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Petroleum Software Directory - 1998

Modelling 1H NMR Spectra of Organic Compounds - Raymond J. Abraham 2008-11-20

Provides a theoretical introduction to graduate scientists and industrial researchers towards the understanding of the assignment of 1H NMR spectra Discusses, and includes on enclosed CD, one of the best, the fastest and most applicable pieces of NMR prediction software available Allows students of organic chemistry to solve problems on 1H NMR with access to over 500 assigned spectra

PC Mag - 1986-01-28

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.

Microprocessor Instruction Sets and Software Principles - David L. Heiserman 1983

Artificial Intelligence and Humanoid Robots - Alicia Z. Klepeis 2019

Robots that talk and act human are the ultimate artificial intelligence (AI) turning point. We are closer than ever to making it reality. Learn how robots have changed over time and how these advances bring complicated ethical issues. Bring Science, Technology, Engineering, Art, and Math (STEAM) to your reluctant readers with a topic they will gravitate toward. Fans of augmented reality will love the Capstone 4D augmented reading experience. Get bonus videos via the Capstone 4D app or web browser and go beyond the printed page! [Deeper Learning With QR Codes and Augmented Reality](#) - Monica Burns 2016-02-17

Engaging, interactive learning—right in your students' hands! What if your students' mobile devices became an instructional asset rather than a distraction? Discover how free, scannable technology can enrich learning, while captivating students. Best of all, these technologies are easy to quickly implement within your classroom. Learn about QR codes and Augmented Reality (AR) Reach each student with new, hands-on learning opportunities Embrace the ACES Framework for teaching with scannable technologies: Access, Curate, Engage, and Share Promote self-directed learning and showcase

students' creations Leverage technology to connect classroom activities with students' families and the broader community

Code of Federal Regulations - 1982

Special edition of the Federal Register, containing a codification of documents of general applicability and future effect ... with ancillaries.

Monthly Weather Review - 2002

Math for Programmers - Paul Orland 2021-01-12

In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. *Math for Programmers* teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and

machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

Computerworld - 1994-01-10

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.

Congress on Intelligent Systems - Harish Sharma 2021-05-27

This book is a collection of selected papers presented at the First Congress on Intelligent Systems (CIS 2020), held in New Delhi, India during September 5 - 6, 2020. It includes novel and innovative work from experts, practitioners, scientists and decision-makers from academia and industry. It covers topics such as Internet

of Things, information security, embedded systems, real-time systems, cloud computing, big data analysis, quantum computing, automation systems, bio-inspired intelligence, cognitive systems, cyber physical systems, data analytics, data/web mining, data science, intelligence for security, intelligent decision making systems, intelligent information processing, intelligent transportation, artificial intelligence for machine vision, imaging sensors technology, image segmentation, convolutional neural network, image/video classification, soft computing for machine vision, pattern recognition, human computer interaction, robotic devices and systems, autonomous vehicles, intelligent control systems, human motor control, game playing, evolutionary algorithms, swarm optimization, neural network, deep learning, supervised learning, unsupervised learning, fuzzy logic, rough sets, computational optimization, and neuro fuzzy systems.

C/C++ Users Journal - 2004

Computerworld - 1996-09-23

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.

Coder to Developer - Mike Gunderloy 2006-02-20

"Two thumbs up" -Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can disparage the ability to write good code. At its highest levels, it is an art. But no one can confuse writing good code with developing good software. The difference—in terms of challenges, skills, and compensation—is immense. Coder to Developer helps you excel at the many non-coding tasks entailed, from start to finish, in just about any successful development project. What's more, it equips you with the mindset and self-assurance required to pull it all together, so that you see every piece of your work as part of a coherent process. Inside, you'll find plenty of

technical guidance on such topics as: Choosing and using a source code control system Code generation tools—when and why Preventing bugs with unit testing Tracking, fixing, and learning from bugs Application activity logging Streamlining and systematizing the build process Traditional installations and alternative approaches To pull all of this together, the author has provided the source code for Download Tracker, a tool for organizing your collection of downloaded code, that's used for examples throughout this book. The code is provided in various states of completion, reflecting every stage of development, so that you can dig deep into the actual process of building software. But you'll also develop "softer" skills, in areas such as team management, open source collaboration, user and developer documentation, and intellectual property protection. If you want to become someone who can deliver not just good code but also a good product, this book is the place to start. If you must build successful software projects, it's essential reading.

Computerworld - 1991-07-01

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.

