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Springer Handbook of Model-Based Science World Scientific
Description:This book is intended to be a textbook for the student pursuing B.E.B.Tech in Computer Science or MCAM Tech and NIELIT - B & C Level or equivalent courses. Topics included are self contained. Sequence is maintained in such a way that no prerequisite is necessary. This book contains topics ranging from set, relation, recurrence relation, generating function, posets, lattice, methods of proofs, Quine McKluskey Method, Floyd Warshall's algorithm, finite automata, bipartite graph etc. Only necessary theorems have been included, and wherever required, theirs applicability has been demonstrated using appropriate examples. Whenever required, a diagram is used to make the concept easily understood to the reader. It contains good number of solved examples and exercises for hands on practice.Table of Contents:Chapter 1 : Seti Chapter 2 : Relationi Chapter 3 : Number Theoryi Chapter 4 : Functioni Chapter 5 : Predicate Calculusi Chapter 6 : Poseti Chapter 7 : Latticei Chapter 8 : Finite Boolean Algebrai Chapter 9 : Recursive Equationsi Chapter 10 : Generating Functioni Chapter 11 : Method Of Proofsi Chapter 12 : Permutationsi Chapter 13 : Combinationsi Chapter 14 : Groupi Chapter 15 : Cyclic Groupi Chapter 16 : Permutationi Chapter 17 : Matrixi Chapter 18 : Graphi Chapter 19 : Path and Circuiti Chapter 20 : Graph Algorithmsi Chapter 21 : Formal Languagei Chapter 22 : Finite Automatai Chapter 23 : Galois Field

From Brycgstow to Bristol in 45 Bridges Cengage Learning

Which brilliant men and women have made ground-breaking scientific discoveries over the centuries? This series tracks the great scientific minds from all over the world - from the earliest geniuses who lived thousands of years ago, to modern scientists who are advancing knowledge way beyond our universe.

Fundamentals of Discrete Math for Computer Science Cambridge University Press

The Handbook of Graph Theory is the most comprehensive single-source guide to graph theory ever published. Best-selling authors Jonathan Gross and Jay Yellen assembled an outstanding team of experts to contribute overviews of more than 50 of the most significant topics in graph theory-including those related to algorithmic and optimization approach

Feedback Arc Set Princeton University Press

Resources for Teaching Discrete Mathematics presents nineteen classroom tested projects complete with student handouts, solutions, and notes to the instructor. Topics range from a first day activity that motivates proofs to applications of discrete mathematics to chemistry, biology, and data storage. Other projects provide: supplementary material on classic topics such as the towers of Hanoi and the Josephus problem, how to use a calculator to explore various course topics, how to employ Cuisenaire rods to examine the Fibonacci numbers and other sequences, and how you can use plastic pipes to create a geodesic dome. The book contains eleven history modules that allow students to explore topics in their original context. Sources range from eleventh century Chinese figures that prompted Leibniz to write on binary arithmetic, to a 1959 article on automata theory. Excerpts include: Pascal's "Treatise on the Arithmetical Triangle," Hamilton's "Account of the Icosian Game," and Cantor's (translated) "Contributions to the Founding of the Theory of Transfinite Numbers." Five articles complete the book. Three address extensions of standard discrete mathematics content: an exploration of historical counting problems with attention to discovering formulas, a discussion of how computers store graphs, and a survey connecting the principle of inclusion-exclusion to Möbius inversion. Finally, there are two articles on pedagogy specifically related to discrete mathematics courses: a summary of adapting a group discovery method to larger classes, and a discussion of using logic in encouraging students to construct proofs.

Masters of Mathematics Courier Corporation

Graphs are about connections, and are an important part of our connected and data-driven world. A Librarian's Guide to Graphs, Data and the Semantic Web is geared toward library and information science professionals, including librarians, software developers and information systems architects who want to understand the fundamentals of graph theory, how it is used to represent and explore data, and how it relates to the semantic web. This title provides a firm grounding in the field at a level suitable for a broad audience, with an emphasis on open source solutions and what problems these tools solve at a conceptual level, with minimal emphasis on algorithms or mathematics. The text will also be of special interest to data science librarians and data professionals, since it introduces many graph theory concepts by exploring data-driven networks from various scientific disciplines. The first two chapters consider graphs in theory and the science of networks, before the following chapters cover networks in various disciplines. Remaining chapters move on to library networks, graph tools, graph analysis libraries, information problems and network solutions, and semantic graphs and the semantic web. Provides an accessible introduction to network science that is suitable for a broad audience Devotes several chapters to a survey of how graph theory has been used in a number of scientific data-driven disciplines Explores how graph theory could aid library and information scientists

Mathematics and Theoretical Physics Springer

Illustrated throughout in full colour, this pioneering text is the only book you need for an introduction to network science.

The Fascinating World of Graph Theory Walter de Gruyter

This book examines the huge scope of mathematical areas explored and developed by Leonhard Euler.

