1. Record Nr. UNINA9910789003903321

Autore	Lu Haiping
Titolo	Multilinear subspace learning : dimensionality reduction of multidimensional data / / Haiping Lu, K. N. Plataniotis, A. N. Venetsanopoulos
Pubbl/distr/stampa	Boca Raton, Florida : , : CRC Press, , 2014 ©2014
ISBN	0-429-10809-5 1-4398-5729-6
Descrizione fisica	1 online resource (275 p.)
Collana	Chapman & Hall/CRC machine learning & pattern recognition series Multilinear subspace learning Chapman & Hall/CRC machine learning & pattern recognition series
Classificazione	COM021030COM037000TEC007000
Altri autori (Persone)	PlataniotisK. N VenetsanopoulosA. N
Disciplina	005.7
Soggetti	Data compression (Computer science) Big data Multilinear algebra
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Front Cover; Multilinear Subspace Learning: Dimensionality Reduction of Multidimensional Data; Copyright; Dedication; Table of Contents; List of Figures; List of Tables; List of Algorithms; Acronyms and Symbols; Preface; 1. Introduction; Part I: Fundamentals and Foundations; 2. Linear Subspace Learning for Dimensionality Reduction; 3. Fundamentals of Multilinear Subspace Learning; 4. Overview of Multilinear Subspace Learning; 5. Algorithmic and Computational Aspects; Part II: Algorithms and Applications; 6. Multilinear Principal Component Analysis; 7. Multilinear Discriminant Analysis 8. Multilinear ICA, CCA, and PLS9. Applications of Multilinear Subspace Learning; Appendix A: Mathematical Background; Appendix B: Data and Preprocessing; Appendix C: Software; Bibliography; Back Cover
Sommario/riassunto	Due to advances in sensor, storage, and networking technologies, data is being generated on a daily basis at an ever-increasing pace in a wide range of applications, including cloud computing, mobile Internet, and

	medical imaging. This large multidimensional data requires more efficient dimensionality reduction schemes than the traditional techniques. Addressing this need, multilinear subspace learning (MSL) reduces the dimensionality of big data directly from its natural multidimensional representation, a tensor.Multilinear Subspace Learning: Dimensionality Reduction of Mult

2. Record Nr. UNINA9910826717903321

Autore	Scaplehorn Sean
Titolo	Marmalade SDK mobile game development essentials : get to grips with the Marmalade SDK to develop games for a wide range of mobile devices, including iOS, Android, and more / / Sean Scaplehorn
Pubbl/distr/stampa	Birminghan, UK, : Packt Pub., 2012
ISBN	1-283-96093-1 1-84969-337-4
Edizione	[1st ed.]
Descrizione fisica	1 online resource (318 p.)
Collana	Community experience distilled.
Disciplina	005.3682
Soggetti	Video games - Programming Mobile computing
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with Marmalade; Installing the Marmalade SDK; Installing a development environment; Choosing your Marmalade license type; Downloading and installing Marmalade; Using the Marmalade Configuration Utility; Managing your Marmalade account and licenses; Viewing an overview of your account; Updating your profile information; Managing your licenses; Managing your user list; Creating a Marmalade project; Creating the ""Hello World"" project The MKB file for the ""Hello World"" projectThe source file for the ""Hello World"" project; Building the ""Hello World"" project; The build directory; The data directory; Building and running in the Windows simulator; Deploying a Marmalade project; Compiling the ""Hello

World"" project for the ARM CPU; Deploying the ""Hello World"" project; Installing on Android devices; Installing on iOS devices; Installing on BlackBerry QNX devices; Installing on Bada devices; Summary; Chapter 2: Resource Management and 2D Graphics Rendering; The Marmalade ITX file format; The CIwManaged class
Instantiating a class with the class factoryParsing a class; Serializing a class; Resolving a class; The Marmalade resource manager; Adding IwResManager to a project; Specifying resources with a GROUP file; Loading groups and accessing resources; The CIwResource class; GROUP file serialization; Resource handlers; Graphics APIs provided by the Marmalade SDK; The s3eSurface API; The IwGL API and OpenGL ES; The Iw2D API; The IwGx API; Using IwGx to render 2D graphics; IwGx initialization and termination; Rendering a polygon; Materials and textures; Vertex streams; Color streams; UV streams
Drawing a polygonDisplaying the rendered image; Example code; The ITX project; The Graphics2D project; The Skiing project; The GameObject class; The ModeManager and Mode classes; Summary; Chapter 3: User Input; Detecting key input; Initialization and update of key information; Detecting key state; Detecting key state changes using polling; Detecting key state changes using callbacks; Detecting character code input; Detecting character code input using polling; Detecting character code input using callbacks; Inputting strings; Detecting touch screen and pointer input
Determining available pointer functionalityDetermining the type of pointer input; Determining the type of stylus input; Updating current pointer input status; Detecting single touch input; Detecting single touch input using polling; Detecting single touch input using callbacks; Detecting multi-touch input; Detecting multi-touch input using polling; Multi-touch input using callbacks; Recognizing gesture inputs; Detecting a swipe gesture; Detecting a pinch gesture; Detecting accelerometer input; Starting and stopping accelerometer input; Reading accelerometer input
Smoothing accelerometer input

Sommario/riassunto

A practical tutorial that's easy to follow with lots of tips, examples and diagrams, including a full game project that grows with each chapter, This book targets Professional and Indie game developers who want to develop games quickly and easily to run across a huge range of smartphones and tablets. You are expected to have some experience writing games using C++ on other platforms. Its aim is to show how to take your existing skills and apply them to writing games for mobile devices (including iOS and Android) by explaining the use of the Marmalade SDK,Familiarity with games and 3D graphics p