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Taming Text is a hands-on, example-driven guide to working with unstructured text in the context of real-world applications. This book explores how to automatically organize text using approaches such as full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. The book guides you through examples illustrating each of these topics, as well as ...

Manning | Taming Text

Taming The Lynx bouquet of cliché. ... I wrote this chapter before there were any high school ones but now there are quite a few and I feel blessed. Hope you enjoy mine! (See the end of the work for more notes.)

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Chapter 1: Chapter 1~ The New Student Chapter Text. For all students, returning back to school after the summer is always a drag. Ash Lynx ...

Taming The Lynx - Chapter 1 - bouquetofcliche - Banana ...

The Taming of the Omega goldhowler. ... Chapter 1. Chapter Text. The dance floor was buzzing with people. Dancing, rubbing against each other feeling the electronic music so loud that it was basically impossible to talk to someone in this place. But then it wasn't really a place for talking. This particular club was famous for alphas, betas ...

The Taming of the Omega - Chapter 1 - goldhowler - Haikyuu ...

The Taming of the Doctor Synicle. Summary: ... Chapter 1. Chapter Text "Alright, let's pack up and head in before night falls," Gwen announced to her small crew. It had been a good day on the edge of the hospitable zone collecting new aliens for auction. They had managed to capture four total including three males.

Summary Taming Text, winner of the 2013 Jolt Awards for Productivity, is a hands-on, example-driven guide to working with unstructured text in the context of real-world applications. This book explores how to automatically organize text using approaches such as full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. The book guides you through examples illustrating each of these topics, as well as the foundations upon which they are built. About this Book There is so much text in our lives, we are practically drowning in it. Fortunately, there are innovative tools and techniques for managing unstructured information that can throw the smart developer a much-needed lifeline. You'll find them in this book. Taming Text is a practical, example-driven guide to working with text in real applications. This book introduces you to useful techniques like full-text search, proper name recognition, clustering, tagging, information extraction, and summarization. You'll explore real use cases as you systematically absorb the foundations upon which they are built. Written in a clear and concise style, this book avoids jargon, explaining the subject in terms you can understand without a background in statistics or natural language processing. Examples are in Java, but the concepts can be applied in any language. Written for Java developers, the book requires no prior knowledge of GWT. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. Winner of 2013 Jolt Awards: The Best Books—one of five notable books every serious programmer should read. What's Inside When to use text-taming techniques Important open-source libraries like Solr and Mahout How to build text-processing applications About the Authors Grant Ingersoll is an engineer, speaker, and trainer, a Lucene committer, and a cofounder of the Mahout machine-learning project. Thomas Morton is the primary developer of OpenNLP and Maximum Entropy. Drew Farris is a technology consultant, software developer, and contributor to Mahout, Lucene, and Solr. "Takes the mystery out of very complex processes."—From the Foreword by Liz Liddy, Dean, iSchool, Syracuse University Table of Contents Getting started taming text Foundations of taming text Searching Fuzzy string matching Identifying people, places, and things Clustering text Classification, categorization, and tagging Building an example question answering system Untamed text: exploring the next frontier

Summary Natural Language Processing in Action is your guide to creating machines that understand human language using the power of Python with its ecosystem of packages dedicated to NLP and AI. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recent advances in deep learning empower applications to understand text and speech with extreme accuracy. The result? Chatbots that can imitate real people, meaningful resume-to-job matches, superb predictive search, and automatically generated document

