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Copilot is pitched as a helpful aid to developers. But some programmers object to the blind copying of blocks of code used to train the algorithm.

~~Github's Commercial AI Tool Was Built From Open Source Code~~

I love to learn new things and build things," the algorithm wrote,

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when asked to generate an About Me page. “I have a `<a href=`” Github account.” While the About Me page was supposedly generated for a ...

~~GitHub’s automatic coding tool rests on untested legal ground~~
The test takes a look at one component of creativity called divergent thinking, which is the ability to generate diverse solutions to open-ended problems.

~~How creative are you? Scientists say simple word test could give you the answer~~

Last month, GitHub and OpenAI launched Copilot ... The models can’t always answer math problems correctly or respond to questions without paraphrasing training data, and it’s well ...

~~OpenAI warns AI behind GitHub’s Copilot may be susceptible to bias~~
GitHub announced Copilot, an AI-powered auto-complete for programmers, prompting a debate about the ethics of borrowed code. GitHub is one of the biggest code repositories on the Internet. It hosts ...

~~Poll: The Ethical Dilemma at the Heart of GitHub’s Copilot~~
Kharis Publishing today announces the release of “The Book of Easy

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Answers: For the Questions You Wish You Didn't Have to Ask" (ISBN: 978-1637460344) by John Telman & Kerry Pocha; a clear and precise ...

~~The Book of Easy Answers: For the Questions You Wish You Didn't Have to Ask~~

An open book. Bekah Martinez explained on Tuesday, July 13, why she doesn't see any problem with educating her children about ... "Like, giving enough info to answer their question, but not too much." ...

~~Bachelor's Bekah Martinez: There Isn't 'Anything Wrong' With Talking to Kids About Sex~~

Robin DiAngelo, an academic and anti-racism consultant, published the surprise best-seller "White Fragility." The book, which argues that white people tend to undermine or dismiss conversations about ...

~~Robin DiAngelo Wants White Progressives to Look Inward~~

The company said it could aid engineers with their work and encourage more people to explore software development ...

~~GitHub Copilot is an AI tool that helps devs to write better code~~

Steps to Follow for Preparing EY Online Assessment Test. The company, management has set a strict hiring process and the EY Online

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Assessment Test help eliminate applicants effectively.

~~Steps to Follow for Preparing EY Online Assessment Test~~

It would be an understatement to say that the Georg Eckert Institute for International Textbook Research in Germany has written the book on how to analyze textbooks. The Institute has actually ...

~~Going back to school on Palestinian textbooks~~

GitHub, the code hosting ... discover alternative ways to solve problems, write tests and explore new APIs without having to tediously tailor a search for answers on the internet," he said.

~~GitHub's new AI tool is like predictive text for programmers~~

GitHub launched a technical ... to suggest alternative ways to solve problems, write tests, and explore new APIs without having to search for answers on the internet. Users can simply write ...

~~GitHub Copilot aims to help developers write better code~~

GitHub is previewing ... discover alternative ways to solve problems, write tests, and explore new APIs without having to tediously tailor a search for answers on the internet," wrote Nat ...

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~~AI-powered GitHub tool will pretty much write your code for you~~
Microsoft directed people towards its own PC Health Check app, but many people found they had more questions than answers after discovering ... was spotted over on Github that can give you a ...

~~Want to know why your PC can't upgrade to Windows 11? There's an app for that~~

The Grubhub model is here to stay. But community-based delivery services could be lifelines for small restaurants battling huge commission fees.

~~Delivery Co-ops Provide an Answer to High Fees and Low Wages~~

The Stevens Point-based Bookshop Co-op is raising funds to purchase a bookmobile to bring books about social issues to rural communities.

~~Bookshop Co-op aims to purchase bookmobile to bring books about social issues to rural communities~~

Bundle up America's current array of devastating problems, pick out the most important ... at least not adequately. There's an answer to what the standardized tests tell us, a simple answer ...

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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.

Software -- Programming Languages.

