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Maple is a very powerful computer algebra system used by students,

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educators, mathematicians, statisticians, scientists, and engineers for doing numerical and symbolic computations. Greatly expanded and updated from the author's MAPLE V Primer, The MAPLE Book offers extensive

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coverage of the latest version of this outstanding software package, MAPLE 7.0 The MAPLE Book serves both as an introduction to Maple and as a reference. Organized according to level and subject area of

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mathematics, it first covers the basics of high school algebra and graphing, continues with calculus and differential equations then moves on to more advanced topics, such as linear algebra, vector calculus, complex analysis,

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special functions, group theory, number theory and combinatorics. The MAPLE Book includes a tutorial for learning the Maple programming language. Once readers have learned how to program, they will appreciate the

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real power of Maple. The convenient format and straightforward style of The MAPLE Book let users proceed at their own pace, practice with the examples, experiment with graphics, and learn new functions

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as they need them. All of the Maple commands used in the book are available on the Internet, as are links to various other files referred to in the book. Whatever your level of expertise, you'll want to keep The MAPLE Book next to your

Where To Download Introduction To Programming Guide Maple 12 computer.

Most of the GNU Emacs integrated environment is written in the programming language called Emacs Lisp. The code written in this programming language is the software (the sets of instructions)

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that tell the computer what to do when you give it commands.

Emacs is designed so that you can write new code in Emacs Lisp and easily install it as an extension to the editor. This introduction to Emacs Lisp is designed to get you

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started: to guide you in learning the fundamentals of programming, and more importantly, to show you how you can teach yourself to go further. This manual is available online for free at gnu.org. This manual is

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printed in grayscale.

Herein, you will find a comprehensive, beginner-friendly book designed to teach you the basics of hacking. Learn the mindset, the tools, the techniques, and the ETHOS of hackers. The

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book is written so that anyone can understand the material and grasp the fundamental techniques of hacking. Its content is tailored specifically for the beginner, pointing you in the right direction, to show you the path to becoming

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an elite and powerful hacker. You will gain access and instructions to tools used by industry professionals in the field of penetration testing and ethical hacking and by some of the best hackers in the world.

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----- If you are curious about the FREE version of this book, you can read the original, first-draft of this book for free on Google Drive! https://drive.google.com/open?id=0B78IWIY3bU_8RnZmOXczTUFEM1U

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Eliminating the need for heavy number-crunching, sophisticated mathematical software packages open the door to areas like cryptography, coding theory, and combinatorics that are dependent on abstract algebra. Applications

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of Abstract Algebra with Maple and MATLAB®, Second Edition explores these topics and shows how to apply the software programs to abstract algebra and its related fields. Carefully integrating Maple™ and

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MATLAB®, this book provides an in-depth introduction to real-world abstract algebraic problems. The first chapter offers a concise and comprehensive review of prerequisite advanced mathematics. The next several

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chapters examine block designs, coding theory, and cryptography while the final chapters cover counting techniques, including Pólya's and Burnside's theorems. Other topics discussed include the Rivest, Shamir, and Adleman (RSA)

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cryptosystem, digital signatures, primes for security, and elliptic curve cryptosystems. New to the Second Edition Three new chapters on Vigenère ciphers, the Advanced Encryption Standard (AES), and graph theory as well as

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new MATLAB and Maple sections
Expanded exercises and additional
research exercises Maple and
MATLAB files and functions
available for download online and
from a CD-ROM With the
incorporation of MATLAB, this

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second edition further illuminates the topics discussed by eliminating extensive computations of abstract algebraic techniques. The clear organization of the book as well as the inclusion of two of the most respected mathematical

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software packages available make the book a useful tool for students, mathematicians, and computer scientists.

A Primer

Applied Abstract Algebra with
Maple™ and MATLAB®

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An Introduction

Essential Maple

Edition 3.10

Informal Introduction to Stochastic
Processes with Maple

The Hacker Ethos

Powerful, flexible, easy to use-

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**small wonder that the use of
MAPLE® continues to increase,
particularly since the latest
releases of MAPLE. The built-in
nature of its numerical and
graphical facilities gives MAPLE a
distinct advantage over
traditional programming**

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languages, yet to date, no textbook has used that advantage to introduce programming concepts. Moreover, few books based on MAPLE's latest versions even exist. Computing with MAPLE presents general programming

