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Mathematics for Computer Science-Eric Lehman 2017-07-05 This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions. The color images and text in this book have been converted to grayscale.
Mathematics for Computer Science-Eric Lehman 2017-03-08 This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.
Mathematics for Computer Science-Eric Lehman 2017-06-05 This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions. The color images and text in this book have been converted to grayscale.
Discrete Mathematics with Proof-Eric Gossett 2009-06-22 A Trusted Guide to Discrete Mathematics with Proof?Now in a Newly Revised Edition Discrete mathematics has become increasingly popular in recent years due to its growing applications in the field of computer science. Discrete Mathematics with Proof, Second Edition continues to facilitate an up-to-date understanding of this important topic, exposing readers to a wide range of modern and technological applications. The book begins with an introductory chapter that provides an accessible explanation of discrete mathematics. Subsequent chapters explore additional related topics including counting, finite probability theory, recursion, formal models in computer science, graph theory, trees, the concepts of functions, and relations. Additional features of the Second Edition include: An intense focus on the formal settings of proofs and their techniques, such as constructive proofs, proof by contradiction, and combinatorial proofs New sections on applications of elementary number theory, multidimensional induction, counting tulips, and the binomial distribution Important examples from the field of computer science presented as applications including the Halting problem, Shannon's mathematical model of information, regular expressions, XML, and Normal Forms in relational databases Numerous examples that are not often found in books on discrete mathematics including the deferred acceptance algorithm, the Boyer-Moore algorithm for pattern matching, Sierpinski curves, adaptive quadrature, the Josephus problem, and the five-color theorem Extensive appendices that outline supplemental material on analyzing claims and writing mathematics, along with solutions to selected chapter exercises Combinatorics receives a full chapter treatment that extends beyond the combinations and permutations material by delving into non-standard topics such as Latin squares, finite projective planes, balanced incomplete block designs, coding theory, partitions, occupancy problems, Stirling numbers, Ramsey numbers, and systems of distinct representatives. A related Web site features animations and visualizations of combinatorial proofs that assist readers with comprehension. In addition, approximately 500 examples and over 2,800 exercises are presented throughout the book to motivate ideas and illustrate the proofs and conclusions of theorems. Assuming only a basic background in calculus, Discrete Mathematics with Proof, Second Edition is an excellent book for mathematics and computer science courses at the undergraduate level. It is also a valuable resource for professionals in various technical fields who would like an introduction to discrete mathematics.
Fundamentals of Discrete Math for Computer Science-Tom Jenkyns 2012-10-16 This textbook provides an engaging and motivational introduction to traditional topics in discrete mathematics, in a manner specifically designed to appeal to computer science students. The text empowers students to think critically, to be effective problem solvers, to integrate theory and practice, and to recognize the importance of abstraction. Clearly structured and interactive in nature, the book presents detailed walkthroughs of several algorithms, stimulating a conversation with the reader through informal commentary and provocative questions. Features: no university-level background in mathematics required; ideally structured for classroom-use and self-study, with modular chapters following ACM curriculum recommendations; describes mathematical processes in an algorithmic manner; contains examples and exercises throughout the text, and highlights the most important concepts in each section; selects examples that demonstrate a practical use for the concept in question.
Mathematics for 3D Game Programming and Computer Graphics-Eric Lengyel 2012 Sooner or later, all game programmers run into coding issues that require an understanding of mathematics or physics concepts such as collision detection, 3D vectors, transformations, game theory, or basic calculus. Unfortunately, most programmers frequently have a limited understanding of these essential mathematics and physics concepts. MATHEMATICS AND PHYSICS FOR PROGRAMMERS, THIRD EDITION provides a simple but thorough grounding in the mathematics and physics topics that programmers require to write algorithms and programs using a non-language-specific approach. Applications and examples from game programming are included throughout, and exercises follow each chapter for additional practice. The book's companion website provides sample code illustrating the mathematical and physics topics discussed in the book.
