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 Cloud Technology: Concepts, Methodologies, Tools, and Applications  
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## RONNIE HAROLD

Implementing and Developing Cloud Computing Applications Taylor & Francis  
 Over 70 recipes to help you use Apache Spark as your single big data computing platform and master its libraries About This Book This book contains recipes on how to use Apache Spark as a unified compute engine Cover how to connect various source systems to Apache Spark Covers various parts of machine learning including supervised/unsupervised learning & recommendation engines Who This Book Is For This book is for data engineers, data scientists, and those who want to implement Spark for real-time data processing. Anyone who is using Spark (or is planning to) will benefit from this book. The book assumes you have a basic knowledge of Scala as a programming language. What You Will Learn Install and configure Apache Spark with various cluster managers & on AWS Set up a development environment for Apache Spark including Databricks Cloud notebook Find out how to operate on data in Spark with schemas Get to grips with real-time streaming analytics using Spark Streaming & Structured Streaming Master

supervised learning and unsupervised learning using MLlib Build a recommendation engine using MLlib Graph processing using GraphX and GraphFrames libraries Develop a set of common applications or project types, and solutions that solve complex big data problems In Detail While Apache Spark 1.x gained a lot of traction and adoption in the early years, Spark 2.x delivers notable improvements in the areas of API, schema awareness, Performance, Structured Streaming, and simplifying building blocks to build better, faster, smarter, and more accessible big data applications. This book uncovers all these features in the form of structured recipes to analyze and mature large and complex sets of data. Starting with installing and configuring Apache Spark with various cluster managers, you will learn to set up development environments. Further on, you will be introduced to working with RDDs, DataFrames and Datasets to operate on schema aware data, and real-time streaming with various sources such as Twitter Stream and Apache Kafka. You will also work through recipes on machine learning, including supervised learning, unsupervised learning & recommendation engines in Spark. Last but not least, the final few chapters delve deeper into the concepts of graph processing using GraphX, securing your implementations, cluster optimization, and troubleshooting. Style and approach This book is packed with intuitive

recipes supported with line-by-line explanations to help you understand Spark 2.x's real-time processing capabilities and deploy scalable big data solutions. This is a valuable resource for data scientists and those working on large-scale data projects.  
Cloud Technology: Concepts, Methodologies, Tools, and Applications Simon and Schuster  
 Storage Systems: Organization, Performance, Coding, Reliability and Their Data Processing was motivated by the 1988 Redundant Array of Inexpensive/Independent Disks proposal to replace large form factor mainframe disks with an array of commodity disks. Disk loads are balanced by striping data into strips—with one strip per disk— and storage reliability is enhanced via replication or erasure coding, which at best dedicates k strips per stripe to tolerate k disk failures. Flash memories have resulted in a paradigm shift with Solid State Drives (SSDs) replacing Hard Disk Drives (HDDs) for high performance applications. RAID and Flash have resulted in the emergence of new storage companies, namely EMC, NetApp, SanDisk, and Purestorage, and a multibillion-dollar storage market. Key new conferences and publications are reviewed in this book. The goal of the book is to expose students, researchers, and IT professionals to the more important developments in storage systems, while covering the evolution of storage technologies, traditional

and novel databases, and novel sources of data. We describe several prototypes: FAWN at CMU, RAMCloud at Stanford, and Lightstore at MIT; Oracle's Exadata, AWS' Aurora, Alibaba's PolarDB, Fungible Data Center; and author's paper designs for cloud storage, namely heterogeneous disk arrays and hierarchical RAID. • Surveys storage technologies and lists sources of data: measurements, text, audio, images, and video • Familiarizes with paradigms to improve performance: caching, prefetching, log-structured file systems, and merge-trees (LSMs) • Describes RAID organizations and analyzes their performance and reliability • Conserves storage via data compression, deduplication, compaction, and secures data via encryption • Specifies implications of storage technologies on performance and power consumption • Exemplifies database parallelism for big data, analytics, deep learning via multicore CPUs, GPUs, FPGAs, and ASICs, e.g., Google's Tensor Processing Units  
[Apache Spark 2.x Cookbook](#) IGI Global