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principles using MAPLE as a concrete example of a programming language. The author first addresses the basic MAPLE functions accessible for interactive use then moves to actual programming, discussing all of the programming facilities

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that MAPLE provides, including control structures, data types, graphics, spreadsheets, text processing, and object oriented programming. Reflecting MAPLE's primary function as a computational tool, the book's emphasis is on mathematical

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examples, and it includes a full chapter devoted to algebraic programming. Classroom tested since 1995, the material in Computing with MAPLE is particularly appropriate for an intermediate-level introductory course in programming for both

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mathematics and computing students. It includes numerous exercises and test questions, with MAPLE worksheets, contact information, and supplementary material available on the Internet.

Literate programming is a

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programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes

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programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes

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Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and

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METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

Maple V By Example, Second Edition bridges the gap between the very elementary handbooks

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addressing Maple V and the reference books written for advanced Maple V users.

Whereas the First Edition focuses on Release 2 of Maple V, the vehicle for the Second Edition is Maple V, Version 5. The new edition remains an appropriate

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reference for all users of Maple V but is of particular value to students, instructors, engineers, business persons, and other professionals first learning to use Maple V.

Problem Solving is essential to solve real-world problems.

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Advanced Problem Solving with Maple: A First Course applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. It is intended for a course introducing students to mathematical topics

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they will revisit within their further studies. The authors present mathematical modeling and problem-solving topics using Maple as the computer algebra system for mathematical explorations, as well as obtaining plots that help readers perform

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analyses. The book presents cogent applications that demonstrate an effective use of Maple, provide discussions of the results obtained using Maple, and stimulate thought and analysis of additional applications. Highlights: The

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**book's real-world case studies
prepare the student for modeling
applications Bridges the study of
topics and applications to various
fields of mathematics, science,
and engineering Features a
flexible format and tiered
approach offers courses for**

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students at various levels The book can be used for students with only algebra or calculus behind them About the authors: Dr. William P. Fox is an emeritus professor in the Department of Defense Analysis at the Naval Postgraduate School. Currently,

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**he is an adjunct professor,
Department of Mathematics, the
College of William and Mary. He
received his Ph.D. at Clemson
University and has many
publications and scholarly
activities including twenty books
and over one hundred and fifty**

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journal articles. William C. Bauldry, Prof. Emeritus and Adjunct Research Prof. of Mathematics at Appalachian State University, received his PhD in Approximation Theory from Ohio State. He has published many papers on

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pedagogy and technology, often using Maple, and has been the PI of several NSF-funded projects incorporating technology and modeling into math courses. He currently serves as Associate Director of COMAP's Math Contest in Modeling (MCM).

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Getting Around with Google Maps
Symbolic Computing Applications
in Maple and Mathematica
Maple V
Understanding Maple
Learning Guide
Introduction to Cryptography
with Maple

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**A Practical Theory of
Programming**

**Thirty years ago
mathematical, as opposed
to applied numerical,
computation was
difficult to perform and**

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**so relatively little
used. Three threads
changed that: the
emergence of the
personal computer; the
discovery of fiber-
optics and the**

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**consequent development
of the modern internet;
and the building of the
Three “M’s” Maple,
Mathematica and Matlab.
We intend to persuade
that Mathematica and**

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other similar tools are worth knowing, assuming only that one wishes to be a mathematician, a mathematics educator, a computer scientist, an engineer or scientist,

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**or anyone else who
wishes/needs to use
mathematics better. We
also hope to explain how
to become an
"experimental
mathematician" while**

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**learning to be better at
proving things. To
accomplish this our
material is divided into
three main chapters
followed by a
postscript. These cover**

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**elementary number
theory, calculus of one
and several variables,
introductory linear
algebra, and
visualization and
interactive geometric**

Where To Download
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computation.

