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Summary Writing Great Specifications is an example-rich tutorial that teaches you how to write good Gherkin specification documents that take advantage of the benefits of specification by example. Foreword written by Gojko Adzic. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The clearest way to communicate a software specification is to provide examples of how it should work. Turning these story-based descriptions into a well-organized dev plan is another matter. Gherkin is a human-friendly, jargon-free language for documenting a suite of examples as an executable specification. It fosters efficient collaboration between business and dev teams, and it's an excellent foundation for the specification by example (SBE) process. About the Book Writing Great Specifications teaches you how to capture executable software designs in Gherkin following the SBE method. Written for both developers and non-technical team members, this practical book starts with collecting individual feature stories and organizing them into a full, testable spec. You'll learn to choose the best scenarios, write them in a way that anyone can understand, and ensure they can be easily updated by anyone. management. What's Inside Reading and writing Gherkin Designing story-based test cases Team Collaboration Managing a suite of Gherkin documents About the Reader Primarily written for developers and architects, this book is accessible to any member of a software design team. About the Author Kamil Nicieja is a seasoned engineer, architect, and project manager with deep expertise in Gherkin and SBE. Table of contents Introduction to specification by example and Gherkin PART 1 - WRITING EXECUTABLE SPECIFICATIONS WITH EXAMPLES The specification layer and the automation layer Mastering the Given-When-Then template The basics of scenario outlines Choosing examples for scenario outlines The life cycle of executable specifications Living documentation PART 2 - MANAGING SPECIFICATION SUITES Organizing scenarios into a specification suite Refactoring features into abilities and business needs Building a domain-driven specification suite Managing large projects with bounded contexts

Summary Online recommender systems help users find movies, jobs, restaurants-even romance! There's an art in combining statistics, demographics, and query terms to achieve results that will delight them. Learn to build a recommender system the right way: it can make or break your application! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recommender systems are everywhere, helping you find everything from movies to jobs, restaurants to hospitals, even romance. Using behavioral and demographic data, these systems make predictions about what users will be most interested in at a particular time, resulting in high-quality, ordered, personalized suggestions. Recommender systems are practically a necessity for keeping your site content current, useful, and interesting to your visitors. About the Book Practical Recommender Systems explains how recommender systems work and shows how to create and apply them for your site. After covering the basics, you'll see how to collect user data and produce personalized recommendations. You'll learn how to use the most popular recommendation algorithms and see examples of them in action on sites like Amazon and Netflix. Finally, the book covers scaling problems and other issues you'll encounter as your site grows. What's inside How to collect and understand user behavior Collaborative and content-based filtering Machine learning algorithms Real-world examples in Python About the Reader Readers need intermediate programming and database skills. About the Author Kim Falk is an experienced data scientist who works daily with machine learning and recommender systems. Table of Contents PART 1 - GETTING READY FOR RECOMMENDER SYSTEMS What is a recommender? User behavior and how to collect it Monitoring the system Ratings and how to calculate them Non-personalized recommendations The user (and content) who came in from the cold PART 2 - RECOMMENDER ALGORITHMS Finding similarities among users and among content Collaborative filtering in the neighborhood Evaluating and testing your recommender Content-based filtering Finding hidden genres with matrix factorization Taking the best of all algorithms: implementing hybrid recommenders Ranking and learning to rank Future of recommender systems

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 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)

Summary Real-World Machine Learning is a practical guide designed to teach working developers the art of ML project execution. Without overdoing so on academic theory and complex mathematics, it introduces the day-to-day practice of machine learning, preparing you to successfully build and deploy powerful ML systems. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Machine learning systems help you find valuable insights and patterns in data, which you'd never recognize with traditional methods. In the real world, ML techniques give you a way to identify trends, forecast behavior, and make fact-based recommendations. It's a hot and growing field, and up-to-speed ML developers are in demand. About the Book Real-World Machine Learning will teach you the concepts and techniques you need to be a successful machine learning practitioner without overdoing you on abstract theory and complex mathematics. By working through immediately relevant examples in Python, you'll build skills in data acquisition and modeling, classification, and regression. You'll also explore the most important tasks like model validation, optimization, scalability, and real-time streaming. When you're done, you'll be ready to successfully build, deploy, and maintain your own powerful ML systems. What's Inside Predicting future behavior Performance evaluation and optimization Analyzing sentiment and making recommendations About the Reader No prior machine learning experience assumed. Readers should know Python. About the Authors Henrik Brink, Joseph Richards and Mark Fetherolf are experienced data scientists engaged in the daily practice of machine learning. Table of Contents PART 1: THE MACHINE-LEARNING WORKFLOW What is machine learning? Real-world data Modeling and prediction Model evaluation and optimization Basic feature engineering PART 2: PRACTICAL APPLICATION Example: NYC taxi data Advanced feature engineering Advanced NLP example: movie review sentiment Scaling machine-learning workflows Example: digital display advertising

Statistical approaches to processing natural language text have become dominant in recent years. This foundational text is the first comprehensive introduction to statistical natural language processing (NLP) to appear. The book contains all the theory and algorithms needed for building NLP tools. It provides broad but rigorous coverage of mathematical and linguistic foundations, as well as detailed discussion of statistical methods, allowing students and researchers to construct their own implementations. The book covers collocation finding, word sense disambiguation, probabilistic parsing, information retrieval, and other applications.

This book reviews the applications, technologies, standards, and other issues related to Smart Cities. The book is divided into broad topical sections including Vision & Reality, Technologies & Standards, Transportatation Considerations, and Infrastructure & Environment. In these sections, authors who are experts in their fields present essential aspects of applications, technologies, requirements, and best-practices. In all cases, the authors have direct, substantive experience with the subject and present an important viewpoint driven by industry or governmental interests; the authors have each participated in the development and/or deployment of constituent technologies, standards, and applications, and share unique perspectives on key areas of the Smart City.

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

Data-intensive systems are a technological building block supporting Big Data and Data Science applications.This book familiarizes readers with core concepts that they should be aware of before continuing with independent work and the more advanced technical reference literature that dominates the current landscape. The material in the book is structured following a problem-based approach. This means that the content in the chapters is focused on developing solutions to simplified, but still realistic problems using data-intensive technologies and approaches. The reader follows one reference scenario through the whole book, that uses an open Apache dataset. The origins of this volume are in lectures from a master's course in Data-intensive Systems, given at the University of Stavanger. Some chapters were also a base for guest lectures at Purdue University and Lodz University of Technology.

Practical Machine Learning for Data Analysis Using Python is a problem solver's guide for creating real-world intelligent systems. It provides a comprehensive approach with concepts, practices, hands-on examples, and sample code. The book teaches readers the vital skills required to understand and solve different problems with machine learning. It teaches machine learning techniques necessary to become a successful practitioner, through the presentation of real-world case studies in Python machine learning ecosystems. The book also focuses on building a foundation of machine learning knowledge to solve different real-world case studies across various fields, including biomedical signal analysis, healthcare, security, economics, and finance. Moreover, it covers a wide range of machine learning models, including regression, classification, and forecasting. The goal of the book is to help a broad range of readers, including IT professionals, analysts, developers, data scientists, engineers, and graduate students, to solve their own real-world problems. Offers a comprehensive overview of the application of machine learning tools in data analysis across a wide range of subject areas Teaches readers how to apply machine learning techniques to biomedical signals, financial data, and healthcare data Explores important classification and regression algorithms as well as other machine learning techniques Explains how to use Python to handle data extraction, manipulation, and exploration techniques, as well as how to visualize data spread across multiple dimensions and extract useful features