A Librarian's Guide to Graphs, Data and the Semantic Web MIT Press

Exploring space: Spatial notions in cultural, literary and language studies falls into two volumes and is the result of the 18th PASE (Polish Association for the Study of English) Conference organized by the English Department of Opole University and held at Kamie? ?l?ski in April 2009. The first volume embraces cultural and literary studies and offers papers on narrative fiction, poetry, theatre and drama, and post-colonial studies. The texts and contexts explored are either British, American or Commonwealth. The second volume refers to English language studies and covers papers on lexicography, general linguistics and rhetoric, discourse studies and translation, second language acquisition/foreign language learning, and the methodology of foreign language teaching. The book aims to offer a comprehensive insight into how the category of space can inform original philological research; thus, it may be of interest to those in search of novel applications of space-related concepts, and to those who wish to acquire an update on current developments in English Studies across Poland (from the Preface).

Adventures In Recreational Mathematics (In 2 Volumes) Cambridge University Press

Topology, for many years, has been one of the most exciting and influential fields of research in modern mathematics. Although its origins may be traced back several hundred years, it was Poincaré who "gave topology wings" in a classic series of articles published around the turn of the century. While the earlier history, sometimes called the prehistory, is also considered, this volume is mainly concerned with the more recent history of topology, from Poincaré onwards. As will be seen from the list of contents the articles cover a wide range of topics. Some are more technical than others, but the reader without a great deal of technical knowledge should still find most of the articles accessible. Some are written by professional historians of mathematics, others by historically-minded mathematicians, who tend to have a different viewpoint.

Learn from the Masters! Elsevier

How developments in science and technology may enable the emergence of purely digital minds—intelligent machines equal to or greater in power than the human brain. What do computers, cells, and brains have in common? Computers are electronic devices designed by humans; cells are biological entities crafted by evolution; brains are the containers and creators of our minds. But all are, in one way or another, information-processing devices. The power of the human brain is, so far, unequaled by any existing machine or known living being. Over eons of evolution, the brain has enabled us to develop tools and technology to make our lives easier. Our brains have even allowed us to develop computers that are almost as powerful as the human brain itself. In this book, Arlindo Oliveira describes how advances in science and technology could enable us to create digital minds. Exponential growth is a pattern built deep into the scheme of life, but technological change now promises to outstrip even evolutionary change. Oliveira describes technological and scientific advances that range from the discovery of laws that control the behavior of the electromagnetic fields to the development of computers. He calls natural selection the ultimate algorithm, discusses genetics and the evolution of the central nervous system, and describes the role that computer imaging has played in understanding and modeling the brain. Having considered the behavior of the unique system that creates a mind, he turns to an unavoidable question: Is the human brain the only system that can host a mind? If digital minds come into existence—and, Oliveira says, it is difficult to argue that they will not—what are the social, legal, and ethical implications? Will digital minds be our partners, or our rivals?

Games, Puzzles and Math Excursions Springer Nature

To most graph theorists there are two outstanding landmarks in the history of their subject. One is Euler's solution of the Konigsberg Bridges Problem, dated 1736, and the other is the appearance of Denes Konig's textbook in 1936. "From Konigsberg to Konig's book" sings the poetess, "So runs the graphic tale . . . " 10]. There were earlier books that took note of graph theory. Veb len's Analysis Situs, published in 1931, is about general combinato rial topology. But its first two chapters, on "Linear graphs" and "Two-Dimensional Complexes," are almost exclusively concerned with the territory still explored by graph theorists. Rouse Ball's Mathematical Recreations and Essays told, usually without proofs, of the major graph-theoretical advances ofthe nineteenth century, of the Five Colour Theorem, of Petersen's Theorem on I-factors, and of Cayley's enumerations of trees. It was Rouse Ball's book that kindled my own graph-theoretical enthusiasm. The graph-theoretical papers of Hassler Whitney, published in 1931-1933, would have made an excellent textbook in English had they been collected and published as such. But the honour of presenting Graph Theory to the mathe matical world as a subject in its own right, with its own textbook, belongs to Denes Konig. Low was the prestige of Graph Theory in the

Dirty Thirties. It is still remembered, with resentment now shading into amuse ment, how one mathematician scorned it as "The slums of Topol ogy.""

Theory of Finite and Infinite Graphs American Mathematical Soc.

Mathematics is as much a science of the real world as biology is. It is the science of the world's quantitative aspects (such as ratio) and structural or patterned aspects (such as symmetry). The book develops a complete philosophy of mathematics that contrasts with the usual Platonist and nominalist options.

Calculus Gems: Brief Lives and Memorable Mathematics Math Lab for Kids

The original title for this work was “Mathematical Literacy, What Is It and Why You Need it”. The current title reflects that there can be no real learning in any subject, unless questions of who, what, when, where, why and how are raised in the minds of the learners. The book is not a mathematical text, and there are no assigned exercises or exams. It is written for reasonably intelligent and curious individuals, both those who value mathematics, aware of its many important applications and others who have been inappropriately exposed to mathematics, leading to indifference to the subject, fear and even loathing. These feelings are all consequences of meaningless presentations, drill, rote learning and being lost as the purpose of what is being studied. Mathematics education needs a radical reform. There is more than one way to accomplish this. Here the author presents his approach of wrapping mathematical ideas in a story. To learn one first must develop an interest in a problem and the curiosity to find how masters of mathematics have solved them. What is necessary to be mathematically literate? It’s not about solving algebraic equations or even making a geometric proof. These are valuable skills but not evidence of literacy. We often seek answers but learning to ask pertinent questions is the road to mathematical literacy. Here is the good news: new mathematical ideas have a way of finding applications. This is known as “the unreasonable effectiveness of mathematics.”

