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With the advancement in Technology, developments have taken place in the CAD/CAM industry too, in the last few years. The Second Edition has much enhanced coverage on CAD. The applications of CAD and CAM are discussed in detail. Highlights of the Second. * Treats LISP as a language for commercial applications, not a language for academic AI concerns. This could be considered to be a secondary text for the Lisp course that most schools teach . This would appeal to students who sat through a

LISP course in college without quite getting it – so a "nostalgia" approach, as in "wow-lisp can be practical..." * Discusses the Lisp programming model and environment. Contains an introduction to the language and gives a thorough overview of all of Common Lisp's main features. * Designed for experienced programmers no matter what languages they may be coming from and written for a modern audience—programmers who are familiar with languages like Java, Python, and Perl. * Includes several examples of working code that actually does something useful like Web programming and database access. Suitable for advanced undergraduate and graduate students of mathematics, physics, or engineering, this introduction to the calculus of variations focuses on variational problems involving one independent variable. It also discusses more advanced topics such as the inverse problem, eigenvalue problems, and Noether's theorem. The text includes numerous examples along with problems to help students consolidate the material. By virtue of their special algebraic structures, Pythagorean-hodograph (PH) curves offer unique advantages for computer-aided design and manufacturing, robotics, motion control, path planning, computer graphics, animation, and related fields. This book offers a comprehensive and self-contained treatment of the mathematical theory of PH curves, including algorithms for their construction and examples of their practical applications. It emphasizes the interplay of ideas from algebra and geometry and their historical origins and includes many figures, worked examples, and detailed algorithm descriptions. Vibration effects (human body), Vibration measurement, Vibration testing, Vibrometers, Instruments, Test equipment, Vibration hazards, Physiological effects (human body), Human body, Hands (anatomy), Arms, Performance testing, Verification, Calibration, Measurement characteristics, Tolerances (measurement), Frequencies Perl has become the scripting language of choice in the UNIX community, and it is making rapid inroads into the Windows community as well. This new introductory and

reference work on MacPerl allows Macintosh users to gain access to this powerful language. The CD-ROM contains documentation on both MacPerl and Perl, as well as a snapshot of the CPAN (Comprehensive Perl Archive Network). Jumpstart your quest for mastering 3ds max 5 with beginner level techniques that will apply to many aspects of 3d design. The exercises will walk you through steps that introduce and reinforce productive workflow methods for all users. The techniques focus on exciting new tools and features in 3ds max 5. Learn how to work quickly to build optimum scenes with flexible editing capabilities for maximum efficiency. CD-Rom will include all the project files needed to work through the book. 3d environment artists, whether for gaming, web content, film and television, or architecture have a responsibility to set the foundation and mood for all other aspects of 3d design. There is a plethora of books on character design and animation while the majority of jobs in the marketplace are for building environments for those few characters to exist in. This book walks you through several scenes that form a basis for learning tools, work methods, and efficient techniques that will make you a more valuable artist in a wide range of job opportunities. More experienced max users can also benefit from the fresh perspective and a focus on amazing new modeling tools, Global Illumination and Radiosity lighting, and animation enhancements included in 3ds max X. The book will include a CD ROM that will have all the project files needed to go with the book. Ted Boardman is a well known 3ds max trainer, writer, and columnist, and is one of a dozen Authorized Discreet Training Specialists for Multimedia. He specializes in topics that enhance user productivity by teaching problem solving methods that lay the foundations for a deeper understanding of the concepts in the workflow. These methods allow a 3ds max user time for more important artistic decisions under tight deadlines. An accessible introduction to the essential quantitative methods for making valuable business decisions Quantitative methods-research

techniques used to analyze quantitative data-enable professionals to organize and understand numbers and, in turn, to make good decisions. *Quantitative Methods: An Introduction for Business Management* presents the application of quantitative mathematical modeling to decision making in a business management context and emphasizes not only the role of data in drawing conclusions, but also the pitfalls of undiscerning reliance of software packages that implement standard statistical procedures. With hands-on applications and explanations that are accessible to readers at various levels, the book successfully outlines the necessary tools to make smart and successful business decisions. Progressing from beginner to more advanced material at an easy-to-follow pace, the author utilizes motivating examples throughout to aid readers interested in decision making and also provides critical remarks, intuitive traps, and counterexamples when appropriate. The book begins with a discussion of motivations and foundations related to the topic, with introductory presentations of concepts from calculus to linear algebra. Next, the core ideas of quantitative methods are presented in chapters that explore introductory topics in probability, descriptive and inferential statistics, linear regression, and a discussion of time series that includes both classical topics and more challenging models. The author also discusses linear programming models and decision making under risk as well as less standard topics in the field such as game theory and Bayesian statistics. Finally, the book concludes with a focus on selected tools from multivariate statistics, including advanced regression models and data reduction methods such as principal component analysis, factor analysis, and cluster analysis. The book promotes the importance of an analytical approach, particularly when dealing with a complex system where multiple individuals are involved and have conflicting incentives. A related website features Microsoft Excel® workbooks and MATLAB® scripts to illustrate concepts as well as additional exercises with solutions. *Quantitative Methods* is an excellent book

