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Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

Summary Modern data science solutions need to be clean, easy to read, and scalable. In *Mastering Large Datasets with Python*, author J.T. Wolohan teaches you how to take a small project and scale it up using a functionally influenced approach to Python coding. You'll explore methods and built-in Python tools that lend themselves to clarity and scalability, like the high-performing parallelism method, as well as distributed technologies that allow for high data throughput. The abundant hands-on exercises in this practical tutorial will lock in these essential skills for any large-scale data science project. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Programming techniques that work well on laptop-sized data can slow to a crawl—or fail altogether—when applied to massive files or distributed datasets. By mastering the powerful map and reduce paradigm, along with the Python-based tools that support it, you can write data-centric applications that scale efficiently without requiring codebase rewrites as your requirements change. About the book *Mastering Large Datasets with Python* teaches you to write code that can handle datasets of any size. You'll start with laptop-sized datasets that teach you to parallelize data analysis by breaking large tasks into smaller ones that can run simultaneously. You'll then scale those same programs to industrial-sized datasets on a cluster of cloud servers. With the map and reduce paradigm firmly in place, you'll explore tools like Hadoop and PySpark to efficiently process massive distributed datasets, speed up decision-making with machine learning, and simplify your data storage with AWS S3. What's inside An introduction to the map and reduce paradigm Parallelization with the multiprocessing module and pathos framework Hadoop and Spark for distributed computing Running AWS jobs to process large datasets About the reader For Python programmers who need to work faster with more data. About the author J. T. Wolohan is a lead data scientist at Booz Allen Hamilton, and a PhD researcher at Indiana University, Bloomington. Table of Contents: PART 1 1 | Introduction 2 | Accelerating large dataset work: Map and parallel computing 3 | Function pipelines for mapping complex transformations 4 | Processing large datasets with lazy workflows 5 | Accumulation operations with reduce 6 | Speeding up map and reduce with advanced parallelization PART 2 7 | Processing truly big datasets with Hadoop and Spark 8 | Best practices for large data with Apache Streaming and mrjob 9 | PageRank with map and reduce in PySpark 10 | Faster decision-making with machine learning and PySpark PART 3 11 | Large datasets in the cloud with Amazon Web Services and S3 12 | MapReduce in the cloud with Amazon's Elastic MapReduce

Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and

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comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

The volume presents high quality papers presented at the Second International Conference on Microelectronics, Computing & Communication Systems (MCCS 2017). The book discusses recent trends in technology and advancement in MEMS and nanoelectronics, wireless communications, optical communication, instrumentation, signal processing, image processing, bioengineering, green energy, hybrid vehicles, environmental science, weather forecasting, cloud computing, renewable energy, RFID, CMOS sensors, actuators, transducers, telemetry systems, embedded systems, and sensor network applications. It includes original papers based on original theoretical, practical, experimental, simulations, development, application, measurement, and testing. The applications and solutions discussed in the book will serve as a good reference material for future works.

The book describes the emergence of big data technologies and the role of Spark in the entire big data stack. It compares Spark and Hadoop and identifies the shortcomings of Hadoop that have been overcome by Spark. The book mainly focuses on the in-depth architecture of Spark and our understanding of Spark RDDs and how RDD complements big data's immutable nature, and solves it with lazy evaluation, cacheable and type inference. It also addresses advanced topics in Spark, starting with the basics of Scala and the core Spark framework, and exploring Spark data frames, machine learning using Mllib, graph analytics using Graph X and real-time processing with Apache Kafka, AWS Kinesis, and Azure Event Hub. It then goes on to investigate Spark using PySpark and R. Focusing on the current big data stack, the book examines the interaction with current big data tools, with Spark being the core processing layer for all types of data. The book is intended for data engineers and scientists working on massive datasets and big data technologies in the cloud. In addition to industry professionals, it is helpful for aspiring data processing professionals and students working in big data processing and cloud computing environments.

What will you learn from this book? It's no secret the world around you is becoming more connected, more configurable, more programmable, more computational. You can remain a passive participant, or you can learn to code. With Head First Learn to Code you'll learn how to think computationally and how to write code to make your computer, mobile device, or anything with a CPU do things for you. Using the Python programming language, you'll learn step by step the core concepts of programming as well as many fundamental topics from computer science, such as data structures, storage, abstraction, recursion, and modularity. Why does this book look so different? Based on the latest research in cognitive science and learning theory, Head First Learn to Code uses a visually rich format to engage your mind, rather than a text-heavy approach that puts you to sleep. Why waste your time struggling with new concepts? This multi-sensory learning experience is designed for the way your brain really works.