Handbook of Graph Theory OUP Oxford

EulerCambridge University Press

Resources for Teaching Discrete Mathematics CRC Press

This handbook offers the first comprehensive reference guide to the interdisciplinary field of model-based reasoning. It highlights the role of models as mediators between theory and experimentation, and as educational devices, as well as their relevance in testing hypotheses and explanatory functions. The Springer Handbook merges philosophical, cognitive and epistemological perspectives on models with the more practical needs related to the application of this tool across various disciplines and practices. The result is a unique, reliable source of information that guides readers toward an understanding of different aspects of model-based science, such as the theoretical and cognitive nature of models, as well as their practical and logical aspects. The inferential role of models in hypothetical reasoning, abduction and creativity once they are constructed, adopted, and manipulated for different scientific and technological purposes is also discussed. Written by a group of internationally renowned experts in philosophy, the history of science, general epistemology, mathematics, cognitive and computer science, physics and life sciences, as well as engineering, architecture, and economics, this Handbook uses numerous diagrams, schemes and other visual representations to promote a better understanding of the concepts. This also makes it highly accessible to an audience of scholars and students with different scientific backgrounds. All in all, the Springer Handbook of Model-Based Science represents the definitive application-oriented reference guide to the interdisciplinary field of model-based reasoning.

Arc Routing Bentham Science Publishers

How to use history to teach mathematics; for high school and college teachers.

Engineering Systems Bramblekids Limited

David Singmaster believes in the presentation and teaching of mathematics as recreation. When the Rubik's Cube took off in 1978, based on thinly disguised mathematics, he became seriously interested in mathematical puzzles which would provide mental stimulation for students and professional mathematicians. He has not only published the standard mathematical solution for the Rubik's cube still in use today, but he has also become the de facto scribe and noted chronicler of the recreational mathematics puzzles themselves.Dr Singmaster is also an ongoing lecturer of recreational mathematics around the globe, a noted mechanical puzzle collector, owner of thousands of books related to recreational mathematical puzzles and the 'go to' source for the history of individual mathematical puzzles.This set of two books provides readers with an adventure into previously unknown origins of ancient puzzles, which could be traced back to their Medieval, Chinese, Arabic and Indian sources. The puzzles are fully described, many with illustrations, adding interest to their history and relevance to contemporary mathematical concepts. These are musings of a respected historian of recreational mathematics.

Scientific American Springer Science &

Business Media

From the Internet to networks of friendship, disease transmission, and even terrorism, the concept--and the reality--of networks has come to pervade modern society. But what exactly is a network? What different types of networks are there? Why are they interesting, and what can they tell us? In recent years, scientists from a range of fields--including mathematics, physics, computer science, sociology, and biology--have been pursuing these questions and building a new "science of networks." This book brings together for the first time a set of seminal articles representing research from across these disciplines. It is an ideal sourcebook for the key research in this fast-growing field. The book is organized into four sections, each preceded by an editors' introduction summarizing its contents and general theme. The first section sets the stage by discussing some of the historical antecedents of contemporary research in the area. From there the book moves to the empirical side of the science of networks before turning to the foundational modeling ideas that have been the focus of much subsequent activity. The book closes by taking the reader to the cutting edge of network science--the relationship between network structure and system dynamics. From network robustness to the spread of disease, this section offers a potpourri of topics on this rapidly expanding frontier of the new science.

Invitation to Geometry Prowess Publishing

The main aim of the book is to give a review of all relevant information regarding a well-known and important problem of Feedback Arc Set (FAS). This review naturally also includes a history of the problem, as well as specific algorithms. To this point such a work does not exist: There are sources where one can find incomplete and perhaps untrustworthy information. With this book, information about FAS can be found easily in one place: formulation, description, theoretical background, applications, algorithms etc. Such a compendium will be of help to people involved in research, but also to people that want to quickly acquaint themselves with the problem and need reliable information. Thus research, professional work and learning can proceed in a more streamlined and faster way.

Greatest ever Mathematicians Springer Science & Business Media

Intended for students of many different backgrounds with only a modest knowledge of mathematics, this text features self-contained chapters that can be adapted to several types of geometry courses. Only a slight acquaintance with mathematics beyond the high-school level is necessary, including some familiarity with calculus and linear algebra. This text's introductions to several branches of geometry feature topics and treatments based on memorability and relevance. The author emphasizes connections with calculus and simple mechanics, focusing on developing students' grasp of spatial relationships. Subjects include classical Euclidean material, polygonal and circle isoperimetry, conics and Pascal's theorem, geometrical optimization, geometry and trigonometry on a sphere, graphs, convexity, and elements of differential geometry of curves. Additional material may be conveniently introduced in several places, and each chapter concludes with exercises of varying degrees of difficulty.