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Evolutionary Optimization Algorithms - Dan Simon 2013-06-13
A clear and lucid bottom-up approach to the basic principlesof evolutionary algorithms Evolutionary algorithms (EAs) are a type of artificialintelligence. EAs are motivated by optimization processes that weobserve in nature, such as natural selection, species migration,bird swarms, human culture, and ant colonies. This book discusses the theory, history, mathematics, andprogramming of evolutionary optimization algorithms. Featuredalgorithms include genetic algorithms, genetic programming, antcolony optimization, particle swarm optimization, differentialevolution, biogeography-based optimization, and many others. Evolutionary Optimization Algorithms: Provides a straightforward, bottom-up approach that assists thereader in obtaining a clear—but theoreticallyrigorous—understanding of evolutionary algorithms, with anemphasis on implementation Gives a careful treatment of recently developedEAs—including opposition-based learning, artificial fishswarms, bacterial foraging, and many others— and discussestheir similarities and differences from more well-establishedEAs Includes chapter-end problems plus a solutions manual availableonline for instructors Offers simple examples that provide the reader with anintuitive understanding of the theory Features source code for the examples available on the author'swebsite Provides advanced mathematical techniques for analyzing EAs,including Markov modeling and dynamic system modeling Evolutionary Optimization Algorithms: Biologically Inspiredand Population-Based Approaches to Computer Intelligence is anideal text for advanced undergraduate students, graduate students,and professionals involved in engineering and computer science.

Computational Geometry - Mark de Berg 2013-04-17
This introduction to computational geometry focuses on algorithms. Motivation is provided from the application areas as all techniques are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement.

Programming Challenges - Steven S Skiena 2006-04-18
There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming

problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

Data Structures and Algorithms with Python - Kent D. Lee 2015-01-12
This textbook explains the concepts and techniques required to write programs that can handle large amounts of data efficiently. Project-oriented and classroom-tested, the book presents a number of important algorithms supported by examples that bring meaning to the problems faced by computer programmers. The idea of computational complexity is also introduced, demonstrating what can and cannot be computed efficiently so that the programmer can make informed judgements about the algorithms they use. Features: includes both introductory and advanced data structures and algorithms topics, with suggested chapter sequences for those respective courses provided in the preface; provides learning goals, review questions and programming exercises in each chapter, as well as numerous illustrative examples; offers downloadable programs and supplementary files at an associated website, with instructor materials available from the author; presents a primer on Python for those from a different language background.

Logical Foundations of Mathematics and Computational Complexity - Pavel Pudlák 2013-04-22
The two main themes of this book, logic and complexity, are both essential for understanding the main problems about the foundations of mathematics. Logical Foundations of Mathematics and Computational Complexity covers a broad spectrum of results in logic and set theory that are relevant to the foundations, as well as the results in computational complexity and the interdisciplinary area of proof complexity. The author presents his ideas on how these areas are connected, what are the most fundamental problems and how they should be approached. In particular, he argues that complexity is as important for foundations as are the more traditional concepts of computability and provability. Emphasis is on explaining the essence of concepts and the ideas of proofs, rather than presenting precise formal statements and full proofs. Each section starts with concepts and results easily explained, and gradually proceeds to more difficult ones. The notes after each section present some formal definitions, theorems and proofs. Logical Foundations of Mathematics and Computational Complexity is aimed at graduate students of all fields of mathematics who are interested in logic, complexity and foundations. It will also be of interest for both physicists and philosophers who are curious to learn the basics of logic and complexity theory.

Design and Analysis of Approximation Algorithms - Ding-Zhu Du 2011-11-18
This book is intended to be used as a textbook for graduate students studying theoretical computer science. It can also be used as a reference book for researchers in the area of design and analysis of approximation algorithms. Design and Analysis of Approximation Algorithms is a graduate course in theoretical computer science taught widely in the universities, both in the United States and abroad. There are, however, very few textbooks available for this course. Among those available in the market, most books follow a problem-oriented format; that is, they collected many important combinatorial optimization problems and their approximation algorithms, and organized them based on the types, or applications, of problems, such as

geometric-type problems, algebraic-type problems, etc. Such arrangement of materials is perhaps convenient for a researcher to look for the problems and algorithms related to his/her work, but is difficult for a student to capture the ideas underlying the various algorithms. In the new book proposed here, we follow a more structured, technique-oriented presentation. We organize approximation algorithms into different chapters, based on the design techniques for the algorithms, so that the reader can study approximation algorithms of the same nature together. It helps the reader to better understand the design and analysis techniques for approximation algorithms, and also helps the teacher to present the ideas and techniques of approximation algorithms in a more unified way.

