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using PYTHON

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The Practice Of Computing Using Python 2nd Edition

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The Practice of Computing Using Python William F. Punch,Richard Enbody,2012-02-28 NOTE You are purchasing a standalone product MyProgrammingLab does not come packaged with this content If you would like to purchase both the physical text and MyProgrammingLabsearch for ISBN 10 0132992833 ISBN 13 9780132992831 That package includes ISBN 10 013280557X ISBN 13 9780132805575 and ISBN 10 0132831325 ISBN 13 9780132831321 MyProgrammingLab should only be purchased when required by an instructor A problem solving approach to programming with Python The Practice of Computing Using Python introduces CS1 students majors and non majors to computational thinking using Python With data manipulation as a theme readers quickly see the value in what they re learning and leave the course with a set of immediately useful computational skills that can be applied to problems they encounter in future pursuits The book takes an object use first approach writing classes is covered only after students have mastered using objects This edition is available with MyProgrammingLab an innovative online homework and assessment tool Through the power of practice and immediate personalized feedback MyProgrammingLab helps students fully grasp the logic semantics and syntax of programming

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variety of domains It also includes case studies integrated into additional chapters providing students with real life applications using the concepts and tools covered in the chapters **A Functional Start to Computing with Python** Ted Herman,2013-07-26 A Functional Start to Computing with Python enables students to quickly learn computing without having to use loops variables and object abstractions at the start Requiring no prior programming experience the book draws on Python s flexible data types and operations as well as its capacity for defining new functions Along with the specifics of Python the text covers important concepts of computing including software engineering motivation algorithms behind syntax rules advanced functional programming ideas and briefly finite state machines Taking a student friendly interactive approach to teach computing the book addresses more difficult concepts and abstractions later in the text The author presents ample explanations of data types operators and expressions He also describes comprehensions the powerful specifications of lists and dictionaries before introducing loops and variables This approach helps students better understand assignment syntax and iteration by giving them a mental model of sophisticated data first Web Resource The book s supplementary website at http functionalfirstpython com provides many ancillaries including Interactive flashcards on Python language elements Links to extra support for each chapter Unit testing and programming exercises An interactive Python stepper tool Chapter by chapter points Material for lectures **Implementing Reproducible Research** Victoria Stodden,Friedrich Leisch,Roger D. Peng,2018-12-14 In computational science reproducibility requires that researchers make code and data available to others so that the data can be analyzed in a similar manner as in the original publication Code must be available to be distributed data must be accessible in a readable format and a platform must be available for widely distributing the data and code In addition both data and code need to be licensed permissively enough so that others can reproduce the work without a substantial legal burden Implementing Reproducible Research covers many of the elements necessary for conducting and distributing reproducible research It explains how to accurately reproduce a scientific result Divided into three parts the book discusses the tools practices and dissemination platforms for ensuring reproducibility in computational science It describes Computational tools such as Sweave knitr VisTrails Sumatra CDE and the Declaratron system Open source practices good programming practices trends in open science and the role of cloud computing in reproducible research Software and methodological platforms including open source software packages RunMyCode platform and open access journals Each part presents contributions from leaders who have developed software and other products that have advanced the field Supplementary material is available at www ImplementingRR org **Computing with Data** Guy Lebanon,Mohamed El-Geish,2018-11-28 This book introduces basic computing skills designed for industry professionals without a strong computer science background Written in an easily accessible manner and accompanied by a user friendly website it serves as a self study guide to survey data science and data engineering for those who aspire to start a computing career or expand on their current roles in areas such as applied statistics big data machine learning data mining and

