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SpringBoard Mathematics 2015

Hooked Nir Eyal 2014-11-04 Revised and Updated, Featuring a New Case Study How do successful companies create products people can't put down? Why do some products capture widespread attention while others flop? What makes us engage with certain products out of sheer habit? Is there a pattern underlying how technologies hook us? Nir Eyal answers these questions (and many more) by explaining the Hook Model—a four-step process embedded into the products of many successful companies to subtly encourage customer behavior. Through consecutive “hook cycles,” these products reach their ultimate goal of bringing users back again and again without depending on costly advertising or aggressive messaging. Hooked is based on Eyal's years of research, consulting, and practical experience. He wrote the book he wished had been available to him as a start-up founder—not abstract theory, but a how-to guide for building better products. Hooked

is written for product managers, designers, marketers, start-up founders, and anyone who seeks to understand how products influence our behavior. Eyal provides readers with:

- Practical insights to create user habits that stick.
- Actionable steps for building products people love.
- Fascinating examples from the iPhone to Twitter, Pinterest to the Bible App, and many other habit-forming products.

HTML and CSS Jon Duckett 2011-11-08 A full-color introduction to the basics of HTML and CSS! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to

everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

Almost Looks Like Work Jason Cole 2017-12-03 This book is the distillation of the blog 'Almost Looks Like Work' at www.jasmcole.com. Inside you'll find evidence of the 44 separate occasions when I should have been working, but wasn't. Each time, I delved into an area motivated by science, mathematics, or analysis of open data. In separate chapters I explore such fascinating ponderables as 'What does WiFi look like?' 'Why are rainbows that size?' 'How do I visit every London underground station?' 'Are octopuses psychic?' 'How fast does Father Christmas travel?' 'What if the moon exploded?' 'Is QWERTY the best keyboard design?' 'How do I orbit a black hole?' Discover in excruciating detail the answers to these questions and many more.

Why Forests? Why Now? Frances Seymour 2016-12-27 Tropical forests are an undervalued asset in meeting the greatest global challenges of our time—averting climate change and promoting development. Despite their importance, tropical forests and

their ecosystems are being destroyed at a high and even increasing rate in most forest-rich countries. The good news is that the science, economics, and politics are aligned to support a major international effort over the next five years to reverse tropical deforestation. *Why Forests? Why Now?* synthesizes the latest evidence on the importance of tropical forests in a way that is accessible to anyone interested in climate change and development and to readers already familiar with the problem of deforestation. It makes the case to decisionmakers in rich countries that rewarding developing countries for protecting their forests is urgent, affordable, and achievable.

A Mathematician's Lament Paul Lockhart 2009-04-01 "One of the best critiques of current mathematics education I have ever seen."—Keith Devlin, math columnist on NPR's Morning Edition A brilliant research mathematician who has devoted his career to teaching kids reveals math to be creative and beautiful and rejects standard anxiety-producing teaching methods. Witty and accessible, Paul Lockhart's controversial approach will provoke spirited debate among educators and parents alike and it will alter the way we think about math forever. Paul Lockhart, has taught mathematics at Brown University and UC Santa Cruz. Since 2000, he has dedicated himself to K-12 level students at St. Ann's School in Brooklyn, New York.

Parallel Algorithms for Regular Architectures Russ Miller 1996 *Parallel-Algorithms for Regular Architectures* is the first book to concentrate exclusively on algorithms and paradigms for programming parallel computers such as the hypercube, mesh, pyramid, and mesh-of-trees.

Strengthening Forensic Science in the United States National Research

Council 2009-07-29 Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

AP Calculus AB Prep Plus 2020 & 2021
Kaplan Test Prep 2020-02-04 Kaplan's AP Calculus AB Prep Plus 2020 & 2021 is revised to align with the 2020 exam changes. This edition features

