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Real-World Algorithms can be used by students in disciplines from economics to applied sciences. Computer science majors can read it before using a more technical text.

Real-World Algorithms: A Beginner's Guide (The MIT Press ...

REAL-WORLD ALGORITHMS: A BEGINNERS GUIDE. by LOURIDAS (Author) 4.7 out of 5 stars 4 ratings. See all 2 formats and editions Hide other formats and editions. Price New from Used from Kindle "Please retry" \$42.75 — ...

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Real-World Algorithms: A Beginner's Guide by Panos ...

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Real-World Algorithms | The MIT Press

This is the companion website for the Real World Algorithms book, published by the MIT Press. It contains additional material and information on the book. The book is an introduction to algorithms for those with little background in computer

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science. It provides an overview of fundamentals of algorithms and computational thinking taking a real-world perspective as algorithms cover our everyday experience.

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Panos Louridas is Associate Professor in the Department of Management Science and Technology at the Athens University of Economics and Business. He is the author of Real World Algorithms: A Beginner's Guide (MIT Press).

Algorithms | Books Gateway | MIT Press

Introduction to Algorithms - Essential! Real World Algorithms: A Beginner's Guide - An introduction to algorithms for readers with no background in advanced mathematics or computer science. Swift Algorithms & Data Structures - A practical guide to concepts, theory and code. The Algorithm Design Manual - Easy to read and full of real world examples.

GitHub - boosungkim/awesome-algorithms: A curated list of ...

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Real-Life Algorithms Assessment Worksheet Name: Date: These items are out of order. To help Princess Pria, cut out each picture and rearrange them into the right sequence. Plant a Seed Brush Teeth FILL POT WITH SOIL POKE HOLE IN SOIL PUT SEED IN HOLE COVER SEED WITH SOIL PUT POT IN WATER POT SUNLIGHT PASTE ON DIRTY TEETH BRUSH BRUSH

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In the tradition of Real World Algorithms: A Beginner's Guide, Panos Louridas is back to introduce algorithms in an accessible manner, utilizing various examples to explain not just what algorithms are but how they work. Digital technology runs on algorithms, sets of instructions that describe how to do something efficiently.

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apply various data structures such as stack, queue, hash table, priority queue, binary search tree, graph and string to solve programming challenges. apply graph and string algorithms to solve real-world challenges: finding shortest paths on huge maps and assembling genomes from millions of pieces.

An introduction to algorithms for readers with no background in advanced mathematics or computer science, emphasizing examples and real-world problems. Algorithms are what we do in order not to have to do something. Algorithms consist of instructions to carry out tasks—usually dull, repetitive ones. Starting from simple building blocks, computer algorithms enable machines to recognize and produce speech, translate texts, categorize and summarize documents, describe images, and predict the weather. A task that would take hours can be completed in virtually no time by using a few lines of code in a modern scripting program. This book offers an introduction to algorithms through the real-world problems they solve. The algorithms are presented in pseudocode and can readily be implemented in a computer language. The book presents algorithms simply and accessibly, without overwhelming readers or insulting their intelligence. Readers should be comfortable with mathematical fundamentals and have a basic understanding of how computers work; all other necessary concepts are explained in the text. After presenting background in pseudocode conventions, basic terminology, and data structures, chapters cover compression, cryptography, graphs, searching and sorting, hashing, classification, strings, and chance. Each chapter describes real problems and then presents algorithms to solve them. Examples illustrate the wide range of applications, including shortest paths as a solution to paragraph line breaks, strongest paths in elections systems, hashes for song recognition, voting power Monte Carlo methods, and entropy for machine learning. Real-World Algorithms can be used by students in disciplines from economics to applied sciences. Computer science majors can read it before using a more technical text.

