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Remote Jobs – Bekerja dari Mana Saja: Panduan Remote Jobs dan Freelancing Global Micho W Putra, 2025-03-18 Kerja remote kini telah menjadi fenomena global yang membuka banyak peluang bagi individu di berbagai belahan dunia. Dengan hanya bermodalkan keterampilan yang relevan, koneksi internet yang stabil, dan kemauan untuk terus belajar, siapa saja dapat meraih kesuksesan di dunia kerja remote. Buku ini dirancang untuk membantu Anda memahami langkah-langkah penting dalam membangun karier remote yang sukses. Anda akan menemukan berbagai tips praktis tentang bagaimana memulai karier remote, mengelola waktu, dan produktivitas, membangun relasi dengan klien, hingga mengatur keuangan sebagai pekerja lepas. Apakah Anda seorang profesional berpengalaman yang ingin beralih ke dunia kerja remote, atau seseorang yang baru saja memulai perjalanan sebagai freelancer, buku ini akan memberikan wawasan dan panduan yang relevan untuk membantu Anda mencapai kesuksesan.

High Performance Geographic Information System Wei Xiong, Ye Wu, Xue Ouyang, Qing-ren Jia, Hao Chen, Luo Chen, 2024-10-15 The development of earth observation and computing technology has promoted the wide application of spatio-temporal big data and artificial intelligence. The enrichment of data and the improvement of computational performance make it possible to perform spatio-temporal analysis and computation on a larger scale. Therefore, it is necessary to study the optimization methods and application methods of high performance geocomputing, starting from GIS architecture in order to form a high performance GIS that can serve the society and economy and support various applications. This book focuses on the architecture, technology platform, and application of high performance GIS. It analyzes the key technologies of spatio-temporal big data organization and access, parallelized spatial analysis and processing, large scale map rendering, and parallel visualization under the high performance computing architecture. It explains how to build high performance geographic information applications and looks forward to the trend of the new generation of GIS.

[Pretrain Vision and Large Language Models in Python](#) Emily Webber, Andrea Olgiati, 2023-05-31 Master the art of training vision and large language models with conceptual fundamentals and industry expert guidance. Learn about AWS services and design patterns with relevant coding examples. Key Features: Learn to develop, train, tune, and apply foundation models with optimized end-to-end pipelines. Explore large scale distributed training for models and datasets with AWS and SageMaker examples. Evaluate, deploy, and operationalize your custom models with bias detection and pipeline monitoring. Book Description: Foundation models have forever changed machine learning. From BERT to ChatGPT, CLIP to Stable Diffusion, when billions of parameters are combined with large datasets and hundreds to thousands of GPUs, the result is nothing short of record-breaking. The recommendations, advice, and code samples in this book will help you pretrain and fine-tune your own foundation models from scratch on AWS and Amazon SageMaker while applying them to hundreds of use cases across your organization. With advice from seasoned AWS and machine learning expert Emily Webber, this book helps you learn everything you need to go from project ideation to dataset preparation.

training evaluation and deployment for large language vision and multimodal models With step by step explanations of essential concepts and practical examples you ll go from mastering the concept of pretraining to preparing your dataset and model configuring your environment training fine tuning evaluating deploying and optimizing your foundation models You will learn how to apply the scaling laws to distributing your model and dataset over multiple GPUs remove bias achieve high throughput and build deployment pipelines By the end of this book you ll be well equipped to embark on your own project to pretrain and fine tune the foundation models of the future What you will learn Find the right use cases and datasets for pretraining and fine tuning Prepare for large scale training with custom accelerators and GPUs Configure environments on AWS and SageMaker to maximize performance Select hyperparameters based on your model and constraints Distribute your model and dataset using many types of parallelism Avoid pitfalls with job restarts intermittent health checks and more Evaluate your model with quantitative and qualitative insights Deploy your models with runtime improvements and monitoring pipelines Who this book is for If you re a machine learning researcher or enthusiast who wants to start a foundation modelling project this book is for you Applied scientists data scientists machine learning engineers solution architects product managers and students will all benefit from this book Intermediate Python is a must along with introductory concepts of cloud computing A strong understanding of deep learning fundamentals is needed while advanced topics will be explained The content covers advanced machine learning and cloud techniques explaining them in an actionable easy to understand way Handbook of Augmented and Virtual Reality Sumit Badotra,Sarvesh Tanwar,Ajay Rana,Nidhi Sindhwani,Ramani Kannan,2023-08-21 Augmented and Virtual Reality are revolutionizing present and future technologies these are the fastest growing and most fascinating areas of technologies at present This book aims to provide insight into the theory and applications of Augmented and Virtual Reality to multiple technologies such as IoT Internet of Things ML Machine Learning AI Artificial Intelligence Healthcare and Education **Intelligent Computing** Kohei Arai,2022-07-06 The book Intelligent Computing Proceedings of the 2022 Computing Conference is a comprehensive collection of chapters focusing on the core areas of computing and their further applications in the real world Each chapter is a paper presented at the Computing Conference 2022 held on July 14 15 2022 Computing 2022 attracted a total of 498 submissions which underwent a double blind peer review process Of those 498 submissions 179 submissions have been selected to be included in this book The goal of this conference is to give a platform to researchers with fundamental contributions and to be a premier venue for academic and industry practitioners to share new ideas and development experiences We hope that readers find this book interesting and valuable as it provides the state of the art intelligent methods and techniques for solving real world problems We also expect that the conference and its publications will be a trigger for further related research and technology improvements in this important subject *Popular Science* ,2004-12 Popular Science gives our readers the information and tools to improve their technology and their world The core belief that

