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Once Upon an Algorithm
History, Theories and Engineering Applications
A Guide to the Theory of NP-completeness
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Parameterized Complexity Theory Cambridge University Press
The mystique of biologically inspired (or bioinspired) paradigms is their ability to describe and solve complex relationships from intrinsically very simple initial conditions and with little or no knowledge of the search space. Edited by two prominent, well-respected researchers, the Handbook of Bioinspired Algorithms and Applications reveals the

Fundamentals of the Theory of Computation National Academies Press
Student-Friendly Coverage of Probability, Statistical Methods, Simulation, and Modeling ToolsIncorporating feedback from instructors and researchers who used the previous edition, Probability and Statistics for Computer Scientists, Second Edition helps students understand general methods of stochastic modeling, simulation, and data analysis; make o
Role of Blockchain Technology in IoT Applications Cambridge University Press
This revised and extensively expanded edition of Computability and Complexity Theory comprises essential materials that are

core knowledge in the theory of computation. The book is self-contained, with a preliminary chapter describing key mathematical concepts and notations. Subsequent chapters move from the qualitative aspects of classical computability theory to the quantitative aspects of complexity theory. Dedicated chapters on undecidability, NP-completeness, and relative computability focus on the limitations of computability and the distinctions between feasible and intractable. Substantial new content in this edition includes: a chapter on nonuniformity studying Boolean circuits, advice classes and the important result of Karp–Lipton. a chapter studying properties of the fundamental probabilistic complexity classes a study of the alternating Turing machine and uniform circuit classes. an introduction of counting classes, proving the famous results of Valiant and Vazirani and of Toda a thorough treatment of the proof that IP is identical to PSPACE With its accessibility and well-devised organization, this text/reference is an excellent resource and guide for those looking to develop a solid grounding in the theory of computing. Beginning graduates, advanced undergraduates, and professionals involved in theoretical computer science, complexity theory, and computability will find the book an essential and practical learning tool. Topics and features: Concise, focused materials cover the most fundamental concepts and results in the field of modern complexity theory, including the theory of NP-completeness, NP-hardness, the polynomial hierarchy, and complete problems for other complexity classes Contains information that otherwise exists only in research literature and presents it in a unified, simplified manner Provides key mathematical background information, including sections on logic and number theory and algebra Supported by numerous exercises and supplementary problems for reinforcement and self-study purposes

The Computational Complexity of Machine Learning MIT Press

The book is intended for lectures on string processes and pattern matching in Master's courses of computer science and software engineering curricula. The details of algorithms are given with correctness proofs and complexity analysis, which make them ready to implement. Algorithms are described in a C-like language. The book is also a reference for students in computational linguistics or computational biology. It presents examples of questions related to the automatic processing of natural language, to the analysis of molecular sequences, and to the management of textual databases.

Cognition and Intractability Springer Science & Business Media

A quantum computer is a computer based on a computational model which uses quantum mechanics, which is a subfield of physics to study phenomena at the micro level. There has been a growing interest on quantum computing in the 1990's and some quantum computers at the experimental level were recently implemented. Quantum computers enable super-speed computation and can solve some important problems whose solutions were regarded impossible or intractable with traditional computers. This book provides a quick introduction to quantum computing for readers who have no backgrounds of both theory of computation and quantum mechanics. “Elements of Quantum Computing” presents the history, theories and engineering