**This introduction to
cryptography employs a
programming-oriented
approach to study the
most important
cryptographic schemes in**

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**current use and the main
cryptanalytic attacks
against them. Discussion
of the theoretical
aspects, emphasizing
precise security
definitions based on**

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**methodological tools
such as complexity and
randomness, and of the
mathematical aspects,
with emphasis on number-
theoretic algorithms and
their applications to**

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**cryptography and
cryptanalysis, is
integrated with the
programming approach,
thus providing
implementations of the
algorithms and schemes**

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**as well as examples of
realistic size. A
distinctive feature of
the author's approach is
the use of Maple as a
programming environment
in which not just the**

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**cryptographic primitives
but also the most
important cryptographic
schemes are implemented
following the
recommendations of
standards bodies such as**

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NIST, with many of the known cryptanalytic attacks implemented as well. The purpose of the Maple implementations is to let the reader experiment and learn,

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and for this reason the author includes numerous examples. The book discusses important recent subjects such as homomorphic encryption, identity-based

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**cryptography and
elliptic curve
cryptology. The
algorithms and schemes
which are treated in
detail and implemented
in Maple include AES and**

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**modes of operation,
CMAC, GCM/GMAC, SHA-256,
HMAC, RSA, Rabin,
Elgamal, Paillier, Cocks
IBE, DSA and ECDSA. In
addition, some recently
introduced schemes**

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enjoying strong security properties, such as RSA-OAEP, Rabin-SAEP, Cramer--Shoup, and PSS, are also discussed and implemented. On the cryptanalysis side,

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**Maple implementations
and examples are used to
discuss many important
algorithms, including
birthday and man-in-the-
middle attacks, integer
factorization algorithms**

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such as Pollard's rho
and the quadratic sieve,
and discrete log
algorithms such as baby-
step giant-step,
Pollard's rho,
Pohlig--Hellman and the

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**index calculus method.
This textbook is
suitable for advanced
undergraduate and
graduate students of
computer science,
engineering and**

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mathematics, satisfying the requirements of various types of courses: a basic introductory course; a theoretically oriented course whose focus is on

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**the precise definition
of security concepts and
on cryptographic schemes
with reductionist
security proofs; a
practice-oriented course
requiring little**

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**mathematical background
and with an emphasis on
applications; or a
mathematically advanced
course addressed to
students with a stronger
mathematical background.**

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The main prerequisite is a basic knowledge of linear algebra and elementary calculus, and while some knowledge of probability and abstract algebra would be

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**helpful, it is not
essential because the
book includes the
necessary background
from these subjects and,
furthermore, explores
the number-theoretic**

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material in detail. The book is also a comprehensive reference and is suitable for self-study by practitioners and programmers. There are several

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theories of programming.
The first usable theory,
often called "Hoare's
Logic", is still
probably the most widely
known. In it, a
specification is a pair

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of predicates: a precondition and postcondition (these and all technical terms will be defined in due course). Another popular and closely related

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**theory by Dijkstra uses
the weakest precondition
predicate transformer,
which is a function from
programs and
postconditions to
preconditions. Lones's**

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Vienna Development Method has been used to advantage in some industries; in it, a specification is a pair of predicates (as in **Hoare's Logic**), but the

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second predicate is a relation. Temporal Logic is yet another formalism that introduces some special operators and quantifiers to describe some aspects of

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**computation. The theory
in this book is simpler
than any of those just
mentioned. In it, a
specification is just a
boolean expression.
Refinement is just**

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**ordinary implication.
This theory is also more
general than those just
mentioned, applying to
both terminating and
nonterminating
computation, to both**

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**sequential and parallel
computation, to both
stand-alone and
interactive computation.
And it includes time
bounds, both for
algorithm classification**

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**and for tightly
constrained real-time
applications.**

**Mathematics for Physical
Science and Engineering
is a complete text in
mathematics for physical**

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**science that includes
the use of symbolic
computation to
illustrate the
mathematical concepts
and enable the solution
of a broader range of**

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practical problems. This book enables professionals to connect their knowledge of mathematics to either or both of the symbolic languages Maple and

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Mathematica. The book begins by introducing the reader to symbolic computation and how it can be applied to solve a broad range of practical problems.

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**Chapters cover topics
that include: infinite
series; complex numbers
and functions; vectors
and matrices; vector
analysis; tensor
analysis; ordinary**

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**differential equations;
general vector spaces;
Fourier series; partial
differential equations;
complex variable theory;
and probability and
statistics. Each**

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important concept is clarified to students through the use of a simple example and often an illustration. This book is an ideal reference for upper

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level undergraduates in physical chemistry, physics, engineering, and advanced/applied mathematics courses. It will also appeal to graduate physicists,

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engineers and related specialties seeking to address practical problems in physical science. Clarifies each important concept to students through the use

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**of a simple example and
often an illustration
Provides quick-reference
for students through
multiple appendices,
including an overview of
terms in most commonly**

