Maple Tutorial For Making Interactive Document

Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virt

Following an innovative approach to learning, this text integrates paper and pencil skill building and the theoretical development of ideas with geometric exploration and conceptual understanding. Tutorials and traditional text. Visual Linear Algebra covers the topics in a standard one-semester introductory linear algebra course in forty-seven sections arranged in eight chapters. In each chapter, some sections are written in a traditional textbook style and some are tutorials designed to be worked through using either Maple or Mathematica. About the tutorials Each tutorial is a self-contained treatment of a core topic or application of linear algebra that a student can work through with minimal assistance from an instructor. The thirty tutorials are provided on the accompanying CD both as Maple worksheets and as Mathematica notebooks. They also appear in print as sections of the textbook. Geometry is used extensively to help students develop their intuition about the concepts of linear algebra. Applications. Students benefit greatly from working through an application, if the application captures their interest and the materials give them substantial activities that yield worthwhile results. Ten carefully selected applications have been developed and an entire tutorial is devoted to each of them. Active Learning. To encourage students to be active learners, the tutorials have been designed to engage and retain their interest. The exercises, demonstrations, explorations, visualizations, and animations are designed to stimulate students??? interest, encourage them to think clearly about the mathematics they are working through, and help them check their comprehension.

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language

that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New "synthesis" chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. "Extension" chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

That's not a weed--it's herbal medicine! Learn to use wild plants and herbs for food and DIY remedies in this illustrated guide from two expert herbalists. Millions of people are interested in natural and holistic health, yet many are missing out on the key ingredient: Nature itself! Rekindle your connection with the earth as you craft your own herbal medicine with 75 delicious recipes and powerful healing remedies. Herbalists Rosalee de la Forêt and Emily Han expertly guide you through the benefits of two dozen of the most important and commonly found wild plants-many of which you can easily grow in your own garden, if foraging isn't right for you. Detailed illustrations and beautiful photography ensure that you won't make a plant-identification misstep as you learn how to tend and properly harvest the plant medicine growing right in your own neighborhood. After reading Wild Remedies, you'll never look at your backyard, a public park, or any green space in the same way again. Instead of "weeds," you'll see delicious foods like Dandelion Maple Syrup Cake, Nettle Frittata, and Chickweed Pesto. You will revel in nature's pharmacy as you make herbal oils, salves, teas, and many more powerful remedies in your own kitchen.

With a substantial amount of new material, the Handbook of Linear Algebra, Second Edition provides comprehensive coverage of linear algebra concepts, applications, and computational software packages in an easy-to-use format. It guides you from the very elementary aspects of the subject to the frontiers of current research. Along with revisions and updates throughout, the second edition of this bestseller includes 20 new chapters. New to the Second Edition Separate chapters on Schur complements, additional types of canonical forms, tensors, matrix polynomials, matrix equations, special types of matrices, generalized inverses, matrices over finite fields, invariant subspaces, representations of quivers, and spectral sets New chapters on combinatorial matrix theory topics, such as tournaments, the minimum rank problem, and spectral graph theory, as well as numerical linear algebra topics, including algorithms for structured matrix computations, stability of structured matrix computations, and nonlinear eigenvalue problems More chapters on applications of linear algebra, including epidemiology and quantum error correction New chapter on using the free and open source software system Sage for linear algebra Additional sections in the chapters on sign

pattern matrices and applications to geometry Conjectures and open problems in most chapters on advanced topics Highly praised as a valuable resource for anyone who uses linear algebra, the first edition covered virtually all aspects of linear algebra and its applications. This edition continues to encompass the fundamentals of linear algebra, combinatorial and numerical linear algebra, and applications of linear algebra to various disciplines while also covering up-to-date software packages for linear algebra computations.

Introduces the seasons, weather, animals, plants, the earth, machines, matter, energy, and related topics.

Maple V Mathematics Programming Guide is the fully updated language and programming reference for Maple V Release 5. It presents a detailed description of Maple V Release 5 - the latest release of the powerful, interactive computer algebra system used worldwide as a tool for problem-solving in mathematics, the sciences, engineering, and education. This manual describes the use of both numeric and symbolic expressions, the data types available, and the programming language statements in Maple. It shows how the system can be extended or customized through user defined routines and gives complete descriptions of the system's user interface and 2D and 3D graphics capabilities.