1,000 practice questions, 8 full-length practice tests, complete explanations for every question, pre-chapter assessments to help you review efficiently, and a concise review of the most-tested content to quickly build your skills and confidence. With bite-sized, test-like practice sets, expert strategies, and customizable study plans, our guide fits your schedule whether you need targeted prep or comprehensive review. We're so confident that Calculus AB Prep Plus offers the guidance you need that we guarantee it: after studying with our online resources and book, you'll score higher on the exam—or you'll get your money back. To access your online resources, go to kaptest.com/moreonline and follow the directions. You'll need your book handy to complete the process. Personalized Prep. Realistic Practice. 8 full-length Kaplan practice exams with comprehensive explanations and an online test scoring tool to convert your raw score into a 1–5 scaled score Pre- and post-quizzes in each chapter so you can monitor your progress and study exactly what you need Customizable study plans tailored to your individual goals and prep time Online quizzes and workshops for additional practice Focused content review on the essential concepts to help you make the most of your study time Test-taking strategies designed specifically for AP Calculus AB Expert Guidance We know the test—our AP experts make sure our practice questions and study materials are true to the exam. We know students—every explanation is written to help you learn, and our tips on the exam structure and question formats will help you avoid surprises on Test Day. We invented test prep—Kaplan (kaptest.com) has been helping students for 80 years, and 9

out of 10 Kaplan students get into one or more of their top-choice colleges.

Principles and Standards for School Mathematics 2000 This easy-to-read summary is an excellent tool for introducing others to the messages contained in Principles and Standards.

The Book of R Tilman M. Davies 2016-07-16 The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn:

- The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops
- Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R
- How to access R's thousands of functions, libraries, and data sets
- How to draw valid and useful conclusions from your data
- How to create publication-quality graphics of your results

Combining detailed explanations with real-world examples and exercises, this book

will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

Guided Math Workshop Laney Sammons 2017-03-01 This must-have resource helps teachers successfully plan, organize, implement, and manage Guided Math Workshop. It provides practical strategies for structure and implementation to allow time for teachers to conduct small-group lessons and math conferences to target student needs. The tested resources and strategies for organization and management help to promote student independence and provide opportunities for ongoing practice of previously mastered concepts and skills. With sample workstations and mathematical tasks and problems for a variety of grade levels, this guide is sure to provide the information that teachers need to minimize preparation time and meet the needs of all students.

1001 Math Problems LearningExpress LLC 2013 1001 math problems will teach you how to: master core concepts to prepare for important exams, learn math rules and how to apply them to problems, learn math skills you can apply when solving problems at all levels, and overcome math anxiety through skills reinforcement and focused practice.

Introduction to Programming Using Java David Eck 2009-09 This is a free, on-line textbook on introductory programming using Java. This book is directed mainly towards beginning programmers, although it might also be useful for experienced programmers who want to learn more about Java. It is an introductory text and does not provide complete coverage of the Java language. The text is a PDF and is suitable for printing or on-screen reading. It contains internal links for

navigation and external links to source code files, exercise solutions, and other resources. Contents: 1) Overview: The Mental Landscape. 2) Programming in the Small I: Names and Things. 3) Programming in the Small II: Control. 4) Programming in the Large I: Subroutines. 5) Programming in the Large II: Objects and Classes. 6) Introduction to GUI Programming. 7) Arrays. 8) Correctness and Robustness. 9) Linked Data Structures and Recursion. 10) Generic Programming and Collection Classes. 11) Files and Networking. 12) Advanced GUI Programming. Appendices: Source Code for All Examples in this Book, and News and Errata.

How to Write a Good Scientific Paper

CHRIS A. MACK 2018 Many scientists and engineers consider themselves poor writers or find the writing process difficult. The good news is that you do not have to be a talented writer to produce a good scientific paper, but you do have to be a careful writer. In particular, writing for a peer-reviewed scientific or engineering journal requires learning and executing a specific formula for presenting scientific work. This book is all about teaching the style and conventions of writing for a peer-reviewed scientific journal. From structure to style, titles to tables, abstracts to author lists, this book gives practical advice about the process of writing a paper and getting it published.

The Fingerprint U. S. Department Justice 2014-08-02 The idea of The Fingerprint Sourcebook originated during a meeting in April 2002. Individuals representing the fingerprint, academic, and scientific communities met in Chicago, Illinois, for a day and a half to discuss the state of fingerprint identification with a view toward the challenges

raised by Daubert issues. The meeting was a joint project between the International Association for Identification (IAI) and West Virginia University (WVU). One recommendation that came out of that meeting was a suggestion to create a sourcebook for friction ridge examiners, that is, a single source of researched information regarding the subject. This sourcebook would provide educational, training, and research information for the international scientific community.

Mathemagics Arthur Benjamin 1998

Using proven techniques, this volume shows how to add, subtract, multiply and divide faster than is possible with a calculator or pencil and paper, and helps readers conquer their nervousness about math.

