



computing. It will also be an enabling resource to developers and researchers seeking to expand their knowledge in this field. Over the last three decades sports coaching has evolved from a set of customary practices based largely on tradition and routine into a sophisticated, reflective and multi-disciplinary profession. In parallel with this, coach education and coaching studies within higher education have developed into a coherent and substantial field of scholarly enquiry with a rich and sophisticated research literature. The Routledge Handbook of Sports Coaching is the first book to survey the full depth and breadth of contemporary coaching studies, mapping the existing disciplinary territory and opening up important new areas of research. Bringing together many of the world's leading coaching scholars and practitioners working across the full range of psychological, social and pedagogical perspectives, the book helps to develop an understanding of sports coaching that reflects its complex, dynamic and messy reality. With more importance than ever before being attached to the role of the coach in developing and shaping the sporting experience for participants at all levels of sport, this book makes an important contribution to the professionalization of coaching and the development of coaching theory. It is important reading for all students, researchers and policy makers with an interest in this young and flourishing area. This book constitutes the refereed proceedings of the 8th International Conference on Advances in Natural Language Processing, JapTAL 2012, Kanazawa, Japan, in October 2012. The 27 revised full papers and 5 revised short papers presented were carefully reviewed and selected from 42 submissions. The papers are organized in topical sections on machine translation, multilingual issues, resources, semantic analysis, sentiment analysis, as well as speech and generation. Hydrocarbon exploration and production incorporate great technology challenges for the oil and gas industry. In order to meet the world's future demand for oil and gas, further technological advance is needed, which in turn requires research across multiple disciplines, including mathematics, geophysics, geology, petroleum engineering, signal processing, and computer science. This book addresses important aspects and fundamental concepts in hydrocarbon exploration and production. Moreover, new developments and recent advances in the relevant research areas are discussed, whereby special emphasis is placed on mathematical methods and modelling. The book reflects the multi-disciplinary character of the hydrocarbon production workflow, ranging from seismic data imaging, seismic analysis and interpretation and geological model building, to numerical reservoir simulation. Various challenges concerning the production workflow are discussed in detail. The thirteen chapters of this joint work, authored by international experts from academic and industrial institutions, include survey papers of expository character as well as original research articles. Large parts of the material presented in this book were developed between November 2000 and April 2004 through the European research and training network NetAGES, "Network for Automated Geometry Extraction from Seismic". The new methods described here are currently being implemented as software tools at Schlumberger Stavanger Research, one of the world's largest service providers to the oil industry. This book constitutes the thoroughly refereed conference proceedings of the 5th International Conference on Networked Systems, NETYS 2017, held in Marrakech, Morocco, in May 2017. The 28 full and 6 short papers presented together with 3 keynotes were carefully reviewed and selected from 81 submissions. They are organized around the following topics: networking; distributed algorithms; atomicity; security and privacy; software engineering; concurrency and specifications; policies; agreement and consensus; clustering based techniques; verification; communication. Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online Summary JavaScript Application Design: A Build First Approach introduces JavaScript developers to techniques that will improve the quality of their software as well as their web development workflow. You'll begin by learning how to establish build processes that are appropriate for JavaScript-driven development. Then, you'll walk through best practices for productive day-to-day development, like running tasks when your code changes, deploying applications with a single command, and monitoring the state of your application once it's in production. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book The fate of most applications is often sealed before a single line of code has been written. How is that possible? Simply, bad design assures bad results. Good design and effective processes are the foundation on which maintainable applications are built, scaled, and improved. For JavaScript developers, this means discovering the tooling, modern libraries, and architectural patterns that enable those improvements. JavaScript Application Design: A Build First Approach introduces techniques to improve software quality and development workflow. You'll begin by learning how to establish processes designed to optimize the quality of your work. You'll execute tasks whenever your code changes, run tests on every commit, and deploy in an automated fashion. Then you'll focus on designing modular components and composing them together to build robust applications. This book assumes readers understand the basics of JavaScript. What's Inside Automated development, testing, and deployment processes JavaScript fundamentals and modularity best practices Modular, maintainable, and