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# Software Optimization Cookbook Second Edition

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QGIS Python Programming Cookbook  
Handbook of Research on Computational Science and Engineering: Theory and Practice  
C++ HIGH PERFORMANCE -  
QGIS Python Programming Cookbook - Second Edition  
C++ High Performance  
Access Cookbook  
Clojure Data Analysis Cookbook - Second Edition  
OpenGL 4 Shading Language Cookbook, Second Edition  
Docker Cookbook  
Practical Data Science Cookbook  
Practical Rust 1.x Cookbook, Second Edition  
Working Effectively with Legacy Code  
Git Version Control Cookbook  
Embedded Computing for High Performance  
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Software Maintenance: Concepts And Practice (Second Edition)  
Applied Optimization with MATLAB Programming  
OpenCV Computer Vision Application Programming Cookbook Second Edition  
Microsoft Azure Development Cookbook Second Edition  
The Software Optimization Cookbook  
Embedded System Design  
Introduction to High Performance Computing for Scientists and Engineers  
Software Optimization for High-performance Computing

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## HARRISON ALESSANDRA

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### QGIS Python Programming Cookbook Morgan Kaufmann

The field of Chemical Engineering and its link to computer science is in constant evolution and new engineers have a variety of tools at their disposal to tackle their everyday problems. Introduction to Software for Chemical Engineers, Second Edition provides a quick guide to the use of various computer packages for chemical engineering applications. It covers a range of software applications from Excel and general mathematical packages such as MATLAB and MathCAD to process simulators, CHEMCAD and ASPEN, equation-based modeling languages, gProms, optimization software such as GAMS and AIMS, and specialized software like CFD or DEM codes. The different packages are introduced and applied to solve typical problems in fluid mechanics, heat and mass transfer, mass and energy balances, unit operations, reactor engineering, process and equipment design and control. This new edition offers a wider view of packages including open source software such as R, Python and Julia. It also includes complete examples in ASPEN Plus, adds ANSYS Fluent to CFD codes, Lingo to the optimization packages, and discusses Engineering Equation Solver. It offers a global idea of the capabilities of the software used in the chemical engineering field and provides examples for solving real-world problems. Written by leading experts, this book is a must-have reference for chemical engineers looking to grow in their careers through the use of new and improving computer software. Its user-friendly approach to simulation and optimization as well as its example-based presentation of the software, makes it a perfect teaching tool for both undergraduate and master levels.

### Handbook of Research on Computational Science and Engineering: Theory and Practice Packt Publishing Ltd

This book is for those with a basic knowledge of Clojure, who are looking to push the language to excel with data analysis.

### C++ HIGH PERFORMANCE - Packt Publishing Ltd

Until the late 1980s, information processing was associated with

large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>.

### QGIS Python Programming Cookbook - Second Edition

Packt Publishing Ltd

Tackle the trickiest of problems in Go programming with this practical guide Key FeaturesDevelop applications for different domains using modern programming techniquesTackle common problems when it comes to parallelism, concurrency, and reactive programming in GoWork with ready-to-execute code based on the latest version of GoBook Description Go (or Golang) is a statically typed programming language developed at Google. Known for its vast standard library, it also provides features such as garbage collection, type safety, dynamic-typing capabilities, and additional built-in types. This book will serve as a reference while implementing Go features to build your own applications. This Go cookbook helps you put into practice the advanced concepts and libraries that Golang offers. The recipes in the book follow best practices such as documentation, testing, and vendoring with Go modules, as well as performing clean abstractions using interfaces. You'll learn how code works and the common pitfalls to watch out for. The book covers basic type and error handling, and then moves on to explore applications, such as websites, command-line tools, and filesystems, that interact with users. You'll even get to grips with parallelism, distributed systems, and performance tuning. By the end of the book, you'll be able to use open source code and concepts in Go programming to build enterprise-class applications without any hassle. What you will learnWork with third-party Go projects and modify them for your useWrite Go code using modern best practicesManage your dependencies with the new Go module systemSolve common problems encountered when dealing with backend systems or DevOpsExplore the Go standard library and its usesTest, profile, and fine-tune Go applicationsWho this book is for If you're a web developer, programmer, or enterprise developer looking for quick solutions to common and not-so-common problems in Go programming, this book is for you. Basic knowledge of the Go language is assumed.

