

 The Changelog #336

Containerizing compute driven workloads with Singularity

We're talking with Greg Kurtzer, the founder of CentOS, Warewulf, and most recently Singularity — an open source container platform designed to be simple, fast, and secure. Singularity is optimized for enterprise and high-performance computing workloads. What's interesting is how Singularity allows untrusted users to run untrusted containers in a trusted way. We cover the backstory, Singularity Pro and how they're not holding the open source community version hostage, as well as how Singularity is being used to containerize and support workflows in artificial intelligence, machine learning, deep learning, and more.

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DeepR – an alternative to GraphQL?

Manuel Vila:

What makes GraphQL so exciting is the ability to compose method calls, and DeepR is a way to achieve that and only that. Because everything else, we believe, would be better implemented somewhere else in the stack.

DeepR is being built by folks who've been using GraphQL for awhile, love it, and have some ideas about how things might be even better by changing some key decisions. Worth a look, for sure.

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 JS Party #64

TensorFlow.js and Machine Learning in JavaScript

Panelists Suz Hinton and Nick Nisi discuss TensorFlow.js and Machine Learning in JavaScript with special guest Paige Bailey, TensorFlow mom and developer Advocate for Google AI.

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7 common content marketing mistakes devs make (and how to avoid them)

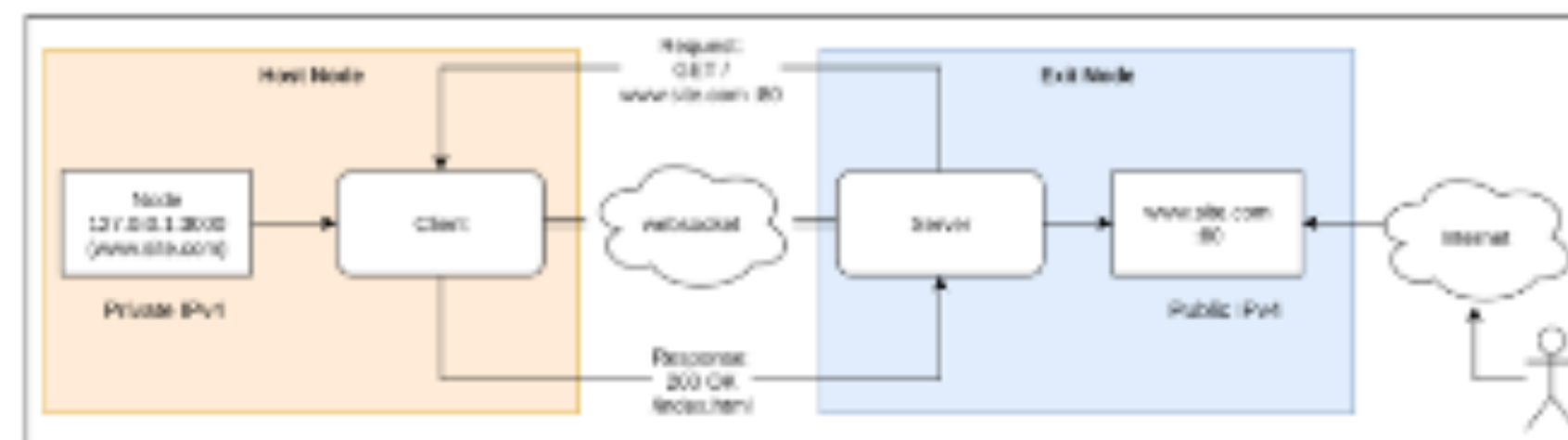
Stephanie knows her stuff when it comes to creating developer-focused content. If you're in devrel (or want your thoughts/opinions to impact your fellow devs), this is a must-read. Don't make these mistakes!

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Inlets – expose your local endpoints to the internet

Inlets combines a reverse proxy and websocket tunnels to expose your internal and development endpoints to the public Internet via an exit-node. An exit-node may be a 5-to USD VPS or any other computer with an IPv4 IP address.

You may be wondering why this project needs to exist, since many like it have come before. The author addresses that right up front:

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Learn more programming languages, even if you won't use them

Different programming languages are good at different things and bad at others. Each one makes certain things easier and in turn others harder. Depending on what we want to do we can save ourselves a lot of work by choosing the language that makes solving the type of problem we're facing the easiest.

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