Optimization and Control of Bilinear Systems - Panos M. Pardalos 2010-03-14
Covers developments in bilinear systems theory Focuses on the control of open physical processes functioning in a non-equilibrium mode Emphasis is on three primary disciplines: modern differential geometry, control of dynamical systems, and optimization theory Includes applications to the fields of quantum and molecular computing, control of physical processes, biophysics, superconducting magnetism, and physical information science

Guide to Programming and Algorithms Using R - Özgür Ergül 2013-07-23
This easy-to-follow textbook provides a student-friendly introduction to programming and algorithms. Emphasis is placed on the threshold concepts that present barriers to learning, including the questions that students are often too embarrassed to ask. The book promotes an active learning style in which a deeper understanding is gained from evaluating, questioning, and discussing the material, and practised in hands-on exercises. Although R is used as the language of choice for all programs, strict assumptions are avoided in the explanations in order for these to remain applicable to other programming languages. Features: provides exercises at the end of each chapter; includes three mini projects in the final chapter; presents a list of titles for further reading at the end of the book; discusses the key aspects of loops, recursions, program and algorithm efficiency and accuracy, sorting, linear systems of equations, and file processing; requires no prior background knowledge in this area.

First Course in Algorithms Through Puzzles - Ryuhei Uehara 2018-12-06
This textbook introduces basic algorithms and explains their analytical methods. All algorithms and methods introduced in this book are well known and frequently used in real programs. Intended to be self-contained, the contents start with the basic models, and no prerequisite knowledge is required. This book is appropriate for undergraduate students in computer science, mathematics, and engineering as a textbook, and is also appropriate for self-study by beginners who are interested in the fascinating field of algorithms. More than 40 exercises are distributed throughout the text, and their difficulty levels are indicated. Solutions and comments for all the exercises are provided in the last chapter. These detailed solutions will enable readers to follow the author's steps to solve problems and to gain a better understanding of the contents. Although details of the proofs and the analyses of algorithms are also provided, the mathematical descriptions in this book are not beyond the range of high school mathematics. Some famous real puzzles are also used to describe the algorithms. These puzzles are quite suitable for explaining the basic techniques of algorithms, which show how to solve these puzzles.

Introduction to Parallel Computing - Roman Trobec 2018-09-27
Advancements in microprocessor architecture, interconnection technology, and software development have fueled rapid growth in parallel and distributed computing. However, this development is only of practical benefit if it is accompanied by progress in the design, analysis and programming of parallel algorithms. This concise textbook provides, in one place, three mainstream parallelization approaches, Open MPP, MPI and OpenCL, for multicore computers, interconnected computers and graphical processing units. An overview of practical parallel computing and principles will enable the reader to design efficient parallel programs for solving various computational problems on state-of-the-art personal computers and computing clusters. Topics covered range from parallel algorithms, programming tools, OpenMP, MPI and OpenCL, followed by experimental measurements of parallel programs' run-times, and by engineering analysis of obtained results for improved parallel execution performances. Many examples and exercises support the exposition.

Designing Evolutionary Algorithms for Dynamic Environments - Ronald W. Morrison 2013-06-29

Details robustness, stability, and performance of Evolutionary Algorithms in dynamic environments

Python Programming Fundamentals - Kent D. Lee 2015-01-20
This easy-to-follow and classroom-tested textbook guides the reader through the fundamentals of programming with Python, an accessible language which can be learned incrementally. Features: incudes numerous examples and practice exercises throughout the text, with additional exercises, solutions and review questions at the end of each chapter; highlights the patterns which frequently appear when writing programs, reinforcing the application of these patterns for problem-solving through practice exercises; introduces the use of a debugger tool to inspect a program, enabling students to discover for themselves how programs work and enhance their understanding; presents the Tkinter framework for building graphical user interface applications and event-driven programs; provides instructional videos and additional information for students, as well as support materials for instructors, at an associated website.

