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Coding the Matrix-Philip N. Klein 2013-09-03 An engaging introduction to vectors and matrices and the algorithms that operate on them, intended for the student who knows how to program. Mathematical concepts and computational problems are motivated by applications in computer science. The reader learns by doing, writing programs to implement the mathematical concepts and using them to carry out tasks and explore the applications. Examples include: error-correcting codes, transformations in graphics, face detection, encryption and secret-sharing, integer factoring, removing perspective from an image, PageRank (Google's ranking algorithm), and cancer detection from cell features. A companion web site, codingthematrix.com provides data and support code. Most of the assignments can be auto-graded online. Over two hundred illustrations, including a selection of relevant xkcd comics. Chapters: The Function, The Field, The Vector, The Vector Space, The Matrix, The Basis, Dimension, Gaussian Elimination, The Inner Product, Special Bases, The Singular Value Decomposition, The Eigenvector, The Linear Program

Coding the Matrix-Philip N. Klein 2013-07 An engaging introduction to vectors and matrices and the algorithms that operate on them, intended for the student who knows how to program. Mathematical concepts and computational problems are motivated by applications in computer science. The reader learns by "doing," writing programs to implement the mathematical concepts and using them to carry out tasks and explore the applications. Examples include: error-correcting codes, transformations in graphics, face detection, encryption and secret-sharing, integer factoring, removing perspective from an image, PageRank (Google's ranking algorithm), and cancer detection from cell features. A companion web site, codingthematrix.com provides data and support code. Most of the assignments can be auto-graded online. Over two hundred illustrations, including a selection of relevant "xkcd" comics. Chapters: "The Function," "The Field," "The Vector," "The Vector Space," "The Matrix," "The Basis," "Dimension," "Gaussian Elimination," "The Inner Product," "Special Bases," "The Singular Value Decomposition," "The Eigenvector," "The Linear Program" A new edition of this text, incorporating corrections and an expanded index, has been issued as of September 4, 2013, and will soon be available on Amazon.

Linear Algebra and Probability for Computer Science Applications-Ernest Davis 2012-05-02 Based on the author's course at NYU, Linear Algebra and Probability for Computer Science Applications gives an introduction to two mathematical fields that are fundamental in many areas of computer science. The course and the text are addressed to students with a very weak mathematical background. Most of the chapters discuss relevant MATLAB functi

Geometric Algebra for Computer Science-Leo Dorst 2010-07-26 Until recently, almost all of the interactions between objects in virtual 3D worlds have been based on calculations performed using linear algebra. Linear algebra relies heavily on coordinates, however, which can make many geometric programming tasks very specific and complex-often a lot of effort is required to bring about more needed performance enhancements. Although linear algebra is an efficient way to specify low-level computations, it is not a suitable high-level language for geometric programming. Geometric Algebra for Computer Science presents a compelling alternative to the limitations of linear algebra. Geometric algebra, or GA, is a compact, time-effective, and performance-enhancing way to represent the geometry of 3D objects in computer programs. In this book you will find an introduction to GA that will give you a strong grasp of its relationship to linear algebra and its significance for your work. You will learn how to use GA to represent objects and perform geometric operations on them. And you will begin mastering proven techniques for making GA an integral part of your applications in a way that simplifies your code without slowing it down. * The first book on Geometric Algebra for programmers in computer graphics and entertainment computing * Written by leaders in the field providing essential information on this new technique for 3D graphics * This full colour book includes a website with GAViewer, a program to experiment with GA

Mathematics for Machine Learning-Marc Peter Deisenroth 2020-03-31 Distills key concepts from linear algebra, geometry, matrices, calculus, optimization, probability and statistics that are used in machine learning.

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.