The Death of Expertise Tom Nichols 2017-02-01 Technology and increasing levels of education have exposed people to more information than ever before. These societal gains, however, have also helped fuel a surge in narcissistic and misguided intellectual egalitarianism that has crippled informed debates on any number of issues. Today, everyone knows everything: with only a quick trip through WebMD or Wikipedia, average citizens believe themselves to be on an equal intellectual footing with doctors and diplomats. All voices, even the most ridiculous, demand to be taken with equal seriousness, and any claim to the contrary is dismissed as undemocratic elitism. Tom Nichols' *The Death of Expertise* shows how this rejection of experts has occurred: the openness of the internet, the emergence of a customer satisfaction model in higher education, and the transformation of the news industry into a 24-hour entertainment machine, among other reasons. Paradoxically, the increasingly democratic dissemination of information, rather than producing

an educated public, has instead created an army of ill-informed and angry citizens who denounce intellectual achievement. When ordinary citizens believe that no one knows more than anyone else, democratic institutions themselves are in danger of falling either to populism or to technocracy or, in the worst case, a combination of both. An update to the 2017 breakout hit, the paperback edition of *The Death of Expertise* provides a new foreword to cover the alarming exacerbation of these trends in the aftermath of Donald Trump's election. Judging from events on the ground since it first published, *The Death of Expertise* issues a warning about the stability and survival of modern democracy in the Information Age that is even more important today.

Digital Terrain Modeling Zhilin Li 2004-11-29 Written by experts, *Digital Terrain Modeling: Principles and Methodology* provides comprehensive coverage of recent developments in the field. The topics include terrain analysis, sampling strategy, acquisition methodology, surface modeling principles, triangulation algorithms, interpolation techniques, on-line and off-line quality control in data a **Presidents' Day Activities** Teacher Created Materials 1996

Applied Stochastic Differential Equations Simo Särkkä 2019-05-02 With this hands-on introduction readers will learn what SDEs are all about and how they should use them in practice.

Archaeology, Anthropology, and Interstellar Communication National Aeronautics Administration 2014-09-06 Addressing a field that has been dominated by astronomers, physicists, engineers, and computer scientists, the contributors to this collection raise questions that may have been overlooked by physical scientists

about the ease of establishing meaningful communication with an extraterrestrial intelligence. These scholars are grappling with some of the enormous challenges that will face humanity if an information-rich signal emanating from another world is detected. By drawing on issues at the core of contemporary archaeology and anthropology, we can be much better prepared for contact with an extraterrestrial civilization, should that day ever come.

Handbook of Mathematical Functions

Milton Abramowitz 1965-01-01 An extensive summary of mathematical functions that occur in physical and engineering problems

Common Sense Mathematics: Second Edition

Ethan D. Bolker 2021-01-21 Ten years from now, what do you want or expect your students to remember from your course? We realized that in ten years what matters will be how students approach a problem using the tools they carry with them—common sense and common knowledge—not the particular mathematics we chose for the curriculum. Using our text, students work regularly with real data in moderately complex everyday contexts, using mathematics as a tool and common sense as a guide. The focus is on problems suggested by the news of the day and topics that matter to students, like inflation, credit card debt, and loans. We use search engines, calculators, and spreadsheet programs as tools to reduce drudgery, explore patterns, and get information. Technology is an integral part of today's world—this text helps students use it thoughtfully and wisely. This second edition contains revised chapters and additional sections, updated examples and exercises, and complete rewrites of critical material based on feedback from students and teachers who have used this text. Our focus remains the same: to help students to

think carefully—and critically—about numerical information in everyday contexts.

The Solar System Beyond Neptune M. Antonietta Barucci 2008 A new frontier in our solar system opened with the discovery of the Kuiper Belt and the extensive population of icy bodies orbiting beyond Neptune. Today the study of all of these bodies, collectively referred to as trans-Neptunian objects, reveals them to be frozen time capsules from the earliest epochs of solar system formation. This new volume in the Space Science Series, with one hundred contributing authors, offers the most detailed and up-to-date picture of our solar system's farthest frontier. Our understanding of trans-Neptunian objects is rapidly evolving and currently constitutes one of the most active research fields in planetary sciences. The Solar System Beyond Neptune brings the reader to the forefront of our current understanding and points the way to further advancement in the field, making it an indispensable resource for researchers and students in planetary science.

