

Math Bits Answers And Work Trig Caching

When people should go to the books stores, search inauguration by shop, shelf by shelf, it is essentially problematic. This is why we provide the ebook compilations in this website. It will definitely ease you to look guide **Math Bits Answers And Work Trig Caching** as you such as.

By searching the title, publisher, or authors of guide you essentially want, you can discover them rapidly. In the house, workplace, or perhaps in your method can be all best area within net connections. If you purpose to download and install the Math Bits Answers And Work Trig Caching , it is entirely simple then, past currently we extend the link to buy and make bargains to download and install Math Bits Answers And Work Trig Caching hence simple!

InfoWorld - 1987-09-14

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Mathematics Higher Level for the IB Diploma Exam Preparation Guide - Paul Fannon 2014-03-13

A new series of Exam Preparation guides for the IB Diploma Mathematics HL and SL and Mathematical Studies. This exam preparation guide for the core content of the IB Diploma Mathematics Higher Level course and breaks the course down into chapters that summarise material and present revision questions by exam question type, so that revision can be highly focused to make best use of students' time. Students can stretch themselves to achieve their best with 'going for the top' questions for those who want to achieve the highest results. Worked solutions for all the mixed and 'going for the top' questions are included, plus exam hints throughout. Guides for Mathematics Standard Level and Mathematical Studies are also available.

The Essentials of Computer Organization and Architecture - Linda Null 2014-02-14

Updated and revised, The Essentials of Computer Organization and Architecture, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course.

C/C++ Users Journal - 1995

Matlab for Engineers - Holly Moore 2011-07-28

This is a value pack of MATLAB for Engineers: International Version and MATLAB & Simulink Student Version 2011a

Learning Spark - Jules S. Damji 2020-07-16

Data is bigger, arrives faster, and comes in a variety of formats—and it all needs to be processed at scale for analytics or machine learning. But how can you process such varied workloads efficiently? Enter Apache Spark. Updated to include Spark 3.0, this second edition shows data engineers and data scientists why structure and unification in Spark matters. Specifically, this book explains how to perform simple and complex data analytics and employ machine learning algorithms.

Through step-by-step walk-throughs, code snippets, and notebooks, you'll be able to: Learn Python, SQL, Scala, or Java high-level Structured APIs Understand Spark operations and SQL Engine Inspect, tune, and debug Spark operations with Spark configurations and Spark UI Connect to data sources: JSON, Parquet, CSV, Avro, ORC, Hive, S3, or Kafka Perform analytics on batch and streaming data using Structured Streaming Build reliable data pipelines with open source Delta Lake and Spark Develop machine learning pipelines with MLlib and productionize models using MLflow

Glencoe Precalculus Student Edition - McGraw-Hill Education 2010-01-04

The Complete Classroom Set, Print & Digital includes: 30 print Student Editions 30 Student Learning Center subscriptions 1 print Teacher Edition 1 Teacher Lesson Center subscription

Ant Farm - Simon Rich 2009-11-11

In Ant Farm, former Harvard Lampoon president Simon Rich finds humor in some very surprising places. Armed with a sharp eye for the absurd and an overwhelming sense of doom, Rich explores the ridiculousness of our everyday lives. The world, he concludes, is a hopelessly terrifying place—with endless comic potential. -If your girlfriend gives you some "love coupons" and then breaks up with you, are the coupons still valid? -What kind of performance pressure does an endangered male panda feel when his captors bring the last remaining female panda to his cage? -If murderers can get into heaven by accepting Jesus, just how awkward is it when they run into their victims? Join Simon Rich as he explores the extraordinary and hilarious desperation that resides in ordinary life, from

cradle to grave. "Hilarious." -Jon Stewart

501 GMAT Questions - LearningExpress LLC 2013

This comprehensive guide is designed for anyone needing additional practice while trying to master all the GMAT question types. 501 GMAT Questions will help those hoping to gain admission to their ideal business school by walking them step-by-step through 501 questions with detailed set-up and answer explanations. Organized by question type, this book features extensive practice for the most-tested concepts on the Analytical Writing, Quantitative, and Verbal test sections.

