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The dream of automatic language translation is now closer thanks to recent advances in the techniques that underpin statistical machine translation. This class-tested textbook from an active researcher in the field, provides a clear and careful introduction to the latest methods and explains how to build machine translation systems for any two languages. It introduces the subject's building blocks from linguistics and probability, then covers the major models for machine translation: word-based, phrase-based, and tree-based, as well as machine translation evaluation,

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language modeling, discriminative training and advanced methods to integrate linguistic annotation. The book also reports the latest research, presents the major outstanding challenges, and enables novices as well as experienced researchers to make novel contributions to this exciting area. Ideal for students at undergraduate and graduate level, or for anyone interested in the latest developments in machine translation.

This text strikes a good balance between rigor and an intuitive approach to computer theory. Covers all the topics needed by computer scientists with a sometimes humorous approach that reviewers found "refreshing". It is easy to read and the coverage of mathematics is fairly simple so readers do not have to worry about proving theorems.

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Scientific computing is a collection of tools, techniques and theories required to develop and solve mathematical models in science and engineering on a computer. This timely book provides the various skills and techniques needed in scientific computing. The topics range in difficulty from elementary to advanced, and all the latest fields in scientific computing are covered such as matrices, numerical analysis, neural networks, genetic algorithms, etc. Presented in the format of problems and detailed solutions, important concepts and techniques are introduced and developed. Many problems include software simulations. Algorithms have detailed implementations in C++ or Java. This book will prove to be invaluable not only to students and research workers in the

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fields of scientific computing, but also to teachers of this subject who will find this text useful as a supplement. The topics discussed in this book are part of the e-learning and distance learning courses conducted by the International School of Scientific Computing, South Africa.

A practical approach to using regression and computation to solve real-world problems of estimation, prediction, and causal inference.

"The text covers the basic building blocks of quantum information processing, quantum bits and quantum gates, showing their relationship to the key quantum concepts of quantum measurement, quantum state transformation, and entanglement between quantum subsystems; it treats quantum algorithms, discussing notions of complexity and

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describing a number of simple algorithms as well as the most significant algorithms to date; and it explores entanglement and robust quantum computation, investigating such topics as quantifying entanglement, decoherence, quantum error correction, and fault tolerance."--Back cover.

This book is an Up-to-date and authoritative account on physicochemical principles, pharmaceutical and biomedical applications of hydrogels. It consists of eight contributions from different authors highlighting properties and synthesis of hydrogels, their characterization by various instrumental methods of analysis, comprehensive review on stimuli-responsive hydrogels and their diverse applications, and a special section on self-healing hydrogels. Thus, this

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book will equip academia and industry with adequate basic and applied principles related to hydrogels.

"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

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associated with probabilistic algorithms.

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In this urgent, authoritative book, Bill Gates sets out a

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wide-ranging, practical - and accessible - plan for how the world can get to zero greenhouse gas emissions in time to avoid a climate catastrophe. Bill Gates has spent a decade investigating the causes and effects of climate change. With the help of experts in the fields of physics, chemistry, biology, engineering, political science, and finance, he has focused on what must be done in order to stop the planet from sliding toward certain environmental disaster. In this book, he not only explains why we need to work toward net-zero emissions of greenhouse gases, but also details what we need to do to achieve this profoundly important goal. He gives us a clear-eyed description of the challenges we face. Drawing on his understanding of innovation and what it

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takes to get new ideas into the market, he describes the areas in which technology is already helping to reduce emissions, where and how the current technology can be made to function more effectively, where breakthrough technologies are needed, and who is working on these essential innovations. Finally, he lays out a concrete, practical plan for achieving the goal of zero emissions—suggesting not only policies that governments should adopt, but what we as individuals can do to keep our government, our employers, and ourselves accountable in this crucial enterprise. As Bill Gates makes clear, achieving zero emissions will not be simple or easy to do, but if we follow the plan he sets out here, it is a goal firmly within

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our reach.

Introduction to proof theory and its applications in mathematical logic, theoretical computer science and artificial intelligence.

NEW YORK TIMES BESTSELLER For the first time ever, an international coalition of leading researchers, scientists and policymakers has come together to offer a set of realistic and bold solutions to climate change. All of the techniques described here - some well-known, some you may have never heard of - are economically viable, and communities throughout the world are already enacting them. From revolutionizing how we produce and consume food to educating girls in lower-income countries, these are

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all solutions which, if deployed collectively on a global scale over the next thirty years, could not just slow the earth's warming, but reach drawdown: the point when greenhouse gasses in the atmosphere peak and begin to decline. So what are we waiting for?

