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Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using

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evaluative feedback. Summary We all learn through trial and error. We avoid the things that cause us to experience pain and failure. We embrace and build on the things that give us reward and success. This common pattern is the foundation of deep reinforcement learning: building machine learning systems that explore and learn based on the responses of the environment. Grokking Deep Reinforcement Learning introduces this powerful machine

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learning approach, using examples, illustrations, exercises, and crystal-clear teaching. You'll love the perfectly paced teaching and the clever, engaging writing style as you dig into this awesome exploration of reinforcement learning fundamentals, effective deep learning techniques, and practical applications in this emerging field. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

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Publications. About the technology We learn by interacting with our environment, and the rewards or punishments we experience guide our future behavior. Deep reinforcement learning brings that same natural process to artificial intelligence, analyzing results to uncover the most efficient ways forward. DRL agents can improve marketing campaigns, predict stock performance, and beat grand masters in Go and chess. About the book

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Grokking Deep Reinforcement Learning uses engaging exercises to teach you how to build deep learning systems. This book combines annotated Python code with intuitive explanations to explore DRL techniques. You'll see how algorithms function and learn to develop your own DRL agents using evaluative feedback. What's inside An introduction to reinforcement learning DRL agents with human-like behaviors Applying DRL to complex situations

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About the reader For developers with basic deep learning experience. About the author Miguel Morales works on reinforcement learning at Lockheed Martin and is an instructor for the Georgia Institute of Technology's Reinforcement Learning and Decision Making course. Table of Contents 1 Introduction to deep reinforcement learning 2 Mathematical foundations of reinforcement learning 3 Balancing immediate and long-term goals 4

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Balancing the gathering and use of information 5 Evaluating agents' behaviors 6 Improving agents' behaviors 7 Achieving goals more effectively and efficiently 8 Introduction to value-based deep reinforcement learning 9 More stable value-based methods 10 Sample-efficient value-based methods 11 Policy-gradient and actor-critic methods 12 Advanced actor-critic methods 13 Toward artificial general intelligence

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In Self-Sovereign Identity:
Decentralized digital identity and verifiable credentials, you'll learn how SSI empowers us to receive digitally-signed credentials, store them in private wallets, and securely prove our online identities. Summary In a world of changing privacy regulations, identity theft, and online anonymity, identity is a precious and complex concept. Self-Sovereign Identity (SSI) is a set of technologies

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that move control of digital identity from third party “identity providers” directly to individuals, and it promises to be one of the most important trends for the coming decades. Personal data experts Drummond Reed and Alex Preukschat lay out a roadmap for a future of personal sovereignty powered by the Blockchain and cryptography. Cutting through technical jargon with dozens of practical cases, it presents a clear

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and compelling argument for why SSI is a paradigm shift, and how you can be ready to be prepared for it. About the technology Trust on the internet is at an all-time low. Large corporations and institutions control our personal data because we've never had a simple, safe, strong way to prove who we are online. Self-sovereign identity (SSI) changes all that. About the book In Self-Sovereign Identity: Decentralized digital identity and verifiable

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credentials, you'll learn how SSI empowers us to receive digitally-signed credentials, store them in private wallets, and securely prove our online identities. It combines a clear, jargon-free introduction to this blockchain-inspired paradigm shift with interesting essays written by its leading practitioners. Whether for property transfer, ebanking, frictionless travel, or personalized services, the SSI model for digital

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trust will reshape our collective future. What's inside The architecture of SSI software and services The technical, legal, and governance concepts behind SSI How SSI affects global business industry-by-industry Emerging standards for SSI About the reader For technology and business readers. No prior SSI, cryptography, or blockchain experience required. About the authors Drummond Reed is the Chief Trust Officer at Evernym, a technology

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leader in SSI. Alex Preukschat is the co-founder of SSIMeetup.org and AlianzaBlockchain.org. Table of Contents

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Adobe AIR is one of the hottest topics in rich application development. This exciting new technology is still in beta, but it's already being adopted by such web giants as eBay. With AIR, Web developers use their existing skills to build rich applications that flow seamlessly between the internet and the desktop. Adobe AIR in Action introduces AIR to developers familiar with Flex and JavaScript, showing them how to build solid AIR-driven desktop and

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hybrid applications. Using small examples, the expert authors walk web developers through the new topics they will need to develop AIR applications for the desktop. Readers will learn the essential features of the AIR API with examples and code samples that web professionals can use to get up and running in AIR quickly. The book describes how to create and customize native windows, read and write files and folders on the local file system.

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Web developers who read this book will be able to take instant advantage of the increased resources available to desktop applications. Sometimes-connected, web-enabled applications are gaining in popularity, and web developers of all stripes will want to add these skills to their toolbox. 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.

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Knative in Action teaches you to build complex and efficient serverless applications. Summary Take the pain out of managing serverless applications. Knative, a collection of Kubernetes extensions curated by Google, simplifies building and running serverless systems. Knative in Action guides you through the Knative toolkit, showing you how to launch, modify, and monitor event-based apps built using cloud-hosted functions like AWS Lambda.

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You'll learn how to use Knative Serving to develop software that is easily deployed and autoscaled, how to use Knative Eventing to wire together disparate systems into a consistent whole, and how to integrate Knative into your shipping pipeline. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology With Knative, managing a serverless application's full lifecycle

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is a snap. Knative builds on Kubernetes orchestration features, making it easy to deploy and run serverless apps. It handles low-level chores—such as starting and stopping instances—so you can concentrate on features and behavior. About the book *Knative in Action* teaches you to build complex and efficient serverless applications. You'll dive into Knative's unique design principles and grasp cloud native concepts like handling latency-

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sensitive workloads. You'll deliver updates with Knative Serving and interlink apps, services, and systems with Knative Eventing. To keep you moving forward, every example includes deployment advice and tips for debugging. What's inside Deploy a service with Knative Serving Connect systems with Knative Eventing Autoscale responses for different traffic surges Develop, ship, and operate software About the reader For software

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developers comfortable with CLI tools and an OO language like Java or Go. About the author Jacques Chester has worked in Pivotal and VMWare R&D since 2014, contributing to Knative and other projects.

