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**This book constitutes the
thoroughly refereed post-**

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**conference proceedings of the
13th International Conference on
Relational and Algebraic
Methods in Computer Science,
RAMiCS 13, held in Cambridge,
UK, in September 2012. The 23
revised full papers presented**

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**were carefully selected from 39
submissions in the general area
of relational and algebraic
methods in computer science,
adding special focus on formal
methods for software
engineering, logics of programs**

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and links with neighboring disciplines. The papers are structured in specific fields on applications to software specification and correctness, mechanized reasoning in relational algebras, algebraic

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program derivation, theoretical foundations, relations and algorithms, and properties of specialized relations.

This book presents state-of-the-art research and survey articles that highlight work done within

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**the Priority Program SPP 1489
“Algorithmic and Experimental
Methods in Algebra, Geometry
and Number Theory”, which was
established and generously
supported by the German
Research Foundation (DFG)**

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from 2010 to 2016. The goal of the program was to substantially advance algorithmic and experimental methods in the aforementioned disciplines, to combine the different methods where necessary, and to apply

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them to central questions in theory and practice. Of particular concern was the further development of freely available open source computer algebra systems and their interaction in order to create powerful new

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computational tools that transcend the boundaries of the individual disciplines involved. The book covers a broad range of topics addressing the design and theoretical foundations, implementation and the

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successful application of algebraic algorithms in order to solve mathematical research problems. It offers a valuable resource for all researchers, from graduate students through established experts, who are

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interested in the computational aspects of algebra, geometry, and/or number theory.

This volume pays tribute to the scientific achievements of Hartmut Ehrig, who passed away in March 2016. The contributions

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**represent a selection from a
symposium, held in October
2016 at TU Berlin,
commemorating Hartmut' s life
and work as well as other invited
papers in the areas he was
active in. These areas include**

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Graph Transformation, Model Transformation, Concurrency Theory, in particular Petri Nets, Algebraic Specification, and Category Theory in Computer Science.

This newly expanded and

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updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as

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**the primary textbook of choice
for algorithm design courses
while maintaining its status as
the premier practical reference
guide to algorithms for
programmers, researchers, and
students. The reader-friendly**

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**Algorithm Design Manual
provides straightforward access
to combinatorial algorithms
technology, stressing design
over analysis. The first part,
Techniques, provides accessible
instruction on methods for**

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**designing and analyzing
computer algorithms. The
second part, Resources, is
intended for browsing and
reference, and comprises the
catalog of algorithmic resources,
implementations and an**

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extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website

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**component with lecture slides,
audio and video • Contains a
unique catalog identifying the 75
algorithmic problems that arise
most often in practice, leading
the reader down the right path to
solve them • Includes several**

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NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java
14th International Conference,

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**RAMiCS 2014, Marienstatt,
Germany, April 28 -- May 1, 2014,
Proceedings
Graph Theoretical Methods for
Design and Analysis of Spatial
Configurations
Introduction to Econophysics**

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**Graphs, Networks and
Algorithms**

**Algorithmic and Experimental
Methods in Algebra, Geometry,
and Number Theory**

Smart Delivery Systems

The calculus of relations has

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been an important component of the development of logic and algebra since the middle of the nineteenth century, when Augustus De Morgan observed that since a horse is an animal we should be able to infer that

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the head of a horse is the head of an animal. For this, Aristotelian syllogistic does not suffice: We require relational reasoning. George Boole, in his *Mathematical Analysis of Logic* of 1847, initiated the treatment of

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logic as part of mathematics,
specifically as part of algebra.
Quite the opposite conviction
was put forward early this
century by Bertrand Russell and
Alfred North Whitehead in their
Principia Mathematica (1910 -

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1913): that mathematics was essentially grounded in logic. Logic thus developed in two streams. On the one hand algebraic logic, in which the calculus of relations played a particularly prominent part, was

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taken up from Boole by Charles Sanders Peirce, who wished to do for the "calculus of relatives" what Boole had done for the calculus of sets. Peirce's work was in turn taken up by Schroder in his Algebra und Logik der

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Relative of 1895 (the third part of a massive work on the algebra of logic). Schroder's work, however, lay dormant for more than 40 years, until revived by Alfred Tarski in his seminal paper "On the calculus of binary relations"

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of 1941 (actually his presidential address to the Association for Symbolic Logic).