Concurrent Scientific Computing-Eric F. Van de Velde 2013-12-17 Mathematics is playing an ever more important role in the physical and biological sciences, provoking a blurring of boundaries between scientific dis ciplines and a resurgence of interest in the modern as well as the classical techniques of applied mathematics. This renewal of interest, both in research and teaching, has led to the establishment of the series: Texts in Applied Mathe matics (TAM). The development of new courses is a natural consequence of a high level of excitement on the research frontier as newer techniques, such as numerical and symbolic computer systems, dynamical systems, and chaos, mix with and reinforce the traditional methods of applied mathematics. Thus, the purpose of this textbook series is to meet the current and future needs of these advances and encourage the teaching of new courses. TAM will publish textbooks suitable for use in advanced undergraduate and beginning graduate courses, and will complement the Applied Mathematical Sciences (AMS) series, which will focus on advanced textbooks and research level monographs. Preface A successful concurrent numerical simulation requires physics and math ematics to develop and analyze the model, numerical analysis to develop solution methods, and computer science to develop a concurrent implemen tation. No single course can or should cover all these disciplines. Instead, this course on concurrent scientific computing focuses on a topic that is not covered or is insufficiently covered by other disciplines: the algorith mic structure of numerical methods.
Dynamic Programming-Eric V. Denardo 2012-12-27 Introduction to sequential decision processes covers use of dynamic programming in studying models of resource allocation, methods for approximating solutions of control problems in continuous time, production control, more. 1982 edition.
Relations and Graphs-Gunther Schmidt 2012-12-06 Relational methods can be found at various places in computer science, notably in data base theory, relational semantics of concurrency, relationaltype theory, analysis of rewriting systems, and modern programming language design. In addition, they appear in algorithms analysis and in the bulk of discrete mathematics taught to computer scientists. This book is devoted to the background of these methods. It explains how to use relational and graph-theoretic methods systematically in computer science. A powerful formal framework of relational algebra is developed with respect to applications to a diverse range of problem areas. Results are first motivated by practical examples, often visualized by both Boolean 0-1-matrices and graphs, and then derived algebraically.
Essential Discrete Mathematics for Computer Science-Harry Lewis 2019-03-19 A more intuitive approach to the mathematical foundation of computer science Discrete mathematics is the basis of much of computer science, from algorithms and automata theory to combinatorics and graph theory. This textbook covers the discrete mathematics that every computer science student needs to learn. Guiding students quickly through thirty-one short chapters that discuss one major topic each, this flexible book can be tailored to fit the syllabi for a variety of courses. Proven in the classroom, Essential Discrete Mathematics for Computer Science aims to teach mathematical reasoning as well as concepts and skills by stressing the art of proof. It is fully illustrated in color, and each chapter includes a concise summary as well as a set of exercises. The text requires only precalculus, and where calculus is needed, a quick summary of the basic facts is provided. Essential Discrete Mathematics for Computer Science is the ideal introductory textbook for standard undergraduate courses, and is also suitable for high school courses, distance education for adult learners, and self-study. The essential introduction to discrete mathematics Features thirty-one short chapters, each suitable for a single class lesson Includes more than 300 exercises Almost every formula and theorem proved in full Breadth of content makes the book adaptable to a variety of courses Each chapter includes a concise summary Solutions manual available to instructors
A Short Course in Discrete Mathematics-Edward A. Bender 2005 What sort of mathematics do I need for computer science? In response to this frequently asked question, a pair of professors at the University of California at San Diego created this text. Its sources are two of the university's most basic courses: Discrete Mathematics, and Mathematics for Algorithm and System Analysis. Intended for use by sophomores in the first of a two-quarter sequence, the text assumes some familiarity with calculus. Topics include Boolean functions and computer arithmetic; logic; number theory and cryptography; sets and functions; equivalence and order; and induction, sequences, and series. Multiple choice questions for review appear throughout the text. Original 2005 edition. Notation Index. Subject Index.
Games, Puzzles, and Computation-Robert A. Hearn 2009-06-30 The authors show that there are underlying mathematical reasons for why games and puzzles are challenging (and perhaps why they are so much fun). They also show that games and puzzles can serve as powerful models of computation-quite different from the usual models of automata and circuits-offering a new way of thinking about computation. The appen
Four Colors Suffice-Robin J. Wilson 2002 On October 23, 1852, Professor Augustus De Morgan wrote a letter to a colleague, unaware that he was launching one of the most famous mathematical conundrums in history--one that would confound thousands of puzzlers for more than a century. This is the amazing story of how the map problem was solved. The problem posed in the letter came from a former student: What is the least possible number of colors needed to fill in any map (real or invented) so that neighboring counties are always colored differently? This deceptively simple question was of minimal interest to cartographers, who saw little need to limit how many colors they used. But the problem set off a frenzy among professional mathematicians and amateur problem solvers, among them Lewis Carroll, an astronomer, a botanist, an obsessive golfer, the Bishop of London, a man who set his watch only once a year, a California traffic cop, and a bridegroom who spent his honeymoon coloring maps. In their pursuit of the solution, mathematicians painted maps on doughnuts and horseshoes and played with patterned soccer balls and the great rhombicuboctahedron. It would be more than one hundred years (and countless colored maps) later before the result was finally established. Even then, difficult questions remained, and the intricate solution--which involved no fewer than 1,200 hours of computer time--was greeted with as much dismay as enthusiasm. Providing a clear and elegant explanation of the problem and the proof, Robin Wilson tells how a seemingly innocuous question baffled great minds and stimulated exciting mathematics with far-flung applications. This is the entertaining story of those who failed to prove, and those who ultimately did prove, that four colors do indeed suffice to color any map. -- "Science"
