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Computational Electromagnetics with MATLAB, Fourth Edition - Matthew N.O. Sadiku 2018-07-20

This fourth edition of the text reflects the continuing increase in awareness and use of computational electromagnetics and incorporates advances and refinements made in recent years. Most notable among these are the improvements made to the standard algorithm for the finite-difference time-domain (FDTD) method and treatment of absorbing boundary conditions in FDTD, finite element, and transmission-line-matrix methods. It teaches the readers how to pose, numerically analyze, and solve EM problems, to give them the ability to expand their problem-solving skills using a variety of methods, and to prepare them for research in electromagnetism. Includes new homework problems in each chapter. Each chapter is updated with the current trends in CEM. Adds a new appendix on CEM codes, which covers commercial and free codes. Provides updated MATLAB code.

Information, Physics, and Computation - Marc Mézard 2009-01-22

A very active field of research is emerging at the frontier of statistical physics, theoretical computer science/discrete mathematics, and coding/information theory. This book sets up a common language and pool of concepts, accessible to students and researchers from each of these fields.

Introduction to Probability - Joseph K. Blitzstein 2014-07-24

Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

Languages And Machines: An Introduction To The Theory Of Computer Science, 3/E - Thomas A. Sudkamp 2007-09

Bayesian Data Analysis, Third Edition - Andrew Gelman 2013-11-01

Now in its third edition, this classic book is widely considered the leading text on Bayesian methods, lauded for its accessible, practical approach to analyzing data and solving research problems. Bayesian Data Analysis, Third Edition continues to take an applied approach to analysis using up-to-date Bayesian methods. The authors—all leaders in the statistics community—introduce basic concepts from a data-analytic perspective before presenting advanced methods. Throughout the text, numerous worked examples drawn from real applications and research emphasize the use of Bayesian inference in practice. New to the Third Edition Four new chapters on nonparametric modeling Coverage of weakly informative priors and boundary-avoiding priors Updated discussion of cross-validation and predictive information criteria Improved convergence monitoring and effective sample size calculations for iterative simulation Presentations of Hamiltonian Monte Carlo, variational Bayes, and expectation propagation New and revised software code The book can be used in three different ways. For undergraduate students, it introduces Bayesian inference starting from first principles. For graduate students, the text presents effective current approaches to Bayesian modeling and computation in statistics and related fields. For researchers, it provides an assortment of Bayesian methods in applied statistics. Additional materials, including data sets used in the examples, solutions to selected exercises, and software instructions, are available on the book's web page.

Introduction to Automata Theory, Languages, and Computation - John E. Hopcroft 2014

This classic book on formal languages, automata theory, and computational complexity has been updated to present theoretical concepts in a concise and straightforward manner with the increase of hands-on, practical applications. This new edition comes with Gradiance, an online assessment tool developed for computer science. Please note, Gradiance is no longer available with this book, as we no longer support this product.

Foundations of Computer Science - Alfred V. Aho 1994-10-15

Economic Dynamics - John Stachurski 2009-01-16

A rigorous and example-driven introduction to topics in economic dynamics, with an emphasis on mathematical and computational techniques for modeling dynamic systems. This text provides an introduction to the modern theory of economic dynamics, with emphasis on mathematical and computational techniques for modeling dynamic systems. Written to be both rigorous and engaging, the book shows how sound understanding of the underlying theory leads to effective algorithms for solving real world problems. The material makes extensive use of programming examples to illustrate ideas. These programs help bring to life the abstract concepts in the text. Background in computing and analysis is offered for readers without programming experience or upper-level mathematics. Topics covered in detail include nonlinear dynamic systems, finite-state Markov chains, stochastic dynamic programming, stochastic stability and computation of equilibria. The models are predominantly nonlinear, and the emphasis is on studying nonlinear systems in their original form, rather than by means of rudimentary approximation methods such as linearization. Much of the material is new to economics and improves on existing techniques. For graduate students and those already working in the field, Economic Dynamics will serve as an essential resource.

Mathematics for Machine Learning - Marc Peter Deisenroth 2020-04-23

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

Data Mining: Concepts and Techniques - Jiawei Han 2011-06-09

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing,

processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects. Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields. Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data.

Graphs, Networks and Algorithms - Dieter Jungnickel 2013-06-29

Revised throughout. Includes new chapters on the network simplex algorithm and a section on the five color theorem. Recent developments are discussed.