This book uses literature as a wrench to pry open social networks and to ask different questions than have been asked

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about social networks previously. The book emphasizes the storytelling aspect of social networks, as well as the connection between narrative and social networks by incorporating narrative, dynamic networks, and

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time. Thus, it constructs a bridge between literature, digital humanities, and social networks. This book is a pioneering work that attempts to express social and philosophic constructs in mathematical terms. The

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material used to test the algorithms is texts intended for performance, such as plays, film scripts, and radio plays; mathematical representations of the texts, or “literature networks”, are then used to analyze the

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social networks found in the respective texts. By using literature networks and their accompanying narratives, along with their supporting analyses, this book allows for a novel approach to social network

Access Free Floyd Warshall Algorithm From Wolfram Mathworld analysis.

With a growing range of applications in fields from computer science to chemistry and communications networks, graph theory has enjoyed a rapid increase of interest and

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widespread recognition as an important area of mathematics. Through more than 20 years of publication, *Graphs & Digraphs* has remained a popular point of entry to the field, and through its various editions, has evolved

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with the field from a purely mathematical treatment to one that also addresses the mathematical needs of computer scientists. Carefully updated, streamlined, and enhanced with new features, Graphs &

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Digraphs, Fourth Edition reflects many of the developments in graph theory that have emerged in recent years. The authors have added discussions on topics of increasing interest, deleted outdated material, and

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judiciously augmented the Exercises sections to cover a range of problems that reach beyond the construction of proofs. New in the Fourth Edition: Expanded treatment of Ramsey theory Major revisions

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to the material on domination
and distance New material on list
colorings that includes
interesting recent results A
solutions manual covering many
of the exercises available to
instructors with qualifying course

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adoptions A comprehensive bibliography including an updated list of graph theory books Every edition of Graphs & Digraphs has been unique in its reflection the subject as one that is important, intriguing, and most

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of all beautiful. The fourth edition continues that tradition, offering a comprehensive, tightly integrated, and up-to-date introduction that imparts an appreciation as well as a solid understanding of the material.

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The presence of uncertainty in a system description has always been a critical issue in control.

The main objective of
Randomized Algorithms for
Analysis and Control of
Uncertain Systems, with

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Applications (Second Edition) is to introduce the reader to the fundamentals of probabilistic methods in the analysis and design of systems subject to deterministic and stochastic uncertainty. The approach

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propounded by this text
guarantees a reduction in the
computational complexity of
classical control algorithms and
in the conservativeness of
standard robust control
techniques. The second edition

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has been thoroughly updated to reflect recent research and new applications with chapters on statistical learning theory, sequential methods for control and the scenario approach being completely rewritten. Features: .

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self-contained treatment
explaining Monte Carlo and Las
Vegas randomized algorithms
from their genesis in the
principles of probability theory to
their use for system analysis; ·
development of a novel

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paradigm for (convex and nonconvex) controller synthesis in the presence of uncertainty and in the context of randomized algorithms; · comprehensive treatment of multivariate sample generation techniques, including

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consideration of the difficulties involved in obtaining identically and independently distributed samples; · applications of randomized algorithms in various endeavours, such as PageRank computation for the Google Web

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search engine, unmanned aerial
vehicle design (both new in the
second edition), congestion
control of high-speed
communications networks and
stability of quantized sampled-
data systems. Randomized

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Algorithms for Analysis and
Control of Uncertain Systems
(second edition) is certain to
interest academic researchers
and graduate control students
working in probabilistic, robust or
optimal control methods and

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control engineers dealing with system uncertainties. The present book is a very timely contribution to the literature. I have no hesitation in asserting that it will remain a widely cited reference work for many years.

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M. Vidyasagar

Analyzing Narratives in Social
Networks

Combinatorics and Graph
Theory with Mathematica ®

Distance In Graphs

Conference on Declarative

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Programming, DECLARE 2017,
Unifying INAP, WFLP, and WLP,
W ü rzburg, Germany, September
19–22, 2017, Revised Selected
Papers
A Concise Introduction, Solutions
Manual

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The Programming Contest
Training Manual

This volume includes 73 papers
presented at ICTIS 2017: Second
International Conference on
Information and Communication
Technology for Intelligent Systems.