### C++ High Performance CRC Press

The hands-on guide to high-performance coding and algorithm optimization. This hands-on guide to software optimization introduces state-of-the-art solutions for every key aspect of software performance - both code-based and algorithm-based.

Two leading HP software performance experts offer comparative optimization strategies for RISC and for the new Explicitly Parallel Instruction Computing (EPIC) design used in Intel IA-64 processors. Using many practical examples, they offer specific techniques for: Predicting and measuring performance - and identifying your best optimization opportunities Storage optimization: cache, system memory, virtual memory, and I/O Parallel processing: distributed-memory and shared-memory (SMP and ccNUMA) Compilers and loop optimization Enhancing parallelism: compiler directives, threads, and message passing Mathematical libraries and algorithms Whether you're a developer, ISV, or technical researcher, if you need to optimize high-performance software on today's leading processors, one book delivers the advanced techniques and code examples you need: *Software Optimization for High Performance Computing. Access Cookbook* Packt Publishing Ltd

This guide is strikingly different from other books on Microsoft ADO.NET. Rather than load you down with theory, the new edition of *ADO.NET 3.5 Cookbook* gives you more than 200 coding solutions and best practices for real problems you're likely to face with this technology using Visual Studio 2008 and the .NET 3.5 platform. Organized to help you find the topic and specific recipe you need quickly and easily, this book is more than just a handy compilation of cut-and-paste C# code. *ADO.NET 3.5 Cookbook* also offers clear explanations of how and why each code solution works, and warns you of potential pitfalls so you can learn to adapt the book's problem-solving techniques to different situations. This collection of timesaving recipes covers vital topics including: Connecting to data Retrieving and managing data Transforming and analyzing data Modifying data Binding data to .NET user interfaces Optimizing .NET data access Enumerating and maintaining database objects Maintaining database integrity Ideal for ADO.NET programmers at all levels, from the relatively inexperienced to the most sophisticated, this new edition covers the significant 3.5 upgrade, including new programming tools such as LINQ. *ADO.NET 3.5 Cookbook* offers a painless way for those of you who prefer to learn by doing when it comes to expanding your skills and productivity.

**Clojure Data Analysis Cookbook - Second Edition** Springer Science & Business Media

*OpenCV 3 Computer Vision Application Programming Cookbook* is

appropriate for novice C++ programmers who want to learn how to use the OpenCV library to build computer vision applications. It is also suitable for professional software developers wishing to be introduced to the concepts of computer vision programming. It can also be used as a companion book in a university-level computer vision courses. It constitutes an excellent reference for graduate students and researchers in image processing and computer vision.

*OpenGL 4 Shading Language Cookbook, Second Edition* Packt Publishing Ltd

If you are an architect, this book will help you make the correct decisions about which Azure building blocks to use. If you are a developer, this book will help you understand how to use them appropriately, and if you are a .NET developer, this book is a pure delight.