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Powerful Python 3 Standard Library through Real Code Examples "The genius of Doug's approach is that with 15 minutes per week, any motivated programmer can learn the Python Standard Library. Doug's guided tour will help you flip the switch to fully power-up Python's batteries." –Raymond Hettinger, Distinguished Python Core Developer The Python 3 Standard Library contains hundreds of modules for interacting with the operating system, interpreter, and Internet—all extensively tested and ready to jump-start application development. Now, Python expert Doug Hellmann introduces every major area of the Python 3.x library through concise source code and output examples. Hellmann's examples fully demonstrate each feature and are designed for easy learning and reuse. You'll find practical code for working with text, data structures, algorithms, dates/times, math, the file system, persistence, data exchange, compression, archiving, crypto, processes/threads, networking, Internet capabilities, email, developer and language tools, the runtime, packages, and more. Each section fully covers one module, with links to additional resources, making this book an ideal tutorial and reference. The Python 3 Standard Library by Example introduces Python 3.x's new libraries, significant functionality changes, and new layout and naming conventions. Hellmann also provides expert porting guidance for moving code from 2.x Python standard library modules to their Python 3.x equivalents. Manipulate text with string, textwrap, re (regular expressions), and difflib Use data structures: enum, collections, array, heapq, queue, struct, copy, and more Implement algorithms elegantly and concisely with functools, itertools, and contextlib Handle dates/times and advanced mathematical tasks Archive and data compression Understand data exchange and persistence, including json, dbm, and sqlite Sign and verify messages cryptographically Manage concurrent operations with processes and threads Test, debug, compile, profile, language, import, and package tools Control interaction at runtime with interpreters or the environment

[Smaller Faster Lighter Denser Cheaper](#) John Wiley & Sons

API Design Patterns lays out a set of design principles for building internal and public-facing APIs. Summary A collection of best practices and design standards for web and internal APIs. In API Design Patterns you will learn: Guiding principles for API patterns Fundamentals of resource layout and naming Handling data types for any programming language Standard methods that ensure predictability Field masks for targeted partial updates Authentication and validation methods for secure APIs Collective operations for moving, managing, and deleting data Advanced patterns for special interactions and data transformations API Design Patterns reveals best practices for building stable, user-friendly APIs. These design patterns can be applied to solve common API problems and flexibly altered to fit your specific needs. Hands-on examples and relevant use-cases illustrate patterns for API fundamentals, advanced functionalities, and even uncommon scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology APIs are contracts that define how applications, services, and components communicate. API design patterns provide a shared set of best practices, specifications and standards that ensure APIs are reliable and simple for other developers to use. This book collects and explains the most important patterns from both the API design community and the experts at Google. About the book API Design Patterns lays out a set of design principles for building internal and public-facing APIs. Google API expert JJ Geewax presents patterns that ensure your APIs are consistent, scalable, and flexible. You'll improve the design of the most common APIs, plus discover techniques for tricky edge cases. Precise illustrations, relevant examples, and detailed scenarios make every pattern clear and easy to understand. What's inside

Guiding principles for API patterns Fundamentals of resource layout and naming Advanced patterns for special interactions and data transformations A detailed case-study on building an API and adding features About the reader For developers building web and internal APIs in any language. About the author JJ Geewax is a software engineer at Google, focusing on Google Cloud Platform, API design, and real-time payment systems. He is also the author of Manning's Google Cloud Platform in Action. Table of Contents PART 1 INTRODUCTION 1 Introduction to APIs 2 Introduction to API design patterns PART 2 DESIGN PRINCIPLES 3 Naming 4 Resource scope and hierarchy 5 Data types and defaults PART 3 FUNDAMENTALS 6 Resource identification 7 Standard methods 8 Partial updates and retrievals 9 Custom methods 10 Long-running operations 11 Rerunnable jobs PART 4 RESOURCE RELATIONSHIPS 12 Singleton sub-resources 13 Cross references 14 Association resources 15 Add and remove custom methods 16 Polymorphism PART 5 COLLECTIVE OPERATIONS 17 Copy and move 18 Batch operations 19 Criteria-based deletion 20 Anonymous writes 21 Pagination 22 Filtering 23 Importing and exporting PART 6 SAFETY AND SECURITY 24 Versioning and compatibility 25 Soft deletion 26 Request deduplication 27 Request validation 28 Resource revisions 29 Request retrieval 30 Request authentication  
*Spatial Cloud Computing* Simon and Schuster