informatics The authors draw from their combined experience working at software and social network companies on big data products at several major online retailers as well as their experience building big data systems for an AI startup Spanning from the basic inner workings of a computer to advanced data manipulation techniques this book opens doors for readers to quickly explore and enhance their computing knowledge Computing with Data comprises a wide range of computational topics essential for data scientists analysts and engineers providing them with the necessary tools to be successful in any role that involves computing with data The introduction is self contained and chapters progress from basic hardware concepts to operating systems programming languages graphing and processing data testing and programming tools big data frameworks and cloud computing The book is fashioned with several audiences in mind Readers without a strong educational background in CS or those who need a refresher will find the chapters on hardware operating systems and programming languages particularly useful Readers with a strong educational background in CS but without significant industry background will find the following chapters especially beneficial learning R testing programming visualizing and processing data in Python and R system design for big data data stores and software craftsmanship **Programming Language Cultures** Brian Lennon,2024-08-27 In this book Brian Lennon demonstrates the power of a philological approach to the history of programming languages and their usage cultures In chapters focused on specific programming languages such as SNOBOL and JavaScript as well as on code comments metasyntactic variables the very early history of programming and the concept of DevOps Lennon emphasizes the histories of programming languages in their individual specificities over their abstract formal or structural characteristics viewing them as carriers and sometimes shapers of specific cultural histories The book s philological approach to programming languages presents a natural sensible and rigorous way for researchers trained in the humanities to perform research on computing in a way that draws on their own expertise Combining programming knowledge with a humanistic analysis of the social and historical dimensions of computing Lennon offers researchers in literary studies STS media and digital studies and technical fields the first technically rigorous approach to studying programming languages from a humanities based perspective *IPython Interactive Computing and Visualization Cookbook* Cyrille Rossant,2018-01-31 Learn to use IPython and Jupyter Notebook for your data analysis and visualization work Key Features Leverage the Jupyter Notebook for interactive data science and visualization Become an expert in high performance computing and visualization for data analysis and scientific modeling A comprehensive coverage of scientific computing through many hands on example driven recipes with detailed step by step explanations Book Description Python is one of the leading open source platforms for data science and numerical computing IPython and the associated Jupyter Notebook offer efficient interfaces to Python for data analysis and interactive visualization and they constitute an ideal gateway to the platform IPython Interactive Computing and Visualization Cookbook Second Edition contains many ready to use focused recipes for high performance scientific computing and data analysis from the latest IPython Jupyter features to

the most advanced tricks to help you write better and faster code You will apply these state of the art methods to various real world examples illustrating topics in applied mathematics scientific modeling and machine learning The first part of the book covers programming techniques code quality and reproducibility code optimization high performance computing through just in time compilation parallel computing and graphics card programming The second part tackles data science statistics machine learning signal and image processing dynamical systems and pure and applied mathematics What you will learn Master all features of the Jupyter Notebook Code better write high quality readable and well tested programs profile and optimize your code and conduct reproducible interactive computing experiments Visualize data and create interactive plots in the Jupyter Notebook Write blazingly fast Python programs with NumPy ctypes Numba Cython OpenMP GPU programming CUDA parallel IPython Dask and more Analyze data with Bayesian or frequentist statistics Pandas PyMC and R and learn from actual data through machine learning scikit learn Gain valuable insights into signals images and sounds with SciPy scikit image and OpenCV Simulate deterministic and stochastic dynamical systems in Python Familiarize yourself with math in Python using SymPy and Sage algebra analysis logic graphs geometry and probability theory Who this book is for This book is intended for anyone interested in numerical computing and data science students researchers teachers engineers analysts and hobbyists A basic knowledge of Python NumPy is recommended Some skills in mathematics will help you understand the theory behind the computational methods   **Python for Beginners** Kuldeep Singh Kaswan,Jagjit Singh Dhatterwal,B Balamurugan,2023-03-17 Python is an amazing programming language It can be applied to almost any programming task It allows for rapid development and debugging Getting started with Python is like learning any new skill it s important to find a resource you connect with to guide your learning Luckily there s no shortage of excellent books that can help you learn both the basic concepts of programming and the specifics of programming in Python With the abundance of resources it can be difficult to identify which book would be best for your situation Python for Beginners is a concise single point of reference for all material on python Provides concise need to know information on Python types and statements special method names built in functions and exceptions commonly used standard library modules and other prominent Python tools Offers practical advice for each major area of development with both Python 3 x and Python 2 x Based on the latest research in cognitive science and learning theory Helps the reader learn how to write effective idiomatic Python code by leveraging its best and possibly most neglected features This book focuses on enthusiastic research aspirants who work on scripting languages for automating the modules and tools development of web applications handling big data complex calculations workflow creation rapid prototyping and other software development purposes It also targets graduates postgraduates in computer science information technology academicians practitioners and research scholars   Machine Learning Stephen Marsland,2011-03-23 Traditional books on machine learning can be divided into two groups those aimed at advanced undergraduates or early postgraduates with reasonable mathematical knowledge and those that are primers on