Mathematics for Computer Graphics-John Vince 2005-11-09 This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses.
Discrete Mathematics in the Schools-Joseph G. Rosenstein 2000 This volume is a collection of articles written by experienced primary, secondary, and collegiate educators. The book explains why discrete mathematics should be taught in K-12 classrooms and offers practical guidance on how to do so. In this book, teachers at all levels will find a great deal of valuable material to help them introduce discrete mathematics in their classrooms. One main article provides a comprehensive and detailed view of discrete mathematics for K-12. Another surveys the resources that are available for teachers. School and district curriculum leaders will find material that addresses how discrete mathematics can be introduced into their curricula. College faculty members will find ideas and topics that can be incorporated into a variety of courses.It features: classroom activities and an annotated list of resources; authors who are directors of innovative programs and who are well known for their work; a description of discrete mathematics providing the opportunity for a fresh start for students who have been previously unsuccessful in mathematics; discussion on discrete mathematics as it is used to achieve the goals of the current effort to improve mathematics education; guidance on topics, resources and teaching; and a valuable guide for both pre-service and in-service professional development.
Foundations of Data Science-Avrim Blum 2020-01-31 This book provides an introduction to the mathematical and algorithmic foundations of data science, including machine learning, high-dimensional geometry, and analysis of large networks. Topics include the counterintuitive nature of data in high dimensions, important linear algebraic techniques such as singular value decomposition, the theory of random walks and Markov chains, the fundamentals of and important algorithms for machine learning, algorithms and analysis for clustering, probabilistic models for large networks, representation learning including topic modelling and non-negative matrix factorization, wavelets and compressed sensing. Important probabilistic techniques are developed including the law of large numbers, tail inequalities, analysis of random projections, generalization guarantees in machine learning, and moment methods for analysis of phase transitions in large random graphs. Additionally, important structural and complexity measures are discussed such as matrix norms and VC-dimension. This book is suitable for both undergraduate and graduate courses in the design and analysis of algorithms for data.
Mathematical Structures for Computer Science-Judith L. Gersting 2014-01-01 Judith Gersting's Mathematical Structures for Computer Science has long been acclaimed for its clear presentation of essential concepts and its exceptional range of applications relevant to computer science majors. Now with this new edition, it is the first discrete mathematics textbook revised to meet the proposed new ACM/IEEE standards for the course.
Foundation Mathematics for Computer Science-John Vince 2020-03-17 In this second edition of Foundation Mathematics for Computer Science, John Vince has reviewed and edited the original book and written new chapters on combinatorics, probability, modular arithmetic and complex numbers. These subjects complement the existing chapters on number systems, algebra, logic, trigonometry, coordinate systems, determinants, vectors, matrices, geometric matrix transforms, differential and integral calculus. During this journey, the author touches upon more esoteric topics such as quaternions, octonions, Grassmann algebra, Barrycentric coordinates, transfinite sets and prime numbers. John Vince describes a range of mathematical topics to provide a solid foundation for an undergraduate course in computer science, starting with a review of number systems and their relevance to digital computers, and finishing with differential and integral calculus. Readers will find that the author’s visual approach will greatly improve their understanding as to why certain mathematical structures exist, together with how they are used in real-world applications. This second edition includes new, full-colour illustrations to clarify the mathematical descriptions, and in some cases, equations are also coloured to reveal vital algebraic patterns. The numerous worked examples will help consolidate the understanding of abstract mathematical concepts. Whether you intend to pursue a career in programming, scientific visualisation, artificial intelligence, systems design, or real-time computing, you should find the author’s literary style refreshingly lucid and engaging, and prepare you for more advanced texts.
Discrete Mathematics with Computer Science Applications-Romualdas Skvarcius 1986
Quantitative Reasoning-Eric Zaslow 2020-01-31 Employs basic mathematical skills to teach students how to address topical, real-world problems using quantitative reasoning.