for courses on the topic at the graduate level. The book also serves as an authoritative reference and self-study guide for financial and business professionals, as well as readers looking to reinforce their analytical skills. Colorimetry: Understanding the CIE System summarizes and explains the standards of CIE colorimetry in one comprehensive source. Presents the material in a tutorial form, for easy understanding by students and engineers dealing with colorimetry. Provides an overview of the area of CIE colorimetry, including colorimetric principles, the historical background of colorimetric measurements, uncertainty analysis, open problems of colorimetry and their possible solutions, etc. Includes several appendices, which provide a listing of CIE colorimetric tables as well as an annotated list of CIE publications. Commemorates the 75th anniversary of the CIE's System of Colorimetry. Since its introduction in 1984, MATLAB's ever-growing popularity and functionality have secured its position as an industry-standard software package. The user-friendly, interactive environment of MATLAB 6.x, which includes a high-level programming language, versatile graphics capabilities, and abundance of intrinsic functions, helps users focus on their applications rather than on programming errors. MATLAB has now leapt far ahead of FORTRAN as the software of choice for engineering applications. Mathematics for Economists, a new text for advanced undergraduate and beginning graduate students in economics, is a thoroughly modern treatment of the mathematics that underlies economic theory. An abundance of applications to current economic analysis, illustrative diagrams, thought-provoking exercises, careful proofs, and a flexible organisation-these are the advantages that Mathematics for Economists brings to today's classroom. This book presents the design and manufacturing of microsystems as well as necessary key technologies developed within the Collaborative Research Center 516. The research efforts of this collaboration are focused on active micro systems which are based on the electromagnetic actuator

principle. The travel of the investigated actuator systems is on the order of several millimeters. The total construction size of the actuator is on the range of several centimeters whereas essential structures being several micrometers. The methods and the production technologies that are investigated on the basis of various research models incorporate the fundamental process chains of microsystems.

Concert Lighting: Tools, Techniques, Art, and Business Fourth Edition provides readers with an updated look at how to succeed in the complex world of concert lighting design and technology. The authors have reorganized the book into three comprehensive and thoroughly revised sections, covering history, equipment and technology, and design, and containing new information on LED technology, pixel mapping, projection options, media servers, automated lighting, solutions for moving lights, DMX, and Ethernet problems, and designer communication and collaboration. This book also explores the cross-media use of concert lighting techniques in film, video, theatre, and the corporate world, highlighted with advice from master designers such as Bruce Rodgers, Cosmo Wilson, and Sarah Landau. From securing precious contracts to knowing the best equipment to use to design a show, **Concert Lighting** covers everything a designer needs to know about working in the touring industry.

MMIX is a RISC computer designed by Don Knuth to illustrate machine-level aspects of programming. In the author's book series "The Art of Computer Programming", **MMIX** replaces the 1960s-style machine **MIX**. A particular goal in the design of **MMIX** was to keep its machine language simple, elegant, and easy to learn. At the same time, all of the complexities needed to achieve high performance in practice are taken into account. This book constitutes a collection of programs written in **CWEB** that make **MMIX** a virtual reality. Among other utilities, an assembler converting **MMIX** symbolic files to **MMIX** objects and two simulators executing the programs in given object files are provided. The latest version of all programs can be

downloaded from MMIX's home page. The book provides a complete documentation of the MMIX computer and its assembly language. It also presents mini-indexes, which make the programs much easier to understand. A corrected reprint of the book has been published in August 2014, replacing the version of 1999. The booming computer games and animated movie industries continue to drive the graphics community's seemingly insatiable search for increased realism, believability, and speed. To achieve the quality expected by audiences of today's games and movies, programmers need to understand and implement physics-based animation. To provide this understanding, this book is written to teach students and practitioners and theory behind the mathematical models and techniques required for physics-based animation. It does not teach the basic principles of animation, but rather how to transform theoretical techniques into practical skills. It details how the mathematical models are derived from physical and mathematical principles, and explains how these mathematical models are solved in an efficient, robust, and stable manner with a computer. This impressive and comprehensive volume covers all the issues involved in physics-based animation, including collision detection, geometry, mechanics, differential equations, matrices, quaternions, and more. There is excellent coverage of collision detection algorithms and a detailed overview of a physics system. In addition, numerous examples are provided along with detailed pseudo code for most of the algorithms. This book is ideal for students of animation, researchers in the field, and professionals working in the games and movie industries. Topics Covered: * The Kinematics: Articulated Figures, Forward and Inverse Kinematics, Motion Interpolation * Multibody Animation: Particle Systems, Continuum Models with Finite Differences, the Finite Element Method, Computational Fluid Dynamics * Collision Detection: Broad and Narrow Phase Collision Detection, Contact Determination, Bounding Volume Hierarchies, Feature-and Volume-Based Algorithms For CS1 courses in Python