Introduction to Languages and the Theory of Computation - John C. Martin 2003

Introduction to Languages and the Theory of Computation is an introduction to the theory of computation that emphasizes formal languages, automata and abstract models of computation, and computability; it also includes an introduction to computational complexity and NP-completeness. Through the study of these topics, students encounter profound computational questions and are introduced to topics that will have an ongoing impact in computer science. Once students have seen some of the many diverse technologies contributing to computer science, they can also begin to appreciate the field as a coherent discipline. A distinctive feature of this text is its gentle and gradual introduction of the necessary mathematical tools in the context in which they are used. Martin takes advantage of the clarity and precision of mathematical language but also provides discussion and examples that make the language intelligible to those just learning to read and speak it. The material is designed to be accessible to students who do not have a strong background in discrete mathematics, but it is also appropriate for students who have had some exposure to discrete math but whose skills in this area need to be consolidated and sharpened.

Introduction To Algorithms - Thomas H Cormen 2001

The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

Introduction to Quantum Mechanics - David J. Griffiths 2019-11-20

Changes and additions to the new edition of this classic textbook include a new chapter on symmetries, new problems and examples, improved explanations, more numerical problems to be worked on a computer, new applications to solid state physics, and consolidated treatment of time-dependent potentials.

Introduction to the Theory of Computation - Michael Sipser 2012-06-27

Now you can clearly present even the most complex computational theory topics to your students with Sipser's distinct, market-leading INTRODUCTION TO THE THEORY OF COMPUTATION, 3E. The number one choice for today's computational theory course, this highly anticipated revision retains the unmatched

clarity and thorough coverage that make it a leading text for upper-level undergraduate and introductory graduate students. This edition continues author Michael Sipser's well-known, approachable style with timely revisions, additional exercises, and more memorable examples in key areas. A new first-of-its-kind theoretical treatment of deterministic context-free languages is ideal for a better understanding of parsing and LR(k) grammars. This edition's refined presentation ensures a trusted accuracy and clarity that make the challenging study of computational theory accessible and intuitive to students while maintaining the subject's rigor and formalism. Readers gain a solid understanding of the fundamental mathematical properties of computer hardware, software, and applications with a blend of practical and philosophical coverage and mathematical treatments, including advanced theorems and proofs. INTRODUCTION TO THE THEORY OF COMPUTATION, 3E's comprehensive coverage makes this an ideal ongoing reference tool for those studying theoretical computing. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Ideals, Varieties, and Algorithms - David Cox 2013-04-17

Written at a level appropriate to undergraduates, this book covers such topics as the Hilbert Basis Theorem, the Nullstellensatz, invariant theory, projective geometry, and dimension theory. Contains a new section on Axiom and an update about MAPLE, Mathematica and REDUCE.

Essentials of Computational Chemistry - Christopher J. Cramer 2013-04-29

Essentials of Computational Chemistry provides a balanced introduction to this dynamic subject. Suitable for both experimentalists and theorists, a wide range of samples and applications are included drawn from all key areas. The book carefully leads the reader through the necessary equations providing information explanations and reasoning where necessary and firmly placing each equation in context.

Introduction to the Theory of Computation - Michael Sipser 2006

"Intended as an upper-level undergraduate or introductory graduate text in computer science theory," this book lucidly covers the key concepts and theorems of the theory of computation. The presentation is remarkably clear; for example, the "proof idea," which offers the reader an intuitive feel for how the proof was constructed, accompanies many of the theorems and a proof. Introduction to the Theory of Computation covers the usual topics for this type of text plus it features a solid section on complexity theory--including an entire chapter on space complexity. The final chapter introduces more advanced topics, such as the discussion of complexity classes associated with probabilistic algorithms.

Quantum Computation and Quantum Information - Michael A. Nielsen 2000-10-23

First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

An Introduction to Formal Languages and Automata - Peter Linz 2006

Data Structures & Theory of Computation

Mathematical Statistics - Jun Shao 2008-02-03

This graduate textbook covers topics in statistical theory essential for graduate students preparing for work on a Ph.D. degree in statistics. This new edition has been revised and updated and in this fourth printing, errors have been ironed out. The first chapter provides a quick overview of concepts and results in measure-theoretic probability theory that are useful in statistics. The second chapter introduces some fundamental concepts in statistical decision theory and inference. Subsequent chapters contain detailed studies on some important topics: unbiased estimation, parametric estimation, nonparametric estimation, hypothesis testing, and confidence sets. A large number of exercises in each chapter provide not only practice problems for students, but also many additional results.

