
Beginning Python Visualization Crafting Visual Transformation Scripts Books For Professionals By Professionals

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Fundamentals of Data Visualization

A Designer's Guide to Processing, Arduino, and Openframeworks

From Principles to Biological Applications

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Programming Interactivity

Python Algorithms

Intelligent Decision Support Systems

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Visualization Crafting
Visual Transformation
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ARROYO PRECIOS

Fundamentals of Data Visualization

CRC Press

We are visual animals. But before we can see the world in its true splendor, our brains, just like our computers, have to sort and organize raw data, and then transform that data to produce new images of the world. Beginning Python Visualization: Crafting Visual Transformation Scripts, Second Edition discusses turning many types of data sources, big and small, into useful visual

data. And, you will learn Python as part of the bargain. In this second edition you'll learn about Spyder, which is a Python IDE with MATLAB® -like features. Here and throughout the book, you'll get detailed exposure to the growing IPython project for interactive visualization. In addition, you'll learn about the changes in NumPy and Scipy that have occurred since the first edition. Along the way, you'll get many pointers and a few visual examples. As part of this update, you'll learn about matplotlib in detail; this includes creating 3D graphs and using the basemap package that allows you to render geographical maps. Finally, you'll learn about image processing, annotating, and filtering, as well as how

to make movies using Python. This includes learning how to edit/open video files and how to create your own movie, all with Python scripts. Today's big data and computational scientists, financial analysts/engineers and web developers – like you – will find this updated book very relevant.

[A Designer's Guide to Processing, Arduino, and Openframeworks](#) Apress
Tell Insightful, Actionable Business Stories with Tableau, the World's Leading Data Visualization Tool! Visual Data Storytelling with Tableau brings together knowledge, context, and hands-on skills for telling powerful, actionable data stories with Tableau. This full-color guide shows how to organize data and structure analysis with storytelling in mind, embrace exploration and visual

discovery, and articulate findings with rich data, carefully curated visualizations, and skillfully crafted narrative. You don't need any visualization experience. Each chapter illuminates key aspects of design practice and data visualization, and guides you step-by-step through applying them in Tableau. Through realistic examples and classroom-tested exercises, Professor Lindy Ryan helps you use Tableau to analyze data, visualize it, and help people connect more intuitively and emotionally with it. Whether you're an analyst, executive, student, instructor, or journalist, you won't just master the tools: you'll learn to craft data stories that make an immediate impact--and inspire action. Learn how to:

- Craft more powerful

stories by blending data science, genre, and visual design • Ask the right questions upfront to plan data collection and analysis • Build storyboards and choose charts based on your message and audience • Direct audience attention to the points that matter most • Showcase your data stories in high-impact presentations • Integrate Tableau storytelling throughout your business communication • Explore case studies that show what to do--and what not to do • Discover visualization best practices, tricks, and hacks you can use with any tool • Includes coverage up through Tableau 10
From Principles to Biological Applications
Apress
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correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, and registrations are not transferable. To register for and use Pearson's MyLab & Mastering products, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for Pearson's MyLab & Mastering products may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. Building Java Programs: A Back to Basics Approach, Third Edition, introduces novice programmers to basic constructs and common pitfalls by emphasizing the essentials of procedural programming,

problem solving, and algorithmic reasoning. By using objects early to solve interesting problems and defining objects later in the course, Building Java Programs develops programming knowledge for a broad audience. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. 0133437302/9780133437300 Building Java Programs: A Back to Basics Approach plus MyProgrammingLab with Pearson eText - Access Card Package, 3/e Package consists of: 0133360903/9780133360905 Building Java Programs,

3/e 0133379787/ 9780133379785 MyProgrammingLab with Pearson eText - Access Card -- for Building Java Programs, 3/e

Crafting Visual Transformation Scripts John Wiley & Sons

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

PROGRAMMING INTERACTIVITY

Routledge

Look at Python from a data science point of view and learn proven techniques for data visualization as used in making critical business decisions. Starting with an introduction to data science with Python, you will take a closer look at the Python environment and get acquainted

with editors such as Jupyter Notebook and Spyder. After going through a primer on Python programming, you will grasp fundamental Python programming techniques used in data science. Moving on to data visualization, you will see how it caters to modern business needs and forms a key factor in decision-making. You will also take a look at some popular data visualization libraries in Python. Shifting focus to data structures, you will learn the various aspects of data structures from a data science perspective. You will then work with file I/O and regular expressions in Python, followed by gathering and cleaning data. Moving on to exploring and analyzing data, you will look at advanced data structures in Python. Then, you will take a deep dive into data visualization

techniques, going through a number of plotting systems in Python. In conclusion, you will complete a detailed case study, where you'll get a chance to revisit the concepts you've covered so far. What You Will Learn Use Python programming techniques for data science Master data collections in Python Create engaging visualizations for BI systems Deploy effective strategies for gathering and cleaning data Integrate the Seaborn and Matplotlib plotting systems Who This Book Is For Developers with basic Python programming knowledge looking to adopt key strategies for data analysis and visualizations using Python.

