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"An anthology of classic papers in computer science with introductions by the editor"--

A complete update to a classic, respected resource Invaluable reference, supplying a comprehensive overview on how to undertake and present research

Main author Ravi S. Iyer created the eklavyasai.blogspot.com blog and used it from September 2011 to play a part-time, peaceful and amicable, Indian Computer Science (CS) and Information Technology (IT) academic reform, Internet-based activist role. His focus was on improving the practice of software development in Indian CS & IT academia. But he thought that it is such a vital part of the CS & IT field and that it is so poor in many parts of Indian CS & IT academia, that he referred to his efforts as Indian CS & IT academic reform activism. Other contributors to the blog have given their views on certain topics. Main work period has been from 2011 to 2014 with a little work later, off & on. The main author is no longer active in this area. This book is aimed at helping other activists involved in improving the practice of software development in Indian CS and IT academia to get the views of the blog in a convenient form. The book may also be of interest to similar activists in other countries. About the author: Main author Ravi S. Iyer is a Physics graduate from Ruia college, University of Bombay (Mumbai) who was industry trained and later self-taught in software development. He worked in the international software industry (US, Europe, Japan, South Korea, India etc.) developing systems as well as applications software (CS & IT) for over 18 years after which he retired from commercial work. Later, mainly as a "visiting faculty", he offered free service of teaching programming courses (lab. courses) and being a "technical consultant" for student projects in a Maths & Computer Science department of a deemed university in India for 9 years.

All researchers need to write or speak about their work, and to have research that is worth presenting. Based on the author's decades of experience as a researcher and advisor, this third edition provides detailed guidance on writing and presentations and a comprehensive introduction to research methods, the how-to of being a successful scientist. Topics include: · Development of ideas into research questions; · How to find, read, evaluate and referee other research; · Design and evaluation of experiments and appropriate use of statistics; · Ethics, the principles of science and examples of science gone wrong. Much of the book is a step-by-step guide to effective communication, with advice on: · Writing style and editing; · Figures, graphs and tables; · Mathematics and algorithms; · Literature reviews and referees' reports; · Structuring of arguments and results into papers and theses; · Writing of other professional documents; · Presentation of talks and posters. Written in an accessible style and including handy checklists and exercises, Writing for Computer Science is not only an introduction to the doing and describing of research, but is a valuable reference for working scientists in the computing and mathematical sciences.

All researchers need to write or speak about their work, and to have research that is worth presenting. Based on the author's decades of experience as a researcher and advisor, this third edition provides detailed guidance on writing and presentations and a comprehensive introduction to research methods, the how-to of being a successful scientist. Topics include: · Development of ideas into research questions; · How to find, read, evaluate and referee other research; · Design and evaluation of experiments and appropriate use of statistics; · Ethics, the principles of science and examples of science gone wrong. Much of the book is a step-by-step guide to effective communication, with advice on: · Writing style and editing; · Figures, graphs and tables; · Mathematics and algorithms; · Literature reviews and referees' reports; · Structuring of arguments and results into papers and theses; · Writing of other professional documents; · Presentation of talks and posters. Written in an accessible style and including handy checklists and exercises, Writing for Computer Science is not only an introduction to the doing and describing of research, but is a valuable reference for working scientists in the computing and mathematical sciences.

These proceedings of the 2014 Pacific-Asia Workshop on Computational Intelligence in Industrial Application (CIIA 2014) include 81 peer-reviewed papers. The topics covered in the book include: (1) Computer Intelligence, (2) Application of Computer Science and Communication, (3) Industrial Engineering, Product Design and Manufacturing, (4) Automatio

? DoesP=NP. In just ?ve symbols Dick Karp -in 1972-captured one of the deepest and most important questions of all time. When he ?rst wrote his famous

paper, I think it's fair to say he did not know the depth and importance of his question. Now over three decades later, we know  $P=NP$  is central to our understanding of computation, it is a very hard problem, and its resolution will have potentially tremendous consequences. This book is a collection of some of the most popular posts from my blog—Godel's Lost Letter and  $P=NP$ —which I started in early 2009. The main thrust of the blog, especially when I started, was to explore various aspects of computational complexity around the famous  $P=NP$  question. As I published posts I branched out and covered additional material, sometimes a timely event, sometimes a fun idea, sometimes a new result, and sometimes an old result. I have always tried to make the posts readable by a wide audience, and I believe I have succeeded in doing this.

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