

Doing Math With Python Use Programming To Explore Algebra Statistics Calculus And More

The most crucial ability for machine learning and data science is mathematical logic for grasping their essence rather than knowledge and experience. This textbook approaches the essence of machine learning and data science by considering math problems and building Python programs. As the preliminary part, Chapter 1 provides a concise introduction to linear algebra, which will help novices read further to the following main chapters. Those succeeding chapters present essential topics in statistical learning: linear regression, classification, resampling, information criteria, regularization, nonlinear regression, decision trees, support vector machines, and unsupervised learning. Each chapter mathematically formulates and solves machine learning problems and builds the programs. The body of a chapter is accompanied by proofs and programs in an appendix, with exercises at the end of the chapter. Because the book is carefully organized to provide the solutions to the exercises in each chapter, readers can solve the total of 100 exercises by simply following the contents of each chapter. This textbook is suitable for an undergraduate or graduate course consisting of about 12 lectures. Written in an easy-to-follow and self-contained style, this book will also be perfect material for independent learning.

Hardcore Programming for Mechanical Engineers is for intermediate programmers who want to write good applications that solve tough engineering problems – from scratch. This book will teach you how to solve engineering problems with Python. The “hardcore” approach means that you will learn to get the correct results by coding everything from scratch. Forget relying on third-party software – there are no shortcuts on the path to proficiency. Instead, using familiar concepts from linear algebra, geometry and physics, you’ll write your own libraries, draw your own primitives, and build your own applications. Author Angel Sola covers core programming techniques mechanical engineers need to know, with a focus on high-quality code and automated unit testing for error-free implementations. After basic primers on Python and using the command line, you’ll quickly develop a geometry toolbox, filling it with lines and shapes for diagramming problems. As your understanding grows chapter-by-chapter, you’ll create vector graphics and animations for dynamic simulations; you’ll code algorithms that can do complex numerical computations; and you’ll put all of this knowledge together to build a complete structural analysis application that solves a 2D truss problem – similar to the software projects conducted by real-world mechanical engineers. You’ll learn:

- How to use geometric primitives, like points and polygons, and implement matrices
- Best practices for clean code, including unit testing, encapsulation, and expressive names
- Processes for drawing images to the screen and creating animations inside Tkinter’s Canvas widget
- How to write programs that read from a file, parse the data, and produce vector images
- Numerical methods for solving large systems of linear equations, like the Cholesky decomposition algorithm

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.

Python in easy steps instructs you how to program in the powerful Python language, giving complete examples that illustrate each aspect with colourized source code. Python in easy steps begins by explaining how to install the free Python interpreter so you can quickly begin to

create your own executable programs by copying the book's examples. It demonstrates all the Python language basics before moving on to provide examples of Object Oriented Programming (OOP) and CGI scripting to handle web form data. The book concludes by demonstrating how you can use your acquired knowledge to create and deploy graphical windowed applications. Python in easy steps makes no assumption you have previous knowledge of any programming language so it's ideal for the newcomer to computer programming. It has an easy-to-follow style that will appeal to programmers moving from another programming language, and to the student who is studying Python programming at school or college, and to those seeking a career in computing who need a fundamental understanding of computer programming. Python is the language used to program the Raspberry Pi - covered by Raspberry Pi in easy steps.

Doing Math with Python shows you how to use Python to delve into high school-level math topics like statistics, geometry, probability, and calculus. You'll start with simple projects, like a factoring program and a quadratic-equation solver, and then create more complex projects once you've gotten the hang of things. Along the way, you'll discover new ways to explore math and gain valuable programming skills that you'll use throughout your study of math and computer science. Learn how to:

- Describe your data with statistics, and visualize it with line graphs, bar charts, and scatter plots
- Explore set theory and probability with programs for coin flips, dicing, and other games of chance
- Solve algebra problems using Python's symbolic math functions
- Draw geometric shapes and explore fractals like the Barnsley fern, the Sierpinski triangle, and the Mandelbrot set
- Write programs to find derivatives and integrate functions