From small start-ups to major corporations, companies of all sizes have embraced cloud computing for the scalability, reliability, and cost benefits it can provide. It has even been said that cloud computing may have a greater effect on our lives than the PC and dot-com revolutions combined. Filled with comparative charts and decision trees, Implement

[Distributed and Cloud Computing](#) Springer

Learning Heroku Postgres is targeted at developers and database admins. Even if you're new to Heroku Postgres, you'll be able to master both the basic as well as advanced features of Heroku Postgres. Since Heroku Postgres is incredibly user-friendly, no previous experience in computer coding or programming is required.

*API Design Patterns* "O'Reilly Media, Inc."

Advances in Grid and Pervasive Computing 7th International Conference, GPC 2012, Hong Kong, China, May 11-13, 2012, Proceedings Springer

**Film and Video Production in the Cloud** Packt Publishing Ltd

If you plan to use Amazon Web Services to run applications in the cloud, the end-to-end approach in this book will save you needless trial and error. You'll find practical guidelines for designing and building applications with Amazon Elastic Compute Cloud (EC2) and a host of supporting AWS tools, with a focus on critical issues such as load balancing, monitoring, and automation. How do you move an existing application to AWS, or design your application so that it scales effectively? How much storage will you require? Programming Amazon EC2 not only helps you get started, it will also keep you going once you're successfully positioned in the cloud. This book is a must-read for application architects, developers, and administrators. Determine your application's lifecycle and identify the AWS tools you need Learn how to build and run your application as part of the development process Migrate simple web applications to the cloud with EC2, Amazon Simple Storage Service, and CloudFront content delivery Meet traffic demand with EC2's Auto Scaling and Elastic Load Balancing Decouple your application using Simple Queue Service, Simple Notification Service, and other tools Use the right tools to minimize downtime, improve uptime, and manage your decoupled system "Jurg and Flavia have done a great job in this book building a practical guide on how to build real systems using AWS." --Werner Vogels, VP & CTO at Amazon.com  
[Information and Software Technologies](#) Packt Publishing Ltd

Prepare for the future of cloud infrastructure: Distributed Services Platforms By moving service modules closer to applications, Distributed Services (DS) Platforms will future-proof cloud architectures—improving performance, responsiveness, observability, and troubleshooting. Network pioneer Silvano Gai demonstrates DS Platforms' remarkable capabilities and guides you through implementing them in diverse hardware. Focusing on business benefits throughout, Gai shows how to provide essential shared services such as segment routing, NAT, firewall, micro-segmentation, load balancing, SSL/TLS termination, VPNs, RDMA, and storage—including storage compression and encryption. He also compares three leading hardware-based approaches—Sea of Processors, FPGAs, and ASICs—preparing you to evaluate solutions, ask the right questions, and plan strategies for your environment. Understand the business drivers behind DS Platforms, and the value they offer See how modern network design and virtualization create a foundation for DS Platforms Achieve unprecedented scale through domain-specific hardware, standardized functionalities, and granular distribution Compare advantages and disadvantages of each leading

hardware approach to DS Platforms Learn how P4 Domain-Specific Language and architecture enable high-performance, low-power ASICs that are data-plane-programmable at runtime Distribute cloud security services, including firewalls, encryption, key management, and VPNs Implement distributed storage and RDMA services in large-scale cloud networks Utilize Distributed Services Cards to offload networking processing from host CPUs Explore the newest DS Platform management architectures Building a Future-Proof Cloud Architecture is for network, cloud, application, and storage engineers, security experts, and every technology professional who wants to succeed with tomorrow's most advanced service architectures.