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Vert.x in Action

Seriously Good Software

CoreOS in Action

The Seasoned Schemer, second edition

The Battle of the Atlantic and Ultra

Testing Microservices with Mountebank

Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In *Seriously Good Software: Code that Works, Survives, and Wins*,

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author, teacher, and Java expert Marco Faella teaches you techniques for writing better code. You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality

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are always important. This book concentrates on seven pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book *Seriously Good Software* is a handbook for any professional developer serious about improving application quality. It explores fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll

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get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For developers with basic object-oriented programming skills and intermediate Java skills. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research

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articles, a Java certification manual, and a video course. Table of Contents *Part 1: Preliminaries * 1
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Please recycle: Reusability
Summary
Professional developers know the many benefits of writing application code that's clean, well-

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organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With *Practices of the Python Pro*, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly popular programming language, Python. You'll find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro. Purchase of the print book includes a free eBook in PDF, Kindle, and

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ePub formats from Manning Publications. About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain. To step up from a capable Python coder to a professional developer, you need to learn industry standards for coding style, application design, and development process. That's where this book is indispensable. About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of

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developers make this step, and he knows what it takes. With helpful examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to read, maintain, and reuse. What's inside Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the reader For readers familiar with the basics of Python, or another OO language.

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About the author Dane Hillard has spent the majority of his development career using Python to build web applications. Table of Contents: PART 1 WHY IT ALL MATTERS 1 | The bigger picture PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for high performance 5 | Testing your software PART 3 NAILING DOWN LARGE SYSTEMS 6 | Separation of concerns in practice 7 | Extensibility and flexibility 8 | The rules (and exceptions) of inheritance 9 | Keeping things lightweight 10 | Achieving loose coupling PART 4

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Writing Great Specifications Using Specification by
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From the optimism associated with provincial status in 1905, through the trials of Depression and war, the boom times of the post-war period, and the economic vagaries of the 1980s and the 1990s, the twentieth century was a time of growth and hardship, development and change, for Alberta and its people. And during the century, twelve men, from a variety of political parties and from very different backgrounds, led the government of this province. The names of

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some--like William Aberhart, Ernest Manning, and Peter Lougheed--are still household names, while others--like Arthur Sifton, Herbert Greenfield and Richard Reid--have been all but forgotten. Yet each in his unique way, for better or for worse, helped to mould and steer the destiny of the province he governed. These are their stories.

A Controversial Churchman

Programming with Types

What Every Programmer Needs to Know about Cognition

Microservices in .NET, Second Edition

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Securing DevOps

Reliable logging and monitoring

Summary The best way to learn microservices development is to build something! Bootstrapping Microservices with Docker, Kubernetes, and Terraform guides you from zero through to a complete microservices project, including fast prototyping, development, and deployment. You'll get your feet wet using industry-standard tools as you learn and practice the practical skills you'll use for every microservices application. Following a true bootstrapping approach, you'll begin with a simple, familiar application and build up your knowledge and skills as you create and deploy a real microservices project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub

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formats from Manning Publications. About the technology Taking microservices from proof of concept to production is a complex, multi-step operation relying on tools like Docker, Terraform, and Kubernetes for packaging and deployment. The best way to learn the process is to build a project from the ground up, and that's exactly what you'll do with this book! About the book In Bootstrapping Microservices with Docker, Kubernetes, and Terraform, author Ashley Davis lays out a comprehensive approach to building microservices. You'll start with a simple design and work layer-by-layer until you've created your own video streaming application. As you go, you'll learn to configure cloud infrastructure with Terraform, package microservices using Docker, and deploy your finished project to a Kubernetes cluster. What's inside Developing and testing

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microservices applications Working with cloud providers Applying automated testing Implementing infrastructure as code and setting up a continuous delivery pipeline Monitoring, managing, and troubleshooting About the reader Examples are in JavaScript. No experience with microservices, Kubernetes, Terraform, or Docker required. About the author Ashley Davis is a software developer, entrepreneur, stock trader, and the author of Manning's Data Wrangling with JavaScript. Table of Contents 1 Why microservices? 2 Creating your first microservice 3 Publishing your first microservice 4 Data management for microservices 5 Communication between microservices 6 Creating your production environment 7 Getting to continuous delivery 8 Automated testing for microservices 9 Exploring FlixTube 10 Healthy microservices

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11 Pathways to scalability

Specification by Example and Gherkin offer programmers, designers, and managers an inclusive environment for clear communication, discovering requirements, and building a documentation system. Writing Great Specifications is an example-rich tutorial that teaches readers how to write good Gherkin specification documents that take advantage of Specification by Example's benefits. Engineers and testers will find it helpful in striking a stronger chord with non-technical audiences through automated specifications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Online recommender systems help users find movies, jobs, restaurants—even romance! There's an art in

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combining statistics, demographics, and query terms to achieve results that will delight them. Learn to build a recommender system the right way: it can make or break your application! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recommender systems are everywhere, helping you find everything from movies to jobs, restaurants to hospitals, even romance. Using behavioral and demographic data, these systems make predictions about what users will be most interested in at a particular time, resulting in high-quality, ordered, personalized suggestions. Recommender systems are practically a necessity for keeping your site content current, useful, and interesting to your visitors. About the Book Practical Recommender Systems explains how recommender systems

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work and shows how to create and apply them for your site. After covering the basics, you'll see how to collect user data and produce personalized recommendations. You'll learn how to use the most popular recommendation algorithms and see examples of them in action on sites like Amazon and Netflix. Finally, the book covers scaling problems and other issues you'll encounter as your site grows. What's inside How to collect and understand user behavior Collaborative and content-based filtering Machine learning algorithms Real-world examples in Python About the Reader Readers need intermediate programming and database skills. About the Author Kim Falk is an experienced data scientist who works daily with machine learning and recommender systems. Table of Contents PART 1 - GETTING READY FOR

