Pantech Link Ii User Guide

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. Introduction to Machine Learning is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing.Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of Introduction to Machine Learning reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptrons and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

The ultimate comprehensive social media reference book for any business looking to transform its marketing and operational strategies Realizing that social media is dramatically impacting businesses, customers, and everyone connected to them, the authors of The Social Media Bible have consulted with leading social media experts from companies and consulting firms, as well as New York Times bestselling authors nationwide, to assemble a content-rich social media bible that will help businesses increase revenues, improve profitability, and ensure relevance and competitiveness. The book outlines just what social media is, and how to harness its power to achieve a measurable competitive advantage in rapidly changing markets. It allows readers to build a functional knowledge base, and tap into the collaborative power of such social media applications as Facebook, Linked In, Twitter, MySpace, Flickr, and YouTube. The book is part reference, part how-to manual, and part business strategy. For corporate enterprises, small businesses, and nonprofits alike, the strategies in The Social Media Bible are practical, powerful, and effective ways to connect with customers, prospects, employees, stakeholders, and collaborators. Packed with contributions from top names in the field covering virtually every major topic in social media, this is the perfect social media resource for businesses big and small. Lon Safko (Gilbert, AZ) is an innovator and professional speaker with over 20 years of experience in entrepreneurship, marketing, sales, strategic partnering, speaking, training, writing, and e-commerce. He is the founder of eight successful companies, including Paper Models, Inc. David K. Brake (Mesa, AZ) is the CEO and founder of Content Connections, a company that uses social networking strategies to help clients build economically viable relationships around their content.

Programming Embedded Systems

Mathematics for Machine Learning

The Entrepreneur's Resource. General small business topics, general small business resources (includes state sections) (entries 42303-54366)

Patents

Insights on Innovation, Patents and Competition

Electronics & Wireless World

For any course introducing students to the Internet; may be taught out of any departments on campus. These are the newest books in our best-selling Exploring Windows Series. They will appeal to students from a variety of disciplines and are written at a level that assumes no prior knowledge of the Internet or Netscape. Featuring a step-by-step approach that is complimented by non-technical discussions of the concepts, students will find the texts informative and easy to understand.* Hands-on experience in addition to the rationale behind what is being done. * Allows students to learn by doing as well as learning the reasoning. Each chapter has a Learning by Doing section that includes several hands-on exercises. * Available in two versions-The comprehensive (290 pp.) Exploring edition (0-13-271693-3) and the briefer (160 pp.) Essentials edition (0-13-595778-8); these four color, spiral bound texts were written by our popular author team-Grauer and Marx. * Offers instructors a choice of which book fits their course length and depth of coverage. * Coverage of the World Wide Web, Netscape, E-mail, URLs, HTML, special appendix 'Hot Sites on the Internet.' * Students benefit from covera

Multi-point Cooperative Communication Systems: Theory and Applications mainly discusses multi-point cooperative communication technologies which are used to overcome the long-standing problem of limited transmission rate caused by the inter-point interference. Instead of combating the interference, recent progress in both academia and industrial standardizations has evolved to adopt the philosophy of “exploiting” the interference to improve the transmission rate by cooperating among multiple points. This book addresses the multi-point cooperative communication system systematically giving the readers a clear picture of the technology map and where the discussed

schemes may fit. This book includes not only the theories of the paradigm-shifting multi-point cooperative communication, but also the designs of sub-optimal cooperative communication schemes for practical systems. Ming Ding is a senior researcher at Sharp Laboratories of China; Hanwen Luo is a professor at Shanghai Jiao Tong University.

Through rap and hip hop, entertainers have provided a voice questioning and challenging the sanctioned view of society. Examining the moral and social implications of Kanye West's art in the context of Western civilization's preconceived ideas, the contributors consider how West both challenges religious and moral norms and propagates them.

