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KIDD BAILEE

Pillars of Computer Science Springer Science & Business Media
J.UCS is the electronic journal that covers all areas of computer science. The high quality of all accepted papers is ensured by a strict review process and an international editorial board of distinguished computer scientists. The online journal J.UCS is a prototype for modern electronic publishing. Distributed via the Internet, it supports all the search and navigation tools of advanced online systems. This first annual print and CD-ROM archive edition contains all articles published online in J.UCS during 1995. It allows easy and durable access without logging onto the Internet. Uniform citation of papers is guaranteed by identical page numbering and layout of all versions. J.UCS is based on HyperWave (formerly Hyper-G), a networked hypermedia information system compatible with other systems.
A Dictionary of Computer Science Oxford University Press
A very active field of research is emerging at the frontier of statistical physics, theoretical computer science/discrete mathematics, and coding/information theory. This book sets up a common language and pool of concepts, accessible to students and researchers from each of these fields.

Algebraic Foundations in Computer Science PediaPress
This book constitutes the refereed proceedings of the Third International Workshop on Frontiers of Combining Systems, FroCoS 2000, held in Nancy, France, in March 2000. The 14 revised full papers presented together with four invited papers were carefully reviewed and selected from a total of 31 submissions. Among the topics covered are constraint processing, interval narrowing, rewriting systems, proof planning, sequent calculus, type systems, model checking, theorem proving, declarative programming, logic programming, and equational theories.
Computation, Logic, Philosophy OUP Oxford

This book constitutes the proceedings of the 13th International Workshop on Statistical Atlases and Computational Models of the Heart, STACOM 2022, held in conjunction with the 25th MICCAI conference. The 34 regular workshop papers included in this volume were carefully reviewed and selected after being revised and deal with topics such as: common cardiac segmentation and modelling problems to more advanced generative modelling for ageing hearts, learning cardiac motion using biomechanical networks, physics-informed neural networks for left atrial appendage occlusion, biventricular mechanics for Tetralogy of Fallot, ventricular arrhythmia prediction by using graph convolutional network, and deeper analysis of racial and sex biases from machine learning-based cardiac segmentation. In addition, 14 papers from the CMRxMotion challenge are included in the proceedings which aim to assess the effects of respiratory motion on cardiac MRI (CMR) imaging quality and examine the robustness of segmentation models in face of respiratory motion artefacts. A total of 48 submissions to the workshop was received.

Relational and Kleene-Algebraic Methods in Computer Science

Maqbool Academy

Computers form a vital part of most people's lives. But what is the nature of the computer? How does it work? What will the next generations of computers look like? Darrel Ince looks at the basic concepts behind all computers.

Computer Fundamentals and Programming in C

Springer Science & Business Media

A look at the questions students should be asking as they study the natural sciences in relation to the Christian worldview and think critically about God's creation.

Computer Science

Springer Science & Business Media

For over half a century, Boris (Boaz) Trakhtenbrot has made seminal contributions to virtually all of the central areas of theoretical computer science. This festschrift volume readily illustrates the profound influence he has had on the field.

Oxford International AQA Examinations: International GCSE Computer Science

Oxford University Press - Children

Aims to reinforce the interface between physical sciences, theoretical computer science, and discrete mathematics. This book assembles theoretical physicists and specialists of theoretical informatics and discrete mathematics in order to learn about developments in cryptography, algorithmics, and more.

Principles and Practice of Constraint Programming - CP 2003

Pearson Education

Over the past sixty years, the spectacular growth of the technologies associated with the computer is visible for all to see and experience. Yet, the science underpinning this technology is less visible and little understood outside the professional computer science community. As a scientific discipline, computer science stands alongside the likes of molecular biology and cognitive science as one of the most significant new sciences of the post Second World War era. In this Very Short Introduction, Subrata Dasgupta sheds light on these lesser known areas and considers the conceptual basis of computer science.

Discussing algorithms, programming, and sequential and parallel processing, he considers emerging modern ideas such as biological computing and cognitive modelling, challenging the idea of computer science as a science of the artificial. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

Mathematical Foundations of Computer Science 2010 Oxford University Press

Provides comprehensive coverage of successful translation of language learning designs utilizing ICT in practical learning contexts. Offers the latest knowledge related to research on computer-enhanced language acquisition and learning.

Applied Computational Physics Springer

This book constitutes the thoroughly refereed post-proceedings of the Metainformatics Symposium, MIS 2003, held in Graz, Austria in September 2003. The 17 revised papers presented were carefully reviewed and selected for inclusion in the book. The topics addressed span the entire range from theoretical considerations of important metainformatics related questions and issues to practical descriptions of approaches and systems that offer assistance in their resolution.

Comp. Sci. I T 7 (2/E) IGI Global

This book constitutes the proceedings of the 14th International Conference on Developments in Language Theory, DLT 2010, held in London, Ontario, Canada, in August 2010. The 32 regular papers presented were carefully reviewed and selected from numerous submissions. The volume also contains the papers or abstracts of 6 invited speakers, as well as a 2-page abstract for each of the 6 poster papers. The topics addressed are formal languages, automata theory, computability, complexity, logic, petri nets and related areas.