Reform in School Mathematics and Authentic Assessment - Thomas A. Romberg 1995-01-01

Today new ways of thinking about learning call for new ways for monitoring learning. Reform in School Mathematics builds from the vision that assessment can become the bridge for instructional activity, accountability, and teacher development. It places teachers in key roles while developing the theme that we cannot reform the way in which school mathematics is taught without radically reforming the ways the effects of that teaching are monitored. Among others, this volume addresses the issues of the specification of performance standards, the development of authentic tasks, the measure of status and growth or a combination, the development of psychometric models, and the development of scoring rubrics. The new models proposed in this book give teachers a wealth of nontraditional assessment strategies and concrete ways to obtain measures of both group and individual differences in growth.

Essential Mathematics for Games and Interactive Applications -

James M. Van Verth 2008-05-19

Essential Mathematics for Games and Interactive Applications, 2nd edition presents the core mathematics necessary for sophisticated 3D graphics and interactive physical simulations. The book begins with linear algebra and matrix multiplication and expands on this foundation to cover such topics as color and lighting, interpolation, animation and basic game physics. Essential Mathematics focuses on the issues of 3D game development important to programmers and includes optimization guidance throughout. The new edition Windows code will now use Visual Studio.NET. There will also be DirectX support provided, along with OpenGL - due to its cross-platform nature. Programmers will find more concrete examples included in this edition, as well as additional information on tuning, optimization and robustness. The book has a companion CD-ROM with exercises and a test bank for the academic secondary market, and for main market: code examples built around a shared code base, including a math library covering all the topics presented in the book, a core vector/matrix math engine, and libraries to support basic 3D rendering and interaction.

97 Things Every Cloud Engineer Should Know - Emily Freeman 2020-12-04

If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer—even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?," Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale

Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Digital Signal Processing Using MATLAB - Vinay K. Ingle 2007

This supplement to any standard DSP text is one of the first books to successfully integrate the use of MATLAB® in the study of DSP concepts. In this book, MATLAB® is used as a computing tool to explore traditional DSP topics, and solve problems to gain insight. This greatly expands the range and complexity of problems that students can effectively study in the course. Since DSP applications are primarily algorithms implemented on a DSP processor or software, a fair amount of programming is required. Using interactive software such as MATLAB® makes it possible to place more emphasis on learning new and difficult concepts than on programming algorithms. Interesting practical examples are discussed and useful problems are explored. This updated second edition includes new homework problems and revises the scripts in the book, available functions, and m-files to MATLAB® V7.

The Ruby Way - Hal Fulton 2015-02-11

For more than a decade, Ruby developers have turned to The Ruby Way for reliable "how-to" guidance on effective Ruby programming. Now, Hal Fulton and André Arko have thoroughly updated this classic guide to cover new language enhancements and developers' experiences through Ruby 2.1. The new edition illuminates Ruby 2.1 through 400+ examples, each answering the question: "How do I do this in Ruby?" For each example, they present both a task description and realistic technical constraints. Next, they walk step-by-step through presenting one good solution, offering detailed explanations to promote deeper understanding. Conveniently organized by topic, The Ruby Way, Third Edition makes it easier than ever to find the specific solution you want—and to write better code by reflecting Ruby's unique philosophy and spirit. Coverage includes Ruby 2.1 overview: terminology, philosophy, and basic principles Best practices for strings and regular expressions Efficiently internationalizing your code Performing calculations (including trigonometry, calculus, statistics, and time/date calculations) Working with "Rubyesque" objects such as symbols and ranges Using arrays, hashes, stacks, queues, trees, graphs, and other data structures Efficiently storing data with YAML, JSON, and SQLite3 Leveraging object-oriented and dynamic features, from multiple constructors to program inspection Building GUIs with Shoes 4, Ruby/Tk, Ruby/GTK3, QtRuby, and other toolkits Improving thread performance by understanding Ruby's synchronization methods and avoiding its pitfalls Automating system administration with Ruby Data formats: JSON, XML, RSS, Atom, RMagick, PDF, and more Testing and debugging with RSpec, Minitest, Cucumber, byebug, and pry Measuring Ruby program performance Packaging and distributing code, and managing dependencies with Bundler Network programming: clients, time servers, POP, SMTP, IMAP, Open-URI Web applications: HTTP servers, Rails, Sinatra, HTML generation, and more Writing distributed Ruby software with drb Choosing modern development tools that maximize your productivity All source code for this book may be downloaded at www.rubyhacker.com. informit.com/aw informit.com/ruby rubyhacker.com/therubyway therubyway.io