Head First Mobile Web

Artificial Intelligence with Python

Programming Embedded Systems in C and C++

Tactics, Tools, and Strategies for Business Success

The Social Media Bible

Investigation, Analysis, and Mobile Security for Google Android

Japan and South Korea are Western-style democracies with open-market economies committed to the rule of law. They are also U.S. allies. Yet despite their shared interests, shared values, and geographic proximity, divergent national identities have driven a wedge between them. Drawing on decades of expertise, Brad Glosserman and Scott A. Snyder investigate the roots of this split and its ongoing threat to the region and the world. Glosserman and Snyder isolate competing notions of national identity as the main obstacle to a productive partnership between Japan and South Korea. Through public opinion data, interviews, and years of observation, they show how fundamentally incompatible, rapidly changing conceptions of national identity in Japan and South Korea—and not struggles over power or structural issues—have complicated territorial claims and international policy. Despite changes in the governments of both countries and concerted efforts by leading political figures to encourage U.S.–ROK–Japan security cooperation, the Japan–South Korea relationship continues to be hobbled by history and its deep imprint on ideas of national identity. This book recommends bold, policy-oriented prescriptions for overcoming problems in Japan–South Korea relations and facilitating trilateral cooperation among these three Northeast Asian allies, recognizing the power of the public on issues of foreign policy, international relations, and the prospects for peace in Asia.

Best Life magazine empowers men to continually improve their physical, emotional and financial well-being to better enjoy the most rewarding years of their life.

This open access edited book captures the complexities and conflicts arising at the interface of intellectual property rights (IPR) and competition law. To do so, it discusses four specific themes: (a) policies governing functioning of standard setting organizations (SSOs), transparency and incentivising future innovation; (b) issue of royalties for standard essential patents (SEPs) and related disputes; (c) due process principles, procedural fairness and best practices in competition law; and (d) coherence of patent policies and consonance with competition law to support innovation in new technologies. Many countries have formulated policies and re-oriented their economies to foster technological innovation as it is seen as a major source of economic growth. At the same time, there have been tensions between patent laws and competition laws, despite the fact that both are intended to enhance consumer welfare. In this regard, licensing of SEPs has been debated extensively, although in most instances, innovators and implementers successfully negotiate licensing of SEPs. However, there have been instances where disagreements on royalty base and royalty rates, terms of licensing, bundling of patents in licenses, pooling of licenses have arisen, and this has resulted in a surge of litigation in various jurisdictions and also drawn the attention of competition/anti-trust regulators. Further, a lingering lack of consensus among scholars, industry experts and regulators regarding solutions and techniques that are apposite in these matters across jurisdictions has added to the confusion. This book looks at the processes adopted by the competition/anti-trust regulators to apply the principles of due process and procedural fairness in investigating abuse of dominance cases against innovators.

Small Business Sourcebook

Official Gazette of the United States Patent and Trademark Office

Ubiquitous Computing User Experience Design

Exploring the Internet

The Official Guide to Learning OpenGL, Versions 3.0 and 3.1

Singapore Biotech Guide

The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new. Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design and service design -- which are all the key components of ubiquitous computing UX -- and practicing designers need a way to tackle practical challenges of design. Theory is not enough for them -- luckily the industry is now mature enough to have tried and tested best practices and case studies from the field. Smart Things presents a problem-solving approach to addressing designers' needs and concentrates on process, rather than technological detail, to keep from being quickly outdated. It pays close attention to the capabilities and limitations of the medium in question and discusses the tradeoffs and challenges of design in a commercial environment. Divided into two sections, frameworks and techniques, the book discusses broad design methods and case studies that reflect key aspects of these approaches. The book then presents a set of techniques highly valuable to a practicing designer. It is intentionally not a comprehensive tutorial of user-centered design'as that is covered in many other books'but it is a handful of techniques useful when designing ubiquitous computing user experiences. In short, Smart Things gives its readers both the "why" of this kind of design and the "how," in well-defined chunks. Tackles design of products in the post-Web world where computers no longer have to be monolithic, expensive general-purpose devices Features broad frameworks and processes, practical advice to help approach specifics, and techniques for the unique design challenges Presents case studies that describe, in detail, how others have solved problems, managed trade-offs, and met successes