College Algebra Jay Abramson 2018-01-07 College Algebra provides a comprehensive exploration of algebraic principles and meets scope and sequence requirements for a typical introductory algebra course. The modular approach and richness of content ensure that the book meets the needs of a variety of courses. College Algebra offers a wealth of examples with detailed, conceptual explanations, building a strong foundation in the material before asking students to apply what they've learned. Coverage and Scope In determining the concepts, skills, and topics to cover, we engaged dozens of highly experienced instructors with a range of student audiences. The resulting scope and sequence proceeds

logically while allowing for a significant amount of flexibility in instruction. Chapters 1 and 2 provide both a review and foundation for study of Functions that begins in Chapter 3. The authors recognize that while some institutions may find this material a prerequisite, other institutions have told us that they have a cohort that need the prerequisite skills built into the course. Chapter 1: Prerequisites Chapter 2: Equations and Inequalities Chapters 3-6: The Algebraic Functions Chapter 3: Functions Chapter 4: Linear Functions Chapter 5: Polynomial and Rational Functions Chapter 6: Exponential and Logarithm Functions Chapters 7-9: Further Study in College Algebra Chapter 7: Systems of Equations and Inequalities Chapter 8: Analytic Geometry Chapter 9: Sequences, Probability and Counting Theory

Concise Computer Vision Reinhard Klette 2014-01-04 This textbook provides an accessible general introduction to the essential topics in computer vision. Classroom-tested programming exercises and review questions are also supplied at the end of each chapter. Features: provides an introduction to the basic notation and mathematical concepts for describing an image and the key concepts for mapping an image into an image; explains the topologic and geometric basics for analysing image regions and distributions of image values and discusses identifying patterns in an image; introduces optic flow for representing dense motion and various topics in sparse motion analysis; describes special approaches for image binarization and segmentation of still images or video frames; examines the basic components of a computer vision system; reviews different techniques for vision-based 3D shape reconstruction; includes a discussion of stereo matchers and the

phase-congruency model for image features; presents an introduction into classification and learning.

Creativity, Inc. Ed Catmull
2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind *Coco*, *Inside Out*, and *Toy Story*—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the *Toy Story* trilogy, *Monsters, Inc.*, *Finding Nemo*, *The Incredibles*, *Up*, *WALL-E*, and *Inside Out*, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a

partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, *Toy Story* was released, changing animation forever. The essential ingredient in that movie’s success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as:

- Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better.
- If you don’t strive to uncover what is unseen and understand its nature, you will be ill prepared to lead.
- It’s not the manager’s job to prevent risks. It’s the manager’s job to make it safe for others to take them.
- The cost of preventing errors is often far greater than the cost of fixing them.
- A company’s communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Image Structure Luc Florack
1997-09-30 Despite the fact that images constitute the main objects in computer vision and image analysis, there is remarkably little concern about their actual definition. In this book a complete account of image structure is proposed in terms of rigorously defined machine concepts, using basic tools from algebra, analysis, and differential geometry. Machine technicalities such as discretisation and quantisation details are de-emphasised, and robustness with respect to noise is manifest. From the foreword by Jan Koenderink: “It is my hope that the book will find a wide audience, including physicists - who still are largely unaware of the general

importance and power of scale space theory, mathematicians - who will find in it a principled and formally tight exposition of a topic awaiting further development, and computer scientists - who will find here a unified and conceptually well founded framework for many apparently unrelated and largely historically motivated methods they already know and love. The book is suited for self-study and graduate courses, the carefully formulated exercises are designed to get to grips with the subject matter and prepare the reader for original research.'