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summaries—all at a low cost. New techniques, along with accessible tools like Keras and TensorFlow, make professional-quality NLP easier than ever before. About the Book Natural Language Processing in Action is your guide to building machines that can read and interpret human language. In it, you'll use readily available Python packages to capture the meaning in text and react accordingly. The book expands traditional NLP approaches to include neural networks, modern deep learning algorithms, and generative techniques as you tackle real-world problems like extracting dates and names, composing text, and answering free-form questions. What's inside Some sentences in this book were written by NLP! Can you guess which ones? Working with Keras, TensorFlow, gensim, and scikit-learn Rule-based and data-based NLP Scalable pipelines About the Reader This book requires a basic understanding of deep learning and intermediate Python skills. About the Author Hobson Lane, Cole Howard, and Hannes Max Hapke are experienced NLP engineers who use these techniques in production. Table of Contents PART 1 - WORDY MACHINES Packets of thought (NLP overview) Build your vocabulary (word tokenization) Math with words (TF-IDF vectors) Finding meaning in word counts (semantic analysis) PART 2 - DEEPER LEARNING (NEURAL NETWORKS) Baby steps with neural networks (perceptrons and backpropagation) Reasoning with word vectors (Word2vec) Getting words in order with convolutional neural networks (CNNs) Loopy (recurrent) neural networks (RNNs) Improving retention with long short-term memory networks Sequence-to-sequence models and attention PART 3 - GETTING REAL (REAL-WORLD NLP CHALLENGES) Information extraction (named entity extraction and question answering) Getting chatty (dialog engines) Scaling up (optimization, parallelization, and batch processing)

Rust in Action introduces the Rust programming language by exploring numerous systems programming concepts and techniques. You'll be learning Rust by delving into how computers work under the hood. You'll find yourself playing with persistent storage, memory, networking and even tinkering with CPU instructions. The book takes you through using Rust to extend other applications and teaches you tricks to write blindingly fast code. You'll also discover parallel and concurrent programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary Get Programming with JavaScript is a hands-on introduction to programming for readers who have never programmed. You'll be writing your own web apps, games, and programs in no time! Foreword by Remy Sharp. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book Are you ready to start writing your own web apps, games, and programs? You're in the right place! Get Programming with JavaScript is a hands-on introduction to programming for readers who have never written a line of code. Since you're just getting started, this friendly book offers you lots of examples backed by careful explanations. As you go along, you'll find exercises to check your understanding and plenty of opportunities to practice your new skills. You don't need anything special to follow the examples—just the text editor and web browser already installed on your computer. We even give you links to working online code so you can see how everything should look live on your screen. What's Inside All the basics—objects, functions, responding to users, and more Think like a coder and design your own programs Create a text-based adventure game Enhance web pages with JavaScript Run your programs in a web browser Four bonus chapters available online About the Reader No experience required! All you need is a web browser and an internet connection. About the Author John Larsen is a mathematics and computing teacher with an interest in educational research. He has an MA in mathematics and an MSc in information technology. He started programming in 1982, writing simple programs for teaching mathematics in 1993, building websites in 2001, and developing data-driven web-based applications for education in 2006. Table of Contents PART 1 CORE CONCEPTS ON THE CONSOLE Programming, JavaScript, and JS Bin Variables: storing data in your program Objects: grouping your data Functions: code on demand Arguments: passing data to functions Return values: getting data from functions Object arguments: functions working with objects Arrays: putting data into lists Constructors: building objects with functions Bracket

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notation: flexible property names PART 2 ORGANIZING YOUR PROGRAMS Scope: hiding information Conditions: choosing code to run Modules: breaking a program into pieces Models: working with data Views: displaying data Controllers: linking models and views PART 3 JAVASCRIPT IN THE BROWSER HTML: building web pages Controls: getting user input Templates: filling placeholders with data XHR: loading data Conclusion: get programming with JavaScript BONUS ONLINE CHAPTERS Node: running JavaScript outside the browser Express: building an API Polling: repeating requests with XHR Socket.IO: real-time messaging

Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. *Grokking Simplicity* is a friendly, practical guide that will change the way you approach software design and development. Even experienced developers struggle with software systems that sprawl across distributed servers and APIs, are filled with redundant code, and are difficult to reliably test and modify. *Grokking Simplicity* is a friendly, practical guide that will change the way you approach software design and development. *Grokking Simplicity* guides you to a crystal-clear understanding of why certain features of modern software are so prone to complexity and introduces you to the functional techniques you can use to simplify these systems so that they're easier to read, test, and debug. Through hands-on examples, exercises, and numerous self-assessments, you'll learn to organize your code for maximum reusability and internalize methods to keep unwanted complexity out of your codebase. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Summary CMIS and Apache Chemistry in Action is a comprehensive guide to the CMIS standard and related ECM concepts, written by the authors of the standard. In it, you'll tackle hands-on examples for building applications on CMIS repositories from both the client and the server sides. You'll learn how to create new content-centric applications that install and run in any CMIS-compliant repository. About The Technology Content Management Interoperability Services (CMIS) is an OASIS standard for accessing content management systems. It specifies a vendor- and language-neutral way to interact with any compliant content repository. Apache Chemistry provides complete reference implementations of the CMIS standard with robust APIs for developers writing tools, applications, and servers. About This Book CMIS and Apache Chemistry in Action is a comprehensive guide to the CMIS standard and related ECM concepts. In it, you'll find clear teaching and instantly useful examples for building content-centric client and server-side applications that run against any CMIS-compliant repository. In fact, using the CMIS Workbench and the InMemory Repository from Apache Chemistry, you'll have running code talking to a real CMIS server by the end of chapter 1. This book requires some familiarity with content management systems and a standard programming language like Java or C#. No exposure to CMIS or Apache Chemistry is assumed. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside The only CMIS book endorsed by OASIS Complete coverage of the CMIS 1.0 and 1.1 specifications Cookbook-style tutorials and real-world examples About the Authors Florian Müller, Jay Brown, and Jeff Potts are among the original authors, contributors, and leaders of Apache Chemistry and the OASIS CMIS specification. They continue to shape CMIS implementations at Alfresco, IBM, and SAP. Table of Contents PART 1 UNDERSTANDING CMIS Introducing CMIS Exploring the CMIS domain model Creating, updating, and deleting objects with CMIS CMIS metadata: types and properties Query PART 2 HANDS-ON CMIS CLIENT DEVELOPMENT Meet your new project: The Blend The Blend: read and query functionality The Blend: create, update, and delete functionality Using other client libraries Building mobile apps with CMIS PART 3 ADVANCED TOPICS CMIS bindings Security and control Performance Building a CMIS server

Your brain responds in a predictable way when it encounters new or difficult tasks. This unique book teaches you concrete techniques rooted in cognitive science that will improve the way you learn and

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think about code. Summary In *The Programmer's Brain: What every programmer needs to know about cognition* you will learn: Fast and effective ways to master new programming languages Speed reading skills to quickly comprehend new code Techniques to unravel the meaning of complex code Ways to learn new syntax and keep it memorized Writing code that is easy for others to read Picking the right names for your variables Making your codebase more understandable to newcomers Onboarding new developers to your team Learn how to optimize your brain's natural cognitive processes to read code more easily, write code faster, and pick up new languages in much less time. This book will help you through the confusion you feel when faced with strange and complex code, and explain a codebase in ways that can make a new team member productive in days! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Take advantage of your brain's natural processes to be a better programmer. Techniques based in cognitive science make it possible to learn new languages faster, improve productivity, reduce the need for code rewrites, and more. This unique book will help you achieve these gains. About the book *The Programmer's Brain* unlocks the way we think about code. It offers scientifically sound techniques that can radically improve the way you master new technology, comprehend code, and memorize syntax. You'll learn how to benefit from productive struggle and turn confusion into a learning tool. Along the way, you'll discover how to create study resources as you become an expert at teaching yourself and bringing new colleagues up to speed. What's inside Understand how your brain sees code Speed reading skills to learn code quickly Techniques to unravel complex code Tips for making codebases understandable About the reader For programmers who have experience working in more than one language. About the author Dr. Feliene Hermans is an associate professor at Leiden University in the Netherlands. She has spent the last decade researching programming, how to learn and how to teach it. Table of Contents PART 1 ON READING CODE BETTER 1 Decoding your confusion while coding 2 Speed reading for code 3 How to learn programming syntax quickly 4 How to read complex code PART 2 ON THINKING ABOUT CODE 5 Reaching a deeper understanding of code 6 Getting better at solving programming problems 7 Misconceptions: Bugs in thinking PART 3 ON WRITING BETTER CODE 8 How to get better at naming things 9 Avoiding bad code and cognitive load: Two frameworks 10 Getting better at solving complex problems PART 4 ON COLLABORATING ON CODE 11 The act of writing code 12 Designing and improving larger systems 13 How to onboard new developers