Creative coding challenges and applied examples help you see how you can put your new math and coding skills into practice. You'll write an inequality solver, plot gravity's effect on how far a bullet will travel, shuffle a deck of cards, estimate the area of a circle by throwing 100,000 "darts" at a board, explore the relationship between the Fibonacci sequence and the golden ratio, and more. Whether you're interested in math but have yet to dip into programming or you're a teacher looking to bring programming into the classroom, you'll find that Python makes programming easy and practical. Let Python handle the grunt work while you focus on the math. Uses Python 3

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Hemos elaborado 120 programas de Python y mas de 110 ilustraciones en una obra que sera util tanto a estudiantes de ciencias de los primeros cursos universitarios, como a estudiantes y profesores de bachillerato. Puedes descargar gratuitamente un extracto de 78 paginas del libro en pdf desde nuestro sitio web www.pysamples.com. Los compradores del libro pueden descargar gratuitamente el codigo de los programas. Todos los programas y graficas se han elaborado utilizando software libre, que se puede obtener gratuita y legalmente en internet, por lo que no es necesario adquirir ningun software. Se puede programar gratuitamente en Python tanto si eres usuario de Windows como si prefieres Mac o Linux. El libro puede ser utilizado como libro de matematicas con el que tambien se puede aprender a programar, o bien como un libro de programacion en Python orientada a las ciencias.

Learn math by getting creative with code! Use the Python programming language to transform learning high school-level math topics like algebra, geometry, trigonometry, and calculus! Math Adventures with Python will show you how to harness the power of programming to keep math relevant and fun. With the aid of the Python programming language, you'll learn how to visualize solutions to a range of math problems as you use code to explore key mathematical concepts like algebra, trigonometry, matrices, and cellular automata. Once you've learned the programming basics like loops and variables, you'll write your own programs to solve equations quickly, make cool things like an interactive rainbow grid, and automate tedious tasks like factoring numbers and finding square roots. You'll learn how to write functions to draw and manipulate shapes, create oscillating sine waves, and solve equations graphically. You'll also learn how to:

- Draw and transform 2D and 3D graphics with matrices
- Make colorful designs like the Mandelbrot and Julia sets with complex numbers
- Use recursion to create fractals like the Koch snowflake and the Sierpinski triangle
- Generate virtual sheep that graze on grass and multiply autonomously
- Crack secret codes using genetic algorithms

As you work through the book's numerous examples and increasingly challenging exercises, you'll code your own solutions, create beautiful visualizations, and see just how much more fun math can be!

Doing Math with Python Use Programming to Explore Algebra, Statistics, Calculus, and More! No Starch Press

A new kind of math book! Explore math topics from arithmetic to calculus by creating your own graphing and solving tools using Python. Create 2D and 3D graphics, harmonograph and spirograph designs, and fractals in this interactive and visual exploration of mathematics. "A great resource to play with Math and Python via the turtle module, solving equations numerically and 3D graphics via Pi3D." - Amit Saha, author of Doing Math With Python Imagine learning math and Python programming at the same time! You'll learn to use loops, variables, functions, conditionals and lists and apply them to all your math problems. No previous computer experience is required.

Discover easy-to-follow solutions and techniques to help you to implement applied mathematical concepts such as probability, calculus, and equations using Python's numeric and scientific libraries

Key Features

- Compute complex mathematical problems using programming logic with the help of step-by-step recipes
- Learn how to utilize Python's libraries for computation, mathematical modeling, and statistics
- Discover simple yet effective techniques for solving mathematical equations and apply them in real-world statistics

Book Description

Python, one of the world's most popular programming languages, has a number of powerful packages to help you tackle complex mathematical problems in a simple and efficient way. These core capabilities help programmers pave the way for building exciting applications in various domains, such as machine learning and data science, using knowledge in the computational mathematics domain. The book teaches you how to solve problems faced in a wide variety of mathematical fields, including calculus, probability, statistics and data science, graph theory, optimization, and geometry. You'll start by developing core skills and learning about packages covered in Python's scientific stack, including NumPy, SciPy, and Matplotlib. As you advance, you'll get to grips with more advanced topics of calculus, probability, and networks (graph theory).