This book constitutes the refereed proceedings of the third Maple Conference, MC 2019, held in Waterloo, Ontario, Canada, in October 2019. The 21 revised full papers and 9 short papers were carefully reviewed and selected out of 37 submissions, one invited paper is also presented in the volume. The papers included in this book cover topics in education, algorithms, and applciations of the mathematical software Maple.

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

This book may be used by students and professionals in physics and engineering that have completed first-year calculus and physics. An introductory chapter reviews algebra, trigonometry, units and complex numbers that are frequently used in physics. Examples using MATLAB

and Maple for symbolic and numerical calculations in physics with a variety of plotting features are included in all 16 chapters. The book applies many of mathematical concepts covered in Chapters 1-9 to fundamental physics topics in mechanics, electromagnetics; quantum mechanics and relativity in Chapters 10-16. Companion files are included with MATLAB and Maple worksheets and files, and all of the figures from the text. Features: * Each chapter includes the mathematical development of the concept with numerous examples * MATLAB & Maple examples are integrated in each chapter throughout the book * Applies the mathematical concepts to fundamental physics principles such as relativity, mechanics, electromagnetics, etc. * Introduces basic MATLAB and Maple commands and programming structures * Includes companion files with MATLAB and Maple files and worksheets, and all of the figures from the text

As the open-source and free competitor to expensive software like MapleTM, Mathematica®, Magma, and MATLAB®, Sage offers anyone with access to a web browser the ability to use cutting-edge mathematical software and display his or her results for others, often with stunning graphics. This book is a gentle introduction to Sage for undergraduate students toward the end of Calculus II (single-variable integral calculus) or higher-level course work such as Multivariate Calculus, Differential Equations, Linear Algebra, or Math Modeling. The book assumes no background in computer science, but the reader who finishes the book will have learned about half of a first semester Computer Science I course, including large parts of the Python programming language. The audience of the book is not only math majors, but also physics, engineering, finance, statistics, chemistry, and computer science majors.

Mathematica by Example presents the commands and applications of Mathematica, a system for doing mathematics on a computer. This text serves as a guide to beginning users of Mathematica and users who do not intend to take advantage of the more specialized applications of Mathematica. The book combines symbolic manipulation, numerical mathematics, outstanding graphics, and a sophisticated programming language. It is comprised of 10 chapters. Chapter 1 gives a brief background of the software and how to install it in the computer. Chapter 2 introduces the essential commands of Mathematica. Basic operations on numbers, expressions, and functions are introduced and discussed. Chapter 3 provides Mathematica's built-in calculus commands. The fourth chapter presents elementary operations on lists and tables. This chapter is a prerequisite for Chapter 5 which discusses nested lists and tables in detail. The purpose of Chapter 6 is to illustrate various computations Mathematica can perform when solving differential equations. Chapters 7, 8, and 9 introduce Mathematica Packages that are not found in most Mathematica reference book. The final chapter covers the Mathematica Help feature. Engineers, computer scientists, physical scientists, mathematicians, business professionals, and students will find the book useful.

Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Spatiotemporal Environmental Health Modelling: A Tractatus Stochasticus provides a holistic, conceptual and quantitative framework for Environmental Health Modelling in space-time. The holistic framework integrates two aspects of Environmental Health Science that have been previously treated separately: the environmental aspect, which involves the natural processes that bring about human exposure to harmful substances; and the health aspect, which focuses on the interactions of these substances with the human body. Some of the fundamental issues addressed in this work include variability, scale, uncertainty, and space-time connectivity. These topics are important in

