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There are many books on data structures and algorithms, including some with useful libraries of C functions. Mastering Algorithms with C offers you a unique combination of theoretical background and working code. With robust solutions for everyday programming tasks, this book avoids the abstract style of most classic data structures and algorithms texts, but still provides all of the information you need to understand the purpose and use of common programming techniques.

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We study the reinforcement learning problem of complex action control in the Multi-player Online Battle Arena (MOBA) 1v1 games. This problem involves far more complicated state and action spaces than those of traditional 1v1 games, such as Go and Atari series, which makes it very difficult to search any policies with human-level performance. In this paper, we present a deep reinforcement ...

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Python Algorithms 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, but ...

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C Unleashed is a very comprehensive book on the ANSI C programming language. The book promotes solid, portable programming using ANSI C, thus benefitting programmers on any platform, including mainframes. Covers the New Standard for C, known as C9X, and includes: Embedded systems, Simulation Processing, Threading and Multiprocessing, Digital Signal Processing, and Natural Language Processing.

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Covers UML syntax and diagrams, object-oriented design, links, associations, inheritance, the development process, and modeling systems

Data Preparation for Data Mining addresses an issue unfortunately ignored by most authorities on data mining: data preparation. Thanks largely to its perceived difficulty, data preparation has traditionally taken a backseat to the more alluring question of how best to extract meaningful knowledge. But without adequate preparation of your data, the return on the resources invested in mining is certain to be disappointing. Dorian Pyle corrects this imbalance. A twenty-five-year veteran of what has become the data mining industry, Pyle shares his own successful data preparation methodology, offering both a conceptual overview for managers and complete technical details for IT professionals. Apply his techniques and watch your mining efforts pay off—in the form of improved performance, reduced distortion, and more valuable results. On the enclosed CD-ROM, you'll find a suite of programs as C source code and compiled into a command-line-driven toolkit.

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This code illustrates how the author's techniques can be applied to arrive at an automated preparation solution that works for you. Also included are demonstration versions of three commercial products that help with data preparation, along with sample data with which you can practice and experiment. \* Offers in-depth coverage of an essential but largely ignored subject. \* Goes far beyond theory, leading you-step by step-through the author's own data preparation techniques. \* Provides practical illustrations of the author's methodology using realistic sample data sets. \* Includes algorithms you can apply directly to your own project, along with instructions for understanding when automation is possible and when greater intervention is required. \* Explains how to identify and correct data problems that may be present in your application. \* Prepares miners, helping them head into preparation with a better understanding of data sets and their limitations.

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A guide to the open-source operating system explains how to install Calder OpenLinux, configure Internet connections, work within the K Desktop environment, and maximize the potential of StarOffice

Robert Sedgewick has thoroughly rewritten and substantially expanded and updated his popular work to provide current and comprehensive coverage of important algorithms and data structures. Christopher Van Wyk and Sedgewick have developed new C++ implementations that both express the methods in a concise and direct manner, and also provide programmers with the practical means to test them on real applications. Many new algorithms are presented, and the explanations of each algorithm are much more detailed than in previous editions. A new text design and detailed, innovative figures, with accompanying commentary, greatly enhance the presentation. The third edition retains the successful blend of theory and practice that has made Sedgewick's work an invaluable resource for more than 250,000 programmers! This particular book, Parts 1n4, represents the essential first half of Sedgewick's complete work. It provides extensive coverage of fundamental data structures and algorithms for sorting, searching, and related applications. Although the substance of the book applies to programming in any language, the implementations by Van Wyk and Sedgewick also exploit the natural match between C++ classes and ADT implementations. Highlights Expanded coverage of arrays, linked lists, strings, trees, and other basic data structures Greater emphasis on abstract data types (ADTs), modular programming, object-oriented programming, and C++ classes than in previous editions Over 100 algorithms for sorting, selection, priority queue ADT implementations, and symbol table ADT (searching) implementations New implementations of binomial queues, multiway radix sorting, randomized BSTs, splay trees, skip lists, multiway tries, B trees, extendible hashing, and much more Increased quantitative information about the algorithms, giving you a basis for comparing them Over 1000 new exercises to help you learn the properties of algorithms Whether you are learning the algorithms for the first time or wish to have up-to-date reference material that incorporates new programming styles with classic and new algorithms, you will find a wealth of useful information in this book.

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