Sintering is one of the final stages of ceramics fabrication and is used to increase the strength of the compacted material. In the Sintering of Ceramics section, the fabrication of electronic ceramics and glass-ceramics were presented. Especially dielectric properties were focused on. In other chapters, sintering behaviour of ceramic tiles and nano-alumina were investigated. Apart from oxides, the sintering of non-oxide ceramics was examined. Sintering the metals in a controlled atmosphere furnace aims to bond the particles together metallurgically. In the Sintering of Metals section, two sections dealt with copper containing structures. The sintering of titanium alloys is another topic focused in this section. The chapter on lead and zinc covers the sintering in the field of extractive metallurgy. Finally two more chapter focus on the basics of sintering,i.e viscous flow and spark plasma sintering.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

The official guide to the Great western railway
Mergent International Manual
The Cultural Impact of Kanye West
Nge-date Online Via Yahoo Messenger
Smart Things
East Asian Security and the United States

An introduction to embedding systems for C and C++++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

Provides basic safety principles that should be followed to ensure the safe carriage of goods. Includes clear and useful illustrations throughout. The guide is in two parts, the first part for drivers and operators and the second part for engineers and designers.

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

With C and GNU Development Tools
Electronics Buyers' Guide
Java Projects
Library Journal
Engaging China for a Stable Northeast Asia
Multi-dimensional Approaches Towards New Technology

Looks at how to create an effective mobile Web page, tackling both technical and strategic approaches to mobile web design and including the latest development techniques.

Please note that this title's color insert (referred to as "Plates" within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition , provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling “red book” describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL’s deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based

on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms.

Forthcoming Books

The 9th Symbol

Design News

Introduction to Machine Learning

Multi-point Cooperative Communication Systems: Theory and Applications

A Sharper Choice on North Korea

Rose is a princess, a Cinder, and half-human. She is the last one born of her kind, and on her twenty-first birthday, she must enter the woods and travel to find her Prince, as her sisters did before her. ". . . And we will all dance at the Grand Ball," her sisters would always say. But the Human servants are keeping a secret that could prevent the Cinders from reaching their Happily Ever After....Hidden in Rose's dreams and vision are the answers of the past between Cinders and Humans, and she is quickly running out of time trying to solve their hidden messages. She knows the answer lies in her first clue--identifying an animal she has never seen before--that persistent vision of a furry white animal, holding a gold metal object and exclaiming, "Oh dear! Oh dear! I shall be too late!"

Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

Programming Embedded SystemsWith C and GNU Development Tools"O'Reilly Media, Inc."

PC Mag

Greater Allegheny Regional Industrial Purchasing Guide

Handbook of Food Products Manufacturing, 2 Volume Set

The Independent Guide to IBM-standard Personal Computing

Load Restraint Guide

The Japan–South Korea Identity Clash

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.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

The java projects book enables you to develop java applications using an easy and simple approac.The book is designed for the readers,who are familiar with java programming.The book provides numerous listings and figures for an affective understanding of java concepts.The book consists of a CD that includes source code for all the java applications. Table of contents: Chapter 1 Creating a calculator applications Chapter 2 Creating analog clock applications Chapter 3 Creating a 9-box puzzle game Chapter 4 Student information management system Chapter 5 Creating a text editor applications Chapter 6 Creating an online test applications Chapter 7 Creating a shopping cart applications Chapter 8 Share trading application Chapter 9 Online banking applications

Android Forensics

PC Magazine

Computerworld

OpenGL Programming Guide

Guidelines and Performance Standards for the Safe Carriage of Loads on Road Vehicles

The Handbook of Food Products Manufacturing is a definitive master reference, providing an overview of food manufacturing in general, and then covering the processing and manufacturing of more than 100 of the most common food products. With editors and contributors from 24 countries in North America, Europe, and Asia, this guide provides international expertise and a truly global perspective on food manufacturing.

Regional Industrial Buying Guide

Best Life

Greater Allegheny

Complete Guide to the Nude Beaches of California

Sintering Applications