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RECOMMENDER SYSTEMS What is a recommender? User behavior and how to collect it Monitoring the system Ratings and how to calculate them Non-personalized recommendations The user (and content) who came in from the cold PART 2 - RECOMMENDER ALGORITHMS Finding similarities among users and among content Collaborative filtering in the neighborhood Evaluating and testing your recommender Content-based filtering Finding hidden genres with matrix factorization Taking the best of all algorithms: implementing hybrid recommenders Ranking and learning to rank Future of recommender systems

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic

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concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

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An R Companion to Political Analysis
Using Specification by Example and Gherkin

Taming Complex Software with Functional Thinking
How to Find, Organize, and Manipulate It
Self-Sovereign Identity

"From start to finish, the best book to help you learn AI algorithms and recall why and how you use them." -

Linda Ristevski, York Region District School Board

"This book takes an impossibly broad area of computer science and communicates what working developers need to understand in a clear and thorough way." - David

Jacobs, Product Advance Local Key Features Master the

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core algorithms of deep learning and AI Build an intuitive understanding of AI problems and solutions Written in simple language, with lots of illustrations and hands-on examples Creative coding exercises, including building a maze puzzle game and exploring drone optimization About The Book “Artificial intelligence” requires teaching a computer how to approach different types of problems in a systematic way. The core of AI is the algorithms that the system uses to do things like identifying objects in an image, interpreting the meaning of text, or looking for patterns in data to spot fraud and other anomalies. Mastering the core algorithms for

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search, image recognition, and other common tasks is essential to building good AI applications Grokking Artificial Intelligence Algorithms uses illustrations, exercises, and jargon-free explanations to teach fundamental AI concepts. You'll explore coding challenges like detecting bank fraud, creating artistic masterpieces, and setting a self-driving car in motion. All you need is the algebra you remember from high school math class and beginning programming skills. What You Will Learn Use cases for different AI algorithms Intelligent search for decision making Biologically inspired algorithms Machine learning and neural

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*networks Reinforcement learning to build a better robot
This Book Is Written For For software developers with
high school–level math skills. About the Author Rishal
Hurbans is a technologist, startup and AI group founder,
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Summary Groovy in Action, Second Edition is a*

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thoroughly revised, comprehensive guide to Groovy programming. It introduces Java developers to the dynamic features that Groovy provides, and shows how to apply Groovy to a range of tasks including building new apps, integration with existing code, and DSL development. Covers Groovy 2.4. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In the last ten years, Groovy has become an integral part of a Java developer's toolbox. Its comfortable, common-sense design, seamless integration with Java, and rich ecosystem that includes the Grails

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web framework, the Gradle build system, and Spock testing platform have created a large Groovy community. About the Book Groovy in Action, Second Edition is the undisputed definitive reference on the Groovy language. Written by core members of the Groovy language team, this book presents Groovy like no other can—from the inside out. With relevant examples, careful explanations of Groovy's key concepts and features, and insightful coverage of how to use Groovy in-production tasks, including building new applications, integration with existing code, and DSL development, this is the only book you'll need. Updated for Groovy 2.4. Some experience

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with Java or another programming language is helpful. No Groovy experience is assumed. What's Inside Comprehensive coverage of Groovy 2.4 including language features, libraries, and AST transformations Dynamic, static, and extensible typing Concurrency: actors, data parallelism, and dataflow Applying Groovy: Java integration, XML, SQL, testing, and domain-specific language support Hundreds of reusable examples About the Authors Authors Dierk König, Paul King, Guillaume Laforge, Hamlet D'Arcy, Cédric Champeau, Erik Pragt, and Jon Skeet are intimately involved in the creation and ongoing development of the

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Groovy language and its ecosystem. Table of Contents

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Summary CoreOS in Action is a clear tutorial for deploying container-based systems on CoreOS Container Linux. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Traditional Linux server distributions include every component required for anything you might be hosting, most of which you don't need if you've containerized your apps and services. CoreOS Container Linux is a bare-bones distro with only the essential bits needed to run containers like Docker.

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Container Linux is a fast, secure base layer for any container-centric distributed application, including microservices. And say goodbye to patch scheduling; when Container Linux needs an update, you just hot-swap the whole OS. About the Book CoreOS in Action is a clear tutorial for deploying container-based systems on CoreOS Container Linux. Inside, you'll follow along with examples that teach you to set up CoreOS on both private and cloud systems, and to practice common sense monitoring and upgrade techniques with real code. You'll also explore important container-aware application designs, including microservices, web, and Big Data

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examples with real-world use cases to put your learning into perspective. Summary Handling scaling and failures gracefully Container-driven application designs Cloud, on-premises, and hybrid deployment Smart logging and backup practices About the Reader Written for readers familiar with Linux and the basics of Docker. About the Author Matt Bailey is currently a technical lead at ZeniMax. He has worked in higher education and with scientific computing, medical, and networking technology companies, as well as a few startups. You can find him online via <https://mdb.io>. Table of Contents

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can monitor and improve your systems. Summary In
Software Telemetry you will learn how to: Manage toxic
telemetry and confidential records Master multi-tenant*

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techniques and transformation processes Update to improve the statistical validity of your metrics and dashboards Make software telemetry emissions easier to parse Build easily-auditable logging systems Prevent and handle accidental data leaks Maintain processes for legal compliance Justify increased spend on telemetry software Software Telemetry teaches you best practices for operating and updating telemetry systems. These vital systems trace, log, and monitor infrastructure by observing and analyzing the events generated by the system. This practical guide is filled with techniques you can apply to any size of organization, with