Data Structures and Algorithms with Scala - Bhim P. Upadhyaya 2019-02-26
This practically-focused textbook presents a concise tutorial on data structures and algorithms using the object-functional language Scala. The material builds upon the foundation established in the title Programming with Scala: Language Exploration by the same author, which can be treated as a companion text for those less familiar with Scala. Topics and features: discusses data structures and algorithms in the form of design patterns; covers key topics on arrays, lists, stacks, queues, hash tables, binary trees, sorting, searching, and graphs; describes examples of complete and running applications for each topic; presents a functional approach to implementations for data structures and algorithms (excepting arrays); provides numerous challenge exercises (with solutions), encouraging the reader to take existing solutions and improve upon them; offers insights from the author's extensive industrial experience; includes a glossary, and an appendix supplying an overview of discrete mathematics. Highlighting the techniques and skills necessary to quickly derive solutions to applied problems, this accessible text will prove invaluable to time-pressured students and professional software engineers.

Fundamentals of Discrete Math for Computer Science - Tom Jenkyns 2018-05-03
This clearly written textbook presents an accessible introduction to discrete mathematics for computer science students, offering the reader an enjoyable and stimulating path to improve their programming competence. The text empowers students to think critically, to be effective problem solvers, to integrate theory and practice, and to recognize the importance of abstraction. Its motivational and interactive style provokes a conversation with the reader through a questioning commentary, and supplies detailed walkthroughs of several algorithms. This updated and enhanced new edition also includes new material on directed graphs, and on drawing and coloring graphs, in addition to more than 100 new exercises (with solutions to selected exercises). Topics and features: assumes no prior mathematical knowledge, and discusses concepts in programming as and when they are needed; designed for both classroom use and self-study, presenting modular and self-contained chapters that follow ACM curriculum recommendations; describes mathematical processes in an algorithmic manner, often supported by a walkthrough demonstrating how the algorithm performs the desired task; includes an extensive set of exercises throughout the text, together with numerous examples, and shaded boxes highlighting key concepts; selects examples that demonstrate a practical use for the concept in question. Students embarking on the start of their studies of computer science will find this book to be an easy-to-understand and fun-to-read primer, ideal for use in a mathematics course taken concurrently with their first programming course.

Computational Combinatorial Optimization - Michael Jünger 2003-06-30
This tutorial contains written versions of seven lectures on Computational Combinatorial Optimization given by leading members of the optimization community. The lectures introduce modern combinatorial optimization techniques, with an emphasis on branch and cut algorithms and Lagrangian relaxation approaches. Polyhedral combinatorics as the mathematical backbone of successful algorithms are covered from many perspectives, in particular, polyhedral projection and lifting techniques and the importance of modeling are extensively discussed. Applications to prominent combinatorial optimization problems, e.g., in production and transport planning, are treated in many places; in particular, the book contains a state-of-the-art account of the most successful techniques for solving the traveling salesman problem to optimality.

Scalable Algorithms for Contact Problems - Zdeněk Dostál 2017-01-25

This book presents a comprehensive and self-contained treatment of the authors' newly developed scalable algorithms for the solutions of multibody contact problems of linear elasticity. The brand new feature of these algorithms is theoretically supported numerical scalability and parallel scalability demonstrated on problems discretized by billions of degrees of freedom. The theory supports solving multibody frictionless contact problems, contact problems with possibly orthotropic Tresca's friction, and transient contact problems. It covers BEM discretization, jumping coefficients, floating bodies, mortar non-penetration conditions, etc. The exposition is divided into four parts, the first of which reviews appropriate facets of linear algebra, optimization, and analysis. The most important algorithms and optimality results are presented in the third part of the volume. The presentation is complete, including continuous formulation, discretization, decomposition, optimality results, and numerical experiments. The final part includes extensions to contact shape optimization, plasticity, and HPC implementation. Graduate students and researchers in mechanical engineering, computational engineering, and applied mathematics, will find this book of great value and interest.

Optimization and Applications - Nicholas N. Olenev 2021-11-04
This book constitutes the refereed proceedings of the 12th International Conference on Optimization and Applications, OPTIMA 2021, held in Petrovac, Montenegro, in September-October 2021. The 22 full and 3 short papers presented were carefully reviewed and selected from 63 submissions. The papers are organized into the following topical sub-headings: mathematical programming, global optimization, discrete and combinatorial optimization, optimal control, optimization and data analysis, and game theory and mathematical economics.