the characterization of natural systems and health processes. Spatiotemporal Environmental Health Modelling: A Tractatus Stochasticus explains why modern stochastics is the appropriate mechanical vehicle for addressing such issues in a rigorous way. In particular, modern stochastics incorporates concepts and methods from probability, classical statistics, geostatistics, statistical mechanics and field theory. The authors present a synthetic view of environmental health that embraces all of the various components and focuses on their mutual interactions. Spatiotemporal Environmental Health Modeling: A Tractatus Stochasticus includes new material on Bayesian maximum entropy estimation techniques and space-time random field estimation methods. The authors show why these methods have clear advantages over the classical geostatistical estimation procedures and how they can be used to provide accurate space-time maps of environmental health processes. Also included are expositions of diagrammatic perturbation and renormalization group analysis, which have not been previously discussed within the context of Environmental Health. Finally, the authors present stochastic indicators that can be used for large-scale characterization of contamination and investigations of health effects at the microscopic level. This book will be a useful reference to both researchers and practitioners of Environmental Health Sciences. It will appeal specifically to environmental engineers, geographers, geostatisticians, earth scientists, toxicologists, epidemiologists, pharmacologists, applied mathematicians, physicists and biologists.

Maple V Programming Guidefor Release 5Springer Science & Business Media

A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that has gained popularity throughout the sciences. This fully updated second edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This guide introduces a wide range of useful tools, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Animation Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Numerous code samples and exercises—with solutions—illustrate new ideas as they are introduced. This guide also includes supplemental online resources: code samples, data sets, tutorials, and more. This edition includes new material on symbolic calculations with SymPy, an introduction to Python libraries for data science and machine learning (pandas and sklearn), and a primer on Python classes and object-oriented programming. A new appendix also introduces command line tools and version control with Git.

This book offers a new approach to introductory scientific computing. It aims to make students comfortable using computers to do science, to provide them with the computational tools and knowledge they need throughout their college careers and into their professional careers, and to show how all the pieces can work together. Rubin Landau introduces the requisite mathematics and computer science in the course of realistic problems, from energy use to the building of

skyscrapers to projectile motion with drag. He is attentive to how each discipline uses its own language to describe the same concepts and how computations are concrete instances of the abstract. Landau covers the basics of computation, numerical analysis, and programming from a computational science perspective. The first part of the printed book uses the problem-solving environment Maple as its context, with the same material covered on the accompanying CD as both Maple and Mathematica programs; the second part uses the compiled language Java, with equivalent materials in Fortran90 on the CD; and the final part presents an introduction to LaTeX replete with sample files. Providing the essentials of computing, with practical examples, A First Course in Scientific Computing adheres to the principle that science and engineering students learn computation best while sitting in front of a computer, book in hand, in trial-and-error mode. Not only is it an invaluable learning text and an essential reference for students of mathematics, engineering, physics, and other sciences, but it is also a consummate model for future textbooks in computational science and engineering courses. A broad spectrum of computing tools and examples that can be used throughout an academic career Practical computing aimed at solving realistic problems Both symbolic and numerical computations A multidisciplinary approach: science + math + computer science Maple and Java in the book itself; Mathematica, Fortran90, Maple and Java on the accompanying CD in an interactive workbook format

Helps Students Understand Mathematical Programming Principles and Solve Real-World Applications Supplies enough mathematical rigor yet accessible enough for undergraduates Integrating a hands-on learning approach, a strong linear algebra focus, MapleTM software, and real-world applications, Linear and Nonlinear Programming with MapleTM: An Interactive, Applications-Based Approach introduces undergraduate students to the mathematical concepts and principles underlying linear and nonlinear programming. This text fills the gap between management science books lacking mathematical detail and rigor and graduate-level books on mathematical programming. Essential linear algebra tools Throughout the text, topics from a first linear algebra course, such as the invertible matrix theorem, linear independence, transpose properties, and eigenvalues, play a prominent role in the discussion. The book emphasizes partitioned matrices and uses them to describe the simplex algorithm in terms of matrix multiplication. This perspective leads to streamlined approaches for constructing the revised simplex method, developing duality theory, and approaching the process of sensitivity analysis. The book also discusses some intermediate linear algebra topics, including the spectral theorem and matrix norms. Maple enhances conceptual understanding and helps tackle problems Assuming no prior experience with Maple, the author provides a sufficient amount of instruction for students unfamiliar with the software. He also includes a summary of Maple commands as well as Maple worksheets in the text and online. By using Maple's symbolic computing components, numeric capabilities, graphical versatility, and intuitive programming

