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The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio, top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio.

Learning Core Audio: A Hands-On Guide to Audio Programming ...

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Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio, top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.

"We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document." —Soumith Chintala, co-creator of PyTorch Key Features Written by PyTorch's creator and key contributors Develop deep learning models in a familiar Pythonic way Use PyTorch to build an image classifier for cancer detection Diagnose problems with your neural network and improve training with data augmentation Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It's great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you'll learn best practices for the entire deep learning pipeline, tackling advanced projects as you PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks. What You Will Learn Understanding deep learning data structures such as tensors and neural networks Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results Implementing modules and loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1. Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production

The massive success of apps like Instagram, iMovie, and Vine proves that users want tools to help them capture, edit, and share their lives. If you want to build these apps for iOS or OS X, you need to understand Apple's most powerful media framework: AV Foundation. Until now, however, this meant wrestling with Apple's massive, out-of-date API documentation. Now, there's a more productive and efficient alternative. Learning AV Foundation helps you gain real-world mastery by teaching each aspect of the framework in the context of building real world applications. By the time you finish, you'll have built a voice memo app, custom video player, video editor, and an image and video camera app -- and you'll have mastered all the techniques you need to write your own advanced media apps with AV Foundation. Most chapters contain additional optional exercises, to help you further deepen your understanding. Learning AV Foundation comes with a complete collection of starter apps that abstract away visual aspects, so you can focus solely on AV Foundation without getting bogged down in supporting infrastructure. Coverage includes: Understanding the AV Foundation media environment ; Basic techniques for working with media: playback, recording, and more ; Basic and advanced media capture ; Media creation and editing: composing media, mixing audio, creating video transitions, and layering animated content ; Advanced topics, including real-time audio and video effects ; Integrating AV Foundation with Core Audio.

Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI conectivity, and audio units.

Contains 33 presentations from the 1997 Interactive Healthcare Conference. Topics include an introduction to the Internet, design, development, and evaluation of multimedia programs, developing markets, funding sources, and real-world applications.

Few corporate initiatives of the last ten years have been more influential in the development of a learning culture at work than the corporate learning centre. The first edition of Sam Malone's book quickly established itself as the definitive concise guide to best practice. The second edition reflects the lessons learned since that time, along with the developments in learning technology. Setting up and sustaining a successful centre involves strategic skills such as planning and championing; technical skills, including budgeting, marketing and evaluation; and the people skills of communicating, influencing and managing change. There are chapters in the book for all the stakeholders involved, including the learners themselves. How to Set Up and Manage a Corporate Learning Centre offers definitive advice on all of these areas. Sam Malone demystifies what is a difficult, expensive and long term project for any organization.

Robert Fueston's book is a tremendous resource for everyone who loves Reiki enough to want to know its history accurately so they can practice Reiki with deeper appreciation and teach it with greater clarity and understanding. Robert's years of dedicated research and commitment to objectivity have enabled him to achieve a spiritual and practical goal from which his readers will receive the blessings. Reiki: Transmissions of Light belongs in the library of every Reiki practitioner and teacher. -Amy Rowland, Reiki Author

Creating tours, school programs, and other interpretive activities at historic house museums are among the most effective ways to engage the public in the history of their community and yet many organizations fail to achieve their potential. This guide describes the essential elements of successful interpretation: content, audience, and methods.

This book is aimed at those who are considering, or just starting to plan open and distance learning courses. It offers practical advice on how to find your students, expand your audience and become cost-effective without compromising quality. The main areas covered are: basic principles and different approaches to ODL different types of self-study materials, media, and student support from your institution building quality assurance into the development process With a wide range of practical, tried-and-tested examples and case studies, the book provides a complete guide to setting up ODL courses.

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