

The Nature Of Code Simulating Natural Systems With Processing

Modeling and Simulation in Python teaches readers how to analyze real-world scenarios using the Python programming language, requiring no more than a background in high school math. Modeling and Simulation in Python is a thorough but easy-to-follow introduction to physical modeling--that is, the art of describing and simulating real-world systems. Readers are guided through modeling things like world population growth, infectious disease, bungee jumping, baseball flight trajectories, celestial mechanics, and more while simultaneously developing a strong understanding of fundamental programming concepts like loops, vectors, and functions. Clear and concise, with a focus on learning by doing, the author spares the reader abstract, theoretical complexities and gets right to hands-on examples that show how to produce useful models and simulations. First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

This book covers a highly relevant and timely topic that is of wide interest, especially in finance, engineering and computational biology. The introductory material on simulation and stochastic differential equation is very accessible and will prove popular with many readers. While there are several recent texts available that cover stochastic differential equations, the concentration here on inference makes this book stand out. No other direct competitors are known to date. With an emphasis on the practical implementation of the simulation and estimation methods presented, the text will be useful to practitioners and students with minimal mathematical background. What's more, because of the many R programs, the information here is appropriate for many mathematically well educated practitioners, too.

Computer simulation has become an important means for obtaining knowledge about nature. The practice of scientific simulation and the frequent use of uncertain simulation results in public policy raise a wide range of philosophical questions. Most prominently highlighted is the field of anthropogenic climate change—are humans currently changing the climate? Referring to empirical results from science studies and political science, *Simulating Nature: A Philosophical Study of Computer-Simulation Uncertainties and Their Role in Climate Science and Policy Advice, Second Edition* addresses questions about the types of uncertainty associated with scientific simulation and about how these uncertainties can be communicated. The author, who participated in the United Nations' Intergovernmental Panel on Climate Change (IPCC) plenaries in 2001 and 2007, discusses the assessment reports and workings of the IPCC. This second edition reflects the latest developments in climate change policy, including a thorough update and rewriting of sections that refer to the IPCC.

This book highlights a unique combination of numerical tools and strategies for handling the challenges of multiphysics simulation, with a specific focus on electromechanical systems as the target application. Features: introduces the concept of design via simulation, along with the role of multiphysics simulation in today's engineering environment; discusses the importance of structural optimization techniques in the design and development of electromechanical systems; provides an overview of the physics commonly involved with electromechanical systems for applications such as electronics, magnetic components, RF components, actuators, and motors; reviews the governing equations for the simulation of related multiphysics problems; outlines relevant (topology and parametric size) optimization methods for electromechanical systems; describes in detail several multiphysics simulation and optimization example studies in both two and three dimensions, with sample numerical code.

Computational electrodynamics is a vast research field with a wide variety of tools. In physics, the principle of gauge invariance plays a pivotal role as a guide towards a sensible formulation of the laws of nature as well as for computing the properties of elementary particles using the lattice formulation of gauge theories. However, the gauge principle has played a much less pronounced role in performing computation in classical electrodynamics. In this work, the author demonstrates that starting from the gauge formulation of electrodynamics using the electromagnetic potentials leads to computational tools that can very well compete with the conventional electromagnetic field-based tools. Once accepting the formulation based on gauge fields, the computational code is very transparent due to the mimetic mapping of the electrodynamic variables on the computational grid. Although the illustrations and applications originate from microelectronic engineering, the method has a much larger range of applicability. Therefore this book will be useful to everyone having interest in computational electrodynamics. The volume is organized as follows: In part 1, a detailed introduction and overview is presented of the Maxwell equations as well as the derivation of the current and charge densities in different materials. Semiconductors are responding to electromagnetic fields in a non-linear way, and the induced complications are discussed in detail. Part 2, using the gauge potentials, presents the transition of electrodynamics theory to a formulation that can serve as the gateway to computational code. In part 3, a collection of microelectronic device designs demonstrate the feasibility and success of the methods in Part 2. Part 4 focuses on a set of topical themes that brings the reader to the frontier of research in building the simulation tools, using the gauge principle in computational electrodynamics. Technical topics discussed in the book include: - Electromagnetic Field Equations - Constitutive Relations - Discretization and Numerical Analysis - Finite Element and Finite Volume Methods - Design of Integrated Passive Components

Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, *Getting Started with Processing.py* is your fast track to using Python's Processing mode.