Graph Algorithms in the Language of Linear Algebra-Jeremy Kepner 2011-01-01 The current exponential growth in graph data has forced a shift to parallel computing for executing graph algorithms. Implementing parallel graph algorithms and achieving good parallel performance have proven difficult. This book addresses these challenges by exploiting the well-known duality between a canonical representation of graphs as abstract collections of vertices and edges and a sparse adjacency matrix representation. This linear algebraic approach is widely accessible to scientists and engineers who may not be formally trained in computer science. The authors show how to leverage existing parallel matrix computation techniques and the large amount of software infrastructure that exists for these computations to implement efficient and scalable parallel graph algorithms. The benefits of this approach are reduced algorithmic complexity, ease of implementation, and improved performance.

Coding the Matrix-Joel A. Cooper 2015-08-10 Thought-provoking and accessible in approach, this updated and expanded second edition of the Coding the Matrix: Linear Algebra through Computer Science Applications provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw Rise Press

Basic Matrix Algebra with Algorithms and Applications-Robert A. Liebler 2018-10-03 Clear prose, tight organization, and a wealth of examples and computational techniques make Basic Matrix Algebra with Algorithms and Applications an outstanding introduction to linear algebra. The author designed this treatment specifically for freshman majors in mathematical subjects and upper-level students in natural resources, the social sciences, business, or any discipline that eventually requires an understanding of linear models. With extreme pedagogical clarity that avoids abstraction wherever possible, the author emphasizes minimal polynomials and their computation using a Krylov algorithm. The presentation is highly visual and relies heavily on work with a graphing calculator to allow readers to focus on concepts and techniques rather than on tedious arithmetic. Supporting materials, including test preparation Maple worksheets, are available for download from the Internet. This unassuming but insightful and remarkably original treatment is organized into bite-sized, clearly stated objectives. It goes well beyond the LACSG recommendations for a first course while still implementing their philosophy and core material. Classroom tested with great success, it prepares readers well for the more advanced studies their fields ultimately will require.

Numerical Linear Algebra with Applications-William Ford 2014-09-14 Numerical Linear Algebra with Applications is designed for those who want to gain a practical knowledge of modern computational techniques for the numerical solution of linear algebra problems, using MATLAB as the vehicle for computation. The book contains all the material necessary for a first year graduate or advanced undergraduate course on numerical linear algebra with numerous applications to engineering and science. With a unified presentation of computation, basic algorithm analysis, and numerical methods to compute solutions, this book is ideal for solving real-world problems. The text consists of six introductory chapters that thoroughly provide the required background for those who have not taken a course in applied or theoretical linear algebra. It explains in great detail the algorithms necessary for the accurate computation of the solution to the most frequently occurring problems in numerical linear algebra. In addition to examples from engineering and science applications, proofs of required results are provided without leaving out critical details. The Preface suggests ways in which the book can be used with or without an intensive study of proofs. This book will be a useful reference for graduate or advanced undergraduate students in engineering, science, and mathematics. It will also appeal to professionals in engineering and science, such as practicing engineers who want to see how numerical linear algebra problems can be solved using a programming language such as MATLAB, MAPLE, or Mathematica. Six introductory chapters that thoroughly provide the required background for those who have not taken a course in applied or theoretical linear algebra Detailed explanations and examples A through discussion of the algorithms necessary for the accurate computation of the solution to the most frequently occurring problems in numerical linear algebra Examples from engineering and science applications

Basics of Linear Algebra for Machine Learning-Jason Brownlee 2018-01-24 Linear algebra is a pillar of machine learning. You cannot develop a deep understanding and application of machine learning without it. In this laser-focused Ebook, you will finally cut through the equations, Greek letters, and confusion, and discover the topics in linear algebra that you need to know. Using clear explanations, standard Python libraries, and step-by-step tutorial lessons, you will discover what linear algebra is, the importance of linear algebra to machine learning, vector, and matrix operations, matrix factorization, principal component analysis, and much more.

Matrix Algebra-James E. Gentle 2007-07-27 This much-needed work presents, among other things, the relevant aspects of the theory of matrix algebra for applications in statistics. Written in an informal style, it addresses computational issues and places more emphasis on applications than existing texts.

