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Dugard's International Law Routledge

Oehlert's text is suitable for either a service course for non-statistics graduate students or for statistics majors. Unlike most texts for the one-term grad/upper level course on experimental design, Oehlert's new book offers a superb balance of both analysis and design, presenting three practical themes to students: • when to use various designs • how to analyze the results • how to recognize various design options Also, unlike other older texts, the book is fully oriented toward the use of statistical software in analyzing experiments.

Information Needs of Communities CRC Press

Introduction to Computational Chemistry 3rd Edition provides a comprehensive account of the fundamental principles underlying different computational methods. Fully revised and updated throughout to reflect important method developments and improvements since publication of the previous edition, this timely update includes the following significant revisions and new topics: Polarizable force fields Tight-binding DFT More extensive DFT functionals, excited states and time dependent molecular properties Accelerated Molecular Dynamics methods Tensor decomposition methods Cluster analysis Reduced scaling and reduced prefactor methods Additional information is available at: www.wiley.com/go/jensen/computationalchemistry3

Government Reports Announcements & Index MDPI

Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

The Chain-restaurant Industry John Wiley & Sons

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, implementing them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field . • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoffs in design and implementation .

Mining of Massive Datasets McGraw-Hill Professional Publishing

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

Introduction to Mechanism Design John Wiley & Sons

This fifth edition of International Law: A South African Perspective is now titled Dugard's International Law: A South African Perspective, in recognition of the fact that this work is a continuation of the earlier editions written by John Dugard. The substance of the work has undergone major changes to take account of new developments both on the international legal scene and in South Africa. Dugard's International Law: A South African Perspective presents a

South African perspective of international law. The basic principles of international law are described and examined with reference to the principal sources of international law. This examination, however, takes place within the context of South African law. South African state practice, judicial decisions and legislation on international law receive equal treatment with international law as it is practised and taught abroad. The present work is designed to assist judicial officers and practitioners, educate students, and guide diplomats in the intricacies of international law both at home in South Africa and abroad.

Resources in Women's Educational Equity Springer Science & Business Media

Process-tracing in social science is a method for studying causal mechanisms linking causes with outcomes. This enables the researcher to make strong inferences about how a cause (or set of causes) contributes to producing an outcome. Derek Beach and Rasmus Brun Pedersen introduce a refined definition of process-tracing, differentiating it into three distinct variants and explaining the applications and limitations of each. The authors develop the underlying logic of process-tracing, including how one should understand causal mechanisms and how Bayesian logic enables strong within-case inferences. They provide instructions for identifying the variant of process-tracing most appropriate for the research question at hand and a set of guidelines for each stage of the research process.

The Arduino Inventor's Guide Wiley Global Education

This book takes a fresh, student-oriented approach to teaching the material covered in the senior- and first-year graduate-level matrix structural analysis course. Unlike traditional texts for this course that are difficult to read, Kassimali takes special care to provide understandable and exceptionally clear explanations of concepts, step-by-step procedures for analysis, flowcharts, and interesting and modern examples, producing a technically and mathematically accurate presentation of the subject. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Multiagent Systems Routledge

The first to combine both the bioinorganic and the organometallic view, this handbook provides all the necessary knowledge in one convenient volume. Alongside a look at CO_2 and N_2 reduction, the authors discuss O_2, NO and N_2O binding and reduction, activation of H_2 and the oxidation catalysis of O_2. Edited by the highly renowned William Tolman, who has won several awards for his research in the field.

Activation of Small Molecules Cambridge University Press

Introduction to Computer Science Using Python: A Computational Problem-Solving Focus,recommended by Guido van Rossum, the creator of Python ("This is not your average Python book…I think this book is a great text for anyone teaching CS1"). With a focus on computational problem solving from Chapter 1, this text provides numerous hands-on exercises and examples, each chapter ending with a significant-size program demonstrating the step-by-step process of program development, testing, and debugging. A final chapter includes the history of computing, starting with Charles Babbage, containing over 65 historical images. An end-of-book Python 3 Programmers' Reference is also included for quick lookup of Python details. Extensive instructor materials are provided for those adopting for classroom use, including an instructors' manual, over 1,000 well-developed slides covering all fundamental topics of each chapter, source code, and test bank.