how to code algorithms The field is ready for a text that not only demonstrates how to use the algorithms that make up machine learning methods but   *Fluent Python* Luciano Ramalho,2022-03-31 Don t waste time bending Python to fit patterns you ve learned in other languages Python s simplicity lets you become productive quickly but often this means you aren t using everything the language has to offer With the updated edition of this hands on guide you ll learn how to write effective modern Python 3 code by leveraging its best ideas Discover and apply idiomatic Python 3 features beyond your past experience Author Luciano Ramalho guides you through Python s core language features and libraries and teaches you how to make your code shorter faster and more readable Complete with major updates throughout this new edition features five parts that work as five short books within the book Data structures Sequences dicts sets Unicode and data classes Functions as objects First class functions related design patterns and type hints in function declarations Object oriented idioms Composition inheritance mixins interfaces operator overloading protocols and more static types Control flow Context managers generators coroutines async await and thread process pools Metaprogramming Properties attribute descriptors class decorators and new class metaprogramming hooks that replace or simplify metaclasses   **Humanities Data Analysis** Folgert Karsdorp,Mike Kestemont,Allen Riddell,2021-01-12 A practical guide to data intensive humanities research using the Python programming language The use of quantitative methods in the humanities and related social sciences has increased considerably in recent years allowing researchers to discover patterns in a vast range of source materials Despite this growth there are few resources addressed to students and scholars who wish to take advantage of these powerful tools Humanities Data Analysis offers the first intermediate level guide to quantitative data analysis for humanities students and scholars using the Python programming language This practical textbook which assumes a basic knowledge of Python teaches readers the necessary skills for conducting humanities research in the rapidly developing digital environment The book begins with an overview of the place of data science in the humanities and proceeds to cover data carpentry the essential techniques for gathering cleaning representing and transforming textual and tabular data Then drawing from real world publicly available data sets that cover a variety of scholarly domains the book delves into detailed case studies Focusing on textual data analysis the authors explore such diverse topics as network analysis genre theory onomastics literacy author attribution mapping stylometry topic modeling and time series analysis Exercises and resources for further reading are provided at the end of each chapter An ideal resource for humanities students and scholars aiming to take their Python skills to the next level Humanities Data Analysis illustrates the benefits that quantitative methods can bring to complex research questions Appropriate for advanced undergraduates graduate students and scholars with a basic knowledge of Python Applicable to many humanities disciplines including history literature and sociology Offers real world case studies using publicly available data sets Provides exercises at the end of each chapter for students to test acquired skills Emphasizes visual storytelling via data visualizations   *Introduction to Scientific Computing and Data Analysis* Mark