An Introduction to Ray Tracing - Andrew S. Glassner 1989-06-01

The creation of ever more realistic 3-D images is central to the development of computer graphics. The ray tracing technique has become one of the most popular and powerful means by which photo-realistic images can now be created. The simplicity, elegance and ease of implementation makes ray tracing an essential part of understanding and exploiting state-of-the-art computer graphics. An Introduction to Ray Tracing develops from fundamental principles to advanced applications, providing "how-to" procedures as well as a detailed understanding of the scientific foundations of ray tracing. It is also richly illustrated with four-color and black-and-white plates. This is a book which will be welcomed by all concerned with modern computer graphics, image processing, and computer-aided design. Provides practical "how-to" information Contains high quality color plates of images created using ray tracing techniques Progresses from a basic understanding to the advanced science and application of ray tracing

Byte - 1987-07

Introduction to Applied Linear Algebra - Stephen Boyd 2018-06-07

A groundbreaking introduction to vectors, matrices, and least squares for engineering applications, offering a wealth of practical examples.

Art of Doing Science and Engineering - Richard R. Hamming 2003-12-16
Highly effective thinking is an art that engineers and scientists can be taught to develop. By presenting actual experiences and analyzing them as they are described, the author conveys the developmental thought processes employed and shows a style of thinking that leads to successful results is something that can be learned. Along with spectacular successes, the author also conveys how failures contributed to shaping the thought processes. Provides the reader with a style of thinking that will enhance a person's ability to function as a problem-solver of complex technical issues. Consists of a collection of stories about the author's participation in significant discoveries, relating how those discoveries came about and, most importantly, provides analysis about the thought processes and reasoning that took place as the author and his associates progressed through engineering problems.

Softalk for the IBM Personal Computer - 1983

Mathematics for 3D Game Programming and Computer Graphics - Eric Lengyel 2002

This resource illustrates the mathematics that a game programmer would need to develop a professional-quality 3D engine. The book starts at a fairly basic level in each of several areas such as vector geometry, modern algebra, and physics, and then progresses to somewhat more advanced topics. Particular attention is given to derivations of key results, ensuring that the reader is not forced to endure gaps in the theory.