An authority on creativity introduces us to AI-powered computers that are creating art, literature, and music that may well surpass the creations of humans. Today's computers

are composing music that sounds “more Bach than Bach,” turning photographs into paintings in the style of Van Gogh's *Starry Night*, and even writing screenplays. But are computers truly creative—or are they merely tools to be used by musicians, artists, and writers? In this book, Arthur I. Miller takes us on a tour of creativity in the age of machines. Miller, an authority on creativity, identifies the key factors essential to the creative process, from “the need for introspection” to “the ability to discover the key problem.” He talks to people on the cutting edge of artificial intelligence, encountering computers that mimic the brain and machines that have defeated champions in chess, *Jeopardy!*, and *Go*. In the central part of the book, Miller explores the riches of computer-created art, introducing us to artists and computer scientists who have, among much else, unleashed an artificial neural network to create a nightmarish, multi-eyed dog-cat; taught AI to imagine; developed a robot that paints; created algorithms for poetry; and produced the world's first computer-composed musical, *Beyond the Fence*, staged by Android Lloyd Webber and friends. But, Miller writes, in order to be truly creative, machines will need to step into the world. He probes the nature of consciousness and speaks to researchers trying to develop emotions and consciousness in computers. Miller argues that computers can already be as creative as humans—and someday will surpass us. But this is not a dystopian account; Miller celebrates the creative possibilities of artificial intelligence in art, music, and literature.

A ground-up approach to explaining dynamic spatial modelling for an interdisciplinary audience. Across broad areas of the environmental and social sciences, simulation models are an important way to study systems inaccessible to scientific experimental and observational methods, and also an essential complement to those more conventional approaches. The contemporary research literature is teeming with abstract simulation models whose presentation is mathematically demanding and requires a high level of knowledge of quantitative and computational methods and approaches. Furthermore, simulation models designed to represent specific systems and phenomena are often complicated, and, as a result, difficult to reconstruct from their descriptions in the literature. This book aims to provide a practical and accessible account of dynamic spatial modelling, while also equipping readers with a sound conceptual foundation in the subject, and a useful introduction to the wide-ranging literature. *Spatial Simulation: Exploring Pattern and Process* is organised around the idea that a small number of spatial processes underlie the wide variety of dynamic spatial models. Its central focus on three ‘building-blocks’ of dynamic spatial models – forces of attraction and segregation, individual mobile entities, and processes of spread – guides the reader to an understanding of the basis of many of the complicated models found in the research literature. The three building block models are presented in their simplest form and are progressively elaborated and related to real world process that can be represented using them. Introductory chapters cover essential background topics, particularly the relationships between pattern, process and spatiotemporal scale. Additional chapters consider how time and space can be represented in more complicated models, and methods for the analysis and evaluation of models. Finally, the three building block models are woven together in a more elaborate example to show how a complicated model can be assembled from relatively simple components. To aid understanding, more than 50 specific models described in the book are available online at patternandprocess.org for exploration in the freely available Netlogo platform. This book encourages readers to develop intuition for the abstract types of model that are likely to be appropriate for application in any specific context. *Spatial Simulation: Exploring Pattern and Process* will be of interest to undergraduate and graduate students taking courses in environmental, social, ecological and geographical disciplines. Researchers and professionals who require a non-specialist introduction will also find this book an invaluable guide to dynamic spatial simulation.

