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A Practical Guide to Splines. This book is based on the author's experience with calculations involving polynomial splines, presenting those parts of the theory especially useful in calculations and stressing the representation of splines as weighted sums of B-splines.

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This book is based on the author's experience with calculations involving polynomial splines, presenting those parts of the theory especially useful in calculations and stressing the representation of splines as weighted sums of B-splines. The B-spline theory is developed directly from the recurrence relations without recourse to divided differences. This reprint includes redrawn figures, and most formal statements are accompanied by proofs.

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This is a practical guide to P-splines, a simple, flexible and powerful tool for smoothing. P-splines combine regression on B-splines with simple, discrete, roughness penalties. They were introduced by the authors in 1996 and have been used in many diverse applications. The regression basis makes it straightforward to handle non-normal data, like in generalized linear models. The authors demonstrate optimal smoothing, using mixed model technology and Bayesian estimation, in addition to classical tools like cross-validation and AIC, covering theory and applications with code in R. Going far beyond simple smoothing, they also show how to use P-splines for regression on signals, varying-coefficient models, quantile and expectile smoothing, and composite links for grouped data. Penalties are the crucial elements of P-splines; with proper modifications they can handle periodic and circular data as well as shape constraints. Combining penalties with tensor products of B-splines extends these attractive properties to multiple dimensions. An appendix offers a systematic comparison to other smoothers.

Until recently B-spline curves and surfaces (NURBS) were principally of interest to the computer aided design community, where they have become the standard for curve and surface description. Today we are seeing expanded use of NURBS in modeling objects for the visual arts, including the film and entertainment industries, art, and sculpture. NURBS are now also being used for modeling scenes for virtual reality applications. These applications are expected to increase. Consequently, it is quite appropriate for The.N'URBS Book to be part of the Monographs in Visual Communication Series. B-spline curves and surfaces have been an enduring element throughout my pro fessional life. The first edition of Mathematical Elements for Computer Graphics, published in 1972, was the first computer aided design/interactive computer graph ics textbook to contain material on B-splines. That material was obtained through the good graces of Bill Gordon and Louie Knapp while they were at Syracuse University. A paper of mine, presented during the Summer of 1977 at a Society of Naval Architects and Marine Engineers meeting on computer aided ship surface design, was arguably the first to examine the use of B-spline curves for ship design. For many, B-splines, rational B-splines, and NURBS have been a bit mysterious.

Rook endgames represent approximately half of all endings reached in master games, so, it's vital that chess players thoroughly familiarize themselves with this critical part of endgame study. Improve understanding and play of these most important endings, with these clear, comprehensive explanations.

Statistics is the language of modern empirical social and behavioural science and the varieties of regression form the basis of this language. Statistical and computing advances have led to new and exciting regressions that have become the necessary tools for any researcher in these fields. In a way that is refreshingly engaging and readable, Wright and London describe the most useful of these techniques and provide step-by-step instructions, using the freeware R, to analyze datasets that can be located on the books' webpage: www.sagepub.co.uk/wrightandlondon. Techniques covered in this book include multilevel modeling, ANOVA and ANCOVA, path analysis, mediation and moderation, logistic regression (generalized linear models), generalized additive models, and robust methods. These are all tested out using a range of real research examples conducted by the authors in every chapter. Given the wide coverage of techniques, this book will be essential reading for any advanced undergraduate and graduate student (particularly in psychology) and for more experienced researchers wanting to learn how to apply some of the more recent statistical techniques to their datasets. The Authors are donating all royalties from the book to the American Partnership for Eosinophilic Disorders.

Translation technology has evolved quickly with a large number of translation tools available. In this revised addition, much content has been added about translating and engineering HTML and XML documents, multilingual web sites, and HTML-based online help systems. Other major changes include the addition of chapters on internationalizatoi, software quailty assurance, descktop publishing and localization supprort. There is a focus on translators who want to learn about localization ad translation technology.