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troubleshooting techniques for every eventuality, and methods to ensure your compliance with standards like GDPR. About the technology Take advantage of the data generated by your IT infrastructure! Telemetry systems provide feedback on what's happening inside your data center and applications, so you can efficiently monitor, maintain, and audit them. This practical book guides you through instrumenting your systems, setting up centralized logging, doing distributed tracing, and other invaluable telemetry techniques. About the book Software Telemetry shows you how to efficiently collect, store, and analyze system and application log data so you can

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monitor and improve your systems. Manage the pillars of observability—logs, metrics, and traces—in an end-to-end telemetry system that integrates with your existing infrastructure. You'll discover how software telemetry benefits both small startups and legacy enterprises. And at a time when data audits are increasingly common, you'll appreciate the thorough coverage of legal compliance processes, so there's no reason to panic when a discovery request arrives. What's inside Multi-tenant techniques and transformation processes Toxic telemetry and confidential records Updates to improve the statistical validity of your metrics and dashboards

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Revisions that make software telemetry emissions easier to parse About the reader For software developers and infrastructure engineers supporting and building telemetry systems. About the author Jamie Riedesel is a staff engineer at Dropbox with over twenty years of experience in IT. Table of Contents 1 Introduction PART 1 TELEMETRY SYSTEM ARCHITECTURE 2 The Emitting stage: Creating and submitting telemetry 3 The Shipping stage: Moving and storing telemetry 4 The Shipping stage: Unifying diverse telemetry formats 5 The Presentation stage: Displaying telemetry 6 Marking up and enriching telemetry 7 Handling multitenancy PART

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Surviving legal processes

Grokking Deep Reinforcement Learning

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Crime, Media and Culture

Real-World Machine Learning

Alberta Premiers of the Twentieth Century

With Python, Keras and TensorFlow Probability

A Comprehensive, Illustrated Filmography

Type-related failures are common and can be very costly. Famously, in 1999, NASA's Mars Climate Orbiter burned up in the atmosphere because of an error that could have easily been prevented with typing. By taking advantage of the strong type systems available in most modern

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programming languages, you can eliminate whole classes of errors. Programming with Types teaches you type system techniques for writing software that's safe, correct, easy to test and maintain, and that practically documents itself. Master these techniques, and you may even help prevent an interstellar catastrophe! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Microservices in .NET, Second Edition teaches you to build and deploy

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microservices using ASP.NET and Azure services. Summary In *Microservices in .NET, Second Edition* you will learn how to: Build scalable microservices that are reliable in production Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure *Microservices in .NET, Second Edition* is a comprehensive guide to building microservice applications using the .NET stack. After a crystal-clear introduction

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to the microservices architectural style, it teaches you practical microservices development skills using ASP.NET. This second edition of the bestselling original has been revised with up-to-date tools for the .NET ecosystem, and more new coverage of scoping microservices and deploying to Kubernetes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microservice architectures connect independent components that must work together as a

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system. Integrating new technologies like Docker and Kubernetes with Microsoft's familiar ASP.NET framework and Azure cloud platform enables .NET developers to create and manage microservices efficiently.

About the book *Microservices in .NET, Second Edition* teaches you to build and deploy microservices using ASP.NET and Azure services. It lays out microservice architecture simply, and then guides you through several real-world projects, such as building an ecommerce shopping cart. In this fully revised edition, you'll learn

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about scoping microservices, deploying to Kubernetes, and operations concerns like monitoring, logging, and security. What's inside Optimize microservices for continuous delivery Design event-based collaboration between microservices Deploy microservices to Kubernetes Set up Kubernetes in Azure About the reader For C# developers. No experience with microservices required. About the author Christian Horsdal is an independent consultant with more than 20 years of experience building projects from large-

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scale microservice systems to tiny embedded systems. Table of Contents PART 1 GETTING STARTED WITH MICROSERVICES 1 Microservices at a glance 2 A basic shopping cart microservice 3 Deploying a microservice to Kubernetes PART 2 BUILDING MICROSERVICES 4 Identifying and scoping microservices 5 Microservice collaboration 6 Data ownership and data storage 7 Designing for robustness 8 Writing tests for microservices PART 3 HANDLING CROSS-CUTTING CONCERNS: BUILDING A REUSABLE MICROSERVICE PLATFORM 9 Cross-cutting

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Summary A developer-focused guide to
writing applications using Spring Boot.
You'll learn how to bypass the tedious
configuration steps so that you can
concentrate on your application's
behavior. Purchase of the print book
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ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't

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imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years

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of Spring development experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing

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The notion that "thinking about computing is one of the most exciting things the human mind can do" sets both The Little Schemer (formerly known as The Little LISPer) and its new companion volume, The

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Seasoned Schemer, apart from other books on LISP. The authors' enthusiasm for their subject is compelling as they present abstract concepts in a humorous and easy-to-grasp fashion. Together, these books will open new doors of thought to anyone who wants to find out what computing is really about. The Little Schemer introduces computing as an extension of arithmetic and algebra; things that everyone studies in grade school and high school. It introduces programs as recursive functions and briefly discusses

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the limits of what computers can do. The authors use the programming language Scheme, and interesting foods to illustrate these abstract ideas. The Seasoned Schemer informs the reader about additional dimensions of computing: functions as values, change of state, and exceptional cases. The Little LISPer has been a popular introduction to LISP for many years. It had appeared in French and Japanese. The Little Schemer and The Seasoned Schemer are worthy successors and will prove equally popular as textbooks

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for Scheme courses as well as companion texts for any complete introductory course in Computer Science.