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used applications

(Mathematica, Maple)

Shows how symbolic

computing enables

solving a broad range of

practical problems

Linear and Nonlinear

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Programming with Maple
An Introduction to
Modern Mathematical
Computing
Programming for
Computations - Python
Maple V by Example

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**Probabilistic
Programming and Bayesian
Inference
Mathematics for Physical
Science and Engineering
The Maple Handbook**

Helps Students Understand

Page 92/209

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Mathematical Programming Principles
and Solve Real-World Applications
Supplies enough mathematical rigor
yet accessible enough for
undergraduates Integrating a hands-on
learning approach, a strong linear
algebra focus, Maple™ software, and

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real-world applications, Linear and Nonlinear Programming with Maple™: An Interactive, Applications-Based Approach introduces undergraduate students to the mathematical concepts and principles underlying linear and

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nonlinear programming. This text fills the gap between management science books lacking mathematical detail and rigor and graduate-level books on mathematical programming. Essential linear algebra tools Throughout the text, topics from a first linear algebra

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course, such as the invertible matrix theorem, linear independence, transpose properties, and eigenvalues, play a prominent role in the discussion. The book emphasizes partitioned matrices and uses them to describe the simplex algorithm in terms of matrix

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multiplication. This perspective leads to streamlined approaches for constructing the revised simplex method, developing duality theory, and approaching the process of sensitivity analysis. The book also discusses some intermediate linear algebra topics,

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including the spectral theorem and matrix norms. Maple enhances conceptual understanding and helps tackle problems Assuming no prior experience with Maple, the author provides a sufficient amount of instruction for students unfamiliar with

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the software. He also includes a summary of Maple commands as well as Maple worksheets in the text and online. By using Maple's symbolic computing components, numeric capabilities, graphical versatility, and intuitive programming structures,

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students will acquire a deep conceptual understanding of major mathematical programming principles, along with the ability to solve moderately sized real-world applications. Hands-on activities that engage students Throughout the book, student understanding is

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evaluated through "waypoints" that involve basic computations or short questions. Some problems require paper-and-pencil calculations; others involve more lengthy calculations better suited for performing with Maple. Many sections contain

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exercises that are conceptual in nature and/or involve writing proofs. In addition, six substantial projects in one of the appendices enable students to solve challenging real-world problems. The book presents an introduction to Stochastic Processes including Markov

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Chains, Birth and Death processes, Brownian motion and Autoregressive models. The emphasis is on simplifying both the underlying mathematics and the conceptual understanding of random processes. In particular, non-trivial computations are

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delegated to a computer-algebra system, specifically Maple (although other systems can be easily substituted). Moreover, great care is taken to properly introduce the required mathematical tools (such as difference equations and generating functions) so

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that even students with only a basic mathematical background will find the book self-contained. Many detailed examples are given throughout the text to facilitate and reinforce learning. Jan Urbik has been a Professor of Mathematics and Statistics at Brock

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University in St Catharines, Ontario, Canada, since 1982. Paul Urbik is currently a PhD candidate in Computer Science at the University of Western Ontario in London, Ontario, Canada. . Maple is a comprehensive symbolic mathematics application which is well

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suited for demonstrating physical science topics and solving associated problems. Because Maple is such a rich application, it has a somewhat steep learning curve. Most existing texts concentrate on mathematics; the Maple help facility is too detailed and lacks

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physical science examples, many Maple-related websites are out of date giving readers information on older Maple versions. This book records the author's journey of discovery; he was familiar with SMath but not with Maple and set out to learn the more

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advanced application. It leads readers through the basic Maple features with physical science worked examples, giving them a firm base on which to build if more complex features interest them.

Computer algebra systems allow

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students to work on mathematical models more efficiently than in the case of pencil and paper. The use of such systems also leads to fewer errors and enables students to work on complex and computationally intensive models. Aimed at undergraduates in

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their second or third year, this book is filled with examples from a wide variety of disciplines, including biology, economics, medicine, engineering, game theory, physics, and chemistry. The text includes a large number of Maple(R) recipes.