§1. Historical Remarks Convex Integration theory, first introduced by M. Gromov [17], is one of three general methods in immersion-theoretic topology for solving a broad range of problems in geometry and topology. The other methods are: (i) Removal of Singularities, introduced by M. Gromov and Y. Eliashberg [8]; (ii) the covering homotopy method which, following M. Gromov's thesis [16], is also referred to as the method of sheaves. The

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covering homotopy method is due originally to S. Smale [36] who proved a crucial covering homotopy result in order to solve the classification problem for immersions of spheres in Euclidean space. These general methods are not linearly related in the sense that successive methods subsumed the previous methods. Each method has its own distinct foundation, based on an independent geometrical or analytical insight. Consequently, each method has a range of applications to problems in topology that are best suited to its particular insight. For example, a distinguishing feature of Convex Integration theory is that it applies to solve closed relations in jet spaces, including certain general classes of underdetermined non-linear

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systems of partial differential equations. As a case of interest, the Nash-Kuiper C^1 -isometric immersion theorem can be reformulated and proved using Convex Integration theory (cf. Gromov [18]). No such results on closed relations in jet spaces can be proved by means of the other two methods.

The latest edition of this classic is updated with new problem sets and material. The Second Edition of this fundamental textbook maintains the book's tradition of clear, thought-provoking instruction. Readers are provided once again with an instructive mix of mathematics, physics, statistics, and information theory. All the essential topics in information theory are covered in

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detail, including entropy, data compression, channel capacity, rate distortion, network information theory, and hypothesis testing. The authors provide readers with a solid understanding of the underlying theory and applications. Problem sets and a telegraphic summary at the end of each chapter further assist readers. The historical notes that follow each chapter recap the main points. The Second Edition features:

- * Chapters reorganized to improve teaching
- * 200 new problems
- * New material on source coding, portfolio theory, and feedback capacity
- * Updated references

Now current and enhanced, the Second Edition of Elements of Information Theory remains the ideal textbook for upper-level

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undergraduate and graduate courses in electrical engineering, statistics, and telecommunications.

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

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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

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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.

This well-known undergraduate electrodynamics textbook is now available in a more affordable printing from Cambridge University Press. The Fourth Edition provides a rigorous, yet clear and accessible treatment of the fundamentals of electromagnetic theory and offers a sound platform for explorations of related applications (AC circuits, antennas, transmission lines, plasmas, optics and more). Written keeping in mind the conceptual hurdles

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typically faced by undergraduate students, this textbook illustrates the theoretical steps with well-chosen examples and careful illustrations. It balances text and equations, allowing the physics to shine through without compromising the rigour of the math, and includes numerous problems, varying from straightforward to elaborate, so that students can be assigned some problems to build their confidence and others to stretch their minds.

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[Drawdown](#)

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[Introduction to Automata Theory, Languages, and Computation](#)

[Convex Integration Theory](#)

This gentle introduction to logic and model theory is based on a systematic use of three important games in logic: the semantic game; the Ehrenfeucht–Fraïssé game; and the model existence game. The third game has not been

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isolated in the literature before but it underlies the concepts of Beth tableaux and consistency properties. Jouko Väänänen shows that these games are closely related and in turn govern the three interrelated concepts of logic: truth, elementary equivalence and proof. All three methods are developed not only for first order logic but also for infinitary logic and generalized quantifiers. Along the way, the author also proves completeness theorems for many logics, including the cofinality quantifier logic of Shelah, a fully compact extension of first order logic. With over 500 exercises this

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book is ideal for graduate courses, covering the basic material as well as more advanced applications.

This introductory book emphasises algorithms and applications, such as cryptography and error correcting codes.

Modern Computer Arithmetic focuses on arbitrary-precision algorithms for efficiently performing arithmetic operations such as addition, multiplication and division, and their connections to topics such as modular arithmetic, greatest common divisors, the Fast Fourier Transform (FFT), and the computation of elementary and special

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functions. Brent and Zimmermann present algorithms that are ready to implement in your favourite language, while keeping a high-level description and avoiding too low-level or machine-dependent details. The book is intended for anyone interested in the design and implementation of efficient high-precision algorithms for computer arithmetic, and more generally efficient multiple-precision numerical algorithms. It may also be used in a graduate course in mathematics or computer science, for which exercises are included. These vary considerably in difficulty, from easy to small research

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projects, and expand on topics discussed in the text. Solutions to selected exercises are available from the authors.

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

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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

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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.