Writing Great Specifications

Practical Recommender Systems

Grokking Artificial Intelligence

Algorithms

Decoding History

Introduction to Information Retrieval

Practices of the Python Pro

Summary Taming Text, winner of the 2013 Jolt Awards for Productivity, is a hands-on, example-driven guide to working with unstructured text in the context of real-world applications. This

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book explores how to automatically organize text using approaches such as full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. The book guides you through examples illustrating each of these topics, as well as the foundations upon which they are built. About this Book There is so much text in our lives, we are practically drowning in it. Fortunately, there are innovative tools and techniques for managing unstructured information that can throw the smart developer a much-needed lifeline. You'll find them in this book. Taming Text is a practical, example-driven guide to working with text in real applications. This book introduces you to useful techniques like full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. You'll explore real use cases as you systematically absorb the foundations upon which they

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are built. Written in a clear and concise style, this book avoids jargon, explaining the subject in terms you can understand without a background in statistics or natural language processing. Examples are in Java, but the concepts can be applied in any language. Written for Java developers, the book requires no prior knowledge of GWT. 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. Winner of 2013 Jolt Awards: The Best Books—one of five notable books every serious programmer should read. What's Inside When to use text-taming techniques Important open-source libraries like Solr and Mahout How to build text-processing applications About the Authors Grant Ingersoll is an engineer, speaker, and trainer, a Lucene committer, and a cofounder of the Mahout machine-learning project. Thomas Morton is the

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primary developer of OpenNLP and Maximum Entropy. Drew Farris is a technology consultant, software developer, and contributor to Mahout, Lucene, and Solr. "Takes the mystery out of very complex processes."—From the Foreword by Liz Liddy, Dean, iSchool, Syracuse University Table of Contents Getting started taming text Foundations of taming text Searching Fuzzy string matching Identifying people, places, and things Clustering text Classification, categorization, and tagging Building an example question answering system Untamed text: exploring the next frontier

The Programmer's Brain unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and

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turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed.

Summary Testing Microservices with Mountebank is your guide to the ins and outs of testing microservices with service virtualization. The book offers unique insights into microservices application design and state-of-the-art testing practices that will deepen your microservices skills and improve your applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Even if you lab test each service in isolation, it's challenging—and potentially dangerous—to test a live microservices system that's changing and growing. Fortunately, you can use Mountebank to "imitate" the components of a distributed microservices application to give you a

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good approximation of the runtime conditions as you test individual services. About the Book Testing Microservices with Mountebank introduces the powerful practice of service virtualization. In it, author Brandon Byars, Mountebank's creator, offers unique insights into microservices application design and state-of-the-art testing practices. You'll expand your understanding of microservices as you work with Mountebank's imposters, responses, behaviors, and programmability. By mastering the powerful testing techniques in this unique book, your microservices skills will deepen and your applications will improve. For real. What's inside The core concepts of service virtualization Testing using canned responses Programming Mountebank Performance testing About the Reader Written for developers familiar with SOA or microservices systems. About the Author Brandon Byars is the

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author and chief maintainer of Mountebank and a principal consultant at ThoughtWorks. Table of Contents PART 1 - FIRST STEPS Testing microservices Taking mountebank for a test drive PART 2 - USING MOUNTEBANK Testing using canned responses Using predicates to send different responses Adding record/replay behavior Programming mountebank Adding behaviors Protocols PART 3 - CLOSING THE LOOP Mountebank and continuous delivery Performance testing with mountebank Summary Serious developers know that code can always be improved. With each iteration, you make optimizations—small and large—that can have a huge impact on your application’s speed, size, resilience, and maintainability. In Seriously Good Software: Code that Works, Survives, and Wins, author, teacher, and Java expert Marco Faella teaches you techniques for writing better code.

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You'll start with a simple application and follow it through seven careful refactorings, each designed to explore another dimension of quality. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Great code blends the skill of a programmer with the time-tested techniques and best practices embraced by the entire development community. Although each application has its own context and character, some dimensions of quality are always important. This book concentrates on eight pillars of seriously good software: speed, memory usage, reliability, readability, thread safety, generality, and elegance. The Java-based examples demonstrate techniques that apply to any OO language. About the book Seriously Good Software is a handbook for any professional developer serious about improving application quality. It explores

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fundamental dimensions of code quality by enhancing a simple implementation into a robust, professional-quality application. Questions, exercises, and Java-based examples ensure you'll get a firm grasp of the concepts as you go. When you finish the last version of the book's central project, you'll be able to confidently choose the right optimizations for your code. What's inside

Evaluating software qualities Assessing trade-offs and interactions Fulfilling different objectives in a single task Java-based exercises you can apply in any OO language About the reader For web developers comfortable with JavaScript and HTML. About the author Marco Faella teaches advanced programming at a major Italian university. His published work includes peer-reviewed research articles, a Java certification manual, and a video course.

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Taming Text

Serverless machine learning with AWS

Knative in Action

Software Telemetry

How Successful Teams Deliver the Right Software

Running Applications on Container Linux

New Zealand's first Anglican bishop, George Selwyn, was a towering figure in the young

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colony. Denounced as a 'turbulent priest' for speaking out against Crown practices that dispossessed Māori, he brought a vigorous approach to Episcopal leadership. His wife Sarah Selwyn supported all her husband's activities, in a life characterised as one of 'hardship and anxiety'. She expressed independently her sense of outrage over the Waitara dispute. Selwyn promoted participatory church government, founded the innovative Melanesian Mission, and developed a distinctive style of colonial church architecture. More controversially, he battled with the Church Missionary Society,

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and was caught up in the bitter maelstrom of settler and Māori politics. His personal links with colonial and ecclesiastical networks gave him access to the heart of empire. These essays offer new insights into Selwyn's role in developing pan-Anglicanism, strengthening links between the Church of England and the Episcopal and Anglican Churches in North America, and his time as Bishop of Lichfield (1868-78). His place in Treaty history, as a political commentator and a valuable source of historical information, is recognised. George Selwyn left a large imprint on New Zealand church

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and society. This collection both honours and critiques a controversial bishop.

Contributors include Ken Booth, Judith Bright, Terry M. Brown, Janet E. Crawford, Bruce Kaye, Warren E. Limbrick, Jonathan Mane-Wheoki, Grant Phillipson, John Stenhouse and Rowan Strong.

