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## SASHA TRINITY

A Cyber-Physical Systems Approach PHI Learning Pvt. Ltd.

About the Book: Written by three distinguished authors with ample academic and teaching experience, this textbook, meant for diploma and degree students of Mechanical Engineering as well as those preparing for AMIE examination, incorporates the latest st

**An Introduction to Numerical Methods and Analysis** Springer Science & Business Media

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Computational Geometry John Wiley & Sons

Using a "learn by example" approach, this exploration of the fundamental tools of numerical methods covers both modern and older, well-established techniques that are well-suited to the digital-computer solution of problems in many areas of science and engineering.

Computer Graphics John Wiley & Sons  
Primarily designed as a text for undergraduate students of computer science and engineering and information technology, and postgraduate students of computer applications, the book would also be useful to postgraduate students of computer science and IT (M.Sc., Computer Science; M.Sc., IT). The objective of this book is to expose students to basic techniques in algorithm design and analysis. This well organized text provides the design techniques of algorithms in a simple and straightforward manner. Each concept is explained with an example that

helps students to remember the algorithm devising techniques and analysis. The text describes the complete development of various algorithms along with their pseudo-codes in order to have an understanding of their applications. It also discusses the various design factors that make one algorithm more efficient than others, and explains how to devise the new algorithms or modify the existing ones. Key Features Randomized and approximation algorithms are explained well to reinforce the understanding of the subject matter. Various methods for solving recurrences are well explained with examples. NP-completeness of various problems are proved with simple explanation.

### Probabilistic Graphical Models

Springer Science & Business Media  
The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Computer Graphics, Animation, and Control CRC Press

Comprehensive treatment focuses on creation of efficient data structures and algorithms and selection or design of data structure best suited to specific problems. This edition uses Java as the programming language.

**Working Drawings Handbook** John Wiley & Sons

A general framework for constructing and using probabilistic models of complex systems that would enable a computer to use available information for making

decisions. Most tasks require a person or an automated system to reason—to reach conclusions based on available information. The framework of probabilistic graphical models, presented in this book, provides a general approach for this task. The approach is model-based, allowing interpretable models to be constructed and then manipulated by reasoning algorithms. These models can also be learned automatically from data, allowing the approach to be used in cases where manually constructing a model is difficult or even impossible. Because uncertainty is an inescapable aspect of most real-world applications, the book focuses on probabilistic models, which make the uncertainty explicit and provide models that are more faithful to reality. Probabilistic Graphical Models discusses a variety of models, spanning Bayesian networks, undirected Markov networks, discrete and continuous models, and extensions to deal with dynamical systems and relational data. For each class of models, the text describes the three fundamental cornerstones: representation, inference, and learning, presenting both basic concepts and advanced techniques. Finally, the book considers the use of the proposed framework for causal reasoning and decision making under uncertainty. The main text in each chapter provides the detailed technical development of the key ideas. Most chapters also include boxes with additional material: skill boxes, which describe techniques; case study boxes, which discuss empirical cases related to the approach described in the text, including applications in computer vision, robotics, natural language understanding, and computational biology; and concept boxes, which present significant concepts drawn from the material in the chapter. Instructors (and readers) can group chapters in various combinations, from core topics to more technically advanced material, to suit their particular needs.

Security in Computing "O'Reilly Media, Inc."

Covering every aspect of drawing preparation, both manual and computer-aided, this comprehensive manual is an essential tool for students, architects and

architectural technologists. Showing what information is required on each type of document, how drawings relate to specifications, and how to organize and document your work, this handbook presents a fully illustrated guide to all the key methods and techniques. Thoroughly revised and redesigned, this fourth edition has brand new computer-generated drawings throughout and is updated to cover all aspects of computer use in the modern building design process.

**Fundamentals of Multimedia** Confluence of Computer Vision and Computer Graphics  
A collection of original contributions by researchers who work at the forefront of a new field, lying at the intersection of computer vision and computer graphics. Several original approaches are presented to the integration of computer vision and graphics techniques to aid in the realistic modelling of objects and scenes, interactive computer graphics, augmented reality, and virtual studios. Numerous applications are also discussed, including urban and archaeological site modelling, modelling dressed humans, medical visualisation, figure and facial animation, real-time 3D teleimmersion telecollaboration, augmented reality as a new user interface concept, and augmented reality in the understanding of underwater scenes.