Numerical Linear Algebra for Applications in Statistics-James E. Gentle 2012-12-06 Accurate and efficient computer algorithms for factoring matrices, solving linear systems of equations, and extracting eigenvalues and eigenvectors. Regardless of the software system used, the book describes and gives examples of the use of modern computer software for numerical linear algebra. It begins with a discussion of the basics of numerical computations, and then describes the relevant properties of matrix inverses, factorisations, matrix and vector norms, and other topics in linear algebra. The book is essentially self- contained, with the topics addressed constituting the essential material for an introductory course in statistical computing. Numerous exercises allow the text to be used for a first course in statistical computing or as supplementary text for various courses that emphasise computations.

Applications of Computer Algebra-Ilias S. Kotsireas 2017-07-26 The Applications of Computer Algebra (ACA) conference covers a wide range of topics from Coding Theory to Differential Algebra to Quantam Computing, focusing on the interactions of these and other areas with the discipline of Computer Algebra. This volume provides the latest developments in the field as well as its applications in various domains, including communications, modelling, and theoretical physics. The book will appeal to researchers and professors of computer algebra, applied mathematics, and computer science, as well as to engineers and computer scientists engaged in research and development.

Matrix Analysis and Applications-Xian-Da Zhang 2017-10-05 The theory, methods and applications of matrix analysis are presented here in a novel theoretical framework.

Linear Algebra Problem Book-Paul R. Halmos 1995-12-31 Linear Algebra Problem Book can be either the main course or the dessert for someone who needs linear algebraand today that means every user of mathematics. It can be used as the basis of either an official course or a program of private study. If used as a course, the book can stand by itself, or if so desired, it can be stirred in with a standard linear algebra course as the seasoning that provides the interest, the challenge, and the motivation that is needed by experienced scholars as much as by beginning students. The best way to learn is to do, and the purpose of this book is to get the reader to DO linear algebra. The approach is Socratic: first ask a question, then give a hint (if necessary), then, finally, for security and completeness, provide the detailed answer.

Linear Circuit Theory-Jiri Vlach 2016-04-19 This comprehensive textbook covers all subjects on linear circuit theory, with the emphasis on learning the subject without an excessive amount of information. This unique approach stresses knowledge rather than computer use to start and differs from other books by introducing matrix algebra early in the book. The book's 290 problems are meant to be solved using matrix algebra, which provides the reader with a strong foundation on which to build.

Abstract Algebra-Jonathan K. Hodge 2013-12-21 To learn and understand mathematics, students must engage in the process of doing mathematics. Emphasizing active learning, Abstract Algebra: An Inquiry-Based Approach not only teaches abstract algebra but also provides a deeper understanding of what mathematics is, how it is done, and how mathematicians think. The book can be used in both rings-first and groups-first abstract algebra courses. Numerous activities, examples, and exercises illustrate the definitions, theorems, and concepts. Through this engaging learning process, students discover new ideas and develop the necessary communication skills and rigor to understand and apply concepts from abstract algebra. In addition to the activities and exercises, each chapter includes a short discussion of the connections among topics in ring theory and group theory. These discussions help students see the relationships between the two main types of algebraic objects studied throughout the text. Encouraging students to do mathematics and be more than passive learners, this text shows students that the way mathematics is developed is often different than how it is presented; that definitions, theorems, and proofs do not simply appear fully formed in the minds of mathematicians; that mathematical ideas are highly interconnected; and that even in a field like abstract algebra, there is a considerable amount of intuition to be found.

Introduction to the Mathematics of Computer Graphics-Nathan Carter 2016-12-31 This text, by an award-winning [Author];, was designed to accompany his first-year seminar in the mathematics of computer graphics. Readers learn the mathematics behind the computational aspects of space, shape, transformation, color, rendering, animation, and modeling. The software required is freely available on the Internet for Mac, Windows, and Linux. The text answers questions such as these: How do artists build up realistic shapes from geometric primitives? What computations is my computer doing when it generates a realistic image of my 3D scene? What mathematical tools can I use to animate an object through space? Why do movies always look more realistic than video games? Containing the mathematics and computing needed for making their own 3D computer-generated images and animations, the text, and the course it supports, culminates in a project in which students create a short animated movie using free software. Algebra and trigonometry are prerequisites; calculus is not, though it helps. Programming is not required. Includes optional advanced exercises for students with strong backgrounds in math or computer science. Instructors interested in exposing their liberal arts students to the beautiful mathematics behind computer graphics will find a rich resource in this text.