Computational Thinking: A Perspective on Computer Science - Zhiwei Xu 2022-01-01
This textbook is intended as a textbook for one-semester, introductory computer science courses aimed at undergraduate students from all disciplines. Self-contained and with no prerequisites, it focuses on elementary knowledge and thinking models. The content has been tested in university classrooms for over six years, and has been used in summer schools to train university and high-school teachers on teaching introductory computer science courses using computational thinking. This book introduces computer science from a computational thinking perspective. In computer science the way of thinking is characterized by three external and eight internal features, including automatic execution, bit-accuracy and abstraction. The book is divided into chapters on logic thinking, algorithmic thinking, systems thinking, and network thinking. It also covers societal impact and responsible computing material – from ICT industry to digital economy, from the wonder of exponentiation to wonder of cyberspace, and from code of conduct to best practices for independent work. The book's structure encourages active, hands-on learning using the pedagogic tool Bloom's taxonomy to create computational solutions to over 200 problems of varying difficulty. Students solve problems using a combination of thought experiment, programming, and written methods. Only 300 lines of code in total are required to solve most programming problems in this book.

Programming Constraint Services - Christian Schulte 2002-03-20
This book is concerned with the architecture and implementation of constraint engines. The author's main contribution is that constraint services, such as search and combinators, are made programmable; this is achieved by devising computation spaces as simple abstractions for programming constraint services at a high level. State-of-the-art and novel search strategies such as visual interactive search and parallel search are covered. This book is indispensable reading for anyone seriously interested in constraint technology.

Practical Mathematical Optimization - Jan A Snyman 2018-05-02
This book presents basic optimization principles and gradient-based algorithms to a general audience, in a brief and easy-to-read form. It enables professionals to apply optimization theory to engineering, physics, chemistry, or business economics.

Handbook of Metaheuristics - Fred W. Glover 2003-01-31
This book provides both the research and practitioner communities with a comprehensive coverage of the metaheuristic methodologies that have proven to be successful in a wide variety of real-world problem settings. Moreover, it is these metaheuristic strategies that hold particular promise for success in the future. The various chapters serve as stand alone presentations giving both the necessary background underpinnings as well as practical guides for implementation.

Linear Optimization and Extensions - Manfred Padberg 2013-04-17
From the reviews: "Do you know M.Padberg's Linear Optimization and Extensions? [...] Now here is the continuation of it, discussing the solutions of all its exercises and with detailed analysis of the applications mentioned. Tell your students about it. [...] For those who strive for good exercises and case studies for LP this is an excellent volume." Acta Scientiarum Mathematicarum
Algorithms and Programming - Alexander Shen 2009-12-17
Structured in a problem-solution format, this undergraduate text motivates the student to think through the programming process. New to the second edition are added chapters on suffix trees, games and strategies, and Huffman coding as well as an appendix illustrating the ease of conversion from Pascal to C.
Optimal Quadratic Programming Algorithms - Zdenek Dostál 2009-04-03
Quadratic programming (QP) is one advanced mathematical technique that allows for the optimization of a quadratic function in several variables in the presence of linear constraints. This book presents recently developed algorithms for solving large QP problems and focuses on algorithms which are, in a sense optimal, i.e., they can solve important classes of problems at a cost proportional to the number of unknowns. For each algorithm presented, the book details its classical predecessor, describes its drawbacks, introduces modifications that improve its performance, and demonstrates these improvements through numerical experiments. This self-contained monograph can serve as an introductory text on quadratic programming for graduate students and researchers. Additionally, since the solution of many nonlinear problems can be reduced to the solution of a sequence of QP problems, it can also be used as a convenient introduction to nonlinear programming.
Encyclopedia of Algorithms - Ming-Yang Kao 2008-08-06
One of Springer's renowned Major Reference Works, this awesome achievement provides a comprehensive set of solutions to important algorithmic problems for students and researchers interested in quickly locating useful information. This first edition of the reference focuses on high-impact solutions from the most recent decade, while later editions will widen the scope of the work. All entries have been written by experts, while links to Internet sites that outline their research work are provided. The entries have all been peer-reviewed. This defining reference is published both in print and on line.
Guide to Competitive Programming - Antti Laaksonen 2018-01-02
This invaluable textbook presents a comprehensive introduction to modern competitive programming. The text highlights how competitive programming has proven to be an excellent way to learn algorithms, by encouraging the design of algorithms that actually work, stimulating the improvement of programming and debugging skills, and reinforcing the type of thinking required to solve problems in a competitive setting. The book contains many "folklore" algorithm design tricks that are known by experienced competitive programmers, yet which have previously only been formally discussed in online forums and blog posts. Topics and features: reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets; discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library; introduces the algorithm design technique of dynamic programming, and investigates elementary graph algorithms; covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries; surveys specialized algorithms for trees, and discusses the mathematical topics that are relevant in competitive programming; examines advanced graph techniques, geometric algorithms, and string techniques; describes a selection of more advanced topics, including square root algorithms and dynamic programming optimization. This easy-to-follow guide is an ideal reference for all students wishing to learn algorithms, and practice for programming contests. Knowledge of the basics of programming is assumed, but previous background in algorithm design or programming contests is not necessary. Due to the broad range of topics covered at various levels of difficulty, this book is suitable for both beginners and more experienced readers.
Soft Computing for Problem Solving - Jagdish Chand Bansal 2018-12-14
This two-volume book presents outcomes of the 7th International Conference on Soft Computing for Problem Solving, SocProS 2017. This conference is a joint technical collaboration between the Soft Computing Research Society, Liverpool Hope University (UK), the Indian Institute of Technology Roorkee,

