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Garfield Original Graphic NovelDiscrete MathematicsAdventure Time ComicsClarence #3Structure and Representations of Jordan AlgebrasAdventure Time Sugary ShortsDiscrete Harmonic AnalysisRegular Show Original Graphic Novel Vol. 3: A Clash of ConsolesModel TheoryRegular ShowRegular Show Original Graphic Novel Vol. 4Algebraic K-Theory and Its ApplicationsDifferential Geometry and Relativity TheoryRegular Show: 25 Years Later #3A Textbook of Graph TheoryA Clash of ConsolesOver the Garden WallAlgebraic TheoriesRegular Show #17Foliations IBillboardRegular ShowThree Views of LogicA Course in Functional AnalysisA First Course in Noncommutative RingsThe Theory of Differential and Integral CalculusPopular ScienceAdventure TimeRegular Show #3Over the Garden WallRegular Show #14An Introduction to Formal Languages and AutomataThis Day in Game Show History- 365 Commemorations and Celebrations, Vol. 3: July Through SeptemberIntroductory Graph Theory with ApplicationsThe Greatest Cult Television Shows of All TimeMax Plus at WorkIntroduction to the Theory of ComputationAn Introduction to Formal Languages and AutomataAdventure Time Regular Show #3Clues to Acting Shakespeare (Third Edition)

In its second edition, expanded with new chapters on domination in graphs and on the spectral properties of graphs, this book offers a solid background in the basics of graph theory. Introduces such topics as Dirac's theorem on k-connected graphs and more.

This is the first of two volumes on the qualitative theory of foliations. This volume is divided into three parts. It is extensively illustrated throughout and provides a large number of examples. Part 1 is intended as a "primer" in foliation theory. A working knowledge of manifold theory and topology is a prerequisite. Fundamental definitions and theorems are explained to prepare the reader for further exploration of the topic. This section places considerable emphasis on the construction of examples, which are accompanied by many illustrations. Part 2 considers foliations of codimension one. Using very hands-on geometric methods, the path leads to a complete structure theory (the theory of levels), which was established by Conlon along with Cantwell, Hector, Duminy, Nishimori, Tsuchiya, et al. Presented here is the first and only full treatment of the theory of levels in a textbook. Part 3 is devoted to foliations of higher codimension, including abstract laminations (foliated spaces). The treatment emphasizes the methods of ergodic theory: holonomy-invariant measures and entropy. Featured are Sullivan's theory of foliation cycles, Plante's theory of growth of leaves, and the Ghys, Langevin, Walczak theory of geometric entropy. This comprehensive volume has something to offer a broad spectrum of readers: from beginners to advanced students to professional researchers. Packed with a wealth of illustrations and copious examples at varying degrees of difficulty, this highly-accessible text offers the first full treatment in the literature of the theory of levels for foliated manifolds of codimension one. It would make an elegant supplementary text for a topics course at the advanced graduate level. Foliations II is Volume 60 in the AMS in the Graduate Studies in Mathematics series.

This book is an introductory text in functional analysis. Unlike many modern treatments, it begins with the particular and works its way to the more general. From the reviews: "This book is an excellent text for a first graduate course in functional analysis.Many interesting and important applications are included.It includes an abundance of exercises, and is written in the engaging and lucid style which we have come to expect from the author." --MATHEMATICAL REVIEWS

In the past decade, category theory has widened its scope and now inter acts with many areas of mathematics. This book develops some of the interactions between universal algebra and category theory as well as some of the resulting applications. We begin with an exposition of equationally defineable classes from the point of view of "algebraic theories," but without the use of category theory. This serves to

motivate the general treatment of algebraic theories in a category, which is the central concern of the book. (No category theory is presumed; rather, an independent treatment is provided by the second chap ter.) Applications abound throughout the text and exercises and in the final chapter in which we pursue problems originating in topological dynamics and in automata theory. This book is a natural outgrowth of the ideas of a small group of mathe maticians, many of whom were in residence at the Forschungsinstitut für Mathematik of the Eidgenössische Technische Hochschule in Zürich, Switzerland during the academic year 1966-67. It was in this stimulating atmosphere that the author wrote his doctoral dissertation. The "Zürich School," then, was Michael Barr, Jon Beck, John Gray, Bill Lawvere, Fred Linton, and Myles Tierney (who were there) and (at least) Harry Appelgate, Sammy Eilenberg, John Isbell, and Saunders Mac Lane (whose spiritual presence was tangible.) I am grateful to the National Science Foundation who provided support, under grants GJ 35759 and OCR 72-03733 A01, while I wrote this book.

Data Structures & Theory of Computation

The Eisner Award-winning series continues! Wirt and Greg find themselves at a crossroads in the Unknown where each brother has to take his own path, but something sinister is on their trail. Collects issues #5-8.

