Problems and Solutions in Biological Sequence Analysis

This book is the first of its kind to provide a large collection of bioinformatics problems with accompanying solutions. Notably, the problem set includes all of the problems offered in Biological Sequence Analysis (BSA), by Durbin et al., widely adopted as a required text for bioinformatics courses at leading universities worldwide. Although many of the problems included in BSA as exercises for its readers have been repeatedly used for homework and tests, no detailed solutions for the problems were available. Bioinformatics instructors had therefore frequently expressed a need for fully worked solutions and a larger set of problems for use on courses. This book provides just that: following the same structure as BSA and significantly extending the set of workable problems, it will facilitate a better understanding of the contents of the chapters in BSA and will help its readers develop problem-solving skills that are vitally important for conducting successful research in the growing field of bioinformatics. All of the material has been class-tested by the authors at Georgia Tech, where the first ever M.Sc. degree program in Bioinformatics was held.

Graphics Shaders - Theory and Practice

Programmable graphics shaders, programs that can be downloaded to a graphics processor (GPU) to carry out operations outside the fixed-function pipeline of earlier standards, have become a key feature of computer graphics. This book is designed to open computer graphics shader programming to the student, whether in a traditional class or on their own. It is intended to complement texts based on fixed-function graphics APIs, specifically OpenGL. It introduces shader programming in general, and specifically the GLSL shader language. It also introduces a flexible, easy-to-use tool, glman, that helps you develop, test, and tune shaders outside an application that would use them.


"The IMO Compendium" is the ultimate collection of challenging high-school-level mathematics problems and is an invaluable resource not only for high-school students preparing for mathematics competitions, but for anyone who loves and appreciates mathematics. The International Mathematical Olympiad (IMO), nearing its 50th anniversary, has become the most popular and prestigious competition for high-school students interested in mathematics. Only six students from each participating country are given the honor of participating in this competition every year. The IMO represents not only a great opportunity to tackle interesting and challenging mathematics problems, it also offers a way for high school students to measure up with students from the rest of the world. Until the first edition of this book appearing in 2006, it has been almost impossible to obtain a complete collection of the problems proposed at the IMO in book form. "The IMO Compendium" is the result of a collaboration between four former IMO participants from Yugoslavia, now Serbia and Montenegro, to rescue these problems from
old and scattered manuscripts, and produce the ultimate source of IMO practice problems. This book attempts to gather all the problems and solutions appearing on the IMO through 2009. This second edition contains 143 new problems, picking up where the 1959-2004 edition has left off.

**Algebraic Statistics for Computational Biology**


**UNIX and Perl to the Rescue! - A Field Guide for the Life Sciences (and Other Data-rich Pursuits)**

Your research has generated gigabytes of data and now you need to analyse it. You hate using spreadsheets but it is all you know, so what else can you do? This book will transform how you work with large and complex data sets, teaching you powerful programming tools for slicing and dicing data to suit your needs. Written in a fun and accessible style, this step-by-step guide will inspire and inform non-programmers about the essential aspects of Unix and Perl. It shows how, with just a little programming knowledge, you can write programs that could save you hours, or even days. No prior experience is required and new concepts are introduced using numerous code examples that you can try out for yourself. Going beyond the basics, the authors touch upon many broader topics that will help those new to programming, including debugging and how to write in a good programming style.

**Financial Accounting Theory**

Scott reveals vast amounts of financial accounting information drawn from recent research that has until now been hidden in academic journals. He provides a clear, easy-to-use framework for students to (1) place this information in a financial accounting context, (2) explain and analyze the information intuitively and (3) to reveal the information’s relevance in understanding the practice of accounting.


This volume constitutes the proceedings of the 9th International Conference on Simulated Evolution and Learning, SEAL 2012, held in Hanoi, Vietnam, in December 2012. The 50 full papers presented were carefully reviewed and selected from 91 submissions. The papers are organized in topical sections on evolutionary algorithms, theoretical developments, swarm intelligence, data mining, learning methodologies, and real-world applications.

**Genomic Perl - From Bioinformatics Basics to Working Code**
Explains many computational molecular biology problems and how to implement solutions to them in Perl.


The five-volume set LNCS 7971-7975 constitutes the refereed proceedings of the 13th International Conference on Computational Science and Its Applications, ICCSA 2013, held in Ho Chi Minh City, Vietnam in June 2013. The 248 revised papers presented in five tracks and 33 special sessions and workshops were carefully reviewed and selected. The 46 papers included in the five general tracks are organized in the following topical sections: computational methods, algorithms and scientific applications; high-performance computing and networks; geometric modeling, graphics and visualization; advanced and emerging applications; and information systems and technologies. The 202 papers presented in special sessions and workshops cover a wide range of topics in computational sciences ranging from computational science technologies to specific areas of computational sciences such as computer graphics and virtual reality.

**Communication, Control, and Computer Access for Disabled and Elderly Individuals**

One of a series of three resource guides concerned with communication, control, and computer access for the disabled or the elderly, the book focuses on hardware and software. The guide's 13 chapters each cover products with the same primary function. Cross reference indexies allow access to listings of products by function, input/output feature, and computer model. Switches are listed separately by input/output features. Typically provided for each product are usually an illustration, the product name, vendor, size, weight, power source, connector type, cost, and a description. Part I, "Computer Adaptations," presents the following types of items: modifications for standard keyboards; alternate inputs usable with all software; input devices usable with only some software; input adapters for computers; alternate display systems usable with all software; Braille printers and tactile display components; speech synthesizers; and other software and hardware adaptations. Part II, "Application Software for Special Ed and Rehab," includes software for administration and management; assessment; education, training, and therapy; recreation; and personal tools or aids. Appendixes include a list of additional sources of information, a glossary, addresses of manufacturers listed with their products, and an alphabetical listing of all products in the 3-book series. (DB)