well-tested applications Master asynchronous flows, embrace MVC, and design a REST API About the Author Nicolas Bevacqua is a freelance developer with a focus on modular JavaScript, build processes, and sharp design. He maintains a blog at ponyfoo.com. Table of Contents PART 1 BUILD PROCESSES Introduction to Build First Composing build tasks and flows Mastering environments and the development workflow Release, deployment, and monitoring PART 2 MANAGING COMPLEXITY Embracing modularity and dependency management Understanding asynchronous flow control methods in JavaScript Leveraging the Model-View-Controller Testing JavaScript components REST API design and layered service architectures Provides information on tools, ropes, knots, ladders, and other equipment and supplies needed for building a tree house, and offers five basic designs that can be built. We're building more products today than ever before, but most of them fail—not because we can't complete what we want to build but because we waste time, money, and effort building the wrong product. What we need is a systematic process for quickly vetting product ideas and raising our odds of success. That's the promise of Running Lean. In this inspiring book, Ash Maurya takes you through an exacting strategy for achieving product/market fit for your fledgling venture. You'll learn ideas and concepts from several innovative methodologies, including the Lean Startup, business model design, design thinking, and Jobs-to-be-Done. This new edition introduces the continuous innovation framework and follows one entrepreneur's journey from initial vision to a business model that works. Deconstruct your idea using a one-page Lean Canvas Stress-test your idea for desirability, viability, and feasibility Define key milestones charted on a traction roadmap Maximize your team's efforts for speed, learning, and focus Prioritize the right actions at the right time Learn how to conduct effective customer interviews Engage your customers throughout the development cycle Continually test your product with smaller, faster iterations Find a repeatable and scalable business model Shows how to use F# to build ASP.NET MVC 4 web applications, services that run on Windows Azure, and end-to-end web stacks with WebSharper and Pit frameworks. Due to the ability to handle specific characteristics of economics and finance forecasting problems like e.g. non-linear relationships, behavioral changes, or knowledge-based domain segmentation, we have recently witnessed a phenomenal growth of the application of computational intelligence methodologies in this field. In this volume, Chen and Wang collected not just works on traditional computational intelligence approaches like fuzzy logic, neural networks, and genetic algorithms, but also examples for more recent technologies like e.g. rough sets, support vector machines, wavelets, or ant algorithms. After an introductory chapter with a structural description of all the methodologies, the subsequent parts describe novel applications of these to typical economics and finance problems like business forecasting, currency crisis discrimination, foreign exchange markets, or stock markets behavior. The overwhelming pace of evolution in technology has made it possible to develop intelligent systems which help users in their daily life activities. - cordingly, methods of recording, managing and analysing data have evolved from the very simple ?le systems into complex ambient supportive intelligent systems. This book arises as a compilation of methods, techniques and tools c- nected with data related issues: from modelling to analysis. A broad range of approaches such as database self-\* techniques for ubiquitous environments, multimedia data, or data driven models will be reviewed. Di?erent areas of applications, in which data models conceptualize nowadays reality, starting from e-learning to electric transformers will be considered. The book is a collection of representative contributions to cover the sp- trum related to data bases, which support decision making and data mining methods as well as conceptualization. Datawarehouse technology and m- eling are presented in the ?rst chapter together with the deep review of datawarehouse techniques for supporting e-learning processes with special emphasis on data cubes, all the tools are considered in the context of imp- mentationofsoftwareapplication.Thesecondchaptercontinueswiththes- ilar technology and deals with the community data warehouse architecture. Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn.Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs.Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio. The recent pursuits emerging in the realm of big data processing, interpretation, collection and organization have emerged in numerous sectors including business, industry and government organizations. Data sets such as customer transactions for a mega-retailer, weather monitoring, intelligence gathering, quickly outpace the capacities of traditional techniques and tools of data analysis. The 3V (volume, variability and velocity) challenges led to the emergence of new techniques and tools in data visualization, acquisition, and serialization. Soft Computing being regarded as a plethora of technologies of fuzzy sets (or Granular Computing), neurocomputing and evolutionary optimization brings forward a number of unique features that might be instrumental to the development of concepts and algorithms to deal with big data. This carefully edited volume provides the reader with an updated, in-depth material on the emerging principles, conceptual underpinnings, algorithms and practice of Computational Intelligence in the realization of concepts and implementation of big data