Programming (including majors and non-majors). A problem-solving approach to programming with Python. The Practice of Computing Using Python introduces CS1 students (majors and non-majors) to computational thinking using Python. With data-manipulation as a theme, students quickly see the value in what they're learning and leave the course with a set of immediately useful computational skills that can be applied to problems they encounter in future pursuits. The book takes an "object-use-first" approach—writing classes is covered only after students have mastered using objects. This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. Note: If you are purchasing the standalone text or electronic version, MyProgrammingLab does not come automatically packaged with the text. To purchase MyProgrammingLab, please visit: myprogramminglab.com or you can purchase a package of the physical text + MyProgrammingLab by searching for ISBN 10: 0132992833 / ISBN 13: 9780132992831. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor.

Implement machine learning and deep learning methodologies to build smart, cognitive AI projects using Python

Key Features A go-to guide to help you master AI algorithms and concepts

8 real-world projects tackling different challenges in healthcare, e-commerce, and surveillance

Use TensorFlow, Keras, and other Python libraries to implement smart AI applications

Book Description This book will be a perfect companion if you want to build insightful projects from leading AI domains using Python. The book covers detailed implementation of projects from all the core disciplines of AI. We start by covering the basics of how to create smart systems using machine learning and deep learning techniques. You will assimilate various neural network architectures such as

CNN, RNN, LSTM, to solve critical new world challenges. You will learn to train a model to detect diabetic retinopathy conditions in the human eye and create an intelligent system for performing a video-to-text translation. You will use the transfer learning technique in the healthcare domain and implement style transfer using GANs. Later you will learn to build AI-based recommendation systems, a mobile app for sentiment analysis and a powerful chatbot for carrying customer services. You will implement AI techniques in the cybersecurity domain to generate Captchas. Later you will train and build autonomous vehicles to self-drive using reinforcement learning. You will be using libraries from the Python ecosystem such as TensorFlow, Keras and more to bring the core aspects of machine learning, deep learning, and AI. By the end of this book, you will be skilled to build your own smart models for tackling any kind of AI problems without any hassle. What you will learn

Build an intelligent machine translation system using seq-2-seq neural translation machines
Create AI applications using GAN and deploy smart mobile apps using TensorFlow
Translate videos into text using CNN and RNN
Implement smart AI Chatbots, and integrate and extend them in several domains
Create smart reinforcement, learning-based applications using Q-Learning
Break and generate CAPTCHA using Deep Learning and Adversarial Learning

Who this book is for This book is intended for data scientists, machine learning professionals, and deep learning practitioners who are ready to extend their knowledge and potential in AI. If you want to build real-life smart systems to play a crucial role in every complex domain, then this book is what you need. Knowledge of Python programming and a familiarity with basic machine learning and deep learning concepts are expected to help you get the most out of the book This volume provides, for the first time, multidisciplinary perspectives on the problem of awareness of deficits following brain injury. Such deficits may involve perception, attention, memory, language, or motor functions, and they can seriously disrupt an

individual's ability to function. However, some brain-damaged patients are entirely unaware of the existence or severity of their deficits, even when they are easily noticed by others. In addressing these topics, contributors cover the entire range of neuropsychological syndromes in which problems with awareness of deficit are observed: hemiplegia and hemianopia, amnesia, aphasia, traumatic head injury, dementia, and others. On the clinical side, leading researchers delineate the implications of awareness of deficits for rehabilitation and patient management, and the role of defense mechanisms such as denial. Theoretical discussions focus on the importance of awareness disturbances for better understanding such cognitive processes as attention, consciousness, and monitoring. Leverage the numerical and mathematical modules in Python and its standard library as well as popular open source numerical Python packages like NumPy, SciPy, FiPy, matplotlib and more. This fully revised edition, updated with the latest details of each package and changes to Jupyter projects, demonstrates how to numerically compute solutions and mathematically model applications in big data, cloud computing, financial engineering, business management and more. Numerical Python, Second Edition, presents many brand-new case study examples of applications in data science and statistics using Python, along with extensions to many previous examples. Each of these demonstrates the power of Python for rapid development and exploratory computing due to its simple and high-level syntax and multiple options for data analysis. After reading this book, readers will be familiar with many computing techniques including array-based and symbolic computing, visualization and numerical file I/O, equation solving, optimization, interpolation and integration, and domain-specific computational problems, such as differential equation solving, data analysis, statistical modeling and machine learning. What You'll Learn Work with vectors and matrices using NumPy Plot and visualize data with Matplotlib Perform data analysis tasks with

