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REAL-WORLD ALGORITHMS: A BEGINNERS GUIDE:  
LOURIDAS ...

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## Real-World Algorithms | The MIT Press

This is the companion website for the Real World Algorithms book, published by the MIT Press. It contains additional material and information on the book. The book is an introduction to algorithms for those with little background in computer science. It provides an overview of fundamentals of algorithms and computational thinking taking a real-world perspective as algorithms cover our everyday experience.

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

## Algorithms | Books Gateway | MIT Press

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U Name: Date: Real-Life Algorithms - Code.org

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

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An introduction to algorithms for readers with no background in advanced mathematics or computer science, emphasizing examples and real-world problems. Algorithms are what we do in order not to have to do something. Algorithms consist of instructions to carry out tasks—usually dull, repetitive ones. Starting from simple building blocks, computer algorithms enable machines to recognize and produce speech, translate texts, categorize and summarize documents, describe images, and predict the weather. A task that would take hours can be completed in virtually no time by using a few lines of code in a modern scripting program. This book offers an introduction to algorithms through the real-world problems they solve. The algorithms are presented in pseudocode and can readily be implemented in a computer language. The book presents algorithms simply and accessibly, without overwhelming readers or insulting their intelligence. Readers should be comfortable with mathematical fundamentals and have a basic understanding of how computers work; all other necessary concepts are explained in the text. After presenting background in pseudocode conventions, basic terminology, and data structures, chapters cover compression, cryptography, graphs, searching and sorting, hashing, classification,

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strings, and chance. Each chapter describes real problems and then presents algorithms to solve them. Examples illustrate the wide range of applications, including shortest paths as a solution to paragraph line breaks, strongest paths in elections systems, hashes for song recognition, voting power Monte Carlo methods, and entropy for machine learning. Real-World Algorithms can be used by students in disciplines from economics to applied sciences. Computer science majors can read it before using a more technical text.

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

Summary *Grokking Algorithms* is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly

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examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com ([www.manning.com/livevideo/algorithms-in-motion](http://www.manning.com/livevideo/algorithms-in-motion)). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book Grokking Algorithms is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at [adit.io](http://adit.io). Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors



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This book is the result of several years of research trying to better characterize parallel genetic algorithms (pGAs) as a powerful tool for optimization, search, and learning. Readers can learn how to solve complex tasks by reducing their high computational times. Dealing with two scientific fields (parallelism and GAs) is always difficult, and the book seeks at gracefully introducing from basic concepts to advanced topics. The presentation is structured in three parts. The first one is targeted to the algorithms themselves, discussing their components, the physical parallelism, and best practices in using and evaluating them. A second part deals with the theory for pGAs, with an eye on theory-to-practice issues. A final third part offers a very wide study of pGAs as practical problem solvers, addressing domains such as natural language processing, circuits design, scheduling, and genomics. This volume will be helpful both for researchers and practitioners. The first part shows pGAs to either beginners and mature researchers looking for a unified view of the two fields: GAs and parallelism. The second part partially solves (and also opens) new investigation lines in theory of pGAs. The third part can be accessed independently for readers interested in applications. The result is an excellent source of information on the state of the art and future developments in parallel GAs.

"This book takes you on a problem-solving journey to expand your mind and increase your willingness to experiment with code"--

A process or set of rules to be followed in calculations or other problem-solving operations, especially by a computer

Key features  
This book is especially designed for beginners and explains all aspects of algorithm and its analysis in a simple and systematic manner. Algorithms and their working are explained in detail with the help of several illustrative examples. Important features like greedy algorithm, dynamic algorithm, string matching algorithm,

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branch and bound algorithm, NP hard and NP complete problems are suitably highlighted. Solved and frequently asked questions in the various competitive examinations, sample papers of the past examinations are provided which will serve as a useful reference source. Description The book has been written in such a way that the concepts and working of algorithms are explained in detail, with adequate examples. To make clarity on the topic, diagrams, calculation of complexity, algorithms are given extensively throughout. Many examples are provided which are helpful in understanding the algorithms by various strategies. This content is user-focused and has been highly updated including algorithms and their real-world examples.

What will you learn

Algorithm & Algorithmic Strategy, Complexity of Algorithms Divide-and-Conquer, Greedy, Backtracking, String-Matching Algorithm Dynamic Programming, P and NP Problems Graph Theory, Complexity of Algorithms

Who this book is for

The book would serve as an extremely useful text for BCA, MCA, M. Sc. (Computer Science), PGDCA, BE (Information Technology) and B. Tech. and M. Tech. students.

