Python Algorithms Springer

Gain a thorough understanding of supervised learning algorithms by developing use cases with Python. You will study supervised learning concepts, Python code, datasets, best practices, resolution of common issues and pitfalls, and practical knowledge of implementing algorithms for structured as well as text and images datasets. You'll start with an introduction to machine learning, highlighting the differences between supervised, semi-supervised and unsupervised learning. In the following chapters you'll study regression and classification problems, mathematics behind them, algorithms like Linear Regression, Logistic Regression, Decision Tree, KNN, Naïve Bayes, and advanced algorithms like Random Forest, SVM, Gradient Boosting and Neural Networks. Python implementation is provided for all the algorithms. You'll conclude with an end-to-end model development process including deployment and maintenance of the model. After reading Supervised Learning with Python you'll have a broad understanding of supervised learning and its practical implementation, and be able to run the code and extend it in an innovative manner. What You'll Learn Review the fundamental building blocks and concepts of supervised learning using Python Develop supervised learning solutions for structured data as well as text and images Solve issues around overfitting, feature engineering, data cleansing, and cross-validation for building best fit models Understand the end-to-end model cycle from business problem definition to model deployment and model maintenance Avoid the common pitfalls and adhere to best practices while creating a supervised learning model using Python Who This Book Is For Data scientists or data analysts interested in best practices and standards for supervised learning, and using classification algorithms and regression techniques to develop predictive models. This textbook on practical data analytics unites fundamental principles, algorithms, and data. Algorithms are the keystone of data analytics and the focal point of this textbook. Clear and intuitive explanations of the mathematical and statistical foundations make the algorithms transparent. But practical data analytics requires more than just the foundations. Problems and data are enormously variable and only the most elementary of algorithms can be used without modification. Programming fluency and experience with real and challenging data is indispensable and so the reader is immersed in Python and R and real data analysis. By the end of the book, the reader will have gained the ability to adapt algorithms to new problems and carry out innovative analyses. This book has three parts:(a) Data Reduction: Begins with the concepts of data reduction, data maps, and information extraction. The second chapter introduces associative statistics, the mathematical foundation of scalable algorithms and distributed computing. Practical aspects of distributed computing is the subject of the Hadoop and MapReduce chapter.(b) Extracting Information from Data: Linear regression and data visualization are the principal topics of Part II. The authors dedicate a chapter to the critical domain of Healthcare Analytics for an extended example of practical data analytics. The algorithms and analytics will be of much interest to practitioners interested in utilizing the large and unwieldly data sets of the Centers for Disease Control and Prevention's Behavioral Risk Factor Surveillance System.(c) Predictive Analytics Two foundational and widely used algorithms, k-nearest neighbors and naive Bayes, are developed in detail. A chapter is dedicated to forecasting. The last chapter

focuses on streaming data and uses publicly accessible data streams originating from the Twitter API and the NASDAQ stock market in the tutorials. This book is intended for a one- or two-semester course in data analytics for upper-division undergraduate and graduate students in mathematics, statistics, and computer science. The prerequisites are kept low, and students with one or two courses in probability or statistics, an exposure to vectors and matrices, and a programming course will have no difficulty. The core material of every chapter is accessible to all with these prerequisites. The chapters often expand at the close with innovations of interest to practitioners of data science. Each chapter includes exercises of varying levels of difficulty. The text is eminently suitable for self-study and an exceptional resource for practitioners.

Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem. Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today! What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students

This student-friendly textbook encourages the development of programming skills through active practice by focusing on exercises that support hands-on learning. The Python Workbook provides a compendium of 186 exercises, spanning a variety of academic disciplines and everyday situations. Solutions to selected exercises are also provided, supported by brief annotations that explain

the technique used to solve the problem, or highlight a specific point of Python syntax. This enhanced new edition has been thoroughly updated and expanded with additional exercises, along with concise introductions that outline the core concepts needed to solve them. The exercises and solutions require no prior background knowledge, beyond the material covered in a typical introductory Python programming course. Features: uses an accessible writing style and easy-to-follow structure; includes a mixture of classic exercises from the fields of computer science and mathematics, along with exercises that connect to other academic disciplines; presents the solutions to approximately half of the exercises; provides annotations alongside the solutions, which explain the approach taken to solve the problem and relevant aspects of Python syntax; offers a variety of exercises of different lengths and difficulties; contains exercises that encourage the development of programming skills using if statements, loops, basic functions, lists, dictionaries, files, and recursive functions. Undergraduate students enrolled in their first programming course and wishing to enhance their programming abilities will find the exercises and solutions provided in this book to be ideal for their needs.

Python Algorithms, Second Edition explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science in a highly readable manner. It covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others.

This book teaches algebra and geometry. The authors dedicate chapters to the key issues of matrices, linear equations, matrix algorithms, vector spaces, lines, planes, second-order curves, and elliptic curves. The text is supported throughout with problems, and the authors have included source code in Python in the book. The book is suitable for graduate students and advanced undergraduate students in computer science.

Learn to implement complex data structures and algorithms using Python Key Features Understand the analysis and design of fundamental Python data structures Explore advanced Python concepts such as Big O notation and dynamic programming Learn functional and reactive implementations of traditional data structures Book Description Data structures allow you to store and organize data efficiently. They are critical to any problem, provide a complete solution, and act like reusable code. Hands-On Data Structures and Algorithms with Python teaches you the essential Python data structures and the most common algorithms for building easy and maintainable applications. This book helps you to understand the power of linked lists, double linked lists, and circular linked lists. You will learn to create complex data structures, such as graphs, stacks, and queues. As you make your way through the chapters, you will explore the application of binary searches and binary search trees, along with learning common techniques and structures used in tasks such as preprocessing, modeling, and transforming data. In the concluding chapters, you will get to grips with organizing your code in a manageable, consistent, and extendable way. You will also study how to bubble

sort, selection sort, insertion sort, and merge sort algorithms in detail. By the end of the book, you will have learned how to build components that are easy to understand, debug, and use in different applications. You will get insights into Python implementation of all the important and relevant algorithms. What you will learn Understand object representation, attribute binding, and data encapsulation Gain a solid understanding of Python data structures using algorithms Study algorithms using examples with pictorial representation Learn complex algorithms through easy explanation, implementing Python Build sophisticated and efficient data applications in Python Understand common programming algorithms used in Python data science Write efficient and robust code in Python 3.7 Who this book is for This book is for developers who want to learn data structures and algorithms in Python to write complex and flexible programs. Basic Python programming knowledge is expected.

Python Algorithms, Second Edition explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science in a highly readable manner. It covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others. What you'll learn How to transform new problems to well-known algorithmic problems with efficient solutions, or show that the problems belong to classes of problems thought not to be efficiently solvable How to analyze algorithms and Python programs using both mathematical tools and basic experiments and benchmarks How to understand several classical algorithms and data structures in depth, and be able to implement these efficiently in Python How to design and implement new algorithms for new problems, using time-tested design principles and techniques How to speed up implementations, using a plethora of tools for high-performance computing in Python Who this book is for The book is intended for Python programmers who need to learn about algorithmic problem-solving, or who need a refresher. Data and computational scientists employed to do big data analytic analysis should find this book useful. Game programmers and financial analysts/engineers may find this book applicable too. And, students of computer science, or similar programming-related topics, such as bioinformatics, may also find the book to be quite useful. Table of Contents1. Introduction 2. The Basics 3. Counting 101 4. Induction and Recursion … and Reduction 5. Traversal: The Skeleton Key of Algorithmics 6. Divide, Combine, and Conquer 7. Greed Is Good? Prove It! 8. Tangled Dependencies and Memoization 9. From A to B with Edsger and Friends 10. Matchings, Cuts, and Flows 11. Hard Problems and (Limited) Sloppiness 12. Pedal to the Metal: Accelerating Python 13. List of Problems and Algorithms 14. Graph Terminology! 15. Hints for Exercises