Summary OCA Java SE 8 Programmer I Certification Guide prepares you for the 1Z0-808 with complete coverage of the exam. You'll explore important Java topics as you systematically learn what's required to successfully pass the test. Purchase of the print book includes a free eBook in PDF,

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Kindle, and ePub formats from Manning Publications. About the Book To earn the OCA Java SE 8 Programmer I Certification, you have to know your Java inside and out, and to pass the exam you need to understand the test itself. This book cracks open the questions, exercises, and expectations you'll face on the OCA exam so you'll be ready and confident on test day. OCA Java SE 8 Programmer I Certification Guide prepares Java developers for the 1Z0-808 with thorough coverage of Java topics typically found on the exam. Each chapter starts with a list of exam objectives mapped to section numbers, followed by sample

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questions and exercises that reinforce key concepts. You'll learn techniques and concepts in multiple ways, including memorable analogies, diagrams, flowcharts, and lots of well-commented code. You'll also get the scoop on common exam mistakes and ways to avoid traps and pitfalls. What's Inside Covers all exam topics Hands-on coding exercises Flowcharts, UML diagrams, and other visual aids How to avoid built-in traps and pitfalls Complete coverage of the OCA Java SE 8 Programmer I exam (1Z0-808) About the Reader Written for developers with a working knowledge of Java who want to earn the OCA

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Java SE 8 Programmer I Certification. About the Author Mala Gupta is a Java coach and trainer who holds multiple Java certifications. Since 2006 she has been actively supporting Java certification as a path to career advancement. Table of Contents Introduction Java basics Working with Java data types Methods and encapsulation Selected classes from the Java API and arrays Flow control Working with inheritance Exception handling Full mock exam Summary The Spark distributed data processing platform provides an easy-to-implement tool for ingesting, streaming, and processing data

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from any source. In Spark in Action, Second Edition, you'll learn to take advantage of Spark's core features and incredible processing speed, with applications including real-time computation, delayed evaluation, and machine learning. Spark skills are a hot commodity in enterprises worldwide, and with Spark's powerful and flexible Java APIs, you can reap all the benefits without first learning Scala or Hadoop. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Analyzing enterprise data starts by reading, filtering,

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you'll discover Java, Python, and Scala code samples hosted on GitHub that you can explore and adapt, plus appendixes that give you a cheat sheet for installing tools and understanding Spark-specific terms. What's inside Writing Spark applications in Java Spark application architecture Ingestion through files, databases, streaming, and Elasticsearch Querying distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark, Scala, or Hadoop. About the author Jean-Georges Perrin is an experienced data and software architect. He is France's first

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IBM Champion and has been honored for 12 consecutive years. Table of Contents PART 1 - THE THEORY CRIPPLED BY AWESOME EXAMPLES 1 So, what is Spark, anyway? 2 Architecture and flow 3 The majestic role of the dataframe 4 Fundamentally lazy 5 Building a simple app for deployment 6 Deploying your simple app PART 2 - INGESTION 7 Ingestion from files 8 Ingestion from databases 9 Advanced ingestion: finding data sources and building your own 10 Ingestion through structured streaming PART 3 - TRANSFORMING YOUR DATA 11 Working with SQL 12 Transforming your data 13 Transforming entire documents 14 Extending

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Working broadly from the perspective of cultural criminology, Crime, Media and Culture engages with theories and debates about the nature of media-audience relations, examines representations of crime and justice in news media and fiction, and considers the growing significance of digital technologies and social media. The book discusses the

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multiple effects media representations of crime have on audiences but also the ways media portrayals of crime and disorder influence government policy and lawmaking. It also considers the processes by which certain stories are selected for their newsworthiness. Also examined are the theoretical, conceptual and methodological underpinnings of cultural criminology and its subfields of visual criminology and narrative criminology. Drawing on case studies and empirical examples from the increasingly blurred worlds of reality and entertainment, the dynamics of crime, media and culture are

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illuminated across a range of chapters covering topics that include: moral panics/folk devils and trial by media; fear of crime; cop shows and courtroom dramas; female criminality and child-on-child killing; serial killers; surveillance, new media and policing; organized crime and state crime. Crime, Media and Culture will be an invaluable resource for undergraduate and postgraduate students interested in criminology and media studies. The book will also prove useful for lecturers and academic researchers wishing to explore the intersections of crime, media and cultural

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inquiry.

Probabilistic Deep Learning

Security in the Cloud

A project-based guide

Essays on George Selwyn, Bishop of New Zealand and Lichfield, and Sarah Selwyn

Spring Boot in Action

Grokking Simplicity

As enterprise applications become larger and more distributed, new architectural approaches like reactive designs, microservices, and event streams are required knowledge. Vert.x in Action teaches you to build highly-scalable reactive enterprise applications using

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Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. Grokking Simplicity is a friendly, practical guide that will change the way you approach software design and development. Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. Grokking Simplicity is a friendly, practical guide that will change the way you approach

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Summary Elm is more than just a cutting-edge programming language, it's a chance to upgrade the way you think about building web applications. Once you get comfortable with Elm's refreshingly different approach to application development, you'll be working with a clean syntax, dependable libraries, and a delightful compiler that essentially eliminates runtime exceptions. Elm compiles to JavaScript, so your code runs in any browser, and Elm's best-in-class rendering speed will knock your socks off. Let's get started! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from

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Manning Publications. About the technology Simply put, the Elm programming language transforms the way you think about frontend web development. Elm's legendary compiler is an incredible assistant, giving you the precise and user-friendly support you need to work efficiently. Elm applications have small bundle sizes that run faster than JavaScript frameworks and are famously easy to maintain as they grow. The catch? Elm isn't JavaScript, so you'll have some new skills to learn. About the book Elm in Action teaches you the Elm language along with a new approach to coding frontend applications. Chapter by