A fundamental introduction to modern game theory from a mathematical viewpoint Game theory arises in almost every fact of human and inhuman interaction since oftentimes during these communications objectives are opposed or cooperation is viewed as an option. From economics and finance to biology and computer science, researchers and practitioners are often put in complex

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decision-making scenarios, whether they are interacting with each other or working with evolving technology and artificial intelligence. Acknowledging the role of mathematics in making logical and advantageous decisions, *Game Theory: An Introduction* uses modern software applications to create, analyze, and implement effective decision-making models. While most books on modern game theory are either too abstract or too applied, this book provides a balanced treatment of the subject that is both conceptual and hands-on. *Game Theory* introduces readers to the basic

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theories behind games and presents real-world examples from various fields of study such as economics, political science, military science, finance, biological science as well as general game playing. A unique feature of this book is the use of Maple to find the values and strategies of games, and in addition, it aids in the implementation of algorithms for the solution or visualization of game concepts. Maple is also utilized to facilitate a visual learning environment of game theory and acts as the primary tool for the calculation of complex non-cooperative and cooperative games. Important game theory

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topics are presented within the following five main areas of coverage: Two-person zero sum matrix games Nonzero sum games and the reduction to nonlinear programming Cooperative games, including discussion of both the Nucleolus concept and the Shapley value Bargaining, including threat strategies Evolutionary stable strategies and population games Although some mathematical competence is assumed, appendices are provided to act as a refresher of the basic concepts of linear algebra, probability, and statistics. Exercises are included at the end of each section along with algorithms for the

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solution of the games to help readers master the presented information. Also, explicit Maple and Mathematica® commands are included in the book and are available as worksheets via the book's related Website. The use of this software allows readers to solve many more advanced and interesting games without spending time on the theory of linear and nonlinear programming or performing other complex calculations. With extensive examples illustrating game theory's wide range of relevance, this classroom-tested book is ideal for game theory courses in mathematics, engineering, operations research,

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computerscience, and economics at the upper-undergraduate level. It is also an ideal companion for anyone who is interested in the applications of game theory.

This book presents mathematical fundamentals and results on sloshing in an upright circular cylindrical tank with semi-analytical solutions. The book outlines generic mathematical and physical aspects of the multimodal method, describes milestones, and presents several versions of modal systems for an upright circular tank, both linear and nonlinear. The book offers an extended description of the state-of-the-art

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theoretical sloshing with more than 200 references. It presents mathematical fundamentals of free-surface sloshing problems, details linear and nonlinear modal equations, provides analytical estimates of viscous damping, and covers stability analysis of steady-state solution. The book is for engineers dealing with sloshing, applied mathematicians working on free-surface problems, and lecturers in fluid mechanics that need to know the fundamentals and analytical solutions from surface wave theory.

Geophysical Data Analysis: Discrete Inverse

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Theory is an introductory text focusing on discrete inverse theory that is concerned with parameters that either are truly discrete or can be adequately approximated as discrete. Organized into 12 chapters, the book's opening chapters provide a general background of inverse problems and their corresponding solution, as well as some of the basic concepts from probability theory that are applied throughout the text. Chapters 3-7 discuss the solution of the canonical inverse problem, that is, the linear problem with Gaussian statistics, and discussions on problems that are non-Gaussian

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and nonlinear are covered in Chapters 8 and 9. Chapters 10-12 present examples of the use of inverse theory and a discussion on the numerical algorithms that must be employed to solve inverse problems on a computer. This book is of value to graduate students and many college seniors in the applied sciences.

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[Queueing Theory in Action](#)

[Modern Computer Arithmetic](#)

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Market_Desc: · Computer Scientists · Students · Professors

Special Features: · Easy to read and the coverage of mathematics is fairly simple so readers do not have to worry about proving theorems · Contains new coverage of Context

Sensitive Language About The Book: This text strikes a good balance between rigor and an intuitive approach to computer theory. Covers all the topics needed by computer scientists with a sometimes humorous approach that reviewers found

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refreshing . The goal of the book is to provide a firm understanding of the principles and the big picture of where computer theory fits into the field.

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.

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing

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and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems Get a detailed hands-on set of practical recipes that help

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simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing

Written with computer scientists and engineers in mind, this book brings queueing theory decisively back to computer science.

Ideal for graduate students and researchers from various sub-disciplines, this book provides an excellent introduction to topological quantum computation.

The book is based on my lecture notes "Infinite dimensional Morse theory and its applications", 1985, Montreal, and one

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semester of graduate lectures delivered at the University of Wisconsin, Madison, 1987. Since the aim of this monograph is to give a unified account of the topics in critical point theory, a considerable amount of new materials has been added. Some of them have never been published previously. The book is of interest both to researchers following the development of new results, and to people seeking an introduction into this theory. The main results are designed to be as self-contained as possible. And for the reader's convenience, some preliminary background information has been organized. The following people deserve special thanks for their direct roles in helping to prepare this book. Prof. L. Nirenberg, who first introduced me to this field ten years ago, when I visited the Courant Institute of Math Sciences. Prof. A. Granas, who invited me to

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give a series of lectures at SMS, 1983, Montreal, and then the above notes, as the primary version of a part of the manuscript, which were published in the SMS collection. Prof. P. Rabinowitz, who provided much needed encouragement during the academic semester, and invited me to teach a semester graduate course after which the lecture notes became the second version of parts of this book. Professors A. Bahri and H. Brezis who suggested the publication of the book in the Birkhiiuser series.