In the tradition of Real World Algorithms: A Beginner's Guide, Panos Louridas is back to introduce algorithms in an

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accessible manner, utilizing various examples to explain not just what algorithms are but how they work. Digital technology runs on algorithms, sets of instructions that describe how to do something efficiently. Application areas range from search engines to tournament scheduling, DNA sequencing, and machine learning. Arguing that every educated person today needs to have some understanding of algorithms and what they do, in this volume in the MIT Press Essential Knowledge series, Panos Louridas offers an introduction to algorithms that is accessible to the nonspecialist reader. Louridas explains not just what algorithms are but also how they work, offering a wide range of examples and keeping mathematics to a minimum.

Summary Real-World Machine Learning is a practical guide designed to teach working developers the art of ML project execution. Without overdosing you 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 overdosing 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

"This book is an introduction to algorithms targeting an audience with little to no computer science background. In this book, algorithms from a wide area are presented: from music to searching and sorting, to deep learning, to graphs. The author shows how algorithms are used in practice. A unique feature of the book is that it focuses on showing how algorithms really work; not just what algorithms can do. There are many books discussing that and delving in technological applications and their implications. The book aims to show not just what algorithms can do, but how they do it. Louridas covers a wide range of algorithms. He does not shy away from classic algorithms such as searching and sorting, as they are the workhorses of most applications; at the same time, he also covers a wide expanse, such as algorithms in music, non-

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traditional searching (like the secretary problem), graphs, and the PageRank algorithm. He introduces deep learning, showing how it works in practice, and gives an overview of the limits of computability. He finishes up the text with an eclectic discussion of implications. Most books on algorithms are either too technical, or not technical at all - showing what the algorithms do, without showing how. This book aims at striking a balance between the two methods. Algorithms should be, and can be explained, in simple terms. To repeat, an algorithm should be explained so that a human can execute it with a pen and paper"--

Discover how algorithms shape and impact our digital world All data, big or small, starts with algorithms. Algorithms are mathematical equations that determine what we see—based on our likes, dislikes, queries, views, interests, relationships, and more—online. They are, in a sense, the electronic gatekeepers to our digital, as well as our physical, world. This book demystifies the subject of algorithms so you can understand how important they are business and scientific decision making. Algorithms for Dummies is a clear and concise primer for everyday people who are interested in algorithms and how they impact our digital lives. Based on the fact that we already live in a world where algorithms are behind most of the technology we use, this book offers eye-opening information on the pervasiveness and importance of this mathematical science—how it plays out in our everyday digestion of news and entertainment, as well as in its influence on our social interactions and consumerism. Readers even learn how to program an algorithm using Python! Become well-versed in the major areas comprising algorithms Examine the incredible history behind algorithms Get familiar with real-world applications of problem-solving procedures Experience hands-on development of an algorithm from start to finish with Python If you have a nagging curiosity about why an ad for that hammock you checked out on Amazon is appearing on your Facebook page, you'll find Algorithm for Dummies to be an enlightening introduction to this integral realm of math, science, and business.

Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking

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Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

Grasp the fundamentals of Artificial Intelligence and build your own intelligent systems with ease Key Features Enter the world of AI with the help of solid concepts and real-world use cases Explore AI components to build real-world automated intelligence Become well versed with machine learning and deep learning concepts Book Description Virtual Assistants, such as Alexa and Siri, process our requests, Google's cars have started to read addresses, and Amazon's prices and Netflix's recommended videos are decided by AI. Artificial Intelligence is one of the most exciting technologies and is becoming increasingly significant in the modern world. Hands-On Artificial Intelligence for Beginners will teach you what Artificial Intelligence is and how to design and build intelligent applications. This book will teach you to harness packages such as TensorFlow in order to create powerful AI systems. You will begin with reviewing the recent changes in AI and learning how artificial neural networks (ANNs) have enabled more intelligent AI. You'll explore feedforward, recurrent, convolutional, and generative neural networks (FFNNs, RNNs, CNNs, and GNNs), as well as reinforcement learning methods. In the concluding chapters, you'll learn how to implement these methods for a variety of tasks, such as generating text for chatbots, and playing board and video games. By the end of this book, you will be able to understand exactly what you need to consider when optimizing ANNs and how to deploy and maintain AI applications. What you will learn Use TensorFlow packages to create AI systems Build feedforward, convolutional, and recurrent neural networks Implement generative models for text generation Build reinforcement learning algorithms to play games Assemble RNNs, CNNs, and decoders to create an intelligent assistant Utilize RNNs to predict stock market behavior Create and scale training pipelines and deployment architectures for AI systems Who this book is for This book is designed for beginners in AI, aspiring AI developers, as well as machine learning enthusiasts with an interest in leveraging various algorithms to build powerful AI applications.