After you gain a solid understanding of these topics, you'll discover Python's applications in data science and statistics, forecasting, geometry, and optimization. The final chapters will take you through a collection of miscellaneous problems, including working with specific data formats and accelerating code. By the end of this book, you'll have an arsenal of practical coding solutions that can be used and modified to solve a wide range of practical problems in computational mathematics and data science. What you will learn Get familiar with basic packages, tools, and libraries in Python for solving mathematical problems Explore various techniques that will help you to solve computational mathematical problems Understand the core concepts of applied mathematics and how you can apply them in computer science Discover how to choose the most suitable package, tool, or technique to solve a certain problem Implement basic mathematical plotting, change plot styles, and add labels to the plots using Matplotlib Get to grips with probability theory with the Bayesian inference and Markov Chain Monte Carlo (MCMC) methods Who this book is for This book is for professional programmers and students looking to solve mathematical problems computationally using Python. Advanced mathematics knowledge is not a requirement, but a basic knowledge of mathematics will help you to get the most out of this book. The book assumes familiarity with Python concepts of data structures.

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Python for Software Design is a concise introduction to software design using the Python programming language. The focus is on the programming process, with special emphasis on debugging. The book includes a wide range of exercises, from short examples to substantial projects, so that students have ample opportunity to practice each new concept.

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.

Using a unique pedagogical approach, this text introduces mathematical logic by guiding students in implementing the underlying logical concepts and mathematical proofs via Python programming. This approach, tailored to the unique intuitions and strengths of the ever-growing population of programming-savvy students, brings mathematical logic into the comfort zone of these students and provides clarity that can only be achieved by a deep hands-on understanding and the satisfaction of having created working code. While the approach is unique, the text follows the same set of topics typically covered in a one-semester undergraduate course, including propositional logic and first-order predicate logic, culminating in a proof of Gödel's completeness theorem. A sneak peek to Gödel's incompleteness theorem is also provided. The textbook is accompanied by an extensive collection of programming tasks, code skeletons, and unit tests. Familiarity with proofs and basic proficiency in Python is assumed.

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

For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms Python is one of the most popular programming languages and is used in many different areas. Unlike other languages, it has a grammar familiar to people's language, so it is easy to learn and has low barriers to application. In particular, sympy, a python module introduced in this book, can represent most theories and expressions of mathematics, thus facilitating the acquisition of concepts as well as complex calculations. This book mainly uses the sympy module of python to understand the concepts of differential and integral, and introduces various calculations of differential and integral. Derivatives and integrals are used to implicitly denote the meaning of an expression. In order to understand the implications, it is necessary to understand the calculation process of expressions. In order to understand such a meaning, various methods are used in calculus. This book introduces various techniques of calculus and the various mathematical knowledge used in its calculations using python. This course will help you understand mathematical concepts in this area as well as understand and use the python language.

Impractical Python Projects is a collection of fun and educational projects designed to entertain programmers while enhancing their Python skills. It picks up where the complete beginner books leave off, expanding on existing concepts and introducing new tools that you'll use every day. And to keep things interesting, each project includes a zany twist featuring historical incidents, pop culture references, and literary allusions. You'll flex your problem-solving skills and employ Python's many useful libraries to do things like: - Help James Bond crack a high-tech safe with a hill-climbing algorithm - Write haiku poems using Markov Chain Analysis - Use genetic algorithms to breed a race of gigantic rats - Crack the world's most successful military cipher using cryptanalysis - Derive the anagram, "I am Lord Voldemort" using

linguistical sieves - Plan your parents' secure retirement with Monte Carlo simulation - Save the sorceress Zatanna from a stabby death using palindromes - Model the Milky Way and calculate our odds of detecting alien civilizations - Help the world's smartest woman win the Monty Hall problem argument - Reveal Jupiter's Great Red Spot using optical stacking - Save the head of Mary, Queen of Scots with steganography - Foil corporate security with invisible electronic ink Simulate volcanoes, map Mars, and more, all while gaining valuable experience using free modules like Tkinter, matplotlib, Cprofile, Pylint, Pygame, Pillow, and Python-Docx. Whether you're looking to pick up some new Python skills or just need a pick-me-up, you'll find endless educational, geeky fun with Impractical Python Projects.

