1. Record Nr. UNINA9910136617703321

Autore	Cox Tim
Titolo	Raspberry Pi for Python programmers cookbook : over 60 recipes that harness the power of the Raspberry Pi together with Python programming and create enthralling and captivating projects / / Tim Cox
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2016 ©2016
ISBN	1-78528-390-1
Edizione	[Second edition.]
Descrizione fisica	1 online resource (510 pages) : illustrations (some color), photographs
Disciplina	005.3
Soggetti	Raspberry Pi (Computer) Python (Computer program language) Computer input-output equipment
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Sommario/riassunto	Over 60 recipes that harness the power of the Raspberry Pi together with Python programming and create enthralling and captivating projects About This Book Install your first operating system, share files over the network, and run programs remotely Construct robots and interface with your own circuits and purpose built add-ons, as well as adapt off-the-shelf household devices using this pragmatic guide Packed with clear, step-by-step recipes to walk you through the capabilities of Raspberry Pi Who This Book Is For Readers are expected to be familiar with programming concepts and Python (where possible Python 3 is used), although beginners should manage with the help of a good Python reference book and background reading. No prior knowledge of the Raspberry Pi or electronics is required; however, for the hardware sections you will need some basic electronic components/household tools to build some of the projects. What You Will Learn Get the Raspberry Pi set up and running for the first time Remotely connect to the Raspberry Pi and use your PC/laptop instead of a separate screen/keyboard Get to grips with text, files and creating

quick menus using Python Develop desktop applications; handle images and process files with ease Make use of graphics and user control to develop your own exciting games Use the Raspberry Pi's powerful GPU to create 3D worlds Take control of the real world and interface with physical hardware, combining hardware and software for your own needs Measure and control processes, respond to real events and monitor through the Internet Learn about the Raspberry Pi hardware inputs/outputs, starting with the basics and beyond Expand the capabilities of the Raspberry Pi with hardware expansion / add-on modules (use analogue inputs, drive servos and motors, and use SPI/I2C) Create your own Pi-Rover or Pi-Hexpod driven by the Raspberry Pi Make use of existing hardware by modifying and interfacing with it using the Raspberry Pi In Detail Raspberry Pi cookbook for Python Programmers is a practical guide for getting the most out of this little computer. This book begins by guiding you through setting up the Raspberry Pi, performing tasks using Python 3 and introduces the first steps to interface with electronics. As you work through each chapter you will build up your skills and knowledge and apply them as you progress throughout the book, delving further and further into the unique abilities and features of the Raspberry Pi. Later, ...

2. Record Nr. UNINA9910862079003321

Autore	Verma Gyanendra K
Titolo	Multimodal Affective Computing
Pubbl/distr/stampa	Sharjah : , : Bentham Science Publishers, , 2023 ©2023
ISBN	981-5124-45-5
Edizione	[1st ed.]
Descrizione fisica	1 online resource (167 pages)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Sommario/riassunto	Affective computing is an emerging field situated at the intersection of artificial intelligence and behavioral science. Affective computing refers to studying and developing systems that recognize, interpret, process, and simulate human emotions. It has recently seen significant advances from exploratory studies to real-world applications. Multimodal Affective Computing offers readers a concise overview of the state-of-the-art and emerging themes in affective computing, including a comprehensive review of the existing approaches in applied affective computing systems and social signal processing. It covers affective facial expression and recognition, affective body expression and recognition, affective speech processing, affective text, and dialogue processing, recognizing affect using physiological measures, computational models of emotion and theoretical foundations, and affective sound and music processing. This book identifies future directions for the field and summarizes a set of guidelines for developing next-generation affective computing systems that are effective, safe, and human-centered.The book is an informative resource for academicians, professionals, researchers, and students at engineering and medical institutions working in the areas of applied affective computing, sentiment analysis, and emotion recognition.