Linear Algebra-Larry E. Knop 2008-08-28 Linear Algebra: A First Course with Applications explores the fundamental ideas of linear algebra, including vector spaces, subspaces, basis, span, linear independence, linear transformation, eigenvalues, and eigenvectors, as well as a variety of applications, from inventories to graphics to Google's PageRank. Unlike other texts on the subject, this classroom-tested book gives students enough time to absorb the material by focusing on vector spaces early on and using computational sections as numerical interludes. It offers introductions to MapleTM, MATLAB®, and TI-83 Plus for calculating matrix inverses,

Linear Algebra and Its Applications with R-Ruriko Yoshida 2021-06-23 The book developed from the need to teach a linear algebra course to students focused on data science and bioinformatics programs. These students tend not to realize the importance of linear algebra in applied sciences since traditional linear algebra courses tend to cover mathematical contexts but not the computational aspect of linear algebra or its applications to data science and bioinformatics. The author presents the topics in a traditional course yet offers lectures as well as lab exercises on simulated and empirical data sets. This textbook provides students a theoretical basis which can then be applied to the practical R and Python problems, providing the tools needed for real-world applications. Each section starts with working examples to demonstrate how tools from linear algebra can help solve problems in applied science. These exercises start from easy computations, such as computing determinants of matrices, to practical applications on simulated and empirical data sets with R so that students learn how to get started with R along with computational examples in each section and then they learn how to apply what they learn to problems in applied sciences. This book is designed from first principles to demonstrate the importance of linear algebra through working computational examples with R and python including tutorials on how to install R in the Appendix. If a student has never seen R, they can get started without any additional help. Since Python is one of the most popular languages in data science, optimization, and computer science, code supplements are available for students who feel more comfortable with Python. R is used primarily for computational examples to develop student's practical computational skills. Table of Contents Preface List of Figures List of Tables 1. Systems of Linear Equations and Matrices 2. Matrix Arithmetic 3. Determinants 4. Vector Spaces 5. Inner Product Space 6. Eigen values and Eigen vectors 7. Linear Regression 8. Linear Programming Network Analysis Appendices A) Introduction to RStudio via Amazon Web Service (AWS) B) Introduction to R Bibliography Index Biography Dr. Ruriko Yoshida is an Associate Professor of Operations Research at the Naval Postgraduate School. She received her Ph.D. in Mathematics from the University of California, Davis. Her research topics cover a wide variety of areas: applications of algebraic combinatorics to statistical problems such as statistical learning on non-Euclidean spaces, sensor networks, phylogenetics, and phylogenomics. She teaches courses in statistics, stochastic models, probability, and data science.

The Science of Programming-David Gries 2012-12-06 Describes basic programming principles and their step-by- step applications.Numerous examples are included.

Numerical Linear Algebra on High-Performance Computers-Jack J. Dongarra 1998-01-01 Provides a rapid introduction to the world of vector and parallel processing for these linear algebra applications.

Hands-on Matrix Algebra Using R-Hrishikesh D. Vinod 2011 Teaches matrix algebra, allowing the student to learn the material by actually working with matrix objects in modern computer environment of R. This book provides an overview of matrix theory without being bogged down in proofs or tedium.

