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KEY=STATS - HARPER PATEL

Think Stats

"O'Reilly Media, Inc." If you know how to program, you have the skills to turn data into knowledge using the tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. You'll work with a case study throughout the book to help you learn the entire data analysis process—from collecting data and generating statistics to identifying patterns and testing hypotheses. Along the way, you'll become familiar with distributions, the rules of probability, visualization, and many other tools and concepts. Develop your understanding of probability and statistics by writing and testing code Run experiments to test statistical behavior, such as generating samples from several distributions Use simulations to understand concepts that are hard to grasp mathematically Learn topics not usually covered in an introductory course, such as Bayesian estimation Import data from almost any source using Python, rather than be limited to data that has been cleaned and formatted for statistics tools Use statistical inference to answer questions about real-world data

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Think Bayes

"O'Reilly Media, Inc." If you know how to program with Python and also know a little about probability, you're ready to tackle Bayesian statistics. With this book, you'll learn how to solve statistical problems with Python code instead of mathematical notation, and use discrete probability distributions instead of continuous mathematics. Once you get the math out of the way, the Bayesian fundamentals will become clearer, and you'll begin to apply these techniques to real-world problems. Bayesian statistical methods are becoming more common and more important, but not many resources are available to help beginners. Based on undergraduate classes taught by author Allen Downey, this book's computational approach helps you get a solid start. Use your existing programming skills to learn and understand Bayesian statistics Work with problems involving estimation, prediction, decision analysis, evidence, and hypothesis testing Get started with simple examples, using coins, M&Ms, Dungeons & Dragons dice, paintball, and hockey Learn computational methods for solving real-world problems, such as interpreting SAT scores, simulating kidney tumors, and modeling the human microbiome.

Think Stats

Oreilly & Associates Incorporated Teaches the entire exploratory data analysis process using a single case study.

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Think Complexity

Complexity Science and Computational Modeling

"O'Reilly Media, Inc." Enhances Python skills by working with data structures and algorithms and gives examples of complex systems using exercises, case studies, and simple explanations.

Think Java

How to Think Like a Computer Scientist

"O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time; tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

Think Data Structures

Algorithms and Information Retrieval in Java

"O'Reilly Media, Inc." If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

Think Bayes

Bayesian Statistics in Python

O'Reilly Media If you know how to program with Python, you're ready to tackle Bayesian statistics. With this book, you'll learn how to solve statistical problems with Python code instead of mathematical formulas, using discrete probability distributions instead of continuous mathematics. Once you get the math out of the way, the Bayesian fundamentals will become clearer, and you'll begin to apply these techniques to real-world problems. Bayesian statistical methods are becoming more common and more important, but not many resources are available to help beginners. Based on undergraduate classes taught by author Allen Downey, this book's computational approach helps you get a solid start. Use your existing programming skills to learn and understand Bayesian statistics Work with problems involving estimation, prediction, decision analysis, evidence, and hypothesis testing Get started with simple examples, using coins, dice, and a bowl of cookies Learn computational methods for solving real-world problems

Python for Software Design

How to Think Like a Computer Scientist

Cambridge University Press A no-nonsense introduction to software design using the Python programming language. Written for people with no programming experience, this book starts with the most basic concepts and gradually adds new material. Some of the ideas students find most challenging, like recursion and object-oriented programming, are divided into a sequence of smaller steps and introduced over the course of several chapters. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practise each new concept. Exercise solutions and code examples are available from thinkpython.com, along with Swampy, a suite of Python programs that is used in some of the exercises.

Think Python

How to Think Like a Computer Scientist

"O'Reilly Media, Inc." If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Think Perl 6

How to Think Like a Computer Scientist

"O'Reilly Media, Inc." Want to learn how to program and think like a computer scientist? This practical guide gets you started on your programming journey with the help of Perl 6, the younger sister of the popular Perl programming language. Ideal for beginners, this hands-on book includes over 100 exercises with multiple solutions, and more than 1,000 code examples so you can quickly practice what you learn. Experienced programmers—especially those who know Perl 5—will also benefit. Divided into two parts, Think Perl 6 starts with basic concepts that every programmer needs to know, and then focuses on different programming paradigms and some more advanced programming techniques. With two semesters' worth of lessons, this book is the perfect teaching tool for computer science beginners in colleges and universities. Learn basic concepts including variables, expressions, statements, functions, conditionals, recursion, and loops Understand commonly used basic data structures and the most useful algorithms Dive into object-oriented programming, and learn how to construct your own types and methods to extend the language Use grammars and regular expressions to analyze textual content Explore how functional programming can help you make your code simpler and more expressive

HT THINK LIKE A COMPUTER SCIEN

Samurai Media Limited The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

Physical Modeling in MATLAB

Lulu.com An introductory textbook for people who have not programmed before. Covers basic MATLAB programming with emphasis on modeling and simulation of physical systems.