Safe Management of Wastes from Health-care Activities A. Prüss 1999

The Principles of Beautiful Web Design Jason Beard 2010-11-28 This second edition of *The Principles of Beautiful Web Design* is the ideal book for people who can build websites, but are seeking the skills and knowledge to visually enhance their sites. This book will teach you how to: Understand the process of what makes "good design," from discovery through to implementation Use color effectively, develop color schemes, and create a palette Create pleasing layouts using grids, the rule of thirds, and symmetry Employ textures: lines, points, shapes, volumes, and depth Apply typography to make ordinary designs look great Choose, edit, and position effective imagery And lots more... This revised, easy-to-follow guide is illustrated with beautiful, full-color examples, and leads readers through the process of creating great designs from start to finish. It also features: Updated information about grid-based design How to design for mobile resolutions Information about the future of web fonts including @font-face Common user-interface patterns and resources

The International Space Station
Robert C. Dempsey 2017 Looks at the

operations of the International Space Station from the perspective of the Houston flight control team, under the leadership of NASA's flight directors, who authored the book. The book provides insight into the vast amount of time and energy that these teams devote to the development, planning and integration of a mission before it is executed. The passion and attention to detail of the flight control team members, who are always ready to step up when things do not go well, is a hallmark of NASA human spaceflight operations. With tremendous support from the ISS program office and engineering community, the flight control team has made the International Space Station and the programs before it a success.

Deconstructing Depth of Knowledge
Erik M. Francis 2021-11-05 Depth of knowledge (DOK) has become a priority for many schools. But if your understanding of DOK is a little cloudy, you're not alone. This resource is your one-stop-shop for learning what it is, who it's for, and how to use and sustain it. Ultimately, you will discover how to plan and provide learning experiences that are academically rigorous, socially and emotionally supportive, and student responsive. Learn how DOK is a different, deeper way of approaching teaching and learning. Explore the different DOK levels and how they relate to instruction. Understand DOK's relationship with standards and assessment. Designate correct levels based on learning needs. Acquire strategies for helping students engage with DOK on a deeper level. Contents: Introduction: What Depth of Knowledge Is Not Chapter 1: What Exactly Is Depth of Knowledge? Chapter 2: What Are DOK Teaching and Learning Experiences? Chapter 3: How to Teach and Learn for Depth of Knowledge Chapter 4: How to Use

Webb's DOK Levels as a Multi-Tiered System of Support Chapter 5: How to Deconstruct Learning Intentions for Depth of Knowledge Chapter 6: How to Designate the Depth of Knowledge Level Demanded Chapter 7: How to Construct DOK Learning Targets and Success Criteria Chapter 8: How to Ask and Address Good Questions for Depth of Knowledge Chapter 9: Let's Make a DOK! Conclusion References and Resources Index

Computer Graphics Through OpenGL®
Sumanta Guha 2018-12-19 COMPREHENSIVE COVERAGE OF SHADERS AND THE PROGRAMMABLE PIPELINE From geometric primitives to animation to 3D modeling to lighting, shading and texturing, *Computer Graphics Through OpenGL®: From Theory to Experiments* is a comprehensive introduction to computer graphics which uses an active learning style to teach key concepts. Equally emphasizing theory and practice, the book provides an understanding not only of the principles of 3D computer graphics, but also the use of the OpenGL® Application Programming Interface (API) to code 3D scenes and animation, including games and movies. The undergraduate core of the book takes the student from zero knowledge of computer graphics to a mastery of the fundamental concepts with the ability to code applications using fourth-generation OpenGL®. The remaining chapters explore more advanced topics, including the structure of curves and surfaces, applications of projective spaces and transformations and the implementation of graphics pipelines. This book can be used for introductory undergraduate computer graphics courses over one to two semesters. The careful exposition style attempting to explain each concept in the simplest terms possible should appeal to the self-study student as well. Features •

Covers the foundations of 3D computer graphics, including animation, visual techniques and 3D modeling • Comprehensive coverage of OpenGL® 4.x, including the GLSL and vertex, fragment, tessellation and geometry shaders • Includes 180 programs with 270 experiments based on them • Contains 750 exercises, 110 worked examples, and 700 four-color illustrations • Requires no previous knowledge of computer graphics • Balances theory with programming practice using a hands-on interactive approach to explain the underlying concepts

Pixel Detectors Leonardo Rossi 2006-01-18 Pixel detectors are a particularly important class of particle and radiation detection devices. They have an extremely broad spectrum of applications, ranging from high-energy physics to the photo cameras of everyday life. This book is a general purpose introduction into the fundamental principles of pixel detector technology and semiconductor-based hybrid pixel devices. Although these devices were developed for high-energy ionizing particles and radiation beyond visible light, they are finding new applications in many other areas. This book will therefore benefit all scientists and engineers working in any laboratory involved in developing or using particle detection.