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About the author

Shefali Singhal is working as an Assistant professor in Computer science and Engineering department, Manav Rachna International University. She has completed her MTech. form YMCA University in Computer Engineering. Her research interest includes Programming Languages, Computer Network, Data mining, and Theory of computation.

Neha Garg is working as an Assistant professor in in Computer science and Engineering department, Manav Rachna International University. She has completed her MTech. Form Banasthali University, Rajasthan in Information Technology. Her research interest includes Programming Languages, Data Structure, Operating System,

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

"A staggeringly comprehensive review of the state of modern cryptography. Essential for anyone getting up to speed in information security." - Thomas Doylend, Green Rocket Security  
An all-practical guide to the cryptography behind common tools and protocols that will help you make excellent security choices for your systems and applications. In *Real-World Cryptography*, you

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right cryptographic tool for any problem About the reader For cryptography beginners with no previous experience in the field. About the author David Wong is a cryptography engineer. He is an active contributor to internet standards including Transport Layer Security. Table of Contents PART 1 PRIMITIVES: THE INGREDIENTS OF CRYPTOGRAPHY 1 Introduction 2 Hash functions 3 Message authentication codes 4 Authenticated encryption 5 Key exchanges 6 Asymmetric encryption and hybrid encryption 7 Signatures and zero-knowledge proofs 8 Randomness and secrets PART 2 PROTOCOLS: THE RECIPES OF CRYPTOGRAPHY 9 Secure transport 10 End-to-end encryption 11 User authentication 12 Crypto as in cryptocurrency? 13 Hardware cryptography 14 Post-quantum cryptography 15 Is this it? Next-generation cryptography 16 When and where cryptography fails

A fascinating exploration of how insights from computer algorithms can be applied to our everyday lives, helping to solve common decision-making problems and illuminate the workings of the human mind All our lives are constrained by limited space and time, limits that give rise to a particular set of problems. What should we do, or leave undone, in a day or a lifetime? How much messiness should we accept? What balance of new activities and familiar favorites is the most fulfilling? These may seem like uniquely human quandaries, but they are not: computers, too, face the same constraints, so computer scientists have been grappling with their version of such issues for decades. And the solutions they've found have much to teach us. In a dazzlingly interdisciplinary work, acclaimed author Brian Christian and cognitive scientist Tom Griffiths show how the algorithms used by computers can also untangle very human questions. They explain how to have better hunches and when to leave things to chance, how to deal with overwhelming choices and how best to connect with others. From finding a spouse to finding a parking spot, from organizing one's inbox to understanding the workings of memory, Algorithms to

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**Key Features**

- Enter the world of AI with the help of solid concepts and real-world use cases
- Explore AI components to build real-world automated intelligence
- Become well versed with machine learning and deep learning concepts

**Book Description**

Virtual Assistants, such as Alexa and Siri, process our requests, Google's cars have started to read addresses, and Amazon's prices and Netflix's recommended videos are decided by AI. Artificial Intelligence is one of the most exciting technologies and is becoming increasingly significant in the modern world.

**Hands-On Artificial Intelligence for Beginners** will teach you what Artificial Intelligence is and how to design and build intelligent applications. This book will teach you to harness packages such as TensorFlow in order to create powerful AI systems. You will begin with reviewing the recent changes in AI and learning how artificial neural networks (ANNs) have enabled more intelligent AI. You'll explore feedforward, recurrent, convolutional, and generative neural networks (FFNNs, RNNs, CNNs, and GNNs), as well as reinforcement learning methods. In the concluding chapters, you'll learn how to implement these methods for a variety of tasks, such as generating text for chatbots, and playing board and video games. By the end of this book, you will be able to understand exactly what you need to consider when optimizing ANNs and how to deploy and maintain AI applications. What you will learn

- Use TensorFlow packages to create AI systems
- Build feedforward, convolutional, and recurrent neural networks
- Implement generative models for text generation
- Build reinforcement learning algorithms to play games
- Assemble RNNs, CNNs, and decoders to create an intelligent assistant
- Utilize RNNs to predict stock market behavior
- Create and scale training pipelines and deployment architectures for AI systems

**Who this book is for** This book is designed for beginners in

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AI, aspiring AI developers, as well as machine learning enthusiasts with an interest in leveraging various algorithms to build powerful AI applications.

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