Develop a greater intuition for the proper use of cryptography. This book teaches the basics of writing cryptographic algorithms in Python, demystifies cryptographic internals, and demonstrates common ways cryptography is used incorrectly. Cryptography is the lifeblood of the digital world's security infrastructure. From governments around the world to the average consumer, most communications are protected in some form or another by cryptography. These days, even Google searches are encrypted. Despite its ubiquity, cryptography is easy to

misconfigure, misuse, and misunderstand. Developers building cryptographic operations into their applications are not typically experts in the subject, and may not fully grasp the implication of different algorithms, modes, and other parameters. The concepts in this book are largely taught by example, including incorrect uses of cryptography and how "bad" cryptography can be broken. By digging into the guts of cryptography, you can experience what works, what doesn't, and why. What You'll Learn Understand where cryptography is used, why, and how it gets misused Know what secure hashing is used for and its basic properties Get up to speed on algorithms and modes for block ciphers such as AES, and see how bad configurations break Use message integrity and/or digital signatures to protect messages Utilize modern symmetric ciphers such as AES-GCM and CHACHA Practice the basics of public key cryptography, including ECDSA signatures Discover how RSA encryption can be broken if insecure padding is used Employ TLS connections for secure communications Find out how certificates work and modern improvements such as certificate pinning and certificate transparency (CT) logs Who This Book Is For IT administrators and software developers familiar with Python. Although readers may have some knowledge of cryptography, the book assumes that the reader is starting from scratch.

This book presents basic optimization principles and gradient-based algorithms to a general audience, in a brief and easy-to-read form. It enables professionals to apply optimization theory to engineering, physics, chemistry, or business economics.

* Totaling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress' well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He's also author of the popular online guide, Instant Python Hacking (http://www.hetland.org), from which both Practical Python and Beginning Python are based.

This book provides a complete and comprehensive reference/guide to Pyomo (Python Optimization Modeling Objects) for both beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. The text illustrates the breadth of the modeling and analysis capabilities that are supported by the software and support of complex real-world applications. Pyomo is an open source software package for formulating and solving large-scale optimization and operations research problems. The text begins with a tutorial on simple linear and integer programming models. A detailed reference of Pyomo's modeling components is illustrated with extensive examples, including a discussion of how to load data from data sources like spreadsheets and databases. Chapters describing advanced modeling capabilities for nonlinear and stochastic optimization are also included. The Pyomo software provides familiar modeling features within Python, a powerful dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions. The software supports a different modeling approach than commercial AML (Algebraic Modeling Languages) tools, and is designed for flexibility, extensibility, portability, and maintainability but also maintains the central ideas in modern AMLs.

This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with

additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

This book provides an introduction to machine learning and cloud computing, both from conceptual and practical levels, along with their usage with a Public Cloud infrastructure. The authors emphasize fundamentals and best practices for using AI and ML in a dynamic infrastructure with cloud computing and security considerations, preparing readers to select and make use of appropriate techniques. Important topics are demonstrated using real applications and several case studies. Provides broad coverage of AI, Machine Learning and Cloud Computing; Uses real examples and case studies to demonstrate key topics; Demonstrates concepts, as well as practical usage.

Learn the code to write algorithms, numerical computations, data analysis and much more using the Python language: look up and re-use the recipes for your own Python coding. This book is your handy code cookbook reference. Whether you're a maker, game developer, cloud computing programmer and more, this is a must-have reference for your library. Python Recipes Handbook gives you the most common and contemporary code snippets, using pandas (Python Data Analysis Library), NumPy, and other numerical Python packages. What You'll Learn Code with the pandas (Python Data Analysis Library) Work with the various Python algorithms useful for today's big data analytics and cloud applications Use NumPy and other numerical Python packages and code for doing various kinds of analysis Discover Python's new popular modules, packages, extensions and templates library Who This Book Is For This handy reference is for those with some experience with Python.