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Introduction to Experimental
Mathematics

Computing with Maple

Maple V Programming Guide

Mathematical Computing

An Interactive, Applications-Based
Approach

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More than 50 Activities

Literate Programming

Since the first edition of this book was published in 2001, Maple™ has evolved from Maple V into Maple 13. Accordingly, this new edition has been thoroughly

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updated and expanded to include more applications, examples, and exercises, all with solutions; two new chapters on neural networks and simulation have also been added. The author has emphasized breadth of coverage

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rather than fine detail, and theorems with proof are kept to a minimum. This text is aimed at senior undergraduates, graduate students, and working scientists in various branches of applied mathematics, the natural sciences,

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and engineering.

**Master Bayesian Inference
through Practical Examples and
Computation—Without Advanced
Mathematical Analysis Bayesian
methods of inference are deeply
natural and extremely powerful.**

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However, most discussions of Bayesian inference rely on intensely complex mathematical analyses and artificial examples, making it inaccessible to anyone without a strong mathematical background. Now, though,

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Cameron Davidson-Pilon

**introduces Bayesian inference
from a computational perspective,
bridging theory to
practice—freeing you to get results
using computing power. Bayesian
Methods for Hackers illuminates**

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**Bayesian inference through
probabilistic programming with
the powerful PyMC language and
the closely related Python tools
NumPy, SciPy, and Matplotlib.
Using this approach, you can
reach effective solutions in small**

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increments, without extensive mathematical intervention.

Davidson-Pilon begins by introducing the concepts underlying Bayesian inference, comparing it with other techniques and guiding you

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through building and training your first Bayesian model. Next, he introduces PyMC through a series of detailed examples and intuitive explanations that have been refined after extensive user feedback. You'll learn how to use

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the Markov Chain Monte Carlo algorithm, choose appropriate sample sizes and priors, work with loss functions, and apply Bayesian inference in domains ranging from finance to marketing. Once you've mastered

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these techniques, you'll constantly turn to this guide for the working PyMC code you need to jumpstart future projects. Coverage includes

- Learning the Bayesian “state of mind” and its practical implications**
- Understanding how**

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computers perform Bayesian inference • Using the PyMC Python library to program Bayesian analyses • Building and debugging models with PyMC • Testing your model's "goodness of fit" • Opening the "black box" of

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the Markov Chain Monte Carlo algorithm to see how and why it works • Leveraging the power of the “Law of Large Numbers” • Mastering key concepts, such as clustering, convergence, autocorrelation, and thinning •

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**Using loss functions to measure an estimate's weaknesses based on your goals and desired outcomes •
Selecting appropriate priors and understanding how their influence changes with dataset size •
Overcoming the “exploration**

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**versus exploitation” dilemma:
deciding when “pretty good” is
good enough • Using Bayesian
inference to improve A/B testing •
Solving data science problems
when only small amounts of data
are available Cameron Davidson-**

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Pilon has worked in many areas of applied mathematics, from the evolutionary dynamics of genes and diseases to stochastic modeling of financial prices. His contributions to the open source community include lifelines, an

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**implementation of survival
analysis in Python. Educated at
the University of Waterloo and at
the Independent University of
Moscow, he currently works with
the online commerce leader
Shopify.**

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This book teaches introductory computer programming using Maple, offering more mathematically oriented exercises and problems than those found in traditional programming courses, while reinforcing and applying

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**concepts and techniques of
calculus. Includes case studies.
Essential Maple 7An Introduction
for Scientific
ProgrammersSpringer Science &
Business Media
Applications of Abstract Algebra**

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Second Edition
Maple Animation
The Mathematica GuideBook for
Programming
A Student's Manual
Programming with**

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Mathematica®

Maple 8 Learning Guide

**New Software for Mathematical
Package Maple of Releases 6, 7
and 8**

An essential reference tool
for all users of the Maple

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system, providing a complete listing of every command in the Maple language, categorised into logical categories and explained in this context. A short, introductory tutorial starts the Handbook, and each

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category begins with a brief introduction to the related subject area. It is well referenced, with an alphabetical index of commands, and pointers to appropriate sections of the official Maple

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documentation. This new approach to reference material enhances that found in Maples on-line help files and provides a much more organised, intuitive resource for all users of the system. The Handbook

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improves efficiency by supplying users with the information they need - at their fingertips. This new edition covers the Maple V Release 4 symbolic computation language. This practical, example-

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driven introduction teaches the foundations of the Mathematica language so it can be applied to solving concrete problems.