**Computer Graphics with An Introduction to Multimedia, 4th Edition** Packt Publishing Ltd

"This textbook is a well-rounded, rigorous, and informative work presenting the mathematics behind modern machine learning techniques. It hits all the right notes: the choice of topics is up-to-date and perfect for a course on data science for mathematics students at the advanced undergraduate or early graduate level. This book fills a sorely-needed gap in the existing literature by not sacrificing depth for breadth, presenting proofs of major theorems and subsequent derivations, as well as providing a copious amount of Python code. I only wish a book like this had been around when I first began my journey!" -Nicholas Hoell, University of Toronto "This is a well-written book that provides a deeper dive into data-scientific methods than many introductory texts. The writing is clear, and the text logically builds up regularization, classification, and decision trees. Compared to its probable competitors, it carves out a unique niche. - Adam Loy, Carleton College

The purpose of *Data Science and Machine Learning: Mathematical and Statistical Methods* is to provide an accessible, yet comprehensive textbook intended for students interested in gaining a better understanding of the

mathematics and statistics that underpin the rich variety of ideas and machine learning algorithms in data science. Key Features: Focuses on mathematical understanding. Presentation is self-contained, accessible, and comprehensive. Extensive list of exercises and worked-out examples. Many concrete algorithms with Python code. Full color throughout. The Authors: Dirk P. Kroese, PhD, is a Professor of Mathematics and Statistics at The University of Queensland. He has published over 120 articles and five books in a wide range of areas in mathematics, statistics, data science, machine learning, and Monte Carlo methods. He is a pioneer of the well-known Cross-Entropy method—an adaptive Monte Carlo technique, which is being used around the world to help solve difficult estimation and optimization problems in science, engineering, and finance. Zdravko Botev, PhD, is an Australian Mathematical Science Institute Lecturer in Data Science and Machine Learning with an appointment at the University of New South Wales in Sydney, Australia. He is the recipient of the 2018 Christopher Heyde Medal of the Australian Academy of Science for distinguished research in the Mathematical Sciences. Thomas Taimre, PhD, is a Senior Lecturer of Mathematics and Statistics at The University of Queensland. His research interests range from applied probability and Monte Carlo methods to applied physics and the remarkably universal self-mixing effect in lasers. He has published over 100 articles, holds a patent, and is the coauthor of *Handbook of Monte Carlo Methods* (Wiley). Radislav Vaisman, PhD, is a Lecturer of Mathematics and Statistics at The University of Queensland. His research interests lie at the intersection of applied probability, machine learning, and computer science. He has published over 20 articles and two books.

*Data Structures and Algorithms in Java S.* Chand Publishing

These notes were first used in an introductory course team taught by the authors at Appalachian State University to advanced undergraduates and beginning graduates. The text was written with four pedagogical goals in mind: offer a variety of topics in one course, get to the main themes and tools as efficiently as possible, show the relationships between the different topics, and include recent results to convince students that mathematics is a living discipline.

**Principles and Techniques** Springer Science & Business Media

This book constitutes the refereed proceedings of the International

Conference on Advances in Information Technology and Mobile Communication, AIM 2011, held at Nagpur, India, in April 2011. The 31 revised full papers presented together with 27 short papers and 34 poster papers were carefully reviewed and selected from 313 submissions. The papers cover all current issues in theory, practices, and applications of Information Technology, Computer and Mobile Communication Technology and related topics.

**Principles and Practice** New Age International

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

**Algorithms and Applications I.** K. International Pvt Ltd

This textbook introduces the "Fundamentals of Multimedia", addressing real issues commonly faced in the workplace. The essential concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in

multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

#### Beginning C# Object-Oriented

Programming PHI Learning Pvt. Ltd.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

#### *Computer Graphics and Geometric Modeling* Apress

The book presents comprehensive coverage of fundamental computer graphics concepts in a simple, lucid, and systematic way. It also introduces the popular OpenGL programming language with illustrative examples of the various

functions in OpenGL. The book teaches you a wide range of exciting topics such as graphics devices, scan conversion, polygons, segments, 2D and 3D transformations, windowing and clipping, illumination models and shading algorithms, hidden line elimination algorithms, curves and fractals. The book also focuses on modern concepts like animation and gaming.