applications of quantum computing. The book is suitable to computer scientists, physicists and software engineers.
Discovering Computer Science Oxford University Press
An approach to complexity theory which offers a means of analysing algorithms in terms of their tractability. The authors consider the problem in terms of parameterized languages and taking "k-slices" of the language, thus introducing readers to new classes of algorithms which may be analysed more precisely than was the case until now. The book is as self-contained as possible and includes a great deal of background material. As a result, computer scientists, mathematicians, and graduate students interested in the design and analysis of algorithms will find much of interest.
A Practical Guide to the Theory of Computation Springer Science & Business Media
How Hansel and Gretel, Sherlock Holmes, the movie Groundhog Day, Harry Potter, and other familiar stories illustrate the concepts of computing. Picture a computer scientist, staring at a screen and clicking away frantically on a keyboard, hacking into a system, or perhaps developing an app. Now delete that picture. In Once Upon an Algorithm, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem solving. Erwig points out that many daily activities involve problem solving. Getting up in the morning, for example: You get up, take a shower, get dressed, eat breakfast. This simple daily routine solves a recurring problem through a series of well-defined steps. In computer science, such a routine is called an algorithm. Erwig illustrates a series of concepts in computing with examples from daily life and familiar stories. Hansel and Gretel, for example, execute an algorithm to get home from the forest. The movie Groundhog Day illustrates the problem of unsolvability; Sherlock Holmes manipulates data structures when solving a crime; the magic in Harry Potter's world is understood through types and abstraction; and Indiana Jones demonstrates the complexity of searching. Along the way, Erwig also discusses representations and different ways to organize data; “intractable” problems; language, syntax, and ambiguity; control structures, loops, and the halting problem; different forms of recursion; and rules for finding errors in algorithms. This engaging book explains computation accessibly and shows its relevance to daily life. Something to think about next time we execute the algorithm of getting up in the morning.
What Can Be Computed? CRC Press
The first unified introduction and reference for the field of computational complexity. Virtually non-existent only 25 years ago, computational complexity has expanded tremendously and now comprises a major part of the researh activity in theoretical science.
Games, Puzzles, and Computation Academic Press
An accessible and rigorous textbook for introducing undergraduates to computer science theory What Can Be Computed? is a uniquely accessible yet rigorous introduction to the most profound ideas at the heart of computer science. Crafted specifically for undergraduates who are studying the subject for the first time, and requiring minimal prerequisites, the book focuses on the essential fundamentals of computer science theory and features a practical approach that uses real computer

programs (Python and Java) and encourages active experimentation. It is also ideal for self-study and reference. The book covers the standard topics in the theory of computation, including Turing machines and finite automata, universal computation, nondeterminism, Turing and Karp reductions, undecidability, time-complexity classes such as P and NP, and NP-completeness, including the Cook-Levin Theorem. But the book also provides a broader view of computer science and its historical development, with discussions of Turing's original 1936 computing machines, the connections between undecidability and Gödel's incompleteness theorem, and Karp's famous set of twenty-one NP-complete problems. Throughout, the book recasts traditional computer science concepts by considering how computer programs are used to solve real problems. Standard theorems are stated and proven with full mathematical rigor, but motivation and understanding are enhanced by considering concrete implementations. The book's examples and other content allow readers to view demonstrations of—and to experiment with—a wide selection of the topics it covers. The result is an ideal text for an introduction to the theory of computation. An accessible and rigorous introduction to the essential fundamentals of computer science theory, written specifically for undergraduates taking introduction to the theory of computation Features a practical, interactive approach using real computer programs (Python in the text, with forthcoming Java alternatives online) to enhance motivation and understanding Gives equal emphasis to computability and complexity Includes special topics that demonstrate the profound nature of key ideas in the theory of computation Lecture slides and Python programs are available at whatcanbecomputed.com

Computers and Intractability CRC Press

This book is a state-of-the-art introduction into both algorithmic techniques for fixed-parameter tractability and the structural theory of parameterized complexity classes. It presents detailed proofs of recent advanced results that have not appeared in book form before and replaces the earlier publication "Parameterized Complexity" by Downey and Fellows as the definitive book on this subject. The book will interest computer scientists, mathematicians and graduate students engaged with algorithms and problem complexity.