[The Second Life of Networks](#) CRC Press

Want to build Facebook applications that truly stand out among the thousands already available? In addition to providing easy-to-follow recipes that offer practical ways to design and build scalable applications using the Facebook Platform and its new profile design, this Cookbook also explains proven strategies for attracting users in this highly competitive environment. With plenty of examples and practical solutions, Facebook Cookbook answers some of the hardest questions Facebook application developers contend with -- including how and where to get started. This Cookbook will help you: Learn to build an application that scales to accommodate a sudden influx of users Explore changes from Facebook's old profile design to the new look and feel Take advantage of new integration points in the new profile design Get tips for designing applications with hosting and deployment costs in mind Discover which widgets and controls to use for building the most attractive user interface design Learn the differences between standard HTML, JavaScript, and SQL, and the versions used on the Facebook Platform Target large, defined groups on Facebook, including those who want to find jobs, hire employees, market a business, advertise, and more If you can build simple web applications with HTML, Facebook Cookbook will help you build applications with the potential to reach millions of users around the globe. Learn what it takes to design applications that stand above the rest.

**Advances in Computing and Communications, Part IV** Springer Nature

This volume is the fourth part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 62 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are the papers of the Workshop on Cloud Computing: Architecture, Algorithms and Applications (CloudComp2011), of the Workshop on Multimedia Streaming (MultiStreams2011), and of the Workshop on Trust Management in P2P Systems (IWTMP2PS2011).

**Building Applications to Grow Your Facebook Empire** CRC Press

An exploration of the benefits of cloud computing in geoscience research and applications as well as future research directions, *Spatial Cloud Computing: A Practical Approach* discusses the essential elements of cloud computing and their advantages for geoscience. Using practical examples, it details the geoscience requirements of cloud computing, covers general procedures and considerations when migrating geoscience applications onto cloud services, and demonstrates how to deploy different applications. The book discusses how to choose cloud services based on the general cloud computing measurement criteria and cloud computing cost models. The authors examine the readiness of cloud computing to support geoscience applications using open source cloud software solutions and commercial cloud services. They then review future research and developments in data, computation, concurrency, and spatiotemporal intensities of geosciences and how cloud service can be leveraged to meet the challenges. They also introduce research directions from the aspects of technology, vision, and social dimensions. *Spatial Cloud Computing: A Practical Approach* a common workflow for deploying geoscience applications and provides references to the concepts, technical details, and operational guidelines of cloud computing. These features and more give developers, geoscientists, and IT professionals the information required to make decisions about how to select and deploy cloud services.

**Concepts, Methodologies, Tools, and Applications** Springer

Argues against the modern movement to de-industrialize, re-localize and reduce both consumption and development in order to preserve the planet and instead advocates for advancing innovations and future technologies to improve the world with smaller, faster solutions. 35,000 first printing.

**Storage Systems** Springer

With cloud applications and services now widely available, film and video professionals have all the tools they need to work together on centralized platforms and effectively collaborate across separate desktop, web, and mobile devices. In *Film and Video Production in the Cloud*, veteran



video production consultant Jack James provides a practical guide to cloud processes, concepts, and workflows as they relate to the most widely used cloud applications in the industry. Topics discussed include the benefits of cloud storage, cloud-based production and postproduction pipelines, project and asset management, distribution and archiving, budget and security considerations, and crowdsourcing. This book will allow readers to:

- Harness cloud-based tools and processes to enhance your film and video production pipeline and help your creative team collaborate effectively across separate desktop, web, and mobile devices;
- Discover the benefits of cloud-based film and video production, as well as key approaches to budgeting and planning, project and asset management, distribution and archiving, security considerations, and crowdsourcing in the cloud;
- Learn how to apply fundamental cloud methodologies and best practices to the most widely used cloud services and applications in the industry, including Adobe Creative Cloud, Autodesk A360, Avid Media Composer Cloud, Asana, Basecamp, and Shotgun.

