

Python For Computational Science And Engineering

"Havill's problem-driven approach introduces algorithmic concepts in context and motivates students with a wide range of interests and backgrounds." -- Janet Davis, Associate Professor and Microsoft Chair of Computer Science, Whitman College
"This book looks really great and takes exactly the approach I think should be used for a CS 1 course. I think it really fills a need in the textbook landscape." -- Marie desJardins, Dean of the College of Organizational, Computational, and Information Sciences, Simmons University
"Discovering Computer Science is a refreshing departure from introductory programming texts, offering students a much more sincere introduction to the breadth and complexity of this ever-growing field." -- James Deverick, Senior Lecturer, The College of William and Mary
"This unique introduction to the science of computing guides students through broad and universal approaches to problem solving in a variety of contexts and their ultimate implementation as computer programs." -- Daniel Kaplan, DeWitt Wallace Professor, Macalester College
Discovering Computer Science: Interdisciplinary Problems, Principles, and Python Programming is a problem-oriented introduction to computational problem solving and programming in Python, appropriate for a first course for computer science majors, a more targeted disciplinary computing course or, at a slower pace, any introductory computer science course for a general audience. Realizing that an organization around language features only resonates with a narrow audience, this textbook instead connects programming to students' prior interests using a range of authentic problems from the natural and social sciences and the digital humanities. The presentation begins with an introduction to the problem-solving process, contextualizing programming as an essential component. Then, as the book progresses, each chapter guides students through solutions to increasingly complex problems, using a spiral approach to introduce Python language features. The text also places programming in the context of fundamental computer science principles, such as abstraction, efficiency, testing, and algorithmic techniques, offering glimpses of topics that are traditionally put off until later courses. This book contains 30 well-developed independent projects that encourage students to explore questions across disciplinary boundaries, over 750 homework exercises, and 300 integrated reflection questions engage students in problem solving and active reading. The accompanying website — <https://www.discoveringcs.net> — includes more advanced content, solutions to selected exercises, sample code and data files, and pointers for further exploration. The book provides an introduction to common programming tools and methods in numerical mathematics and scientific computing. Unlike widely used standard approaches, it does not focus on any particular language but aims to explain the key underlying concepts. In general, new concepts are first introduced in the particularly user-friendly Python language and then transferred and expanded in various scientific programming environments from C / C ++, Julia and MATLAB to Maple. This includes different approaches to distributed computing. The fact that different languages are studied and compared also makes the book useful for mathematicians and practitioners trying to decide which programming language to use for which purposes.

Scripting with Python makes you productive and increases the reliability of your scientific work. Here, the author teaches you how to develop tailored, flexible, and efficient working environments built from small programs (scripts) written in Python. The focus is on examples and applications of relevance to computational science: gluing existing applications and tools, e.g. for automating simulation, data analysis, and visualization; steering simulations and computational experiments; equipping programs with graphical user interfaces; making computational Web services; creating interactive interfaces with a Maple/Matlab-like syntax to numerical applications in C/C++ or Fortran; and building flexible object-oriented programming interfaces to existing C/C++ or Fortran libraries.

The use of computation and simulation has become an essential part of the scientific process. Being able to transform a theory into an algorithm requires significant theoretical insight, detailed physical and mathematical understanding, and a working level of competency in programming. This upper-division text provides an unusually broad survey of the topics of modern computational physics from a multidisciplinary, computational science point of view. Its philosophy is rooted in learning by doing (assisted by many model programs), with new scientific materials as well as with the Python programming language. Python has become very popular, particularly for physics education and large scientific projects. It is probably the easiest programming language to learn for beginners, yet is also used for mainstream scientific computing, and has packages for excellent graphics and even symbolic manipulations. The text is designed for an upper-level undergraduate or beginning graduate course and provides the reader with the essential knowledge to understand computational tools and mathematical methods well enough to be successful. As part of the teaching of using computers to solve scientific problems, the reader is encouraged to work through a sample problem stated at the beginning of each chapter or unit, which involves studying the text, writing, debugging and running programs, visualizing the results, and the expressing in words what has been done and what can be concluded. Then there are exercises and problems at the end of each chapter for the reader to work on their own (with model programs given for that purpose).

