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An essential capacity of intelligence is the ability to learn. An artificially intelligent system that could learn would not have to be programmed for every eventuality; it could adapt to its changing environment and conditions just as biological systems do. Illustrating Evolutionary Computation with Mathematica introduces evolutionary computation to the technically savvy reader who wishes to explore this fascinating and increasingly important field. Unique among books on evolutionary computation, the book also explores the application of evolution to developmental processes in nature, such as the growth processes in cells and plants. If you are a newcomer to the evolutionary computation field, an engineer, a programmer, or even a biologist wanting to learn how to model the evolution and coevolution of plants, this book will provide you with a visually rich and engaging account of this complex subject. * Introduces the major mechanisms of biological evolution. * Demonstrates many fascinating aspects of evolution in nature with simple, yet illustrative examples. * Explains each of the major branches of evolutionary computation: genetic algorithms, genetic programming, evolutionary programming, and evolution strategies. * Demonstrates the programming of computers by evolutionary principles using Evolvica, a genetic programming system designed by the author. * Shows in detail how to evolve developmental programs modeled by cellular automata and Lindenmayer systems. * Provides Mathematica notebooks on the Web that include all the programs in the book and supporting animations, movies, and graphics.

Very roughly speaking, representation theory studies symmetry in linear spaces. It is a beautiful mathematical subject which has many applications, ranging from number theory and combinatorics to geometry, probability theory, quantum mechanics, and quantum field theory. The goal of this book is to give a ``holistic'' introduction to representation theory, presenting it as a unified subject which studies representations of associative algebras and treating the representation theories of groups, Lie algebras, and quivers as special cases. Using this approach, the book covers a number of standard topics in the representation theories of these structures. Theoretical material in the book is supplemented by many problems and exercises which touch upon a lot of additional topics; the more difficult exercises are provided with hints. The book is designed as a textbook for advanced undergraduate and beginning graduate students. It should be accessible to students with a strong background in linear algebra and a basic knowledge of abstract algebra.

This book will help those wishing to teach a course in technical writing, or who wish to write themselves.

Ten years have passed since the first edition of this book, a time sary to stress that the availability of colors further assists artistic span during which all activities connected with computers have ambitions. experienced an enormous upswing, due in particular to the ad The dynamics of display which can be achieved on the screen is vances in the field of semiconductor electronics which facilitated also of significance for the visual arts. It is a necessary condition microminiaturization. With the circuit elements becoming small for some technical applications, for example when simulating er and smaller, i. e. the transition to integrated circuits, the price dynamic processes. Although the graphics systems operating in real time were not designed for artistic purposes, they nonethe of hardware was reduced to an amazingly low level: this has de less open the most exciting aspects to the visual arts. While the finitely been an impulse of great importance to the expansion of computer technology, as well as to areas far removed from tech static computer picture was still a realization in line with the nology.

Max Tegmark leads us on an astonishing journey through past, present and future, and through the physics, astronomy and mathematics that are the foundation of his work, most particularly his hypothesis that our physical reality is a mathematical structure and his theory of the ultimate multiverse. In a dazzling combination of both popular and groundbreaking science, he not only helps us grasp his often mind-boggling theories, but he also shares with us

some of the often surprising triumphs and disappointments that have shaped his life as a scientist. Fascinating from first to last this is a book that has already prompted the attention and admiration of some of the most prominent scientists and mathematicians.

"Mathematica in Action, 2nd Edition," is designed both as a guide to the extraordinary capabilities of Mathematica as well as a detailed tour of modern mathematics by one of its leading expositors, Stan Wagon. Ideal for teachers, researchers, mathematica enthusiasts. This second edition of the highly sucessful W.H. Freeman version includes an 8 page full color insert and 50% new material all organized around Elementary Topics, Intermediate Applications, and Advanced Projects. In addition, the book uses Mathematica 3.0 throughtout. Mathematica 3.0 notebooks with all the programs and examples discussed in the book are available on the TELOS web site (www.telospub.com). These notebooks contain materials suitable for DOS, Windows, Macintosh and Unix computers. Stan Wagon is well-known in the mathematics (and Mathematica) community as Associate Editor of the "American Mathematical Monthly," a columnist for the "Mathematical Intelligencer" and "Mathematica in Education and Research," author of "The Banach-Tarski Paradox" and "Unsolved Problems in Elementary Geometry and Number Theory (with Victor Klee), as well as winner of the 1987 Lester R. Ford Award for Expository Writing.

A landmark, comprehensive reference work that represents the methodological and theoretical diversity of this changing field.