*Docker Cookbook* Addison-Wesley Professional

Over 140 recipes to help you turn QGIS from a desktop GIS tool into a powerful automated geospatial framework About This Book\* Delve into the undocumented features of the new QGIS processing module\* Get a set of user-friendly recipes that can automate the entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes\* This book has a complete code upgrade to QGIS 2.18 and 30 new, valuable recipes Who This Book Is For This book is for geospatial analysts who want to learn more about automating everyday GIS tasks as well as programmers responsible for building GIS applications. The short, reusable recipes make concepts easy to understand and combine so you can build larger applications that are easy to maintain. What You Will Learn\* Use Python and QGIS to produce captivating GIS visualizations and build complex map layouts\* Find out how to effectively use the poorly-documented and undocumented features of the QGIS Python API\* Automate entire geospatial workflows by connecting Python GIS building blocks into comprehensive processes\* Create, import, and edit geospatial data on disk or in-memory\* Change QGIS settings programmatically to control default behavior\* Automatically generate PDF map books\* Build dynamic forms for field input In Detail QGIS is a desktop geographic information system that facilitates data viewing, editing, and analysis. Paired with the most efficient scripting language-Python, we can write effective scripts that extend the core functionality of QGIS. Based on the

latest version QGIS 2.18, this book will teach you how to write Python code that works with spatial data to automate geoprocessing tasks in QGIS. It will cover topics such as querying and editing vector data and using raster data. You will also learn to create, edit, and optimize a vector layer for faster queries, reproject a vector layer, reduce the number of vertices in a vector layer without losing critical data, and convert a raster to a vector. Following this, you will work through recipes that will help you compose static maps, create heavily customized maps, and add specialized labels and annotations. As well as this, we'll also share a few tips and tricks based on different aspects of QGIS.

*Practical Data Science Cookbook* "O'Reilly Media, Inc."

Get more out of your legacy systems: more performance, functionality, reliability, and manageability Is your code easy to change? Can you get nearly instantaneous feedback when you do change it? Do you understand it? If the answer to any of these questions is no, you have legacy code, and it is draining time and money away from your development efforts. In this book, Michael Feathers offers start-to-finish strategies for working more effectively with large, untested legacy code bases. This book draws on material Michael created for his renowned Object Mentor seminars: techniques Michael has used in mentoring to help hundreds of developers, technical managers, and testers bring their legacy systems under control. The topics covered include Understanding the mechanics of software change: adding features, fixing bugs, improving design, optimizing performance Getting legacy code into a test harness Writing tests that protect you against introducing new problems Techniques that can be used with any language or platform—with examples in Java, C++, C, and C# Accurately identifying where code changes need to be made Coping with legacy systems that aren't object-oriented Handling applications that don't seem to have any structure This book also includes a catalog of twenty-four dependency-breaking techniques that help you work with program elements in isolation and make safer changes.

*Practical Rust 1.x Cookbook, Second Edition* John Wiley & Sons Technology/Engineering/Mechanical Provides all the tools needed to begin solving optimization problems using MATLAB® The Second Edition of *Applied Optimization with MATLAB®* Programming enables readers to harness all the features of MATLAB® to solve optimization problems using a variety of linear

and nonlinear design optimization techniques. By breaking down complex mathematical concepts into simple ideas and offering plenty of easy-to-follow examples, this text is an ideal introduction to the field. Examples come from all engineering disciplines as well as science, economics, operations research, and mathematics, helping readers understand how to apply optimization techniques to solve actual problems. This Second Edition has been thoroughly revised, incorporating current optimization techniques as well as the improved MATLAB® tools. Two important new features of the text are: Introduction to the scan and zoom method, providing a simple, effective technique that works for unconstrained, constrained, and global optimization problems New chapter, Hybrid Mathematics: An Application, using examples to illustrate how optimization can develop analytical or explicit solutions to differential systems and data-fitting problems Each chapter ends with a set of problems that give readers an opportunity to put their new skills into practice. Almost all of the numerical techniques covered in the text are supported by MATLAB® code, which readers can download on the text's companion Web site [www.wiley.com/go/venkat2e](http://www.wiley.com/go/venkat2e) and use to begin solving problems on their own. This text is recommended for upper-level undergraduate and graduate students in all areas of engineering as well as other disciplines that use optimization techniques to solve design problems.