architectures, analysis, and interpretation as well as data analytics. The book is aimed at a broad audience of researchers and practitioners including those active in various disciplines in which big data, their analysis and optimization are of genuine relevance. One focal point is the systematic exposure of the concepts, design methodology, and detailed algorithms. In general, the volume adheres to the top-down strategy starting with the concepts and motivation and then proceeding with the detailed design that materializes in specific algorithms and representative applications. The material is self-contained and provides the reader with all necessary prerequisites and augments some parts with a step-by-step explanation of more advanced concepts supported by a significant amount of illustrative numeric material and some application scenarios to motivate the reader and make some abstract concepts more tangible. Continuing a best-selling tradition, the third edition of Quality by Experimental Design uses the same easy-to-read and understand format that made the previous two editions so popular with newcomers and experienced readers alike. Completely revised and revamped, the third edition has lost none of the features that made each of the previous editions bestsellers in their own right. Written in Thomas Barker's trademark, conversational style, the third edition includes new topics on inference, more realistic practice problems, examples using Minitab®, and a large dose of Robust Design philosophy and methods. Barker integrates the Robust Design, sometimes known as the Taguchi approach, as a natural part of the design effort and establishes a criterion for measurement variables. He provides step-by-step guides to the Minitab software that give you the ability to apply the concepts in practical applications and includes easy to use experimental design templates. The author presents the mathematical aspects of statistical experimental design in an intuitive rather than a theoretical manner. Emphasizing both the philosophy and the techniques for setting up experiments, the book shows you how to achieve increased efficiency, timely accomplishment of goals, visualization through graphical and numerical representation, and control of the experiment through careful planning. Those new to QED will find some of the most powerful ideas in scientific investigation and engineering understanding in this book. Seasoned QED'ers will appreciate the new insight it offers and timely reviews of subjects in which they may have become a bit rusty. Have you begun to question traditional best practices in business continuity (BC)? Do you seem to be concentrating on documentation rather than preparedness? Compliance rather than recoverability? Do your efforts provide true business value? If you have these concerns, David Lindstedt and Mark Armour offer a solution in Adaptive Business Continuity: A New Approach. This ground-breaking new book provides a streamlined, realistic methodology to change BC dramatically. After years of working with the traditional practices of business continuity (BC) – in project management, higher education, contingency planning, and disaster recovery – David Lindstedt and Mark Armour identified unworkable areas in many core practices of traditional BC. To address these issues, they created nine Adaptive BC principles, the foundation of this book: Deliver continuous value. Document only for mnemonics. Engage at many levels within the organization. Exercise for improvement, not for testing. Learn the business. Measure and benchmark. Obtain incremental direction from leadership. Omit the risk assessment and business impact analysis. Prepare for effects, not causes. Adaptive Business Continuity: A New Approach uses the analogy of rebuilding a house. After the initial design, the first step is to identify and remove all the things not needed in the new house. Thus, the first chapter is “Demolition” – not to get rid of the entire BC enterprise, but to remove certain BC activities and products to provide the space to install something new. The stages continue through foundation, framework, and finishing. Finally, the last chapter is “Dwelling,” permitting you a glimpse of what it might be like to live in this new home that has been created. Through a wealth of examples, diagrams, and real-world case studies, Lindstedt and Armour show you how you can execute the Adaptive BC framework in your own organization. You will: Recognize specific practices in traditional BC that may be problematic, outdated, or ineffective. Identify specific activities that you may wish to eliminate from your practice. Learn the capability and constraint model of recoverability. Understand how Adaptive BC can be effective in organizations with vastly different cultures and program maturity levels. See how to take the steps to implement Adaptive BC in your own organization. Think through some typical challenges and opportunities that may arise as you implement an Adaptive BC approach. This book features a collection of revised and significantly extended versions of the papers accepted for presentation at the 6th International Workshop on New Frontiers in Mining Complex Patterns, NFMCP 2017, held in conjunction with ECML-PKDD 2017 in Skopje, Macedonia, in September 2017. The book is composed of five parts: feature selection and induction; classification prediction; clustering; pattern discovery; applications. The workshop was aimed at discussing and introducing new algorithmic foundations and representation formalisms in complex pattern discovery. Finally, it encouraged the integration of recent results from existing fields, such as Statistics, Machine Learning and Big Data Analytics.

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