Learning Processing, Second Edition, is a friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. Requiring no previous experience, this book is for the true programming beginner. It teaches the basic building blocks of programming needed to create cutting-edge graphics applications including interactive art, live video processing, and data visualization. Step-by-step examples, thorough explanations, hands-on exercises, and sample code, supports your learning curve. A unique lab-style manual, the book gives graphic and web designers, artists, and illustrators of all stripes a jumpstart on working with the Processing programming environment by providing instruction on the basic principles of the language, followed by careful explanations of select advanced techniques. The book has been developed with a supportive learning experience at its core. From algorithms and data mining to rendering and debugging, it teaches object-oriented programming from the ground up within the fascinating context of interactive visual media. This book is ideal for graphic designers and visual artists without programming background who want to learn programming. It will also appeal to students taking college and graduate courses in interactive media or visual computing, and for self-study. A friendly start-up guide to Processing, a free, open-source alternative to expensive software and daunting programming languages. No previous experience required—this book is for the true programming beginner! Step-by-step examples, thorough explanations, hands-on exercises, and sample code supports your learning curve. This book provides a self-contained introduction to the simulation of flow and transport in porous media, written by a developer of numerical methods. The reader will learn how to implement reservoir simulation models and computational algorithms in a robust and efficient manner. The book contains a large number of numerical examples, all fully equipped with online code and data, allowing the reader to reproduce results, and use them as a starting point for their own work. All of the examples in the book are based on the MATLAB Reservoir Simulation Toolbox (MRST), an open-source toolbox popular in both academic institutions and the petroleum industry. The book can also be seen as a user guide to the MRST software. It will prove invaluable for researchers, professionals and advanced students using reservoir simulation methods. This title is also available as Open Access on Cambridge Core.

Learn how to program by diving into the R language, and then use your newfound skills to solve practical data science problems. With this book, you'll learn how to load data, assemble and disassemble data objects, navigate R's environment system, write your own functions, and use all of R's programming tools. RStudio Master Instructor Garrett Golemund not only teaches you how to program, but also shows you how to get more from R than just visualizing and modeling data. You'll gain valuable programming skills and support your work as a data scientist at the same time. Work hands-on with three practical data analysis projects based on casino games Store, retrieve, and change data values in your computer's memory Write programs and simulations that outperform those written by typical R users Use R programming tools such as if else statements, for loops, and S3 classes Learn how to write lightning-fast vectorized R code Take advantage of R's package system and debugging tools Practice and apply R programming concepts as you learn them

A single line of code offers a way to understand the cultural context of computing. This book takes a single line of code—the extremely concise BASIC program for the Commodore 64 inscribed in the title—and uses it as a lens through which to consider the phenomenon of creative computing and the way computer programs exist in culture. The authors of this collaboratively written book treat code not as merely functional but as a text—in the case of 10 PRINT, a text that appeared in many different printed sources—that yields a story about its making, its purpose, its assumptions, and more. They consider randomness and regularity in computing and art, the maze in culture, the popular BASIC programming language, and the highly influential Commodore 64 computer.

First Processing book on the market Processing is a nascent technology rapidly increasing in popularity Links with the creators of Processing will help sell the book

The new edition of an introduction to computer programming within the context of the visual arts, using the open-source programming language Processing; thoroughly updated throughout. The visual arts are rapidly changing as media moves into the web, mobile devices, and architecture. When designers and artists learn the basics of writing software, they develop a new form of literacy that enables them to create new media for the present, and to imagine future media that are beyond the capacities of current software tools. This book introduces this new literacy by teaching computer programming within the context of the visual arts. It offers a comprehensive reference and text for Processing (www.processing.org), an open-source programming language that can be used by students, artists, designers, architects, researchers, and anyone who wants to program images, animation, and interactivity. Written by Processing's cofounders, the book offers a definitive reference for students and professionals. Tutorial chapters make up the bulk of the book; advanced professional projects from such domains as animation, performance, and installation are discussed in interviews with their creators. This second edition has been thoroughly updated. It is the first book to offer in-depth coverage of Processing 2.0 and 3.0, and all examples have been updated for the new syntax. Every chapter has been revised, and new chapters introduce new ways to work with data and geometry. New “synthesis” chapters offer discussion and worked examples of such topics as sketching with code, modularity, and algorithms. New interviews have been added that cover a wider range of projects. “Extension” chapters are now offered online so they can be updated to keep pace with technological developments in such fields as computer vision and electronics. Interviews SUE.C, Larry Cuba, Mark Hansen, Lynn Hershman Leeson, Jürg Lehni, LettError, Golan Levin and Zachary Lieberman, Benjamin Maus, Manfred Mohr, Ash Nehru, Josh On, Bob Sabiston, Jennifer Steinkamp, Jared Tarbell, Steph Thirion, Robert Winter