the South Asian University New Delhi and the National Institute of Technology Silchar, and brings together researchers, engineers and practitioners to discuss thought-provoking developments and challenges in order to select potential future directions The book presents the latest advances and innovations in the interdisciplinary areas of soft computing, including original research papers in the areas including, but not limited to, algorithms (artificial immune systems, artificial neural networks, genetic algorithms, genetic programming, and particle swarm optimization) and applications (control systems, data mining and clustering, finance, weather forecasting, game theory, business and forecasting applications). It is a valuable resource for both young and experienced researchers dealing with complex and intricate real-world problems for which finding a solution by traditional methods is a difficult task.

Fixed-Point Algorithms for Inverse Problems in Science and Engineering - Heinz H. Bauschke 2011-05-27
"Fixed-Point Algorithms for Inverse Problems in Science and Engineering" presents some of the most recent work from top-notch researchers studying projection and other first-order fixed-point algorithms in several areas of mathematics and the applied sciences. The material presented provides a survey of the state-of-the-art theory and practice in fixed-point algorithms, identifying emerging problems driven by applications, and discussing new approaches for solving these problems. This book incorporates diverse perspectives from broad-ranging areas of research including, variational analysis, numerical linear algebra, biotechnology, materials science, computational solid-state physics, and chemistry. Topics presented include: Theory of Fixed-point algorithms: convex analysis, convex optimization, subdifferential calculus, nonsmooth analysis, proximal point methods, projection methods, resolvent and related fixed-point theoretic methods, and monotone operator theory. Numerical analysis of fixed-point algorithms: choice of step lengths, of weights, of blocks for block-iterative and parallel methods, and of relaxation parameters; regularization of ill-posed problems; numerical comparison of various methods. Areas of Applications: engineering (image and signal reconstruction and decompression problems), computer tomography and radiation treatment planning (convex feasibility problems), astronomy (adaptive optics), crystallography (molecular structure reconstruction), computational chemistry (molecular structure simulation) and other areas. Because of the variety of applications presented, this book can easily serve as a basis for new and innovated research and collaboration.