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The conference was held on 25th and 26th March 2017, in Ahmedabad, India and organized jointly by the Associated Chambers of Commerce and Industry of India (ASSOCHAM) Gujarat Chapter, the G R Foundation, the Association of Computer Machinery, Ahmedabad Chapter and

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supported by the Computer Society of India Division IV - Communication and Division V - Education and Research. The papers featured mainly focus on information and communications technology (ICT) and its applications in intelligent computing, cloud storage, data

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mining and software analysis. The fundamentals of various data analytics and algorithms discussed are useful to researchers in the field. AI Game Programming Wisdom 3, is the all new volume in this indispensable series. Packed with the insights of industry pros, the book

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provides new tricks, techniques, algorithms, architectures, and approaches to help you avoid redundancy and save valuable programming time. As with the previous volumes, this book is designed to provide practical advice for building state-of-the-art game AI

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for the games of today and tomorrow. In this volume, section editors have also been added to lend their expertise and add their insights to the techniques covered. AI Game Programming Wisdom 3 provides advances, discoveries, and techniques that will affect the

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direction and use of game AI for the next generation of games. The breadth of experience and diverse backgrounds of the authors make this a truly global, cross-sectional resource for game AI. Volume 3 is divided into eight comprehensive sections, and a cumulative index is

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included for easy cross referencing between all three volumes. The book also includes a CD-ROM (Win) with material to augment the articles, including source code and demos, along with related articles, tutorials, Web resources, and color images. The AI Game Programming Wisdom

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series is a remarkable collection that no game AI programmer should be without!

Similarity between objects plays an important role in both human cognitive processes and artificial systems for recognition and categorization. How to appropriately

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measure such similarities for a given task is crucial to the performance of many machine learning, pattern recognition and data mining methods. This book is devoted to metric learning, a set of techniques to automatically learn similarity and distance functions from data that has

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attracted a lot of interest in machine learning and related fields in the past ten years. In this book, we provide a thorough review of the metric learning literature that covers algorithms, theory and applications for both numerical and structured data. We first introduce relevant

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definitions and classic metric functions, as well as examples of their use in machine learning and data mining. We then review a wide range of metric learning algorithms, starting with the simple setting of linear distance and similarity learning. We show how one may

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scale-up these methods to very large amounts of training data. To go beyond the linear case, we discuss methods that learn nonlinear metrics or multiple linear metrics throughout the feature space, and review methods for more complex settings such as multi-task and semi-

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supervised learning. Although most of the existing work has focused on numerical data, we cover the literature on metric learning for structured data like strings, trees, graphs and time series. In the more technical part of the book, we present some recent statistical frameworks

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for analyzing the generalization performance in metric learning and derive results for some of the algorithms presented earlier. Finally, we illustrate the relevance of metric learning in real-world problems through a series of successful applications to computer vision,

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bioinformatics and information
retrieval. Table of Contents:

Introduction / Metrics / Properties of
Metric Learning Algorithms / Linear
Metric Learning / Nonlinear and Local
Metric Learning / Metric Learning for
Special Settings / Metric Learning for
Structured Data / Generalization

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Guarantees for Metric Learning /
Applications / Conclusion /
Bibliography / Authors' Biographies
Creating robust software requires the
use of efficient algorithms, but
programmers seldom think about
them until a problem occurs.
Algorithms in a Nutshell describes a

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large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this

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book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this

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book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java,

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and Ruby with implementation tips
Learn the expected performance of
an algorithm, and the conditions it
needs to perform at its best Discover
the impact that similar design
decisions have on different
algorithms Learn advanced data
structures to improve the efficiency

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of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

A Comprehensive Glossary of Terms
Combinatorics And Graph Theory
With Mathematica

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Mathworld

Graph Transformation, Specifications,
and Nets

Computational Discrete Mathematics

Declarative Programming and
Knowledge Management

This book constitutes

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*revised selected papers
from the 21st
International Conference
on Applications of
Declarative Programming
and Knowledge
Management, INAP 2017,*

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*the 31st Workshop on
Logic Programming, WLP
2017, and the 25th
Workshop on Functional
and (Constraint) Logic
Programming, WFLP 2017.
The 12 full papers*

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*presented in this volume
were carefully reviewed
and selected from 26
submissions. The
contributions were
organized in topical
sections named:*

