

Pipeline Studio Tutorial

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Scroll down and click Pipeline, then click OK at the end of the page to open the Pipeline configuration page (whose General tab is selected). Click the Pipeline tab at the top of the page to scroll down to the Pipeline section. Note: If instead you are defining your Jenkinsfile in source control, follow the instructions in In SCM below.

Getting started with Pipeline

In Synapse Studio, go to the Integrate hub. Select + > Pipeline to create a new pipeline. Go to the Develop hub and select one of the notebooks you previously created. Drag that notebook into the pipeline (Note: Add import modules step in notebook as specified in document, which are required while running from pipeline)

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In Azure Pipelines, go to the Pipelines page to view the list of pipelines. Select the pipeline you created in the previous section. In the context menu for the pipeline, select Status badge. Copy the sample Markdown from the status badge panel.

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PipelineStudio® A complete pipeline engineering tool that delivers rapid and accurate offline pipeline management design, planning and hydraulic analysis for natural gas and liquid pipelines through advanced simulation techniques.

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A hydraulic steady-state simulation and surge analysis is carried out using Pipeline Studio®Liquid version 3.6.0 (PLS) that calculates time-invariant pressure, temperature and flow profile throughout a pipeline network for specified boundary conditions and network element set points.

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The pipeline in this tutorial has only one step, and it writes the output to a file. For multi-step pipelines, you also use ArgumentParser to define a directory to write output data for input to subsequent steps. For an example of passing data between multiple pipeline steps by using the ArgumentParser design pattern, see the notebook. Build the pipeline. Before you run the pipeline, create an ...

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Azure Pipelines offers a set of popular templates...that you can choose from to build your solution....If none of them fit your needs, do not worry...because you can create your own from scratch...and you can learn more about all of these...and more into the comment section for Azure Pipelines....Build pipelines can be found on...their actual pipelines in the builds page....Previously, I have created a build pipeline...that's called "BP1"....

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Sunday, 30 June 2019

Optimize code for multi-core processors with Intel's Parallel Studio Parallel programming is rapidly becoming a "must-know" skill for developers. Yet, where to start? This teach-yourself tutorial is an ideal starting point for developers who already know Windows C and C++ and are eager to add parallelism to their code. With a focus on applying tools, techniques, and language extensions to implement parallelism, this essential resource teaches you how to write programs for multicore and leverage the power of multicore in your programs. Sharing hands-on case studies and real-world examples, the authors examine the challenges of each project and show you how to overcome them. Explores conversion of serial code to parallel Focuses on implementing Intel Parallel Studio Highlights the benefits of using parallel code Addresses error and performance optimization of code Includes real-world scenarios that illustrate the techniques of advanced parallel programming situations Parallel Programming with Intel Parallel Studio dispels any concerns of difficulty and gets you started creating faster code with Intel Parallel Studio.

"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"--

Learn how to use programmable shaders in the DirectX 9 graphics pipeline?and deliver awesome 3-D graphics to your animations, games, and other multimedia applications. This book distills hundreds of hours of hands-on guidance from the developers on the Microsoft DirectX team?as well as insights from leading-edge video card manufacturers?into step-by-step instruction and best practices for exploiting the programmable pipeline. You'll see how to program shaders in assembly-language as well as the new high-level shader language (HLSL)?and you get complete code walk throughs for all the sample programs and the DirectX 9 SDK on CD. Discover how to: Program vertex shaders to create transformations, apply vertex fog, or deform geometry Generate 2-D image effects?such as output color inversion?with pixel shaders Use HLSL to add a semi-transparent glow effect by combining a vertex shader and frame buffer blending Produce a metallic paint effect by combining a vertex shader, a pixel shader, and a texture shader with multilayer texture blending Incorporate reflective surfaces into your 3-D scenes by applying an environment-map effect Experiment with the EffectEdit SDK sample to load and edit effect files and preview results on the fly Package multiple object-rendering techniques into a single effect for simpler pipeline state management CD inside Get code for all the sample programs plus SDKAbout Programmable Shaders. With programmable shaders, you get unprecedented control over rendering options in DirectX 9. You can use vertex shaders to deform geometry, apply procedural textures with pixel and texture shaders, and use effects to encapsulate shader and pipeline state?making code reuse a snap. CD features: Sample programs that demonstrate: Vertex shader transformations, lighting, fog, vertex displacement, and vertex blending Pixel shader texturing, 2-D image processing, and lighting Texture shader generation of procedural textures Encapsulating assembly-language and HLSL shaders into an effect Interactive development of an effect using EffectEdit DirectX 9 SDK Fully searchable eBook A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

Given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study, creative technology may seem oxymoronic. On the contrary, the very basis of western thought is found in the idea of transcendent knowledge. The marriage of

opposing disciplines therefore acts as a more holistic approach to education. Creative Technologies for Multidisciplinary Applications acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines. Because creative technology encompasses many applications with the realm of art, gaming, the humanities, and digitization, this book features a diverse collection of relevant research for the modern world. It is a pivotal reference publication for educators, students, and researchers in fields related to sociology, technology, and the humanities.