Bayesian Modeling and Computation in Python

A Primer on Scientific Programming with Python

With Application to Computational Modeling and Understanding Data

With Python

Cambridge IGCSE® and O Level Computer Science Programming Book for Python

Introduction to Computer Science Using Python

Computational Nuclear Engineering and Radiological Science Using Python provides the necessary knowledge users need to embed more modern computing techniques into current practices, while also helping practitioners replace Fortran-based implementations with higher level languages. The book is especially unique in the market with its implementation of Python into nuclear engineering methods, seeking to do so by first teaching the basics of Python, then going through different techniques to solve systems of equations, and finally applying that knowledge to solve problems specific to nuclear engineering. Along with examples of code and end-of-chapter problems, the book is an asset to novice programmers in nuclear engineering and radiological sciences, teaching them how to analyze complex systems using modern computational techniques. For decades, the paradigm in engineering education, in particular, nuclear engineering, has been to teach Fortran along with numerical methods for solving engineering problems. This has been slowly changing as new codes have been written utilizing modern languages, such as Python, thus resulting in a greater need for the development of more modern computational skills and techniques in nuclear engineering. Offers numerical methods as a tool to solve specific problems in nuclear engineering Provides examples on how to simulate different problems and produce graphs using Python Supplies accompanying codes and data on a companion website, along with solutions to end-of-chapter problems

Scientific Python is a significant public domain alternative to expensive proprietary software packages. This book teaches from scratch everything the working scientist needs to know using copious, downloadable, useful and adaptable code snippets.

Readers will discover how easy it is to implement and test non-trivial mathematical algorithms and will be guided through the many freely available add-on modules. A range of examples, relevant to many different fields, illustrate the language's capabilities.

The author also shows how to use pre-existing legacy code (usually in Fortran77) within the Python environment, thus avoiding the need to master the original code. In this new edition, several chapters have been re-written to reflect the IPython notebook style. With an extended index, an entirely new chapter discussing SymPy and a substantial increase in the number of code snippets, researchers and research students will be able to quickly acquire all the skills needed for using Python effectively.

Introduction to Computational Models with Python explains how to implement computational models using the flexible and easy-to-use Python programming language. The book uses the Python programming language interpreter and several packages from the huge Python Library that improve the performance of numerical computing, such as the Numpy and Scipy m

The new edition of an introduction to the art of computational problem solving using Python. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including numpy, matplotlib, random, pandas, and sklearn. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data as well as substantial material on machine learning. All of the code in the book and an errata sheet are available on the book's web page on the MIT Press website.

Learning Scientific Programming with Python

A Foundation for Physical Scientists and Engineers

Introduction to Computation and Programming Using Python, third edition

High-performance Scientific Computing with NumPy, SciPy, and Pandas

Python for Scientists

Computing for Biologists

Computing is revolutionizing the practice of biology. This book, which assumes no prior computing experience, provides students with the tools to write their own Python programs and to understand fundamental concepts in computational biology and bioinformatics. Each major part of the book begins with a compelling biological question, followed by the algorithmic ideas and programming tools necessary to explore it: the origins of pathogenicity are examined using gene finding, the evolutionary history of sex determination systems is studied using sequence alignment, and the origin of modern humans is addressed using phylogenetic methods. In addition to providing general programming skills, this book explores the design of efficient algorithms, simulation, NP-hardness, and the maximum likelihood method, among other key concepts and methods. Easy-to-read and designed to equip students with the skills to write programs for solving a range of biological problems, the book is accompanied by numerous programming exercises, available at www.cs.hmc.edu/CFB.