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

This introductory book on programming introduces computer programming using C and Python programming languages on Microsoft Windows and Linux operating systems to beginners. The book assumes no familiarity with programming and teaches the basics of programming to its readers. It helps the readers to write programs to solve problems in computer science, finance, mathematics and physics. Unlike other introductory guides to programming, Write Your First Program focuses on the exact information that beginners are required to apply while creating practical programs. The book is organized in eight chapters—with each chapter introducing a major programming topic, focusing on the concepts and then implementing them in both the languages. This book will teach you to write your first program and progress on to concepts such as working with data, decision making, persistent data storage and implementing mathematical operations. Apart from programming, the book also discusses version control systems and open source projects. The aim of the book is to focus on the programming logic, and then see how the logic can be implemented using two different languages. Thus, it helps the readers to learn two vastly different ways of programming. This book is intended for all those who are interested to learn/sharpen their programming skills. Companion Website The website for this book (www.phindia.com/saha) is an integral part of the book where you will find:

- Extended treatment of certain topics
- Additional tips and tutorials
- Questions and comments page

In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting—and lucrative!—careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. *Math for Programmers* teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting—and lucrative!—careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In *Math for Programmers* you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting—and lucrative!—careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

This book is designed for middle school students and new programming language learners. Computer science has continuously escalated in popularity over the last decade, as students are increasingly showing interest in coding at a young age. In this book you will find a total of 150 math questions, ranging in difficulty from beginner to advanced, with

accompanying Python programming language solutions. Python is one of the most popular coding languages and is comparatively easy to learn. With this book, students will be able to increase their proficiency in coding and math computing. This book can be used as a reference for math and computer science teachers for interdisciplinary purposes and will help students improve their skills and critical thinking.

Learn to Code by Solving Problems is a practical introduction to programming using Python. It uses coding-competition challenges to teach you the mechanics of coding and how to think like a savvy programmer. Computers are capable of solving almost any problem when given the right instructions. That's where programming comes in. This beginner's book will have you writing Python programs right away. You'll solve interesting problems drawn from real coding competitions and build your programming skills as you go. Every chapter presents problems from coding challenge websites, where online judges test your solutions and provide targeted feedback. As you practice using core Python features, functions, and techniques, you'll develop a clear understanding of data structures, algorithms, and other programming basics. Bonus exercises invite you to explore new concepts on your own, and multiple-choice questions encourage you to think about how each piece of code works. You'll learn how to:

- Run Python code, work with strings, and use variables
- Write programs that make decisions
- Make code more efficient with while and for loops
- Use Python sets, lists, and dictionaries to organize, sort, and search data
- Design programs using functions and top-down design
- Create complete-search algorithms and use Big O notation to design more efficient code

By the end of the book, you'll not only be proficient in Python, but you'll also understand how to think through problems and tackle them with code. Programming languages come and go, but this book gives you the lasting foundation you need to start thinking like a programmer.

BRIDGE THE GAP BETWEEN NOVICE AND PROFESSIONAL You've completed a basic Python programming tutorial or finished Al Sweigart's bestseller, Automate the Boring Stuff with Python. What's the next step toward becoming a capable, confident software developer? Welcome to Beyond the Basic Stuff with Python. More than a mere collection of advanced syntax and masterful tips for writing clean code, you'll learn how to advance your Python programming skills by using the command line and other professional tools like code formatters, type checkers, linters, and version control. Sweigart takes you through best practices for setting up your development environment, naming variables, and improving readability, then tackles documentation, organization and performance measurement, as well as object-oriented design and the Big-O algorithm analysis commonly used in coding interviews. The skills you learn will boost your ability to program--not just in Python but in any language. You'll learn:

- Coding style, and how to use Python's Black auto-formatting tool for cleaner code
- Common sources of bugs, and how to detect them with static analyzers
- How to structure the files in your code projects with the Cookiecutter template tool
- Functional programming techniques like lambda and higher-order functions
- How to profile the speed of your code with Python's built-in timeit and cProfile modules
- The computer science behind Big-O algorithm analysis
- How to make your comments and docstrings informative, and how often to write them
- How to create classes in object-oriented programming, and why they're used to organize code

