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Core Standards. Using a unique write-in student text at every grade, students represent, solve, and explain -- all in one place. - Publisher.

The HP Pavilion is the bestselling home computer on the market in need of an upgrade, and consumers are in need of a guide. Sheldon provides easy-to-follow, step-by-step instructions on how to get the most out of a HP Pavilion and how to add on cool new features.

The Maryland School Law Deskbook is the only education law reference of its kind in the state. Written by experienced education law attorneys, and published in cooperation with the Maryland Association of Boards of Education (MABE), this comprehensive publication offers current and authoritative information on legal issues facing schools within the context of state and federal education law. Clearly written in a straightforward question-and-answer format, Maryland School Law Deskbook is concise, intuitive, and accessible. Complete with a comprehensive index and a table of cases cited, it is the essential education law resource for school principals, administrators, school board members, superintendents, education professionals and attorneys in Maryland.

The rapid growth in online and virtual learning opportunities has created culturally diverse university classes and corporate training sessions. Instruction for these learning opportunities must adjust to meet participant needs. Cross-Cultural Considerations in the Education of Young Immigrant Learners brings together professional discourse regarding best practices, challenges, and insights on both higher education and corporate training settings. This book is a vital instrument for instructional designers, faculty, administrators, corporate trainers, students and researchers interested in design and facilitation of online learning for a global audience.

Reviewing the state of the science of learning disabilities (LD) and describing effective educational practices, this authoritative text has been significantly revised and expanded with more than 70% new material. Foremost LD experts identify effective principles of assessment and instruction within the framework of multi-tiered systems of support (MTSS). With a focus on what works in the classroom, the book explores the full range of reading, mathematics, and writing disabilities. It synthesizes knowledge from neuropsychology, cognitive neuroscience, and special and general education. Illustrations include eight color plates. As a special supplement, a chapter on the history of the LD field from the first edition is provided at the companion website. New to This Edition

- *Heightened emphasis on intervention, including significant new developments in reading comprehension and math.
- *Reflects major scientific advances in understanding LD.
- *Chapter on principles of effective instruction and MTSS.
- *Chapter on automaticity in reading, math, and writing.
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of evidence-based practices. *Chapter on the validity of the LD construct.

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal® Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework

This book includes representative research from the state-of-the-art in the emerging field of soft robotics, with a special focus on

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bioinspired soft robotics for underwater applications. Topics include novel materials, sensors, actuators, and system design for distributed estimation and control of soft robotic appendages inspired by the octopus and seastar. It summarizes the latest findings in an emerging field of bioinspired soft robotics for the underwater domain, primarily drawing from (but not limited to) an ongoing research program in bioinspired autonomous systems sponsored by the Office of Naval Research. The program has stimulated cross-disciplinary research in biology, material science, computational mechanics, and systems and control for the purpose of creating novel robotic appendages for maritime applications. The book collects recent results in this area.

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