Programming for Computations - MATLAB/Octave-Svein Linge 2016-08-01 This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

Vectors, Matrices and C++ Code-Sergio Pissanetzky 2004-10-01 Presented here is an integrated approach - perhaps the first in its class - of the basics of vector and matrix Algebra at College level, with the object-oriented C++ code that implements the vector and matrix objects and brings them to life. Thinking in terms of objects is the natural way of thinking. The concept of object has existed in Science for centuries. More recently, objects were introduced in Computation, and object-oriented programming languages were created. Yet the concept of object is not routinely used when teaching Science, and the idea that objects can come alive in a computer has not yet been fully exploited.This book integrates basic vector and matrix Algebra with object-oriented concepts and the actual code implementing them. It is both a textbook and a software release, complete withsoftware documentation and the mathematical background that supports the code. The source code is included by download and readers can use it for their own programming. The reader will need a basic knowledge of Mathematical notation, Algebra and Trigonometry, but familiarity with C++ is not required because a course on C++ is also included. You should read this book if you are a developer who needs a background in vector or matrix algebra, a science student who needs tolearn C++, a scientist who needs to write advanced code but can't waste time developing the basics, or you just need ready-to-use C++ source code for your project.

Meschach-David Edward Stewart 1994

When Life is Linear-Tim Chartier 2015-01-07 From simulating complex phenomenon on supercomputers to storing the coordinates needed in modern 3D printing, data is a huge and growing part of our world. A major tool to manipulate and study this data is linear algebra. When Life is Linear introduces concepts of matrix algebra with an emphasis on application, particularly in the fields of computer graphics and data mining. Readers will learn to make an image transparent, compress an image and rotate a 3D wireframe model. In data mining, readers will use linear algebra to read zip codes on envelopes and encrypt sensitive information. Chartier details methods behind web search, utilized by such companies as Google, and algorithms for sports ranking which have been applied to creating brackets for March Madness and predict outcomes in FIFA World Cup soccer. The book can serve as its own resource or to supplement a course on linear algebra.

Math for Programmers-Paul Orland 2021-01-12 In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. Summary To score a job in data science, machine learning, computer graphics, and cryptography, you need to bring strong math skills to the party. Math for Programmers teaches the math you need for these hot careers, concentrating on what you need to know as a developer. Filled with lots of helpful graphics and more than 200 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest programming fields. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Skip the mathematical jargon: This one-of-a-kind book uses Python to teach the math you need to build games, simulations, 3D graphics, and machine learning algorithms. Discover how algebra and calculus come alive when you see them in code! About the book In Math for Programmers you'll explore important mathematical concepts through hands-on coding. Filled with graphics and more than 300 exercises and mini-projects, this book unlocks the door to interesting-and lucrative!-careers in some of today's hottest fields. As you tackle the basics of linear algebra, calculus, and machine learning, you'll master the key Python libraries used to turn them into real-world software applications. What's inside Vector geometry for computer graphics Matrices and linear transformations Core concepts from calculus Simulation and optimization Image and audio processing Machine learning algorithms for regression and classification About the reader For programmers with basic skills in algebra. About the author Paul Orland is a programmer, software entrepreneur, and math enthusiast. He is co-founder of Tachyus, a start-up building predictive analytics software for the energy industry. You can find him online at www.paulor.land. Table of Contents 1 Learning math with code PART I - VECTORS AND GRAPHICS 2 Drawing with 2D vectors 3 Ascending to the 3D world 4 Transforming vectors and graphics 5 Computing transformations with matrices 6 Generalizing to higher dimensions 7 Solving systems of linear equations PART 2 - CALCULUS AND PHYSICAL SIMULATION 8 Understanding rates of change 9 Simulating moving objects 10 Working with symbolic expressions 11 Simulating force fields 12 Optimizing a physical system 13 Analyzing sound waves with a Fourier series PART 3 - MACHINE LEARNING APPLICATIONS 14 Fitting functions to data 15 Classifying data with logistic regression 16 Training neural networks

Introduction to Linear Algebra-Gilbert Strang 2016-08-11 Linear algebra is something all mathematics undergraduates and many other students, in subjects ranging from engineering to economics, have to learn. The fifth edition of this hugely successful textbook retains all the qualities of earlier editions while at the same time seeing numerous minor improvements and major additions. The latter include: • A new chapter on singular values and singular vectors, including ways to analyze a matrix of data • A revised chapter on computing in linear algebra, with professional-level algorithms and code that can be downloaded for a variety of languages • A new section on linear algebra and cryptography • A new chapter on linear algebra in probability and statistics. A dedicated and active website also offers solutions to exercises as well as new exercises from many different sources (e.g. practice problems, exams, development of textbook examples), plus codes in MATLAB, Julia, and Python.