structures, students will acquire a deep conceptual understanding of major mathematical programming principles, along with the ability to solve moderately sized real-world applications. Hands-on activities that engage students Throughout the book, student understanding is evaluated through "waypoints" that involve basic computations or short questions. Some problems require paper-and-pencil calculations; others involve more lengthy calculations better suited for performing with Maple. Many sections contain exercises that are conceptual in nature and/or involve writing proofs. In addition, six substantial projects in one of the appendices enable students to solve challenging real-world problems. Differential equations is a subject of wide applicability, and knowledge of dif Differential equations is a subject of wide applicability, and knowledge of dif ferential ferential equations equations topics topics permeates permeates all all areas areas of of study study in in engineering engineering and and applied applied mathematics. mathematics. Some Some differential differential equations equations are are susceptible susceptible to to analytic analytic means means of of so so lution, lution, while while others others require require the the generation generation of of numerical numerical solution solution trajectories trajectories to to see see the the behavior behavior of of the the system system under under study. study. For For both both situations, situations, the the software software package package Maple Maple can can be be used used to to advantage. advantage. To To the the student student Making Making effective effective use use of of differential differential equations equations requires requires facility facility in in recognizing recognizing and and solving solving standard standard "tractable" "tractable" problems, problems, as as well well as as having having the the background background in in the the subject subject to to make make use use of of tools tools for for dealing dealing with with situations situations that that are are not not amenable amenable to to simple simple analytic analytic approaches. approaches.

Instructors are always faced with the dilemma of too much material and too little time. Perfect for the one-term course, Precalculus with Calculus Previews, Fourth Edition provides a complete, yet manageable, introduction to precalculus concepts while focusing on important topics that will be of direct and immediate use in most calculus courses. Consistent with Professor Zill's eloquent writing style, this four-color text offers numerous exercise sets and examples to aid in students' learning and understanding, while graphs and figures throughout serve to illuminate key concepts. The exercise sets include engaging problems that focus on algebra, graphing, and function theory, the sub-text of so many calculus problems. The authors are careful to use the terminology of calculus in an informal and comprehensible way to facilitate the student's successful transition into future calculus courses. With an extensive Student Study Guide and a full Solutions Manual for instructors, Precalculus with Calculus Previews offers a complete teaching and learning package! Maple is a very powerful computer algebra system used by students, educators, mathematicians, statisticians, scientists,

and engineers for doing numerical and symbolic computations. Greatly expanded and updated from the author's MAPLE V Primer, The MAPLE Book offers extensive coverage of the latest version of this outstanding software package, MAPLE 7.0 The MAPLE Book serves both as an introduction to Maple and as a reference. Organized according to level and subject area of mathematics, it first covers the basics of high school algebra and graphing, continues with calculus and differential equations then moves on to more advanced topics, such as linear algebra, vector calculus, complex analysis, special functions, group theory, number theory and combinatorics. The MAPLE Book includes a tutorial for learning the Maple programming language. Once readers have learned how to program, they will appreciate the real power of Maple. The convenient format and straightforward style of The MAPLE Book let users proceed at their own pace, practice with the examples, experiment with graphics, and learn new functions as they need them. All of the Maple commands used in the book are available on the Internet, as are links to various other files referred to in the book. Whatever your level of expertise, you'll want to keep The MAPLE Book next to your computer.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

This graduate-level textbook introduces fundamental concepts and methods in machine learning. It describes several important modern algorithms, provides the theoretical underpinnings of these algorithms, and illustrates key aspects for their application. The authors aim to present novel theoretical tools and concepts while giving concise proofs even for relatively advanced topics. Foundations of Machine Learning fills the need for a general textbook that also offers

theoretical details and an emphasis on proofs. Certain topics that are often treated with insufficient attention are discussed in more detail here; for example, entire chapters are devoted to regression, multi-class classification, and ranking. The first three chapters lay the theoretical foundation for what follows, but each remaining chapter is mostly self-contained. The appendix offers a concise probability review, a short introduction to convex optimization, tools for concentration bounds, and several basic properties of matrices and norms used in the book.The book is intended for graduate students and researchers in machine learning, statistics, and related areas; it can be used either as a textbook or as a reference text for a research seminar.

