

Git Pocket Guide A Working Introduction English E

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Deep Learning for Coders with fastai and PyTorch -

Jeremy Howard 2020-06-29

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small

amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep

learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Python Machine Learning - Sebastian Raschka 2015-09-23
Unlock deeper insights into Machine Learning with this vital guide to cutting-edge predictive analytics About This Book Leverage Python's most powerful open-source libraries for deep learning, data wrangling, and data visualization Learn effective strategies and best practices to improve and optimize machine

learning systems and algorithms Ask - and answer - tough questions of your data with robust statistical models, built for a range of datasets Who This Book Is For If you want to find out how to use Python to start answering critical questions of your data, pick up *Python Machine Learning* - whether you want to get started from scratch or want to extend your data science knowledge, this is an essential and unmissable resource. What You Will Learn Explore how to use different machine learning models to ask different questions of your data Learn how to build neural networks using Keras and Theano Find out how to write clean and elegant Python code that will optimize the strength of your algorithms Discover how to embed your machine learning model in a web application for increased accessibility Predict continuous target outcomes using regression analysis Uncover hidden patterns and structures in data with clustering Organize data using effective

pre-processing techniques Get to grips with sentiment analysis to delve deeper into textual and social media data In Detail Machine learning and predictive analytics are transforming the way businesses and other organizations operate. Being able to understand trends and patterns in complex data is critical to success, becoming one of the key strategies for unlocking growth in a challenging contemporary marketplace. Python can help you deliver key insights into your data - its unique capabilities as a language let you build sophisticated algorithms and statistical models that can reveal new perspectives and answer key questions that are vital for success. Python Machine Learning gives you access to the world of predictive analytics and demonstrates why Python is one of the world's leading data science languages. If you want to ask better questions of data, or need to improve and extend the capabilities of your machine

learning systems, this practical data science book is invaluable. Covering a wide range of powerful Python libraries, including scikit-learn, Theano, and Keras, and featuring guidance and tips on everything from sentiment analysis to neural networks, you'll soon be able to answer some of the most important questions facing you and your organization. Style and approach Python Machine Learning connects the fundamental theoretical principles behind machine learning to their practical application in a way that focuses you on asking and answering the right questions. It walks you through the key elements of Python and its powerful machine learning libraries, while demonstrating how to get to grips with a range of statistical models. **Mastering Ethereum** - Andreas M. Antonopoulos 2018-11-13 Ethereum represents the gateway to a worldwide, decentralized computing paradigm. This platform

enables you to run decentralized applications (DApps) and smart contracts that have no central points of failure or control, integrate with a payment network, and operate on an open blockchain. With this practical guide, Andreas M. Antonopoulos and Gavin Wood provide everything you need to know about building smart contracts and DApps on Ethereum and other virtual-machine blockchains. Discover why IBM, Microsoft, NASDAQ, and hundreds of other organizations are experimenting with Ethereum. This essential guide shows you how to develop the skills necessary to be an innovator in this growing and exciting new industry. Run an Ethereum client, create and transmit basic transactions, and program smart contracts Learn the essentials of public key cryptography, hashes, and digital signatures Understand how "wallets" hold digital keys that control funds and smart contracts Interact with Ethereum clients programmatically using

JavaScript libraries and Remote Procedure Call interfaces Learn security best practices, design patterns, and anti-patterns with real-world examples Create tokens that represent assets, shares, votes, or access control rights Build decentralized applications using multiple peer-to-peer (P2P) components

Introduction to Visual SLAM - Xiang Gao 2021-10-30

This book offers a systematic and comprehensive introduction to the visual simultaneous localization and mapping (vSLAM) technology, which is a fundamental and essential component for many applications in robotics, wearable devices, and autonomous driving vehicles. The book starts from very basic mathematic background knowledge such as 3D rigid body geometry, the pinhole camera projection model, and nonlinear optimization techniques, before introducing readers to traditional computer vision topics like feature matching, optical flow, and bundle adjustment. The book

employs a light writing style, instead of the rigorous yet dry approach that is common in academic literature. In addition, it includes a wealth of executable source code with increasing difficulty to help readers understand and use the practical techniques. The book can be used as a textbook for senior undergraduate or graduate students, or as reference material for researchers and engineers in related areas.