This must-read text/reference provides a practical guide to processes involved in the development and application of dynamic simulation models, covering a wide range of issues relating to testing, verification and validation. Illustrative example problems in continuous system simulation are presented throughout the book, supported by extended case studies from a number of interdisciplinary applications. Topics and features: provides an emphasis on practical issues of model quality and validation, along with questions concerning the management of simulation models, the use of model libraries, and generic models; contains numerous step-by-step examples; presents detailed case studies, often with accompanying datasets; includes discussion of hybrid models, which involve a combination of continuous system and discrete-event descriptions; examines experimental modeling approaches that involve system identification and parameter estimation; offers supplementary material at an associated website.

Intended to anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, hobbyists... Basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.

Over the past thirty years, and particularly within the last ten years, researchers in the areas of social psychology, cognitive psychology, clinical psychology, and neuroscience have been examining fascinating questions regarding the nature of imagination and mental simulation – the imagination and generation of alternative realities. Some of these researchers have focused on the specific processes that occur in the brain when an individual is mentally simulating an action or forming a mental image, whereas others have focused on the consequences of mental simulation processes for affect, cognition, motivation, and behavior. This Handbook provides a novel and stimulating integration of work on imagination and mental simulation from a variety of perspectives. It is the first broad-based volume to integrate specific sub-areas such as mental imagery, imagination, thought flow, narrative transportation, fantasizing, and counterfactual thinking, which have, until now, been treated by researchers as disparate and orthogonal lines of inquiry. As such, the volume enlightens psychologists to the notion that a wide-range of mental simulation phenomena may actually share a commonality of underlying processes.

Generative design, once known only to insiders as a revolutionary method of creating artwork, models, and animations with programmed algorithms, has in recent years become a popular tool for designers. By using simple languages such as JavaScript in p5.js, artists and makers can create everything from interactive typography and textiles to 3D-printed furniture to complex and elegant infographics. This updated volume gives a jump-start on coding strategies, with step-by-step tutorials for creating visual experiments that explore the possibilities of color, form, typography, and images. Generative Design includes a gallery of all-new artwork from a range of international designers—fine art projects as well as commercial ones for Nike, Monotype, Dolby Laboratories, the musician Bjork, and others.

A crucial step during the design and engineering of communication systems is the estimation of their performance and behavior; especially for mathematically complex or highly dynamic systems network simulation is particularly useful. This book focuses on tools, modeling principles and state-of-the art models for discrete-event based network simulations, the standard method applied today in academia and industry for performance evaluation of new network designs and architectures. The focus of the tools part is on two distinct simulations engines: OmNet++ and ns-3, while it also deals with issues like parallelization, software integration and hardware simulations. The parts dealing with modeling and models for network simulations are split into a wireless section and a section dealing with higher layers. The wireless section covers all essential modeling principles for dealing with physical layer, link layer and wireless channel behavior. In addition, detailed models for prominent wireless systems like IEEE 802.11 and IEEE 802.16

are presented. In the part on higher layers, classical modeling approaches for the network layer, the transport layer and the application layer are presented in addition to modeling approaches for peer-to-peer networks and topologies of networks. The modeling parts are accompanied with catalogues of model implementations for a large set of different simulation engines. The book is aimed at master students and PhD students of computer science and electrical engineering as well as at researchers and practitioners from academia and industry that are dealing with network simulation at any layer of the protocol stack.