The Art of UNIX Programming-Eric S. Raymond 2003-09-23 The Art of UNIX Programming poses the belief that understanding the unwritten UNIX engineering tradition and mastering its design patterns will help programmers of all stripes to become better programmers. This book attempts to capture the engineering wisdom and design philosophy of the UNIX, Linux, and Open Source software development community as it has evolved over the past three decades, and as it is applied today by the most experienced programmers. Eric Raymond offers the next generation of "hackers" the unique opportunity to learn the connection between UNIX philosophy and practice through careful case studies of the very best UNIX/Linux programs.

Mathematics for Computer Graphics and Game Programming-D. P. Kothari 2019-01-22 Designed to explain the mathematical concepts involved in computer graphics and its entities, this book is ideal for courses in computer graphics, engineering, game development, as well as for professionals in industry. It begins with simple concepts such as how an image is generated on the screen and then moves to cover the different algorithms for the generation of simple geometry on the screen. The following chapters include two-dimensional and three-dimensional transformations, parametric representation of planar curves and parametric representation of space curves such as cubic splines, Bezier curves, etc. In addition to programming in C, OpenGL, and several other topics, it includes a final chapter on the methods of generating 3D models.

Street-Fighting Mathematics-Sanjoy Mahajan 2010-03-05 An antidote to mathematical rigor mortis, teaching how to guess answers without needing a proof or an exact calculation. In problem solving, as in street fighting, rules are for fools: do whatever works—don't just stand there! Yet we often fear an unjustified leap even though it may land us on a correct result. Traditional mathematics teaching is largely about solving exactly stated problems exactly, yet life often hands us partly defined problems needing only moderately accurate solutions. This engaging book is an antidote to the rigor mortis brought on by too much mathematical rigor, teaching us how to guess answers without needing a proof or an exact calculation. In Street-Fighting Mathematics, Sanjoy Mahajan builds, sharpens, and demonstrates tools for educated guessing and down-and-dirty, opportunistic problem solving across diverse fields of knowledge—from mathematics to management. Mahajan describes six tools: dimensional analysis, easy cases, lumping, picture proofs, successive approximation, and reasoning by analogy. Illustrating each tool with numerous examples, he carefully separates the tool—the general principle—from the particular application so that the reader can most easily grasp the tool itself to use on problems of particular interest. Street-Fighting Mathematics grew out of a short course taught by the author at MIT for students ranging from first-year undergraduates to graduate students ready for careers in physics, mathematics, management, electrical engineering, computer science, and biology. They benefited from an approach that avoided rigor and taught them how to use mathematics to solve real problems. Street-Fighting Mathematics will appear in print and online under a Creative Commons Noncommercial Share Alike license.

A Practical Theory of Programming-Eric C.R. Hehner 2012-09-08 There are several theories of programming. The first usable theory, often called "Hoare's Logic", is still probably the most widely known. In it, a specification is a pair of predicates: a precondition and postcondition (these and all technical terms will be defined in due course). Another popular and closely related theory by Dijkstra uses the weakest precondition predicate transformer, which is a function from programs and postconditions to preconditions. Ones's Vienna Development Method has been used to advantage in some industries; in it, a specification is a pair of predicates (as in Hoare's Logic), but the second predicate is a relation. Temporal Logic is yet another formalism that introduces some special operators and quantifiers to describe some aspects of computation. The theory in this book is simpler than any of those just mentioned. In it, a specification is just a boolean expression. Refinement is just ordinary implication. This theory is also more general than those just mentioned, applying to both terminating and nonterminating computation, to both sequential and parallel computation, to both stand-alone and interactive computation. And it includes time bounds, both for algorithm classification and for tightly constrained real-time applications.