Leverage Natural Language Processing (NLP) in Python and learn how to set up your own robust environment for performing text analytics. This second edition has gone through a major revamp and introduces several significant changes and new topics based on the recent trends in NLP. You'll see how to use the latest state-of-the-art frameworks in NLP, coupled with machine learning and deep learning models for supervised sentiment analysis powered by Python to solve actual case studies. Start by reviewing Python for NLP fundamentals on strings and text data and move on to engineering representation methods for text data, including both traditional statistical models and newer deep learning-based embedding models. Improved techniques and new methods around parsing and processing text are discussed as well. Text summarization and topic models have been overhauled so the book showcases how to build, tune, and interpret topic models in the context of an interest dataset on NIPS conference papers. Additionally, the book covers text similarity techniques with a real-world example of movie recommenders, along with sentiment analysis using supervised and unsupervised techniques. There is also a chapter dedicated to semantic analysis where you'll see how to build your own named entity recognition (NER) system from scratch. While the overall structure of the book remains the same, the entire code base, modules, and chapters has been updated to the latest Python 3.x release. What You'll Learn • Understand NLP and text syntax, semantics and structure• Discover text cleaning and feature engineering• Review text classification and text clustering • Assess text summarization and topic models• Study deep learning for NLP Who This Book Is For IT professionals, data analysts, developers, linguistic experts, data scientists and engineers and basically anyone with a keen interest in linguistics, analytics and generating insights from textual data.

In this book the author stresses software as the most important topic in modern robotics. In particular the book concentrates on software for mobile robots, and the author demonstrates how inexpensive solutions can be constructed by mounting Raspberry Pi controllers and cameras onto model cars or other simple mechanical drive systems. He introduces EyeSim-VR, a freely available system that can realistically simulate driving, swimming, diving, and walking robots. The emphasis throughout is on algorithm development and all software assignments can run on real robot hardware, as well as on the simulation system presented. The book is suitable for undergraduate and graduate courses in artificial intelligence and robotics, and also for self-study by practitioners. All software used in this book, including all example programs, can be freely downloaded online, with native applications for MacOS, Windows, Linux, and Raspberry Pi.

Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

Based on the latest version of the language, this book offers a self-contained, concise and coherent introduction to programming with Python. The book's primary focus is on realistic case study applications of Python. Each practical example is accompanied by a brief explanation of the problem-terminology and concepts, followed by necessary program development in Python using its constructs, and simulated testing. Given the open and participatory nature of development, Python has a variety of incorporated data structures, which has made it difficult to present it in a coherent manner. Further, some advanced concepts (super, yield, generator, decorator, etc.) are not easy to explain. The book specially addresses these challenges; starting with a minimal subset of the core, it offers users a step-by-step guide to achieving proficiency.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book

is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

?This book provides a complete and comprehensive guide to Pyomo (Python Optimization Modeling Objects) for beginning and advanced modelers, including students at the undergraduate and graduate levels, academic researchers, and practitioners. Using many examples to illustrate the different techniques useful for formulating models, this text beautifully elucidates the breadth of modeling capabilities that are supported by Pyomo and its handling of complex real-world applications. This second edition provides an expanded presentation of Pyomo's modeling capabilities, providing a broader description of the software that will enable the user to develop and optimize models. Introductory chapters have been revised to extend tutorials; chapters that discuss advanced features now include the new functionalities added to Pyomo since the first edition including generalized disjunctive programming, mathematical programming with equilibrium constraints, and bilevel programming. Pyomo is an open source software package for formulating and solving large-scale optimization problems. The software extends the modeling approach supported by modern AML (Algebraic Modeling Language) tools. Pyomo is a flexible, extensible, and portable AML that is embedded in Python, a full-featured scripting language. Python is a powerful and dynamic programming language that has a very clear, readable syntax and intuitive object orientation. Pyomo includes Python classes for defining sparse sets, parameters, and variables, which can be used to formulate algebraic expressions that define objectives and constraints. Moreover, Pyomo can be used from a command-line interface and within Python's interactive command environment, which makes it easy to create Pyomo models, apply a variety of optimizers, and examine solutions.