Think Stats

Probability and Statistics for Programmers

Pro .NET Benchmarking

The Art of Performance Measurement

Apress Use this in-depth guide to correctly design benchmarks, measure key performance metrics of .NET applications, and analyze results. This book presents dozens of case studies to help you understand complicated benchmarking topics. You will avoid common pitfalls, control the accuracy of your measurements, and improve performance of your software. Author Andrey Akinshin has maintained BenchmarkDotNet (the most popular .NET library for benchmarking) for five years and covers common mistakes that developers usually make in their benchmarks. This book includes not only .NET-specific content but also essential knowledge about performance measurements which can be applied to any language or platform (common benchmarking methodology, statistics, and low-level features of modern hardware). What You'll LearnBe aware of the best practices for writing benchmarks and performance testsAvoid the common benchmarking pitfalls Know the hardware and software factors that affect application performanceAnalyze performance measurements Who This Book Is For .NET developers concerned with the performance of their applications

Think Bayes

Bayesian Statistics in Python

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Think Complexity

Complexity Science and Computational Modeling

"O'Reilly Media, Inc." Complexity science uses computation to explore the physical and social sciences. In Think Complexity, you'll use graphs, cellular automata, and agent-based models to study topics in physics, biology, and economics. Whether you're an intermediate-level Python programmer or a student of computational modeling, you'll delve into examples of complex systems through a series of worked examples, exercises, case studies, and easy-to-understand explanations. In this updated second edition, you will: Work with NumPy arrays and SciPy methods, including basic signal processing and Fast Fourier Transform Study abstract models of complex physical systems, including power laws, fractals and pink noise, and Turing machines Get Jupyter notebooks filled with starter code and solutions to help you re-implement and extend original experiments in complexity; and models of computation like Turmites, Turing machines, and cellular automata Explore the philosophy of science, including the nature of scientific laws, theory choice, and realism and instrumentalism Ideal as a text for a course on computational modeling in Python, Think Complexity also helps self-learners gain valuable experience with topics and ideas they might not encounter otherwise.

Mathematics for Machine Learning

Cambridge University Press Distills key concepts from linear algebra, geometry, matrices, calculus, optimization, probability and statistics that are used in machine learning.

Data Analysis with Open Source Tools

A Hands-On Guide for Programmers and Data Scientists

"O'Reilly Media, Inc." Collecting data is relatively easy, but turning raw information into something useful requires that you know how to extract precisely what you need. With this insightful book, intermediate to experienced programmers interested in data analysis will learn techniques for working with data in a business environment. You'll learn how to look at data to discover what it contains, how to capture those ideas in conceptual models, and then feed your understanding back into the organization through business plans, metrics dashboards, and other applications. Along the way, you'll experiment with concepts through hands-on workshops at the end of each chapter. Above all, you'll learn how to think about the results you want to achieve -- rather than rely on tools to think for you. Use graphics to describe data with one, two, or dozens of variables Develop conceptual models using back-of-the-envelope calculations, as well as scaling and probability arguments Mine data with computationally intensive methods such as simulation and clustering Make your conclusions understandable through reports, dashboards, and other metrics programs Understand financial calculations, including the time-value of money Use dimensionality reduction techniques or predictive analytics to conquer challenging data analysis situations Become familiar with different open source programming environments for data analysis "Finally, a concise reference for understanding how to conquer piles of data."--Austin King, Senior Web Developer, Mozilla "An indispensable text for aspiring data scientists."--Michael E. Driscoll, CEO/Founder, Dataspora

Think Julia

How to Think Like a Computer Scientist

O'Reilly Media If you're just learning how to program, Julia is an excellent JIT-compiled, dynamically-typed language with a clean syntax. This hands-on guide uses Julia (version 1.0) to walk you through programming one step at a time, beginning with basic programming concepts before moving on to more advanced capabilities, such as creating new types and multiple dispatch. Designed from the beginning for high performance, Julia is a general-purpose language not only ideal for numerical analysis and computational science, but also for web programming or scripting. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Julia is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand types, methods, and multiple dispatch Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design and data structures through case studies

Doing Math with Python

Use Programming to Explore Algebra, Statistics, Calculus, and More!

