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The Maple kernel also consists of kernel extensions, which are collections of external compiled libraries that are included in Maple to provide low-level programming functionality. These libraries include Basic Linear Algebra Subprograms (BLAS), GNU Multiple Precision (GMP), the NAG® C Library, and the C Linear Algebra PACKage (CLAPACK).

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Maple is a symbolic and numeric computing environment as well as a multi-paradigm programming language.It covers several areas of technical computing, such as symbolic mathematics, numerical analysis, data processing, visualization, and others.

Maple (software) - Wikipedia

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Maple is a very powerful computer algebra system used by students, educators, mathematicians, statisticians, scientists, and engineers for doing numerical and symbolic computations. Greatly expanded and updated from the author's MAPLE V Primer, The MAPLE Book offers extensive coverage of the latest version of this outstanding software package, MAPLE 7.0 The MAPLE Book serves both as an introduction to Maple and as a reference. Organized according to level and subject area of mathematics, it first covers the basics of high school algebra and graphing, continues with calculus and differential

equations then moves on to more advanced topics, such as linear algebra, vector calculus, complex analysis, special functions, group theory, number theory and combinatorics. The MAPLE Book includes a tutorial for learning the Maple programming language. Once readers have learned how to program, they will appreciate the real power of Maple. The convenient format and straightforward style of The MAPLE Book let users proceed at their own pace, practice with the examples, experiment with graphics, and learn new functions as they need them. All of the Maple commands used in the book are available on the Internet, as are links to various other files referred to in the book. Whatever your level of expertise, you'll want to keep The MAPLE Book next to your computer.

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What's in this book This book contains an accelerated introduction to Maple, a computer alge bra language. It is intended for scientific programmers who have experience with other computer languages such as C, FORTRAN, or Pascal. If you wish a longer and more leisurely introduction to Maple, see (8, 27, 39). This book is also intended as a reference summary for people who use Maple infrequently enough so that they forget key commands. Chapter 4 is a keyword summary. This will be useful if you have forgotten the exact Maple command for what you want. This chapter is best accessed through the table of contents, since it is organized by subject matter. The mathematical prerequisites are calculus, linear algebra, and some differential equations. A course in numerical analysis will also help. Any extra mathematics needed will be developed in the book. This book was prepared using Maple V Release 3, although most of the examples will work with, at most, only slight modification in Maple V Release 2. This book does not require any particular hardware. The systems I have used in developing the book are

machines running IBM DOS and WIN/OS2, Unix machines in an ASCII terminal mode, and x windows systems. There should be no adjustments necessary for readers equipped with Macintoshes or other hardware. Maple is an evolving system. New features will be described in the documentation for updates (?updates in Maple).

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Problem Solving is essential to solve real-world problems. Advanced Problem Solving with Maple: A First Course applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. It is intended for a course introducing students to mathematical topics they will revisit within their further studies. The authors present mathematical modeling and problem-solving topics using Maple as the computer algebra system for mathematical explorations, as well as obtaining plots that help readers perform analyses. The book presents cogent applications that demonstrate an effective use of Maple, provide discussions of the results obtained using Maple, and stimulate thought and analysis of additional applications. Highlights: The book's real-world case studies prepare the student for modeling applications Bridges the study of topics and applications to various fields of mathematics, science, and engineering Features a flexible format and tiered approach offers courses for students at various levels The book can be used for students with only algebra or calculus behind them About the authors: Dr. William P. Fox is an emeritus professor in the Department of Defense Analysis at the Naval Postgraduate School. Currently, he is an adjunct professor, Department of Mathematics, the College of William and Mary. He received his Ph.D. at Clemson University and has many publications and scholarly activities including twenty books and over one hundred and fifty journal articles. William C. Bauldry, Prof. Emeritus and Adjunct Research Prof. of Mathematics at Appalachian State University, received his PhD in Approximation Theory from Ohio State. He has published many papers on pedagogy and technology, often using Maple, and has been the PI of several NSF-funded projects incorporating technology and modeling into math courses. He currently serves as Associate Director of COMAP's Math Contest in Modeling (MCM).

The text applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. Scenarios are developed within the scope of the problem solving process. The text focuses on discrete dynamical systems, optimization techniques, single-variable unconstrained optimization and applied problems, and numerical search methods. Additional coverage includes multivariable unconstrained and constrained techniques. Linear algebra techniques to model and solve problems such as the Leontief model, advanced regression technique include nonlinear, logistics and Poisson are covered. Game Theory, the Nash equilibrium, Nash arbitration are also included.

Scientific computing is the study of how to use computers effectively to solve problems that arise from the mathematical modeling of phenomena in science and engineering. It is based on mathematics, numerical and symbolic/algebraic computations and visualization. This book serves as an introduction to both the theory and practice of scientific computing, with each chapter presenting the basic algorithms that serve as the workhorses of many scientific codes; we explain both the theory behind these algorithms and how they must be implemented in order to work reliably in finite-precision arithmetic. The book includes many programs written in Matlab and Maple – Maple is often used to derive numerical algorithms, whereas Matlab is used to implement them. The theory is developed in such a way that students can learn by themselves as they work through the text. Each chapter contains numerous examples and problems to help readers understand the material "hands-on".

Literate programming is a programming methodology that combines a programming language with a

documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

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