This textbook provides a broad introduction to continuous and discrete dynamical systems. With its hands-on approach, the text leads the reader from basic theory to recently published research material in nonlinear ordinary differential

equations, nonlinear optics, multifractals, neural networks, and binary oscillator computing. Dynamical Systems with Applications Using Python takes advantage of Python's extensive visualization, simulation, and algorithmic tools to study those topics in nonlinear dynamical systems through numerical algorithms and generated diagrams. After a tutorial introduction to Python, the first part of the book deals with continuous systems using differential equations, including both ordinary and delay differential equations. The second part of the book deals with discrete dynamical systems and progresses to the study of both continuous and discrete systems in contexts like chaos control and synchronization, neural networks, and binary oscillator computing. These later sections are useful reference material for undergraduate student projects. The book is rounded off with example coursework to challenge students' programming abilities and Python-based exam questions. This book will appeal to advanced undergraduate and graduate students, applied mathematicians, engineers, and researchers in a range of disciplines, such as biology, chemistry, computing, economics, and physics. Since it provides a survey of dynamical systems, a familiarity with linear algebra, real and complex analysis, calculus, and ordinary differential equations is necessary, and knowledge of a programming language like C or Java is beneficial but not essential.

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

Bridge the gap between a high-level understanding of how an algorithm works and knowing the nuts and bolts to tune your models better. This book will give you the confidence and skills when developing all the major machine learning models. In Pro Machine Learning Algorithms, you will first develop the algorithm in Excel so that you get a practical understanding of all the levers that can be tuned in a model, before implementing the models in Python/R. You will cover all the major algorithms: supervised and unsupervised learning, which include linear/logistic regression; k-means clustering; PCA; recommender system; decision tree; random forest; GBM; and neural networks. You will also be exposed to the latest in deep learning through CNNs, RNNs, and word2vec for text mining. You will be learning not only the algorithms, but also the concepts of feature engineering to maximize the performance of a model. You will see the

theory along with case studies, such as sentiment classification, fraud detection, recommender systems, and image recognition, so that you get the best of both theory and practice for the vast majority of the machine learning algorithms used in industry. Along with learning the algorithms, you will also be exposed to running machine-learning models on all the major cloud service providers. You are expected to have minimal knowledge of statistics/software programming and by the end of this book you should be able to work on a machine learning project with confidence. What You Will Learn Get an in-depth understanding of all the major machine learning and deep learning algorithms Fully appreciate the pitfalls to avoid while building models Implement machine learning algorithms in the cloud Follow a hands-on approach through case studies for each algorithm Gain the tricks of ensemble learning to build more accurate models Discover the basics of programming in R/Python and the Keras framework for deep learning Who This Book Is For Business analysts/ IT professionals who want to transition into data science roles. Data scientists who want to solidify their knowledge in machine learning.

Applied Evolutionary Algorithms for Engineers with Python is written for students, scientists and engineers who need to apply evolutionary algorithms to practical optimization problems. The presentation of the theoretical background is complemented with didactical Python implementations of evolutionary algorithms that researchers have recently applied to complex optimization problems. Cases of successful application of evolutionary algorithms to real-world like optimization problems are presented, together with source code that allows the reader to gain insight into the idiosyncrasies of the practical application of evolutionary algorithms. Key Features Includes detailed descriptions of evolutionary algorithm paradigms Provides didactic implementations of the algorithms in Python, a programming language that has been widely adopted by the AI community Discusses the application of evolutionary algorithms to real-world optimization problems Presents successful cases of the application of evolutionary algorithms to complex optimization problems, with auxiliary source code.