You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-

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year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in

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designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are

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archetypal, so deeply rooted in the nature of things that it seems likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

[*Sloshing in Upright Circular Containers*](#)

[*Game Theory*](#)

[*An Introduction for Engineers and Computer Scientists*](#)

[*Statistical Machine Translation*](#)

[*Performance Modeling and Design of Computer Systems
C Edition*](#)

[*Emerging Concepts in Analysis and Applications of Hydrogels*](#)

[*Introduction to Languages and the Theory of Computation*](#)

[*Basic Biotechnology*](#)

[*Languages And Machines: An Introduction To The Theory Of*](#)

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[Computer Science, 3/E](#)

[Introduction to Cryptography With Coding Theory](#)

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market.

Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design

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building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Developed from celebrated Harvard statistics lectures, Introduction

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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 application areas explored include genetics, medicine, computer science, and information theory. The print book version includes a code that provides free access to an eBook version. The authors present the material in an accessible style and motivate concepts using real-world examples. Throughout, they use stories to uncover connections between the fundamental distributions in statistics and conditioning to reduce complicated problems to manageable pieces. The book includes many intuitive explanations, diagrams, and practice problems. Each chapter ends with a section showing how to perform relevant

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simulations and calculations in R, a free statistical software environment.

Noncooperative Game Theory is aimed at students interested in using game theory as a design methodology for solving problems in engineering and computer science. João Hespanha shows that such design challenges can be analyzed through game theoretical perspectives that help to pinpoint each problem's essence: Who are the players? What are their goals? Will the solution to "the game" solve the original design problem? Using the fundamentals of game theory, Hespanha explores these issues and more. The use of game theory in technology design is a recent development arising from the intrinsic limitations of classical optimization-based designs. In optimization, one attempts to find values for parameters that minimize suitably defined criteria—such as monetary cost, energy

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consumption, or heat generated. However, in most engineering applications, there is always some uncertainty as to how the selected parameters will affect the final objective. Through a sequential and easy-to-understand discussion, Hespanha examines how to make sure that the selection leads to acceptable performance, even in the presence of uncertainty—the unforgiving variable that can wreck engineering designs. Hespanha looks at such standard topics as zero-sum, non-zero-sum, and dynamics games and includes a MATLAB guide to coding. Noncooperative Game Theory offers students a fresh way of approaching engineering and computer science applications. An introduction to game theory applications for students of engineering and computer science Materials presented sequentially and in an easy-to-understand fashion Topics explore zero-sum, non-zero-sum, and

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dynamics games MATLAB commands are included

String theory is one of the most exciting and challenging areas of modern theoretical physics. This book guides the reader from the basics of string theory to recent developments. It introduces the basics of perturbative string theory, world-sheet supersymmetry, space-time supersymmetry, conformal field theory and the heterotic string, before describing modern developments, including D-branes, string dualities and M-theory. It then covers string geometry and flux compactifications, applications to cosmology and particle physics, black holes in string theory and M-theory, and the microscopic origin of black-hole entropy. It concludes with Matrix theory, the AdS/CFT duality and its generalizations. This book is ideal for graduate students and researchers in modern string theory, and will make an excellent textbook for a one-year course

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on string theory. It contains over 120 exercises with solutions, and over 200 homework problems with solutions available on a password protected website for lecturers at www.cambridge.org/9780521860697.

Biotechnology is one of the major technologies of the twenty-first century. Its wide-ranging, multi-disciplinary activities include recombinant DNA techniques, cloning and the application of microbiology to the production of goods from bread to antibiotics. In this new edition of the textbook Basic Biotechnology, biology and bioprocessing topics are uniquely combined to provide a complete overview of biotechnology. The fundamental principles that underpin all biotechnology are explained and a full range of examples are discussed to show how these principles are applied; from starting substrate to final product. A distinctive feature of this

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text are the discussions of the public perception of biotechnology and the business of biotechnology, which set the science in a broader context. This comprehensive textbook is essential reading for all students of biotechnology and applied microbiology, and for researchers in biotechnology industries.

Automata and natural language theory are topics lying at the heart of computer science. Both are linked to computational complexity and together, these disciplines help define the parameters of what constitutes a computer, the structure of programs, which problems are solvable by computers, and a range of other crucial aspects of the practice of computer science. In this important volume, two respected authors/editors in the field offer accessible, practice-oriented coverage of these issues with an emphasis on refining core problem solving skills.

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Overview of classical solutions and their consequences in quantum field theory, high energy physics and cosmology for graduates and researchers.

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