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It discusses a variety of solutions to these problems, while illustrating design techniques such as divide-and-conquer, dynamic programming, greedy approach. It discusses methods for proving ...

The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material

from Part I to an appendix and have included additional motivational material at the beginning.

For anyone who has ever wondered how computers solve problems, an engagingly written guide for nonexperts to the basics of computer algorithms. Have you ever wondered how your GPS can find the fastest way to your destination, selecting one route from seemingly countless possibilities in mere seconds? How your credit card account number is protected when you make a purchase over the Internet? The answer is algorithms. And how do these mathematical formulations translate themselves into your GPS, your laptop, or your smart phone? This book offers an engagingly written guide to the basics of computer algorithms. In *Algorithms Unlocked*, Thomas Cormen—coauthor of the leading college textbook on the subject—provides a general explanation, with limited mathematics, of how algorithms enable computers to solve problems. Readers will learn what computer algorithms are, how to describe them, and how to evaluate them. They will discover simple ways to search for information in a computer; methods for rearranging information in a computer into a prescribed order (“ sorting ”); how to solve basic problems that can be modeled in a computer with a mathematical structure called a “ graph ” (useful for modeling road networks, dependencies among tasks, and financial relationships); how to solve problems that ask questions about strings of characters such as DNA structures; the basic principles behind cryptography; fundamentals of data compression; and even that there are some problems that no one has figured out how to solve on a computer in a reasonable amount of time.

The goal of machine learning is to program computers to use example data or past experience to solve a given problem. Many successful applications of machine learning exist already, including systems that analyze past sales data to predict customer behavior, optimize robot behavior so that a task can be completed using minimum resources, and extract knowledge from bioinformatics data. *Introduction to Machine Learning* is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. Subjects include supervised learning; Bayesian decision theory; parametric, semi-parametric, and nonparametric methods; multivariate analysis; hidden Markov models; reinforcement learning; kernel machines; graphical models; Bayesian estimation; and statistical testing. Machine learning is rapidly becoming a skill that computer science students must master before graduation. The third edition of *Introduction to Machine Learning* reflects this shift, with added support for beginners, including selected solutions for exercises and additional example data sets (with code available online). Other substantial changes include discussions of outlier detection; ranking algorithms for perceptrons and support vector machines; matrix decomposition and spectral methods; distance estimation; new kernel algorithms; deep learning in multilayered perceptrons; and the nonparametric approach to Bayesian methods. All learning algorithms are explained so that students can easily move from the equations in the book to a computer program. The book can be used by both advanced undergraduates and graduate students. It will also be of interest to professionals who are concerned with the application of machine learning methods.

This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly *Algorithm Design Manual* provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, *Techniques*, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, *Resources*, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to the second edition:

- Doubles the tutorial material and exercises over the first edition
- Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video
- Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them
- Includes several

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NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Introduction : distributed systems - The model - Communication protocols - Routing algorithms - Deadlock-free packet switching - Wave and traversal algorithms - Election algorithms - Termination detection - Anonymous networks - Snapshots - Sense of direction and orientation - Synchrony in networks - Fault tolerance in distributed systems - Fault tolerance in asynchronous systems - Fault tolerance in synchronous systems - Failure detection - Stabilization.

Identifying some of the most influential algorithms that are widely used in the data mining community, *The Top Ten Algorithms in Data Mining* provides a description of each algorithm, discusses its impact, and reviews current and future research. Thoroughly evaluated by independent reviewers, each chapter focuses on a particular algorithm and is written by either the original authors of the algorithm or world-class researchers who have extensively studied the respective algorithm. The book concentrates on the following important algorithms: C4.5, k-Means, SVM, Apriori, EM, PageRank, AdaBoost, kNN, Naive Bayes, and CART. Examples illustrate how each algorithm works and highlight its overall performance in a real-world application. The text covers key topics—including classification, clustering, statistical learning, association analysis, and link mining—in data mining research and development as well as in data mining, machine learning, and artificial intelligence courses. By naming the leading algorithms in this field, this book encourages the use of data mining techniques in a broader realm of real-world applications. It should inspire more data mining researchers to further explore the impact and novel research issues of these algorithms.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. *Algorithm Design* introduces algorithms by looking at the real-world problems that motivate them. The book teaches students a range of design and analysis techniques for problems that arise in computing applications. The text encourages an understanding of the algorithm design process and an appreciation of the role of algorithms in the broader field of computer science. August 6, 2009 Author, Jon Kleinberg, was recently cited in the *New York Times* for his statistical analysis research in the Internet age.

Artificial Intelligence: A Modern Approach offers the most comprehensive, up-to-date introduction to the theory and practice of artificial intelligence. Number one in its field, this textbook is ideal for one or two-semester, undergraduate or graduate-level courses in Artificial Intelligence.

The pressure is on during the interview process but with the right preparation, you can walk away with your dream job. This classic book uncovers what interviews are really like at America's top software and computer companies and provides you with the tools to succeed in any situation. The authors take you step-by-step through new problems and complex brainteasers they were asked during recent technical interviews. 50 interview scenarios are presented along with in-depth analysis of the possible solutions. The problem-solving process is clearly illustrated so you'll be able to easily apply what you've learned during crunch time. You'll also find expert tips on what questions to ask, how to approach a problem, and how to recover if you become stuck. All of this will help you ace the interview and get the job you want. What you will learn from this book
Tips for effectively completing the job application
Ways to prepare for the entire programming interview process
How to find the kind of programming job that fits you best
Strategies for choosing a solution and what your approach says about you
How to improve your interviewing skills so that you can respond to any question or situation
Techniques for solving knowledge-based problems, logic puzzles, and programming problems
Who this book is for
This book is for programmers and developers applying for jobs in the software industry or in IT departments of major corporations. Wrox Beginning guides are crafted to make

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learning programming languages and technologies easier than you think, providing a structured, tutorial format that will guide you through all the techniques involved.

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