Why are the many highly capable autonomous robots that have been promised for novel applications driven by society, industry, and research not available - day despite the tremendous progress in robotics science and systems achieved during the last decades? Unfortunately, steady improvements in speci?c

robot abilities and robot hardware have not been matched by corresponding robot performance in real world environments. This is mainly due to the lack of - vancements in robot software that master the development of robotic systems of ever increasing complexity. In addition, fundamental open problems are still awaiting sound answers while the development of new robotics applications s- fers from the lack of widely used tools, libraries, and algorithms that are redesigned in a modular and performant manner with standardized interfaces. Simulation environments are playing a major role not only in reducing development time and cost, e. g. , by systematic software- or hardware-in-the-loop testing of robot performance, but also in exploring new types of robots and applications. H- ever, their use may still be regarded with skepticism. Seamless migration of code using robot simulators to real-world systems is still a rare circumstance, due to the complexity of robot, world, sensor, and actuator modeling. These challenges drive the quest for the next generation of methodologies and tools for robot development. The objective of the International Conference on Simulation, Modeling, and Programming for Autonomous Robots (SIMPARG) is to offer a unique forum for these topics and to bring together researchers from academia and industry to identify and solve the key issues necessary to ease the development of increasingly complex robot software.

This book offers an excellent presentation of intelligent engineering and informatics foundations for researchers in this field as well as many examples with industrial application. It contains extended versions of selected papers presented at the inaugural ACASE 2012 Conference dedicated to the Applications of Systems Engineering. This conference was held from the 6th to the 8th of February 2012, at the University of Technology, Sydney, Australia, organized by the University of Technology, Sydney (Australia), Wroclaw University of Technology (Poland) and the University of Applied Sciences in Hagenberg (Austria). The book is organized into three main parts. Part I contains papers devoted to the heuristic approaches that are applicable in situations where the problem cannot be solved by exact methods, due to various characteristics or dimensionality problems. Part II covers essential issues of the network management, presents intelligent models of the next generation of networks and distributed systems as well as discusses applications of modern numerical methods in large intractable systems. Part III covers salient issues of complexity in intelligent system applications. This part also contains papers and articles which discuss concurrency issues that arise when multiple systems attempt to use the same radio space and the inter-connected system applications in the field of medical simulation and training.

This book presents the best articles and columns published in Java Report between 1997 and 1999. Each article is independent of any specific version of Java and relies mainly on those classes that are now part of the standard Java class library and APIs. Also, each article and column discusses Java topics and implementations that are not readily available in a single book. The book serves as an excellent reference to anyone involved with Java. The reader can learn more about the language, perform analysis, design and modeling, work on specific implementations, check performance, and perform testing. This book presents the good ideas of people who have used Java for "Real" applications.

This book provides readers the "big picture" and a comprehensive survey of the domain of big data processing systems. For the past decade, the Hadoop framework has dominated the world of big data processing, yet recently academia and industry have started to recognize its limitations in several application domains and big data processing scenarios such as the large-scale processing of structured data, graph data and streaming data. Thus, it is now gradually being replaced by a collection of engines that are dedicated to specific verticals (e.g. structured data, graph data, and streaming data). The book explores this new wave of systems, which it refers to as Big Data 2.0 processing systems. After Chapter 1 presents the general background of the big data phenomena, Chapter 2 provides an overview of various general-purpose big data processing systems that allow their users to develop various big data

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processing jobs for different application domains. In turn, Chapter 3 examines various systems that have been introduced to support the SQL flavor on top of the Hadoop infrastructure and provide competing and scalable performance in the processing of large-scale structured data. Chapter 4 discusses several systems that have been designed to tackle the problem of large-scale graph processing, while the main focus of Chapter 5 is on several systems that have been designed to provide scalable solutions for processing big data streams, and on other sets of systems that have been introduced to support the development of data pipelines between various types of big data processing jobs and systems. Lastly, Chapter 6 shares conclusions and an outlook on future research challenges. Overall, the book offers a valuable reference guide for students, researchers and professionals in the domain of big data processing systems. Further, its comprehensive content will hopefully encourage readers to pursue further research on the subject.

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