Research Within Reach - Mark J. Driscoll 1988

Numerical Algorithms - Justin Solomon 2015-06-24

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 design

Computer-Aided Reasoning - Matt Kaufmann 2013-04-17

Computer-Aided Reasoning: ACL2 Case Studies illustrates how the computer-aided reasoning system ACL2 can be used in productive and innovative ways to design, build, and maintain hardware and software systems. Included here are technical papers written by twenty-one contributors that report on self-contained case studies, some of which are sanitized industrial projects. The papers deal with a wide variety of ideas, including floating-point arithmetic, microprocessor simulation, model checking, symbolic trajectory evaluation, compilation, proof checking, real analysis, and several others. Computer-Aided Reasoning: ACL2 Case Studies is meant for two audiences: those looking for innovative ways to design, build, and maintain hardware and software systems faster and more reliably, and those wishing to learn how to do this. The former audience includes project managers and students in survey-oriented courses. The latter audience includes students and professionals pursuing rigorous approaches to hardware and software engineering or formal methods. Computer-Aided Reasoning: ACL2 Case Studies can be used in graduate and upper-division undergraduate courses on Software Engineering, Formal Methods, Hardware Design, Theory of Computation, Artificial Intelligence, and Automated Reasoning. The book is divided into two parts. Part I begins with a discussion of the effort involved in using ACL2. It also contains a brief introduction to the ACL2 logic and its mechanization, which is intended to give the reader sufficient background to read the case studies. A more thorough, textbook introduction to ACL2 may be found in the companion book, Computer-Aided Reasoning: An Approach. The heart of the book is Part II, where the case studies are presented. The case studies contain exercises whose solutions are on the Web. In addition, the complete ACL2 scripts necessary to formalize the models and prove all the properties discussed are on the Web. For example, when we say that one of the case studies formalizes a floating-point multiplier and proves it correct, we mean that not only can you read an English description of the model and how it was proved correct, but you can obtain the entire formal content of the project and replay the proofs, if you wish, with your copy of ACL2. ACL2 may be obtained from its home page. The results reported in each case study, as ACL2 input scripts, as well as exercise solutions for both books, are available from this page.

Probabilistic Robotics - Sebastian Thrun 2005-08-19

An introduction to the techniques and algorithms of the newest field in robotics. Probabilistic robotics is a new and growing area in robotics, concerned with perception and control in the face of uncertainty.

Building on the field of mathematical statistics, probabilistic robotics endows robots with a new level of robustness in real-world situations. This book introduces the reader to a wealth of techniques and algorithms in the field. All algorithms are based on a single overarching mathematical foundation. Each chapter provides example implementations in pseudo code, detailed mathematical derivations, discussions from a practitioner's perspective, and extensive lists of exercises and class projects. The book's Web site, www.probablistic-robotics.org, has additional material. The book is relevant for anyone involved in robotic software development and scientific research. It will also be of interest to applied statisticians and engineers dealing with real-world sensor data.

Mathematical Foundations of Computer Networking - Srinivasan Keshav 2012

Mathematical techniques pervade current research in computer networking, yet are not taught to most computer science undergraduates. This self-contained, highly-accessible book bridges the gap, providing the mathematical grounding students and professionals need to successfully design or evaluate networking systems. The only book of its kind, it brings together information previously scattered amongst multiple texts. It first provides crucial background in basic mathematical tools, and then illuminates the specific theories that underlie computer networking. Coverage includes: * Basic probability * Statistics * Linear Algebra * Optimization * Signals, Systems, and Transforms, including Fourier series and transforms, Laplace transforms, DFT, FFT, and Z transforms * Queuing theory * Game Theory * Control theory * Information theory

Computational Mathematics with SageMath - P. Zimmermann 2018-12-10

This fantastic and deep book about how to use Sage for learning and doing mathematics at all levels perfectly complements the existing Sage documentation. It is filled with many carefully thought through examples and exercises, and great care has been taken to put computational functionality into proper mathematical context. Flip to almost any random page in this amazing book, and you will learn how to play with and visualize some beautiful part of mathematics. --- William A. Stein, CEO, SageMath, and professor of mathematics, University of Washington SageMath, or Sage for short, is an open-source mathematical software system based on the Python language and developed by an international community comprising hundreds of teachers and researchers, whose aim is to provide an alternative to the commercial products Magma, Maple, Mathematica, and MATLAB. To achieve this, Sage relies on many open-source programs, including GAP, Maxima, PARI, and various scientific libraries for Python, to which thousands of new functions have been added. Sage is freely available and is supported by all modern operating systems. Sage provides a wonderful scientific and graphical calculator for high school students, and it efficiently supports undergraduates in their computations in analysis, linear algebra, calculus, etc. For graduate students, researchers, and engineers in various mathematical specialties, Sage provides the most recent algorithms and tools, which is why several universities around the world already use Sage at the undergraduate level.

Math Goes to the Movies - Burkard Polster 2012-08-31

This fascinating behind-the-scenes look at movie math shows how fun and illuminating equations can be.