The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended.

F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python..." Joan Horvath, Computing Reviews, March 2015

This book is published open access under a CC BY 4.0 license. This book presents computer programming as a key method for solving mathematical problems. This second edition of the well-received book has been extensively revised: All code is now written in Python version 3.6 (no longer version 2.7). In addition, the two first chapters of the previous edition have been extended and split up into five new chapters, thus expanding the introduction to programming from 50 to 150 pages. Throughout the book, the explanations provided are now more detailed, previous examples have been modified, and new sections, examples and exercises have been added. Also, a number of small errors have been corrected. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style employed is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows students to write simple programs for solving common mathematical problems with numerical methods in the context of engineering and science courses. The emphasis is on generic algorithms, clean program design, the use of functions, and automatic tests for verification.

Graph algorithms is a well-established subject in mathematics and computer science. Beyond classical application fields, such as approximation, combinatorial optimization, graphics, and operations research, graph algorithms have recently attracted increased attention from computational molecular biology and computational chemistry. Centered around the fundamental issue of graph isomorphism, this text goes beyond classical graph problems of shortest paths, spanning trees, flows in networks, and matchings in bipartite graphs. Advanced algorithmic results and techniques of practical relevance are presented in a coherent and consolidated way. This book introduces graph algorithms on an intuitive basis followed by a detailed exposition in a literate programming style, with correctness proofs as well as worst-case analyses. Furthermore, full C++ implementations of all algorithms presented are given using the LEDA library of efficient data structures and algorithms.

This book, fully updated for Python version 3.6+, covers the key ideas that link probability, statistics, and machine learning illustrated using Python modules in these areas. All the figures and numerical results are reproducible using the Python codes provided. The author develops key intuitions in machine learning by working meaningful examples using multiple analytical methods and Python codes, thereby connecting theoretical concepts to concrete implementations. Detailed proofs for certain

important results are also provided. Modern Python modules like Pandas, Sympy, Scikit-learn, Tensorflow, and Keras are applied to simulate and visualize important machine learning concepts like the bias/variance trade-off, cross-validation, and regularization. Many abstract mathematical ideas, such as convergence in probability theory, are developed and illustrated with numerical examples. This updated edition now includes the Fisher Exact Test and the Mann-Whitney-Wilcoxon Test. A new section on survival analysis has been included as well as substantial development of Generalized Linear Models. The new deep learning section for image processing includes an in-depth discussion of gradient descent methods that underpin all deep learning algorithms. As with the prior edition, there are new and updated *Programming Tips* that the illustrate effective Python modules and methods for scientific programming and machine learning. There are 445 run-able code blocks with corresponding outputs that have been tested for accuracy. Over 158 graphical visualizations (almost all generated using Python) illustrate the concepts that are developed both in code and in mathematics. We also discuss and use key Python modules such as Numpy, Scikit-learn, Sympy, Scipy, Lifelines, CvxPy, Theano, Matplotlib, Pandas, Tensorflow, Statsmodels, and Keras. This book is suitable for anyone with an undergraduate-level exposure to probability, statistics, or machine learning and with rudimentary knowledge of Python programming.

This book introduces Python programming language and fundamental concepts in algorithms and computing. Its target audience includes students and engineers with little or no background in programming, who need to master a practical programming language and learn the basic thinking in computer science/programming. The main contents come from lecture notes for engineering students from all disciplines, and has received high ratings. Its materials and ordering have been adjusted repeatedly according to classroom reception. Compared to alternative textbooks in the market, this book introduces the underlying Python implementation of number, string, list, tuple, dict, function, class, instance and module objects in a consistent and easy-to-understand way, making assignment, function definition, function call, mutability and binding environments understandable inside-out. By giving the abstraction of implementation mechanisms, this book builds a solid understanding of the Python programming language.

