
A Practical Guide To Splines

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A Practical Guide to Splines *Springer*

This book is based on the author's experience with calculations involving polynomial splines, presenting those parts of the theory especially useful in calculations and stressing the representation of splines as weighted sums of B-splines. The B-spline theory is developed directly from the recurrence relations without recourse to divided differences. This reprint includes redrawn figures, and most formal statements are accompanied by proofs.

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Practical Smoothing *Cambridge University Press*

This is a practical guide to P-splines, a simple, flexible and powerful tool for smoothing. P-splines combine regression on B-splines with simple, discrete, roughness penalties. They were introduced by the authors in 1996 and have been used in many diverse applications. The regression basis makes it straightforward to handle non-normal data, like in generalized linear models. The authors demonstrate optimal smoothing, using mixed model technology and Bayesian estimation, in addition to classical tools like cross-validation and AIC, covering theory and applications with code in R. Going far beyond simple smoothing, they also show how to use P-splines for regression on signals, varying-coefficient models, quantile and expectile smoothing, and composite links for grouped data. Penalties are the crucial elements of P-splines; with proper modifications they can handle periodic and circular data as well as shape constraints. Combining penalties with tensor products of B-splines extends these attractive properties to multiple dimensions. An appendix offers a systematic comparison to other smoothers.

Splines and Variational Methods *Courier Corporation*

One of the clearest available introductions to variational methods, this text requires only a minimal background in calculus and linear algebra. Its self-contained treatment explains the application of theoretic notions to the kinds of physical problems that engineers regularly encounter. The text's first half concerns approximation theoretic notions, exploring the theory and computation of one- and two-dimensional polynomial and other spline functions. Later chapters examine variational methods in the solution of operator equations, focusing on boundary value problems in one and two dimensions. Additional topics include least squares and other Galerkin methods. Many helpful definitions, examples, and exercises appear throughout the book. A classic reference in spline theory, this volume will benefit experts as well as students of engineering and mathematics.

The NURBS Book *Springer Science & Business Media*

Until recently B-spline curves and surfaces (NURBS) were principally of interest to the computer aided design community, where they have become the standard for curve and surface description. Today we are seeing expanded use of NURBS in modeling objects for the visual arts, including the film and entertainment industries, art, and sculpture. NURBS are now also being used for modeling scenes for virtual reality applications. These applications are expected to increase. Consequently, it is quite appropriate for The.N'URBS Book to be part of the Monographs in Visual Communication Series. B-spline curves and surfaces have been an enduring element throughout my professional life. The first edition of Mathematical Elements for Computer Graphics, published in 1972, was the

first computer aided design/interactive computer graphics textbook to contain material on B-splines. That material was obtained through the good graces of Bill Gordon and Louie Knapp while they were at Syracuse University. A paper of mine, presented during the Summer of 1977 at a Society of Naval Architects and Marine Engineers meeting on computer aided ship surface design, was arguably the first to examine the use of B-spline curves for ship design. For many, B-splines, rational B-splines, and NURBS have been a bit mysterious.

An Introduction to Splines for Use in Computer Graphics and Geometric Modeling *Morgan Kaufmann*

As the field of computer graphics develops, techniques for modeling complex curves and surfaces are increasingly important. A major technique is the use of parametric splines in which a curve is defined by piecing together a succession of curve segments, and surfaces are defined by stitching together a mosaic of surface patches. An Introduction to Splines for Use in Computer Graphics and Geometric Modeling discusses the use of splines from the point of view of the computer scientist. Assuming only a background in beginning calculus, the authors present the material using many examples and illustrations with the goal of building the reader's intuition. Based on courses given at the University of California, Berkeley, and the University of Waterloo, as well as numerous ACM Siggraph tutorials, the book includes the most recent advances in computer-aided geometric modeling and design to make spline modeling techniques generally accessible to the computer graphics and geometric modeling communities.