Python Algorithms Apress

This book offers a highly accessible introduction to natural language

processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis

Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

INTELLIGENT DECISION SUPPORT SYSTEMS

SAGE

While there are many publications on the topic written by experts for experts, this text is specifically designed to allow advanced students and researchers with no background in physics to comprehend novel fluorescence microscopy techniques. This second edition features new chapters and a subsequent focus on super-resolution and single-molecule microscopy as well as an expanded introduction. Each chapter is written by a renowned expert in the field, and has been thoroughly revised to reflect the developments in recent years.

Agile Artificial Intelligence in Pharo
Apress

This book presents an accessible introduction to data-driven storytelling. Resulting from unique discussions between data visualization researchers and data journalists, it offers an integrated definition of the topic, presents vivid examples and patterns for data storytelling, and calls out key challenges and new opportunities for researchers and practitioners.

Data Visualization Made Simple Springer
The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity—and

possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, *The Hitchhiker's Guide* is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist.

SPECIAL COLLECTION

Apress
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.

[Natural Language Processing with Python](#) "O'Reilly Media, Inc."

Cover classical algorithms commonly used as artificial intelligence techniques and program agile artificial intelligence applications using *Pharo*. This book takes a practical approach by presenting the

implementation details to illustrate the numerous concepts it explains. Along the way, you'll learn neural net fundamentals to set you up for practical examples such as the traveling salesman problem and cover genetic algorithms including a fun zoomorphic creature example. Furthermore, *Practical Agile AI with Pharo* finishes with a data classification application and two game applications including a Pong-like game and a Flappy Bird-like game. This book is informative and fun, giving you source code to play along with. You'll be able to take this source code and apply it to your own projects. **What You Will Learn** Use neurons, neural networks, learning theory, and more Work with genetic algorithms Incorporate neural network principles when working towards

neuroevolution Include neural network fundamentals when building three Pharo-based applications **Who This Book Is For** Coders and data scientists who are experienced programmers and have at least some prior experience with AI or deep learning. They may be new to Pharo programming, but some prior experience with it would be helpful. *Visual Analytics with SAS Viya* CRC Press Feature engineering is a crucial step in the machine-learning pipeline, yet this topic is rarely examined on its own. With this practical book, you'll learn techniques for extracting and transforming features—the numeric representations of raw data—into formats for machine-learning models. Each chapter guides you through a single data problem, such as how to

represent text or image data. Together, these examples illustrate the main principles of feature engineering. Rather than simply teach these principles, authors Alice Zheng and Amanda Casari focus on practical application with exercises throughout the book. The closing chapter brings everything together by tackling a real-world, structured dataset with several feature-engineering techniques. Python packages including numpy, Pandas, Scikit-learn, and Matplotlib are used in code examples. You'll examine: Feature engineering for numeric data: filtering, binning, scaling, log transforms, and power transforms Natural text techniques: bag-of-words, n-grams, and phrase detection Frequency-based filtering and feature scaling for

eliminating uninformative features Encoding techniques of categorical variables, including feature hashing and bin-counting Model-based feature engineering with principal component analysis The concept of model stacking, using k-means as a featurization technique Image feature extraction with manual and deep-learning techniques Best Practices for Development "O'Reilly Media, Inc."

How do we create new ways of looking at the world? Join award-winning data storyteller RJ Andrews as he pushes beyond the usual how-to, and takes you on an adventure into the rich art of informing. Creating Info We Trust is a craft that puts the world into forms that are strong and true. It begins with maps, diagrams, and charts — but must push

further than dry defaults to be truly effective. How do we attract attention? How can we offer audiences valuable experiences worth their time? How can we help people access complexity? Dark and mysterious, but full of potential, data is the raw material from which new understanding can emerge. Become a hero of the information age as you learn how to dip into the chaos of data and emerge with new understanding that can entertain, improve, and inspire. Whether you call the craft data storytelling, data visualization, data journalism, dashboard design, or infographic creation — what matters is that you are courageously confronting the chaos of it all in order to improve how people see the world. Info We Trust is written for everyone who straddles the domains of data and

people: data visualization professionals, analysts, and all who are enthusiastic for seeing the world in new ways. This book draws from the entirety of human experience, quantitative and poetic. It teaches advanced techniques, such as visual metaphor and data transformations, in order to create more human presentations of data. It also shows how we can learn from print advertising, engineering, museum curation, and mythology archetypes. This human-centered approach works with machines to design information for people. Advance your understanding beyond by learning from a broad tradition of putting things “in formation” to create new and wonderful ways of opening our eyes to the world. Info We Trust takes a thoroughly original point of

attack on the art of informing. It builds on decades of best practices and adds the creative enthusiasm of a world-class data storyteller. Info We Trust is lavishly illustrated with hundreds of original compositions designed to illuminate the craft, delight the reader, and inspire a generation of data storytellers.