Finally, a book on creative programming, written directly for artists and designers! Rather than following a computer science curriculum, this book is aimed at creatives who are working in the intersection of design, art, and education. In this book you'll learn to apply computation into the creative process by following a four-step process, and through this, land in the cross section of coding and art, with a focus on practical examples and relevant work structures. You'll follow a real-world use case of computation art and see how it relates back to the four key pillars, and addresses potential pitfalls and challenges in the creative process. All code examples are presented in a fully integrated Processing example library, making it easy for readers to get started. This unique and finely balanced approach between skill acquisition and the creative process and development makes Coding Art a functional reference book for both creative programming and the creative process for professors and students alike. What You'll Learn Review ideas and approaches from creative programming to different professional domains Work with computational tools like the Processing language Understand the skills needed to move from static elements to animation to interaction Use interactivity as input to bring creative concepts closer to refinement and depth Simplify and extend the design of aesthetics, rhythms, and smoothness with data structures Leverage the diversity of art code on other platforms like the web or mobile applications Understand the end-to-end process of computation art through real world use cases Study best practices, common pitfalls, and challenges of the creative process Who This Book Is For Those looking to see what computation and data can do for their creative expression; learners who want to integrate computation and data into their practices in different perspectives; and those who already know how to program, seeking creativity and inspiration in the context of computation and data.

Develops a theory of contemporary culture that relies on displacing economic notions of cultural production with notions of cultural expenditure. This book represents an effort to rethink cultural theory from the perspective of a concept of cultural materialism, one that radically redefines postmodern formulations of the body.

This unique volume introduces and discusses the methods of validating computer simulations in scientific research. The core concepts, strategies, and techniques of validation are explained by an international team of pre-eminent authorities, drawing on expertise from various fields ranging from engineering and the physical sciences to the social sciences and history. The work also offers new and original philosophical perspectives on the validation of simulations. Topics and features: introduces the fundamental concepts and principles related to the validation of computer simulations, and examines philosophical frameworks for thinking about validation; provides an overview of the various strategies and techniques available for validating simulations, as well as the preparatory steps that have to be taken prior to validation; describes commonly used reference points and mathematical frameworks applicable to simulation validation; reviews the legal prescriptions, and the administrative and procedural activities related to simulation validation; presents examples of best practice that demonstrate how methods of validation are applied in various disciplines and with different types of simulation models; covers important practical challenges faced by simulation scientists when applying validation methods and techniques; offers a selection of general philosophical reflections that explore the significance of validation from a broader perspective. This truly interdisciplinary handbook will appeal to a broad audience, from professional scientists spanning all natural and social sciences, to young scholars new to research with computer simulations. Philosophers of science, and methodologists seeking to increase their understanding of simulation validation, will also find much to benefit from in the text.

With p5.js, you can think of your entire Web browser as your canvas for sketching with code! Learn programming the fun way--by sketching with interactive computer graphics! Getting Started with p5.js contains techniques that can be applied to creating games, animations, and interfaces. p5.js is a new interpretation of Processing written in JavaScript that makes it easy to interact with HTML5 objects, including text, input, video, webcam, and sound. Like its older sibling Processing, p5.js makes coding accessible for artists, designers, educators, and beginners. Written by the lead p5.js developer and the founders of Processing, this book provides an introduction to the creative possibilities of today's Web, using JavaScript and HTML. With Getting Started with p5.js, you'll: Quickly learn programming basics, from variables to objects Understand the fundamentals of computer graphics Create interactive graphics with easy-to-follow projects Learn to apply data visualization techniques Capture and manipulate webcam audio and video feeds in the browser