Popular Science and our readers share The future is going to be better and science and technology are the driving forces that will help make it better **High Performance Computing** Heike Jagode,Hartwig Anzt,Hatem Ltaief,Piotr

Luszczek,2021-11-12 This book constitutes the refereed post conference proceedings of 9 workshops held at the 35th International ISC High Performance 2021 Conference in Frankfurt Germany in June July 2021 Second International Workshop on the Application of Machine Learning Techniques to Computational Fluid Dynamics and Solid Mechanics Simulations and Analysis HPC IODC HPC I O in the Data Center Workshop Compiler assisted Correctness Checking and Performance Optimization for HPC Machine Learning on HPC Systems 4th International Workshop on Interoperability of Supercomputing and Cloud Technologies 2nd International Workshop on Monitoring and Operational Data Analytics 16th Workshop on Virtualization in High Performance Cloud Computing Deep Learning on Supercomputers 5th International Workshop on In Situ Visualization The 35 papers included in this volume were carefully reviewed and selected They cover all aspects of research development and application of large scale high performance experimental and commercial systems Topics include high performance computing HPC computer architecture and hardware programming models system software performance analysis and modeling compiler analysis and optimization techniques software sustainability scientific applications deep learning Chapter Machine Learning Based Control of Perturbed and Heated Channel Flows is available open access under a Creative Commons Attribution 4 0 International License via link springer.com **CUDA by Example**

Jason Sanders,Edward Kandrot,2010-07-19 CUDA is a computing architecture designed to facilitate the development of parallel programs In conjunction with a comprehensive software platform the CUDA Architecture enables programmers to draw on the immense power of graphics processing units GPUs when building high performance applications GPUs of course have long been available for demanding graphics and game applications CUDA now brings this valuable resource to programmers working on applications in other domains including science engineering and finance No knowledge of graphics programming is required just the ability to program in a modestly extended version of C CUDA by Example written by two senior members of the CUDA software platform team shows programmers how to employ this new technology The authors introduce each area of CUDA development through working examples After a concise introduction to the CUDA platform and architecture as well as a quick start guide to CUDA C the book details the techniques and trade offs associated with each key CUDA feature You ll discover when to use each CUDA C extension and how to write CUDA software that delivers truly outstanding performance Major topics covered include Parallel programming Thread cooperation Constant memory and events Texture memory Graphics interoperability Atomics Streams CUDA C on multiple GPUs Advanced atomics Additional CUDA resources All the CUDA software tools you ll need are freely available for download from NVIDIA http://developer.nvidia.com/object/cuda_by_example.html Accelerating MATLAB with GPU Computing Jung W. Suh,Youngmin Kim,2013-11-18 Beyond simulation and algorithm development many developers increasingly use MATLAB even for product deployment in

computationally heavy fields This often demands that MATLAB codes run faster by leveraging the distributed parallelism of Graphics Processing Units GPUs While MATLAB successfully provides high level functions as a simulation tool for rapid prototyping the underlying details and knowledge needed for utilizing GPUs make MATLAB users hesitate to step into it Accelerating MATLAB with GPUs offers a primer on bridging this gap Starting with the basics setting up MATLAB for CUDA in Windows Linux and Mac OS X and profiling it then guides users through advanced topics such as CUDA libraries The authors share their experience developing algorithms using MATLAB C and GPUs for huge datasets modifying MATLAB codes to better utilize the computational power of GPUs and integrating them into commercial software products Throughout the book they demonstrate many example codes that can be used as templates of C MEX and CUDA codes for readers projects Download example codes from the publisher s website <http://booksite.elsevier.com/9780124080805> Shows how to accelerate MATLAB codes through the GPU for parallel processing with minimal hardware knowledge Explains the related background on hardware architecture and programming for ease of use Provides simple worked examples of MATLAB and CUDA C codes as well as templates that can be reused in real world projects

GPU Gems Randima Fernando, 2004 GPU Gems has won a prestigious Front Line Award from Game Developer Magazine The Front Line Awards recognize products that enable faster and more efficient game development advancing the state of the art FULL COLOR THROUGHOUT This collection of articles is particularly impressive for its depth and breadth The book includes product oriented case studies previously unpublished state of the art research comprehensive tutorials and extensive code samples and demos throughout Eric Haines Author of Real Time Rendering GPU Gems is a cool toolbox of advanced graphics techniques Novice programmers and graphics gurus alike will find the Gems practical intriguing and useful Tim Sweeney Lead Programmer of Unreal at Epic Games GPU Gems is a compilation of articles covering practical real time graphics techniques arising from the research and practice of cutting edge developers It focuses on the programmable graphics pipeline available in today s graphics processing units GPUs and highlights quick and dirty tricks used by leading developers as well as fundamental performance conscious techniques for creating advanced visual effects The contributors and editors collectively bring countless years of experience to enlighten and propel the reader into the fascinating world of programmable real time graphics Major topics covered include Natural effects Lighting and shadows Materials Image processing Performance and practicalities Beyond triangles Contributors are from the following universities and corporations Alias Systems Brown University Croteam Cyan Worlds Hochschule Bremen Industrial Light and Magic iXBT com Monolith Productions New York University Novarama NVIDIA Paralelo Computacao Piranha Bytes Pixar Animation Studios Siemens Medical Solutions Softimage Company Softlab NSK Sony Pictures Imageworks Stanford University UC Davis UNC Chapel Hill Universitat Pompeu Fabra University of Utah University of Waterloo The accompanying CD ROM includes complementary examples and sample programs

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