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Introduction to the Theory of Computation Pearson College Division

This comprehensive book includes over 800 problems including open ended, project type and design problems. Chapter topics include Introduction to Numerical Methods; Solution of Nonlinear Equations; Simultaneous Linear Algebraic Equations; Solution of Matrix Eigenvalue Problem; Curve Fitting and Interpolation; Statistical Methods; Numerical Differentiation; Numerical Integration; Numerical Solution of Ordinary Differential Equations: Initial

Value Problems; Numerical Solution of Ordinary Differential Equations: Boundary Value Problems; Numerical Solution of Partial Differential Equations; Numerical Methods of Optimization ;Finite Element Method. This book is intended as a reference for numerical methods in engineering.

A First Course in Numerical Methods

John Wiley & Sons

Want to learn how to program and think like a computer scientist? This practical guide gets you started on your programming journey with the help of Perl 6, the younger sister of the popular Perl programming language. Ideal for beginners, this hands-on book includes over 100 exercises with multiple solutions, and more than 1,000 code examples so you can quickly practice what you learn. Experienced programmers—especially those who know Perl 5—will also benefit. Divided into two parts, Think Perl 6 starts with basic concepts that every programmer needs to know, and then focuses on different programming paradigms and some more advanced programming techniques. With two semesters' worth of lessons, this book is the perfect teaching tool for computer science beginners in colleges and universities. Learn basic concepts including variables, expressions, statements, functions, conditionals, recursion, and loops Understand commonly used basic data structures and the most useful algorithms Dive into object-oriented programming, and learn how to construct your own types and methods to extend the language Use grammars and regular expressions to analyze textual content Explore how functional programming can help you make your

code simpler and more expressive

Algorithmics McGraw-Hill Science, Engineering & Mathematics

An easy-to-comprehend text for required undergraduate courses in computer theory, this work thoroughly covers the three fundamental areas of computer theory--formal languages, automata theory, and Turing machines. It is an imaginative and pedagogically strong attempt to remove the unnecessary mathematical complications associated with the study of these subjects. The author substitutes graphic representation for symbolic proofs, allowing students with poor mathematical background to easily follow each step. Includes a large selection of well thought out problems at the end of each chapter.

Think Perl 6

Introduction to the Theory of Computation

Offers students a practical knowledge of modern techniques in scientific computing.

Applied Numerical Methods for Engineers and Scientists

Pearson Higher Ed

Revised and updated with improvements conceived in parallel programming courses, The Art of Multiprocessor Programming is an authoritative guide to multicore programming. It introduces a higher level set of software development skills than that needed for efficient single-core programming. This book provides comprehensive coverage of the new principles, algorithms,

and tools necessary for effective multiprocessor programming. Students and professionals alike will benefit from thorough coverage of key multiprocessor programming issues. This revised edition incorporates much-demanded updates throughout the book, based on feedback and corrections reported from classrooms since 2008 Learn the fundamentals of programming multiple threads accessing shared memory Explore mainstream concurrent data structures and the key elements of their design, as well as synchronization techniques from simple locks to transactional memory systems Visit the companion site and download source code, example Java programs, and materials to support and enhance the learning experience *Data Structures Using C++* Cambridge University Press Effectively balance today's most important programming principles and concepts with the latest insights into C# using Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E. This insightful introductory

book highlights the latest Visual Studio 2012 and C# 4.0 software with a unique, principles-based approach to give readers a deep understanding of programming. Respected author Barbara Doyle admirably balances principles and concepts, offering just the right amount of detail to create a strong foundation for beginning students. A straightforward approach and understandable vocabulary make it easy for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While this edition assumes no prior programming knowledge, coverage extends beyond traditional programming books to cover new advanced

topics, such as portable class libraries to create applications for Windows Phone and other platforms. With entire chapters devoted to working with databases and Web-based applications, you'll find everything you need for a solid understanding of C# and programming fundamentals for ongoing success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Introduction to Random Graphs** Cambridge University Press New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students. Easy Arabic Grammar Jones & Bartlett Learning Software -- Programming Techniques. **Numerical Analysis** Thomson/Course Technology 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 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 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.

The Art of Multiprocessor Programming, Revised Reprint

Elsevier

In the new sixth edition, readers will be able to clearly see the relevance of accounting in their everyday lives. The authors introduce challenging accounting concepts with examples that are familiar to everyone, which helps build motivation to learn the material. Accounting issues are also placed within the context of marketing, management, IT, and finance.