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chapter, you'll create a full-featured photo-browsing app, learning as you go about Elm's modular architecture, Elm testing, and how to work seamlessly with your favorite JavaScript libraries. You'll especially appreciate author and Elm core team member Richard Feldman's unique insights, based on his thousands of hours writing production code in Elm. When you're done, you'll have a toolbox of new development skills and a stunning web app for your portfolio. What's inside Scalable design for production web applications Single-page applications in Elm Data modeling in Elm Accessing JavaScript from Elm

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About the reader For web developers with no prior experience in Elm or functional programming. About the author Richard Feldman is a software engineer at NoRedInk and a well-known member of the Elm community. Table of Contents PART 1 - GETTING STARTED 1. Welcome to Elm 2. Your first Elm application 3. Compiler as assistant PART 2 - PRODUCTION-GRADE ELM 4. Talking to servers 5. Talking to JavaScript 6. Testing PART 3 - BUILDING BIGGER 7. Data modeling 8. Single-page applications Summary Securing DevOps explores how the techniques of DevOps and security should be applied

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together to make cloud services safer. This introductory book reviews the latest practices used in securing web applications and their infrastructure and teaches you techniques to integrate security directly into your product. You'll also learn the core concepts of DevOps, such as continuous integration, continuous delivery, and infrastructure as a service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An application running in the cloud can benefit from incredible efficiencies, but they come with unique security threats too. A DevOps team's

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automation tools commonly used in modern infrastructures. What's inside An approach to continuous security Implementing test-driven security in DevOps Security techniques for cloud services Watching for fraud and responding to incidents Security testing and risk assessment About the Reader Readers should be comfortable with Linux and standard DevOps practices like CI, CD, and unit testing. About the Author Julien Vehent is a security architect and DevOps advocate. He leads the Firefox Operations Security team at Mozilla, and is responsible for the security of Firefox's high-traffic

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cloud services and public websites. Table of Contents
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security Assessing risks Testing security Continuous security

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AI as a Service

Bootstrapping Microservices with Docker, Kubernetes, and Terraform

OCA Java SE 8 Programmer I Certification Guide Specification by Example

Streaming Data

Summary Specification by Example is an emerging practice for creating software based on realistic examples, bridging the

communication gap between business stakeholders and the dev teams building the software. In this book, author Gojko Adzic distills interviews with successful teams worldwide, sharing how they specify, develop, and deliver software, without defects, in short iterative delivery cycles. About the Technology Specification by Example is a collaborative method for specifying requirements and tests. Seven patterns, fully explored in this book, are key to making the method effective. The method has four main

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benefits: it produces living, reliable documentation; it defines expectations clearly and makes validation efficient; it reduces rework; and, above all, it assures delivery teams and business stakeholders that the software that's built is right for its purpose.

About the Book This book distills from the experience of leading teams worldwide effective ways to specify, test, and deliver software in short, iterative delivery cycles. Case studies in this book range from small web startups to large financial institutions,

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working in many processes including XP, Scrum, and Kanban. This book is written for developers, testers, analysts, and business people working together to build great software. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Common process patterns How to avoid bad practices Fitting SBE in your process 50+ case studies

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concepts and requirements of streaming and real-time data systems. The book is an idea-rich tutorial that teaches you to think about how to efficiently interact with fast-flowing data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology As humans, we're constantly filtering and deciphering the information streaming toward us. In the same way, streaming data applications can accomplish amazing tasks like reading live location data

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to recommend nearby services, tracking faults with machinery in real time, and sending digital receipts before your customers leave the shop. Recent advances in streaming data technology and techniques make it possible for any developer to build these applications if they have the right mindset. This book will let you join them. About the Book Streaming Data is an idea-rich tutorial that teaches you to think about efficiently interacting with fast-flowing data. Through relevant examples and illustrated use cases, you'll explore designs

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for applications that read, analyze, share, and store streaming data. Along the way, you'll discover the roles of key technologies like Spark, Storm, Kafka, Flink, RabbitMQ, and more. This book offers the perfect balance between big-picture thinking and implementation details. What's Inside The right way to collect real-time data Architecting a streaming pipeline Analyzing the data Which technologies to use and when About the Reader Written for developers familiar with relational database concepts. No

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experience with streaming or real-time applications required. About the Author Andrew Psaltis is a software engineer focused on massively scalable real-time analytics. Table of Contents PART 1 - A NEW HOLISTIC APPROACH
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capabilities and limitations accessing the data PART 2 - TAKING IT REAL WORLD Analyzing Meetup RSVPs in real time Summary Real-World Machine Learning is a practical guide designed to teach working developers the art of ML project execution. Without overdosing you on academic theory and complex mathematics, it introduces the day-to-day practice of machine learning, preparing you to successfully build and deploy powerful ML systems. Purchase of the print book includes a free eBook in PDF,

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Kindle, and ePub formats from Manning Publications. About the Technology Machine learning systems help you find valuable insights and patterns in data, which you'd never recognize with traditional methods. In the real world, ML techniques give you a way to identify trends, forecast behavior, and make fact-based recommendations. It's a hot and growing field, and up-to-speed ML developers are in demand. About the Book Real-World Machine Learning will teach you the concepts and techniques you need to be a

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successful machine learning practitioner without overdosing you on abstract theory and complex mathematics. By working through immediately relevant examples in Python, you'll build skills in data acquisition and modeling, classification, and regression. You'll also explore the most important tasks like model validation, optimization, scalability, and real-time streaming. When you're done, you'll be ready to successfully build, deploy, and maintain your own powerful ML systems. What's Inside

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Predicting future behavior Performance evaluation and optimization Analyzing sentiment and making recommendations About the Reader No prior machine learning experience assumed. Readers should know Python. About the Authors Henrik Brink, Joseph Richards and Mark Fetherolf are experienced data scientists engaged in the daily practice of machine learning. Table of Contents PART 1: THE MACHINE-LEARNING WORKFLOW What is machine learning? Real-world data Modeling and prediction Model