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*constraints; declarative
systems; and functional
and logic programming.*

*Topological Indices and
Related Descriptors in
QSAR and QSPR reviews
the state of the art in*

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*this field and
highlights the important
advances in the
generation of
descriptors calculated
directly from the
structure of molecules.*

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*This long-awaited
comprehensive book
provides all the
necessary information to
calculate and use these
descriptors for deriving
structure-activity and*

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*structure-property
relationships. Written
by leading experts in
the field, this book
discusses the
physicochemical
significance, strengths,*

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and weaknesses of these indices and presents numerous examples of applications. This book will be a valuable reference for anyone involved in the use of

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*QSAR and QSPR in the
pharmaceutical, applied
chemical, and
environmental sciences.
It is also suitable for
use as a supplementary
textbook on related*

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graduate level courses.

The use of pattern

recognition and

classification is

fundamental to many of

the automated electronic

systems in use today.

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*However, despite the
existence of a number of
notable books in the
field, the subject
remains very
challenging, especially
for the beginner.*

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*Pattern Recognition and
Classification presents
a comprehensive
introduction to the core
concepts involved in
automated pattern
recognition. It is*

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*designed to be
accessible to newcomers
from varied backgrounds,
but it will also be
useful to researchers
and professionals in
image and signal*

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*processing and analysis,
and in computer vision.*

*Fundamental concepts of
supervised and
unsupervised*

*classification are
presented in an*

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*informal, rather than
axiomatic, treatment so
that the reader can
quickly acquire the
necessary background for
applying the concepts to
real problems. More*

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*advanced topics, such as
semi-supervised
classification,
combining clustering
algorithms and relevance
feedback are addressed
in the later chapters.*

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*This book is suitable
for undergraduates and
graduates studying
pattern recognition and
machine learning.*

*Smart Delivery Systems:
Solving Complex Vehicle*

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Routing Problems

*examines both exact and
approximate methods for
delivering optimal
solutions to rich
vehicle routing
problems, showing both*

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the advantages and disadvantages of each approach. It shows how to apply machine learning and advanced data analysis techniques to improve routing

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*systems, familiarizing
readers with the
concepts and
technologies used in
successfully implemented
delivery systems. The
book explains both the*

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*latest theoretical and
practical advances in
intelligent delivery and
scheduling systems and
presents practical
applications for
designing new algorithms*

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*for real-life scenarios.
Emphasizes both
sequential and parallel
algorithms Uniquely
combines methods and
algorithms, real-life
applications, and*

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parallel computing

*Includes recommendations
on how to choose between
different methods for
solving applications*

*Provides learning aids,
end of chapter*

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references,

bibliography, worked

examples and exercises

Pattern Recognition and

Classification

Mathematical

Optimization Terminology

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*The Shortest-Path
Problem*

*Competitive Programming
Algorithms and
Applications*

*In Memory of Hartmut
Ehrig*

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Mathematica is a feature-rich, high-level programming language which has historically been used by engineers. This book unpacks Mathematica for programmers, building insights into programming style via real

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world syntax, real world examples, and extensive parallels to other languages.

This volume constitutes the refereed proceedings of the 10th International Symposium on Experimental Algorithms,

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SEA 2011, held in Kolimpari,
Chania, Crete, Greece, in
May 2011. The 36 revised
full papers presented
together with 2 invited
papers were carefully
reviewed and selected from
83 submissions and present

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current research in the area of design, analysis, and experimental evaluation and engineering of algorithms, as well as in various aspects of computational optimization and its applications.

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Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of *Beginning Python*, this book is sharply focused on classical algorithms, but it

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also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a

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highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data

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structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself. Search has been vital to artificial intelligence from the very beginning as a core

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technique in problem solving. The authors present a thorough overview of heuristic search with a balance of discussion between theoretical analysis and efficient implementation and application to real-

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world problems. Current developments in search such as pattern databases and search with efficient use of external memory and parallel processing units on main boards and graphics cards are detailed. Heuristic

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search as a problem solving tool is demonstrated in applications for puzzle solving, game playing, constraint satisfaction and machine learning. While no previous familiarity with heuristic search is

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necessary the reader should have a basic knowledge of algorithms, data structures, and calculus. Real-world case studies and chapter ending exercises help to create a full and realized picture of how search fits