This book describes the new generation of discrete choice methods, focusing on the many advances that are made possible by simulation. Researchers use these statistical methods to examine the choices that consumers, households, firms, and other agents make. Each of the major models is covered: logit, generalized extreme value, or GEV (including nested and cross-nested logits), probit, and mixed logit, plus a variety of specifications that build on these basics. Simulation-assisted estimation procedures are investigated and compared, including maximum simulated likelihood, method of simulated moments, and method of simulated scores. Procedures for drawing from densities are described, including variance reduction techniques such as anithetics and Halton draws. Recent advances in Bayesian procedures are explored, including the use of the Metropolis-Hastings algorithm and its variant Gibbs sampling. The second edition adds chapters on endogeneity and expectation-maximization (EM) algorithms. No other book incorporates all these fields, which have arisen in the past 25 years. The procedures are applicable in many fields, including energy, transportation, environmental studies, health, labor, and marketing.

The Nature of Code

Time series data analysis is increasingly important due to the massive production of such data through the internet of things, the digitalization of healthcare, and the rise of smart cities. As continuous monitoring and data collection become more common, the need for competent time series analysis with both statistical and machine learning techniques will increase. Covering innovations in time series data analysis and use cases from the real world, this practical guide will help you solve the most common data engineering and analysis challenges in time series, using both traditional statistical and modern machine learning techniques. Author Aileen Nielsen offers an accessible, well-rounded introduction to time series in both R and Python that will have data scientists, software engineers, and researchers up and running quickly. You'll get the guidance you need to confidently: Find and wrangle time series data Undertake exploratory time series data analysis Store temporal data Simulate time series data Generate and select features for a time series Measure error Forecast and classify time series with machine or deep learning Evaluate accuracy and performance

This concise and clear introduction to the topic requires only basic knowledge of calculus and linear algebra - all other concepts and ideas are developed in the course of the book. Lucidly written so as to appeal to undergraduates and practitioners alike, it enables readers to set up simple mathematical models on their own and to interpret their results and those of others critically. To achieve this, many examples have been chosen from various fields, such as biology, ecology, economics, medicine, agricultural, chemical, electrical, mechanical and process engineering, which are subsequently discussed in detail. Based on the author's modeling and simulation experience in science and engineering and as a consultant, the book answers such basic questions as: What is a mathematical model? What types of models do exist? Which model is appropriate for a particular problem? What are simulation, parameter estimation, and validation? The book relies exclusively upon open-source software which is available to everybody free of charge. The entire book software - including 3D CFD and structural mechanics simulation software - can be used based on a free CAELinux-Live-DVD that is available in the Internet (works on most machines and operating systems).

Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes =====?===== Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for Artists Part 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

Will the abyss between mind and matter ever be bridged? How can configurations of matter ever give rise to consciousness? This is the greatest enigma that puzzles the scientific world, also known as "the hard problem." How do the objective and subjective dimensions relate to each other? It is here that scientists and spiritual seekers appear irreconcilable. Yet the number of scientists calling into question the hegemony of reductive materialism is steadily on the rise. As Artificial Intelligence, Nanotechnology and Transhumanism make us rapidly approach the era of the Technological Singularity, the borders between the physical and the metaphysical appear to fade into oblivion, by virtue of the all-encompassing umbrella of Information Technology. Indeed, to wonder whether we might be living in a kind of computer simulation has become a legitimate question. It is exactly here, that the building blocks for the bridge between science and spirituality might be found. What if our reality experience is the product of a code? Could such a code provide a subjective experience? What are the characteristics of such a code? Embark on a mind-boggling quest into this deepest alchemical secret. Prepare yourself for a Tsunami of mind-altering concepts. Let yourself be drawn into the vortex of the Pansentience hypothesis. Learn how reality may digitally self-simulate by becoming the map and the territory simultaneously. And let yourself be seduced by Eris' apple of confusion to transcend your inner strife. As you bite in your own tail, you will discover, you are no one else than the mighty Ouroboros. Discover how Yoneda's Lemma shows us that material manifestations are mere fossils of sensing. Sail through the perilous uncharted seas of the unknown, such as AI hermeneutics, where intelligence has not found ways yet to map safe maritime routes and routines. And examine for yourself in the light of evidence from entropy, information, algorithms and pattern recognition, whether this voyage into the realm of Consciousness will guide you to be wrecked in woo or to be docked in the harbor of wisdom. This forbidden fruit is the gateway to the Eschaton, the luminous Omega Hypercomputer at the end of time. The guide to the non-dual essence of being. This is the recipe to perform the Magnum Opus. The recursive self-modifying Ouroboros code to experience the ecstasy of Kundalini's Techno-transcendentalism, where All is One and we are God. A must read for scientific spiritualists and spiritual scientists.