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variants that can state their own uncertainty to increase accuracy. This book provides easy-to-apply code and uses popular frameworks to keep you focused on practical applications. Summary Probabilistic Deep Learning: With Python, Keras and TensorFlow Probability teaches the increasingly popular probabilistic approach to deep learning that allows you to refine your results more quickly and accurately without much trial-and-error testing. Emphasizing practical techniques that use the Python-based Tensorflow

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Probability Framework, you'll learn to build highly-performant deep learning applications that can reliably handle the noise and uncertainty of real-world data. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology The world is a noisy and uncertain place. Probabilistic deep learning models capture that noise and uncertainty, pulling it into real-world scenarios. Crucial for self-driving cars and scientific testing, these techniques help deep

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learning engineers assess the accuracy of their results, spot errors, and improve their understanding of how algorithms work. About the book Probabilistic Deep Learning is a hands-on guide to the principles that support neural networks. Learn to improve network performance with the right distribution for different data types, and discover Bayesian variants that can state their own uncertainty to increase accuracy. This book provides easy-to-apply code and uses popular frameworks to keep you focused on practical applications.

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What's inside Explore maximum likelihood and the statistical basis of deep learning Discover probabilistic models that can indicate possible outcomes Learn to use normalizing flows for modeling and generating complex distributions Use Bayesian neural networks to access the uncertainty in the model About the reader For experienced machine learning developers. About the author Oliver Dürr is a professor at the University of Applied Sciences in Konstanz, Germany. Beate Sick holds a chair

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for applied statistics at ZHAW and works as a researcher and lecturer at the University of Zurich. Elvis Murina is a data scientist. Table of Contents

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AI as a Service is a practical handbook to
building and implementing serverless AI***

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applications, without bogging you down with a lot of theory. Instead, you'll find easy-to-digest instruction and two complete hands-on serverless AI builds in this must-have guide! Summary Companies everywhere are moving everyday business processes over to the cloud, and AI is increasingly being given the reins in these tasks. As this massive digital transformation continues, the combination of serverless computing and AI promises to become the de facto standard for business-to-consumer platform development—and developers who can design, develop, implement, and maintain these systems will be in high

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demand! AI as a Service is a practical handbook to building and implementing serverless AI applications, without bogging you down with a lot of theory. Instead, you'll find easy-to-digest instruction and two complete hands-on serverless AI builds in this must-have guide! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Cloud-based AI services can automate a variety of labor intensive business tasks in areas such as customer service, data analysis, and financial reporting. The secret is taking advantage of

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pre-built tools like Amazon Rekognition for image analysis or AWS Comprehend for natural language processing. That way, there's no need to build expensive custom software. Artificial Intelligence (AI), a machine's ability to learn and make predictions based on patterns it identifies, is already being leveraged by businesses around the world in areas like targeted product recommendations, financial forecasting and resource planning, customer service chatbots, healthcare diagnostics, data security, and more. With the exciting combination of serverless computing and AI, software developers now

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have enormous power to improve their businesses' existing systems and rapidly deploy new AI-enabled platforms. And to get on this fast-moving train, you don't have to invest loads of time and effort in becoming a data scientist or AI expert, thanks to cloud platforms and the readily available off-the-shelf cloud-based AI services! About the book AI as a Service is a fast-paced guide to harnessing the power of cloud-based solutions. You'll learn to build real-world apps—such as chatbots and text-to-speech services—by stitching together cloud components. Work your way from small projects

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to large data-intensive applications. What's inside - Apply cloud AI services to existing platforms - Design and build scalable data pipelines - Debug and troubleshoot AI services - Start fast with serverless templates About the reader For software developers familiar with cloud basics. About the author Peter Elger and Eóin Shanaghy are founders and CEO/CTO of fourTheorem, a software solutions company providing expertise on architecture, DevOps, and machine learning. Table of Contents PART 1 - FIRST STEPS 1 A tale of two technologies 2 Building a serverless image recognition

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system, part 1 3 Building a serverless image recognition system, part 2 PART 2 - TOOLS OF THE TRADE 4 Building and securing a web application the serverless way 5 Adding AI interfaces to a web application 6 How to be effective with AI as a Service 7 Applying AI to existing platforms PART 3 - BRINGING IT ALL TOGETHER 8 Gathering data at scale for real-world AI 9 Extracting value from large data sets with AI

All films with a predominantly or entirely African American cast or that were about African Americans are detailed here. Each entry includes cast and credits, year of

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release, studio, distributor, type of film (feature, short or documentary) and other production details. In most cases, a brief synopsis of the film or contemporary reviews of it follow. In the appendices, film credits for over 1,850 actors and actresses are provided, along with a listing of film companies.

The German attack on merchant shipping in the Second World War, known as the Battle of the Atlantic, was countered partly by code-breaking intelligence known as Ultra. The dramatic revelation of this factor in the middle 1970s resulted in many works giving

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this as the most important cause of Allied success.

The Third Edition of An R Companion to Political Analysis by Philip H. Pollock III and Barry C. Edwards teaches your students to conduct political research with R, the open-source programming language and software environment for statistical computing and graphics. This workbook offers the same easy-to-use and effective style as the other software companions to the Essentials of Political Analysis, tailored for R. With this comprehensive workbook, students analyze research-quality data to learn descriptive

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statistics, data transformations, bivariate analysis (such as cross-tabulations and mean comparisons), controlled comparisons, correlation and bivariate regression, interaction effects, and logistic regression. The clear explanations and instructions are aided by the use of many annotated and labeled screen shots, as well as QR codes linking to demonstration videos. The many end-of-chapter exercises allow students to apply their new skills. The Third Edition includes new and revised exercises, along with new and updated datasets from the 2020 American National Election Study, an experiment

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dataset, and two aggregate datasets, one on 50 U.S. states and one based on countries of the world. A new structure helps break up individual elements of political analysis for deeper explanation while an updated suite of R functions makes using R even easier.

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