JFLAP: An Interactive Formal Languages and Automata Package is a hands-on supplemental guide through formal languages and automata theory. JFLAP guides students interactively through many of the concepts in an automata theory course or the early topics in a compiler course, including the descriptions of algorithms JFLAP has implemented. Students can experiment with the concepts in the text and receive immediate feedback when applying these concepts with the accompanying software. The text describes each area of JFLAP and reinforces concepts with end-of-chapter exercises. In addition to JFLAP, this guide incorporates two other automata theory tools into JFLAP: JellRap and Pate.

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser.

Essential Mathematics for Games and Interactive Applications, 2nd edition presents the core mathematics necessary for sophisticated 3D graphics and interactive physical simulations. The book begins with linear algebra and matrix multiplication and expands on this foundation to cover such topics as color and lighting, interpolation, animation and basic game physics. Essential Mathematics focuses on the issues of 3D game development important to programmers and includes optimization guidance throughout. The new edition Windows code will now use Visual Studio.NET. There will also be DirectX support provided, along with OpenGL - due to its cross-platform nature. Programmers will find more concrete examples included in this edition, as well as additional information on tuning, optimization and robustness. The book has a companion CD-ROM with exercises and a test bank for the academic secondary market, and for main market: code examples built around a shared code base, including a math library covering all the topics presented in the book, a core vector/matrix math engine, and libraries to support basic 3D rendering and interaction.

Proceedings of the 2019 International Conference on Frontiers in Education: Computer Science & Computer Engineering (FECS'19) held July 29th - August 1st, 2019 in Las Vegas, Nevada.

A fresh, forward-looking undergraduate textbook that treats the finite element method and classical Fourier series method with equal emphasis.

Master Bayesian Inference through Practical Examples and Computation–Without Advanced Mathematical Analysis Bayesian methods of inference are deeply natural and extremely powerful. However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though, Cameron Davidson-Pilon introduces Bayesian inference from a computational perspective, bridging theory to practice–freeing you to get results using computing power. Bayesian Methods for Hackers illuminates Bayesian inference through probabilistic programming with the powerful PyMC language and the closely related Python tools NumPy, SciPy, and Matplotlib. Using this approach, you can reach effective solutions in small increments, without extensive mathematical intervention. Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other techniques and guiding you through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes • Learning the Bayesian "state of mind" and its practical implications • Understanding how computers perform Bayesian inference • Using the PyMC Python library to program Bayesian analyses • Building and debugging models with PyMC • Testing your model's "goodness of fit" • Opening the "black box" of the Markov Chain Monte Carlo algorithm to see how and why it works • Leveraging the power of the "Law of Large Numbers" • Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning • Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes • Selecting appropriate priors and understanding how their influence changes with dataset size • Overcoming the "exploration versus exploitation" dilemma: deciding when "pretty good" is good enough • Using Bayesian inference to improve A/B testing • Solving data science problems when only small amounts of data are available Cameron Davidson-Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an implementation of survival analysis in Python. Educated at the University of Waterloo and at the Independent University of Moscow, he currently works with the online commerce leader Shopify.

Physics is really important to game programmers who need to know how to add physical realism to their games. They need to take into account the laws of physics when creating a simulation or game engine, particularly in 3D computer graphics, for the purpose of making the effects appear more real to the observer or player. The game engine needs to

recognize the physical properties of objects that artists create, and combine them with realistic motion. The physics ENGINE is a computer program that you work into your game that simulates Newtonian physics and predict effects under different conditions. In video games, the physics engine uses real-time physics to improve realism. This is the only book in its category to take readers through the process of building a complete game-ready physics engine from scratch. The Cyclone game engine featured in the book was written specifically for this book and has been utilized in iPhone application development and Adobe Flash projects. There is a good deal of master-class level information available, but almost nothing in any format that teaches the basics in a practical way. The second edition includes NEW and/or revised material on collision detection, 2D physics, casual game physics for Flash games, more references, a glossary, and end-of-chapter exercises. The companion website will include the full source code of the Cyclone physics engine, along with example applications that show the physics system in operation.

