets. Follow along with Ayumi in *The Manga Guide to Microprocessors* and you'll learn about:

- How the CPU processes information and makes decision
- How computers perform arithmetic operations and store information
- logic gates and how they're used in integrated circuits
- the Key components of modern computers, including registers, GPUs, and RAM
- Assembly language and how it differs from high-level programming languages

Whether you're a computer science student or just want to understand the power of microprocessors, you'll find what you need to know in *The Manga Guide to Microprocessors*.

Grokking Algorithms