Human Enhancement Technologies and Our Merger with Machines Educational Assessment in a Time of Reform Praise for the First Edition ". . . an excellent textbook . . . well organized and neatly written." —Mathematical Reviews ". . . amazingly interesting . . ." —Technometrics Thoroughly updated to showcase the interrelationships between probability, statistics, and stochastic processes, Probability, Statistics, and Stochastic Processes, Second Edition prepares readers to collect, analyze, and characterize data in their chosen fields. Beginning with three chapters that develop probability theory and introduce the axioms of probability, random variables, and joint distributions, the book goes on to present limit theorems and simulation. The authors combine a rigorous, calculus-based development of theory with an intuitive approach that appeals to readers' sense of reason and logic. Including more than 400 examples that help illustrate concepts and theory, the Second Edition features new material on statistical inference and a wealth of newly added topics, including: Consistency of point estimators Large sample theory Bootstrap simulation Multiple hypothesis testing Fisher's exact test and Kolmogorov-Smirnov test Martingales, renewal processes, and Brownian motion One-way analysis of variance and the general linear model Extensively class-tested to ensure an accessible presentation, Probability, Statistics, and Stochastic Processes, Second Edition is an excellent book for courses on probability and statistics at the upper-undergraduate level. The book is also an ideal

resource for scientists and engineers in the fields of statistics, mathematics, industrial management, and engineering.

Collectivism After Modernism Pearson South Africa

Educational Assessment in a Time of ReformRoutledge

Quantity Surveying N4 Student's Book John Wiley & Sons Incorporated

Literature cited in AGRICOLA, Dissertations abstracts international, ERIC, ABI/INFORM, MEDLARS, NTIS, Psychological abstracts, and Sociological abstracts. Selection focuses on education, legal aspects, career aspects, sex differences, lifestyle, and health. Common format (bibliographical information, descriptors, and abstracts) and ERIC subject terms used throughout. Contains order information. Subject, author indexes.

Probability, Statistics, and Stochastic Processes DIANE Publishing

Weighing in on the growth of innovative technologies, the adoption of new standards, and the lack of educational development as it relates to current and emerging applications, the third edition of Introduction to Instrumentation and Measurements uses the authors' 40 years of teaching experience to expound on the theory, science, and art of modern instrumentation and measurements (I&M). What's New in This Edition: This edition includes material on modern integrated circuit (IC) and photonic sensors, micro-electro-mechanical (MEM) and nano-electro-mechanical (NEM) sensors, chemical and radiation sensors, signal conditioning, noise, data interfaces, and basic digital signal processing (DSP), and upgrades every chapter with the latest advancements. It contains new material on the designs of micro-electro-mechanical (MEMS) sensors, adds two new chapters on wireless instrumentation and microsensors, and incorporates extensive biomedical examples and problems. Containing 13 chapters, this third edition: Describes sensor dynamics, signal conditioning, and data display and storage Focuses on means of conditioning the analog outputs of various sensors Considers noise and coherent interference in measurements in depth Covers the traditional topics of DC null methods of measurement and AC null measurements Examines Wheatstone and Kelvin bridges and potentiometers Explores the major AC bridges used to measure inductance, Q, capacitance, and D Presents a survey of sensor mechanisms Includes a description and analysis of sensors based on the giant magnetoresistive effect (GMR) and the anisotropic magnetoresistive (AMR) effect Provides a detailed analysis of mechanical gyroscopes, clinometers, and accelerometers Contains the classic means of measuring electrical quantities Examines digital interfaces in measurement systems Defines digital signal conditioning in instrumentation Addresses solid-state chemical microsensors and wireless instrumentation Introduces mechanical microsensors (MEMS and NEMS) Details examples of the design of measurement systems Introduction to Instrumentation and Measurements is written with practicing engineers and scientists in mind, and is intended to be used in a classroom course or as a reference. It is assumed that the reader has taken core EE curriculum courses or their equivalents.

Introduction to Computer Science Using Python American Mathematical Soc.

Teaches readers how to test and analyze software to achieve an acceptable level of quality at an acceptable cost Readers will be able to minimize software failures, increase quality, and effectively manage costs Covers techniques that are suitable for near-term application, with sufficient technical background to indicate how and when to apply them Provides balanced coverage of software testing & analysis approaches By incorporating modern topics and strategies, this book will be the standard software-testing textbook

Introduction to Computational Chemistry TVET First Nated Series

The latest ideas in machine analysis and design have led to a major revision of the field's leading handbook. New chapters cover ergonomics, safety, and computer-aided design, with revised information on numerical methods, belt devices, statistics, standards, and codes and regulations. Key features include: *new material on ergonomics, safety, and computer-aided design; *practical reference data that helps machines designers solve common problems--with a minimum of theory. *current CAS/CAM applications, other machine computational aids, and robotic applications in machine design. This definitive machine design handbook for product designers, project engineers, design engineers, and manufacturing engineers covers every aspect of machine construction and operations. Voluminous and heavily illustrated, it discusses standards, codes and regulations; wear; solid materials, seals; flywheels; power screws; threaded fasteners; springs; lubrication; gaskets; coupling; belt drive; gears; shafting; vibration and control; linkage; and corrosion.