Discrete Structures-Harriet Fell 2015-12-31 Discrete Structures introduces readers to the mathematical structures and methods that form the foundation of computer science and features multiple techniques that readers will turn to regularly throughout their careers in computer and information sciences. Over the course of five modules, students learn specific skills including binary and modular arithmetic, set notation, methods of counting, evaluating sums, and solving recurrences. They study the basics of probability, proof by induction, growth of functions, and analysis techniques. The book also discusses general problem-solving techniques that are widely applicable to real problems. Each module includes motivation applications, technique, theory, and further opportunities for application. Informed by extensive experience teaching in computer science programs, Discrete Structures has been developed specifically for first-year students in those programs. The material is also suitable for courses in computer engineering, as well as those for students who are transferring from other disciplines and just beginning their computer science or engineering education. Harriet Fell holds a Ph.D. in mathematics from the Massachusetts Institute of Technology, and is a professor emerita of computer science at Northeastern University. Dr. Fell is a double patent holder who has received grants from the National Institute of Health, the National Science Foundation, and the U.S. Department of Education. Javed A. Aslam holds a Ph.D. in computer science from the Massachusetts Institute of Technology and is a professor of computer science at Northeastern University and the associate dean of faculty in the College of Computer and Information Science. Dr. Aslam's research interests include information retrieval, machine learning, and the design and analysis of algorithms.

Formal Geometry and Bordism Operations-Eric Peterson 2018-12-06 Delivers a broad, conceptual introduction to chromatic homotopy theory, focusing on contact with arithmetic and algebraic geometry.

From Mathematics to Generic Programming-Alexander A. Stepanov 2014-11-13 In this substantive yet accessible book, pioneering software designer Alexander Stepanov and his colleague Daniel Rose illuminate the principles of generic programming and the mathematical concept of abstraction on which it is based, helping you write code that is both simpler and more powerful. If you’re a reasonably proficient programmer who can think logically, you have all the background you’ll need. Stepanov and Rose introduce the relevant abstract algebra and number theory with exceptional clarity. They carefully explain the problems mathematicians first needed to solve, and then show how these mathematical solutions translate to generic programming and the creation of more effective and elegant code. To demonstrate the crucial role these mathematical principles play in many modern applications, the authors show how to use these results and generalized algorithms to implement a real-world public-key cryptosystem. As you read this book, you’ll master the thought processes necessary for effective programming and learn how to generalize narrowly conceived algorithms to widen their usefulness without losing efficiency. You’ll also gain deep insight into the value of mathematics to programming—insight that will prove invaluable no matter what programming languages and paradigms you use. You will learn about How to generalize a four thousand-year-old algorithm, demonstrating indispensable lessons about clarity and efficiency Ancient paradoxes, beautiful theorems, and the productive tension between continuous and discrete A simple algorithm for finding greatest common divisor (GCD) and modern abstractions that build on it Powerful mathematical approaches to abstraction How abstract algebra provides the idea at the heart of generic programming Axioms, proofs, theories, and models: using mathematical techniques to organize knowledge about your algorithms and data structures Surprising subtleties of simple programming tasks and what you can learn from them How practical implementations can exploit theoretical knowledge

Introductory Discrete Mathematics-V. K . Balakrishnan 2012-04-30 This concise, undergraduate-level text focuses on combinatorics, graph theory with applications to some standard network optimization problems, and algorithms. More than 200 exercises, many with complete solutions. 1991 edition.

Geometric Folding Algorithms-Erik D. Demaine 2007-07-16 Did you know that any straight-line drawing on paper can be folded so that the complete drawing can be cut out with one straight scissors cut? That there is a planar linkage that can trace out any algebraic curve, or even 'sign your name'? Or that a 'Latin cross' unfolding of a cube can be refolded to 23 different convex polyhedra? Over the past decade, there has been a surge of interest in such problems, with applications ranging from robotics to protein folding. With an emphasis on algorithmic or computational aspects, this treatment gives hundreds of results and over 60 unsolved 'open problems' to inspire further research. The authors cover one-dimensional (1D) objects (linkages), 2D objects (paper), and 3D objects (polyhedra). Aimed at advanced undergraduate and graduate students in mathematics or computer science, this lavishly illustrated book will fascinate a broad audience, from school students to researchers.