Informationweek - 1997

Large Scale Inverse Problems - Mike Cullen 2013-08-29

This book is the second volume of a three volume series recording the "Radon Special Semester 2011 on Multiscale Simulation & Analysis in Energy and the Environment" that took place in Linz, Austria, October 3-7, 2011. This volume addresses the common ground in the mathematical and computational procedures required for large-scale inverse problems and data assimilation in forefront applications. The solution of inverse problems is fundamental to a wide variety of applications such as weather forecasting, medical tomography, and oil

exploration. Regularisation techniques are needed to ensure solutions of sufficient quality to be useful, and soundly theoretically based. This book addresses the common techniques required for all the applications, and is thus truly interdisciplinary. This collection of survey articles focusses on the large inverse problems commonly arising in simulation and forecasting in the earth sciences. For example, operational weather forecasting models have between 107 and 108 degrees of freedom. Even so, these degrees of freedom represent grossly space-time averaged properties of the atmosphere. Accurate forecasts require accurate initial conditions. With recent developments in satellite data, there are between 106 and 107 observations each day. However, while these also represent space-time averaged properties, the averaging implicit in the measurements is quite different from that used in the models. In atmosphere and ocean applications, there is a physically-based model available which can be used to regularise the problem. We assume that there is a set of observations with known error characteristics available over a period of time. The basic deterministic technique is to fit a model trajectory to the observations over a period of time to within the observation error. Since the model is not perfect the model trajectory has to be corrected, which defines the data assimilation problem. The stochastic view can be expressed by using an ensemble of model trajectories, and calculating corrections to both the mean value and the spread which allow the observations to be fitted by each ensemble member. In other areas of earth science, only the structure of the model formulation itself is known and the aim is to use the past observation history to determine the unknown model parameters. The book records the achievements of Workshop2 "Large-Scale Inverse Problems and Applications in the Earth Sciences". It involves experts in the theory of inverse problems together with experts working on both theoretical and practical aspects of the techniques by which large inverse problems arise in the earth sciences.

Beginning Programming with Python For Dummies - John Paul Mueller 2018-02-13

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Cyber Forensics - Albert J. Marcella, Jr. 2012-05-01
An explanation of the basic principles of data This book explains the basic principles of data as building blocks of electronic evidential matter, which are used in a cyber forensics investigations. The entire text is written with no reference to a particular operation system or environment, thus it is applicable to all work environments, cyber investigation scenarios, and technologies. The text is written in a step-by-step manner, beginning with the elementary building blocks of

data progressing upwards to the representation and storage of information. It includes practical examples and illustrations throughout to guide the reader.

Data Assimilation - William Lahoz 2010-07-23

Data assimilation methods were largely developed for operational weather forecasting, but in recent years have been applied to an increasing range of earth science disciplines. This book will set out the theoretical basis of data assimilation with contributions by top international experts in the field. Various aspects of data assimilation are discussed including: theory; observations; models; numerical weather prediction; evaluation of observations and models; assessment of future satellite missions; application to components of the Earth System. References are made to recent developments in data assimilation theory (e.g. Ensemble Kalman filter), and to novel applications of the data assimilation method (e.g. ionosphere, Mars data assimilation).

Robin Williams DVD Design Workshop - John Tollett 2004

Robin Williams DVD Design Workshop provides a clear, accessible introduction to the world of DVD menu design and authoring. If you're an amateur video artist, home-movie buff, or professional designer, you can use this book as a great introduction to learning how to create DVDs for your personal use or professional projects. John Tollett, David Rohr, and Robin Williams make it easy by presenting necessary technical information and design inspiration in the classic informal and friendly style that has made Robin's books continual best-sellers. Robin Williams DVD Design Workshop provides all of the information you need to understand the DVD authoring process and to get started with your own DVD projects. You'll learn about the advantages of the DVD format, applications of DVD technology, hardware requirements, and the pros and cons of various consumer vs. prosumer DVD authoring tools. The book also includes overviews of leading Mac and PC DVD authoring software tools, such as iDVD, MyDVD, DVD Studio Pro, DVD Producer and more. To get you inspired, the authors include

examples of successful (and sometimes unusual) DVD interface designs from professional designers and major Hollywood studios. Valuable outsource resources for packaging and distributing your own DVD are also included.

InfoWorld - 1990-04-09

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Macworld - 2002

The Code of Federal Regulations of the United States of America - 1978

The Code of Federal Regulations is the codification of the general and permanent rules published in the Federal Register by the executive departments and agencies of the Federal Government.