Summary *Functional Programming in JavaScript* teaches JavaScript developers functional techniques that will improve extensibility, modularity, reusability, testability, and performance. Through concrete examples and jargon-free explanations, this book teaches you how to apply functional programming to real-life development tasks Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology In complex web applications, the low-level details of your JavaScript code can obscure the workings of the system as a whole. As a coding style, functional programming (FP) promotes loosely coupled relationships among the components of your application, making the big picture easier to design, communicate, and maintain. About the Book *Functional Programming in JavaScript* teaches you techniques to improve your web applications - their extensibility, modularity, reusability, and testability, as well as their performance. This easy-to-read book uses concrete examples and clear explanations to show you how to use functional programming in real life. If you're new to functional programming, you'll appreciate this guide's many insightful comparisons to imperative or object-oriented programming that help you understand functional design. By the end, you'll think about application design in a fresh new way, and you may even grow to appreciate monads! What's Inside High-value FP techniques for real-world uses Using FP where it makes the most sense Separating the logic of your system from implementation details FP-style error handling, testing, and debugging All code samples use JavaScript ES6 (ES 2015) About the Reader Written for developers with a solid grasp of JavaScript fundamentals and web application design. About the Author Luis Atencio is a software engineer and architect building enterprise applications in Java, PHP, and JavaScript. Table of Contents PART 1 THINK FUNCTIONALLY Becoming functional

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Higher-order JavaScript PART 2 GET FUNCTIONAL Few data structures, many operations Toward modular, reusable code Design patterns against complexity PART 3 ENHANCING YOUR FUNCTIONAL SKILLS Bulletproofing your code Functional optimizations Managing asynchronous events and data

Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4 Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDIMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

Upgrade your machine learning models with graph-based algorithms, the perfect structure for complex and interlinked data. Summary In Graph-Powered Machine Learning, you will learn: The lifecycle of a machine learning project Graphs in big data platforms Data source modeling using graphs Graph-based natural language processing, recommendations, and fraud detection techniques Graph algorithms Working with Neo4J Graph-Powered Machine Learning teaches to use graph-based algorithms and data organization strategies to develop superior machine learning applications. You'll dive into the role of graphs in machine learning and big data platforms, and take an in-depth look at data source modeling, algorithm design, recommendations, and fraud detection. Explore end-to-end projects that illustrate architectures and help you optimize with best design practices. Author Alessandro Negro's extensive experience shines through in every chapter, as you learn from examples and concrete scenarios based on his work with real clients! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Identifying relationships is the foundation of

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machine learning. By recognizing and analyzing the connections in your data, graph-centric algorithms like K-nearest neighbor or PageRank radically improve the effectiveness of ML applications. Graph-based machine learning techniques offer a powerful new perspective for machine learning in social networking, fraud detection, natural language processing, and recommendation systems. About the book Graph-Powered Machine Learning teaches you how to exploit the natural relationships in structured and unstructured datasets using graph-oriented machine learning algorithms and tools. In this authoritative book, you'll master the architectures and design practices of graphs, and avoid common pitfalls. Author Alessandro Negro explores examples from real-world applications that connect GraphML concepts to real world tasks. What's inside Graphs in big data platforms Recommendations, natural language processing, fraud detection Graph algorithms Working with the Neo4J graph database About the reader For readers comfortable with machine learning basics. About the author Alessandro Negro is Chief Scientist at GraphAware. He has been a speaker at many conferences, and holds a PhD in Computer Science. Table of Contents PART 1 INTRODUCTION 1 Machine learning and graphs: An introduction 2 Graph data engineering 3 Graphs in machine learning applications PART 2 RECOMMENDATIONS 4 Content-based recommendations 5 Collaborative filtering 6 Session-based recommendations 7 Context-aware and hybrid recommendations PART 3 FIGHTING FRAUD 8 Basic approaches to graph-powered fraud detection 9 Proximity-based algorithms 10 Social network analysis against fraud PART 4 TAMING TEXT WITH GRAPHS 11 Graph-based natural language processing 12 Knowledge graphs

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