H. Holmes,2016-05-30 This textbook provides and introduction to numerical computing and its applications in science and engineering The topics covered include those usually found in an introductory course as well as those that arise in data analysis This includes optimization and regression based methods using a singular value decomposition The emphasis is on problem solving and there are numerous exercises throughout the text concerning applications in engineering and science The essential role of the mathematical theory underlying the methods is also considered both for understanding how the method works as well as how the error in the computation depends on the method being used The MATLAB codes used to produce most of the figures and data tables in the text are available on the author s website and SpringerLink **Utilizing RapidMiner, Python, and R for Data Mining Applications** Ramjan, Sarawut,Sunkpho, Jirapon,2025-05-02 In data mining powerful tools like RapidMiner Python and R revolutionize how organizations gain valuable insights from large amounts of data RapidMiner offers a visual interface for designing data workflows making it ideal for both beginners and advanced practitioners Python provides an environment for automating and customizing data mining tasks while R is used for its statistical capabilities and packages for advanced analytics Together these tools empower data scientists and analysts to apply machine learning algorithms statistical models and data preprocessing techniques efficiently facilitating deeper understanding and data driven decision making across industries Utilizing RapidMiner Python and R for Data Mining Applications explores the integration and application of these three powerful tools in the context of real world data mining tasks It delves into the strengths and features of each tool showcasing how they can be leveraged individually or in combination to handle various stages of the data mining pipeline This book covers topics such as data clustering software installation and programming languages and is a useful resource for engineers business owners academicians researchers and data scientists **Processing, second edition** Casey Reas,Ben Fry,2014-12-19 The new edition of an introduction to computer programming within the context of the visual arts using the open source programming language Processing thoroughly updated throughout The visual arts are rapidly changing as media moves into the web mobile devices and architecture When designers and artists learn the basics of writing software they develop a new form of literacy that enables them to create new media for the present and to imagine future media that are beyond the capacities of current software tools This book introduces this new literacy by teaching computer programming within the context of the visual arts It offers a comprehensive reference and text for Processing www processing org an open source programming language that can be used by students artists designers architects researchers and anyone who wants to program images animation and interactivity Written by Processing s cofounders the book offers a definitive reference for students and professionals Tutorial chapters make up the bulk of the book advanced professional projects from such domains as animation performance and installation are discussed in interviews with their creators This second edition has been thoroughly updated It is the first book to offer in depth coverage of Processing 2 0 and 3 0 and all examples have been updated for the new syntax Every

chapter has been revised and new chapters introduce new ways to work with data and geometry New synthesis chapters offer discussion and worked examples of such topics as sketching with code modularity and algorithms New interviews have been added that cover a wider range of projects Extension chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics Interviews SUE C Larry Cuba Mark Hansen Lynn Hershman Leeson J rg Lehni LettError Golan Levin and Zachary Lieberman Benjamin Maus Manfred Mohr Ash Nehru Josh On Bob Sabiston Jennifer Steinkamp Jared Tarbell Steph Thirion Robert Winter *Symbolic Regression* Gabriel Kronberger,Bogdan Burlacu,Michael Kommenda,Stephan M. Winkler,Michael Affenzeller,2024-08-16 Symbolic regression SR is one of the most powerful machine learning techniques that produces transparent models searching the space of mathematical expressions for a model that represents the relationship between the predictors and the dependent variable without the need of taking assumptions about the model structure Currently the most prevalent learning algorithms for SR are based on genetic programming GP an evolutionary algorithm inspired from the well known principles of natural selection This book is an in depth guide to GP for SR discussing its advanced techniques as well as examples of applications in science and engineering The basic idea of GP is to evolve a population of solution candidates in an iterative generational manner by repeated application of selection crossover mutation and replacement thus allowing the model structure coefficients and input variables to be searched simultaneously Given that explainability and interpretability are key elements for integrating humans into the loop of learning in AI increasing the capacity for data scientists to understand internal algorithmic processes and their resultant models has beneficial implications for the learning process as a whole This book represents a practical guide for industry professionals and students across a range of disciplines particularly data science engineering and applied mathematics Focused on state of the art SR methods and providing ready to use recipes this book is especially appealing to those working with empirical or semi analytical models in science and engineering **Computational Mathematics** Dimitrios Mitsotakis,2023-06-19 This textbook is a comprehensive introduction to computational mathematics and scientific computing suitable for undergraduate and postgraduate courses It presents both practical and theoretical aspects of the subject as well as advantages and pitfalls of classical numerical methods alongside with computer code and experiments in Python Each chapter closes with modern applications in physics engineering and computer science Features No previous experience in Python is required Includes simplified computer code for fast paced learning and transferable skills development Includes practical problems ideal for project assignments and distance learning Presents both intuitive and rigorous faces of modern scientific computing Provides an introduction to neural networks and machine learning

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