More physicists today are taking on the role of software developer as part of their research, but software development isn't always easy or obvious, even for physicists. This practical book teaches essential software development skills to help you automate and accomplish nearly any aspect of research in a physics-based field. Written by two PhDs in nuclear engineering, this book includes practical examples drawn from a working knowledge of physics concepts. You'll learn how to use the Python programming language to perform everything from collecting and analyzing data to building software and publishing your results. In four parts, this book includes: Getting Started: Jump into Python, the command line, data containers, functions, flow control and logic, and classes and objects Getting It Done: Learn about regular expressions, analysis and visualization, NumPy, storing data in files and HDF5, important data structures in physics, computing in parallel, and deploying software Getting It Right: Build pipelines and software, learn to use local and remote version control, and debug and test your code Getting It Out There: Document your code, process and publish your findings, and collaborate efficiently; dive into software licenses, ownership, and copyright procedures

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

An example-rich, comprehensive guide for all of your Python computational needsAbout This Book Your ultimate resource for getting up and running with Python numerical computations* Explore numerical computing and mathematical libraries using Python 3.x code with SciPy and NumPy modules* A hands-on guide to implementing mathematics with Python, with complete coverage of all the key conceptsWho This Book Is ForThis book is for anyone who wants to perform numerical and mathematical computations in Python. It is especially useful for developers, students, and anyone who wants to use Python for computation. Readers are expected to possess basic a knowledge of scientific computing and mathematics, but no prior experience with Python is needed.What you will learn* The principal syntactical elements of Python* The most important and basic types in Python* The essential building blocks of computational mathematics, linear algebra, and related Python objects* Plot in Python using matplotlib to create high quality figures and graphics to draw and visualize your results* Define and use functions and learn to treat them as objects* How and when to correctly apply object-oriented programming for scientific computing in Python* Handle exceptions, which are an important part of writing reliable and usable code* Two aspects of testing for scientific programming: Manual and Automaticn DetailPython can be used for more than just general-purpose programming. It is a free, open source language and environment that has tremendous potential for use within the domain of scientific computing. This book presents Python in tight connection with mathematical applications and demonstrates how to use various concepts in Python for computing purposes, including examples with the latest version of Python 3. Python is an effective tool to use when coupling scientific computing and mathematics and this book will teach you how to use it for linear algebra, arrays, plotting, iterating, functions, polynomials, and much more.*

Classic Computer Science Problems in Python

An Introduction to Python for Science and Engineering

An Introduction to Programming for STEM Students

A Computational Problem-Solving Focus

Scientific Computing and Data Science Applications with Numpy, SciPy and Matplotlib

Explorations in Computing

This book is intended to serve as the basis for a first course in Python programming for graduate students in political science and related fields. The book introduces core concepts of software development and computer science such as basic data structures (e.g. arrays, lists, dictionaries, trees, graphs), algorithms (e.g. sorting), and analysis of computational efficiency. It then demonstrates how to apply these concepts to the field of political science by working with structured and unstructured data, querying databases, and interacting with application programming interfaces (APIs). Students will learn how to collect, manipulate, and exploit large volumes of available data and apply them to political and social research questions. They will also learn best practices from the field of software development such as version control and object-oriented programming. Instructors will be supplied with in-class example code, suggested homework assignments (with solutions), and material for practical lab sessions.

Leverage this example-packed, comprehensive guide for all your Python computational needs Key Features: Learn the first steps within Python to highly specialized concepts Explore examples and code snippets taken from typical programming situations within scientific computing. Delve into essential computer science concepts like iterating, object-oriented programming, testing, and MPI presented in strong connection to applications within scientific computing. Book Description: Python has tremendous potential within the scientific computing domain. This updated edition of Scientific Computing with Python features new chapters on graphical user interfaces, efficient data processing, and parallel computing to help you perform mathematical and scientific computing efficiently using Python. This book will help you to explore new Python syntax features and create different models using scientific computing principles. The book presents Python alongside mathematical applications and demonstrates how to apply Python concepts in computing with the help of examples involving Python 3.8. You'll use pandas for basic data analysis to understand the modern needs of scientific computing, and cover data module improvements and built-in features. You'll also explore numerical computation modules such as NumPy and SciPy, which enable fast access to highly efficient numerical algorithms. By learning to use the plotting module Matplotlib, you will be able to represent your computational results in talks and publications. A special chapter is devoted to SymPy, a tool for bridging symbolic and numerical computations. By the end of this Python book, you'll have gained a solid understanding of task automation and how to implement and test mathematical algorithms within the realm of scientific computing. What You Will Learn: Understand the building blocks of computational mathematics, linear algebra, and related Python objects Use Matplotlib to create high-quality figures and graphics to draw and visualize results Apply object-oriented programming (OOP) to scientific computing in Python Discover how to use pandas to enter the world of data processing Handle exceptions for writing reliable and usable code Cover manual and automatic aspects of testing for scientific programming Get to grips with parallel computing to increase computation speed Who this book is for: This book is for students with a mathematical background, university teachers designing modern courses in programming, data scientists, researchers, developers, and anyone who wants to perform scientific computation in Python.

This book is published open access under a CC BY 4.0 license. This book presents computer programming as a key method for solving mathematical problems. This second edition of the well-received book has been extensively revised: All code is now written in Python version 3.6 (no longer version 2.7). In addition, the two first chapters of the previous edition have been extended and split up into five new chapters, thus expanding the introduction to programming from 50 to 150 pages. Throughout the book, the explanations provided are now more detailed, previous examples have been modified, and new sections, examples and exercises have been added. Also, a number of small errors have been corrected. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style employed is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows students to write simple programs for solving common mathematical problems with numerical methods in the context of engineering and science courses. The emphasis is on generic algorithms, clean program design, the use of functions, and automatic tests for verification.

Bayesian Modeling and Computation in Python aims to help beginner Bayesian practitioners to become intermediate modelers. It uses a hands on approach with PyMC3, Tensorflow Probability, ArviZ and other libraries focusing on the practice of applied statistics with references to the underlying mathematical theory. The book starts with a refresher of the Bayesian Inference concepts. The second chapter introduces modern methods for Exploratory Analysis of Bayesian Models. With an understanding of these two fundamentals the subsequent chapters talk through various models including linear regressions, splines, time series, Bayesian additive regression trees. The final chapters include Approximate Bayesian Computation, end to end case studies showing how to apply Bayesian modelling in different settings, and a chapter about the internals of probabilistic programming languages. Finally the last chapter serves as a reference for the rest of the book by getting closer into mathematical aspects or by extending the discussion of certain topics. This book is written by contributors of PyMC3, ArviZ, Bambi, and Tensorflow Probability among other libraries.

Introduction to Computation and Programming Using Python, second edition

Discovering Computer Science

Uncertainty Quantification and Predictive Computational Science

An Introduction to Computer Science

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Computational Nuclear Engineering and Radiological Science Using Python

This fast-paced introduction to Python moves from the basics to advanced concepts, enabling readers to gain proficiency quickly.

Introduction to Computer Science Using Python: A Computational Problem-Solving Focus.recommended by Guido van Rossum, the creator of Python ("This is not your average Python book...I think this book is a great text for anyone teaching CS1"). With a focus on computational problem solving from Chapter 1, this text provides numerous hands-on exercises and examples, each chapter ending with a significant-size program demonstrating the step-by-step process of program development, testing, and debugging. A final chapter includes the history of computing, starting with Charles Babbage, containing over 65 historical images. An end-of-book Python 3 Programmers' Reference is also included for quick lookup of Python details. Extensive instructor materials are provided for those adopting for classroom use, including an instructors' manual, over 1,000 well-developed slides covering all fundamental topics of each chapter, source code, and test bank.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and

statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Leverage the numerical and mathematical modules in Python and its standard library as well as popular open source numerical Python packages like NumPy, SciPy, FiPy, matplotlib and more. This fully revised edition, updated with the latest details of each package and changes to Jupyter projects, demonstrates how to numerically compute solutions and mathematically model applications in big data, cloud computing, financial engineering, business management and more. Numerical Python, Second Edition, presents many brand-new case study examples of applications in data science and statistics using Python, along with extensions to many previous examples. Each of these demonstrates the power of Python for rapid development and exploratory computing due to its simple and high-level syntax and multiple options for data analysis. After reading this book, readers will be familiar with many computing techniques including array-based and symbolic computing, visualization and numerical file I/O, equation solving, optimization, interpolation and integration, and domain-specific computational problems, such as differential equation solving, data analysis, statistical modeling and machine learning. What You'll Learn Work with vectors and matrices using NumPy Plot and visualize data with Matplotlib Perform data analysis tasks with Pandas and SciPy Review statistical modeling and machine learning with statsmodels and scikit-learn Optimize Python code using Numba and Cython Who This Book Is For Developers who want to understand how to use Python and its related ecosystem for numerical computing.

Introduction to Scientific Programming with Python

Numerical Python

A Student's Guide to Python for Physical Modeling

With Application to Understanding Data

Introduction to the Tools of Scientific Computing

An Introduction to Python and Computer Programming

Python is a free open-source language and environment that has tremendous potential in the scientific computing domain. Computing with Python presents the programming language in tight connection with mathematical applications. The approach of the book is concept based rather than a systematic introduction to the language. It is written for a mathematical readership and is aimed at students with a mathematical background.

This easy-to-understand textbook presents a modern approach to learning numerical methods (or scientific computing), with a unique focus on the modeling and applications of the mathematical content. Emphasis is placed on the need for, and methods of, scientific computing for a range of different types of problems, supplying the evidence and justification to motivate the reader. Practical guidance on coding the methods is also provided, through simple-to-follow examples using Python. Topics and features: provides an accessible and applications-oriented approach, supported by working Python code for many of the methods; encourages both problem- and project-based learning through extensive examples, exercises, and projects drawn from practical applications; introduces the main concepts in modeling, python programming, number representation, and errors; explains the essential details of numerical calculus, linear, and nonlinear equations, including the multivariable Newton method; discusses interpolation and the numerical solution of differential equations, covering polynomial interpolation, splines, and the Euler, Runge–Kutta, and shooting methods; presents largely self-contained chapters, arranged in a logical order suitable for an introductory course on scientific computing. Undergraduate students embarking on a first course on numerical methods or scientific computing will find this textbook to be an invaluable guide to the field, and to the application of these methods across such varied disciplines as computer science, engineering, mathematics, economics, the physical sciences, and social science.

This book presents computer programming as a key method for solving mathematical problems. There are two versions of the book, one for MATLAB and one for Python. The book was inspired by the Springer book TCSE 6: A Primer on Scientific Programming with Python (by Langtangen), but the style is more accessible and concise, in keeping with the needs of engineering students. The book outlines the shortest possible path from no previous experience with programming to a set of skills that allows the students to write simple programs for solving common mathematical problems with numerical methods in engineering and science courses. The emphasis is on generic algorithms, clean design of programs, use of functions, and automatic tests for verification.

This book is suitable for use in a university-level first course in computing (CS1), as well as the increasingly popular course known as CS0. It is difficult for many students to master basic concepts in computer science and programming. A large portion of the confusion can be blamed on the complexity of the tools and materials that are traditionally used to teach CS1 and CS2. This textbook was written with a single overarching goal: to present the core concepts of computer science as simply as possible without being simplistic.

Introduction to Computational Models with Python

Computation in Science

Python Programming

A Gentle Introduction to Numerical Simulations with Python

Scientific Computing with Python - Second Edition

Scientific Computing with Python 3 - Second Edition

Introduction to Modeling and Simulation with MATLAB and Python is intended for students and professionals in science, social science, and engineering that wish to learn the principles of computer modeling, as well as basic programming skills. The book content focuses on meeting a set of basic modeling and simulation competencies that were developed as part of several National Science Foundation grants. Even though computer science students are much more expert programmers, they are not often given the opportunity to see how those skills are being applied to solve complex science and engineering problems and may also not be aware of the libraries used by scientists to create those models. The book interleaves chapters on modeling concepts and related exercises with programming concepts and exercises. The authors start with an introduction to modeling and its importance to current practices in the sciences and engineering. They introduce each of the programming environments and the syntax used to represent variables and compute mathematical equations and functions. As students gain more programming expertise, the authors return to modeling concepts, providing starting code for a variety of exercises where students add additional code to solve the problem and provide an analysis of the outcomes. In this way, the book builds both modeling and programming expertise with a "just-in-time" approach so that by the end of the book, students can take on relatively simple modeling example on their own. Each chapter is supplemented with references to additional reading, tutorials, and exercises that guide students to additional help and allows them to practice both their programming and analytical modeling skills. In addition, each of the programming related chapters is divided into two parts – one for MATLAB and one for Python. In these chapters, the authors also refer to additional online tutorials that students can use if they are having difficulty with any of the topics. The book culminates with a set of final project exercise suggestions that incorporate both the modeling and programming skills provided in the rest of the volume. Those projects could be undertaken by individuals or small groups of students. The companion website at <http://www.intromodeling.com> provides updates to instructions when there are substantial changes in software versions, as well as electronic copies of exercises and the related code. The website also offers a space where people can suggest additional projects they are willing to share as well as comments on the existing projects and exercises throughout the book. Solutions and lecture notes will also be available for qualifying instructors.

Python Scripting for Computational Science Springer Science & Business Media

This textbook teaches the essential background and skills for understanding and quantifying uncertainties in a computational simulation, and for predicting the behavior of a system under those uncertainties. It addresses a critical knowledge gap in the widespread adoption of simulation in high-consequence decision-making throughout the engineering and physical sciences. Constructing sophisticated techniques for prediction from basic building blocks, the book first reviews the fundamentals that underpin later topics of the book including probability, sampling, and Bayesian statistics. Part II focuses on applying Local Sensitivity Analysis to apportion uncertainty in the model outputs to sources of uncertainty in its inputs. Part III demonstrates techniques for quantifying the impact of parametric uncertainties on a problem, specifically how input uncertainties affect outputs. The final section covers techniques for applying uncertainty quantification to make predictions under uncertainty, including treatment of epistemic uncertainties. It presents the theory and practice of predicting the behavior of a system based on the aggregation of data from simulation, theory, and experiment. The text focuses on simulations based on the solution of systems of partial differential equations and includes in-depth coverage of Monte Carlo methods, basic design of computer experiments, as well as regularized statistical techniques. Code references, in python, appear throughout the text and online as executable code, enabling readers to perform the analysis under discussion. Worked examples from realistic, model problems help readers understand the mechanics of applying the methods. Each chapter ends with several assignable problems. Uncertainty Quantification and Predictive Computational Science fills the growing need for a classroom text for senior undergraduate and early-career graduate students in the engineering and physical sciences and supports independent study by researchers and professionals who must include uncertainty quantification and predictive science in the simulations they develop and/or perform.

“Highly recommended to everyone interested in deepening their understanding of Python and practical computer science.” —Daniel Kenney-Jung, MD, University of Minnesota Key Features Master formal techniques taught in college computer science classes Connect computer science theory to real-world applications, data, and performance Prepare for programmer interviews Recognize the core ideas behind most “new” challenges Covers Python 3.7 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Programming problems that seem new or unique are usually rooted in well-known engineering principles. Classic Computer Science Problems in Python guides you through time-tested scenarios, exercises, and algorithms that will prepare you for the “new” problems you’ll face when you start your next project. In this amazing book, you’ll tackle dozens of coding challenges, ranging from simple tasks like binary search algorithms to clustering data using k-means. As you work through examples for web development, machine learning, and more, you’ll remember important things you’ve forgotten and discover classic solutions that will save you hours of time. What You Will Learn Search algorithms Common techniques for graphs Neural networks Genetic algorithms Adversarial search Uses type hints throughout This Book Is Written For For intermediate Python programmers. About The Author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. He is the author of Dart for Absolute Beginners (Apress, 2014), Classic Computer Science Problems in Swift (Manning, 2018), and Classic Computer Science Problems in Java (Manning, 2020) Table of Contents Small problems Search problems Constraint-satisfaction problems Graph problems Genetic algorithms K-means clustering Fairly simple neural networks Adversarial search Miscellaneous problems

A Gentle Introduction to Numerical Simulations with Python 3.6

Interdisciplinary Problems, Principles, and Python Programming

Quickstart Python

Python Programming and Principles

An Application Development Focus

Computing with Python

This book explains the fundamentals of computational physics and describes the techniques that every physicist should know, such as finite difference methods, numerical quadrature, and the fast Fourier transform. The book offers a complete introduction to the topic at the undergraduate level, and is also suitable for the advanced student or researcher. The book begins with an introduction to Python, then moves on to a step-by-step description of the techniques of computational physics, with examples ranging from simple mechanics problems to complex calculations in quantum mechanics, electromagnetism, statistical mechanics, and more.

The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen ... does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. ... Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python ‘on the streets’ could be a little jealous of students who have the opportunity to take a course out of Langtangen’s Primer.” John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 “This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python...” Joan Horvath, Computing Reviews, March 2015

This resource is written to follow the updated IGCSE® Computer Science syllabus 0478 with examination from June and November 2016. Cambridge IGCSE® and O Level Computer Science Programming Book for Python accompanies the Cambridge IGCSE and O Level Computer Science coursebook, and is suitable for students and teachers wishing to use Python in their studies. It introduces and develops practical skills to guide students in developing coding solutions to the tasks presented in the book. Starting from simple skills and progressing to more complex challenges, this book shows how to approach a coding problem using Structure Diagrams and Flow Charts, explains programming logic using pseudocode, develops Python programming skills and gives full solutions to the tasks set.

Perkovic’s Introduction to Programming Using Python provides an imperative-first introduction to Python focusing on computer applications and the process of developing them. The text helps develop computational thinking skills by covering patterns of how problems can be broken down and constructively solved to produce an algorithmic solution. The approach is hands-on and problem oriented. The book also introduces a subset of the Python language early on to help write small functions. Chapters include an introduction to problem solving techniques and classical algorithms, problem-solving and programming and ways to apply core skills to application development.

Introduction to Python for Science and Engineering

Introduction to Modeling and Simulation with MATLAB® and Python

An Introduction to Computer Science and Python Programming

Python Scripting for Computational Science

Practical Numerical and Scientific Computing with MATLAB® and Python

Field Guide to Research with Python

This open access book offers an initial introduction to programming for scientific and computational applications using the Python programming language. The presentation style is compact and example-based, making it suitable for students and researchers with little or no prior experience in programming. The book uses relevant examples from mathematics and the natural sciences to present programming as a practical toolbox that can quickly enable readers to write their own programs for data processing and mathematical modeling. These tools include file reading, plotting, simple text analysis, and using NumPy for numerical computations, which are fundamental building blocks of all programs in data science and computational science. At the same time, readers are introduced to the fundamental concepts of programming, including variables, functions, loops, classes, and object-oriented programming. Accordingly, the book provides a sound basis for further computer science and programming studies.

This book introduces Python programming language and fundamental concepts in algorithms and computing. Its target audience includes students and engineers with little or no background in programming, who need to master a practical programming language and learn the basic thinking in computer science/programming. The main contents come from lecture notes for engineering students from all disciplines, and has received high ratings. Its materials and ordering have been adjusted repeatedly according to classroom reception.

Compared to alternative textbooks in the market, this book introduces the underlying Python implementation of number, string, list, tuple, dict, function, class, instance and module objects in a consistent and easy-to-understand way, making assignment, function definition, function call, mutability and binding environments understandable inside-out. By giving the abstraction of implementation mechanisms, this book builds a solid understanding of the Python programming language.

An Active Learning Approach to Teaching the Main Ideas in Computing Explorations in Computing: An Introduction to Computer Science and Python Programming teaches computer science students how to use programming skills to explore fundamental concepts and computational approaches to solving problems. Tbook gives beginning students an introduction to

Series in Computational Physics Steven A. Gottlieb and Rubin H. Landau, Series Editors Introduction to Python for Science and Engineering This guide offers a quick and incisive introduction to Python programming for anyone. The author has carefully developed a concise approach to using Python in any discipline of science and engineering, with plenty of examples, practical hints, and insider tips. Readers will see why Python is such a widely appealing program, and learn the basics of syntax, data structures, input and output, plotting, conditionals and loops, user-defined functions, curve fitting, numerical routines, animation, and visualization. The author teaches by example and assumes no programming background for the reader. David J. Pine is the Silver Professor and Professor of Physics at New York University, and Chair of the Department of Chemical and Biomolecular Engineering at the NYU Tandon School of Engineering. He is an elected fellow of the American Physical Society and American Association for the Advancement of Science (AAAS), and is a Guggenheim Fellow.

Problem Solving with Python

Computational Frameworks for Political and Social Research with Python

Introduction to Computing Using Python: An Application Development Focus

Computational Physics

Updated Edition

This guide offers a rapid introduction to Python programming to anyone with no experience in programming, taking a careful and methodical approach to presenting the features available and their use for performing practical scientific and engineering tasks.

Practical Numerical and Scientific Computing with MATLAB® and Python concentrates on the practical aspects of numerical analysis and linear and non-linear programming. It discusses the methods for solving different types of mathematical problems using MATLAB and Python. Although the book focuses on the approximation problem rather than on error analysis of mathematical problems, it provides practical ways to calculate errors. The book is divided into three parts, covering topics in numerical linear algebra, methods of interpolation, numerical differentiation and integration, solutions of differential equations, linear and non-linear programming problems, and optimal control problems. This book has the following advantages: It adopts the programming languages, MATLAB and Python, which are widely used among academics, scientists, and engineers, for ease of use and contain many libraries covering many scientific and engineering fields. It contains topics that are rarely found in other numerical analysis books, such as ill-conditioned linear systems and methods of regularization to stabilize their solutions, nonstandard finite differences methods for solutions of ordinary differential equations, and the computations of the optimal controls. It provides a practical explanation of how to apply these topics using MATLAB and Python. It discusses software libraries to solve mathematical problems, such as software Gekko, pulp, and pyomo. These libraries use Python for solutions to differential equations and static and dynamic optimization problems. Most programs in the book can be applied in versions prior to MATLAB 2017b and Python 3.7.4 without the need to modify these programs. This book is aimed at newcomers and middle-level students, as well as members of the scientific community who are interested in solving math problems using MATLAB or Python.

This book provides a theoretical background in computation to scientists who use computational methods. It explains how computing is used in the natural sciences, and provides a high-level overview of those aspects of computer science and software engineering that are most relevant for computational science. The focus is on concepts, results, and applications, rather than on proofs and derivations. The unique feature of this book is that it "connects the dots between computational science, the theory of computation and information, and software engineering. The book should help scientists to better understand how they use computers in their work, and to better understand how computers work. It is meant to compensate a bit for the general lack of any formal training in computer science and information theory. Readers will learn something they can use throughout their careers.

A fully updated tutorial on the basics of the Python programming language for science students Python is a computer programming language that is rapidly gaining popularity throughout the sciences. This fully updated edition of A Student's Guide to Python for Physical Modeling aims to help you, the student, teach yourself enough of the Python programming language to get started with physical modeling. You will learn how to install an open-source Python programming environment and use it to accomplish many common scientific computing tasks: importing, exporting, and visualizing data; numerical analysis; and simulation. No prior programming experience is assumed. This tutorial focuses on fundamentals and introduces a wide range of useful techniques, including: Basic Python programming and scripting Numerical arrays Two- and three-dimensional graphics Monte Carlo simulations Numerical methods, including solving ordinary differential equations Image processing Animation Numerous code samples and exercises--with solutions--illustrate new ideas as they are introduced. Web-based resources also accompany this guide and include code samples, data sets, and more. This current edition brings the discussion of the Python language, Spyder development environment, and Anaconda distribution up to date. In addition, a new appendix introduces Jupyter notebooks.

Programming for Computations - Python

Applied Scientific Computing

Effective Computation in Physics