1. Record Nr. UNINA9910783398503321

Autore	Zdziarski Jonathan A
Titolo	Ending spam [[electronic resource]] : Bayesian content filtering and the art of statistical language classification / / Jonathan A. Zdziarski
Pubbl/distr/stampa	San Francisco, : No Starch Press, 2005
ISBN	1-59327-085-2
Edizione	[1st ed.]
Descrizione fisica	1 online resource (314 p.)
Disciplina	005.7/13
Soggetti	Spam filtering (Electronic mail) Filters (Mathematics)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Preliminaries; Acknowledgments; Brief Contents; Contents In Detail; Introduction; The History Of Spam; Historical Approaches To Fighting Spam; Language Classification Concepts; Statistical Filtering Fundamentals; Decoding: Uncombobulating Messages; Tokenization: The Building Blocks Of Spam; The Low-down Dirty Tricks Of Spammers; Data Storage For A Zillion Records; Scaling In Large Environments; Testing Theory; Concept Identification: Advanced Tokenization; Fifth-order Markovian Discrimination; Intelligent Feature Set Reduction; Collaborative Algorithms; Shining Examples Of Filtering; Index
Sommario/riassunto	Ending Spam describes, in-depth, how statistical filtering is being used by next-generation spam filters to identify and filter unwanted email. Readers gain a complete understanding of the mathematical approaches used in today's spam filters, decoding, tokenization, the use of various algorithms (including Bayesian analysis and Markovian discrimination), and the benefits of using open source solutions to end spam.

2. Record Nr. UNINA9910820975203321

Autore	Langbridge James A.
Titolo	Arduino sketches : tools and techniques for programming wizardry / / James A. Langbridge
Pubbl/distr/stampa	Indianapolis, Indiana : , : John Wiley & Sons, , 2015 ©2015
ISBN	1-119-18371-5 1-118-91969-6 1-118-91962-9
Edizione	[1st edition]
Descrizione fisica	1 online resource (478 p.)
Disciplina	629.89
Soggetti	Arduino (Programmable controller) Microcontrollers - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Title Page; Copyright; Contents; Introduction; Part I Introduction to Arduino; Chapter 1 Introduction to Arduino; Atmel AVR; The Arduino Project; The ATmega Series; The ATmega Series; The ATtiny Series; Other Series; The Different Arduinos; Arduino Uno; Arduino Leonardo; Arduino Ethernet; Arduino Mega 2560; Arduino Mini; Arduino Micro; Arduino Due; LilyPad Arduino; Arduino Pro; Arduino Robot; Arduino Esplora; Arduino Yun; Arduino Tre; Arduino Zero; Your Own Arduino?; Shields; What Is a Shield?; The Different Shields; Arduino Motor Shield; Arduino Wireless SD Shield Arduino Ethernet ShieldArduino WiFi Shield; Arduino GSM Shield; Your Own Shield; What Can You Do with an Arduino?; What You Will Need for This Book; Summary; Chapter 2 Programming for the Arduino; Installing Your Environment; Downloading the Software; Running the Software; Using Your Own IDE; Your First Program; Understanding Your First Sketch; Programming Basics; Variables and Data Types; Control Structures; if Statement; switch Case; while Loop; for Loop; Functions; Libraries; Summary; Chapter 3 Electronics Basics; Electronics 101; Voltage, Amperage, and Resistance; Voltage; Amperage ResistanceOhm's Law; The Basic Components; Resistors; Different

Resistor Values; Identifying Resistor Values; Using Resistors; Capacitors; Using Capacitors; Diodes; Different Types of Diodes; Using Diodes; Light-Emitting Diodes; Using LEDs; Transistors; Using Transistors; Breadboards; Inputs and Outputs; Connecting a Light-Emitting Diode; Calculation; Software; Hardware; What Now?; Summary; Part II Standard Libraries; Chapter 4 The Arduino Language; I/O Functions; Digital I/O; pinMode(); digitalRead(); digitalWrite(); Analog I/O; analogRead(); analogWrite(); Generating Audio Tones; tone() noTone()Reading Pulses; pulseIn(); Time Functions; delay(); delayMicroseconds(); millis(); micros(); Mathematical Functions; min(); max(); constrain(); abs(); map(); pow(); sqrt(); random(); Trigonometry; sin(); cos(); tan(); Constants; Interrupts; attachInterrupt(); detachInterrupt(); noInterrupts(); interrupts(); Summary; Chapter 5 Serial Communication; Introducing Serial Communication; UART Communications; Baud Rate; Data Bits; Parity; Stop Bits; Debugging and Output; Starting a Serial Connection; Writing Data; Sending Text; Sending Data; Reading Data; Starting Communications
Is Data Waiting?Reading a Byte; Reading Multiple Bytes; Taking a Peek; Parsing Data; Cleaning Up; Example Program; SoftwareSerial; Summary; Chapter 6 EEPROM; Introducing EEPROM; The Different Memories on Arduino; The EEPROM Library; Reading and Writing Bytes; Reading and Writing Bits; Reading and Writing Strings; Reading and Writing Other Values; Example Program; Preparing EEPROM Storage; Adding Nonvolatile Memory; Summary; Chapter 7 SPI; Introducting SPI; SPI Bus; Comparison to RS-232; Configuration; Communications; Arduino SPI; SPI Library; SPI on the Arduino Due; Example Program; Hardware Sketch

Sommario/riassunto

Master programming Arduino with this hands-on guide Arduino Sketches is a practical guide to programming the increasingly popular microcontroller that brings gadgets to life. Accessible to tech-lovers at any level, this book provides expert instruction on Arduino programming and hands-on practice to test your skills. You'll find coverage of the various Arduino boards, detailed explanations of each standard library, and guidance on creating libraries from scratch - plus practical examples that demonstrate the everyday use of the skills you're learning. Work on increasingly advanced programming