Now you can clearly present even the most complex computational theory topics to your students with Sipser's distinct, market-leading INTRODUCTION TO THE THEORY OF COMPUTATION, 3E. The number one choice for today's computational theory course, this highly anticipated revision retains the unmatched clarity and thorough coverage that make it a leading text for upper-level undergraduate and introductory graduate students. This edition continues author Michael Sipser's well-known, approachable style with timely revisions, additional exercises, and more memorable examples in key areas. A new first-of-its-kind theoretical treatment of deterministic context-free languages is ideal for a better understanding of parsing and LR(k) grammars. This edition's refined presentation ensures a trusted accuracy and clarity that make the challenging study of computational theory accessible and intuitive to students while maintaining the subject's rigor and formalism. Readers gain a solid understanding of the fundamental mathematical properties of computer hardware, software, and applications with a blend of practical and philosophical coverage and mathematical treatments, including advanced theorems and proofs. INTRODUCTION TO THE THEORY OF COMPUTATION, 3E's comprehensive coverage makes this an ideal ongoing reference tool for those studying theoretical computing. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Best friends Mordecai, a blue jay, and Rigby, a raccoon, accidentally miss the biggest pro wrestling show of the year and argue about who should have won.

It's time to check out what happens at the coffee shop when Mordecai and Rigby are off on their own and Eileen is definitely up to something. What could possibly go wrong? Well, Mordecai and Rigby aren't the only ones who get into crazy things during the day!

The theory of Jordan algebras has played important roles behind the scenes of several areas of mathematics. Jacobson's book has long been the definitive treatment of the subject. It covers foundational material, structure theory, and representation theory for Jordan algebras. Of course, there are immediate connections with Lie algebras, which Jacobson details in Chapter 8. Of particular continuing interest is the discussion of exceptional Jordan algebras, which serve to explain the exceptional Lie algebras and Lie groups. Jordan algebras originally arose in the attempts by Jordan, von Neumann, and Wigner to formulate the foundations of quantum mechanics. They are still useful and important in modern mathematical physics, as well as in Lie theory, geometry, and certain areas of analysis.

Trains pull into a railroad station and must wait for each other before leaving again in order to let passengers change trains. How do mathematicians then calculate a railroad timetable that accurately reflects their comings and goings? One approach is to use max-plus algebra, a framework used to model Discrete Event Systems, which are well suited to describe the ordering and timing of events. This is the first textbook on max-plus algebra, providing a concise and self-contained introduction to the topic. Applications of max-plus algebra abound in the world around us. Traffic systems, computer communication systems, production lines, and flows in networks are all based on discrete even systems, and thus can be conveniently described and analyzed by means of max-plus algebra. The book consists of an introduction and thirteen chapters in three parts. Part One explores the introduction of max-plus algebra and of system descriptions based upon it. Part Two deals with a real application, namely the design of timetables for railway networks. Part Three examines various extensions, such as stochastic systems and min-max-plus systems. The text is suitable for last-year undergraduates in mathematics, and each chapter provides exercises, notes, and a reference section.

This self-contained book introduces readers to discrete harmonic analysis with an emphasis on the Discrete Fourier Transform and the Fast Fourier Transform on finite groups and finite fields, as well as their noncommutative versions. It also features applications to number theory, graph theory, and representation theory of finite groups. Beginning with elementary material on algebra and number theory, the book then delves into advanced topics from the frontiers of current research, including spectral analysis of the DFT, spectral graph theory and expanders, representation theory of finite groups and multiplicity-free triples, Tao's uncertainty principle for cyclic groups, harmonic analysis on GL(2,Fq), and applications of the Heisenberg group to DFT and FFT. With numerous examples, figures, and over 160 exercises to aid understanding, this book will be a valuable reference for graduate students and researchers in mathematics, engineering, and computer science.

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

Graph theory's practical applications extend not only across multiple areas of mathematics and computer science but also throughout the social sciences, business, engineering, and other subjects. Buckley and Lewinter have written their text with students of all these disciplines in mind. Pedagogically rich, the authors provide hundreds of worked-out examples, figures, and exercises of varying degrees of difficulty. Concepts are presented in a readable and accessible manner, and applications are stressed throughout so the reader never loses sight of the powerful tools graph theory provides to solve real-world problems. Such diverse areas as job assignment, delivery truck routing, location of emergency or service facilities, network reliability, zoo design, exam scheduling, error-correcting codes, facility layout, and the critical path method are covered.

"Originally published in single magazine form as Regular Show no. 9-12."--Indicia.