Toward the end of the book you'll read a detailed source-code breakdown of two classic command-line games, the Tower of Hanoi (a logic puzzle) and Four-in-a-Row (a two-player tile-dropping game), and a breakdown of how their code follows the book's best practices. You'll test your skills by implementing the program yourself. Of course, no single book can make you a professional software developer. But Beyond the Basic Stuff with Python will get you further down that path and make you a better programmer, as you learn to write readable code that's easy

to debug and perfectly Pythonic Requirements: Covers Python 3.6 and higher

Data science libraries, frameworks, modules, and toolkits are great for doing data science, but they're also a good way to dive into the discipline without actually understanding data science. In this book, you'll learn how many of the most fundamental data science tools and algorithms work by implementing them from scratch. If you have an aptitude for mathematics and some programming skills, author Joel Grus will help you get comfortable with the math and statistics at the core of data science, and with hacking skills you need to get started as a data scientist. Today's messy glut of data holds answers to questions no one's even thought to ask. This book provides you with the know-how to dig those answers out. Get a crash course in Python Learn the basics of linear algebra, statistics, and probability—and understand how and when they're used in data science Collect, explore, clean, munge, and manipulate data Dive into the fundamentals of machine learning Implement models such as k-nearest Neighbors, Naive Bayes, linear and logistic regression, decision trees, neural networks, and clustering Explore recommender systems, natural language processing, network analysis, MapReduce, and databases

This open access book offers an initial introduction to programming for scientific and computational applications using the Python programming language. The presentation style is compact and example-based, making it suitable for students and researchers with little or no prior experience in programming. The book uses relevant examples from mathematics and the natural sciences to present programming as a practical toolbox that can quickly enable readers to write their own programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using NumPy for numerical computations, which are fundamental building blocks of all programs in data science and computational science. At the same time, readers are introduced to the fundamental concepts of programming, including variables, functions, loops, classes, and object-oriented programming. Accordingly, the book provides a sound basis for further computer science and programming studies.

Build real-world Artificial Intelligence applications with Python to intelligently interact with the world around you About This Book Step into the amazing world of intelligent apps using this comprehensive guide Enter the world of Artificial Intelligence, explore it, and create your own applications Work through simple yet insightful examples that will get you up and running with Artificial Intelligence in no time Who This Book Is For This book is for Python developers who want to build real-world Artificial Intelligence applications. This book is friendly to Python beginners, but being familiar with Python would be useful to play around with the code. It will also be useful for experienced Python programmers who are looking to use Artificial Intelligence techniques in their existing technology stacks. What You Will Learn Realize different classification and regression techniques Understand the concept of clustering and how to use it to automatically segment data See how to build an intelligent recommender system Understand logic programming and how to use it Build automatic speech recognition systems Understand the basics of heuristic search and genetic programming Develop games using Artificial Intelligence Learn how reinforcement learning works Discover how to build intelligent applications centered on images, text, and time series data See how to use deep learning algorithms and build applications based on it In Detail Artificial Intelligence is becoming increasingly relevant in the modern world where everything is driven by technology and data. It is used extensively across many fields such as search engines, image recognition, robotics, finance, and so on. We will explore various real-world scenarios in this book and you'll learn about various algorithms that can be used to build Artificial Intelligence applications. During the course of this book, you will find out how to make informed decisions about what algorithms to use in a given context. Starting from the basics of Artificial Intelligence, you will learn how to develop various building blocks using different data mining techniques. You will see how to implement different algorithms to get the best possible results, and

will understand how to apply them to real-world scenarios. If you want to add an intelligence layer to any application that's based on images, text, stock market, or some other form of data, this exciting book on Artificial Intelligence will definitely be your guide! Style and approach This highly practical book will show you how to implement Artificial Intelligence. The book provides multiple examples enabling you to create smart applications to meet the needs of your organization. In every chapter, we explain an algorithm, implement it, and then build a smart application.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