Elements of Matrix Modeling and Computing with MATLAB-Robert E. White 2006-09-12 As discrete models and computing have become more common, there is a need to study matrix computation and numerical linear algebra. Encompassing a diverse mathematical core, Elements of Matrix Modeling and Computing with MATLAB examines a variety of applications and their modeling processes, showing you how to develop matrix models and solve algebraic systems. Emphasizing practical skills, it creates a bridge from problems with two and three variables to more realistic problems that have additional variables. Elements of Matrix Modeling and Computing with MATLAB focuses on seven basic applications: circuits, trusses, mixing tanks, heat conduction, data modeling, motion of a mass, and image filters. These applications are developed from very simple to more complex models. To explain the processes, the book explores numerous topics in linear algebra, including complex numbers and functions, matrices, algebraic systems, curve fitting, elements of linear differential equations, transform methods, and tools of computation. For example, the author uses linearly independent vectors and subspaces to explain over- and under-determined systems, eigenvalues and eigenvectors to solve initial value problems, and discrete Fourier transforms to perform image filtering in the frequency domain. Although the primary focus is to cultivate calculation skills by hand, most chapters also include MATLAB to help with more complicated calculations.

The Theory of Matrices-Peter Lancaster 1985-06-11 Matrix algebra; Determinants, inverse matrices, and rank; Linear, euclidean, and unitary spaces; Linear transformations and matrices; Linear transformations in unitary spaces and simple matrices; The jordan canonical form: a geometric approach; Matrix polynomials and normal forms; The variational method; Functions of matrices; Norms and bounds for eigenvalues; Perturbation theory; Linear matrices equations and generalized inverses; Stability problems; Matrix polynomials; Nonnegative matrices.

No Bullshit Guide to Linear Algebra-Ivan Savov 2020-10-25 This textbook covers the material for an undergraduate linear algebra course: vectors, matrices, linear transformations, computational techniques, geometric constructions, and theoretical foundations. The explanations are given in an informal conversational tone. The book also contains 100+ problems and exercises with answers and solutions. A special feature of this textbook is the prerequisites chapter that covers topics from high school math, which are necessary for learning linear algebra. The presence of this chapter makes the book suitable for beginners and the general audience-readers need not be math experts to read this book. Another unique aspect of the book are the applications chapters (Ch 7, 8, and 9) that discuss applications of linear algebra to engineering, computer science, economics, chemistry, machine learning, and even quantum mechanics.

Introduction to Linear and Matrix Algebra-Nathaniel Johnston 2021-05-19 This textbook emphasizes the interplay between algebra and geometry to motivate the study of linear algebra. Matrices and linear transformations are presented as two sides of the same coin, with their connection motivating inquiry throughout the book. By focusing on this interface, the author offers a conceptual appreciation of the mathematics that is at the heart of further theory and applications. Those continuing to a second course in linear algebra will appreciate the companion volume Advanced Linear and Matrix Algebra. Starting with an introduction to vectors, matrices, and linear transformations, the book focuses on building a geometric intuition of what these tools represent. Linear systems offer a powerful application of the ideas seen so far, and lead onto the introduction of subspaces, linear independence, bases, and rank. Investigation then focuses on the algebraic properties of matrices that illuminate the geometry of the linear transformations that they represent. Determinants, eigenvalues, and eigenvectors all benefit from this geometric viewpoint. Throughout, "Extra Topic" sections augment the core content with a wide range of ideas and applications, from linear programming, to power iteration and linear recurrence relations. Exercises of all levels accompany each section, including many designed to be tackled using computer software. Introduction to Linear and Matrix Algebra is ideal for an introductory proof-based linear algebra course. The engaging color presentation and frequent marginal notes showcase the author's visual approach. Students are assumed to have completed one or two university-level mathematics courses, though calculus is not an explicit requirement. Instructors will appreciate the ample opportunities to choose topics that align with the needs of each classroom, and the online homework sets that are available through WeBWorK.