Deep Learning - Ian Goodfellow
2016-11-10

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, *Deep Learning* is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX
Deep learning is a form of machine learning that enables computers to learn from experience and understand the

world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer

vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Git for Teams - Emma Jane Hogbin Westby 2015-08-24
Annotation A guide to the popular version control system, this book walks Git users through the source control implications of how a team is structured, and how the software is delivered to clients. The book then covers not just how to use popular work flow

strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.

Learning the Vi and Vim Editors - Arnold Robbins
2008-07-15

There's nothing that hard-core Unix and Linux users are more fanatical about than their text editor. Editors are the subject of adoration and worship, or of scorn and ridicule, depending upon whether the topic of discussion is your editor or someone else's. vi has been the standard editor for close to 30 years. Popular on Unix and Linux, it has a growing following on Windows systems, too. Most experienced system administrators cite vi as their tool of choice. And since 1986, this book has been the guide for vi. However, Unix systems are not what they were 30 years ago, and neither is this book. While retaining all the valuable features of previous editions, the 7th edition of Learning the vi and vim Editors has been expanded to include detailed information on vim, the leading vi clone. vim is the

default version of vi on most Linux systems and on Mac OS X, and is available for many other operating systems too. With this guide, you learn text editing basics and advanced tools for both editors, such as multi-window editing, how to write both interactive macros and scripts to extend the editor, and power tools for programmers -- all in the easy-to-follow style that has made this book a classic. Learning the vi and vim Editors includes: A complete introduction to text editing with vi: How to move around vi in a hurry Beyond the basics, such as using buffers vi's global search and replacement Advanced editing, including customizing vi and executing Unix commands How to make full use of vim: Extended text objects and more powerful regular expressions Multi-window editing and powerful vim scripts How to make full use of the GUI version of vim, called gvim vim's enhancements for programmers, such as syntax highlighting, folding and extended tags Coverage of

three other popular vi clones -- nvi, elvis, and vile -- is also included. You'll find several valuable appendixes, including an alphabetical quick reference to both vi and ex mode commands for regular vi and for vim, plus an updated appendix on vi and the Internet. Learning either vi or vim is required knowledge if you use Linux or Unix, and in either case, reading this book is essential. After reading this book, the choice of editor will be obvious for you too.

[RTF Pocket Guide](#) - Sean M. Burke 2003-07-22

Presents a guide to RTF, the internal document markup language that is used by Microsoft Word.

Pragmatic Version Control Using Git - Travis Swicegood 2008-12-28

There's a change in the air. High-profile projects such as the Linux Kernel, Mozilla, Gnome, and Ruby on Rails are now using Distributed Version Control Systems (DVCS) instead of the old stand-bys of CVS or Subversion. Git is a modern, fast, DVCS. But

understanding how it fits into your development can be a daunting task without an introduction to the new concepts. Whether you're just starting out as a professional programmer or are an old hand, this book will get you started using Git in this new distributed world.

SpamAssassin - Alan Schwartz 2004

Helps administrators integrate SpamAssassin--the leading open source tool for fighting spam that helps eliminate spam without affecting legitimate email--into their particular work environments and provides guidance on installing and configuring SA into their networks. All levels.