The Art & Science of Java-Eric Roberts 2008 In The Art and Science of Java, Stanford professor and well-known leader in Computer Science Education Eric Roberts emphasizes the reader-friendly exposition that led to the success of The Art and Science of C. By following the recommendations of the Association of Computing Machinery's Java Task Force, this first edition text adopts a modern objects-first approach that introduces readers to useful hierarchies from the very beginning. Introduction; Programming by Example; Expressions; Statement Forms; Methods; Objects and Classes; Objects and Memory; Strings and Characters; Object-Oriented Graphics; Event-Driven Programs; Arrays and ArrayLists; Searching and Sorting; Collection Classes; Looking Ahead. A modern objects-first approach to the Java programming language that introduces readers to useful class hierarchies from the very beginning.

Statistics for Finance-Erik Lindström 2018-09-03 Statistics for Finance develops students’ professional skills in statistics with applications in finance. Developed from the authors’ courses at the Technical University of Denmark and Lund University, the text bridges the gap between classical, rigorous treatments of financial mathematics that rarely connect concepts to data and books on econometrics and time series analysis that do not cover specific problems related to option valuation. The book discusses applications of financial derivatives pertaining to risk assessment and elimination. The authors cover various statistical and mathematical techniques, including linear and nonlinear time series analysis, stochastic calculus models, stochastic differential equations, Itô’s formula, the Black–Scholes model, the generalized method-of-moments, and the Kalman filter. They explain how these tools are used to price financial derivatives, identify interest rate models, value bonds, estimate parameters, and much more. This textbook will help students understand and manage empirical research in financial engineering. It includes examples of how the statistical tools can be used to improve value-at-risk calculations and other issues. In addition, end-of-chapter exercises develop students’ financial reasoning skills.

Kolmogorov's Heritage in Mathematics-Eric Charpentier 2007-09-13 In this book, several world experts present (one part of) the mathematical heritage of Kolmogorov. Each chapter treats one of his research themes or a subject invented as a consequence of his discoveries. The authors present his contributions, his methods, the perspectives he opened to us, and the way in which this research has evolved up to now. Coverage also includes examples of recent applications and a presentation of the modern prospects.

Combinatorics of Genome Rearrangements-Guillaume Fertin 2009 A comprehensive survey of a rapidly expanding field of combinatorial optimization, mathematically oriented but offering biological explanations when required. From one cell to another, from one individual to another, and from one species to another, the content of DNA molecules is often similar. The organization of these molecules, however, differs dramatically, and the mutations that affect this organization are known as genome rearrangements. Combinatorial methods are used to reconstruct putative rearrangement scenarios in order to explain the evolutionary history of a set of species, often formalizing the evolutionary events that can explain the multiple combinations of observed genomes as combinatorial optimization problems. This book offers the first comprehensive survey of this rapidly expanding application of combinatorial optimization. It can be used as a reference for experienced researchers or as an introductory text for a broader audience. Genome rearrangement problems have proved so interesting from a combinatorial point of view that the field now belongs as much to mathematics as to biology. This book takes a mathematically oriented approach, but provides biological background when necessary. It presents a series of models, beginning with the simplest (which is progressively extended by dropping restrictions), each constructing a genome rearrangement problem. The book also discusses an important generalization of the basic problem known as the median problem, surveys attempts to reconstruct the relationships between genomes with phylogenetic trees, and offers a collection of summaries and appendixes with useful additional information.

Graph Algorithms in the Language of Linear Algebra-Jeremy Kepner 2011-01-01 The current exponential growth in graph data has forced a shift to parallel computing for executing graph algorithms. Implementing parallel graph algorithms and achieving good parallel performance have proven difficult. This book addresses these challenges by exploiting the well-known duality between a canonical representation of graphs as abstract collections of vertices and edges and a sparse adjacency matrix representation. This linear algebraic approach is widely accessible to scientists and engineers who may not be formally trained in computer science. The authors show how to leverage existing parallel matrix computation techniques and the large amount of software infrastructure that exists for these computations to implement efficient and scalable parallel graph algorithms. The benefits of this approach are reduced algorithmic complexity, ease of implementation, and improved performance.

Teaching and Learning Discrete Mathematics Worldwide: Curriculum and Research-Eric W. Hart 2017-12-09 This book discusses examples of discrete mathematics in school curricula, including in the areas of graph theory, recursion and discrete dynamical systems, combinatorics, logic, game theory, and the mathematics of fairness. In addition, it describes current discrete mathematics curriculum initiatives in several countries, and presents ongoing research, especially in the areas of combinatorial reasoning and the affective dimension of learning discrete mathematics. Discrete mathematics is the math of our time.' So declared the immediate past president of the National Council of Teachers of Mathematics, John Dossey, in 1991. Nearly 30 years later that statement is still true, although the news has not yet fully reached school mathematics curricula. Nevertheless, much valuable work has been done, and continues to be done. This volume reports on some of that work. It provides a glimpse of the state of the art in learning and teaching discrete mathematics around the world, and it makes the case once again that discrete mathematics is indeed mathematics for our time, even more so today in our digital age, and it should be included in the core curricula of all countries for all students.

