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For courses in Mathematics for Business and Mathematical Methods in Business.This classic text continues to provide a mathematical foundation for students in business, economics, and the life and social sciences. Abundant applications cover such diverse areas as business, economics, biology, medicine, sociology, psychology, ecology, statistics, earth science, and archaeology. Its depth and completeness of coverage enables instructors to tailor their courses to students' needs. The authors frequently employ novel derivations that are not widespread in other books at this level. The Twelfth Edition has been updated to make the text even more student-friendly and easy to understand.

The multivariate normal distribution; Estimation of the mean vector and the covariance matrix; The distributions and uses of sample correlation coefficients; The generalized T2 statistic; Classification of observations; The distribution of the sample covariance matrix and the sample generalized variance; Testing the general linear hypothesis; analysis of variance; Testing independence of sets of variates; Testing hypotheses of equality of covariance matrices and equality of mean vectors and covariance matrices; Principal components; Canonical correlation and canonical variables; The distribution of certain characteristic roots and vectors that do not depend on parameters; A review of some other work in multivariate analysis.

Mathematical Recreations and Essays W. W. Rouse Ball For nearly a century, this sparkling classic has provided stimulating hours of entertainment to the mathematically inclined. The problems posed here often involve fundamental mathematical methods and notions, but their chief appeal is their capacity to tease and delight. In these pages you will find scores of "recreations" to amuse you and to challenge your problem-solving faculties-often to the limit. Now in its 13th edition, Mathematical Recreations and Essays has been thoroughly revised and updated over the decades since its first publication in 1892. This latest edition retains all the remarkable character of the original, but the terminology and treatment of some problems have been updated and new material has been added. Among the challenges in store for you: Arithmetical and geometrical recreations; Polyhedra; Chess-board recreations; Magic squares; Map-coloring problems; Unicursal problems; Cryptography and cryptanalysis; Calculating prodigies; ... and more. You'll even find problems which mathematical ingenuity can solve but the computer cannot. No knowledge of calculus or analytic geometry is necessary to enjoy these games and puzzles. With basic mathematical skills and the desire to meet a challenge you can put yourself to the test and win. "A must to add to your mathematics library."-The Mathematics Teacher We are delighted to publish this classic book as part of our extensive Classic Library collection. Many of the books in our collection have been out of print for decades, and therefore have not been accessible to the general public. The aim of our publishing program is to facilitate rapid access to this vast reservoir of literature, and our view is that this is a significant literary work, which deserves to be brought back into print after many decades. The contents of the vast majority of titles in the Classic Library have been scanned from the original works. To ensure a high quality product, each title has been meticulously hand curated by our staff. Our philosophy has been guided by a desire to provide the reader with a book that is as close as possible to ownership of the original work. We hope that you will enjoy this wonderful classic work, and that for you it becomes an enriching experience.

Lauded for its easy-to-understand, conversational discussion of the fundamentals of mediation, moderation, and conditional process analysis, this book has been fully revised with 50% new content, including sections on working with multicategorical antecedent variables, the use of PROCESS version 3 for SPSS and SAS for model estimation, and annotated PROCESS v3 outputs. Using the principles of ordinary least squares regression, Andrew F. Hayes carefully explains procedures for testing hypotheses about the conditions under and the mechanisms by which causal effects operate, as well as the moderation of such mechanisms. Hayes shows how to estimate and interpret direct, indirect, and conditional effects; probe and visualize interactions; test questions about moderated mediation; and report different types of analyses. Data for all the examples are available on the companion website (www.afhayes.com), along with links to download PROCESS. New to This Edition "Chapters on using each type of analysis with multicategorical antecedent variables. "Example analyses using PROCESS v3, with annotated outputs throughout the book. "More tips and advice, including new or revised discussions of formally testing moderation of a mechanism using the index of moderated mediation; effect size in mediation analysis; comparing conditional effects in models with more than one moderator; using R code for visualizing interactions; distinguishing between testing interaction and probing it; and more. "Rewritten Appendix A, which provides the only documentation of PROCESS v3, including 13 new preprogrammed models that combine moderation with serial mediation or parallel and serial mediation. "Appendix B, describing how to create customized models in PROCESS v3 or edit preprogrammed models.