Ruby on Rails Tutorial -

Michael Hartl 2016-11-17

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web

applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-

sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement

account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku

Linux Pocket Guide - Daniel J. Barrett 2004-02-18

O'Reilly's Pocket Guides have earned a reputation as inexpensive, comprehensive, and compact guides that have the stuff but not the fluff. Every page of Linux Pocket Guide lives up to this billing. It clearly explains how to get up to speed quickly on day-to-day Linux use. Once you're up and running, Linux Pocket Guide provides an easy-to-use reference that you can keep by your keyboard for those times when you want a fast, useful answer, not hours in the man pages. Linux Pocket Guide is organized the way you use Linux: by function, not just alphabetically. It's not the 'bible of Linux; it's a practical

and concise guide to the options and commands you need most. It starts with general concepts like files and directories, the shell, and X windows, and then presents detailed overviews of the most essential commands, with clear examples. You'll learn each command's purpose, usage, options, location on disk, and even the RPM package that installed it. The Linux Pocket Guide is tailored to Fedora Linux--the latest spin-off of Red Hat Linux--but most of the information applies to any Linux system. Throw in a host of valuable power user tips and a friendly and accessible style, and you'll quickly find this practical, to-the-point book a small but mighty resource for Linux users.

Python for Data Analysis -

Wes McKinney 2017-09-25

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to

solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with

thorough, detailed examples
Introduction to Machine Learning with Python - Andreas C. Müller 2016-09-26

Machine learning has become an integral part of many commercial applications and research projects, but this field is not exclusive to large companies with extensive research teams. If you use Python, even as a beginner, this book will teach you practical ways to build your own machine learning solutions. With all the data available today, machine learning applications are limited only by your imagination. You'll learn the steps necessary to create a successful machine-learning application with Python and the scikit-learn library. Authors Andreas Müller and Sarah Guido focus on the practical aspects of using machine learning algorithms, rather than the math behind them. Familiarity with the NumPy and matplotlib libraries will help you get even more from this book. With this book, you'll learn: Fundamental concepts

and applications of machine learning Advantages and shortcomings of widely used machine learning algorithms How to represent data processed by machine learning, including which data aspects to focus on Advanced methods for model evaluation and parameter tuning The concept of pipelines for chaining models and encapsulating your workflow Methods for working with text data, including text-specific processing techniques Suggestions for improving your machine learning and data science skills

R for Data Science - Hadley Wickham 2016-12-12

Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett

Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to:

Wrangle—transform your datasets into a form convenient for analysis
Program—learn powerful R tools for solving data problems with greater clarity and ease

Explore—examine your data, generate hypotheses, and quickly test them

Model—provide a low-dimensional summary that captures true "signals" in your dataset
Communicate—learn R Markdown for integrating prose, code, and results

Machine Learning Pocket Reference - Matt Harrison
2019-08-27

With detailed notes, tables, and examples, this handy reference

will help you navigate the basics of structured machine learning. Author Matt Harrison delivers a valuable guide that you can use for additional support during training and as a convenient resource when you dive into your next machine learning project. Ideal for programmers, data scientists, and AI engineers, this book includes an overview of the machine learning process and walks you through classification with structured data. You'll also learn methods for clustering, predicting a continuous value (regression), and reducing dimensionality, among other topics. This pocket reference includes sections that cover:

Classification, using the Titanic dataset
Cleaning data and dealing with missing data
Exploratory data analysis
Common preprocessing steps using sample data
Selecting features useful to the model
Model selection
Metrics and classification evaluation
Regression examples using k-nearest neighbor, decision trees, boosting, and more

Metrics for regression
evaluation Clustering
Dimensionality reduction
Scikit-learn pipelines

**Subversion 1.6 Official
Guide** - Ben Collins-Sussman
2009-10

This is the official guide and
reference manual for
Subversion 1.6 - the popular
open source revision control
technology.

Linux Desktop Pocket Guide
- David Brickner 2005-09-23

Using Linux doesn't have to be
hard. The book introduces you
to the five most popular
desktop distributions and
covers essential topics such as
configuring video cards screen
resolution, sound, and wireless
networking. Laptop issues are
covered, too. Explore desktop
apps, including browsers, IM,
and email clients with the same
functionality as those used on
Windows.