Computability and Complexity Theory Springer Science & Business Media

The classical theory of computation has its origins in the work of Goedel, Turing, Church, and Kleene and has been an extraordinarily successful framework for theoretical computer science. The thesis of this book, however, is that it provides an inadequate foundation for modern scientific computation where most of the algorithms are real number algorithms. The goal of this book is to develop a formal theory of computation which integrates major themes of the classical theory and which is more directly applicable to problems in mathematics, numerical analysis, and scientific computing. Along the way, the authors consider such fundamental problems as: * Is the Mandelbrot set decidable? * For simple quadratic maps, is the Julia set a halting set? * What is the real complexity of Newton's method? * Is there an algorithm for deciding the knapsack problem in a ploynomial number of steps? * Is the Hilbert Nullstellensatz intractable? * Is the problem of locating a real zero of a degree four polynomial

intractable? * Is linear programming tractable over the reals? The book is divided into three parts: The first part provides an extensive introduction and then proves the fundamental NP-completeness theorems of Cook-Karp and their extensions to more general number fields as the real and complex numbers. The later parts of the book develop a formal theory of computation which integrates major themes of the classical theory and which is more directly applicable to problems in mathematics, numerical analysis, and scientific computing.

An Introduction to Experimental Mathematics CRC Press

Role of Blockchain Technology in IoT Applications, Volume 115 in the Advances in Computers series, reviews the latest information on this topic that promises many applications in human life. According to forecasts made by various market research/survey agencies, there will be around 50 Billion connected devices (IoT) by 2020. Updates in this new release include chapters on the Technical Aspects of Blockchain and IoT, Integrated Platforms for Blockchain-Enablement, Intersections Between IoT and Distributed Ledger, Blockchain and Artificial Intelligence: How and Why Combining These Two Groundbreaking Technologies, Blockchain Applications in Health Care and Opportunities and Advancements Due to New Information Technology Frameworks, and more. Explores blockchain technology research trends in secured device to device communication Includes updates on secure vehicular communication (VANET) using blockchain technology Provides the latest on secure IoT communication using blockchain technology Presents use cases of blockchain technology in healthcare, the food chain, ERP and other emerging areas

The Design of Approximation Algorithms MIT Press

The transition from serial to parallel computing in which many operations are performed simultaneously and at tremendous speed, marks a new era in computation. These original essays explore the emerging modalities and potential impact of this technological revolution. Daniel Hillis, inventor of the superfast Connection Machine, provides a clear explanation of massively parallel computing. The essays that follow investigate the rich possibilities, as well as the constraints, that parallel computation holds for the future. These possibilities include its tremendous potential for simulating currently intractable physical processes and for solving "monster" scientific problems (involving new algorithms and ways of thinking about problem solving that will change the way we think about the world), and its use in the neural sciences (where the biological model for parallel computation is the brain). Essays also address the gap between the promise of this new technology and our current educational system and look at America's technological agenda for the 1990s. Daniel Hillis is Chief Scientist and James Bailey is Director of Marketing, both at Thinking Machines Corporation. Selected Essays: Preface, Stephen R. Graubard. What is Massively Parallel Computing, and Why Is It Important? W. Daniel Hillis. Complex Adaptive Systems, John H. Holland. Perspectives on Parallel Computing, Yuefan Deng, James Glimm, David H. Sharp. Parallel Billiards and Monster Systems, Brosl Hasslacher. First We Reshape Our Computers, Then Our Computers Reshape Us: The Broader Intellectual Impact of Parallelism, James Bailey. Parallelism in Conscious Experience. Robert Sokolowski. Of Time, Intelligence, and Institutions, Felix E. Browder. Parallel Computing

and Education, Geoffrey C. Fox. The Age of Computing: A Personal Memoir, N. Metropolis. What Should the Public Know about Mathematics? Philip J. Davis. America's Economic-Technological Agenda for the 1990s, Jacob T. Schwartz. A Daedalus special issue

The Nature of Computation Cambridge University Press

"Shows how to recognize NP-complete problems and offers proactical suggestions for dealing with them effectively. The book covers the basic theory of NP-completeness, provides an overview of alternative directions for further research, and contains and extensive list of NP-complete and NP-hard problems, with more than 300 main entries and several times as many results in total. [This book] is suitable as a supplement to courses in algorithm design, computational complexity, operations research, or combinatorial mathematics, and as a text for seminars on approximation algorithms or computational complexity. It provides not only a valuable source of information for students but also an essential reference work for professionals in computer science"--Back cover.