*Working Effectively with Legacy Code* Packt Publishing Ltd  
No one has done more to conquer the performance limitations of the PC than Michael Abrash, a software engineer for Microsoft. His complete works are contained in this massive volume, including everything he has written about performance coding and real-time graphics. The CD-ROM contains the entire text in Adobe Acrobat 3.0 format, allowing fast searches for specific facts.  
*Git Version Control Cookbook* John Wiley & Sons  
Not a reference book, and not a tutorial either, the new second edition of the highly regarded *Access Cookbook* is an uncommonly useful collection of solutions to problems that Access users and developers are likely to face as they attempt to build increasingly complex applications. Although using any single "recipe" in the book will more than pay back the cost of the book in terms of both hours saved and frustration thwarted, *Access Cookbook, Second Edition* is much more than a handy assortment of cut-and-paste code. Each of the "recipes" examine a particular

problem--problems that commonly occur when you push the upper limits of Access, or ones that are likely to trip up a developer attempting to design a more elegant Access application--even some things you never knew Access could do. The authors then, in a clear, accessible, step-by-step style, present the problems' solution. Following each "recipe" are insights on how Access works, potential pitfalls, interesting programming techniques that are used in the solution, and how and why the solution works, so you can adapt the problem-solving techniques to other similar situations. Fully updated for Access 2003, *Access Cookbook, Second Edition* is also one of the first books to thoroughly explore new support for .NET managed code and XML. All of the practical, real-world examples have been tested for compatibility with Access 2003, Windows XP, and Windows Server 2003. This updated new edition also covers Access and SharePoint, Access and SmartTags, Access and .NET; and Access and XML. Access power users and programmers at all levels, from the relatively inexperienced to the most sophisticated, will rely on the *Access Cookbook* for quick solutions to gnarly problems. With a dog-eared copy of *Access Cookbook* at your side, you can spend your time and energy where it matters most: working on the interesting facets of your Access application, not just the time-consuming ones.

*Embedded Computing for High Performance* Packt Publishing Ltd  
Software systems now invade every area of daily living. Yet, we still struggle to build systems we can really rely on. If we want to work with software systems at any level, we need to get to grips with the way software evolves. This book will equip the reader with a sound understanding of maintenance and how it affects all levels of the software evolution process.

*Qt5 C++ GUI Programming Cookbook* Packt Publishing Ltd  
This practical guide contains a wide variety of recipes, taking you through all the topics you need to know about to fully utilize the most advanced features of the Git system. If you are a software developer or a build and release engineer who uses Git in your daily work and want to take your Git knowledge to the next level, then this book is for you. To understand and follow the recipes included in this book, basic knowledge of Git command-line code is mandatory.

*Michael Abrash's Graphics Programming Black Book* Packt Publishing Ltd

Learn to use scikit-learn operations and functions for Machine Learning and deep learning applications. About This Book Handle a variety of machine learning tasks effortlessly by leveraging the power of scikit-learn Perform supervised and unsupervised learning with ease, and evaluate the performance of your model Practical, easy to understand recipes aimed at helping you choose the right machine learning algorithm Who This Book Is For Data Analysts already familiar with Python but not so much with scikit-learn, who want quick solutions to the common machine learning problems will find this book to be very useful. If you are a Python programmer who wants to take a dive into the world of machine learning in a practical manner, this book will help you too. What You Will Learn Build predictive models in minutes by using scikit-learn Understand the differences and relationships between Classification and Regression, two types of Supervised Learning. Use distance metrics to predict in Clustering, a type of Unsupervised Learning Find points with similar characteristics with Nearest Neighbors. Use automation and cross-validation to find a best model and focus on it for a data product Choose among the best algorithm of many or use them together in an ensemble. Create your own estimator with the simple syntax of sklearn Explore the feed-forward neural networks available in scikit-learn In Detail Python is quickly becoming the go-to language for analysts and data scientists due to its simplicity and flexibility, and within the Python data space, scikit-learn is the unequivocal choice for machine learning. This book includes walk throughs and solutions to the common as well as the not-so-common problems in machine learning, and how scikit-learn can be leveraged to perform various machine learning tasks effectively. The second edition begins with taking you through recipes on evaluating the statistical properties of data and generates synthetic data for machine learning modelling. As you progress through the chapters, you will come across recipes that will teach you to implement techniques like data pre-processing, linear regression, logistic regression, K-NN, Naive Bayes, classification, decision trees, Ensembles and much more. Furthermore, you'll learn to optimize your models with multi-class classification, cross validation, model evaluation and dive deeper in to implementing deep learning with scikit-learn. Along with covering the enhanced features on model section, API and new features like classifiers, regressors and estimators the book also