HTTP Pocket Reference -
Clinton Wong 2000-06-06

The HyperText Transfer
Protocol, or HTTP, is the
backbone of the World Wide
Web. HTTP is the language
that each web browser (or

other web client) uses to
communicate with servers
around the world. All web
programmers, administrators,
and application developers
need to be familiar with HTTP
in order to work effectively. The
HTTP Pocket Reference not
only provides a solid
conceptual foundation of HTTP,
it also serves as a quick
reference to each of the
headers and status codes that
comprise an HTTP transaction.
The book starts with a tutorial
of HTTP, but then explains the
client request and server
responses in more detail, and
gives a thorough technical
explanation of more advanced
features of HTTP (such as
persistent connections and
caching). Most people use the
Web every day without
knowing anything about HTTP,
but for those who need to get
"beyond the browser," this
book is the place to start.
The Effect - Nick Huntington-
Klein 2021-12-20
The Effect: An Introduction to
Research Design and Causality
is about research design,
specifically concerning

research that uses observational data to make a causal inference. It is separated into two halves, each with different approaches to that subject. The first half goes through the concepts of causality, with very little in the way of estimation. It introduces the concept of identification thoroughly and clearly and discusses it as a process of trying to isolate variation that has a causal interpretation. Subjects include heavy emphasis on data-generating processes and causal diagrams. Concepts are demonstrated with a heavy emphasis on graphical intuition and the question of what we do to data. When we “add a control variable” what does that actually do? Key Features: • Extensive code examples in R, Stata, and Python • Chapters on overlooked topics in econometrics classes: heterogeneous treatment effects, simulation and power analysis, new cutting-edge methods, and uncomfortable ignored assumptions • An easy-to-read conversational tone •

Up-to-date coverage of methods with fast-moving literatures like difference-in-differences

Java 8 Pocket Guide - Robert Liguori 2014-04-08

When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam. Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming. Get details on the Java SE platform, including development basics, memory management, concurrency, and

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generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

The Rust Programming Language (Covers Rust 2018) - Steve Klabnik 2019-09-03

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge

and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An

extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Building Tools with GitHub -

Chris Dawson 2016-02-08

For your next project on GitHub, take advantage of the service's powerful API to meet your unique development requirements. This practical guide shows you how to build your own software tools for customizing the GitHub workflow. Each hands-on chapter is a compelling story that walks you through the tradeoffs and considerations for building applications on top of various GitHub technologies. If you're an experienced programmer familiar with GitHub, you'll learn how to build tools with the GitHub API and related open source technologies such as Jekyll (site builder), Hubot (NodeJS chat robot), and Gollum (wiki). Build a simple Ruby server with Gist API command-line tools and Ruby's "Octokit" API client Use the Gollum command-line tool to build an

image management application Build a GUI tool to search GitHub with Python Document interactions between third-party tools and your code Use Jekyll to create a fully-featured blog from material in your GitHub repository Create an Android mobile application that reads and writes information into a Jekyll repository Host an entire single-page JavaScript application on GitHub Use Hubot to automate pull request reviews

Version Control with Git -

Jon Loeliger 2012-08-14

Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the reflow and stash, and a complete introduction to the GitHub

repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub

Data Pipelines Pocket

Reference - James Densmore
2021-02-10

Data pipelines are the foundation for success in data analytics. Moving data from numerous diverse sources and transforming it to provide context is the difference between having data and actually gaining value from it.

This pocket reference defines data pipelines and explains how they work in today's modern data stack. You'll learn common considerations and key decision points when implementing pipelines, such as batch versus streaming data ingestion and build versus buy. This book addresses the most common decisions made by data professionals and discusses foundational concepts that apply to open source frameworks, commercial products, and homegrown solutions. You'll learn: What a data pipeline is and how it works How data is moved and processed on modern data infrastructure, including cloud platforms Common tools and products used by data engineers to build pipelines How pipelines support analytics and reporting needs Considerations for pipeline maintenance, testing, and alerting

Practical Perforce - Laura Wingerd
2005-11-18

An engaging read, this text imparts best practices for using the Perforce Software

Configuration Management system--written by a Perforce insider.