No Starch Press Doing Math with Python shows you how to use Python to delve into high school-level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to: -Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots -Explore set theory and probability with programs for coin flips, dicing, and other games of chance -Solve algebra problems using Python's symbolic math functions -Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set -Write programs to find derivatives and integrate functions Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

Modeling and Simulation in Python

No Starch Press Modeling and Simulation in Python teaches readers how to analyze real-world scenarios using the Python programming language, requiring no more than a background in high school math. Modeling and Simulation in Python is a thorough but easy-to-follow introduction to physical modeling—that is, the art of describing and simulating real-world systems. Readers are guided through modeling things like world population growth, infectious disease, bungee jumping, baseball flight trajectories, celestial mechanics, and more while simultaneously developing a strong understanding of fundamental programming concepts like loops, vectors, and functions. Clear and concise, with a focus on learning by doing, the author spares the reader abstract, theoretical complexities and gets right to hands-on examples that show how to produce useful models and simulations.

Think Stats

If you know how to program, you have the skills to turn data into knowledge, using tools of probability and statistics. This concise introduction shows you how to perform statistical analysis computationally, rather than mathematically, with programs written in Python. By working with a single case study throughout this thoroughly revised book, you'll learn the entire process of exploratory data analysis—from collecting data and generating statistics to identifying patterns and testing hypotheses. You'll explore distributions, rules of probability, visualization, and many other tools and con.

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Bayes, also by Allen Downey.

Natural Language Annotation for Machine Learning

"O'Reilly Media, Inc." Create your own natural language training corpus for machine learning. Whether you're working with English, Chinese, or any other natural language, this hands-on book guides you through a proven annotation development cycle—the process of adding metadata to your training corpus to help ML algorithms work more efficiently. You don't need any programming or linguistics experience to get started. Using detailed examples at every step, you'll learn how the MATTER Annotation Development Process helps you Model, Annotate, Train, Test, Evaluate, and Revise your training corpus. You also get a complete walkthrough of a real-world annotation project. Define a clear annotation goal before collecting your dataset (corpus) Learn tools for analyzing the linguistic content of your corpus Build a model and specification for your annotation project Examine the different annotation formats, from basic XML to the Linguistic Annotation Framework Create a gold standard corpus that can be used to train and test ML algorithms Select the ML algorithms that will process your annotated data Evaluate the test results and revise your annotation task Learn how to use lightweight software for annotating texts and adjudicating the annotations This book is a perfect companion to O'Reilly's Natural Language Processing with Python.

Data Exploration in Python

"If you're a fledgling data scientist with only cursory statistical training and little experience with real world data sets, you may feel like you're stumbling around in the dark when you're asked to interpret and present data to decision makers. How do you validate the data? What analytic model should you use? How do you differentiate between correlation and causation? How do you ensure that your data is solid and your conclusions are on target? Allen Downey, Professor of Computer Science at Olin College of Engineering, author of Think Stats, Think Python, and Think Complexity, provides safe passage around the common pitfalls of exploratory data analysis, so you can manage, analyze, and present data with confidence."--Resource description page.

Programming with Data

A Guide to the S Language

Springer Science & Business Media Here is a thorough and authoritative guide to the latest version of the S language and to its programming environment the premier software platform for computing with data. Programming with Data describes a new and greatly extended version of S and is written by the chief designer of the language. The book is a guide to the complete programming process, starting from simple interactive use and continuing through ambitious software projects. S is designed for computing with data-for any project in which organizing, visualizing, summarizing, or modeling data are central concerns. Its focus is on the needs of the programmer/user, and its goal is "to turn ideas into software, quickly and faithfully." S is a functional object-based language with a huge library of functions for all aspects of computing with data. Its long and enthusiastic use in statistics and applied fields has also led to many valuable libraries of user-written functions. The new version of S provides powerful class/method structure, new techniques to deal with large objects, extended interfaces to other languages and files, object-based documentation compatible with HTML, and powerful new interactive programming techniques. This version of S underlies the S-PLUS system, versions 5*0 and higher.