contains recipes on evaluating and fine-tuning the performance of your model. By the end of this book, you will have explored plethora of features offered by scikit-learn for Python to solve any machine learning problem you come across. Style and Approach This book consists of practical recipes on scikit-learn that target novices as well as intermediate users. It goes deep into the technical issues, covers additional protocols, and many more real-life examples so that you are able to implement it in your daily life scenarios.

#### Refactoring Prentice Hall Professional

Leverage Docker to deploying software at scale Key Features Leverage practical examples to manage containers efficiently Integrate with orchestration tools such as Kubernetes for controlled deployments Learn to implement best practices on improving efficiency and security of containers Book Description Docker is an open source platform for building, shipping, managing, and securing containers. Docker has become the tool of choice for people willing to work with containers. Since the market is moving toward containerization, Docker will definitely have a big role to play in the future tech market. This book starts with setting up Docker in different environment, and helps you learn how to work with Docker images. Then, you will take a deep dive into network and data management for containers. The book explores the RESTful APIs provided by Docker to perform different actions, such as image/container operations. The book then explores logs and troubleshooting Docker to solve issues and bottlenecks. You will gain an understanding of Docker use cases, orchestration, security, ecosystems, and hosting platforms to make your applications easy to deploy, build, and collaborate on. The book covers the new features of Docker 18.xx (or later), such as working with AWS and Azure, Docker Engine, Docker Swarm, Docker Compose, and so on. By the end of this book, you will have gained hands-on experience of finding quick solutions to different problems encountered while working with Docker. What you will learn Install Docker on various platforms Work with Docker images and containers Container networking and data sharing Docker APIs and language bindings Various PaaS solutions for Docker Implement container orchestration using Docker Swarm and Kubernetes Container security Docker on various clouds Who this book is for Book is targeted towards developers, system administrators, and DevOps engineers who want to use

Docker in his/her development, QA, or production environments. It is expected that the reader has basic Linux/Unix skills such as installing packages, editing files, managing services, and so on. Any experience in virtualization technologies such as KVM, XEN, and VMware will be an added advantage

#### The Software Optimization Cookbook IGI Global

Martin Fowler's guide to reworking bad code into well-structured code Refactoring improves the design of existing code and enhances software maintainability, as well as making existing code easier to understand. Original Agile Manifesto signer and software development thought leader, Martin Fowler, provides a catalog of refactorings that explains why you should refactor; how to recognize code that needs refactoring; and how to actually do it successfully, no matter what language you use. Refactoring principles: understand the process and general principles of refactoring Code smells: recognize "bad smells" in code that signal opportunities to refactor Application improvement: quickly apply useful refactorings to make a program easier to comprehend and change Building tests: writing good tests increases a programmer's effectiveness Moving features: an important part of refactoring is moving elements between contexts Data structures: a collection of refactorings to organize data, an important role in programs Conditional Logic: use refactorings to make conditional sections easier to understand APIs: modules and their functions are the building blocks of our software, and APIs are the joints that we use to plug them together Inheritance: it is both very useful and easy to misuse, and it's often hard to see the misuse until it's in the rear-view mirror---refactorings can fix the misuse Examples are written in JavaScript, but you shouldn't find it difficult to adapt the refactorings to whatever language you are currently using as they look mostly the same in different languages. "Whenever you read [Refactoring], it's time to read it again. And if you haven't read it yet, please do before writing another line of code." -David Heinemeier Hansson, Creator of Ruby on Rails, Founder & CTO at Basecamp "Any fool can write code that a computer can understand. Good programmers write code that humans can understand." -M. Fowler (1999)