Pandas and SciPy Review statistical modeling and machine learning with statsmodels and scikit-learn Optimize Python code using Numba and Cython Who This Book Is For Developers who want to understand how to use Python and its related ecosystem for numerical computing. Since the first edition of this book published, Bayesian networks have become even more important for applications in a vast array of fields. This second edition includes new material on influence diagrams, learning from data, value of information, cybersecurity, debunking bad statistics, and much more. Focusing on practical real-world problem-solving and model building, as opposed to algorithms and theory, it explains how to incorporate knowledge with data to develop and use (Bayesian) causal models of risk that provide more powerful insights and better decision making than is possible from purely data-driven solutions. Features Provides all tools necessary to build and run realistic Bayesian network models Supplies extensive example models based on real risk assessment problems in a wide range of application domains provided; for example, finance, safety, systems reliability, law, forensics, cybersecurity and more Introduces all necessary mathematics, probability, and statistics as needed Establishes the basics of probability, risk, and building and using Bayesian network models, before going into the detailed applications A dedicated website contains exercises and worked solutions for all chapters along with numerous other resources. The AgenaRisk software contains a model library with executable versions of all of the models in the book. Lecture slides are freely available to accredited academic teachers adopting the book on their course. Written by a Lisp expert, this is the most comprehensive tutorial on the advanced features of Lisp for experienced programmers. It shows how to program in the bottom-up style that is ideal for Lisp programming, and includes a unique, practical collection of Lisp programming techniques that shows how to take advantage of the language's design for efficient programming in a wide variety of applications.

Specifically designed to help Year 11 students thoroughly revise all topics the Preliminary General Mathematics course and prepare for class test, half-yearly and yearly exams. This comprehensive revision will prepare Year 11 students to confidently progress into HSC General Mathematics course. The purpose of this book is to describe associative processors, parallel processors and their architectural tradeoffs in an orderly manner. Ian Scheffler, journalist and aspiring “speedcuber,” attempts to break into the international phenomenon of speed-solving the Rubik’s Cube—think chess played at the speed of Ping-Pong—while exploring the greater lessons that can be learned through solving it. When Hungarian professor Ernő Rubik invented the Rubik’s Cube (or, rather, his Cube) in 1974 out of wooden blocks, rubber bands, and paper clips, he didn’t even know if it could be solved, let alone that it would become the world’s most popular puzzle. Since its creation, the Cube has become many things to many people: one of the bestselling children’s toys of all time, a symbol of intellectual prowess, a frustrating puzzle with 43.2 quintillion possible permutations, and now a worldwide sporting phenomenon that is introducing the classic brainteaser to a new generation. In *Cracking the Cube*, Ian Scheffler reveals that cubing isn’t just fun and games. Along with participating in speedcubing competitions—from the World Championship to local tournaments—and interviewing key figures from the Cube’s history, he journeys to Budapest to seek a meeting with the legendary and notoriously reclusive Rubik, who is still tinkering away with puzzles in his seventies. Getting sucked into the competitive circuit himself, Scheffler becomes engrossed in solving Rubik’s Cube in under twenty seconds, the quasi-mystical barrier known as “sub-20,” which is to cubing what four minutes is to the mile: the difference between the best and everyone else. As Scheffler learns from the many gurus who cross his path, from pint-sized kids to engineering professors, it’s not just about memorizing algorithms or even solving all six sides—it’s about discovering how