Probability and Bayesian Modeling

CRC Press Probability and Bayesian Modeling is an introduction to probability and Bayesian thinking for undergraduate students with a calculus background. The first part of the book provides a broad view of probability including foundations, conditional probability, discrete and continuous distributions, and joint distributions. Statistical inference is presented completely from a Bayesian perspective. The text introduces inference and prediction for a single proportion and a single mean from Normal sampling. After fundamentals of Markov Chain Monte Carlo algorithms are introduced, Bayesian inference is described for hierarchical and regression models including logistic regression. The book presents several case studies motivated by some historical Bayesian studies and the authors' research. This text reflects modern Bayesian statistical practice. Simulation is introduced in all the probability chapters and extensively used in the Bayesian material to simulate from the posterior and predictive distributions. One chapter describes the basic tenets of Metropolis and Gibbs sampling algorithms; however several chapters introduce the fundamentals of Bayesian inference for conjugate priors to deepen understanding. Strategies for constructing prior distributions are described in situations when one has substantial prior information and for cases where one has weak prior knowledge. One chapter introduces hierarchical Bayesian modeling as a practical way of combining data from different groups. There is an extensive discussion of Bayesian regression models including the construction of informative priors, inference about functions of the parameters of interest, prediction, and model selection. The text uses JAGS (Just Another Gibbs Sampler) as a general-purpose computational method for simulating from posterior distributions for a variety of Bayesian models. An R package ProbBayes is available containing all of the book datasets and special functions for illustrating concepts from the book.

Learning Python

Powerful Object-Oriented Programming

"O'Reilly Media, Inc." Get a comprehensive, in-depth introduction to the core Python language with this hands-on book. Based on author Mark Lutz's popular training course, this updated fifth edition will help you quickly write efficient, high-quality code with Python. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. Complete with quizzes, exercises, and helpful illustrations, this easy-to-follow, self-paced tutorial gets you started with both Python 2.7 and 3.3— the latest releases in the 3.X and 2.X lines—plus all other releases in common use today. You'll also learn some advanced language features that recently have become more common in Python code. Explore Python's major built-in object types such as numbers, lists, and dictionaries Create and process objects with Python statements, and learn Python's general syntax model Use functions to avoid code redundancy and package code for reuse Organize statements, functions, and other tools into larger components with modules Dive into classes: Python's object-oriented programming tool for structuring code Write large programs with Python's exception-handling model and development tools Learn advanced Python tools, including decorators, descriptors, metaclasses, and Unicode processing

Think Data Structures

Algorithms and Information Retrieval in Java

"O'Reilly Media, Inc." If you're a student studying computer science or a software developer preparing for technical interviews, this practical book will help you learn and review some of the most important ideas in software engineering—data structures and algorithms—in a way that's clearer, more concise, and more engaging than other materials. By emphasizing practical knowledge and skills over theory, author Allen Downey shows you how to use data structures to implement efficient algorithms, and then analyze and measure their performance. You'll explore the important classes in the Java collections framework (JCF), how they're implemented, and how they're expected to perform. Each chapter presents hands-on exercises supported by test code online. Use data structures such as lists and maps, and understand how they work Build an application that reads Wikipedia pages, parses the contents, and navigates the resulting data tree Analyze code to predict how fast it will run and how much memory it will require Write classes that implement the Map interface, using a hash table and binary search tree Build a simple web search engine with a crawler, an indexer that stores web page contents, and a retriever that returns user query results Other books by Allen Downey include Think Java, Think Python, Think Stats, and Think Bayes.

Think Bayes

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Statistics in Plain English

Psychology Press This book presents statistical concepts and techniques in simple, everyday language to help readers gain a better understanding of how they work and how to interpret them correctly. Each self-contained chapter features a description of the statistic including how it is used and the information it provides, how to calculate the formula, the strengths and weaknesses of each technique, the conditions needed for its use, and an example that uses and interprets the statistic. A glossary of terms and symbols is also included along with an Interactive CD with PowerPoint presentations and problems and solutions for each chapter. This brief paperback is an ideal supplement for statistics, research methods, or any course that uses statistics, or as a handy reference tool to refresh one's memory about key concepts. The actual research examples are from a variety of fields, including psychology and education.