Mathematical Programming The State of the Art - A. Bachem 1983-07
In the late forties, Mathematical Programming became a scientific discipline in its own right. Since then it has experienced a tremendous growth. Beginning with economic and military applications, it is now among the most important fields of applied mathematics with extensive use in engineering, natural sciences, economics, and biological sciences. The lively activity in this area is demonstrated by the fact that as early as 1949 the first "Symposium on Mathe matical Programming" took place in Chicago. Since then mathematical programmers from all over the world have gath ered at the intfrnational symposia of the Mathematical Programming Society roughly every three years to present their recent research, to exchange ideas with their colleagues and to learn about the latest developments in their own and related fields. In 1982, the XI. International Symposium on Mathematical Programming was held at the University of Bonn, W. Germany, from August 23 to 27. It was organized by the Institut fUr Okonometrie und Operations Re search of the University of Bonn in collaboration with the Sonderforschungs bereich 21 of the Deutsche Forschungsgemeinschaft. This volume constitutes part of the outgrowth of this symposium and docu ments its scientific activities. Part I of the book contains information about the symposium, welcoming addresses, lists of committees and sponsors and a brief review about the Ful kerson Prize and the Dantzig Prize which were awarded during the opening ceremony.

Optimization of Complex Systems: Theory, Models, Algorithms and Applications - Hoai An Le Thi 2019-06-15
This book contains 112 papers selected from about 250 submissions to the 6th World Congress on Global Optimization (WCGO 2019) which takes place on July 8–10, 2019 at University of Lorraine, Metz, France. The book covers both theoretical and algorithmic aspects of Nonconvex Optimization, as well as its applications to modeling and solving decision problems in various domains. It is composed of 10 parts, each of them deals with either the theory and/or methods in a branch of optimization such as Continuous optimization, DC Programming and DCA, Discrete optimization & Network optimization, Multiobjective programming, Optimization under uncertainty, or models and optimization methods in a specific application area including Data science, Economics & Finance, Energy & Water management, Engineering systems, Transportation, Logistics, Resource allocation & Production management. The researchers and practitioners working in Nonconvex Optimization and several application areas can find here many inspiring ideas and useful tools & techniques for their works.

Linear Optimization and Extensions - Dimitris Alevras 2001-06-11
This book offers a comprehensive treatment of the exercises and case studies as well as summaries of the chapters of the book "Linear Optimization and Extensions" by Manfred Padberg. It covers the areas of linear programming and the optimization of linear functions over polyhedra in finite dimensional Euclidean vector spaces. Here are the main topics treated in the book: Simplex algorithms and their derivatives including the duality theory of linear programming. Polyhedral theory, pointwise and linear descriptions of polyhedra, double description algorithms, Gaussian elimination with and without division, the complexity of simplex steps. Projective algorithms, the geometry of projective algorithms, Newtonian barrier methods. Ellipsoids algorithms in perfect and in finite precision arithmetic, the equivalence of linear optimization and polyhedral separation. The foundations of mixed-integer programming and combinatorial optimization.

Introduction to Global Optimization - R. Horst 2000-12-31
A textbook for an undergraduate course in mathematical programming for students with a knowledge of elementary real analysis, linear algebra, and classical linear programming (simple techniques). Focuses on the computation and characterization of global optima of nonlinear functions, rather than the locally optimal solutions addressed by most books on optimization. Incorporates the theoretical, algorithmic, and computational advances of the past three decades that help solve globally multi-extreme problems in the mathematical modeling of real world systems. Annotation copyright by Book News, Inc., Portland, OR

Computer Algebra - Wolfram Koepf 2021-08-12
This textbook offers an algorithmic introduction to the field of computer algebra. A leading expert in the field, the author guides readers through numerous hands-on tutorials designed to build practical skills and algorithmic thinking. This implementation-oriented approach equips readers with versatile tools that can be used to enhance studies in mathematical theory, applications, or teaching. Presented using Mathematica code, the book is fully supported by downloadable sessions in Mathematica, Maple, and Maxima. Opening with an introduction to computer algebra systems and the basics of programming mathematical algorithms, the book goes on to explore integer arithmetic. A chapter on modular arithmetic completes the number-theoretic foundations, which are then applied to coding theory and cryptography. From here, the focus shifts to polynomial arithmetic and algebraic numbers, with modern algorithms allowing the efficient factorization of polynomials. The final chapters offer extensions into more advanced topics: simplification and normal forms, power series, summation formulas, and integration. Computer Algebra is an indispensable resource for mathematics and computer science students new to the field. Numerous examples illustrate algorithms and their implementation throughout, with online support materials to encourage hands-on exploration. Prerequisites are minimal, with only a knowledge of calculus and linear algebra assumed. In addition to classroom use, the elementary approach and detailed index make this book an ideal reference for algorithms in computer algebra.

