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The Mathematics of Voting and Elections: A Hands-On Approach, Second Edition, is an inquiry-based approach to the mathematics of politics and social choice. The aim of the book is to give readers who might not normally choose to engage with mathematics recreationally the chance to discover some interesting mathematical ideas from within a familiar context, and to see the applicability of mathematics to real-world situations. Through this process, readers should improve their critical thinking and problem solving skills, as well as broaden their views of what mathematics really is and how it can be used in unexpected ways. The book was written specifically for non-mathematical audiences and requires virtually no mathematical prerequisites beyond basic arithmetic. At the same time, the questions included are designed to challenge both mathematical and non-mathematical audiences alike. More than giving the right answers, this book asks the right questions. The book is fun to read, with examples that are not just thought-provoking, but also entertaining. It is written in a style that is casual without being condescending. But the discovery-based approach of the book also forces readers to play an active role in their learning, which should lead to a sense of ownership of the main ideas in the book. And while the book provides answers to some of the important questions in the field of mathematical voting theory, it also leads readers to discover new questions and ways to approach them. In addition to making small improvements in all the chapters, this second edition contains several new chapters. Of particular interest might be Chapter 12 which covers a host of topics related to gerrymandering.

The Mathematics of Voting and Elections: A Hands-on Approach will help you discover answers to these and many other questions. Easily accessible to anyone interested in the subject, the book requires virtually no prior mathematical experience beyond basic arithmetic, and includes numerous examples and discussions regarding actual elections from politics and popular culture.

Brannan/Boyce's Differential Equations: An Introduction to Modern Methods and Applications, 3rd Edition is consistent with the way engineers and scientists use mathematics in their daily work. The text emphasizes a systems approach to the subject and integrates the use of modern computing technology in the context of contemporary applications from engineering and science. The focus on fundamental skills, careful application of technology, and practice in modeling complex systems prepares students for the realities of the new millennium, providing the building blocks to be successful problem-solvers in today's workplace. Section exercises throughout the text provide hands-on experience in modeling, analysis, and computer experimentation. Projects at the end of each chapter provide additional opportunities for students to explore the role played by differential equations in the sciences and engineering.

Culinary Math: Math skills are an essential part of the day-to-day job functions of the professional chef. This book is designed to teach the culinary student or professional all the tools necessary to manage daily restaurant operations with maximum efficiency and profitability. Well-organized and easy-to-use, the book presents proven step-by-step methods for understanding food service math concepts and their practical applications in the kitchen. The authors begin with a review of math basics, including fractions, decimals, rounding, and percents, as well as an overview of customary U.S. and metric kitchen measurements. More advanced chapters include directions on conversions, calculating yield percents, determining edible portion costs, recipe costs, and beverage costs, purchasing, and converting recipe yields. Each chapter includes a clear set of outlined objectives, as well as practice problems to help readers develop their skills. Appendices include formulas, measurement equivalency charts, problem answers, and a blank food cost form. In addition, this revised edition will include input from prominent industry leaders, 35 all-new photographs, 150 new practice problems, and a companion website, all designed to help students apply basic math skills to the field of kitchen management. "In Culinary Aristry...Dornenburg and Page provide food and flavor pairings as a kind of steppingstone for the recipe-dependent cook...Their hope is that once you know the scales, you will be able to compose a symphony."Molly O'Neil in The New York Times Magazine. "The husband-and-wife writing team of Andrew Dornenburg and Karen Page--he is a chef, she a journalist--has produced four books in the past six years, and these are the best place to experience the cult of the New American chef." --The New Yorker "In this ambitious guidebook to the current state of culinary art in American restaurants, the authors offer a comprehensive flavor catalog of comestibles that constitutes a palate-pleasing palette of the spectrum of gustatory stimuli. They flesh out long lists with reflections and observations on the craft of cooking by some of the world's most illustrious chefs, both historical and contemporary. These philosophical ruminations give the up-and-coming chef an understanding of the evolution of taste in the past half century by comparing the classic tastes of France's Fernand Point with the tastes of current celebrity chefs, such as Alice Waters and Rick Bayless."-- Booklist

A new and updated 3rd Edition of Rockport's best-selling Design Elements, a visually rich and accessible handbook that presents the fundamentals of design in lists, tips, brief text, and examples. With new images and diagrams, the book covers everything from working with grids, color application, typography, and imagery to how to finally put it all together. Features include: The ultimate primer on graphic design's basic visual toolkit(dot, line, plane, texture, space, and contrast)and how these basics underpin all successful layouts An in-depth look at color(from its optical qualities and its effect on type to its potential for communication concepts and emotions One of the most thorough compilations of typography concepts to be found(including information on letterform structure and optics, combining typeface styles, the mechanics of detailed text typesetting, and using type as image An extensive overview of imagery/the endless possibilities of medium, depiction, abstraction, stylization, and how these all communicate effectively Methods for integrating type and image, including a tutorial on using grid systems to structure layouts Twenty rules for making good design,and the best ways to break them Being a creative designer is often about coming up with unique design solutions. But when the basic rules of design are ignored in an effort to be distinctive, design becomes useless. In language, a departure from the rules is only appreciated as great literature if recognition of the rules underlies the text. Graphic design is a "visual language," and brilliance is recognized in designers whose work seems to break all the rules, yet communicates its messages clearly.

During the past decade there has been an explosion in computation and information technology. With it have come vast amounts of data in a variety of fields such as medicine, biology, finance, and marketing. The challenge of understanding these data has led to the development of new tools in the field of statistics, and spawned new areas such as data mining, machine learning, and bioinformatics. Many of these tools have common underpinnings but are often expressed with different terminology. This book describes the important ideas in these areas in a common conceptual framework. While the approach is statistical, the emphasis is on concepts rather than mathematics. Many examples are given, with a liberal use of color graphics. It should be a valuable resource for statisticians and anyone interested in data mining in science or industry. The book's coverage is broad, from supervised learning (prediction) to unsupervised learning. The many topics include neural networks, support vector machines, classification trees and boosting--the first comprehensive treatment of this topic in any book. This major new edition features many topics not covered in the original, including graphical models, random forests, ensemble methods, least angle regression & path algorithms for the lasso, non-negative matrix factorization, and spectral clustering. There is also a chapter on methods for [wide] data (p bigger than n), including multiple testing and false discovery rates. Trevor Hastie, Robert Tibshirani, and Jerome Friedman are professors of statistics at Stanford University. They are prominent researchers in this area: Hastie and Tibshirani developed generalized additive models and wrote a popular book of that title. Hastie co-developed much of the statistical modeling software and environment in R/S-PLUS and invented principal curves and surfaces. Tibshirani proposed the lasso and is co-author of the very successful An Introduction to the Bootstrap. Friedman is the co-inventor of many data-mining tools including CART, MARS, projection pursuit and gradient boosting.

Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas.

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