Pro Git - Scott Chacon
2014-11-18

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, *Pro Git* (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best

book for all your Git needs.

[Introducing GitHub](#) - Peter Bell
2014-11-11

If you're new to GitHub, this concise book shows you just what you need to get started and no more. It's perfect for project and product managers, stakeholders, and other team members who want to collaborate on a development project—whether it's to review and comment on work in progress or to contribute specific changes. It's also great for developers just learning GitHub. GitHub has rapidly become the default platform for software development, but it's also ideal for other text-based documents, from contracts to screenplays. This hands-on book shows you how to use GitHub's web interface to view projects and collaborate effectively with your team. Learn how and why people use GitHub to collaborate View the status of a project—recent changes, outstanding work, and historic changes Create and edit files through GitHub without learning Git Suggest changes

to projects you don't have permission to edit directly Use tools like issues, pull requests, and branches to specify and collaborate on changes Create a new GitHub repository to control who has access to your project

Fundamentals of Data

Visualization - Claus O. Wilke
2019-03-18

Effective visualization is the best way to communicate information from the increasingly large and complex datasets in the natural and social sciences. But with the increasing power of visualization software today, scientists, engineers, and business analysts often have to navigate a bewildering array of visualization choices and options. This practical book takes you through many commonly encountered visualization problems, and it provides guidelines on how to turn large datasets into clear and compelling figures. What visualization type is best for the story you want to tell? How do you make informative figures that are visually

pleasing? Author Claus O. Wilke teaches you the elements most critical to successful data visualization. Explore the basic concepts of color as a tool to highlight, distinguish, or represent a value Understand the importance of redundant coding to ensure you provide key information in multiple ways Use the book's visualizations directory, a graphical guide to commonly used types of data visualizations Get extensive examples of good and bad figures Learn how to use figures in a document or report and how employ them effectively to tell a compelling story

Linux iptables Pocket

Reference - Gregor N. Purdy
2004-08-25

Firewalls, Network Address Translation (NAT), network logging and accounting are all provided by Linux's Netfilter system, also known by the name of the command used to administer it, iptables. The iptables interface is the most sophisticated ever offered onLinux and makes Linux an

extremely flexible system for any kind of network filtering you might do. Large sets of filtering rules can be grouped in ways that makes it easy to test them and turn them on and off. Do you watch for all types of ICMP traffic--some of them quite dangerous? Can you take advantage of stateful filtering to simplify the management of TCP connections? Would you like to track how much traffic of various types you get? This pocket reference will help you at those critical moments when someone asks you to open or close a port in a hurry, either to enable some important traffic or to block an attack. The book will keep the subtle syntax straight and help you remember all the values you have to enter in order to be as secure as possible. The book has an introductory section that describes applications, followed by a reference/encyclopaedic section with all the matches and targets arranged alphabetically.

[Learn Version Control With Git](#)

- Tobias Gnther 2017-07-17

Are you looking for a new version control system?

Perhaps what you're using now is too cumbersome, or you just want to try something new to manage a pet project. With Git by Ryan Hodson, you can get up and running with one of the fastest-spreading revision control systems out there.

Complete with vivid diagrams, clear code samples, and a careful walk-through of primary features, this free e-book is your quick guide to how Git operates, what its advantages are, and how you can incorporate it into your own workflow. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading

for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

You Don't Know JS: Scope & Closures - Kyle Simpson

2014-03-10

No matter how much experience you have with JavaScript, odds are you don't fully understand the language. This concise yet in-depth guide takes you inside scope and closures, two core concepts you need to know to become a more efficient and effective JavaScript programmer. You'll learn how and why they work, and how an understanding of closures can be a powerful part of your development skillset. Like other books in the "You Don't Know JS" series, *Scope and Closures* dives into trickier parts of the language that many JavaScript programmers simply avoid. Armed with this knowledge, you can achieve true JavaScript mastery. Learn about scope, a set of rules to help JavaScript engines locate variables in your code Go deeper into nested scope, a series of containers for

variables and functions Explore function- and block-based scope, "hoisting", and the patterns and benefits of scope-based hiding Discover how to use closures for synchronous and asynchronous tasks, including the creation of JavaScript libraries