Multiple criteria decision aid (MCDA) methods are illustrated in this book through theoretical and computational techniques utilizing Python. Existing methods are presented in detail with a step by step learning approach. Theoretical background is given for TOPSIS, VIKOR, PROMETHEE, SIR, AHP, goal programming, and their variations. Comprehensive numerical examples are also discussed for each method in conjunction with easy to follow Python code. Extensions to multiple criteria decision making algorithms such as fuzzy number theory and group decision making are introduced and implemented through Python as well. Readers will learn how to implement and use each method based on the problem, the available data, the stakeholders involved, and the various requirements needed. Focusing on the practical aspects of the multiple criteria decision making methodologies, this book is designed for researchers, practitioners and advanced graduate students in the applied mathematics, information systems, operations research and business administration disciplines, as well as other engineers and scientists oriented in

interdisciplinary research. Readers will greatly benefit from this book by learning and applying various MCDM/A methods. (Adiel Teixeira de Almeida, CDSID-Center for Decision System and Information Development, Universidade Federal de Pernambuco, Recife, Brazil) Promoting the development and application of multicriteria decision aid is essential to ensure more ethical and sustainable decisions. This book is a great contribution to this objective. It is a perfect blend of theory and practice, providing potential users and researchers with the theoretical bases of some of the best-known methods as well as with the computing tools needed to practice, to compare and to put these methods to use. (Jean-Pierre Brans, Vrije Universiteit Brussel, Brussels, Belgium) This book is intended for researchers, practitioners and students alike in decision support who wish to familiarize themselves quickly and efficiently with multicriteria decision aiding algorithms. The proposed approach is original, as it presents a selection of methods from the theory to the practical implementation in Python, including a detailed example. This will certainly facilitate the learning of these techniques, and contribute to their effective dissemination in applications. (Patrick Meyer, IMT Atlantique, Lab-STICC, Univ. Bretagne Loire, Brest, France)

This book provides a general introduction to Sequential Monte Carlo (SMC) methods, also known as particle filters. These methods have become a staple for the sequential analysis of data in such diverse fields as signal processing, epidemiology, machine learning, population ecology, quantitative finance, and robotics. The coverage is comprehensive, ranging from the underlying theory to computational implementation, methodology, and diverse applications in various areas of science. This is achieved by describing SMC algorithms as particular cases of a general framework, which involves concepts such as Feynman-Kac distributions, and tools such as importance sampling and resampling. This general framework is used consistently throughout the book. Extensive coverage is provided on sequential learning (filtering, smoothing) of state-space (hidden Markov) models, as this remains an important application of SMC methods. More recent applications, such as parameter estimation of these models (through e.g. particle Markov chain Monte Carlo techniques) and the simulation of challenging probability distributions (in e.g. Bayesian inference or rare-event problems), are also discussed. The book may be used either as a graduate text on Sequential Monte Carlo methods and state-space modeling, or as a general reference work on the area. Each chapter includes a set of exercises for self-study, a comprehensive bibliography, and a "Python corner," which discusses the practical implementation of the methods covered. In addition, the book comes with an open source Python library, which implements all the algorithms described in the book, and contains all the programs that were used to perform the numerical experiments.

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical

problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

This book offers a concise and gentle introduction to finite element programming in Python based on the popular FEniCS software library. Using a series of examples, including the Poisson equation, the equations of linear elasticity, the incompressible Navier–Stokes equations, and systems of nonlinear advection–diffusion–reaction equations, it guides readers through the essential steps to quickly solving a PDE in FEniCS, such as how to define a finite variational problem, how to set boundary conditions, how to solve linear and nonlinear systems, and how to visualize solutions and structure finite element Python programs. This book is open access under a CC BY license.