Spline Models for Observational Data *SIAM*

This book serves well as an introduction into the more theoretical aspects of the use of spline models. It develops a theory and practice for the estimation of functions from noisy data on functionals. The simplest example is the estimation of a smooth curve, given noisy observations on a finite number of its values. Convergence properties, data based smoothing parameter selection, confidence intervals, and numerical methods are established which are appropriate to a number of problems within this framework. Methods for including side conditions and other prior information in solving ill posed inverse problems are provided. Data which involves samples of random variables with Gaussian, Poisson, binomial, and other distributions are treated in a unified optimization context. Experimental design questions, i.e., which functionals should be observed, are studied in a general context. Extensions to distributed parameter system identification problems are made by considering implicitly defined functionals.

Modern Regression Techniques Using R *SAGE*

Statistics is the language of modern empirical social and behavioural science and the varieties of regression form the basis of this language. Statistical and computing advances have led to new and exciting regressions that have become the necessary tools for any researcher in these fields. In a way that is refreshingly engaging and readable, Wright and London describe the most useful of these techniques and provide step-by-step instructions, using the freeware R, to analyze datasets that can be located on the books' webpage: www.sagepub.co.uk/wrightandlondon. Techniques

covered in this book include multilevel modeling, ANOVA and ANCOVA, path analysis, mediation and moderation, logistic regression (generalized linear models), generalized additive models, and robust methods. These are all tested out using a range of real research examples conducted by the authors in every chapter. Given the wide coverage of techniques, this book will be essential reading for any advanced undergraduate and graduate student (particularly in psychology) and for more experienced researchers wanting to learn how to apply some of the more recent statistical techniques to their datasets. The Authors are donating all royalties from the book to the American Partnership for Eosinophilic Disorders.

A Practical Guide to Localization *John Benjamins Publishing*

Translation technology has evolved quickly with a large number of translation tools available. In this revised addition, much content has been added about translating and engineering HTML and XML documents, multilingual web sites, and HTML-based online help systems. Other major changes include the addition of chapters on internationalization, software quality assurance, desktop publishing and localization support. There is a focus on translators who want to learn about localization and translation technology.

Approximation and Modeling with B-Splines *SIAM*

B-splines are fundamental to approximation and data fitting, geometric modeling, automated manufacturing, computer graphics, and numerical simulation. With an emphasis on key results and methods that are most widely used in practice, this textbook provides a unified introduction to the basic components of B-spline theory: approximation methods (mathematics), modeling techniques (engineering), and geometric algorithms (computer science). A supplemental Web site will provide a collection of problems, some with solutions, slides for use in lectures, and programs with demos.

Feature Engineering and Selection *CRC Press*

The process of developing predictive models includes many stages. Most resources focus on the modeling algorithms but neglect other critical aspects of the modeling process. This book describes techniques for finding the best representations of predictors for modeling and for finding the best subset of predictors for improving model performance. A variety of example data sets are used to illustrate the techniques along with R programs for reproducing the results.

Generalized Additive Models *CRC Press*

Now in widespread use, generalized additive models (GAMs) have evolved into a standard statistical methodology of considerable flexibility. While Hastie and Tibshirani's outstanding 1990 research monograph on GAMs is largely responsible for this, there has been a long-standing need for an accessible introductory treatment of the subject that also emphasizes recent penalized regression spline approaches to GAMs and the mixed model extensions of these models. Generalized Additive Models: An Introduction with R imparts a thorough understanding of the theory and practical applications of GAMs and related advanced models, enabling informed use of these very flexible tools. The author bases his approach on a framework of penalized regression splines, and builds a

well-grounded foundation through motivating chapters on linear and generalized linear models. While firmly focused on the practical aspects of GAMs, discussions include fairly full explanations of the theory underlying the methods. Use of the freely available R software helps explain the theory and illustrates the practicalities of linear, generalized linear, and generalized additive models, as well as their mixed effect extensions. The treatment is rich with practical examples, and it includes an entire chapter on the analysis of real data sets using R and the author's add-on package *mgcv*. Each chapter includes exercises, for which complete solutions are provided in an appendix. Concise, comprehensive, and essentially self-contained, *Generalized Additive Models: An Introduction* with R prepares readers with the practical skills and the theoretical background needed to use and understand GAMs and to move on to other GAM-related methods and models, such as SS-ANOVA, P-splines, backfitting and Bayesian approaches to smoothing and additive modelling.