Dive Into Algorithms is a broad introduction to algorithms using the Python Programming Language. Dive Into Algorithms is a wide-ranging, Pythonic tour of many of the world's most interesting algorithms. With little more than a bit of computer programming experience and basic high-school math, you'll explore standard computer science algorithms for searching,

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sorting, and optimization; human-based algorithms that help us determine how to catch a baseball or eat the right amount at a buffet; and advanced algorithms like ones used in machine learning and artificial intelligence. You'll even explore how ancient Egyptians and Russian peasants used algorithms to multiply numbers, how the ancient Greeks used them to find greatest common divisors, and how Japanese scholars in the age of samurai designed algorithms capable of generating magic squares. You'll explore algorithms that are useful in pure mathematics and learn how mathematical ideas can improve algorithms. You'll learn about an algorithm for generating continued fractions, one for quick calculations of square roots, and another for generating seemingly random sets of numbers. You'll also learn how to:

- Use algorithms to debug code, maximize revenue, schedule tasks, and create decision trees
- Measure the efficiency and speed of algorithms
- Generate Voronoi diagrams for use in various geometric applications
- Use algorithms to build a simple chatbot, win at board games, or solve sudoku puzzles
- Write code for gradient ascent and descent algorithms that can find the maxima and minima of functions
- Use simulated annealing to perform global optimization
- Build a decision tree to predict happiness based on a person's characteristics

Once you've finished this book you'll understand how to code and implement important algorithms as well as how to measure and optimize their performance, all while learning the nitty-gritty details of today's most powerful algorithms.

This is an excellent, up-to-date and easy-to-use text on data structures and algorithms that is intended for undergraduates in computer science and information science. The thirteen chapters, written by an international group of experienced teachers, cover the fundamental concepts of algorithms and most of the important data structures as well as the concept of interface design. The book contains many examples and diagrams. Whenever appropriate, program codes are included to facilitate learning. This book is supported by an international group of authors who are experts on data structures and algorithms, through its website at www.cs.pitt.edu/~jung/GrowingBook/, so that both teachers and students can benefit from their expertise.

This BOOK highlights some basic knowledge of artificial intelligence formal constructed programming languages (like C, C++, Java, PHP, Python, JavaScript and XML) designed to interact with the hardware in a more powerful way and to communicate instructions to a machine, particularly an electronic device which is capable of receiving information (data) in a particular form and of performing a sequence of operations in accordance with a predetermined but variable set of procedural instructions (program) to produce a result in the form of information or signals. If you read this book in a public place (on a commuter train, at the beach, or on the dance floor at the Restaurants, for example), you can read proudly, with a chip on your shoulder and with your head held high. C, C++, Java, PHP, Python and JavaScript are hot stuff, and you're cool because you're reading about it. If you are just learning what kind of animals C, C++, Java, PHP, Python and JavaScript are, this BOOK will make an excellent companion to any tutorial and serve as a source of knowledge to your specific questions. And, by reading this BOOK, you'll have a broad, basic knowledge of C, C++, Java, Python, JavaScript [scripting language used in millions of Web pages such as Internet Explorer, Firefox, Chrome, Opera, and Safari] and PHP. This book is

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for all programmers, whether you are a novice or an experienced pro. The beginner will find its carefully paced discussions and many examples especially helpful. Of course those who have already familiar with programming are likely to derive more benefits from this book. After completing this book you will find yourself at a moderate level of expertise in C, C++, Java, PHP, Python and JavaScript programming from where you can take yourself to next levels.

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