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies Erik Brynjolfsson 2014-01-20 A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.
Graphic Design Theory Helen Armstrong 2012-08-10 Graphic Design Theory is

organized in three sections: "Creating the Field" traces the evolution of graphic design over the course of the early 1900s, including influential avant-garde ideas of futurism, constructivism, and the Bauhaus; "Building on Success" covers the mid- to late twentieth century and considers the International Style, modernism, and postmodernism; and "Mapping the Future" opens at the end of the last century and includes current discussions on legibility, social responsibility, and new media. Striking color images illustrate each of the movements discussed and demonstrate the ongoing relationship between theory and practice. A brief commentary prefaces each text, providing a cultural and historical framework through which the work can be evaluated. Authors include such influential designers as Herbert Bayer, L'szlo Moholy-Nagy, Karl Gerstner, Katherine McCoy, Michael Rock, Lev Manovich, Ellen Lupton, and Lorraine Wild. Additional features include a timeline, glossary, and bibliography for further reading. A must-have survey for graduate and undergraduate courses in design history, theory, and contemporary issues, *Graphic Design Theory* invites designers and interested readers of all levels to plunge into the world of design discourse.

Ashfall Legacy Pittacus Lore
2021-08-17 Pittacus Lore finished telling the story of the Lorien Nine in the New York Times bestselling *I Am Number Four* and *Lorien Legacies* *Reborn* series. Now he's back to recount an all-new adventure rooted in the real mysteries surrounding Roswell, New Mexico, that will enthrall fans of Brandon Sanderson, Jay Kristoff, and Amie Kaufman. We have waited generations for you... Syd Chambers knows that there's life on other planets because he's descended from it. His father was from a

distant world called Denza and has been missing—presumed dead—for years. When Syd discovers a device his father left behind which shows not only that he's alive, but where he is, Syd must set out on a mission of his own. But along the way, he discovers a deadly, unbearable secret that could destroy Denza, Earth, and the universe.

Fundamentals of Spacecraft Attitude Determination and Control F. Landis Markley 2014-05-31 This book explores topics that are central to the field of spacecraft attitude determination and control. The authors provide rigorous theoretical derivations of significant algorithms accompanied by a generous amount of qualitative discussions of the subject matter. The book documents the development of the important concepts and methods in a manner accessible to practicing engineers, graduate-level engineering students and applied mathematicians. It includes detailed examples from actual mission designs to help ease the transition from theory to practice and also provides prototype algorithms that are readily available on the author's website. Subject matter includes both theoretical derivations and practical implementation of spacecraft attitude determination and control systems. It provides detailed derivations for attitude kinematics and dynamics and provides detailed description of the most widely used attitude parameterization, the quaternion. This title also provides a thorough treatise of attitude dynamics including Jacobian elliptical functions. It is the first known book to provide detailed derivations and explanations of state attitude determination and gives readers real-world examples from actual working spacecraft missions. The subject matter is chosen to fill the void of existing textbooks and treatises,

especially in state and dynamics attitude determination. MATLAB code of all examples will be provided through an external website.

Cosmos Carl Sagan 2013-12-10

RETURNING TO TELEVISION AS AN ALL-NEW MINISERIES ON FOX Cosmos is one of the bestselling science books of all time. In clear-eyed prose, Sagan reveals a jewel-like blue world inhabited by a life form that is just beginning to discover its own identity and to venture into the vast ocean of space. Featuring a new Introduction by Sagan's collaborator, Ann Druyan, full color illustrations, and a new Foreword by astrophysicist Neil deGrasse Tyson, Cosmos retraces the fourteen billion years of cosmic evolution that have transformed matter into consciousness, exploring such topics as the origin of life, the human brain, Egyptian

hieroglyphics, spacecraft missions, the death of the Sun, the evolution of galaxies, and the forces and individuals who helped to shape modern science. Praise for Cosmos "Magnificent . . . With a lyrical literary style, and a range that touches almost all aspects of human knowledge, Cosmos often seems too good to be true."—The Plain Dealer "Sagan is an astronomer with one eye on the stars, another on history, and a third—his mind's—on the human condition."—Newsday "Brilliant in its scope and provocative in its suggestions . . . shimmers with a sense of wonder."—The Miami Herald "Sagan dazzles the mind with the miracle of our survival, framed by the stately galaxies of space."—Cosmopolitan "Enticing . . . iridescent . . . imaginatively illustrated."—The New York Times Book Review