Subdivision Methods for Geometric Design *Morgan Kaufmann*

Subdivision Methods for Geometric Design provides computer graphics students and designers with a comprehensive guide to subdivision methods, including the background information required to grasp underlying concepts, techniques for manipulating subdivision algorithms to achieve specific effects, and a wide array of digital resources on a dynamic companion Web site. *Subdivision Methods* promises to be a groundbreaking book, important for both advanced students and working professionals in the field of computer graphics. The only book devoted exclusively to subdivision techniques covers practical topics including uniform Bezier and B-Spline curves, polyhedral meshes, Catmull-Clark subdivision for quad meshes and objects with sharp creases and pointed vertices. A companion website provides example code and concept implementations of subdivision concepts in an interactive Mathematica environment.

Control Theoretic Splines *Princeton University Press*

Splines, both interpolatory and smoothing, have a long and rich history that has largely been application driven. This book unifies these constructions in a comprehensive and accessible way, drawing from the latest methods and applications to show how they arise naturally in the theory of linear control systems. Magnus Egerstedt and Clyde Martin are leading innovators in the use of control theoretic splines to bring together many diverse applications within a common framework. In this book, they begin with a series of problems ranging from path planning to statistics to approximation. Using the tools of optimization over vector spaces, Egerstedt and Martin demonstrate how all of these problems are part of the same general mathematical framework, and how they are all, to a certain degree, a consequence of the optimization problem of finding the shortest distance from a point to an affine subspace in a Hilbert space. They cover periodic splines, monotone splines, and splines with inequality constraints, and explain how any finite number of linear constraints can be added. This book reveals how the many natural connections between control theory, numerical analysis, and statistics can be used to generate powerful mathematical and analytical tools. This book is an excellent resource for students and professionals in control theory, robotics, engineering, computer graphics, econometrics, and any area that requires the construction of curves based on sets of raw data.

Finite Element Methods with B-Splines *SIAM*

An exploration of the new weighted approximation techniques which result from the combination of the finite element method and B-splines.

The Theory of Splines and Their Applications *Elsevier*

The Theory of Splines and Their Applications discusses spline theory, the theory of cubic splines, polynomial splines of higher degree, generalized splines, doubly cubic splines, and two-dimensional generalized splines. The book explains the equations of the spline, procedures for applications of the spline, convergence properties, equal-interval splines, and special formulas for numerical differentiation or integration. The text explores the intrinsic properties of cubic splines including the Hilbert space interpretation, transformations defined by a mesh, and some connections with space technology concerning the payload of a rocket. The book also discusses the theory of polynomial splines of odd degree which can be approached through algebraically (which depends primarily on the examination in detail of the linear system of equations defining the spline). The theory can also be approached intrinsically (which exploits the consequences of basic integral relations existing between functions and approximating spline functions). The text also considers the second integral relation, raising the order of convergence, and the limits on the order of convergence. The book will prove useful for mathematicians, physicist, engineers, or academicians in the field of technology and applied mathematics.

Box Splines *Springer Science & Business Media*

Compactly supported smooth piecewise polynomial functions provide an efficient tool for the approximation of curves and surfaces and other smooth functions of one and several arguments. Since they are locally polynomial, they are easy to evaluate. Since they are smooth, they can be used when smoothness is required, as in the numerical solution of partial differential equations (in the Finite Element method) or the modeling of smooth surfaces (in Computer Aided Geometric Design). Since they are compactly supported, their linear span has the needed flexibility to approximate at all, and the systems to be solved in the construction of approximations are 'banded'. The construction of compactly supported smooth piecewise polynomials becomes ever more difficult as the dimension, s , of their domain $G \sim \mathbb{R}^s$, i. e. , the number of arguments, increases. In the univariate case, there is only one kind of cell in any useful partition, namely, an interval, and its boundary consists of two separated points, across which polynomial pieces would have to be matched as one constructs a smooth piecewise polynomial function. This can be done easily, with the only limitation that the number of smoothness conditions across such a breakpoint should not exceed the polynomial degree (since that would force the two joining polynomial pieces to coincide). In particular, on any partition, there are (nontrivial) compactly supported piecewise polynomials of degree $\sim k$ and in $C(k-1)$, of which the univariate B-spline is the most useful example.

