

Introduction to Scientific Computation



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"Introduction to Scientific Computation" is intended to be an ideal starting book for aspiring computationalists. It is meant as a short introduction to computational problems encountered by modern scientists and mathematicians. Material is drawn from Crandall's previous (and highly successful) two books, "Projects in Scientific Computation" YTELOS 1992 and "Topics in Advanced Scientific Computation" YTELOS 1996 , but is presented in a more accessible manner. The "Primer" is intended for beginning students in science as well as the science "hobbyist" who wishes to learn about modern topics including: complexity, data compression, genetic algorithms, neural networks, quantum theory, and large integer arithmetic. Problems are presented and solved using C and the Mathematica programming languages. Online files delivered via the TELOS Web Site Ywww.telospub.com include all programs presented in the book and offer additional material suitable for self-study. The Enhancement files will include Mathematica notebooks, C source code, image files, sound files and animations.

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