Not Just Science Springer Science & Business Media

This volume provides a series of tutorials on mathematical structures which recently have gained prominence in physics, ranging from quantum foundations, via quantum information, to quantum gravity. These include the theory of monoidal categories and corresponding graphical calculi, Girard's linear logic, Scott domains, lambda calculus and corresponding logics for typing, topos theory, and more general process structures. Most of these structures are very prominent in computer science; the chapters here are tailored towards an audience of physicists.

A Dictionary of Computer Science Springer

Teaching can be intimidating for beginning faculty. Some graduate schools and some computing faculty provide guidance and mentoring, but many do not. Often, a new faculty member is assigned to teach a course, with little guidance, input, or feedback. Teaching Computing: A Practitioner's Perspective addresses such challenges by providing a solid resource for both new and experienced computing faculty. The book serves as a practical, easy-to-use resource, covering a wide

range of topics in a collection of focused down-to-earth chapters. Based on the authors' extensive teaching experience and his teaching-oriented columns that span 20 years, and informed by computing-education research, the book provides numerous elements that are designed to connect with teaching practitioners, including: A wide range of teaching topics and basic elements of teaching, including tips and techniques Practical tone; the book serves as a down-to-earth practitioners' guide Short, focused chapters Coherent and convenient organization Mix of general educational perspectives and computing-specific elements Connections between teaching in general and teaching computing Both historical and contemporary perspectives This book presents practical approaches, tips, and techniques that provide a strong starting place for new computing faculty and perspectives for reflection by seasoned faculty wishing to freshen their own teaching.

The Computer Springer

A complete three-year lower secondary computing course that takes a real-life, project-based approach to teaching young learners the vital computing skills they will need for the digital world. Each unit builds towards the creation of a final project, with topics ranging from to programming simple games to creating web pages.

Metainformatics Oxford University Press, USA

The only textbook that fully supports the Oxford AQA International GCSE Computer Science specification (9210), for first teaching from September 2017. The practical, step-by-step approach enables students to develop and apply problem solving and computational thinking skills in context. This ensures they are exam ready and prepares them for further study or life in the working world. Thoroughly prepare students for the theoretical and practical papers with extensive coding and programming support plus opportunities for practice. Clear explanations ensure students have a thorough understanding of trickier topics such as such as number representation, relational databases and SQL.

Handbook of Logic in Computer Science: Volume 5. Algebraic and Logical Structures Oxford University Press

Previously named A Dictionary of Computing, this bestselling dictionary has been renamed A Dictionary of Computer Science, and fully revised by a team of computer specialists, making it the most up-to-date and authoritative guide to computing available. Containing over 6,500 entries and with expanded coverage of multimedia, computer applications, networking, and personal computer science, it is a comprehensive reference work encompassing all aspects of the subject and is as valuable for home and office users as it is indispensable for students of computer science. Terms are defined in a jargon-free and concise manner with helpful examples where relevant. The dictionary contains approximately 150 new entries including cloud computing, cross-site scripting, iPad, semantic attack, smartphone, and virtual learning environment. Recommended web links for many entries, accessible via the

Dictionary of Computer Science companion website, provide valuable further information and the appendices include useful resources such as generic domain names, file extensions, and the Greek alphabet. This dictionary is suitable for anyone who uses computers, and is ideal for students of computer science and the related fields of IT, maths, physics, media communications, electronic engineering, and natural sciences.
English for Computer Science Springer Science & Business Media
Applied Computational Physics is a graduate-level text stressing three essential elements: advanced programming techniques, numerical analysis, and physics. The goal of the text is to provide students with essential computational skills that they will need in their careers, and to increase the confidence with which they write computer programs designed for their problem domain. The physics problems give them an opportunity to reinforce their programming skills, while the acquired programming skills augment their ability to solve physics problems. The C++ language is used throughout the text. Physics problems include Hamiltonian systems, chaotic systems, percolation, critical phenomena, few-body and multi-body quantum systems, quantum field theory, simulation of radiation transport, and data modeling. The book, the fruit of a collaboration between a theoretical physicist and an experimental physicist, covers a broad range of topics from both viewpoints. Examples, program libraries, and additional documentation can be found at the companion website. Hundreds of original problems reinforce programming skills and increase the ability to solve real-life physics problems at and beyond the graduate level.
Oxford International Primary Computing: Oxford International Lower Secondary Computing Student Book 7 Springer Science & Business Media
~Et moi ... si j'avait su comment en revenir, One service mathematics has rendered the je n'y serais point alle.' human race. It has put common sense back Jules Verne where it belongs, on the topmost shelf next to the dusty canister labelled 'discarded non· The series is divergent; therefore we may be sense'. Eric T. Bell able to do something with it. O. Heaviside Mathematics is a tool for thought. A highly necessary tool in a world where both feedback and non linearities abound. Similarly, all kinds of parts of mathematics serve as tools for other parts and for other sciences. Applying a simple rewriting rule to the quote on the right above one finds such statements as: 'One service topology has rendered mathematical physics .. .'; 'One service logic has rendered com puter science .. .'; 'One service category theory has rendered mathematics .. .'. All arguably true. And all statements obtainable this way form part of the raison d'etre of this series.
Frontiers of Combining Systems Oxford University Press
The only textbook that fully supports the Oxford AQA International GCSE Computer Science specification (9210), for first teaching from September 2017. The practical, step-by-step approach enables students to develop and apply problem solving and

computational thinking skills in context.