Python for Everybody

Exploring Data in Python 3

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Metadata Standards and Web Services in Libraries, Archives, and Museums: An Active Learning Resource

An Active Learning Resource

ABC-CLIO Metadata in library information environments is evolving rapidly. This book provides readers with a set of tools for designing, developing, and implementing metadata-rich information systems while also examining the challenges and opportunities in this field. • Takes a cross-disciplinary approach to the issues, trends, and technologies relevant in information communities such as libraries, archives, and museums • Presents grounded instruction that makes no assumptions about the technical expertise of the reader—perfect for new graduate students • Provides structured learning activities that dovetail theoretical learning with the acquisition of hands-on and technical understanding that is essential for real-world success in metadata and information system design

Reinforcement Learning

O'Reilly Media Reinforcement learning (RL) will deliver one of the biggest breakthroughs in AI over the next decade, enabling algorithms to learn from their environment to achieve arbitrary goals. This exciting development avoids constraints found in traditional machine learning (ML) algorithms. This practical book shows data science and AI professionals how to learn by reinforcement and enable a machine to learn by itself. Author Phil Winder of Winder Research covers everything from basic building blocks to state-of-the-art practices. You'll explore the current state of RL, focus on industrial applications, learn numerous algorithms, and benefit from dedicated chapters on deploying RL solutions to production. This is no cookbook; doesn't shy away from math and expects familiarity with ML. Learn what RL is and how the algorithms help solve problems Become grounded in RL fundamentals including Markov decision processes, dynamic programming, and temporal difference learning Dive deep into a range of value and policy gradient methods Apply advanced RL solutions such as meta learning, hierarchical learning, multi-agent, and imitation learning Understand cutting-edge deep RL algorithms including Rainbow, PPO, TD3, SAC, and more Get practical examples through the accompanying website

Bayesian Modeling and Computation in Python

CRC Press Bayesian Modeling and Computation in Python aims to help beginner Bayesian practitioners to become intermediate modelers. It uses a hands on approach with PyMC3, Tensorflow Probability, ArviZ and other libraries focusing on the practice of applied statistics with references to the underlying mathematical theory. The book starts with a refresher of the Bayesian Inference concepts. The second chapter introduces modern methods for Exploratory Analysis of Bayesian Models. With an understanding of these two fundamentals the subsequent chapters talk through various models including linear regressions, splines, time series, Bayesian additive regression trees. The final chapters include Approximate Bayesian Computation, end to end case studies showing how to apply Bayesian modelling in different settings, and a chapter about the internals of probabilistic programming languages. Finally the last chapter serves as a reference for the rest of the book by getting closer into mathematical aspects or by extending the discussion of certain topics. This book is written by contributors of PyMC3, ArviZ, Bambi, and Tensorflow Probability among other libraries.

Bayesian Analysis with Python

Introduction to statistical modeling and probabilistic programming using PyMC3 and ArviZ, 2nd Edition

Packt Publishing Ltd Bayesian modeling with PyMC3 and exploratory analysis of Bayesian models with ArviZ Key Features A step-by-step guide to conduct Bayesian data analyses using PyMC3 and ArviZ A modern, practical and computational approach to Bayesian statistical modeling A tutorial for Bayesian analysis and best practices with the help of sample problems and practice exercises. Book Description The second edition of Bayesian Analysis with Python is an introduction to the main concepts of applied Bayesian inference and its practical implementation in Python using PyMC3, a state-of-the-art probabilistic programming library, and ArviZ, a new library for exploratory analysis of Bayesian models. The main concepts of Bayesian statistics are covered using a practical and computational approach. Synthetic and real data sets are used to introduce several types of models, such as generalized linear models for regression and classification, mixture models, hierarchical models, and Gaussian processes, among others. By the end of the book, you will have a working knowledge of probabilistic modeling and you will be able to design and implement Bayesian models for your own data science problems. After reading the book you will be better prepared to delve into more advanced material or specialized statistical modeling if you need to. What you will learn Build probabilistic models using the Python library PyMC3 Analyze probabilistic models with the help of ArviZ Acquire the skills required to sanity check models and modify them if necessary Understand the advantages and caveats of hierarchical models Find out how different models can be used to answer different data analysis questions Compare models and choose between alternative ones Discover how different models are

unified from a probabilistic perspective Think probabilistically and benefit from the flexibility of the Bayesian framework Who this book is for If you are a student, data scientist, researcher, or a developer looking to get started with Bayesian data analysis and probabilistic programming, this book is for you. The book is introductory so no previous statistical knowledge is required, although some experience in using Python and NumPy is expected.