Encyclopedia of Artificial Intelligence - Juan Ramon Rabunal 2009-01-01
"This book is a comprehensive and in-depth reference to the most recent developments in the field covering theoretical developments, techniques, technologies, among others"--Provided by publisher.

Algorithms and Data Structures - Kurt Mehlhorn 2008-05-27
Algorithms are at the heart of every nontrivial computer application, and algorithmics is a modern and active area of computer science. Every computer scientist and every professional programmer should know about the basic algorithmic toolbox: structures that allow efficient organization and retrieval of data, frequently used algorithms, and basic techniques for modeling, understanding and solving algorithmic problems. This book is a concise introduction addressed to students and professionals familiar with programming and basic mathematical language. Individual chapters cover arrays and linked lists, hash tables and associative arrays, sorting and selection, priority queues, sorted sequences, graph representation, graph traversal, shortest paths, minimum spanning trees, and optimization. The algorithms

are presented in a modern way, with explicitly formulated invariants, and comment on recent trends such as algorithm engineering, memory hierarchies, algorithm libraries and certifying algorithms. The authors use pictures, words and high-level pseudocode to explain the algorithms, and then they present more detail on efficient implementations using real programming languages like C++ and Java. The authors have extensive experience teaching these subjects to undergraduates and graduates, and they offer a clear presentation, with examples, pictures, informal explanations, exercises, and some linkage to the real world. Most chapters have the same basic structure: a motivation for the problem, comments on the most important applications, and then simple solutions presented as informally as possible and as formally as necessary. For the more advanced issues, this approach leads to a more mathematical treatment, including some theorems and proofs. Finally, each chapter concludes with a section on further findings, providing views on the state of research, generalizations and advanced solutions.

Algorithmics for Hard Problems - Juraj Hromkovič 2013-03-14
Algorithmic design, especially for hard problems, is more essential for success in solving them than any standard improvement of current computer tech nologies. Because of this, the design of algorithms for solving hard problems is the core of current algorithmic research from the theoretical point of view as well as from the practical point of view. There are many general text books on algorithmics, and several specialized books devoted to particular approaches such as local search, randomization, approximation algorithms, or heuristics. But there is no textbook that focuses on the design of algorithms for hard computing tasks, and that systematically explains, combines, and compares the main possibilities for attacking hard algorithmic problems. As this topic is fundamental for computer science, this book tries to close this gap. Another motivation, and probably the main reason for writing this book, is connected to education. The considered area has developed very dynami cally in recent years and the research on this topic discovered several profound results, new concepts, and new methods. Some of the achieved contributions are so fundamental that one can speak about paradigms which should be in cluded in the education of every computer science student. Unfortunately, this is very far from reality. This is because these paradigms are not sufficiently known in the computer science community, and so they are insufficiently com municated to students and practitioners.

Introduction to Applied Optimization - Urmila Diwekar 2003-06-30
This text presents a multi-disciplined view of optimization, providing students and researchers with a thorough examination of algorithms, methods, and tools from diverse areas of optimization without introducing excessive theoretical detail. This second edition includes additional topics, including global optimization and a real-world case study using important concepts from each chapter. Introduction to Applied Optimization is intended for advanced undergraduate and graduate students and will benefit scientists from diverse areas, including engineers.

Learning MATLAB - Walter Gander 2015-11-28
This comprehensive and stimulating introduction to Matlab, a computer language now widely used for technical computing, is based on an introductory course held at Qian Weichang College, Shanghai University, in the fall of 2014. Teaching and learning a substantial programming language aren't always straightforward tasks. Accordingly, this textbook is not meant to cover the whole range of this high-performance technical programming environment, but to motivate first- and second-year undergraduate students in mathematics and computer science to learn Matlab by studying representative problems, developing algorithms and programming them in Matlab. While several topics are taken from the field of scientific computing, the main emphasis is on programming. A wealth of examples are completely discussed and solved, allowing students to learn Matlab by doing: by solving problems, comparing approaches and assessing the proposed solutions.

Algorithms and Programming - Alexander Shen 2008-01-11
"Primarily intended for a first-year undergraduate course in programming"--Page 4 of cover.

The Algorithm Design Manual - Steven S Skiena 2009-04-05
This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java