An Introduction to Numerical Methods and Analysis *John Wiley & Sons*

Praise for the First Edition ". . . outstandingly appealing with regard to its style, contents, considerations of requirements of practice, choice of examples, and exercises." —Zentrablatt Math "

. . . carefully structured with many detailed worked examples . . ." —The Mathematical Gazette ". . . an up-to-date and user-friendly account . . ." —Mathematika An Introduction to Numerical Methods and Analysis addresses the mathematics underlying approximation and scientific computing and successfully explains where approximation methods come from, why they sometimes work (or don't work), and when to use one of the many techniques that are available. Written in a style that emphasizes readability and usefulness for the numerical methods novice, the book begins with basic, elementary material and gradually builds up to more advanced topics. A selection of concepts required for the study of computational mathematics is introduced, and simple approximations using Taylor's Theorem are also treated in some depth. The text includes exercises that run the gamut from simple hand computations, to challenging derivations and minor proofs, to programming exercises. A greater emphasis on applied exercises as well as the cause and effect associated with numerical mathematics is featured throughout the book. An Introduction to Numerical Methods and Analysis is the ideal text for students in advanced undergraduate mathematics and engineering courses who are interested in gaining an understanding of numerical methods and numerical analysis.

A Practical Guide to Geostatistical Mapping

An Introduction to Wavelets *Elsevier*

Wavelet Analysis and its Applications, Volume 1: An Introduction to Wavelets provides an introductory treatise on wavelet analysis with an emphasis on spline-wavelets and time-frequency analysis. This book is divided into seven chapters. Chapter 1 presents a brief overview of the subject, including classification of wavelets, integral wavelet transform for time-frequency analysis, multi-resolution analysis highlighting the important properties of splines, and wavelet algorithms for decomposition and reconstruction of functions. The preliminary material on Fourier analysis and signal theory is covered in Chapters 2 and 3. Chapter 4 covers the introductory study of cardinal splines, while Chapter 5 describes a general approach to the analysis and construction of scaling functions and wavelets. Spline-wavelets are deliberated in Chapter 6. The last chapter is devoted to an investigation of orthogonal wavelets and wavelet packets. This volume serves as a textbook for an introductory one-semester course on "wavelet analysis for upper-division undergraduate or beginning graduate mathematics and engineering students.

3D Math Primer for Graphics and Game Development, 2nd Edition *CRC Press*

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

Spline Functions: Basic Theory *Cambridge University Press*

This classic work continues to offer a comprehensive treatment of the theory of univariate and tensor-product splines. It will be of interest to researchers and students working in applied analysis, numerical analysis, computer science, and engineering. The material covered provides the reader with the necessary tools for understanding the many applications of splines in such diverse areas as approximation theory, computer-aided geometric design, curve and surface design and fitting, image processing, numerical solution of differential equations, and increasingly in business and the biosciences. This new edition includes a supplement outlining some of the major advances in the theory since 1981, and some 250 new references. It can be used as the main or supplementary text for courses in splines, approximation theory or numerical analysis.

Recursive Partitioning in the Health Sciences *Springer Science & Business Media*

A demonstration of the recursive partitioning methodology and its effectiveness as a response to the challenge of analysing and interpreting multiple complex pathways to many illnesses, diseases, and ultimately death. For comparison purposes, standard regression methods are presented briefly and then applied in the examples. This book is suitable for three broad groups of readers: biomedical researchers, clinicians, public health practitioners including epidemiologists, health service researchers, and environmental policy advisers; consulting statisticians who can use the recursive partitioning technique as a guide in providing effective and insightful solutions to clients' problems; and statisticians interested in methodological and theoretical issues. The book provides an up-to-date summary of the methodological and theoretical underpinnings of recursive partitioning, as well as a host of unsolved problems the solutions of which would advance the rigorous underpinnings of statistics in general.

Predictive Data Mining *Morgan Kaufmann*

This book is the first technical guide to provide a complete, generalized road map for developing data-mining applications, together with advice on performing these large-scale, open-ended analyses for real-world data warehouses.