Statistics and hypothesis testing are routinely used in areas (such as linguistics) that are traditionally not mathematically intensive. In such fields, when faced with experimental data, many students and researchers tend to rely on commercial packages to carry out statistical data analysis, often without understanding the logic of the statistical tests they rely on. As a consequence, results are often misinterpreted, and users have difficulty in flexibly applying techniques relevant to their own research — they use whatever they happen to have learned. A simple solution is to teach the fundamental ideas of statistical hypothesis testing without using too much mathematics. This book provides a non-mathematical, simulation-based introduction to basic statistical concepts and encourages readers to try out the simulations themselves using the source code and data provided (the freely available programming language R is used throughout). Since the code presented in the text almost always requires the use of previously introduced programming constructs, diligent students also acquire basic programming abilities in R. The book is

intended for advanced undergraduate and graduate students in any discipline, although the focus is on linguistics, psychology, and cognitive science. It is designed for self-instruction, but it can also be used as a textbook for a first course on statistics. Earlier versions of the book have been used in undergraduate and graduate courses in Europe and the US. "Vasishth and Broe have written an attractive introduction to the foundations of statistics. It is concise, surprisingly comprehensive, self-contained and yet quite accessible. Highly recommended." Harald Baayen, Professor of Linguistics, University of Alberta, Canada "By using the text students not only learn to do the specific things outlined in the book, they also gain a skill set that empowers them to explore new areas that lie beyond the book's coverage." Colin Phillips, Professor of Linguistics, University of Maryland, USA

An essential guide for teaching and learning computational art and design: exercises, assignments, interviews, and more than 170 illustrations of creative work. This book is an essential resource for art educators and practitioners who want to explore code as a creative medium, and serves as a guide for computer scientists transitioning from STEM to STEAM in their syllabi or practice. It provides a collection of classic creative coding prompts and assignments, accompanied by annotated examples of both classic and contemporary projects, and more than 170 illustrations of creative work, and features a set of interviews with leading educators. Picking up where standard programming guides leave off, the authors highlight alternative programming pedagogies suitable for the art- and design-oriented classroom, including teaching approaches, resources, and community support structures.

This textbook originated from the course 'Simulation, Modeling, and Computations in Biophysics' that I have taught at the University of Chicago since 2011. The students typically came from a wide range of backgrounds, including biology, physics, chemistry, biochemistry, and mathematics, and the course was intentionally adapted for senior undergraduate students and graduate students. This is not a highly technical book dedicated to specialists. The objective is to provide a broad survey from the physical description of a complex molecular system at the most fundamental level, to the type of phenomenological models commonly used to represent the function of large biological macromolecular machines. The key conceptual elements serving as building blocks in the formulation of different levels of approximations are introduced along the way, aiming to clarify as much as possible how they are interrelated. The only assumption is a basic familiarity with simple mathematics (calculus and integrals, ordinary differential equations, matrix linear algebra, and Fourier-Laplace transforms).

This textbook provides a fast-track pathway to numerical implementation of phase-field modeling—a relatively new paradigm that has become the method of choice for modeling and simulation of microstructure evolution in materials. It serves as a cookbook for the phase-field method by presenting a collection of codes that act as foundations and templates for developing other models with more complexity. Programming Phase-Field Modeling uses the Matlab/Octave programming package, simpler and more compact than other high-level programming languages, providing ease of use to the widest audience. Particular attention is devoted to the computational efficiency and clarity during development of the codes, which allows the reader to easily make the connection between the mathematical formalism and the numerical implementation of phase-field models. The background materials provided in each case study also provide a forum for undergraduate level modeling-simulations courses as part of their curriculum.