The Math Myth - Andrew Hacker 2010-05-25

A New York Times–bestselling author looks at mathematics education in America—when it's worthwhile, and when it's not. Why do we inflict a full menu of mathematics—algebra, geometry, trigonometry, even calculus—on all young Americans, regardless of their interests or aptitudes? While Andrew Hacker has been a professor of mathematics himself, and extols the glories of the subject, he also questions some widely held assumptions in this thought-provoking and practical-minded book. Does advanced math really broaden our minds? Is mastery of azimuths and asymptotes needed for success in most jobs? Should the entire Common Core syllabus be required of every student? Hacker worries that our nation's current frenzied emphasis on STEM is diverting attention from other pursuits and even subverting the spirit of the country. Here, he shows how mandating math for everyone prevents other talents from being developed and acts as an irrational barrier to graduation and careers. He proposes alternatives, including teaching facility with figures, quantitative reasoning, and understanding statistics. Expanding upon the author's viral New York Times op-ed, *The Math Myth* is sure to spark a heated and needed national conversation—not just about mathematics but about the kind of people and society we want

to be. "Hacker's accessible arguments offer plenty to think about and should serve as a clarion call to students, parents, and educators who decry the one-size-fits-all approach to schooling." —Publishers Weekly, starred review

Virtual Teams That Work - Cristina B. Gibson 2003-03-21

Virtual Teams That Work offers a much-needed, comprehensive guidebook for business leaders and managers who want to create the organizational conditions that will help virtual teams thrive. Each chapter in this important book focuses on best practices and includes case studies and illustrative examples from a wide variety of companies, including British Petroleum, Lucent Technologies, Ramtech, SoftCo, and Whirlpool Corporation. These real-life examples demonstrate how the principles identified in the book play out within virtual teams. Virtual Teams That Work shows how organizations can put in place the structure to help team members who speak different languages and have different cultural values develop effective ways of communicating when there is little opportunity for the members to meet face-to-face. The authors also reveal how organizations can implement performance management and reward systems that will motivate team members to cooperate across multiple boundaries. And they offer the information to determine which technologies best fit a variety of virtual-team tasks and the level of information technology support needed.

Feedback Systems - Karl Johan Åström 2021-02-02

The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

The Linux Command Line - William E. Shotts, Jr. 2012

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

Mastering Algorithms with Perl - Jarkko Hietaniemi 1999-08-18

Many programmers would love to use Perl for projects that involve heavy lifting, but miss the many traditional algorithms that textbooks teach for other languages. Computer scientists have identified many techniques that a wide range of programs need, such as: Fuzzy pattern matching for

text (identify misspellings!) Finding correlations in data Game-playing algorithms Predicting phenomena such as Web traffic Polynomial and spline fitting Using algorithms explained in this book, you too can carry out traditional programming tasks in a high-powered, efficient, easy-to-maintain manner with Perl. This book assumes a basic understanding of Perl syntax and functions, but not necessarily any background in computer science. The authors explain in a readable fashion the reasons for using various classic programming techniques, the kind of applications that use them, and -- most important -- how to code these algorithms in Perl. If you are an amateur programmer, this book will fill you in on the essential algorithms you need to solve problems like an expert. If you have already learned algorithms in other languages, you will be surprised at how much different (and often easier) it is to implement them in Perl. And yes, the book even has the obligatory fractal display program. There have been dozens of books on programming algorithms, some of them excellent, but never before has there been one that uses Perl. The authors include the editor of The Perl Journal and master librarian of CPAN; all are contributors to CPAN and have archived much of the code in this book there. "This book was so exciting I lost sleep reading it." Tom Christiansen

Programming Challenges - Steven S Skiena 2006-04-18

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

The Improbability Principle - David J. Hand 2014-02-11

A well-known statistician presents his theory that extraordinary and rare events are actually commonplace and cites stories of two-time lottery winners and other bizarre coincidences to support his theory that unlikely events statistically must happen. 50,000 first printing.

