



Applications of Continuous Mathematics to Computer Science (Theory and Decision Library B)

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Springer, 1997. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service! Summary: Preface. 1. Algorithm Complexity: Two Simple Examples. 2. Solving General Linear Functional Equations: An Application to Algorithm Complexity. 3. Program Testing: A Problem. 4. Optimal Program Testing. 5. Optimal Choice of a Penalty Function: Simplest Case of Algorithm Design. 6. Solving General Linear Differential Equations with Constant Coefficients: An Application to Constrained Optimization. 7. Simulated Annealing: 'Smooth' (Local) Discrete Optimization. 8. Genetic Algorithms: 'Non-Smooth' Discrete Optimization. 9. RISC Computer Architecture and Internet Growth: Two Applications of Extrapolation. 10. Systems of Differential Equations and Their Use in Computer-Related Extrapolation Problems. 11. Network Congestion: An Example of Non-Linear Extrapolation. 12. Neural Networks: A General Form of Non-Linear Extrapolation. 13. Expert Systems and the Basics of Fuzzy Logic. 14. Intelligent and Fuzzy Control. 15. Randomness, Chaos, and Fractals. A: Simulated Annealing Revisited. B: Software Cost Estimation. C: Electronic Engineering: How to Describe PN-Junctions. D: Log-Normal Distribution Justified: An Application to Computational Statistics. E: Optimal Robust Statistical Methods. F: How to Avoid Paralysis of Neural Networks. G: Estimating Computer Prices. H: Allocating Bandwidth on Computer Networks. I: Algorithm Complexity Revisited. J: How Can a Robot Avoid Obstacles: Case...

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