Raspberry Pi Supercomputing and Scientific Programming CreateSpace
Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. *Programming Interactivity* explains programming and electrical engineering basics, and introduces three freely

available tools created specifically for artists and designers: Processing, a Java-based programming language and environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design

techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

Fluorescence Microscopy Createspace Independent Publishing Platform

Discover how data science can help you gain in-depth insight into your business - the easy way! Jobs in data science abound, but few people have the data science skills needed to fill these increasingly important roles. Data Science For Dummies is the perfect starting point for IT professionals and students who want a quick primer on all areas of the expansive data science space. With a focus on business cases, the book explores topics in big data, data science, and data engineering, and how these three areas are combined to

produce tremendous value. If you want to pick-up the skills you need to begin a new career or initiate a new project, reading this book will help you understand what technologies, programming languages, and mathematical methods on which to focus. While this book serves as a wildly fantastic guide through the broad, sometimes intimidating field of big data and data science, it is not an instruction manual for hands-on implementation. Here's what to expect: Provides a background in big data and data engineering before moving on to data science and how it's applied to generate value Includes coverage of big data frameworks like Hadoop, MapReduce, Spark, MPP platforms, and NoSQL Explains machine learning and many of

its algorithms as well as artificial intelligence and the evolution of the Internet of Things Details data visualization techniques that can be used to showcase, summarize, and communicate the data insights you generate It's a big, big data world out there—let Data Science For Dummies help you harness its power and gain a competitive edge for your organization.

Pro Python System Administration

"O'Reilly Media, Inc."

Beginning Python Visualization
Crafting Visual Transformation Scripts
Apress

A Data Visualization Guide for

Business Professionals Apress

Digitalization and computerization are now pervasive in science. This has deep consequences for our understanding of scientific knowledge and of the scientific

process, and challenges longstanding assumptions and traditional frameworks of thinking of scientific knowledge. Digital media and computational processes challenge our conception of the way in which perception and cognition work in science, of the objectivity of science, and the nature of scientific objects. They bring about new relationships between science, art and other visual media, and new ways of practicing science and organizing scientific work, especially as new visual media are being adopted by science studies scholars in their own practice. This volume reflects on how scientists use images in the computerization age, and how digital technologies are affecting the study of science.
Data Visualization with Python and

JavaScript "O'Reilly Media, Inc."
Image Processing and Acquisition using Python provides readers with a sound foundation in both image acquisition and image processing—one of the first books to integrate these topics together. By improving readers' knowledge of image acquisition techniques and corresponding image processing, the book will help them perform experiments more effectively and cost efficiently as well as analyze and measure more accurately. Long recognized as one of the easiest languages for non-programmers to learn, Python is used in a variety of practical examples. A refresher for more experienced readers, the first part of the book presents an introduction to Python, Python modules, reading and writing images using

Python, and an introduction to images. The second part discusses the basics of image processing, including pre/post processing using filters, segmentation, morphological operations, and measurements. The second part describes image acquisition using various modalities, such as x-ray, CT, MRI, light microscopy, and electron microscopy. These modalities encompass most of the common image acquisition methods currently used by researchers in academia and industry. Features Covers both the physical methods of obtaining images and the analytical processing methods required to understand the science behind the images. Contains many examples, detailed derivations, and working Python examples of the techniques. Offers

practical tips on image acquisition and processing. Includes numerous exercises to test the reader's skills in Python programming and image processing, with solutions to selected problems, example programs, and images available on the book's web page. New to this edition Machine learning has become an indispensable part of image processing and computer vision, so in this new edition two new chapters are included: one on neural networks and the other on convolutional neural networks. A new chapter on affine transform and many new algorithms. Updated Python code aligned to the latest version of modules. *Practical Machine Learning with Python* "O'Reilly Media, Inc."

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

Storytelling with Data John Wiley & Sons

In education today, technology alone doesn't always lead to immediate success for students or institutions. In order to gauge the efficacy of educational technology, we need ways to measure the efficacy of educational practices in their own right. Through a better understanding of how learning takes place, we may work toward establishing best practices for students,

educators, and institutions. These goals can be accomplished with learning analytics. Learning Analytics: From Research to Practice updates this emerging field with the latest in theories, findings, strategies, and tools from across education and technological disciplines. Guiding readers through preparation, design, and examples of implementation, this pioneering reference clarifies LA methods as not mere data collection but sophisticated, systems-based analysis with practical applicability inside the classroom and in the larger world. Case studies illustrate applications of LA throughout academic settings (e.g., intervention, advisement, technology design), and their resulting impact on pedagogy and learning. The goal is to bring greater efficiency and

deeper engagement to individual students, learning communities, and educators, as chapters show diverse uses of learning analytics to: Enhance student and faculty performance. Improve student understanding of course material. Assess and attend to the needs of struggling learners. Improve accuracy in grading. Allow instructors to assess and develop their

own strengths. Encourage more efficient use of resources at the institutional level. Researchers and practitioners in educational technology, IT, and the learning sciences will hail the information in Learning Analytics: From Research to Practice as a springboard to new levels of student, instructor, and institutional success.

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