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content has been extensively field tested and six new tutorials have been added that respond to reviewer demand, numerous interviews, and nationally conducted workshops.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, Page 17/31

and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and Page 18/31

suitable for use in real-world, largescale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

A fundamental introduction to modern game theory from amathematical viewpoint Game theory arises in almost every fact of human and inhumaninteraction since oftentimes during these communications objectivesare opposed or cooperation is viewed as an option. From economicsand finance to biology and computer Page 19/31

science, researchers and practitioners are often put in complex decisionmaking scenarios, whether they are interacting with each other or working withevolving technology and artificial intelligence. Acknowledging therole of mathematics in making logical and advantageous decisions,Game Theory: An Introduction uses modern software applications tocreate, analyze, and implement effective decision-makingmodels. While most books on modern game theory are either too abstractor too applied, this book provides a balanced treatment of thesubject that is both conceptual and hands-on. Game Theoryintroduces readers to the basic theories behind games and presentsreal-world examples from various fields of study such as Page 20/31

economics, political science, military science, finance, biological science aswell as general game playing. A unique feature of this book is theuse of Maple to find the values and strategies of games, and inaddition, it aids in the implementation of algorithms for thesolution or visualization of game concepts. Maple is also utilized to facilitate a visual learning environment of game theory and actsas the primary tool for the calculation of complex noncooperativeand cooperative games. Important game theory topics are presented within the followingfive main areas of coverage: Two-person zero sum matrix games Nonzero sum games and the reduction to nonlinear programming Cooperative games, including discussion of both the Nucleolusconcept and the Shapley Page 21/31

value Bargaining, including threat strategies Evolutionary stable strategies and population games Although some mathematical competence is assumed, appendices areprovided to act as a refresher of the basic concepts of linearalgebra, probability, and statistics. Exercises are included at theend of each section along with algorithms for the solution of thegames to help readers master the presented information. Also, explicit Maple and Mathematica® commands are included in thebook and are available as worksheets via the book's related Website. The use of this software allows readers to solve many moreadvanced and interesting games without spending time on the theory of linear and nonlinear programming or performing other Page 22/31

complexcalculations. With extensive examples illustrating game theory's wide range of relevance, this classroom-tested book is ideal for game theorycourses in mathematics, engineering, operations research, computerscience, and economics at the upper-undergraduate level. It is alsoan ideal companion for anyone who is interested in the applicationsof game theory.

A groundbreaking introduction to vectors, matrices, and least squares for engineering applications, offering a wealth of practical examples.

The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, Page 23/31

optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the Page 24/31

methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

This second edition of Serway's Physics For Global Scientists and Engineers is a practical and engaging introduction for students of calculusbased physics. Students love the Australian, Asia-Pacific and international case studies and worked examples, concise language and highquality artwork, in two, easy-to-carry volumes. \* NEW key topics in physics, such as the Higgs boson, engage students and keep them interested \* NEW Maths icons highlight mathematical concepts in the text Page 25/31

and direct students to the relevant information in the Maths Appendix \* NEW Index of Symbols provides students with a quick reference for the symbols used throughout the book This volume (two) includes Electricity and magnetism, Light and optics, and Quantum physics. Volume one covers Mechanics, Mechanical properties of solids and fluids, Oscillations and mechanical waves, and Thermodynamics.

Many of the concepts and terminology surrounding modern causal inference can be quite intimidating to the novice. Judea Pearl presents a book ideal for beginners in statistics, providing a comprehensive introduction to the field of causality. Examples from classical statistics are presented Page 26/31

throughout to demonstrate the need for causality in resolving decisionmaking dilemmas posed by data. Causal methods are also compared to traditional statistical methods, whilst questions are provided at the end of each section to aid student learning.

Clearly written and comprehensive, the eleventh edition of Gustafson and Hughes' popular book, COLLEGE ALGEBRA, provides in-depth and precise coverage, incorporated into a framework of tested teaching strategy. The authors combine carefully selected pedagogical features and patient explanations to give students a book that preserves the integrity of mathematics, yet does not discourage them with material that is confusing or too rigorous. Long respected for its ability to help Page 27/31

students quickly master difficult problems, this book also helps them develop the skills they'll need in future courses and in everyday life. Retaining the mathematical precision instructors have come to expect, the authors have focused on making this new edition more modern to better illustrate to students the importance of math in their world. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The second edition of a comprehensive introduction to machine learning approaches used in predictive data analytics, covering both theory and practice. Machine learning is often used to build predictive models by extracting Page 28/31

patterns from large datasets. These models are used in predictive data analytics applications including price prediction, risk assessment, predicting customer behavior, and document classification. This introductory textbook offers a detailed and focused treatment of the most important machine learning approaches used in predictive data analytics, covering both theoretical concepts and practical applications. Technical and mathematical material is augmented with explanatory worked examples, and case studies illustrate the application of these models in the broader business context. This second edition covers recent developments in machine learning, especially in a new chapter on deep learning, and two new chapters that go beyond predictive Page 29/31

analytics to cover unsupervised learning and reinforcement learning.

The third edition of this well known text continues to provide a solid foundation in mathematical analysis for undergraduate and first-year graduate students. The text begins with a discussion of the real number system as a complete ordered field. (Dedekind's construction is now treated in an appendix to Chapter I.) The topological background needed for the development of convergence, continuity, differentiation and integration is provided in Chapter 2. There is a new section on the gamma function, and many new and interesting exercises are included. This text is part of the Walter Rudin Student Series in Advanced Mathematics.

Page 30/31

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