Theory and Computation in Hydrodynamic Stability - W. O. Criminale 2018-12-06

The study of hydrodynamic stability is fundamental to many subjects, ranging from geophysics and meteorology through to engineering design. This treatise covers both classical and modern aspects of the subject, systematically developing it from the simplest physical problems, then progressing to the most complex, considering linear and nonlinear situations, and analyzing temporal and spatial stability. The authors examine each problem both analytically and numerically. Many relevant fluid flows are treated, including those where the fluid may be compressible, or those from geophysics, or those that require salient geometries for description. Details of initial-value problems are explored equally with those of

stability. The text includes copious illustrations and an extensive bibliography, making it suitable for courses on hydrodynamic stability or as an authoritative reference for researchers. In this second edition the opportunity has been taken to update the text and, most importantly, provide solutions to the numerous extended exercises.

Numerical Analysis - Richard L. Burden 2010-08-09

This well-respected text gives an introduction to the theory and application of modern numerical approximation techniques for students taking a one- or two-semester course in numerical analysis. With an accessible treatment that only requires a calculus prerequisite, Burden and Faires explain how, why, and when approximation techniques can be expected to work, and why, in some situations, they fail. A wealth of examples and exercises develop students' intuition, and demonstrate the subject's practical applications to important everyday problems in math, computing, engineering, and physical science disciplines. The first book of its kind built from the ground up to serve a diverse undergraduate audience, three decades later Burden and Faires remains the definitive introduction to a vital and practical subject. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Mathematics and Computation - Avi Wigderson 2019-10-29

An introduction to computational complexity theory, its connections and interactions with mathematics, and its central role in the natural and social sciences, technology, and philosophy *Mathematics and Computation* provides a broad, conceptual overview of computational complexity theory—the mathematical study of efficient computation. With important practical applications to computer science and industry, computational complexity theory has evolved into a highly interdisciplinary field, with strong links to most mathematical areas and to a growing number of scientific endeavors. Avi Wigderson takes a sweeping survey of complexity theory, emphasizing the field's insights and challenges. He explains the ideas and motivations leading to key models, notions, and results. In particular, he looks at algorithms and complexity, computations and proofs, randomness and interaction, quantum and arithmetic computation, and cryptography and learning, all as parts of a cohesive whole with numerous cross-influences. Wigderson illustrates the immense breadth of the field, its beauty and richness, and its diverse and growing interactions with other areas of mathematics. He ends with a comprehensive look at the theory of computation, its methodology and aspirations, and the unique and fundamental ways in which it has shaped and will further shape science, technology, and society. For further reading, an extensive bibliography is provided for all topics covered. *Mathematics and Computation* is useful for undergraduate and graduate students in mathematics, computer science, and related fields, as well as researchers and teachers in these fields. Many parts require little background, and serve as an invitation to newcomers seeking an introduction to the theory of computation. Comprehensive coverage of computational complexity theory, and beyond High-level, intuitive exposition, which brings conceptual clarity to this central and dynamic scientific discipline Historical accounts of the evolution and motivations of central concepts and models A broad view of the theory of computation's influence on science, technology, and society Extensive bibliography

Models of Computation and Formal Languages - R. Gregory Taylor 1998

Models of Computation and Formal Languages presents a comprehensive and rigorous treatment of the theory of computability. The text takes a novel approach focusing on computational models and is the first book of its kind to feature companion software. *Deus Ex Machina*, developed by Nicolae Savoiu, comprises software simulations of the various computational models considered and incorporates numerous examples in a user-friendly format. Part I of the text introduces several universal models including Turing machines, Markov algorithms, and register machines. Complexity theory is integrated gradually, starting in Chapter 1. The vector machine model of parallel computation is covered thoroughly both in text and software. Part II develops the Chomsky hierarchy of formal languages and provides both a grammar-theoretic and an automata-theoretic characterization of each language family. Applications to programming languages round out an in-depth theoretical discussion, making this an ideal text for students approaching this subject for the first time. Ancillary sections of several chapters relate classical computability theory to the philosophy of mind, cognitive science, and theoretical linguistics. Ideal for Theory of Computability and Theory of

Algorithms courses at the advanced undergraduate or beginning graduate level, *Models of Computation and Formal Languages* is one of the only texts that... - - Features accompanying software available on the World Wide Web at <http://home.manhattan.edu/gregory.taylor/thcomp/> Adopts an integrated approach to complexity theory - Offers a solutions manual containing full solutions to several hundred exercises. Most of these solutions are available to students on the World Wide Web at <http://home.manhattan.edu/gregory.taylor/thcomp> - Features examples relating the theory of computation to the probable programming experience of an undergraduate computer science major

Introduction to Computer Theory - Daniel I. A. Cohen 1991-01-16

Designed for undergraduate courses in computer theory, this textbook covers three areas: formal languages, automata theory and Turing machines. The author substitutes graphic representation for symbolic proofs, making it accessible even to students with little mathematical background.