This book provides the essential foundations of both linear and nonlinear analysis necessary for understanding and working in twenty-first century applied and computational mathematics. In addition to the standard topics, this text includes several key concepts of modern applied mathematical analysis that should be, but are not typically, included in advanced undergraduate and beginning graduate mathematics curricula. This material is the introductory foundation upon which algorithm analysis, optimization, probability, statistics, differential equations, machine learning, and control theory are built. When used in concert with the free supplemental lab materials, this text teaches students both the theory and the computational practice of modern mathematical analysis. Foundations of Applied Mathematics, Volume 1: Mathematical Analysis?includes several key topics not usually treated in courses at this level, such as uniform contraction mappings, the continuous linear extension theorem, Daniell?Lebesgue integration, resolvents, spectral resolution theory, and pseudospectra. Ideas are developed in a mathematically rigorous way and students are provided with powerful tools and beautiful ideas that yield a number of nice proofs, all of which contribute to a deep understanding of advanced analysis and linear algebra. Carefully thought out exercises and examples are built on each other to reinforce and retain concepts and ideas and to achieve greater depth. Associated lab materials are available that expose students to applications and numerical computation and reinforce the theoretical ideas taught in the text. The text and labs combine to make students technically proficient and to answer the age-old question, "When am I going to use this?"

An authorised reissue of the long out of print classic textbook, Advanced Calculus by the late Dr Lynn Loomis and Dr Shlomo Sternberg both of Harvard University has been a revered but hard to find textbook for the advanced calculus course for decades. This book is based on an honors course in advanced calculus that the authors gave in the 1960's. The foundational material, presented in the unstarred sections of Chapters 1 through 11, was normally covered, but different applications of this basic material were stressed from year to year, and the book therefore contains more material than was covered in any one year. It can accordingly be used (with omissions) as a text for a year's course in advanced calculus, or as a text for a three-semester introduction to analysis. The prerequisites are a good grounding in the calculus of one variable from a mathematically rigorous point of view, together with some acquaintance with linear algebra. The reader should be familiar with limit and continuity type arguments and have a certain amount of mathematical sophistication. As possible introductory texts, we mention Differential and Integral Calculus by R Courant, Calculus by T Apostol, Calculus by M Spivak, and Pure Mathematics by G Hardy. The reader should also have some experience with partial derivatives. In overall plan the book divides roughly into a first half which develops the calculus (principally the differential calculus) in the setting of normed vector spaces, and a second half which deals with the calculus of differentiable manifolds.

This book provides an introduction to the core features of the Python programming language and Matplotlib plotting

routings for scientists and engineers (or students of either discipline) who want to use Python™ to analyse data, simulate physical processes, and render publication-quality plots. No previous programming experience is needed before reading the first page. Readers will learn the core features of the Python programming language in under a day. They will be able to immediately use Python to implement codes that solve their own problems and make beautiful plots and animations. Python code is extremely fast to prototype, allowing users to achieve results quickly and accurately. The examples within the book are available for download at <http://pythonessentials.com>. Python and Matplotlib Essentials for Scientists and Engineers is accessible for motivated high-school students, but will likely be most useful for undergraduate and graduate students as well as working professionals who have some background with the basic mathematical concepts. This book is intended for technical people who want to get things done.

The financial industry has adopted Python at a tremendous rate recently, with some of the largest investment banks and hedge funds using it to build core trading and risk management systems. This hands-on guide helps both developers and quantitative analysts get started with Python, and guides you through the most important aspects of using Python for quantitative finance. Using practical examples through the book, author Yves Hilpisch also shows you how to develop a full-fledged framework for Monte Carlo simulation-based derivatives and risk analytics, based on a large, realistic case study. Much of the book uses interactive IPython Notebooks, with topics that include: Fundamentals: Python data structures, NumPy array handling, time series analysis with pandas, visualization with matplotlib, high performance I/O operations with PyTables, date/time information handling, and selected best practices Financial topics: mathematical techniques with NumPy, SciPy and SymPy such as regression and optimization; stochastics for Monte Carlo simulation, Value-at-Risk, and Credit-Value-at-Risk calculations; statistics for normality tests, mean-variance portfolio optimization, principal component analysis (PCA), and Bayesian regression Special topics: performance Python for financial algorithms, such as vectorization and parallelization, integrating Python with Excel, and building financial applications based on Web technologies