Numerical Python by Robert Johansson shows you how to leverage the numerical and mathematical modules in Python and its Standard Library as well as popular open source numerical Python packages like NumPy, FiPy, matplotlib and more to numerically compute solutions and mathematically model applications in a number of areas like big data, cloud computing, financial engineering, business management and more. After reading and using this book, you'll get some takeaway case study examples of applications that can be found in areas like business management, big data/cloud computing, financial engineering (i.e., options trading investment alternatives), and even games. Up until very recently, Python was mostly regarded as just a web scripting language. Well, computational scientists and engineers have recently discovered the flexibility and power of Python to do more. Big data analytics and cloud computing programmers are seeing Python's immense use. Financial engineers are also now employing Python in their work. Python seems to be evolving as a language that can even rival C++, Fortran, and Pascal/Delphi for numerical and mathematical computations.

This text provides a very simple, initial introduction to the complete scientific computing pipeline: models, discretization, algorithms, programming, verification, and visualization. The pedagogical strategy is to use one case study – an ordinary differential equation describing exponential decay processes – to illustrate fundamental concepts in mathematics and computer science. The book is easy to read and only requires a command of one-variable calculus and some very basic knowledge about computer programming. Contrary to similar texts on numerical methods and programming, this text has a much stronger focus on implementation and teaches testing and software engineering in particular.

This book covers topics in portfolio management and multicriteria decision analysis (MCDA), presenting a transparent and unified methodology for the portfolio construction process. The most important feature of the book includes the proposed methodological framework that integrates two individual subsystems, the portfolio selection subsystem and the portfolio optimization subsystem. An additional highlight of the book includes the detailed, step-by-step implementation of

the proposed multicriteria algorithms in Python. The implementation is presented in detail; each step is elaborately described, from the input of the data to the extraction of the results. Algorithms are organized into small cells of code, accompanied by targeted remarks and comments, in order to help the reader to fully understand their mechanics. Readers are provided with a link to access the source code through GitHub. This Work may also be considered as a reference which presents the state-of-art research on portfolio construction with multiple and complex investment objectives and constraints. The book consists of eight chapters. A brief introduction is provided in Chapter 1. The fundamental issues of modern portfolio theory are discussed in Chapter 2. In Chapter 3, the various multicriteria decision aid methods, either discrete or continuous, are concisely described. In Chapter 4, a comprehensive review of the published literature in the field of multicriteria portfolio management is considered. In Chapter 5, an integrated and original multicriteria portfolio construction methodology is developed. Chapter 6 presents the web-based information system, in which the suggested methodological framework has been implemented. In Chapter 7, the experimental application of the proposed methodology is discussed and in Chapter 8, the authors provide overall conclusions. The readership of the book aims to be a diverse group, including fund managers, risk managers, investment advisors, bankers, private investors, analytics scientists, operations researchers scientists, and computer engineers, to name just several. Portions of the book may be used as instructional for either advanced undergraduate or post-graduate courses in investment analysis, portfolio engineering, decision science, computer science, or financial engineering.

This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling

methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote The Elements of Statistical Learning (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

Design, develop, and validate machine learning models with streaming data using the Scikit-Multiflow framework. This book is a quick start guide for data scientists and machine learning engineers looking to implement machine learning models for streaming data with Python to generate real-time insights. You'll start with an introduction to streaming data, the various challenges associated with it, some of its real-world business applications, and various windowing techniques. You'll then examine incremental and online learning algorithms, and the concept of model evaluation with streaming data and get introduced to the Scikit-Multiflow framework in Python. This is followed by a review of the various change detection/concept drift detection algorithms and the implementation of various datasets using Scikit-Multiflow. Introduction to the various supervised and unsupervised algorithms for streaming data, and their implementation on various datasets using Python are also covered. The book concludes by briefly covering other open-source tools available for streaming data such as Spark, MOA (Massive Online Analysis), Kafka, and more. What You'll Learn Understand machine learning with streaming data concepts Review incremental and online learning Develop models for detecting concept drift Explore techniques for classification, regression, and ensemble learning in streaming data contexts Apply best practices for debugging and validating machine learning models in streaming data context Get introduced to other open-source frameworks for handling streaming data. Who This Book Is For Machine learning engineers and data science professionals

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