*Cloud Computing Apress*

This book constitutes the refereed proceedings of the 24th International Conference on Information and Software Technologies, ICIST 2018, held in Vilnius, Lithuania, in October 2018. The 48 papers presented were carefully reviewed and selected from 124 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; software engineering; and information technology applications.

*Facebook Cookbook* Packt Publishing Ltd

*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.

*Soft Computing and Signal Processing* Springer

The primary purpose of this book is to capture the state-of-the-art in Cloud Computing technologies and applications. The book will also aim to identify potential research directions and technologies that will facilitate creation a global market-place of cloud computing services supporting scientific, industrial, business, and consumer applications. We expect the book to serve as a reference for larger audience such as systems architects, practitioners, developers, new researchers and graduate level students. This area of research is relatively recent, and as such has no existing reference book that addresses it. This book will be a timely contribution to a field that is gaining considerable research interest, momentum, and is expected to be of increasing interest to commercial developers. The book is targeted for professional computer science developers and graduate students especially at Masters level. As Cloud Computing is recognized as one of the top five emerging technologies that will have a major impact on the quality of science and society over the next 20 years, its knowledge will help position our readers at the forefront of the field.

*Digital Curation Fundamentals* Public Affairs

Cloud computing has become integrated into all sectors, from business to quotidian life. Since it has revolutionized modern computing, there is a need for updated research related to the architecture and frameworks necessary to maintain its efficiency. The Handbook of Research on End-to-End Cloud Computing Architecture Design provides architectural design and implementation studies on cloud computing from an end-to-end approach, including the latest industrial works and extensive research studies of cloud computing. This handbook enumerates deep dive and systemic studies of cloud computing from architecture to implementation. This book is a comprehensive publication ideal for programmers, IT professionals, students, researchers, and

engineers.

*Spark Cookbook* Packt Publishing Ltd

This book constitutes the refereed proceedings of six International Workshops held as parallel events of the 17th IFIP WG 12.5 International Conference on Artificial Intelligence Applications and Innovations, AIAI 2021, virtually and in Hersonissos, Crete, Greece, in June 2021: the 6th Workshop on 5G-Putting Intelligence to the Network Edge, 5G-PINE 2021; Artificial Intelligence in Biomedical Engineering and Informatics Workshop, AI-BIO 2021; Workshop on Defense Applications of AI, DAAI 2021; Distributed AI for Resource-Constrained Platforms Workshop, DARE 2021; Energy Efficiency and Artificial Intelligence Workshop, EEAI 2021; and the 10th Mining Humanistic Data Workshop, MHDW 2021. The 24 full papers and 16 short papers presented at these workshops were carefully reviewed and selected from 72 submissions. The papers presented at 5G-PINE focus on the latest AI applications in the telecommunication industry and AI in modern 5G-oriented telecommunications infrastructures. The papers chosen for AI-BIO 2021 present research on the subject of AI, in its broadest sense, in biomedical engineering and health informatics. The DAAI 2021 papers aim at presenting recent evolutions in artificial intelligence applicable to defense and security applications. The papers selected for DARE 2021 address a variety of pertinent and challenging topics within the scope of distributed AI for resource-constrained platforms. The papers presented at EEAI 2021 aim to bring together interdisciplinary approaches that focus on the application of AI-driven solutions for increasing and improving energy efficiency of residential and tertiary buildings and of occupant behavior. The MHDW papers focus on topics such as recommendation systems, sentiment analysis, pattern recognition, data mining, and time series.

*24th International Conference, ICIST 2018, Vilnius, Lithuania, October 4-6, 2018, Proceedings* CRC Press

A web map is an interactive display of geographic information, in the form of a web page, that you can use to tell stories and answer questions. Web maps have numerous advantages over traditional mapping techniques, such as the ability to display up-to-date or even real-time information, easy distribution to end users, and highly customized interactive content. Introduction to Web Mapping teaches you how to develop online interactive web maps and web mapping applications, using standard web technologies: HTML, CSS and JavaScript. The core technologies are introduced in Chapters 1-5, focusing on the specific aspects which are most relevant to web mapping. Chapters 6-13 then implement the material and demonstrate key concepts for building and publishing interactive web maps.

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