One of my favorite graduate courses at Berkeley is Math 251, a one-semester course in ring theory offered to second-year level graduate students. I taught this course in the Fall of 1983, and more recently in the Spring of 1990, both times focusing on the theory of noncommutative rings. This book is an outgrowth of my lectures in these two courses, and is intended for use by instructors and graduate students in a similar one-semester course in basic ring theory. Ring theory is a subject of central importance in algebra. Historically, some of the major discoveries in ring theory have helped shape the course of development of modern abstract algebra. Today, ring theory is a fer tile meeting ground for group theory (group rings),

representation theory (modules), functional analysis (operator algebras), Lie theory (enveloping algebras), algebraic geometry (finitely generated algebras, differential op erators, invariant theory), arithmetic (orders, Brauer groups), universal algebra (varieties of rings), and homological algebra (cohomology of rings, projective modules, Grothendieck and higher K-groups). In view of these basic connections between ring theory and other branches of mathemat ics, it is perhaps no exaggeration to say that a course in ring theory is an indispensable part of the education for any fledgling algebraist. The purpose of my lectures was to give a general introduction to the theory of rings, building on what the students have learned from a stan dard first-year graduate course in abstract algebra.

Collecting stories by amazing comic creators from around the world, Sugar Shorts stars all your favorite characters from Fionna the Human to Billy the Hero. This collection contains so much sugary goodness it's almost too sweet to handle.

Clarence, Sumo, and Jeff start a lemonade stand in order to get money for a trip to the arcade, but they can't make up their minds on what lemonade actually is!

Game shows have more stories to tell than they have washers and dryers to give away. This Day in Game Show History is a remarkable four-volume set chronicling the best stories—on camera and off—and the most noteworthy milestones for every day in the year. In this volume, you'll find out which game show had a set so elaborate that it used four miles of electric wiresthe game show host who was so nervous on his first day that he went thirty minutes without blinkingthe game show Lucille Ball loved so much that she always kept a copy of the home game in her dressing roomthe true identity of "The Walking Man" on Truth or Consequenceswhich Seinfeld cast member was implicated in the 1950s quiz show scandalsand lots, lots more!

With both of their broships on the line, Mordecai and Finn team up while Rigby and Jake go their own way. Will they be able to find the power before it's too late?

Demonstrating the different roles that logic plays in the disciplines of computer science, mathematics, and philosophy, this concise undergraduate textbook covers select topics from three different areas of logic: proof theory, computability theory, and nonclassical logic. The book balances accessibility, breadth, and rigor, and is designed so that its materials will fit into a single semester. Its distinctive presentation of traditional logic material will enhance readers' capabilities and mathematical maturity. The proof theory portion presents classical propositional logic and first-order logic using a computer-oriented (resolution) formal system. Linear resolution and its connection to the programming language Prolog are also treated. The computability component offers a machine model and mathematical model for computation, proves the equivalence of the two approaches, and includes famous decision problems unsolvable by an algorithm. The section on nonclassical logic discusses the shortcomings of classical logic in its treatment of implication and an alternate approach that improves upon it: Anderson and Belnap's relevance logic. Applications are included in each section. The material on a four-valued semantics for relevance logic is presented in textbook form for the first time. Aimed at upper-level undergraduates of moderate analytical background, Three Views of Logic will be useful in a variety of classroom settings. Gives an exceptionally broad view of logic Treats traditional logic in a modern format Presents relevance logic with applications Provides an ideal text for a variety of one-semester upper-level undergraduate courses

Originally published in single magazine form as Over the Garden Wall Ongoing #5-8.

Discrete mathematics is a compulsory subject for undergraduate computer scientists. This new edition includes new chapters on statements and proof, logical framework, natural numbers and the integers and updated exercises from the previous edition.

Data Structures & Theory of Computation

"A workhorse of a book! Beautifully conceived and executed. Clues to Acting Shakespeare is a no-brainer purchase for acting collections in all libraries." —Library Journal Clues to Acting Shakespeare has become a popular guide for actors, directors, teachers and Shakespeare enthusiasts, selling over 15,000 copies of previous editions. This third edition retains the second edition's unique solutions to challenges that face directors and actors at advanced levels and is expanded to include an entirely new section for amateur and community theatre groups. In this new edition, readers will be delighted to find: New section to aid community theatres to perform Shakespeare's plays, including five recorded workshops of community theatre actors coached and trained by the author Updates to the successful sections on training student actors (MFA and BFA programs), and professional actors (including audition tips)—highlighted by twenty author-coached workshops with professional and advanced student actors Improved section for teachers of high school and child actors with worksheets and sample lesson plans New exercises and resources for all levels of acting and production To aid professionals, Clues to Acting Shakespeare offers a one-day brush-up for auditions and preparation to play Shakespeare immediately. Text analysis, character studies, and both classical British training and American methods are explored. The exercises and recorded workshops provide inspiring advice to all actors and demonstrate concepts discussed throughout the book. The critical skills required for acting Shakespeare, including scansion, phrasing, caesura, breathing, speech structure, antithesis, and more are covered in detail. The comprehensive exercises using the Bard's plays and sonnets teach actors to break down the verse, support the words, understand the imagery, and use the text to create vibrant performances.