Introduction to Computation and Programming Using Python, second edition - John V. Guttag 2016-08-12

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Introduction to Probability Models - Sheldon M. Ross 2006-12-11

Introduction to Probability Models, Tenth Edition, provides an introduction to elementary probability theory and stochastic processes. There are two approaches to the study of probability theory. One is heuristic and nonrigorous, and attempts to develop in students an intuitive feel for the subject that enables him or her to think probabilistically. The other approach attempts a rigorous development of probability by using the tools of measure theory. The first approach is employed in this text. The book begins by introducing basic concepts of probability theory, such as the random variable, conditional probability, and conditional expectation. This is followed by discussions of stochastic processes, including Markov chains and Poisson processes. The remaining chapters cover queuing, reliability theory, Brownian motion, and simulation. Many examples are worked out throughout the text, along with exercises to be solved by students. This book will be particularly useful to those interested in learning how probability theory can be applied to the study of phenomena in fields such as engineering, computer science, management science, the physical and social sciences, and operations research. Ideally, this text would be used in a one-year course in probability models, or a one-semester course in introductory probability theory or a course in elementary stochastic processes. New to this Edition: 65% new chapter material including coverage of finite capacity queues, insurance risk models and Markov chains Contains compulsory material for new Exam 3 of the Society of Actuaries containing several sections in the new exams Updated data, and a list of commonly used notations and equations, a robust ancillary package, including a ISM, SSM, and test bank Includes SPSS PASW Modeler and SAS JMP software packages which are widely used in the field Hallmark features: Superior writing style Excellent exercises and examples covering the wide breadth of coverage of

probability topics Real-world applications in engineering, science, business and economics

Foundations of Computation - Carol Critchlow 2011

Foundations of Computation is a free textbook for a one-semester course in theoretical computer science. It has been used for several years in a course at Hobart and William Smith Colleges. The course has no prerequisites other than introductory computer programming. The first half of the course covers material on logic, sets, and functions that would often be taught in a course in discrete mathematics. The second part covers material on automata, formal languages and grammar that would ordinarily be encountered in an upper level course in theoretical computer science.

Theory of Computer Science - K. L. P. Mishra 2006-01-01

This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. NEW TO THIS EDITION • Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2) • A rigorous proof of Kleene's theorem (Chapter 5) • Major changes in the chapter on Turing machines (TMs) - A new section on high-level description of TMs - Techniques for the construction of TMs - Multitape TM and nondeterministic TM • A new chapter (Chapter 10) on decidability and recursively enumerable languages • A new chapter (Chapter 12) on complexity theory and NP-complete problems • A section on quantum computation in Chapter 12. • KEY FEATURES • Objective-type questions in each chapter—with answers provided at the end of the book. • Eighty-three additional solved examples—added as Supplementary Examples in each chapter. • Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications.

Game Theory - Steven Tadelis 2013-01-10

The definitive introduction to game theory This comprehensive textbook introduces readers to the principal ideas and applications of game theory, in a style that combines rigor with accessibility. Steven Tadelis begins with a concise description of rational decision making, and goes on to discuss strategic and extensive form games with complete information, Bayesian games, and extensive form games with imperfect information. He covers a host of topics, including multistage and repeated games, bargaining theory, auctions, rent-seeking games, mechanism design, signaling games, reputation building, and information transmission games. Unlike other books on game theory, this one begins with the idea of rationality and explores its implications for multiperson decision problems through concepts like dominated strategies and rationalizability. Only then does it present the subject of Nash equilibrium and its derivatives. Game Theory is the ideal textbook for advanced undergraduate and beginning graduate students. Throughout, concepts and methods are explained using real-world examples backed by precise analytic material. The book features many important applications to economics and political science, as well as numerous exercises that focus on how to formalize informal situations and then analyze them. Introduces the core ideas and applications of game theory Covers static and dynamic games, with complete and incomplete information Features a variety of examples, applications, and exercises Topics include repeated games, bargaining, auctions, signaling, reputation, and information transmission Ideal for advanced undergraduate and beginning graduate students Complete solutions available to teachers and selected solutions available to students

Understanding Machine Learning - Shai Shalev-Shwartz 2014-05-19

Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage.

Structural Dynamics - Mario Paz 2012-12-06

The use of COSMOS for the analysis and solution of structural dynamics problems is introduced in this new edition. The COSMOS program was selected from among the various professional programs available because it has the capability of solving complex problems in structures, as well as in other engineering fields such as Heat Transfer, Fluid Flow, and Electromagnetic Phenomena. COSMOS includes routines for Structural Analysis, Static, or Dynamics with linear or nonlinear behavior (material nonlinearity or large

displacements), and can be used most efficiently in the microcomputer. The larger version of COSMOS has the capacity for the analysis of structures modeled up to 64,000 nodes. This fourth edition uses an introductory version that has a capability limited to 50 nodes or 50 elements. This version is included in the supplement, STRUCTURAL DYNAMICS USING COSMOS 1. The sets of educational programs in Structural Dynamics and Earthquake Engineering that accompanied the third edition have now been extended and updated. These sets include programs to determine the response in the time or frequency domain using the FFT (Fast Fourier Transform) of structures modeled as a single oscillator. Also included is a program to determine the response of an inelastic system with elastoplastic behavior and a program for the development of seismic response spectral charts. A set of seven computer programs is included for modeling structures as two-dimensional and three dimensional frames and trusses.

Probability - Rick Durrett 2010-08-30

This classic introduction to probability theory for beginning graduate students covers laws of large numbers, central limit theorems, random walks, martingales, Markov chains, ergodic theorems, and Brownian motion. It is a comprehensive treatment concentrating on the results that are the most useful for applications. Its philosophy is that the best way to learn probability is to see it in action, so there are 200 examples and 450 problems. The fourth edition begins with a short chapter on measure theory to orient readers new to the subject.

Computational Complexity - Sanjeev Arora 2009-04-20

New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

Introduction to Algorithms, third edition - Thomas H. Cormen 2009-07-31

The latest edition of the essential text and professional reference, with substantial new material on such topics as vEB trees, multithreaded algorithms, dynamic programming, and edge-based flow. Some books on algorithms are rigorous but incomplete; others cover masses of material but lack rigor. Introduction to Algorithms uniquely combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became a widely used text in universities worldwide as well as the standard reference for professionals. The second edition featured new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming. The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, substantial additions to the chapter on recurrence (now called "Divide-and-Conquer"), and an appendix on matrices. It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many exercises and problems have been added for this edition. The international paperback edition is no longer available; the hardcover is available worldwide.

An Introduction to Formal Languages and Automata - Peter Linz 1997

An Introduction to Formal Languages & Automata provides an excellent presentation of the material that is essential to an introductory theory of computation course. The text was designed to familiarize students with the foundations & principles of computer science & to strengthen the students' ability to carry out formal & rigorous mathematical argument. Employing a problem-solving approach, the text provides students insight into the course material by stressing intuitive motivation & illustration of ideas through straightforward explanations & solid mathematical proofs. By emphasizing learning through problem solving, students learn the material primarily through problem-type illustrative examples that show the motivation behind the concepts, as well as their connection to the theorems & definitions.

Information Theory, Inference and Learning Algorithms - David J. C. MacKay 2003-09-25

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Proofs from THE BOOK - Martin Aigner 2013-06-29

According to the great mathematician Paul Erdős, God maintains perfect mathematical proofs in The Book. This book presents the authors candidates for such "perfect proofs," those which contain brilliant ideas,

clever connections, and wonderful observations, bringing new insight and surprising perspectives to problems from number theory, geometry, analysis, combinatorics, and graph theory. As a result, this book will be fun reading for anyone with an interest in mathematics.

A Modern Approach to Quantum Mechanics - John S. Townsend 2000

Inspired by Richard Feynman and J.J. Sakurai, A Modern Approach to Quantum Mechanics allows lecturers to expose their undergraduates to Feynman's approach to quantum mechanics while simultaneously giving them a textbook that is well-ordered, logical and pedagogically sound. This book covers all the topics that

are typically presented in a standard upper-level course in quantum mechanics, but its teaching approach is new. Rather than organizing his book according to the historical development of the field and jumping into a mathematical discussion of wave mechanics, Townsend begins his book with the quantum mechanics of spin. Thus, the first five chapters of the book succeed in laying out the fundamentals of quantum mechanics with little or no wave mechanics, so the physics is not obscured by mathematics. Starting with spin systems it gives students straightforward examples of the structure of quantum mechanics. When wave mechanics is introduced later, students should perceive it correctly as only one aspect of quantum mechanics and not the core of the subject.