This book presents a large number of computer algebra worksheets or "recipes" that

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have been designed using MAPLE to provide tools for problem solving and to stimulate critical thinking. No prior knowledge of MAPLE is necessary. All relevant commands are introduced on a need-to-know basis and are

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indexed for easy reference.
Each recipe features a
scientific model or method
and an interesting or
amusing story designed to
both entertain and enhance
concept comprehension and
retention.

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Applied Abstract Algebra
with Maple™ and MATLAB®
provides an in-depth
introduction to real-world
abstract algebraic problems.
This popular textbook covers
a variety of topics
including block designs,

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coding theory, cryptography,
and counting techniques,
including Pólya's and
Burnside's theorems. The
book also includes a concise
review of all prerequisite
advanced mathematics. The
use of sophisticated

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mathematical software packages such as Maple™ and MATLAB® allows students to work through realistic examples without having to struggle with extensive computations. Notable additions to the third

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edition include expanded contemporary applications, coverage of the two-message problem, and a full chapter on symmetry in Western music. Several other parts of the book were also updated, including some

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MATLAB sections due to their adoption of the MuPAD computer algebra system since the last edition. This edition also contains more than 100 new exercises. This new edition includes the two most widely used

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mathematical software packages. It builds upon the successful previous editions, favored by instructors and students alike.

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knowledge of the key aspects needed to create the fastest, shortest, and most elegant implementations possible. It gives users a deeper understanding of Mathematica by instructive

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pages and contain more than 15,000 Mathematica inputs, over 1,500 graphics, 4,000+ references, and more than 500 exercises. This first volume begins with the structure of Mathematica

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*expressions, the syntax of
Mathematica, its
programming, graphic,
numeric and symbolic
capabilities. It then covers
the hierarchical construction
of objects out of symbolic*

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expressions, the definition of functions, the recognition of patterns and their efficient application, program flows and program structuring, and the manipulation of lists. An indispensable resource for

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*computer algebra system
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not only what can be done
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why it can be done. It
provides the necessary
background for those who*

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*want the most of Maple or
want to extend its built-in
knowledge, and it includes
both elementary and more
sophisticated examples as
well as many exercises.*

This book presents computer

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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

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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

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*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*

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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

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This text provides the reader with a unique insight into the finite element method, along with symbolic programming that fundamentally changes the way applications can be

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developed. It is an essential tool for undergraduate or early postgraduate courses as well as an excellent reference book for engineers and scientists

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who want to quickly develop finite-element programs. The use of symbolic computation in Maple system delivers new benefits in the analysis and understanding of the

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finite element method.

This book provides an accelerated introduction to Maple for scientific programmers who already have experience in other computer languages (such

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as C, Pascal, or FORTRAN).

It gives an overview of the most commonly used constructs and an elementary introduction to Maple programming. The new edition is substantially

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updated throughout. In particular, there are new programming features especially modules, nested lexical scopes, documentation features, and object-oriented

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support), a new solution of differential equations, and new plotting features.

Review of Earlier Edition

"It is especially nice for people like us, who have done some C and FORTRAN

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programming in our time,
but would like to take
better advantage of a tool
like Maple. It discusses
things of key importance
to a scientific programmer
and does not go on and on

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with things you'd never use anyway. The examples are terrific--beyond description. I have informed my colleagues here that this is a must-have..." (Brynjulf Owren,

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Department of Mathematical
Sciences, The Norwegian
Institute of Technology)
Maple V Mathematics
Programming Guide is the
fully updated language and
programming reference for

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Maple V Release 5. It presents a detailed description of Maple V Release 5 - the latest release of the powerful, interactive computer algebra system used

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worldwide as a tool for problem-solving in mathematics, the sciences, engineering, and education. This manual describes the use of both numeric and symbolic

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expressions, the data types available, and the programming language statements in Maple. It shows how the system can be extended or customized through user defined

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routines and gives complete descriptions of the system's user interface and 2D and 3D graphics capabilities. The book consists of two parts. The first part

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consists of seven chapters and presents a new software for package Maple of releases 6-10. The tools represented in this chapters increase the range and efficiency of

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use of Maple on Windows platform. The basic attention is devoted to additional tools created in the process of practical use and testing the Maple of releases 4 -

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10 which by some parameters extend essentially the opportunities of the package and facilitate the work with it. Whereas the algorithms of physical and

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engineering problems of
the second part mainly use
the finite element method
(FEM). The part consists
of eight chapters and
solves in Maple
environment the physical

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and engineering problems from such fields as: thermal conductivity, mechanics of deformable bodies, theory of elasticity, hydrodynamics, hydromechanics, etc. At

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last, application of Maple
for solution of
optimization problems is
presented.

