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This book shows how business process management (BPM), as a management discipline at the intersection of IT and Business, can help organizations to master digital innovations and transformations. At the same time, it discusses how BPM needs to be further developed to successfully act as a driver for innovation in a digital world. In recent decades, BPM has proven extremely successful in managing both continuous and radical improvements in many sectors and business areas. While the digital age brings tremendous new opportunities, it also brings the specific challenge of correctly positioning and scoping BPM in organizations. This book shows how to leverage BPM to drive business innovation in the digital age. It brings together the views of the world's leading experts on BPM and also presents a number of practical cases. It addresses mangers as well as academics who share an interest in digital innovation and business process management. The book covers topics such as BPM and big data, BPM and the Internet of Things, and BPM and social media. While these technological and methodological aspects are key to BPM, process experts are also aware that further nontechnical organizational capabilities are required for successful innovation. The ideas presented in this book have helped us a lot while implementing process innovations in our global Logistics Service Center. Joachim Gantner, Director IT Services, Swarovski AG Managing Processes – everyone talks about it, very few really know how to make it work in today's agile and competitive world. It is good to see so many leading experts taking on the challenge in this book. Cornelius Clauser, Chief Process Officer, SAP SE This book provides worthwhile readings on new developments in advanced process analytics and process modelling including practical applications – food for thought how to succeed in the digital age. Ralf Diekmann, Head of Business Excellence, Hilti AG This book is as an important step towards process innovation systems. I very much like to congratulate the editors and authors for presenting such an impressive scope of ideas for how to address the challenging, but very rewarding marriage of BPM and innovation. Professor Michael Rosemann, Queensland University of Technology

The Building Cognitive Applications with IBM Watson Services series is a seven-volume collection that introduces IBM® WatsonTM cognitive computing services. The series includes an overview of specific IBM Watson® services with their associated architectures and simple code examples. Each volume describes how you can use and implement these services in your applications through practical use cases. The series includes the following volumes: Volume 1 Getting Started, SG24-8387 Volume 2 Conversation, SG24-8394 Volume 3 Visual Recognition, SG24-8393 Volume 4 Natural Language Classifier, SG24-8391 Volume 5 Language Translator, SG24-8392 Volume 6 Speech to Text and Text to Speech, SG24-8388 Volume 7 Natural Language Understanding, SG24-8398 Whether you are a beginner or an experienced developer, this collection provides the information you need to start your research on Watson services. If your goal is to become more familiar with Watson in relation to your current environment, or if you are evaluating cognitive computing, this collection can serve as a powerful learning tool. This IBM Redbooks® publication, Volume 1, introduces cognitive computing, its motivating factors, history, and basic concepts. This volume describes the industry landscape for cognitive computing and introduces Watson, the cognitive computing offering from IBM. It also describes the nature of the question-answering (QA) challenge that is represented by the Jeopardy! quiz game and it provides a high-level overview of the QA system architecture (DeepQA), developed for Watson to play the game. This volume charts the evolution of the Watson Developer

Cloud, from the initial DeepQA implementation. This book also introduces the concept of domain adaptation and the processes that must be followed to adapt the various Watson services to specific domains.

Learn all you need to know about seven key innovations disrupting business analytics today. These innovations—the open source business model, cloud analytics, the Hadoop ecosystem, Spark and in-memory analytics, streaming analytics, Deep Learning, and self-service analytics—are radically changing how businesses use data for competitive advantage. Taken together, they are disrupting the business analytics value chain, creating new opportunities. Enterprises who seize the opportunity will thrive and prosper, while others struggle and decline: disrupt or be disrupted. Disruptive Business Analytics provides strategies to profit from disruption. It shows you how to organize for insight, build and provision an open source stack, how to practice lean data warehousing, and how to assimilate disruptive innovations into an organization. Through a short history of business analytics and a detailed survey of products and services, analytics authority Thomas W. Dinsmore provides a practical explanation of the most compelling innovations available today. What You'll Learn Discover how the open source business model works and how to make it work for you See how cloud computing completely changes the economics of analytics Harness the power of Hadoop and its ecosystem Find out why Apache Spark is everywhere Discover the potential of streaming and real-time analytics Learn what Deep Learning can do and why it matters See how self-service analytics can change the way organizations do business Who This Book Is For Corporate actors at all levels of responsibility for analytics: analysts, CIOs, CTOs, strategic decision makers, managers, systems architects, technical marketers, product developers, IT personnel, and consultants.

Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

Learn web scraping and crawling techniques to access unlimited data from any web source in any format. With this practical guide, you'll learn how to use Python scripts and web APIs to gather and process data from thousands—or even millions—of web pages at once. Ideal for programmers, security professionals, and web administrators familiar with Python, this book not only teaches basic web scraping mechanics, but also delves into more advanced topics, such as analyzing raw data or using scrapers for frontend website testing. Code samples are available to help you understand the concepts in practice. Learn how to parse complicated HTML pages Traverse multiple pages and sites Get a general overview of APIs and how they work Learn several methods for storing the data you scrape Download, read, and extract data from documents Use tools and techniques to clean badly formatted data Read and write natural languages Crawl through forms and logins Understand how to scrape JavaScript Learn image processing and text recognition

Learn the basics of Data Science through an easy to understand conceptual framework and immediately practice using RapidMiner platform. Whether you are brand new to data science or working on your tenth project, this book will show you how to analyze data, uncover hidden patterns and relationships to aid important decisions and predictions. Data Science has become an essential tool to extract value from data for any organization that collects, stores and processes data as part of its operations. This book is ideal for business users, data analysts, business analysts, engineers, and analytics professionals and for anyone who works with data. You'll be able to: Gain the necessary knowledge of different data science techniques to extract value from data. Master the concepts and inner workings of 30 commonly used powerful data science algorithms. Implement step-by-step data science process using using RapidMiner, an open source GUI based data science platform Data Science techniques covered: Exploratory data analysis, Visualization, Decision trees, Rule induction, k-nearest neighbors, Naïve Bayesian classifiers, Artificial neural networks, Deep learning, Support vector machines, Ensemble models, Random forests, Regression, Recommendation engines, Association analysis, K-Means and Density based clustering, Self organizing maps, Text mining, Time series forecasting, Anomaly detection, Feature selection and more... Contains fully updated content on data science, including tactics on how to mine business data for information Presents simple explanations for over twenty powerful data science techniques Enables the practical use of data science algorithms without the need for programming Demonstrates processes with practical use cases Introduces each algorithm or technique and explains the workings of a data science algorithm in plain language Describes the commonly used setup options for the open source tool RapidMiner

A long-time chief data scientist at Amazon shows how open data can make everyone, not just corporations, richer Every time we Google something, Facebook someone, Uber somewhere, or even just turn on a light, we create data that businesses collect and use to make decisions about us. In many ways this has improved our lives, yet, we as individuals do not benefit from this wealth of data as much as we could. Moreover, whether it is a bank evaluating our credit worthiness, an insurance company determining our risk level, or a potential employer deciding whether we get a job, it is likely that this data will be used against us rather than for us. In Data for the People, Andreas Weigend draws on his years as a consultant for commerce, education, healthcare, travel and finance companies to outline how Big Data can work better for all of us. As of today, how much we benefit from Big Data depends on how closely the interests of big companies align with our own. Too often, outdated standards of control and privacy force us into unfair contracts with data companies, but it doesn't have to be this way. Weigend makes a powerful argument that we need to take control of how our data is used to actually make it work for us. Only then can we the people get back more from Big Data than we give it. Big Data is here to stay. Now is the time to find out how we can be empowered by it.

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing

requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

Mining big data requires a deep investment in people and time. How can you be sure you're building the right models? With this hands-on book, you'll learn a flexible toolset and methodology for building effective analytics applications with Hadoop. Using lightweight tools such as Python, Apache Pig, and the D3.js library, your team will create an agile environment for exploring data, starting with an example application to mine your own email inboxes. You'll learn an iterative approach that enables you to quickly change the kind of analysis you're doing, depending on what the data is telling you. All example code in this book is available as working Heroku apps. Create analytics applications by using the agile big data development methodology Build value from your data in a series of agile sprints, using the data-value stack Gain insight by using several data structures to extract multiple features from a single dataset Visualize data with charts, and expose different aspects through interactive reports Use historical data to predict the future, and translate predictions into action Get feedback from users after each sprint to keep your project on track

This book is an authoritative handbook of current topics, technologies and methodological approaches that may be used for the study of scholarly impact. The included methods cover a range of fields such as statistical sciences, scientific visualization, network analysis, text mining, and information retrieval. The techniques and tools enable researchers to investigate metric phenomena and to assess scholarly impact in new ways. Each chapter offers an introduction to the selected topic and outlines how the topic, technology or methodological approach may be applied to metrics-related research. Comprehensive and up-to-date, Measuring Scholarly Impact: Methods and Practice is designed for researchers and scholars interested in informetrics, scientometrics, and text mining. The hands-on perspective is also beneficial to advanced-level students in fields from computer science and statistics to information science.

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