The significantly expanded and updated new edition of a widely used

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text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's

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wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Essential Information about Algorithms and Data Structures A Classic Reference The latest version of Sedgwick, s best-selling series, reflecting an indispensable body of knowledge developed over the past several decades. Broad Coverage Full treatment of data structures and algorithms for sorting, searching, graph processing, and string processing, including fifty algorithms every programmer should know. See

Summary Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to the everyday business of coding. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Functional programming (FP) is a style of software development emphasizing functions that don't depend on program state. Functional code is easier to test and reuse, simpler to parallelize, and less prone to bugs than other code. Scala is an

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emerging JVM language that offers strong support for FP. Its familiar syntax and transparent interoperability with Java make Scala a great place to start learning FP. About the Book Functional Programming in Scala is a serious tutorial for programmers looking to learn FP and apply it to their everyday work. The book guides readers from basic techniques to advanced topics in a logical, concise, and clear progression. In it, you'll find concrete examples and exercises that open up the world of functional programming. This book assumes no prior experience with functional programming. Some prior exposure to Scala or Java is helpful. What's Inside Functional programming concepts The whys and hows of FP How to write multicore programs Exercises and checks for understanding About the Authors Paul Chiusano and Rúnar Bjarnason are recognized experts in functional programming with Scala and are core contributors to the Scalaz library. Table of Contents PART 1 INTRODUCTION TO FUNCTIONAL PROGRAMMING What is functional programming? Getting started with functional programming in Scala Functional data structures Handling errors without exceptions Strictness and laziness Purely functional state PART 2 FUNCTIONAL DESIGN AND COMBINATOR LIBRARIES Purely functional parallelism Property-based testing Parser combinators PART 3 COMMON STRUCTURES IN FUNCTIONAL DESIGN Monoids Monads Applicative and traversable functors PART 4 EFFECTS AND I/O External effects and

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I/O Local effects and mutable state Stream processing and incremental I/O

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

Proofs play a central role in advanced mathematics and theoretical computer science, yet many students struggle the first time they take a course in which proofs play a significant role. This bestselling text's third edition helps students transition from solving problems to proving theorems by teaching them the techniques needed to read and write proofs. Featuring over 150 new exercises and a new chapter on number theory, this new edition introduces students to the world of advanced mathematics through the mastery of proofs. The book begins with the basic concepts of logic and set theory to familiarize students with the language of mathematics and how it is interpreted. These concepts are used as the basis for an analysis of techniques that can be used to build up complex proofs step by step, using detailed 'scratch work' sections to expose the machinery of proofs about numbers, sets, relations, and functions. Assuming no background

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beyond standard high school mathematics, this book will be useful to anyone interested in logic and proofs: computer scientists, philosophers, linguists, and, of course, mathematicians.

An intuitive approach to machine learning covering key concepts, real-world applications, and practical Python coding exercises.

Master Bayesian Inference through Practical Examples and Computation—Without Advanced Mathematical Analysis Bayesian methods of inference are deeply natural and extremely powerful. However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though, Cameron Davidson-Pilon introduces Bayesian inference from a computational perspective, bridging theory to practice—freeing you to get results using computing power. Bayesian Methods for Hackers illuminates Bayesian inference through probabilistic programming with the powerful PyMC language and the closely related Python tools NumPy, SciPy, and Matplotlib. Using this approach, you can reach effective solutions in small increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other

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techniques and guiding you through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes • Learning the Bayesian "state of mind" and its practical implications • Understanding how computers perform Bayesian inference • Using the PyMC Python library to program Bayesian analyses • Building and debugging models with PyMC • Testing your model's "goodness of fit" • Opening the "black box" of the Markov Chain Monte Carlo algorithm to see how and why it works • Leveraging the power of the "Law of Large Numbers" • Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning • Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes • Selecting appropriate priors and understanding how their influence changes with dataset size • Overcoming the "exploration versus exploitation" dilemma: deciding when "pretty good" is good enough • Using Bayesian inference to improve A/B testing • Solving data

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science problems when only small amounts of data are available. Cameron Davidson-Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an implementation of survival analysis in Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a

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Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to:

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- Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty
- Use data to generate interactive visualizations
- Create and customize web apps and deploy them safely online
- Deal with mistakes and errors so you can solve your own programming problems

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