Computer Mathematics for Programmers-Darrell H. Abney 2014-05-09 Computer Mathematics for Programmers presents the Mathematics that is essential to the computer programmer. The book is comprised of 10 chapters. The first chapter introduces several computer number systems. Chapter 2 shows how to perform arithmetic operations using the number systems introduced in Chapter 1. The third chapter covers the way numbers are stored in computers, how the computer performs arithmetic on real numbers and integers, and how round-off errors are generated in computer programs. Chapter 4 details the use of algorithms and flowcharting as problem-solving tools for computer programming. Subsequent chapters focuses on specific mathematical topics such as algebra, sets, logic, Boolean algebra, matrices, graphing and linear programming, and statistics. Students of computer programming will find the text very useful.

Computer Programming in Quantitative Biology-R.G. Davies 2012-12-02 Computer Programming in Quantitative Biology covers the general background of Fortran coding and the more sophisticated computer programs likely to be encountered in quantitative biology. It discusses the application of over 40 appropriate and easily adaptable programming techniques to problems of major biological interest. Organized into 15 chapters, the book starts by providing an introductory outline of computer structure and function needed to appreciate many basic programming procedures. A chapter discusses some general principles underlying Fortran coding and the use of digital computing, including the use of Fortran IV. Other chapters present short introduction to the statistical or mathematical techniques in each of the main sections under which program are described. These chapters also provide some aspects of matrix algebra that are essential for serious statistical programming and offer a general guide to efficiency in programming. All complete programs are accompanied by a flowchart and a detailed discussion. This book is a valuable source of information for biologists, computational biologists, research biologists, undergraduate students, and advanced or specialized students of biology.

Applied Linear Algebra in Action-Vasilios Katsikis 2016-07-06 The present text book contains a collection of six high-quality articles. In particular, this book is devoted to Linear Mathematics by presenting problems in Applied Linear Algebra of general or special interest.

Matrix Algebra-Karim M. Abadir 2005-08-22 A stand-alone textbook in matrix algebra for econometricians and statisticians - advanced undergraduates, postgraduates and teachers.

Piecewise Affine Control: Continuous-Time, Sampled-Data, and Networked Systems-Luis Rodrigues 2019-11-06 Engineering systems operate through actuators, most of which will exhibit phenomena such as saturation or zones of no operation, commonly known as dead zones. These are examples of piecewise-affine characteristics, and they can have a considerable impact on the stability and performance of engineering systems. This book targets controller design for piecewise affine systems, fulfilling both stability and performance requirements. The authors present a unified computational methodology for the analysis and synthesis of piecewise affine controllers, taking an approach that is capable of handling sliding modes, sampled-data, and networked systems. They introduce algorithms that will be applicable to nonlinear systems approximated by piecewise affine systems, and they feature several examples from areas such as switching electronic circuits, autonomous vehicles, neural networks, and aerospace applications. Piecewise Affine Control: Continuous-Time, Sampled-Data, and Networked Systems is intended for graduate students, advanced senior undergraduate students, and researchers in academia and industry. It is also appropriate for engineers working on applications where switched linear and affine models are important.

Elementary Linear Programming with Applications-Bernard Kolman 2014-05-10 Elementary Linear Programming with Applications presents a survey of the basic ideas in linear programming and related areas. It also provides students with some of the tools used in solving difficult problems which will prove useful in their professional career. The text is comprised of six chapters. The Prologue gives a brief survey of operations research and discusses the different steps in solving an operations research problem. Chapter 0 gives a quick review of the necessary linear algebra. Chapter 1 deals with the basic necessary geometric ideas in Rn. Chapter 2 introduces linear programming with examples of the problems to be considered, and presents the simplex method as an algorithm for solving linear programming problems. Chapter 3 covers further topics in linear programming, including duality theory and sensitivity analysis. Chapter 4 presents an introduction to integer programming. Chapter 5 covers a few of the more important topics in network flows. Students of business, engineering, computer science, and mathematics will find the book very useful.