3D Game Engine Design *CRC Press*

A major revision of the international bestseller on game programming! Graphics hardware has evolved enormously in the last decade. Hardware can now be directly controlled through techniques such as shader programming, which requires an entirely new thought process of a programmer. 3D Game Engine Design, Second Edition shows step-by-step how to make

A Practical Guide to Averaging Functions *Springer*

This book offers an easy-to-use and practice-oriented reference guide to mathematical averages. It presents different ways of aggregating input values given on a numerical scale, and of choosing and/or constructing aggregating functions for specific applications. Building on a previous monograph by Beliakov et al. published by Springer in 2007, it outlines new aggregation methods developed in the interim, with a special focus on the topic of averaging aggregation functions. It examines recent advances in the field, such as aggregation on lattices, penalty-based aggregation

and weakly monotone averaging, and extends many of the already existing methods, such as: ordered weighted averaging (OWA), fuzzy integrals and mixture functions. A substantial mathematical background is not called for, as all the relevant mathematical notions are explained here and reported on together with a wealth of graphical illustrations of distinct families of aggregation functions. The authors mainly focus on practical applications and give central importance to the conciseness of exposition, as well as the relevance and applicability of the reported methods, offering a valuable resource for computer scientists, IT specialists, mathematicians, system architects, knowledge engineers and programmers, as well as for anyone facing the issue of how to combine various inputs into a single output value.

Statistical Rethinking *CRC Press*

Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas.

Encyclopedia of Operations Research and Management Science *Springer Science & Business Media*

Operations Research: 1934-1941," 35, 1, 143-152; "British The goal of the Encyclopedia of Operations Research and Operational Research in World War II," 35, 3, 453-470; Management Science is to provide to decision makers and "U. S. Operations Research in World War II," 35, 6, 910-925; problem solvers in business, industry, government and and the 1984 article by Harold Lardner that appeared in academia a comprehensive overview of the wide range of Operations Research: "The Origin of Operational Research," ideas, methodologies, and synergistic forces that combine to 32, 2, 465-475. form the preeminent decision-aiding fields of operations re search and management science (OR/MS). To this end, we The Encyclopedia contains no entries that define the fields enlisted a distinguished international group of academics of operations research and management science. OR and MS and practitioners to contribute articles on subjects for are often equated to one another. If one defines them by the which they are renowned. methodologies they employ, the equation would probably The editors, working with the Encyclopedia's Editorial stand

inspection. If one defines them by their historical Advisory Board, surveyed and divided OR/MS into specific developments and the classes of problems they encompass, topics that collectively encompass the foundations, applica the equation becomes fuzzy. The formalism OR grew out of tions, and emerging elements of this ever-changing field. We the operational problems of the British and U. s. military also wanted to establish the close associations that OR/MS efforts in World War II.

Curve and Surface Fitting with Splines *Oxford University Press*

The fitting of a curve or surface through a set of observational data is a recurring problem across numerous disciplines such as applications. This book describes the algorithms and mathematical fundamentals of a widely used software package for data fitting with tensor product splines. It gives a survey of possibilities, benefits, and problems commonly confronted when approximating with this popular type of function. Dierkx demonstrates in detail how the properties of B-splines can be fully exploited for improving the computational efficiency and for incorporating different boundary or shape preserving constraints. Special attention is also paid to strategies for an automatic and adaptive knot selection with intent to obtain serious data reductions. The practical use of the smoothing software is illustrated with many theoretical and practical examples.

Bézier and B-Spline Techniques *Springer Science & Business Media*

This book provides a solid and uniform derivation of the various properties Bezier and B-spline representations have, and shows the beauty of the underlying rich mathematical structure. The book focuses on the core concepts of Computer Aided Geometric Design and provides a clear and illustrative presentation of the basic principles, as well as a treatment of advanced material including multivariate splines, some subdivision techniques and constructions of free form surfaces with arbitrary smoothness. The text is beautifully illustrated with many excellent figures to emphasize the geometric constructive approach of this book.