Now available in an affordable softcover edition, this classic in Springer's acclaimed Virtual Laboratory series is the first comprehensive account of the computer simulation of plant development. 150 illustrations, one third of them in colour, vividly demonstrate the spectacular results of the algorithms used to model plant shapes and developmental processes. The latest in computer-generated images allow us to look at plants growing, self-replicating, responding to external factors and even mutating, without becoming entangled in the underlying mathematical formulae involved. The authors place particular emphasis on Lindenmayer systems - a notion conceived by one of the authors, Aristid Lindenmayer, and internationally recognised for its exceptional elegance in modelling biological phenomena. Nonetheless, the two authors take great care to present a survey of alternative methods for plant modelling.

Die Autoren führen auf anschauliche und systematische Weise in die mathematische und informatische Modellierung sowie in die Simulation als universelle Methodik ein. Es geht um Klassen von Modellen und um die Vielfalt an Beschreibungsarten. Aber es geht immer auch darum, wie aus Modellen konkrete Simulationsergebnisse gewonnen werden können. Nach einem kompakten Repetitorium zum benötigten mathematischen Apparat wird das Konzept anhand von Szenarien u. a. aus den Bereichen „Spielen – entscheiden – planen" und „Physik im Rechner" umgesetzt.

In this translation of the German edition, the authors provide insight into the numerical simulation of fluid flow. Using a simple numerical method as an expository example, the individual steps of scientific computing are presented: the derivation of the mathematical model; the discretization of the model equations; the development of algorithms; parallelization; and visualization of the computed data. In addition to the treatment of the basic equations for modeling laminar, transient flow of viscous, incompressible fluids - the Navier-Stokes equations - the authors look at the simulation of free surface flows; energy and chemical transport; and turbulence. Readers are enabled to write their own flow simulation program from scratch. The variety of applications is shown in several simulation results, including 92 black-and-white and 18 color illustrations. After reading this book, readers should be able to understand more enhanced algorithms of computational fluid dynamics and apply their new knowledge to other scientific fields.

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (<http://www.natureofcode.com>), the examples run in the browser via Processing's JavaScript mode.

The result of lectures given by the authors at New York University, the University of Utah, and Michigan State University, the material is written for students who have had only one term of calculus, but it contains material that can be used in modeling courses in applied mathematics at all levels through early graduate courses. Numerous exercises are given as well as solutions to selected exercises, so as to lead readers to discover interesting extensions of that material. Throughout, illustrations depict physiological processes, population biology phenomena, corresponding models, and the results of computer simulations. Topics covered range from population phenomena to demographics, genetics, epidemics and dispersal; in physiological processes, including the circulation, gas exchange in the lungs, control of cell volume, the renal counter-current multiplier mechanism, and muscle mechanics; to mechanisms of neural control. Each chapter is graded in difficulty, so a reading of the first parts of each provides an elementary introduction to the processes and their models.

Operational Research (OR) deals with the use of advanced analytical methods to support better decision-making. It is multidisciplinary with strong links to management science, decision science, computer

science and many application areas such as engineering, manufacturing, commerce and healthcare. In the study of emergent behaviour in complex adaptive systems, Agent-based Modelling & Simulation (ABMS) is being used in many different domains such as healthcare, energy, evacuation, commerce, manufacturing and defense. This collection of articles presents a convenient introduction to ABMS with papers ranging from contemporary views to representative case studies. The OR Essentials series presents a unique cross-section of high quality research work fundamental to understanding contemporary issues and research across a range of Operational Research (OR) topics. It brings together some of the best research papers from the esteemed Operational Research Society and its associated journals, also published by Palgrave Macmillan.

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