SAS Visual Data Mining and Machine Learning, powered by SAS Viya, means that users of all skill levels can visually explore data on their own while drawing on powerful in-memory technologies for faster analytic computations and discoveries. You can manually program with custom code or use the features in SAS Studio, Model Studio, and SAS Visual Analytics to automate your data manipulation and modeling. These programs offer a flexible, easy-to-use, self-service environment that can scale on an enterprise-wide level. In this book, we will explore some of the many features of SAS Visual Data Mining and Machine Learning including: programming in the Python interface; new, advanced data mining and machine learning procedures; pipeline building in Model Studio, and model building and comparison in SAS Visual Analytics.

From news and speeches to informal chatter on social media, natural language is one of the richest and most underutilized sources of data. Not only does it come in a constant stream, always changing and adapting in context; it also contains information that is not conveyed by traditional data sources. The key to unlocking natural language is through the creative application of text analytics. This practical book presents a data scientist's approach to building language-aware products with applied machine learning. You'll learn robust, repeatable, and scalable techniques for text analysis with Python, including contextual and linguistic feature engineering, vectorization, classification, topic modeling, entity resolution, graph analysis, and visual steering. By the end of the book, you'll be equipped with practical methods to solve any number of complex real-world problems. Preprocess and vectorize text into high-dimensional feature representations Perform document classification and topic modeling Steer the model selection process with visual diagnostics Extract key phrases, named entities, and graph structures to reason about data in text Build a dialog framework to enable chatbots and language-driven interaction Use Spark to scale processing power and neural networks to scale model complexity

Get Started Fast with XNA Game Studio 4.0—and Build Great Games for Both Windows® Phone 7 and Xbox 360® This is the industry's best reference and tutorial for all aspects of XNA Game Studio 4.0 programming on all supported platforms, from Xbox 360 to Windows Phone 7 and Windows PCs. The only game development book authored by Microsoft XNA development team members, it offers deep insider insights you won't get anywhere else—including thorough coverage of new Windows Phone APIs for mobile game development. You'll quickly build simple games and get comfortable with Microsoft's powerful XNA Game Studio 4.0 toolset. Next, you'll drill down into every area of XNA, including graphics, input, audio, video, storage, GamerServices, and networking. Miller and Johnson present especially thorough coverage of 3D graphics, from Reach and HiDef to textures, effects, and avatars. Throughout, they introduce new concepts with downloadable code examples designed to help you jumpstart your own projects. Coverage includes Downloading, installing, and getting started with XNA Game Studio 4 Building on capabilities provided in the default game template Using 2D sprites, textures, sprite operations, blending, and SpriteFonts Creating high-performance 3D graphics with XNA's newly simplified APIs Loading, generating, recording, and playing audio Supporting keyboards, mice, Xbox 360 controllers, Touch, accelerometer, and GPS inputs Managing all types of XNA storage Using avatars as characters in your games Utilizing gamer types, player profiles, presence information, and other GamerServices Supporting Xbox LIVE and networked games Creating higher-level input systems that seamlessly manage cross-platform issues From Windows Phone 7 mobile gaming to Xbox 360, XNA Game Studio 4.0 creates huge new opportunities for experienced Microsoft developers. This book helps you build on skills you already have, to create the compelling games millions of users are searching for.

Programming has become a significant part of connecting theoretical development and scientific application computation. Computer programs and processes that take into account the goals and needs of the user meet with the greatest success, so it behooves software engineers to consider the human element inherent in every line of code they write. Research Anthology on Recent Trends, Tools, and Implications of Computer Programming is a vital reference source that examines the latest scholarly material on trends, techniques, and uses of various programming applications and examines the benefits and challenges of these computational developments. Highlighting a range of topics such as coding standards, software engineering, and computer systems development, this multi-volume book is ideally designed for programmers, computer scientists, software developers, analysts, security experts, IoT software programmers, computer and software engineers, students, professionals, and researchers.

This book provides the reader with: • a comprehensive description of engineering activities carried out on oil & gas projects, • a description of the work of each engineering discipline, including illustrations of all common documents, • an overall view of the plant design sequence and schedule, • practical tools to manage and control engineering activities. This book is designed to serve as a map to anyone involved with engineering activities. It enables the reader to get immediately oriented in any engineering development, to know which are the critical areas to monitor and the proven methods to apply. It will fulfill the needs of anyone wishing to improve engineering and project execution. Table des matières : 1. Project Engineering. 2. The Design Basis. 3. Process. 4. Equipment/Mechanical. 5. Plant Layout. 6. Safety & Environment. 7. Civil Engineering. 8. Materials & Corrosion. 9. Piping. 10. Plant Model. 11. Instrumentation and Control. 12. Electrical. 13. Off-Shore. 14. The Overall Work Process. 15. BASIC, FEED and Detail Design. 16. Matching the Project Schedule. 17. Engineering Management. 18. Methods & Tools. 19. Field Engineering. 20. Revamping.

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