Financial Accounting

Jones & Bartlett Publishers

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its

supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professional

s who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions,

and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based

programs through case studies McGraw-Hill Education An introduction to computational complexity theory, its connections and interactions with mathematics, and its central role in the natural and social sciences, technology, and philosophy Mathematics and Computation provides a broad, conceptual overview of computational complexity theory—the mathematical study of efficient computation. With important practical applications to computer science and industry, computational complexity theory has evolved into a highly interdisciplinary field, with strong links to most mathematical areas and to a growing number of scientific endeavors. Avi Wigderson takes a sweeping survey of complexity theory, emphasizing the field's insights and challenges. He explains the ideas and motivations leading to key models, notions, and results. In particular, he looks at algorithms and complexity, computations and proofs, randomness and interaction, quantum and arithmetic

computation, and cryptography and learning, all as parts of a cohesive whole with numerous cross-influences. Wigderson illustrates the immense breadth of the field, its beauty and richness, and its diverse and growing interactions with other areas of mathematics. He ends with a comprehensive look at the theory of computation, its methodology and aspirations, and the unique and fundamental ways in which it has shaped and will further shape science, technology, and society. For further reading, an extensive bibliography is provided for all topics covered. Mathematics and Computation is useful for undergraduate and graduate students in mathematics, computer science, and related fields, as well as researchers and teachers in these fields. Many parts require little background, and serve as an invitation to newcomers seeking an introduction to the theory of computation. Comprehensive coverage of computational complexity theory, and beyond High-level, intuitive exposition, which brings conceptual

clarity to this central and dynamic scientific discipline Historical accounts of the evolution and motivations of central concepts and models A broad view of the theory of computation's influence on science, technology, and society Extensive bibliography *Introducing the Theory of Computation* Cambridge University Press Introduces machine learning and its algorithmic paradigms, explaining the principles behind automated learning approaches and the considerations underlying their usage. Quantum Computing AIAA Based on a 15-year successful approach to teaching aircraft flight mechanics at the US Air Force Academy, this text explains the concepts and derivations of equations for aircraft flight mechanics. It covers aircraft performance, static stability, aircraft dynamics stability and feedback control. *Mathematics of Public Key Cryptography* Cengage Learning The text covers random graphs from the basic to the advanced, including numerous exercises and recommendations for further reading. C# Programming: From Problem Analysis to Program Design

Wiley
The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

Mathematics and Computation
Simon and Schuster
Designed for advanced undergraduate and beginning graduate courses, 3D Graphics for Game Programming presents must-know information for success in interactive graphics. Assuming a minimal prerequisite understanding of vectors and matrices, it also provides sufficient mathematical background for game developers to combine their previous experience in graphics API and shader programming with the background theory of computer graphics. Well organized and logically presented, this book takes its organizational format from GPU programming and presents a variety of algorithms for programmable stages along with the knowledge required to configure hard-wired stages. Easily accessible, it offers a wealth of elaborate 3D visual

presentations and includes additional theoretical and technical details in separate shaded boxes and optional sections. Maintaining API neutrality throughout to maximize applicability, the book gives sample programs to assist in understanding. Full PowerPoint files and additional material, including video clips and lecture notes with all of the figures in the book, are available on the book's website: http://media.korea.ac.kr/book Introduction to Computer Theory PHI Learning Pvt. Ltd. This straight forward guide describes the main methods used to prove mathematical theorems. Shows how and when to use each technique such as the contrapositive, induction and proof by contradiction. Each method is illustrated by step-by-step examples. The Second Edition features new chapters on nested quantifiers and proof by cases, and the number of exercises has been doubled with answers to odd-numbered exercises provided. This text will be useful as a supplement in mathematics and logic courses. Prerequisite is high-school

algebra.

Introduction to Computer Theory

Princeton University Press

This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. NEW TO THIS EDITION • Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2) • A rigorous proof of Kleene’s theorem (Chapter 5) • Major changes in the chapter on Turing machines (TMs) – A new section on high-level description of TMs – Techniques for the construction of TMs – Multitape TM and nondeterministic TM • A new chapter (Chapter 10) on decidability and recursively enumerable languages • A new chapter (Chapter 12)

on complexity theory and NP-complete problems • A section on quantum computation in Chapter 12. • KEY FEATURES • Objective-type questions in each chapter—with answers provided at the end of the book. • Eighty-three additional solved examples—added as Supplementary Examples in each chapter. • Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications. Automata, Computability and Complexity OUP Oxford Numerical Analysis, Second Edition, is a modern and readable text for the undergraduate audience. This book covers not only the standard topics but also some more advanced numerical methods being used by computational scientists and engineers-topics such as compression,

forward and backward error analysis, and iterative methods of solving equations- all while maintaining a level of discussion appropriate for undergra duates. Each chapter contains a Reality Check, which is an extended exploration of relevant application areas that can launch individual or team projects. MATLAB(r) is used throughout to demonstrate and implement numerical methods. The Second Edition features many noteworthy improvements based on feedback from users, such as new coverage of Cholesky fac torization, GMRES methods, and nonlinear PDEs.