Corrected and revised with additional material. Computers are wonderful things. They improve our lives and produce works of art. Information and communication are free and available in ways that were undreamed of by many a generation ago. And yet computers inspire fear when they are used improperly or misunderstood. Everyone uses computers today. The typical student uses at least three: a portable notebook computer, a tablet, and a cell phone. None of these even existed before this year's college graduating class was born. So a reasonable amount of computer literacy is expected of everyone these days. Though inspired by mathematics, much of the mathematical beauty of computation is largely ignored by both elementary computer science and introductory programming books. This book is designed to

help math junkies - anyone who likes math, studies math, or uses math in their daily life - learn about computation. The emphasis is on algorithms. It is appropriate for students with no prior programming experience as well as professional scientists. Contents: Python programs, iPython notebooks, expressions, statements, types, lists, arrays, functions, classes, plotting, list comprehension, recursion. Applications include linear systems, computational geometry, root finding, interpolation, polynomial least squares, discrete systems, differential equations, principal component analysis, singular value decomposition, fractals, chaos, and satellite orbit propagation. Also covers numpy, plotting with pyplot, and basics maps with basemap. Now includes more than 200 exercises for students. Target audience: undergraduate math and science students entering their upper level curriculum. Calculus and some linear algebra background is helpful; a review of linear algebra is included as an appendix. No prior programming experience is expected

With examples and activities that help you achieve real results, applying calculus and statistical methods relevant to advanced data science has never been so easy Key Features Discover how most programmers use the main Python libraries when performing statistics with Python Use descriptive statistics and visualizations to answer business and scientific questions Solve complicated calculus problems, such as arc length and solids of revolution using derivatives and integrals Book Description Are you looking to start developing artificial intelligence applications? Do you need a refresher on key mathematical concepts? Full of engaging practical exercises, The Statistics and Calculus with Python Workshop will show you how to apply your understanding of advanced mathematics in the context of Python. The book begins by giving you a high-level overview of the libraries you'll use while performing statistics with Python. As you progress, you'll perform various mathematical tasks using the Python programming language, such as solving algebraic functions with Python starting with basic functions, and then working through transformations and solving equations. Later chapters in the book will cover statistics and calculus concepts and how to use them to solve problems and gain useful insights. Finally, you'll study differential equations with an emphasis on numerical methods and learn about algorithms that directly calculate values of functions. By the end of this book, you'll have learned how to apply essential statistics and calculus concepts to develop robust Python applications that solve business challenges. What you will learn Get to grips with the fundamental mathematical functions in Python Perform calculations on tabular datasets using pandas Understand the differences between polynomials, rational functions, exponential functions, and trigonometric functions Use algebra techniques for solving systems of equations Solve real-world problems with probability Solve optimization problems with derivatives and integrals Who this book is for If you are a Python programmer who wants to develop intelligent solutions that solve challenging business problems, then this book is for you. To better grasp the concepts explained in this book, you must have a thorough understanding of advanced mathematical concepts, such as

Markov chains, Euler's formula, and Runge-Kutta methods as the book only explains how these techniques and concepts can be implemented in Python.

Get started solving problems with the Python programming language! This book introduces some of the most famous scientific libraries for Python: * Python's math and statistics module to do calculations * Matplotlib to build 2D and 3D plots * NumPy to complete calculations on arrays * Jupiter Notebooks to share results with a team * SymPy to solve equations * PySerial to control an Arduino with Python * MicroPython to control an LED This book is great for budding engineers and data scientists. The text starts with the basics but finishes with topics rarely included in other engineering and data science programming books like SymPy and PySerial and MicroPython.

Your Python code may run correctly, but you need it to run faster. Updated for Python 3, this expanded edition shows you how to locate performance bottlenecks and significantly speed up your code in high-data-volume programs. By exploring the fundamental theory behind design choices, High Performance Python helps you gain a deeper understanding of Python's implementation. How do you take advantage of multicore architectures or clusters? Or build a system that scales up and down without losing reliability? Experienced Python programmers will learn concrete solutions to many issues, along with war stories from companies that use high-performance Python for social media analytics, productionized machine learning, and more. Get a better grasp of NumPy, Cython, and profilers Learn how Python abstracts the underlying computer architecture Use profiling to find bottlenecks in CPU time and memory usage Write efficient programs by choosing appropriate data structures Speed up matrix and vector computations Use tools to compile Python down to machine code Manage multiple I/O and computational operations concurrently Convert multiprocessing code to run on local or remote clusters Deploy code faster using tools like Docker

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