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The Marine Steam Engine Elsevier Scientific applications involve very large computations that strain the resources of whatever computers are available. Such computations implement sophisticated mathematics, require deep scientific knowledge, depend on subtle interplay of different approximations, and may be subject to instabilities and sensitivity to external input. Software able to succeed in this domain invariably embeds significant domain knowledge that should be tapped for future use. Unfortunately, most existing scientific software is designed in an ad hoc way, resulting in monolithic codes understood by only a few developers. Software architecture refers to the way software is structured to promote objectives such as reusability, maintainability, extensibility, and feasibility of independent implementation. Such issues have become increasingly important in the scientific domain, as software gets larger and more complex, constructed by teams of people, and evolved over decades. In the context of scientific computation, the challenge facing mathematical software practitioners is to design, develop, and supply computational components which deliver these objectives when embedded in end-user application codes. The Architecture of Scientific Software addresses emerging methodologies and tools for the rational design of scientific software, including component integration frameworks, network-based computing, formal methods of abstraction, application programmer interface design, and the role of objectoriented languages. This book

comprises the proceedings of the International Federation for Information Processing (IFIP) Conference on the Architecture of Scientific Software, which was held in Ottawa, Canada, in October 2000. It will prove invaluable reading for developers of scientific software, as well as for researchers in computational sciences and engineering. Milestones in the Mighty Age of Steam: The Grasshopper and the Corliss Springer The 20th century saw tremendous achievements and progress in science and technology. Undoubtedly, computers and computer-related technologies acted as one of vital catalysts for accelerating this progress in the latter half of the century. The contributions of mathematical sciences have been equally profound, and the synergy between mathematics and computer science has played a key role in accelerating the progress of both fields as well as science and engineering. Mathematical sciences will undoubtedly continue to play this vital role in this new century. In particular, mathematical modeling and numerical simulation will continue to be among the essential methodologies for solving massive and complex problems that arise in science, engineering and manufacturing. Underpinning this all from a sound, theoretical perspective will be numerical algorithms. In recognition of this observation, this volume focuses on the following specific topics. (1) Fundamental numerical algorithms (2) Applications of numerical algorithms (3) Emerging technologies. The articles included in this issue by experts on advanced scientific and engineering computations from numerous countries elucidate state-of-the-art achievements in these three topics from various angles and suggest the future directions. Although we cannot hope to cover all the aspects in scientific and engineering computations, we hope that the articles will interest, inform and inspire members of the science and engineering community.

Scientific and Engineering
Computations for the 21st Century Methodologies and Applications Text-

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Text-book of Heat and Heat EnginesA
Text-book on Steam and Steam
EnginesThe Architecture of Scientific
Software

First published in 1938, this volume details the steam engine as the most dynamic factor in the Industrial Revolution, freeing humanity from their

age-long dependence upon the power of water, wind, and animals, or of their own muscles. Itself the offspring of coal and iron, it made possible the sinking of deeper mines and the casting and forging of greater quantities of iron, from which machines were constructed to be powered by steam in the factories of the rapidly growing industrial areas. Soon the mass-produced goods from these mills were transported by steam locomotives and steamships all over the world. This was the Age of Steam. Even today, steam turbines still drive the dynamos of our electric power stations, whether fuelled by coal, oil or nuclear energy. Much has been written about the steam engine, but this book, first produced by the late Dr. H.W. Dickinson just before the second World War, is still the best short account. It describes developments from the pioneering efforts of Savery and Newcomen, through the achievements of Watt and Trevethick, down to Parsons and modern times.

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