#### **Parallel Programming with Intel Parallel Studio XE** CRC Press

Embedded Computing for High Performance: Design Exploration

and Customization Using High-level Compilation and Synthesis Tools provides a set of real-life example implementations that migrate traditional desktop systems to embedded systems. Working with popular hardware, including Xilinx and ARM, the book offers a comprehensive description of techniques for mapping computations expressed in programming languages such as C or MATLAB to high-performance embedded architectures consisting of multiple CPUs, GPUs, and reconfigurable hardware (FPGAs). The authors demonstrate a domain-specific language (LARA) that facilitates retargeting to multiple computing systems using the same source code. In this way, users can decouple original application code from transformed code and enhance productivity and program portability. After reading this book, engineers will understand the processes, methodologies, and best practices needed for the development of applications for high-performance embedded computing systems. Focuses on maximizing performance while managing energy consumption in embedded systems Explains how to retarget code for heterogeneous systems with GPUs and FPGAs Demonstrates a domain-specific language that facilitates migrating and retargeting existing applications to modern systems Includes downloadable slides, tools, and tutorials Go Programming Cookbook Packt Publishing Ltd Over 60 high-quality recipes covering debugging, security, performance, microservices, web frameworks, databases, deployment and more; rewritten for Node 4, 6, and 8. About This Book Actionable recipes across the full spectrum of Node.js development Cutting edge techniques and tools for measuring and improving performance Best practices for creating readily-scalable production systems Who This Book Is For If you have good knowledge of JavaScript and want to build fast, efficient, scalable client-server solutions, then this book is for you. Some experience with Node.js is assumed to get the most out of this book. If working from a beginner level Node Cookbook 2nd Edition is recommended as a primer for Node Cookbook 3rd Edition. What You Will Learn Debug Node.js programs Write and publish your own Node.js modules Detailed coverage of Node.js core API's Use web frameworks such as Express, Hapi and Koa for accelerated web application development Apply Node.js streams for low-footprint data processing Fast-track performance knowledge and optimization abilities Persistence strategies, including database

integrations with MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB. Apply critical, essential security concepts. Use Node with best-of-breed deployment technologies: Docker, Kubernetes and AWS. In Detail. Today's web demands efficient real-time applications and scalability. Asynchronous event-driven programming is ideal for this, and this is where Node.js comes in. Server-side JavaScript has been here since the 90s, but Node got it right. With Node for tooling and server-side logic, and a browser-based client-side UI, everything is JavaScript. This leads to rapid, fluid development cycles. The full-stack, single language experience means less context-switching between languages for

developers, architects and whole teams. This book shows you how to build fast, efficient, and scalable client-server solutions using the latest versions of Node. The book begins with debugging tips and tricks of the trade, and how to write your own modules. Then you'll learn the fundamentals of streams in Node.js, discover I/O control, and how to implement the different web protocols. You'll find recipes for integrating databases such as MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB. We also cover the options for building web application with Express, Hapi and Koa. You will then learn about security essentials in

Node.js and advanced optimization tools and techniques. By the end of the book you will have acquired the level of expertise to build production-ready and scalable Node.js systems. The techniques and skills you will learn in this book are based on the best practices developed by nearForm, one of the leaders in Node implementations, who supported the work of the authors on this book. Style and approach This recipe-based practical guide presents each topic with step-by-step instructions on how you can create fast and efficient server side applications using the latest features and capabilities in Node 8 whilst also supporting usage with Node 4 and 6.

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