This textbook provides a unified and concise exploration of undergraduate mathematics by approaching the subject through its history. Readers will discover the rich tapestry of ideas behind familiar topics from the undergraduate curriculum, such as calculus, algebra, topology, and more. Featuring historical episodes ranging from the Ancient Greeks to Fermat and Descartes, this volume offers a glimpse into the broader context in which these ideas developed, revealing unexpected connections that make this ideal for a senior capstone course. The presentation of previous versions has been refined by omitting the less mainstream topics and inserting new connecting material, allowing instructors to cover the book in a one-semester course. This condensed edition prioritizes succinctness and cohesiveness, and there is a greater emphasis on visual clarity, featuring full color images and high quality 3D models. As in previous editions, a wide array of mathematical topics are covered, from geometry to computation; however, biographical sketches have been omitted. Mathematics and Its History: A Concise Edition is an essential resource for courses or reading programs on the history of mathematics. Knowledge of basic calculus, algebra, geometry, topology, and set theory is assumed. From reviews of previous editions: " Mathematics and Its History is a joy to read. The writing is clear, concise and inviting. The style is very different from a traditional text. I found myself picking it up to read at the expense of my usual late evening thriller or detective novel.... The author has done a wonderful job of tying together the dominant themes of undergraduate mathematics." Richard J. Wilders, MAA, on the Third Edition "The book...is presented in a lively style without unnecessary detail. It is very stimulating and will be appreciated not only by students. Much attention is paid to problems and to the development of mathematics before the end of the nineteenth century.... This book brings to the non-specialist interested in mathematics many interesting results. It can be recommended for seminars and will be enjoyed by the broad mathematical community." European Mathematical Society, on the Second Edition

This book constitutes the refereed proceedings of the 13th Symposium on Theoretical Aspects of Computer Science, STACS 96, held in Grenoble, France in February 1996. The 52 revised papers presented were selected from a total of 185 submissions; also included are three invited papers. The volume addresses all current aspects of theoretical computer science and is organized in sections on complexity theory, automata theory, parallel algorithms, learning, parallel and distributed systems, cryptography, logic and database theory, algorithms, semantics and program verification, and communication complexity.

"To design future networks that are worthy of society's trust, we must put the 'discipline' of computer networking on a much stronger foundation. This book rises above the considerable minutiae of today's networking technologies to emphasize the long-standing mathematical underpinnings of the field." -Professor Jennifer Rexford, Department of Computer Science, Princeton University "This book is exactly the one I have been waiting for the last couple of years. Recently, I decided most students were already very familiar with the way the net works but were not being taught the fundamentals-the math. This book contains the knowledge for people who will create and understand future communications systems." -Professor Jon Crowcroft, The Computer Laboratory, University of Cambridge The Essential Mathematical Principles Required to Design, Implement, or Evaluate Advanced Computer Networks Students, researchers, and professionals in computer networking require a firm conceptual understanding of its foundations. Mathematical Foundations of Computer Networking provides an intuitive yet rigorous introduction to these essential mathematical principles and techniques. Assuming a basic grasp of calculus, this book offers sufficient detail to serve as the only reference many readers will need. Each concept is described in four ways: intuitively; using appropriate mathematical notation; with a numerical example carefully chosen for its relevance to networking; and with a numerical exercise for the reader. The first part of the text presents basic concepts, and the second part introduces four theories in a progression that has been designed to gradually deepen readers' understanding. Within each part, chapters are as self-contained as possible. The first part covers probability; statistics; linear algebra; optimization; and signals, systems, and transforms. Topics range from Bayesian networks to hypothesis testing, and eigenvalue computation to Fourier transforms. These preliminary chapters establish a basis for the four theories covered in the second part of the book: queuing theory, game theory, control theory, and information theory. The second part also demonstrates how mathematical concepts can be applied to issues such as contention for limited resources, and the optimization of network responsiveness, stability, and throughput.

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