Reaching back to the beginnings of television, The Greatest Cult Television Shows offers readers a fun and accessible look at the 100 most significant cult television series of all time, compiled in a single resource that includes valuable information on the shows and their creators. While they generally lack mainstream appeal, cult television shows develop devout followings over time and exert some sort of impact on a given community, society, culture, or even media industry. Cult television shows have been around since at least the 1960s, with Star Trek perhaps the most famous of that era. However, the rise of cable contributed to the rise of cult television throughout the 1980s and 1990s, and now, with the plethora of streaming options available, more shows can be added to this categorization Reaching back to the beginnings of television, the book includes such groundbreaking series as The Twilight Zone and The Prisoner alongside more contemporary examples like Crazy Ex-Girlfriend and Hannibal. The authors provide production history for each series and discuss their relevance to global pop culture. To provide a more global approach to the topic, the authors also consider several non-American cult TV series, including British, Canadian, and Japanese shows. Thus, Monty Python's Flying Circus appears alongside Sailor Moon and Degrassi Junior High. Additionally, to move beyond the conception of "cult" as a primarily white, heteronormative, fanboy obsession, the book contains shows that speak to a variety of cult audiences and experiences, such as Queer as Folk and Charmed. With detailed arguments for why these shows deserve to be considered the greatest of all time, Olson and Reinhard provide ideas for discussion and debate on cult television. Each entry in this book demonstrates the importance of the 100 shows chosen for inclusion and highlights how they offer insight into the period and the cults that formed around them.

Sucked into an ultimate 3-D television, Garfield and Odie are sent on a reality-bending adventure.

Mordecai and Rigby finally have a lead in getting back their kids! Just one problem: how are they going to become respected as responsible parents to a pair of bad boys after trading away their kids to be young again?

Chaos breaks out when three mega-corporations release their new video game consoles on the exact same day! Before Mordecai and Rigby can decide which gaming platform to buy, they are drafted into opposing

sides of an all-out gaming war chock full of laser beams, Maximum Gloves, and pixelated casualties, and the stakes have never been higher.

This bestselling textbook for higher-level courses was extensively revised in 1990 to accommodate developments in model theoretic methods. Topics include models constructed from constants, ultraproducts, and saturated and special models. 1990 edition.

Collects short comics featuring the citizens of the Land of Ooo.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

DON'T MISS A SINGLE ISSUE OF THE MOST ANTICIPATED ALL-AGES COMIC OF 2013! Mordeci and Rigby are just real like that, but something's about to enter their life that will change it forever

Differentilil Geometry and Relativity Theory: An Introduction approaches relativity asa geometric theory of space and time in which gravity is a manifestation of space-timecurvature, rathe1 than a force. Uniting differential geometry and both special and generalrelativity in a single source, this easy-to-understand text opens the general theory of relativityto mathematics majors having a backgr.ound only in multivariable calculus and linearalgebra.The book offers a broad overview of the physical foundations and mathematical details ofrelativity, and presents concrete physical interpretations of numerous abstract concepts inRiemannian geometry. The work is profusely illustrated with diagrams aiding in the understandingof proofs and explanations. Appendices feature important material on vectoranalysis and hyperbolic functions.Differential Geometry and Relativity Theory: An Introduction serves as the ideal textfor high-level undergraduate couues in mathematics and physics, and includes a solutionsmanual augmenting classroom study. It is an invaluable reference for mathematicians interestedin differential and IUemannian geometry, or the special and general theories ofrelativity

"Finn and Jake wake up in a world that is not quite the way they remember it--more snakes, that's for sure--and it looks like they're stuck here. But where is here exactly? With the help of some fellow friends, Finn and Jake soon discover that they're inside BMO and it looks like BMO is determined to give them the best game of their lives, whether they want it or not."--

Algebraic K-Theory is crucial in many areas of modern mathematics, especially algebraic topology, number theory, algebraic geometry, and operator theory. This text is designed to help graduate students in other areas learn the basics of K-Theory and get a feel for its many applications. Topics include algebraic topology, homological algebra, algebraic number theory, and an introduction to cyclic homology and its interrelationship with K-Theory.

Mordecai and Rigby are so tired of Benson yelling at them. They just want a break from their ill-tempered boss, but the these two park workers are about to get an education on what truly makes Benson tick.

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