*A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics* Pearson Education India

Straight from Trolltech, this book covers all one needs to build industrial-strength applications with Qt 3.2.x and C++ applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers--including a noncommercial Qt 3.2 for Windows available nowhere else.

#### Introduction to Embedded Systems

Springer Science & Business Media

This is an excellent, up-to-date and easy-to-use text on data structures and algorithms that is intended for undergraduates in computer science and information science. The thirteen chapters, written by an international group of experienced teachers, cover the fundamental concepts of algorithms and most of the important data structures as well as the concept of interface design. The book contains many examples and diagrams. Whenever appropriate, program codes are included to facilitate learning. This book is supported by an international group of authors who are experts on data structures and algorithms, through its website at [www.cs.pitt.edu/~jung/GrowingBook/](http://www.cs.pitt.edu/~jung/GrowingBook/), so that both teachers and students can benefit from their expertise.

**Numerical Methods** Springer Science & Business Media

Understand, evaluate, and visualize data About This Book Learn basic steps of data analysis and how to use Python and its packages A step-by-step guide to predictive modeling including tips, tricks, and best practices Effectively visualize a broad set of analyzed data and generate effective results Who This Book Is For This book is for Python Developers who are keen to get into data analysis and wish to visualize their analyzed data in a more efficient and insightful manner. What You Will Learn Get acquainted with NumPy and use arrays and array-oriented computing in data analysis Process and analyze data using the time-series capabilities of Pandas Understand the statistical and mathematical concepts behind predictive

analytics algorithms Data visualization with Matplotlib Interactive plotting with NumPy, Scipy, and MKL functions Build financial models using Monte-Carlo simulations Create directed graphs and multi-graphs Advanced visualization with D3 In Detail You will start the course with an introduction to the principles of data analysis and supported libraries, along with NumPy basics for statistics and data processing. Next, you will overview the Pandas package and use its powerful features to solve data-processing problems. Moving on, you will get a brief overview of the Matplotlib API. Next, you will learn to manipulate time and data structures, and load and store data in a file or database using Python packages. You will learn how to apply powerful packages in Python to process raw data into pure and helpful data using examples. You will also get a brief overview of machine learning algorithms, that is, applying data analysis results to make decisions or building helpful products such as recommendations and predictions using Scikit-learn. After this, you will move on to a data analytics specialization—predictive analytics. Social media and IOT have resulted in an avalanche of data. You will get started with predictive analytics using Python. You will see how to create predictive models from data. You will get balanced information on statistical and mathematical concepts, and implement them in Python using libraries such as Pandas, scikit-learn, and NumPy. You'll learn more about the best predictive modeling algorithms such as Linear Regression, Decision Tree, and Logistic Regression. Finally, you will master best practices in predictive modeling. After this, you will get all the practical guidance you need to help you on the journey to effective data visualization. Starting with a chapter on data frameworks, which explains the transformation of data into information and eventually knowledge, this path subsequently cover the complete visualization process using the most popular Python libraries with working examples This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Python Data Analysis, Phuong Vo.T.H & Martin Czygan Learning Predictive Analytics with Python, Ashish Kumar Mastering Python Data Visualization, Kirthi Raman Style and approach The course acts as a step-by-step guide to get you familiar with data analysis and the libraries supported by Python with the help of real-world examples and datasets. It also helps you

gain practical insights into predictive modeling by implementing predictive-analytics algorithms on public datasets with Python. The course offers a wealth of practical guidance to help you on this journey to data visualization

[Learning Web Design](#) Springer Science & Business Media  
This comprehensive reference for professionals and students in the computer graphics field clearly explains how graphics programs work and how they

generate realistic objects and animations. Topics include scan conversion methods, translations, rotations, moving in 3D, and perspective projections. The mathematics and geometry behind the computer graphics are also presented.