The London Chronicle Lulu.com

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

The Illustrated London News McGraw Hill Professional

Numerical Algorithms: Methods for Computer Vision, Machine Learning, and Graphics presents a new approach to numerical analysis for modern computer scientists. Using examples from a broad base of computational tasks, including data processing, computational photography, and animation, the textbook introduces numerical modeling and algorithmic desig

Game Theory, Alive CRC Press

With Arduino, you can build any hardware project you can imagine. This open-source platform is designed to help total beginners explore electronics, and with its easy-to-learn programming language, you can collect data about the world around you to make something truly interactive. The Arduino Inventor's Guide opens with an electronics primer filled with essential background knowledge for your DIY journey. From there, you'll learn your way around the Arduino through a classic hardware entry point—blinking LEDs. Over the course of the book, 11 hands-on projects will teach you how to: –Build a stop light with LEDs –Display the volume in a room on a warning dial –Design and build a desktop fan –Create a robot that draws with a motor and pens –Create a servo-controlled balance beam –Build your own playable mini piano –Make a drag race timer to race toy cars against your friends Each project focuses on a new set of skills, including breadboarding circuits; reading digital and analog inputs; reading magnetic, temperature, and other sensors; controlling servos and motors; and talking to your computer and the Web with an Arduino. At the end of every project, you'll also find tips on how to use it and how to mod it with additional hardware or code. What are you waiting for? Start making, and learn the skills you need to own your technology! Uses the Arduino Uno board or SparkFun RedBoard

Process-Tracing Methods Cengage Learning

"Don't start an art collective until you read this book." —Guerrilla Girls "Ever since Web 2.0 with its wikis, blogs and social networks the art of collaboration is back on the agenda. Collectivism after Modernism convincingly proves that art collectives did not stop after the proclaimed death of the historical avant-gardes. Like never before technology reinvents the social and artists claim the steering wheel!" —Geert Lovink, Institute of Network Cultures, Amsterdam "This examination of the succession of post-war avant-gardes and collectives is new, important, and engaged." — Stephen F. Eisenman, author of The Abu Ghraib Effect "Collectivism after Modernism crucially helps us understand what artists and others can do in mushy, stinky times like ours. What can the seemingly powerless do in the face of mighty forces that seem to have their act really together? Here, Stimson and Sholette put forth many good answers." —Yes Men Spanning the globe from Europe, Japan, and the United States to Africa, Cuba, and Mexico, Collectivism after Modernism explores the ways in which collectives function within cultural norms, social conventions, and corporate or state-sanctioned art. Together, these essays demonstrate that collectivism survives as an influential artistic practice despite the art world's star system of individuality. Collectivism after Modernism provides the historical understanding necessary for thinking through postmodern collective practice, now and into the future. Contributors: Irina Aristarkhova, Jesse Drew, Okwui Enwezor, Rubn Gallo, Chris Gilbert, Brian Holmes, Alan Moore, Jelena Stojanovi´c, Reiko Tomii, Rachel Weiss. Blake Stimson is associate professor of art history at the University of California Davis, the author of The Pivot of the World: Photography and Its Nation, and coeditor of Visual Worlds and Conceptual Art: A Critical Anthology. Gregory Sholette is an artist, writer, and cofounder of collectives Political Art Documentation/Distribution and REPOhistory. He is coeditor of The Interventionists: Users' Manual for the Creative Disruption of Everyday Life. "To understand the various forms of postwar collectivism as historically determined phenomena and to articulate the possibilities for contemporary collectivist art production is the aim of Collectivism after Modernism. The essays assembled in this anthology argue that to make truly collective art means to reconsider the relation between art and public; examples from the Situationist International and Group Material to Paper Tiger Television and the Congolese collective Le Groupe Amos make the point. To construct an art of shared experience means to go beyond projecting what Blake Stimson and Gregory Sholette call the "imagined community": a collective has to be more than an ideal, and more than communal craft; it has to be a truly social enterprise. Not only does it use unconventional forms and media to communicate the issues and experiences usually excluded from artistic representation, but it gives voice to a multiplicity of perspectives. At its best it relies on the participation of the audience to actively contribute to the work, carrying forth the dialogue it inspires." —BOMB