to solve yourself. The energy industry's accelerated evolution requires visionary change. The Final Frontier parses the evolution of the oil and gas sector to map out a plan for going forward. The global energy industry is huge, and it is in disarray; between low oil and gas prices, climate change, rising development costs, and ever-mounting regulations, the need for change has been made crystal clear—but planning is much easier than implementation, and stasis is not progress. This book shows how redesigning internal operating models can bring about the necessary change in the implementation of upstream capabilities-driven strategies. From integrated, national, major, and independent oil companies, to the service companies in the upstream supply chain, there isn't an enterprise in the sector that cannot benefit from reduced costs and increased efficiency. Knowing that change is necessary is not enough—this book shows you what to change, and how to change it to get off the treadmill and start moving forward. With expert guidance through each redesign element, this insightful guide provides more than simply ideas: it provides real, practical guidance on transforming operations to keep pace with the changes and create lasting advantage. Identify the most relevant organizational capabilities for your resource portfolio, as well as the changes that can translate into savings and efficiency. Build a workable plan for real-world implementation. Redesign the operating model most suited to the needs of your business on an organization-wide basis. Learn what to do differently and how to do it differently. The energy industry has made great strides: our understanding of the global resource base, the nature of ownership and principal stakeholders, new technologies for resource development, and our economics and business models have all undergone a tremendous revolution, but now the more difficult—and more valuable—task begins. The Final Frontier helps you navigate the future and implement the changes necessary to avoid getting left behind. Learn the Python skills and culture you need to become a productive member of any Python project. About

This Book Taking a practical approach to studying Python A clear appreciation of the sequence-oriented parts of Python Emphasis on the way in which Python code is structured Learn how to produce bug-free code by using testing tools Who This Book Is For The Python Apprentice is for anyone who wants to start building, creating and contributing towards a Python project. No previous knowledge of Python is required, although at least some familiarity with programming in another language is helpful. What You Will Learn Learn the language of Python itself Get a start on the Python standard library Learn how to integrate 3rd party libraries Develop libraries on your own Become familiar with the basics of Python testing In Detail Experienced programmers want to know how to enhance their craft and we want to help them start as apprentices with Python. We know that before mastering Python you need to learn the culture and the tools to become a productive member of any Python project. Our goal with this book is to give you a practical and thorough introduction to Python programming, providing you with the insight and technical craftsmanship you need to be a productive member of any Python project. Python is a big language, and it's not our intention with this book to cover everything there is to know. We just want to make sure that you, as the developer, know the tools, basic idioms and of course the ins and outs of the language, the standard library and other modules to be able to jump into most projects. Style and approach We introduce topics gently and then revisit them on multiple occasions to add the depth required to support your progression as a Python developer. We've worked hard to structure the syllabus to avoid forward references. On only a few occasions do we require you to accept techniques on trust, before explaining them later; where we do, it's to deliberately establish good habits. Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and

the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to:

- Understand the importance of context and audience
- Determine the appropriate type of graph for your situation
- Recognize and eliminate the clutter clouding your information
- Direct your audience's attention to the most important parts of your data
- Think like a designer and utilize concepts of design in data visualization
- Leverage the power of storytelling to help your message resonate with your audience

Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it! Fresh, lively text serves as a modern introduction to the subject, with applications to the mechanics of systems with a finite number of degrees of freedom. Ideal for math and physics students. Highly accessible treatment covers cons cell structures, evaluation rules, programs as data, recursive and applicable programming styles. Nearly 400 illustrations, answers to exercises, "toolkit" sections, and a variety of complete programs. 1990 edition. Object-Oriented Programming with ANSI and Turbo C++ gives you a solid background in the fundamentals of C++ which has emerged as a standard object-oriented programming language. This comprehensive book, enriched with illustrations and a number of s Philosophy of Mathematics is an excellent introductory text. This student friendly book discusses the great philosophers and the importance of

mathematics to their thought. It includes the following topics: * the mathematical image * platonism * picture-proofs * applied mathematics * Hilbert and Godel * knots and nations * definitions * picture-proofs and Wittgenstein * computation, proof and conjecture. The book is ideal for courses on philosophy of mathematics and logic. This is a book on the basics of mathematics and computation and their uses in economics for modern day students and practitioners. The reader is introduced to the basics of numerical analysis as well as the use of computer programs such as Matlab and Excel in carrying out involved computations. Sections are devoted to the use of Maple in mathematical analysis. Examples drawn from recent contributions to economic theory and econometrics as well as a variety of end of chapter exercises help to illustrate and apply the presented concepts. Automated Lighting: The Art and Science of Moving Light in Theatre, Live Performance and Entertainment continues to be the most trusted text for working and aspiring lighting professionals. Now in its second edition, it has been fully updated to include new advances in lamp sources such as LEDs and plasma lamps, automated and programmable displays, updates for managing color, and new methods for using electronics. Its clear, easy-to-understand language also includes enough detailed information for the most experienced technician and engineer. The book is written in beginner's guide style with each aspect of NumPy demonstrated with real world examples and required screenshots. If you are a programmer, scientist, or engineer who has basic Python knowledge and would like to be able to do numerical computations with Python, this book is for you. No prior knowledge of NumPy is required.

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