Maple V Release 4
A First Course
An Introduction to

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Programming Using Maple®

An Advanced Guide to
Scientific Modeling

Maple

An Introduction to

Programming in Emacs Lisp

A Maple and MATLAB

Where To Download Introduction To Programming Guide Maple 12 Approach, Third Edition

Hands-on activities, games, and crafts introduce children to the diversity of Native American cultures and teach them about the people, experiences, and events that have helped shape

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America, past and present. Nine geographical areas cover a variety of communities like the Mohawk in the Northeast, Ojibway in the Midwest, Shoshone in the Great Basin, Apache in the Southwest, Yupik

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in Alaska, and Native Hawaiians, among others. Lives of historical and contemporary notable individuals like Chief Joseph and Maria Tallchief are featured, and the book is packed with a variety of topics like first encounters with

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Europeans, Indian removal, Mohawk sky walkers, and Navajo code talkers. Readers travel Native America through activities that highlight the arts, games, food, clothing, and unique celebrations, language,

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and life ways of various nations. Kids can make Haudensaunee corn husk dolls, play Washoe stone jacks, design Inupiat sun goggles, or create a Hawaiian Ma'o-hauhele bag. A time line, glossary, and recommendations

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for Web sites, books, movies,
and museums round out this
multicultural guide.

What's in this book This book
contains an accelerated
introduction to Maple, a
computer algebra language. It is

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intended for scientific programmers who have experience with other computer languages such as C, FORTRAN, or Pascal. If you wish a longer and more leisurely introduction to Maple, see (8, 27,

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39). This book is also intended as a reference summary for people who use Maple infrequently enough so that they forget key commands. Chapter 4 is a keyword summary. This will be useful if you have forgotten

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the exact Maple command for what you want. This chapter is best accessed through the table of contents, since it is organized by subject matter. The mathematical prerequisites are calculus, linear algebra, and

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some differential equations. A course in numerical analysis will also help. Any extra mathematics needed will be developed in the book. This book was prepared using Maple V Release 3, although most of the examples

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will work with, at most, only slight modification in Maple V Release 2. This book does not require any particular hardware. The systems I have used in developing the book are machines running IBM DOS and

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WIN/OS2, Unix machines in an ASCII terminal mode, and x windows systems. There should be no adjustments necessary for readers equipped with Macintoshes or other hardware. Maple is an evolving system.

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New features will be described in the documentation for updates (?updates in Maple).

This book revisits many of the problems encountered in introductory quantum mechanics, focusing on computer

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implementations for finding and visualizing analytical and numerical solutions. It subsequently uses these implementations as building blocks to solve more complex problems, such as coherent laser-

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driven dynamics in the Rubidium hyperfine structure or the Rashba interaction of an electron moving in 2D. The simulations are highlighted using the programming language Mathematica. No prior

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knowledge of Mathematica is needed; alternatives, such as Matlab, Python, or Maple, can also be used.

There is nothing quite like that feeling you get when you see that look of recognition and

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enjoyment on your students' faces. Not just the strong ones, but everyone is nodding in agreement during your first explanation of the geometry of directional derivatives. If you have incorporated animated

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demonstrations into your teaching, you know how effective they can be in eliciting this kind of response. You know the value of giving students vivid moving images to tie to concepts. But learning to make animations

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generally requires extensive searching through a vast computer algebra system for the pertinent functions. Maple Animation brings together virtually all of the functions and procedures useful in creating

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sophisticated animations using Maple 7, 8, or 9 and it presents them in a logical, accessible way. The accompanying downloadable resources provide all of the Maple code used in the book, including the code for

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more than 30 ready-to-use demonstrations. From Newton's method to linear transformations, the complete animations included in this book allow you to use them straight out of the box. Careful explanations of the

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methods teach you how to implement your own creative ideas. Whether you are a novice or an experienced Maple user, Maple Animation provides the tools and skills to enhance your teaching and your students'

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enjoyment of the subject through
animation.

A Gentle Introduction to
Numerical Simulations with
Python

Essential Maple 7

Programming, Physical and

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***mathematics, using
Maple to systematically
investigate and develop
mathematical theory.***