Sage for Undergraduates - Gregory V. Bard 2015-02-16

As the open-source and free competitor to expensive software like Maple™, Mathematica®, Magma, and MATLAB®, Sage offers anyone with access to a web browser the ability to use cutting-edge mathematical software and display his or her results for others, often with stunning graphics. This book is a gentle introduction to Sage for undergraduate students toward the end of Calculus II (single-variable integral calculus) or higher-level course work such as Multivariate Calculus, Differential Equations, Linear Algebra, or Math Modeling. The book assumes no background in computer science, but the reader who finishes the book will have learned about half of a first semester Computer Science I course, including large parts of the Python programming language. The audience of the book is not only math majors, but also physics, engineering, finance, statistics, chemistry, and

computer science majors.

Math, Better Explained - Kalid Azad 2015-12-04

Math, Better Explained is an intuitive guide to the math fundamentals. Learn math the way your teachers always wanted.

Computer Networking: A Top-Down Approach Featuring the Internet, 3/e - James F. Kurose 2005

The End of Error - John L. Gustafson 2017-06-26

The Future of Numerical Computing Written by one of the foremost experts in high-performance computing and the inventor of Gustafson's Law, The End of Error: Unum Computing explains a new approach to computer arithmetic: the universal number (unum). The unum encompasses all IEEE floating-point formats as well as fixed-point and exact integer arithmetic. This new number type obtains more accurate answers than floating-point arithmetic yet uses fewer bits in many cases, saving memory, bandwidth, energy, and power. A Complete Revamp of Computer Arithmetic from the Ground Up Richly illustrated in color, this groundbreaking book represents a fundamental change in how to perform calculations automatically. It illustrates how this novel approach can solve problems that have vexed engineers and scientists for decades, including problems that have been historically limited to serial processing. Suitable for Anyone Using Computers for Calculations The book is accessible to anyone who uses computers for technical calculations, with much of the book only requiring high school math. The author makes the mathematics interesting through numerous analogies. He clearly defines jargon and uses color-coded boxes for mathematical formulas, computer code, important descriptions, and exercises.

Calling Bullshit - Carl T. Bergstrom 2020-08-04

Bullshit isn't what it used to be. Now, two science professors give us the tools to dismantle misinformation and think clearly in a world of fake news and bad data. "A modern classic . . . a straight-talking survival guide to the mean streets of a dying democracy and a global pandemic."—Wired Misinformation, disinformation, and fake news abound and it's increasingly difficult to know what's true. Our media environment has become hyperpartisan. Science is conducted by press release. Startup culture elevates bullshit to high art. We are fairly well equipped to spot the sort of old-school bullshit that is based in fancy rhetoric and weasel words, but most of us don't feel qualified to challenge the avalanche of new-school bullshit presented in the language of math, science, or statistics. In *Calling Bullshit*, Professors Carl Bergstrom and Jevin West give us a set of powerful tools to cut through the most intimidating data. You don't need a lot of technical expertise to call out problems with data. Are the numbers or results too good or too dramatic to be true? Is the claim comparing like with like? Is it confirming your personal bias? Drawing on a deep well of expertise in statistics and computational biology, Bergstrom and West exuberantly unpack examples of selection bias and muddled data visualization, distinguish between correlation and causation, and examine the susceptibility of science to modern bullshit. We have always needed people who call bullshit when necessary, whether within a circle of friends, a community of scholars, or the citizenry of a nation. Now that bullshit has evolved, we need to relearn the art of skepticism.

3D Math Primer for Graphics and Game Development, 2nd Edition - Fletcher Dunn 2011-11-02

This engaging book presents the essential mathematics needed to describe, simulate, and render a 3D world. Reflecting both academic and in-the-trenches practical experience, the authors teach you how to describe objects and their positions, orientations, and trajectories in 3D using mathematics. The text provides an introduction to mathematics for game designers, including the fundamentals of coordinate spaces, vectors, and matrices. It also covers orientation in three dimensions, calculus and dynamics, graphics, and parametric curves.