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Their solutions define three different notions of 'icentral' vertices. The distance matrix D can be computed rather efficiently e.g. using Dijkstra's algorithm with time complexity O(|V|² ln |V|), see e.g. Cormen et al. (1990). In many biological networks, the distance d(x,y) measures an informational separation rather than physical distance.

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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(author 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.

A fascinating history of the Casualty Actuarial Association, by and for the members, from 1914 to 2014!

August 6, 2009 Author, Jon Kleinberg, was recently cited in the New York Times for his statistical analysis research in the Internet age. 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.

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 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

Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.

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Python programmers will improve their computer science skills with these useful one-liners. Python One-Liners will teach you how to read and write "one-liners": concise statements of useful functionality packed into a single line of code. You'll learn how to systematically unpack and understand any line of Python code, and write eloquent, powerfully compressed Python like an expert. The book's five chapters cover tips and tricks, regular expressions, machine learning, core data science topics, and useful algorithms. Detailed explanations of one-liners introduce key computer science concepts and boost your coding and analytical skills. You'll learn about advanced Python features such as list comprehension, slicing, lambda functions, regular expressions, map and reduce functions, and slice assignments. You'll also learn how to: ! Leverage data structures to solve real-world problems, like using Boolean indexing to find cities with above-average pollution ! Use NumPy basics such as array, shape, axis, type, broadcasting, advanced indexing, slicing, sorting, searching, aggregating, and statistics ! Calculate basic statistics of multidimensional data arrays and the K-Means algorithms for unsupervised learning ! Create more advanced regular expressions using grouping and named groups, negative lookaheads, escaped characters, whitespaces, character sets (and negative characters sets), and greedy/nongreedy operators ! Understand a wide range of computer science topics, including anagrams, palindromes, supersets, permutations, factorials, prime numbers, Fibonacci numbers, obfuscation, searching, and algorithmic sorting By the end of the book, you'll know how to write Python at its most refined, and create concise, beautiful pieces of "Python art" in merely a single line.

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