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into the world of artificial intelligence and the one around us. Provides real-world success stories and case studies for heuristic search algorithms Includes many AI developments not yet covered in textbooks such as

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pattern databases, symbolic
search, and parallel
processing units

Metric Learning

Configraphics

Experimental Algorithms

Automata, Computability and
Complexity

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Algorithms and Theory of
Computation Handbook
Contemporary Approaches with
Python Simulations
The first complete
overview of evolutionary
computing, the collective

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name for a range of problem-solving techniques based on principles of biological evolution, such as natural selection and genetic inheritance. The text is aimed directly at

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lecturers and graduate and undergraduate students. It is also meant for those who wish to apply evolutionary computing to a particular problem or within a given application

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area. The book contains
quick-reference
information on the current
state-of-the-art in a wide
range of related topics,
so it is of interest not
just to evolutionary

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computing specialists but
to researchers working in
other fields.

This dissertation reports
a PhD research on
mathematical-computational
models, methods, and

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techniques for analysis, synthesis, and evaluation of spatial configurations in architecture and urban design. Spatial configuration is a technical term that refers

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to the particular way in which a set of spaces are connected to one another as a network. Spatial configuration affects safety, security, and efficiency of functioning

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of complex buildings by
facilitating certain
patterns of movement
and/or impeding other
patterns. In cities and
suburban built
environments, spatial

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configuration affects
accessibilities and
influences travel
behavioural patterns, e.g.
choosing walking and
cycling for short trips
instead of travelling by

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cars. As such, spatial configuration effectively influences the social, economic, and environmental functioning of cities and complex buildings, by conducting

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human movement patterns.
In this research, graph
theory is used to
mathematically model
spatial configurations in
order to provide intuitive
ways of studying and

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designing spatial
arrangements for
architects and urban
designers. The methods and
tools presented in this
dissertation are
applicable in: arranging

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spatial layouts based on
configuration graphs, e.g.
by using bubble diagrams
to ensure certain spatial
requirements and qualities
in complex buildings; and
analysing the potential

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effects of decisions on the likely spatial performance of buildings and on mobility patterns in built environments for systematic comparison of designs or plans, e.g. as

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to their aptitude for pedestrians and cyclists. The dissertation reports two parallel tracks of work on architectural and urban configurations. The core concept of the

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architectural
configuration track is the
'bubble diagram' and the
core concept of the urban
configuration track is the
'easiest paths' for
walking and cycling.

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Walking and cycling have been chosen as the foci of this theme as they involve active physical, cognitive, and social encounter of people with built environments, all of

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which are influenced by spatial configuration. The methodologies presented in this dissertation have been implemented in design toolkits and made publicly available as freeware

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applications.

Python Algorithms, Second Edition explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of

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Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving

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techniques. The book deals with some of the most important and challenging areas of programming and computer science in a highly readable manner. It covers both algorithmic

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theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language

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are explained, and the user is shown how to implement and evaluate others.

Mathematical Optimization

Terminology: A

Comprehensive Glossary of

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Terms is a practical book with the essential formulations, illustrative examples, real-world applications and main references on the topic. This book helps readers

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gain a more practical understanding of optimization, enabling them to apply it to their algorithms. This book also addresses the need for a practical publication that

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introduces these concepts
and techniques. Discusses
real-world applications of
optimization and how it
can be used in algorithms
Explains the essential
formulations of

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optimization in
mathematics Covers a more
practical approach to
optimization
13th International
Conference, RAMiCS 2012,
Cambridge, United Kingdom,

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September 17-21, 2012,

Proceedings

Analysis and Comparison of
Methods

Randomized Algorithms for
Analysis and Control of
Uncertain Systems

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Essays Dedicated to Esko
Ukkonen on the Occasion of
His 60th Birthday

Heuristic Search

Implementing Discrete

Mathematics

Mathematical Optimization

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*Terminology A Comprehensive
Glossary of Terms Academic
Press*

*This book constitutes the
proceedings of the 14th
International Conference on
Relational and Algebraic
Methods in Computer Science,*

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*RAMiCS 2014 held in
Marienstatt, Germany, in
April/May 2014. The 25
revised full papers
presented were carefully
selected from 37
submissions. The papers are
structured in specific*