Complexity and Real Computation Princeton University Press

Provides an accessible introduction to computational complexity analysis and its application to questions of intractability in cognitive science.

Algorithmics OUP Oxford

Named a Notable Book in the 21st Annual Best of Computing list by the ACM! Robert Sedgewick and Kevin Wayne’s Computer Science: An Interdisciplinary Approach is the ideal modern introduction to computer science with Java programming for both students and professionals. Taking a broad, applications-based approach, Sedgewick and Wayne teach through important examples from science, mathematics, engineering, finance, and commercial computing. The book demystifies computation, explains its intellectual underpinnings, and covers the essential elements of programming and computational problem solving in today’s environments. The authors begin by introducing basic programming elements such as variables, conditionals, loops, arrays, and I/O. Next, they turn to functions, introducing key modular programming concepts, including components and reuse. They present a modern introduction to object-oriented programming, covering current programming paradigms and approaches to data abstraction. Building on this foundation, Sedgewick and Wayne widen their focus to the broader discipline of computer science. They introduce classical sorting and searching algorithms, fundamental data structures and their application, and scientific techniques for assessing an implementation’s performance. Using abstract models, readers learn to answer basic questions about computation, gaining insight for practical application. Finally, the authors show how machine architecture links the theory of computing to real computers, and to the field’s history and evolution. For each concept, the authors present all the information readers need to build confidence, together with examples that solve intriguing problems. Each chapter contains question-and-answer sections, self-study drills, and challenging problems that demand creative solutions. Companion web site (introcs.cs.princeton.edu/java) contains Extensive supplementary information, including suggested approaches to programming assignments, checklists, and FAQs Graphics and sound libraries Links to program code and

test data Solutions to selected exercises Chapter summaries Detailed instructions for installing a Java programming environment Detailed problem sets and projects Companion 20-part series of video lectures is available at informit.com/title/9780134493831

Mathematics and Computation W.H. Freeman

This volume presents papers on the topics covered at the National Academy of Engineering's 2018 US Frontiers of Engineering Symposium. Every year the symposium brings together 100 outstanding young leaders in engineering to share their cutting-edge research and innovations in selected areas. The 2018 symposium was held September 5-7 and hosted by MIT Lincoln Laboratory in Lexington, Massachusetts. The intent of this book is to convey the excitement of this unique meeting and to highlight innovative developments in engineering research and technical work.

Understanding Computers and Cognition Cambridge University Press

Discrete optimization problems are everywhere, from traditional operations research planning (scheduling, facility location and network design); to computer science databases; to advertising issues in viral marketing. Yet most such problems are NP-hard; unless P = NP, there are no efficient algorithms to find optimal solutions. This book shows how to design approximation algorithms: efficient algorithms that find provably near-optimal solutions. The book is organized around central algorithmic techniques for designing approximation algorithms, including greedy and local search algorithms, dynamic programming, linear and semidefinite programming, and randomization. Each chapter in the first section is devoted to a single algorithmic technique applied to several different problems, with more sophisticated treatment in the second section. The book also covers methods for proving that optimization problems are hard to approximate. Designed as a textbook for graduate-level algorithm courses, it will also serve as a reference for researchers interested in the heuristic solution of discrete optimization problems.

Computers and Intractability Princeton University Press

This book is about the design of computer technology. It it, we look closely at computers as they exist today and we set out new directions for future development.This discourse presented here, however, is not what one would expect to find in a book of science and engineering. It moves among topics and purposes that appear to be worlds apart: it is both theoretical and practical; it is concerned with computer technology and with the nature of human existence; with the philosophy of language with office automation.

A New Era in Computation Springer Science & Business Media

The Invocation Model of Process Expression argues that mathematics does not provide the most appropriate conceptual foundations for computer science, but, rather, that these foundations are a primary source of unnecessary complexity and confusion. It supports that there is a more appropriate conceptual model that unifies forms of expression considered quite disparate and simplifies issues considered complex and intractable. This book presents that this model of process expression is alternative theory of computer science that is both valid and practical.