Get started with Python for data analysis and numerical computing in the Jupyter notebook About This Book Learn the basics of Python in the Jupyter Notebook Analyze and visualize data with pandas, NumPy, matplotlib, and seaborn Perform highly-efficient numerical computations with Numba, Cython, and ipyparallel Who This Book Is For This book targets students, teachers, researchers, engineers, analysts, journalists, hobbyists, and all data enthusiasts who are interested in analyzing and visualizing real-world datasets. If you are new to programming and data analysis, this book is exactly for you. If you're already familiar with another language or analysis software, you will also appreciate this introduction to the Python data analysis platform. Finally, there are more technical topics for advanced readers. No prior experience is required; this book contains everything you need to know. What You Will Learn Install Anaconda and code in Python in the Jupyter Notebook Load and explore datasets interactively Perform complex data manipulations effectively with pandas Create engaging data visualizations with matplotlib and seaborn Simulate mathematical models with NumPy Visualize and process images interactively in the Jupyter Notebook with scikit-image Accelerate your code with Numba, Cython, and IPython.parallel Extend the Notebook interface with HTML, JavaScript, and D3 In Detail Python is a user-friendly and powerful programming language. IPython offers a convenient interface to the language and its analysis libraries, while the Jupyter Notebook is a rich environment well-adapted to data science and visualization. Together, these open source tools are widely used by beginners and experts around the world, and in a huge variety of fields and endeavors. This book is a beginner-friendly guide to the Python data analysis platform. After an introduction to the Python language, IPython, and the Jupyter Notebook, you will learn how to analyze and visualize data on real-world examples, how to create graphical user interfaces for image processing in the Notebook, and how to perform fast numerical computations for scientific simulations with NumPy, Numba, Cython, and ipyparallel. By the end of this book,

you will be able to perform in-depth analyses of all sorts of data. Style and approach This is a hands-on beginner-friendly guide to analyze and visualize data on real-world examples with Python and the Jupyter Notebook.

This cookbook is organized in a linear, progressive way allowing it to be read from start to finish, as well as to be used as a useful resource for specific tasks. The HTML5 examples and recipes will have you making dynamic, interactive, and animated charts and graphs in no time. You don't need to have a background in HTML5 or Canvas but you do need to have a basic understanding of how HTML works and know how to code in any language (preferably in JavaScript). In this book we will not explain how to learn to code but how to create projects and how to plan and execute them in the process.

WALL STREET JOURNAL BESTSELLER • A how-to guide for crafting beautiful and delicious cheese boards for entertaining and self-care, from the creator of the Cheese by Numbers method and the Instagram phenomenon That Cheese Plate "[Marissa Mullen] takes the guesswork out of the coolest, most solid thing to bring to any party or potluck: the cheese platter."—Rachael Ray With her gorgeous, showstopping cheese and charcuterie boards, Marissa Mullen takes cheese to a whole new level. Her simple, step-by-step Cheese by Numbers method breaks the cheese plate down into its basic components—cheese, meat, produce, crunch, dip, garnish—allowing you to create stunning spreads for any occasion. This beautifully designed book goes beyond preparation techniques. According to Mullen, cheese plates can be an important form of artistic self-care, like flower arranging or meditative coloring books—but you can eat the results! That Cheese Plate Will Change Your Life celebrates the ways in which cheese brings people together, and how crafting a cheese plate can be a calming, creativity-bolstering act. With fifty exquisite, easy-to-make cheese and charcuterie plates, this book will teach you how to relax, enjoy, and indulge— to find your cheesy bliss.

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

This is a short, focused introduction to MATLAB, a comprehensive software system for mathematical and technical computing. It contains concise explanations of essential MATLAB commands, as well as easily understood instructions for using MATLAB's programming features, graphical capabilities, simulation models, and rich desktop interface. Written

for MATLAB 7, it can also be used with earlier (and later) versions of MATLAB. This book teaches how to graph functions, solve equations, manipulate images, and much more. It contains explicit instructions for using MATLAB's companion software, Simulink, which allows graphical models to be built for dynamical systems. MATLAB's new "publish" feature is discussed, which allows mathematical computations to be combined with text and graphics, to produce polished, integrated, interactive documents. For the beginner it explains everything needed to start using MATLAB, while experienced users making the switch to MATLAB 7 from an earlier version will also find much useful information here.
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