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*fields on concurrent Kleene
algebras and related
formalisms, reasoning about
computations and programs,
heterogeneous and
categorical approaches,
applications of relational
and algebraic methods and*

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*developments related to
modal logics and lattices.
Revised throughout Includes
new chapters on the network
simplex algorithm and a
section on the five color
theorem Recent developments
are discussed*

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Many applications in different domains need to calculate the shortest-path between two points in a graph. In this paper we describe this shortest path problem in detail, starting with the classic Dijkstra's

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algorithm and moving to more advanced solutions that are currently applied to road network routing, including the use of heuristics and precomputation techniques. Since several of these improvements involve subtle

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changes to the search space, it may be difficult to appreciate their benefits in terms of time or space requirements. To make methods more comprehensive and to facilitate their comparison, this book

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presents a single case study that serves as a common benchmark. The paper also compares the search spaces explored by the methods described, both from a quantitative and qualitative point of view, and including

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*an analysis of the number of
reached and settled nodes by
different methods for a
particular topology.*

*Graphs & Digraphs, Fourth
Edition*

Algorithms in a Nutshell

An Introduction

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*AI Game Programming Wisdom 3
Increasing the Lower Bound
of Programming Contests : a
Handbook for ACM ICPC and
IOI Contestants
With Applications*

This book, first published in

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2005, offers an introduction to the application of algebraic statistics to computational biology.

Design and manufacturing is the essential element in any product development lifecycle.

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Industry vendors and users have been seeking a common language to be used for the entire product development lifecycle that can describe design, manufacturing and other data pertaining to the

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product. Many solutions were proposed, the most successful being the Standard for Exchange of Product model (STEP). STEP provides a mechanism that is capable of describing product data,

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independent from any particular system. The nature of this description makes it suitable not only for neutral file exchange, but also as a basis for implementing, sharing and archiving product

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databases. ISO 10303-AP203 is the first and perhaps the most successful AP developed to exchange design data between different CAD systems. Going from geometric data (as in AP203) to features (as in

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AP224) represents an important step towards having the right type of data in a STEP-based CAD/CAM system. Of particular significance is the publication of STEP-NC, as an extension

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of STEP to NC, utilising feature-based concepts for CNC machining purposes. The aim of this book is to provide a snapshot of the recent research outcomes and implementation cases in the

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field of design and manufacturing where STEP is used as the primary data representation protocol. The 20 chapters are contributed by authors from most of the top research teams in the world.

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These research teams are based in national research institutes, industries as well as universities.

Algorithms and Theory of Computation Handbook is a comprehensive collection of

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algorithms and data structures that also covers many theoretical issues. It offers a balanced perspective that reflects the needs of practitioners, including emphasis on applications

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within discussions on theoretical issues. Chapters include information on finite precision issues as well as discussion of specific algorithms where algorithmic techniques are of special

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importance, including graph drawing, robotics, forming a VLSI chip, vision and image processing, data compression, and cryptography. The book also presents some advanced topics in combinatorial

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optimization and
parallel/distributed computing.

- applications areas where algorithms and data structuring techniques are of special importance
- graph drawing
- robot algorithms
-

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VLSI layout • vision and image
processing algorithms •
scheduling • electronic cash •
data compression • dynamic
graph algorithms • on-line
algorithms • multidimensional
data structures • cryptography

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- advanced topics in combinatorial optimization and parallel/distributed computing
- This Festschrift volume, published to honor Esko Ukkonen on his 60th birthday, includes papers that present

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research on computational
pattern matching and string
algorithms, two areas that
have benefited significantly
from the work of Ukonen.

Relational and Algebraic
Methods in Computer Science

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Relational Methods in
Computer Science

10th International Symposium,
SEA 2011, Kolimpari, Chania,
Crete, Greece, May 5-7, 2011,
Proceedings

Power Programming with

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Mathematica

Logic and Discrete

Mathematics

Taking Turing to the Arts

*Econophysics explores the parallels
between physics and economics and is an
exciting topic that is attracting increasing*

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attention. However there is a lack of literature that explains the topic from a broad perspective. This book introduces advanced undergraduates and graduate students in physics and engineering to the topic from this outlook, and is accompanied by rigorous mathematics

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which ensures that this will also be a good guide for established researchers in the field as well as researchers from other fields, such as mathematics and statistics, who are interested in the topic.