Racial Realignment-Eric Schickler 2016-04-26 Few transformations in American politics have been as important as the integration of African Americans into the Democratic Party and the Republican embrace of racial policy conservatism. The story of this partisan realignment on race is often told as one in which political elites—such as Lyndon Johnson and Barry Goldwater—set in motion a dramatic and sudden reshuffling of party positioning on racial issues during the 1960s. Racial Realignment instead argues that top party leaders were actually among the last to move, and that their choices were dictated by changes that had already occurred beneath them. Drawing upon rich data sources and original historical research, Eric Schickler shows that the two parties' transformation on civil rights took place gradually over decades. Schickler reveals that Democratic partisanship, economic liberalism, and support for civil rights had crystallized in public opinion, state parties, and Congress by the mid-1940s. This trend was propelled forward by the incorporation of African Americans and the pro-civil-rights Congress of Industrial Organizations into the Democratic coalition. Meanwhile, Republican partisanship became aligned with economic and racial conservatism. Scrambling to maintain existing power bases, national party elites refused to acknowledge these changes for as long as they could, but the civil rights movement finally forced them to choose where their respective parties would stand. Presenting original ideas about political change, Racial Realignment sheds new light on twentieth and twenty-first century racial politics.

CRC Concise Encyclopedia of Mathematics-Eric W. Weisstein 2002-12-12 Upon publication, the first edition of the CRC Concise Encyclopedia of Mathematics received overwhelming accolades for its unparalleled scope, readability, and utility. It soon took its place among the top selling books in the history of Chapman & Hall/CRC, and its popularity continues unabated. Yet also unabated has been the d

Statistical Analysis of Network Data-Eric D. Kolaczyk 2009-04-20 In recent years there has been an explosion of network data – that is, measu- ments that are either of or from a system conceptualized as a network – from se- ingly all corners of science. The combination of an increasingly pervasive interest in scienti c analysis at a systems level and the ever-growing capabilities for hi- throughput data collection in various elds has fueled this trend. Researchers from biology and bioinformatics to physics, from computer science to the information sciences, and from economics to sociology are more and more engaged in the c- lection and statistical analysis of data from a network-centric perspective. Accordingly, the contributions to statistical methods and modeling in this area have come from a similarly broad spectrum of areas, often independently of each other. Many books already have been written addressing network data and network problems in speci c individual disciplines. However, there is at present no single book that provides a modern treatment of a core body of knowledge for statistical analysis of network data that cuts across the various disciplines and is organized rather according to a statistical taxonomy of tasks and techniques. This book seeks to ll that gap and, as such, it aims to contribute to a growing trend in recent years to facilitate the exchange of knowledge across the pre-existing boundaries between those disciplines that play a role in what is coming to be called ‘network science.

Symmetry and Collective Fluctuations in Evolutionary Games-Eric Smith 2015-01 Evolutionary game theory has the potential to provide an integrated framework to model many aspects of evolution, development, and ecology. The reliable use of game models, however, requires an understanding of their behaviour when the number of players becomes very large, resulting in the emergence of thermodynamic limits. This behaviour is controlled by the symmetries that characterise the game, and the approach to the thermodynamic limit is governed by collective fluctuations in the actions of the players. In this book the authors present methods to derive large-deviations limits for population processes, and apply these to game models illustrating the many roles of symmetry and collective fluctuations in evolutionary dynamics.

Self-Dual Codes and Invariant Theory-Gabriele Nebe 2006-02-09 One of the most remarkable and beautiful theorems in coding theory is Gleason's 1970 theorem about the weight enumerators of self-dual codes and their connections with invariant theory, which has inspired hundreds of papers about generalizations and applications of this theorem to different types of codes. This self-contained book develops a new theory which is powerful enough to include all the earlier generalizations.

Merely said, the mathematics for computer science eric lehman is universally compatible with any devices to read

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDRENâ€™S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION