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A guide to computational thinking education, with a focus on artificial intelligence literacy and the integration of computing and physical objects. Computing has become an essential part of today's primary and secondary school curricula. In recent years, K-12 computer education has shifted from computer science itself to the broader perspective of computational thinking (CT), which is less about technology than a way of thinking and solving problems—"a fundamental skill for everyone, not just computer scientists," in the words of Jeanette Wing, author of a foundational article on CT. This volume introduces a variety of approaches to CT in K-12 education, offering a wide range of international perspectives that focus on artificial intelligence (AI) literacy and the integration of computing and physical objects. The book first offers an overview of CT and its importance in K-12 education, covering such topics as the rationale for teaching CT; programming as a general problem-solving skill; and the "phenomenon-based learning" approach. It then addresses the educational implications of the explosion in AI research, discussing, among other things, the importance of teaching children to be conscientious designers and consumers of AI. Finally, the book examines the increasing influence of physical devices in CT education, considering the learning opportunities offered by robotics. Contributors Harold Abelson, Cynthia Breazeal, Karen Brennan, Michael E. Caspersen, Christian Dindler, Daniella DiPaola, Nardie Fanchamps, Christina Gardner-McCune, Mark Guzdial, Kai Hakkarainen, Fredrik Heintz, Paul Hennissen, H. Ulrich Hoppe, Ole Sejer Iversen, Siu-Cheung Kong, Wai-Ying Kwok, Sven Manske, Jesús Moreno-León, Blakeley H. Payne, Sini Riikonen, Gregorio Robles, Marcos Román-González,

Pirita Seitamaa-Hakkarainen, Ju-Ling Shih, Pasi Silander, Lou Slangen, Rachel Charlotte Smith, Marcus Specht, Florence R. Sullivan, David S. Touretzky Showing off scheme - Functions - Expressions - Defining your own procedures - Words and sentences - True and false - Variables - Higher-order functions - Lambda - Introduction to recursion - The leap of faith - How recursion works - Common patterns in recursive procedures - Advanced recursion - Example : the functions program - Files - Vectors - Example : a spreadsheet program - Implementing the spreadsheet program - What's next? A famed political scientist's classic argument for a more cooperative world We assume that, in a world ruled by natural selection, selfishness pays. So why cooperate? In The Evolution of Cooperation, political scientist Robert Axelrod seeks to answer this question. In 1980, he organized the famed Computer Prisoners Dilemma Tournament, which sought to find the optimal strategy for survival in a particular game. Over and over, the simplest strategy, a cooperative program called Tit for Tat, shut out the competition. In other words, cooperation, not unfettered competition, turns out to be our best chance for survival. A vital book for leaders and decision makers, The Evolution of Cooperation reveals how cooperative principles help us think better about everything from military strategy, to political elections, to family dynamics. This book is about media, mediation, and meaning. The Art of Interpretation focuses on a set of interrelated processes whereby ostensibly human-specific modes of meaning become automated by machines, formatted by protocols, and networked by infrastructures. That is, as computation replaces interpretation, information effaces meaning, and infrastructure displaces interaction. Or so it seems. Paul Kockelman asks: What does it take to automate, format, and network meaningful practices? What difference does this make for those who engage in such practices? And what is at stake? Reciprocally: How can we better understand computational processes from the standpoint of meaningful practices? How can we leverage such processes to better understand such practices? And what lies in wait? In answering these questions, Kockelman stays very close to fundamental concerns of computer science that emerged in the first half of the twentieth-century. Rather than foreground the latest application, technology or interface, he accounts for processes that underlie each and every digital technology deployed today. In a novel method, The Art of Interpretation

leverages key ideas of American pragmatism-a philosophical stance that understands the world, and our relation to it, in a way that avoids many of the conundrums and criticisms of conventional twentieth-century social theory. It puts this stance in dialogue with certain currents, and key texts, in anthropology and linguistics, science and technology studies, critical theory, computer science, and media studies. Analyzes cognitive, social and technical issues of end user programming. Drawing on empirical research on existing end user systems, this text examines the importance of task-specific programming languages, visual application frameworks and collaborative work practices for end user computing. This book solves a long-standing problem in computer vision, the interpretation of line drawings and, in doing so answers many of the concerns raised by this problem, particularly with regard to errors in the placement of lines and vertices in the images. Sugihara presents a computational mechanism that functionally mimics human perception in being able to generate three-dimensional descriptions of objects from two-dimensional line drawings. The objects considered are polyhedrons or solid objects bounded by planar faces, and the line drawings are single-view pictures of these objects. Sugihara's mechanism has several potential applications. It can facilitate man-machine communication by extracting object structures automatically from pictures drawn by a designer, which can be particularly useful in the computer-aided design of geometric objects, such as mechanical parts and buildings. It can also be used in the intermediate stage of computer vision systems used to obtain and analyze images in the outside world. The computational mechanism itself is not accompanied by a large database but is composed of several simple procedures based on linear algebra and combinatorial theory. Contents:Introduction. Candidates for Spatial Interpretation. Discrimination between Correct and Incorrect Pictures. Correctness of HiddenPart-Drawn Pictures. Algebraic Structures of Line Drawings. Combinatorial Structures of Line Drawings. Overcoming Superstrictness. Algorithmic Aspects of Generic Reconstructibility. Specification of Unique Shapes. Recovery of Shape from Surface Information. Polyhedrons and Rigidity. Kokichi Sugihara is Professor in the Department of Mathematical Engineering and instrumentation Physics, Faculty of Engineering, the University of Tokyo, Tokyo, Japan. Machine interpretation of Line Drawingsis included in The MIT Press

Series in Artificial Intelligence, edited by Patrick Henry Winston and Michael Brady. This comprehensive examination of the main approaches to object-oriented language explains key features of the languages in use today. Class-based, prototypes and Actor languages are all examined and compared in terms of their semantic concepts. This book provides a unique overview of the main approaches to object-oriented languages. Exercises of varying length, some of which can be extended into mini-projects are included at the end of each chapter. This book can be used as part of courses on Comparative Programming Languages or Programming Language Semantics at Second or Third Year Undergraduate Level. Some understanding of programming language concepts is required. Turtle Geometry presents an innovative program of mathematical discovery that demonstrates how the effective use of personal computers can profoundly change the nature of a student's contact with mathematics. Using this book and a few simple computer programs, students can explore the properties of space by following an imaginary turtle across the screen. The concept of turtle geometry grew out of the Logo Group at MIT. Directed by Seymour Papert, author of Mindstorms, this group has done extensive work with preschool children, high school students and university undergraduates. A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, Structure and Interpretation of Computer Programs (SICP) has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without

sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package sicp provided by the MIT Press website. This instructor's manual and reader's guide accompanies the secondedition of Structure and Interpretation of Computer Programs, by Harold Abelson and Gerald Jay Sussman with Julie Sussman. This instructor's manual and reader's guide accompanies the second edition of Structure and Interpretation of Computer Programs, by Harold Abelson and Gerald Jay Sussman with Julie Sussman. It contains discussions of exercises and other material in the text as well as supplementary material, additional examples and exercises, and teaching suggestions. An appendix summarizes the Scheme programming language as used in the text, showing at what point in the text each element of Scheme is introduced. The notion that "thinking about computing is one of the most exciting things the human mind can do" sets both The Little Schemer (formerly known as The Little LISPer) and its new companion volume, The Seasoned Schemer, apart from other books on LISP. The authors' enthusiasm for their subject is compelling as they present abstract concepts in a humorous and easy-to-grasp fashion. Together, these books will open new doors of thought to anyone who wants to find out what computing is really about. The Little Schemer introduces computing as an extension of arithmetic and algebra; things that everyone studies in grade school and high school. It introduces programs as recursive functions and briefly discusses the limits of what computers can do. The authors use the programming language Scheme, and interesting foods to illustrate these abstract ideas. The Seasoned Schemer informs the reader about additional dimensions of computing: functions as values, change of state, and exceptional cases. The Little LISPer has been a popular introduction to LISP for many years. It had appeared in French and Japanese. The Little Schemer and The Seasoned Schemer are worthy successors and will prove equally popular as textbooks for Scheme courses as well as companion texts for any complete introductory course in Computer Science. The IT pro's must-have guide to Windows Server 2016 Mastering Windows Server 2016 is a complete resource for IT professionals needing to get quickly up to date on the latest release. Designed to provide comprehensive information in the context of real-world usage, this book offers expert guidance through the new tools and features to help you

get Windows Server 2016 up and running quickly. Straightforward discussion covers all aspects, including virtualization products, identity and access, automation, networking, security, storage and more, with clear explanations and immediately-applicable instruction. Find the answers you need, and explore new solutions as Microsoft increases their focus on security, software-defined infrastructure, and the cloud; new capabilities including containers and Nano Server, Shielded VMs, Failover Clustering, PowerShell, and more give you plenty of tools to become more efficient, more effective, and more productive. Windows Server 2016 is the ideal server for Windows 10 clients, and is loaded with new features that IT professionals need to know. This book provides a comprehensive resource grounded in real-world application to help you get up to speed quickly. Master the latest features of Windows Server 2016 Apply new tools in real-world scenarios Explore new capabilities in security, networking, and the cloud Gain expert guidance on all aspect of Windows Server 2016 migration and management System administrators tasked with upgrading, migrating, or managing Windows Server 2016 need a one-stop resource to help them get the job done. Mastering Windows Server 2016 has the answers you need, the practicality you seek, and the latest information to get you up to speed quickly. Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola. Introduction to abstract interpretation, with examples of applications to the semantics, specification, verification, and static analysis of computer programs. Formal methods are mathematically rigorous techniques for the specification, development, manipulation, and verification of safe, robust, and secure software and hardware systems. Abstract interpretation is a unifying theory of formal methods that proposes a general methodology for proving the correctness of computing systems, based on their semantics. The concepts of abstract interpretation underlie such software tools as compilers, type systems, and security protocol analyzers. This book provides an introduction to the theory and practice of abstract interpretation, offering examples of applications to semantics, specification, verification, and static analysis of programming languages with emphasis on calculational design. The book covers all necessary computer science and mathematical concepts--including most of the logic, order, linear, fixpoint, and discrete mathematics frequently used in computer science--in

separate chapters before they are used in the text. Each chapter offers exercises and selected solutions. Chapter topics include syntax, parsing, trace semantics, properties and their abstraction, fixpoints and their abstractions, reachability semantics, abstract domain and abstract interpreter, specification and verification, effective fixpoint approximation, relational static analysis, and symbolic static analysis. The main applications covered include program semantics, program specification and verification, program dynamic and static analysis of numerical properties and of such symbolic properties as dataflow analysis, software model checking, pointer analysis, dependency, and typing (both for forward and backward analysis), and their combinations. Principles of Abstract Interpretation is suitable for classroom use at the graduate level and as a reference for researchers and practitioners. Structure and Interpretation of Computer Programs has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. An explanation of the mathematics needed as a foundation for a deep understanding of general relativity or quantum field theory. Physics is naturally expressed in mathematical language. Students new to the subject must simultaneously learn an idiomatic mathematical language and the content that is expressed in that language. It is as if they were asked to read Les Misérables while struggling with French grammar. This book offers an innovative way to learn the differential geometry needed as a foundation for a deep understanding of general relativity or quantum field theory as taught at the college level. The approach taken by the authors (and used in their classes at MIT for many years) differs from the conventional one in several ways, including an emphasis on the development of the covariant derivative and an avoidance of the use of traditional index notation for tensors in favor of a semantically richer language of vector fields and differential forms. But the biggest single difference is the authors' integration of computer programming into their explanations. By programming a computer to interpret a formula, the student soon learns whether or not a formula is correct. Students are led to improve their program, and as a result improve their understanding. This text develops a comprehensive theory of programming languages based on type systems and structural operational semantics. Language concepts are precisely defined

by their static and dynamic semantics, presenting the essential tools both intuitively and rigorously while relying on only elementary mathematics. These tools are used to analyze and prove properties of languages and provide the framework for combining and comparing language features. The broad range of concepts includes fundamental data types such as sums and products, polymorphic and abstract types, dynamic typing, dynamic dispatch, subtyping and refinement types, symbols and dynamic classification, parallelism and cost semantics, and concurrency and distribution. The methods are directly applicable to language implementation, to the development of logics for reasoning about programs, and to the formal verification language properties such as type safety. This thoroughly revised second edition includes exercises at the end of nearly every chapter and a new chapter on type refinements. Douglas Crockford starts by looking at the fundamentals: names, numbers, booleans, characters, and bottom values. JavaScript's number type is shown to be faulty and limiting, but then Crockford shows how to repair those problems. He then moves on to data structures and functions, exploring the underlying mechanisms and then uses higher order functions to achieve class-free object oriented programming. The book also looks at eventual programming, testing, and purity, all the while looking at the requirements of The Next Language. Most of our languages are deeply rooted in the paradigm that produced FORTRAN. Crockford attacks those roots, liberating us to consider the next paradigm.He also presents a strawman language and develops a complete transpiler to implement it. The book is deep, dense, full of code, and has moments when it is intentionally funny. Unlike other professions, the impact of information and communication technology on interpreting has been moderate so far. However, recent advances in the areas of remote, computer-assisted, and, most recently, machine interpreting, are gaining the interest of both researchers and practitioners. This volume aims at exploring key issues, approaches and challenges to the interplay of interpreting and technology, an area that is still underrepresented in the field of Interpreting Studies. The contributions to this volume cover topics in the area of computer-assisted and remote interpreting, both in the conference as well as in the court setting, and report on experimental studies. An introduction to text analysis using computer-assisted interpretive practices, accompanied by example

essays that illustrate the use of these computational tools. The image of the scholar as a solitary thinker dates back at least to Descartes' Discourse on Method. But scholarly practices in the humanities are changing as older forms of communal inquiry are combined with modern research methods enabled by the Internet, accessible computing, data availability, and new media. Hermeneutica introduces text analysis using computer-assisted interpretive practices. It offers theoretical chapters about text analysis, presents a set of analytical tools (called Voyant) that instantiate the theory, and provides example essays that illustrate the use of these tools. Voyant allows users to integrate interpretation into texts by creating hermeneutica—small embeddable "toys" that can be woven into essays published online or into such online writing environments as blogs or wikis. The book's companion website, Hermeneuti.ca, offers the example essays with both text and embedded interactive panels. The panels show results and allow readers to experiment with the toys themselves. The use of these analytical tools results in a hybrid essay: an interpretive work embedded with hermeneutical toys that can be explored for technique. The hermeneutica draw on and develop such common interactive analytics as word clouds and complex data journalism interactives. Embedded in scholarly texts, they create a more engaging argument. Moving between tool and text becomes another thread in a dynamic dialogue. A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of

programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming. Structure and Interpretation of Computer Programs has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. 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. You know how to code..but is it enough? Do you feel left out when other programmers talk about asymptotic bounds? Have you failed a job interview because you don't know computer science? The author, a senior developer at a major software company with a PhD in computer science, takes you through what you would have learned while earning a four-year computer science degree. Volume one covers the most frequently referenced topics, including algorithms and data structures, graphs, problem-solving techniques, and complexity theory. When you finish this book, you'll have the tools you need to hold your own with people who have - or expect you to have - a computer science degree. An introduction to computational thinking that traces a genealogy beginning centuries before the digital computer. A few decades into the digital era, scientists discovered that thinking in terms of computation made possible an entirely new way of organizing scientific investigation; eventually, every field had a computational branch: computational physics, computational biology, computational sociology. More recently, "computational thinking" has become part of the K-12 curriculum.

But what is computational thinking? This volume in the MIT Press Essential Knowledge series offers an accessible overview, tracing a genealogy that begins centuries before digital computers and portraying computational thinking as pioneers of computing have described it. The authors explain that computational thinking (CT) is not a set of concepts for programming; it is a way of thinking that is honed through practice: the mental skills for designing computations to do jobs for us, and for explaining and interpreting the world as a complex of information processes. Mathematically trained experts (known as "computers") who performed complex calculations as teams engaged in CT long before electronic computers. The authors identify six dimensions of today's highly developed CT—methods, machines, computing education, software engineering, computational science, and design—and cover each in a chapter. Along the way, they debunk inflated claims for CT and computation while making clear the power of CT in all its complexity and multiplicity. Despite using them every day, most software engineers know little about how programming languages are designed and implemented. For many, their only experience with that corner of computer science was a terrifying "compilers" class that they suffered through in undergrad and tried to blot from their memory as soon as they had scribbled their last NFA to DFA conversion on the final exam. That fearsome reputation belies a field that is rich with useful techniques and not so difficult as some of its practitioners might have you believe. A better understanding of how programming languages are built will make you a stronger software engineer and teach you concepts and data structures you'll use the rest of your coding days. You might even have fun. This book teaches you everything you need to know to implement a full-featured, efficient scripting language. You'll learn both high-level concepts around parsing and semantics and gritty details like bytecode representation and garbage collection. Your brain will light up with new ideas, and your hands will get dirty and calloused. Starting from main(), you will build a language that features rich syntax, dynamic typing, garbage collection, lexical scope, first-class functions, closures, classes, and inheritance. All packed into a few thousand lines of clean, fast code that you thoroughly understand because you wrote each one yourself. Teaching the science and the technology of programming as a unified

discipline that shows the deep relationships between programming paradigms. This innovative text presents computer programming as a unified discipline in a way that is both practical and scientifically sound. The book focuses on techniques of lasting value and explains them precisely in terms of a simple abstract machine. The book presents all major programming paradigms in a uniform framework that shows their deep relationships and how and where to use them together. After an introduction to programming concepts, the book presents both well-known and lesser-known computation models ("programming paradigms"). Each model has its own set of techniques and each is included on the basis of its usefulness in practice. The general models include declarative programming, declarative concurrency, message-passing concurrency, explicit state, object-oriented programming, shared-state concurrency, and relational programming. Specialized models include graphical user interface programming, distributed programming, and constraint programming. Each model is based on its kernel language—a simple core language that consists of a small number of programmer-significant elements. The kernel languages are introduced progressively, adding concepts one by one, thus showing the deep relationships between different models. The kernel languages are defined precisely in terms of a simple abstract machine. Because a wide variety of languages and programming paradigms can be modeled by a small set of closely related kernel languages, this approach allows programmer and student to grasp the underlying unity of programming. The book has many program fragments and exercises, all of which can be run on the Mozart Programming System, an Open Source software package that features an interactive incremental development environment. In this textbook, leading researchers give tutorial expositions on the current state of the art of functional programming. The text is suitable for an undergraduate course immediately following an introduction to functional programming, and also for self-study. All new concepts are illustrated by plentiful examples, as well as exercises. A website gives access to accompanying software. Structure and Interpretation of Computer Programs has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. There are new implementations of most of the major programming systems in the book, including the interpreters and compilers, and the authors have incorporated many small changes

that reflect their experience teaching the course at MIT since the first edition was published. A new theme has been introduced that emphasizes the central role played by different approaches to dealing with time in computational models: objects with state, concurrent programming, functional programming and lazy evaluation, and nondeterministic programming. There are new example sections on higher-order procedures in graphics and on applications of stream processing in numerical programming, and many new exercises. In addition, all the programs have been reworked to run in any Scheme implementation that adheres to the IEEE standard. A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, Structure and Interpretation of Computer Programs (SICP) has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package sicp provided by the MIT Press website. There are several theories of programming. The first usable theory, often called "Hoare's Logic", is still probably the most widely known. In it, a specification is a pair of predicates: a precondition and postcondition (these and all technical terms will be defined in due course). Another popular and closely related theory by Dijkstra uses the weakest precondition predicate transformer, which is a function from programs and postconditions to preconditions. lones's Vienna Development

Method has been used to advantage in some industries; in it, a specification is a pair of predicates (as in Hoare's Logic), but the second predicate is a relation. Temporal Logic is yet another formalism that introduces some special operators and quantifiers to describe some aspects of computation. The theory in this book is simpler than any of those just mentioned. In it, a specification is just a boolean expression. Refinement is just ordinary implication. This theory is also more general than those just mentioned, applying to both terminating and nonterminating computation, to both sequential and parallel computation, to both stand-alone and interactive computation. And it includes time bounds, both for algorithm classification and for tightly constrained real-time applications. A self-contained introduction to abstract interpretation-based static analysis, an essential resource for students, developers, and users. Static program analysis, or static analysis, aims to discover semantic properties of programs without running them. It plays an important role in all phases of development, including verification of specifications and programs, the synthesis of optimized code, and the refactoring and maintenance of software applications. This book offers a self-contained introduction to static analysis, covering the basics of both theoretical foundations and practical considerations in the use of static analysis tools. By offering a quick and comprehensive introduction for nonspecialists, the book fills a notable gap in the literature, which until now has consisted largely of scientific articles on advanced topics. The text covers the mathematical foundations of static analysis, including semantics, semantic abstraction, and computation of program invariants; more advanced notions and techniques, including techniques for enhancing the cost-accuracy balance of analysis and abstractions for advanced programming features and answering a wide range of semantic questions; and techniques for implementing and using static analysis tools. It begins with background information and an intuitive and informal introduction to the main static analysis principles and techniques. It then formalizes the scientific foundations of program analysis techniques, considers practical aspects of implementation, and presents more advanced applications. The book can be used as a textbook in advanced undergraduate and graduate courses in static analysis and program verification, and as a reference for users, developers, and experts. The new

edition of a classic text that concentrates on developing general methods for studying the behavior of classical systems, with extensive use of computation. We now know that there is much more to classical mechanics than previously suspected. Derivations of the equations of motion, the focus of traditional presentations of mechanics, are just the beginning. This innovative textbook, now in its second edition, concentrates on developing general methods for studying the behavior of classical systems, whether or not they have a symbolic solution. It focuses on the phenomenon of motion and makes extensive use of computer simulation in its explorations of the topic. It weaves recent discoveries in nonlinear dynamics throughout the text, rather than presenting them as an afterthought. Explorations of phenomena such as the transition to chaos, nonlinear resonances, and resonance overlap to help the student develop appropriate analytic tools for understanding. The book uses computation to constrain notation, to capture and formalize methods, and for simulation and symbolic analysis. The requirement that the computer be able to interpret any expression provides the student with strict and immediate feedback about whether an expression is correctly formulated. This second edition has been updated throughout, with revisions that reflect insights gained by the authors from using the text every year at MIT. In addition, because of substantial software improvements, this edition provides algebraic proofs of more generality than those in the previous edition; this improvement permeates the new edition. Strategies for building large systems that can be easily adapted for new situations with only minor programming modifications. Time pressures encourage programmers to write code that works well for a narrow purpose, with no room to grow. But the best systems are evolvable; they can be adapted for new situations by adding code, rather than changing the existing code. The authors describe techniques they have found effective--over their combined 100-plus years of programming experience--that will help programmers avoid programming themselves into corners. The authors explore ways to enhance flexibility by: • Organizing systems using combinators to compose mix-and-match parts, ranging from small functions to whole arithmetics, with standardized interfaces • Augmenting data with independent annotation layers, such as units of measurement or provenance • Combining independent pieces of partial information using unification or propagation •

Separating control structure from problem domain with domain models, rule systems and pattern matching, propagation, and dependency-directed backtracking • Extending the programming language, using dynamically extensible evaluators

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