Nibble - 1987

Official Journal of the European Communities - 1998

Axmedis 2006 - Atta Badii 2006

Intelligent Systems Report - 1991

Tips and Techniques for Using Low-cost and Public Domain Software - John Gliedman 1989

Dr. Dobb's Journal of Software Tools for the Professional Programmer - 1989

Computer Organization and Design - David A. Patterson 2011-10-26

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

Advanced Numerical Methods for Complex Environmental Models: Needs and Availability - István Faragó 2013-12-10

High air pollution levels pose a significant threat to plants, animals and human beings. Efforts by researchers are directed towards keeping air pollution levels below well defined 'critical' levels in order to maintain a sustainable atmosphere and environmental system. The application of advanced mathematical models is important for researchers to achieve this goal as efficiently as possible. Mathematical models can be used to predict answers to many important questions about the environment. This application comes with several complex theoretical and practical obstacles which need to be resolved. A successfully applicable mathematical model needs to enable researchers to

- Mathematically describe all important physical and chemical processes.
- Apply fast and sufficiently accurate numerical methods.
- Ensure that the model runs efficiently on modern high speed computers.
- Use high quality input data, both meteorological data and emission inventories, in the runs.
- Verify the model results by comparing them with reliable measurements taken in different parts of the spatial domain of the model.
- Carry out long series of sensitivity experiments to check the response of the model to changes of different key parameters.
- Visualize and animate the output results in order to make them easily understandable even to non-specialists.

This monograph thoroughly describes mathematical methods useful for various situations in environmental modeling - including finite difference methods, splitting methods, parallel computation, etc. - and provides a framework for resolving problems posed in relation to the points listed above. Chapters are written by well-known specialists making this book a handy reference for researchers, university teachers and students working and studying in the areas of air pollution, meteorology, applied mathematics and computer science.

Statutory Instruments - Great Britain 1990

Customs and Excise Tariff of the United Kingdom of Great Britain and Northern Ireland in Operation - Great Britain. H.M. Customs and Excise 1991

MacUser - 1995-04

Data Assimilation for Atmospheric, Oceanic and Hydrologic Applications (Vol. II) - Seon Ki Park
2013-05-22

This book contains the most recent progress in data assimilation in meteorology, oceanography and hydrology including land surface. It spans both theoretical and applicative aspects with various methodologies such as variational, Kalman filter, ensemble, Monte Carlo and artificial intelligence methods. Besides data assimilation, other important topics are also covered including targeting observation, sensitivity analysis, and parameter estimation. The book will be useful to individual researchers as well as graduate students for a reference in the field of data assimilation.

Computing Concepts Plus Four Software Tools - Tim Duffy
1992

This revision of Duffy's best selling Rainbow edition has been extensively updated, revised, and redesigned to create a highly motivated, personalized introduction to microcomputing. Nine chapters on general computer concepts now open the text. Each chapter opens with a Personal Case to illustrate people making decisions about and using computers in realistic, everyday settings. Students know right away why the chapter subject is important. Personal Case Revisited sections in mid-chapter update the scenario so that students can see how decisions are developed, based on material covered in the chapter to that point. In Your Own Case exercise sets at the ends of chapters enable students to personalize the chapters. Illustrated Timelines give the concepts section an attractive historical perspective. Future Trends boxes provide a cutting edge flavour. Questions for Thought encourage students to reflect upon the role of computers in the world around them. The two-colour hands-on section of the text provide beginners with introductions to DOS, WordPerfect, Lotus 1-2-3 and dBase III+ as only Tim Duffy can. Keystroke instruction is more prominent than ever before. Each tool is pre

Safari 3D - Annee Jochim 2013

An augmented reality book that comes to life when used with an iPad or Android device.

NASA Tech Briefs - 1994

Honoring the Code - Matt Barton 2013-03-26

If you want to be successful in any area of game development—game design, programming, graphics, sound, or publishing—you should know how standouts in the industry approach their work and address problems. In *Honoring the Code: Conversations with Great Game Designers*, 16 groundbreaking game developers share their stories and offer advice for anyone aspiring to a career in the games industry. You'll learn from their triumphs and failures and see how they dealt with sweeping changes in technology, including critical paradigm shifts from CD-ROMs and 3D graphic cards to the Internet and mobile revolution. The book presents in-depth interviews with a diverse mix of game professionals,

emphasizing the makers of adventure games, role-playing games, and real-time strategies. It focuses on developers who have contributed to multiple eras or genres as well as those who have hired, taught, or mentored newcomers. Since the mobile revolution has opened up new demographics and new gameplay mechanics, the book features current developers of games for mobile devices. It also explores how indie game developers are making commercial-quality games with a small team mostly using free tools and funded with crowdsourcing applications. While there are plenty of resources available for aspiring game developers to learn the necessary technical skills, there is hardly any historical material on the culture that made the games industry possible. Filling the void, this book provides a historical and cultural context for the games industry. It takes you into the minds of the pioneers who blazed the trails and established the industry as we know it today.