Key features: Presents a multidisciplinary approach that will be

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*of interest to students and researchers
from physics, engineering, mathematics,
statistics, and other physical sciences
Accompanied by Python code with
further learning opportunities, available
for readers to download from the CRC
Press website. Accessible to both students*

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and researchers Carlo R. da Cunha is an associate professor of physics and engineering physics at the Universidade Federal do Rio Grande do Sul (Brazil) and has been since 2011. Dr. da Cunha received his M.Sc. Degree from the West Virginia University in 2001 and his

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Ph.D. degree from Arizona State University in 2005. He was a postdoctoral researcher at McGill University in Canada in 2006 and an assistant professor of engineering at the University Federal de Santa Catarina between 2007 and 2011. He has been a

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guest professor at the Technische Universität Wien (Austria), Chiba University (Japan) and Arizona State University (US). His research revolves around the physics of complex systems where he has been drawing parallels between physical and economic systems

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from quantum to social levels. To access additional resources, such as python code, please take a look here.

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a

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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

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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

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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

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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

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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

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best, the most fun, exciting, and interesting problems available.

The theoretical underpinnings of computing form a standard part of almost every computer science curriculum. But the classic treatment of this material isolates it from the myriad

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ways in which the theory influences the design of modern hardware and software systems. The goal of this book is to change that. The book is organized into a core set of chapters (that cover the standard material suggested by the title), followed by a set of appendix chapters

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that highlight application areas including programming language design, compilers, software verification, networks, security, natural language processing, artificial intelligence, game playing, and computational biology. The core material includes discussions of

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*finite state machines, Markov models,
hidden Markov models (HMMs), regular
expressions, context-free grammars,
pushdown automata, Chomsky and
Greibach normal forms, context-free
parsing, pumping theorems for regular
and context-free languages, closure*

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theorems and decision procedures for regular and context-free languages, Turing machines, nondeterminism, decidability and undecidability, the Church-Turing thesis, reduction proofs, Post Correspondence problem, tiling problems, the undecidability of first-

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order logic, asymptotic dominance, time and space complexity, the Cook-Levin theorem, NP-completeness, Savitch's Theorem, time and space hierarchy theorems, randomized algorithms and heuristic search. Throughout the discussion of these topics there are

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pointers into the application chapters. So, for example, the chapter that describes reduction proofs of undecidability has a link to the security chapter, which shows a reduction proof of the undecidability of the safety of a simple protection framework.

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Solutions manual to accompany Logic and Discrete Mathematics: A Concise Introduction This book features a unique combination of comprehensive coverage of logic with a solid exposition of the most important fields of discrete mathematics, presenting material that

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has been tested and refined by the authors in university courses taught over more than a decade. Written in a clear and reader-friendly style, each section ends with an extensive set of exercises, most of them provided with complete solutions which are available in this

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accompanying solutions manual.

*Algebraic Statistics for Computational
Biology*

The Algorithm Design Manual

Information and Communication

Technology for Intelligent Systems

(ICTIS 2017) - Volume 2

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The Kernel

*Topological Indices and Related
Descriptors in QSAR and QSPR
Programming Challenges*

***This book was first published
in 2003. Combinatorica, an
extension to the popular***

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***computer algebra system
Mathematica® , is the most
comprehensive software
available for teaching and
research applications of
discrete mathematics,
particularly combinatorics and***

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graph theory. This book is the definitive reference/user's guide to Combinatorica, with examples of all 450 Combinatorica functions in action, along with the associated mathematical and

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algorithmic theory. The authors cover classical and advanced topics on the most important combinatorial objects: permutations, subsets, partitions, and Young tableaux, as well as all

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important areas of graph theory: graph construction operations, invariants, embeddings, and algorithmic graph theory. In addition to being a research tool, Combinatorica makes discrete

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mathematics accessible in new and exciting ways to a wide variety of people, by encouraging computational experimentation and visualization. The book contains no formal proofs, but

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***enough discussion to
understand and appreciate all
the algorithms and theorems it
contains.***

***Advanced Design and
Manufacturing Based on STEP
Introduction to Evolutionary***

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Mathworld

Computing

Theory and Applications

Python Algorithms

***Mastering Basic Algorithms in
the Python Language***

Urban Operations Research