Git Pocket Guide - Richard E. Silverman 2013-06-25

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact, readable introduction to Git for new users, as well as a reference to common commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project

simultaneously Merge branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository's commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks

The Book of Why - Judea Pearl 2018-05-15

A Turing Award-winning computer scientist and statistician shows how understanding causality has revolutionized science and will revolutionize artificial intelligence "Correlation is not causation." This mantra, chanted by scientists for more than a century, has led to a virtual prohibition on causal talk. Today, that taboo is dead. The causal revolution, instigated by Judea Pearl and his colleagues, has cut through a century of confusion and established causality -- the study of cause and effect -- on a firm scientific basis. His work explains how we can know easy

things, like whether it was rain or a sprinkler that made a sidewalk wet; and how to answer hard questions, like whether a drug cured an illness. Pearl's work enables us to know not just whether one thing causes another: it lets us explore the world that is and the worlds that could have been. It shows us the essence of human thought and key to artificial intelligence. Anyone who wants to understand either needs The Book of Why. [Mathematics for Machine Learning](#) - Marc Peter Deisenroth 2020-04-23 The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts,

introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Excel Pocket Guide - Curtis Frye 2003

Packed with information, the "Excel Pocket Guide" is a compact reference that covers such basics as creating workbooks, entering data, printing, cell formatting, and spell checking.

Git - Dennis Hutten 2017-10-09

Git is a distributed revision control and source code management system with an emphasis on speed. Git was initially designed and developed by Linus Torvalds for Linux kernel development. Git is a free software distributed under the terms of the GNU General Public License version 2. This tutorial explains how to use Git for project version control in a distributed environment while working on web-based and non web-based applications development.

Beginning Git and GitHub - Mariot Tsitoara 2019-11-30

Learn the fundamentals of version control through step-by-step tutorials that will teach you the ins-and-outs of Git.

This book is your complete guide to how Git and GitHub work in a professional team environment. Divided into three parts - Version Control, Project Management and Teamwork - this book reveals what waits for you in the real world and how to resolve the problems you may run into.

Once past the basics of Git,

you'll see how to manage a software project, and finally how to utilize Git and GitHub to work effectively as a team. You'll examine how to plan, follow and execute a project with GitHub, and then apply those concepts to real-world situations. Workaround the pitfalls that most programmers fall into when driving a project with Git by using proven tactics to avoid them. You will also be taught the easiest and quickest ways to resolve merge conflicts. A lot of modern books on Git don't go into depth about non-technical topics. Beginning Git and GitHub will help you cover all the bases right at the start of your career. What You'll Learn Review basic and advanced concepts of GitApply Project Management skills using GitHub Solve conflicts or, ideally, avoid them altogetherUse advanced concepts for a more boosted workflow Who This book Is For New developers, developers that have never worked in a team environment before, developers with basic

knowledge of Git or GitHub, or anyone who works with text documents.

[Python Data Science Handbook](#)

- Jake VanderPlas 2016-11-21

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational

environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms

Git Pocket Guide - Richard E. Silverman 2013-06-25

This pocket guide is the perfect on-the-job companion to Git, the distributed version control system. It provides a compact, readable introduction to Git for new users, as well as a reference to common

commands and procedures for those of you with Git experience. Written for Git version 1.8.2, this handy task-oriented guide is organized around the basic version control functions you need, such as making commits, fixing mistakes, merging, and searching history. Examine the state of your project at earlier points in time Learn the basics of creating and making changes to a repository Create branches so many people can work on a project simultaneously Merge branches and reconcile the changes among them Clone an existing repository and share changes with push/pull commands Examine and change your repository's commit history Access remote repositories, using different network protocols Get recipes for accomplishing a variety of common tasks