A Mathematical Introduction to Logic *Elsevier*

A Mathematical Introduction to Logic, Second Edition, offers increased flexibility with topic coverage, allowing for choice in how to utilize the textbook in a course. The author has made this edition more accessible to better meet the needs of today's undergraduate mathematics and philosophy students. It is intended for the reader who has not studied logic previously, but who has some experience in mathematical reasoning. Material is presented on computer science issues such as computational complexity and database queries, with additional coverage of introductory material such as sets. * Increased flexibility of the text, allowing instructors more choice in how they use the textbook in courses. * Reduced mathematical rigour to fit the needs of undergraduate students

Nonparametric Methods in Statistics with SAS Applications *CRC Press*

Designed for a graduate course in applied statistics, Nonparametric Methods in Statistics with SAS Applications teaches students how to apply nonparametric techniques to statistical data. It starts with the tests of hypotheses and moves on to regression modeling, time-to-event analysis, density estimation, and resampling methods. The text begins with classical nonparametric hypotheses

testing, including the sign, Wilcoxon sign-rank and rank-sum, Ansari-Bradley, Kolmogorov-Smirnov, Friedman rank, Kruskal-Wallis H, Spearman rank correlation coefficient, and Fisher exact tests. It then discusses smoothing techniques (loess and thin-plate splines) for classical nonparametric regression as well as binary logistic and Poisson models. The author also describes time-to-event nonparametric estimation methods, such as the Kaplan-Meier survival curve and Cox proportional hazards model, and presents histogram and kernel density estimation methods. The book concludes with the basics of jackknife and bootstrap interval estimation. Drawing on data sets from the author's many consulting projects, this classroom-tested book includes various examples from psychology, education, clinical trials, and other areas. It also presents a set of exercises at the end of each chapter. All examples and exercises require the use of SAS 9.3 software. Complete SAS codes for all examples are given in the text. Large data sets for the exercises are available on the author's website.

The Router Book *Taunton*

The Router Book provides a complete guide to the router. Covering every type of router, its tooling, and best uses, it will be an essential volume for anyone and everyone who owns or is planning to buy a router (or routers).

The Algorithm Design Manual *Springer Science & Business Media*

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

Practical Guide to Logistic Regression *CRC Press*

Practical Guide to Logistic Regression covers the key points of the basic logistic regression model and illustrates how to use it properly to model a binary response variable. This powerful methodology can be used to analyze data from various fields, including medical and health outcomes research, business analytics and data science, ecology, fisheries, astronomy, transportation, insurance, economics, recreation, and sports. By harnessing the capabilities of the logistic model, analysts can better understand their data, make appropriate predictions and classifications, and determine the odds of one value of a predictor compared to another. Drawing on his many years of teaching logistic regression, using logistic-based models in research, and writing about the subject, Professor Hilbe focuses on the most important features of the logistic model. Serving as a guide between the author and readers, the book explains how to construct a logistic model, interpret coefficients and odds ratios, predict probabilities and their standard errors based on the model, and evaluate the model as to its fit. Using a variety of real data examples, mostly from health outcomes, the author offers a basic step-by-step guide to developing and interpreting observation and grouped logistic models as well as penalized and exact logistic regression. He also gives a step-by-step guide to modeling Bayesian logistic regression. R statistical software is used throughout the book to display the statistical models while SAS and Stata codes for all examples are included at the end of each chapter. The example code can be adapted to readers' own analyses. All the code is available on the author's website.

Practical Plant Failure Analysis *CRC Press*

Component failures result from a combination of factors involving materials science, mechanics, thermodynamics, corrosion, and tribology. With the right guidance, you don't have to be an authority in all of these areas to become skilled at diagnosing and preventing failures. Based on the author's more than thirty years of experience, Practical Plant Failure Analysis: A Guide to Understanding Machinery Deterioration and Improving Equipment Reliability is a down-to-earth guide to improving machinery maintenance and reliability. Illustrated with hundreds of diagrams and photographs, this book examines... • When and how to conduct a physical failure analysis • Basic material properties including heat treating mechanisms, work hardening, and the effects of temperature changes on material properties • The differences in appearance between ductile overload, brittle overload, and fatigue failures • High cycle fatigue and how to differentiate between high stress concentrations and high operating stresses • Low cycle fatigue and unusual fatigue situations • Lubrication and its influence on the three basic bearing designs • Ball and roller bearings, gears, fasteners, V-belts, and synchronous belts Taking a detailed and systematic approach, Practical Plant Failure Analysis thoroughly explains the four major failure mechanisms—wear, corrosion, overload, and fatigue—as well as how to identify them. The author clearly identifies how these mechanisms appear in various components and supplies convenient charts that demonstrate how to identify the specific causes of failure.