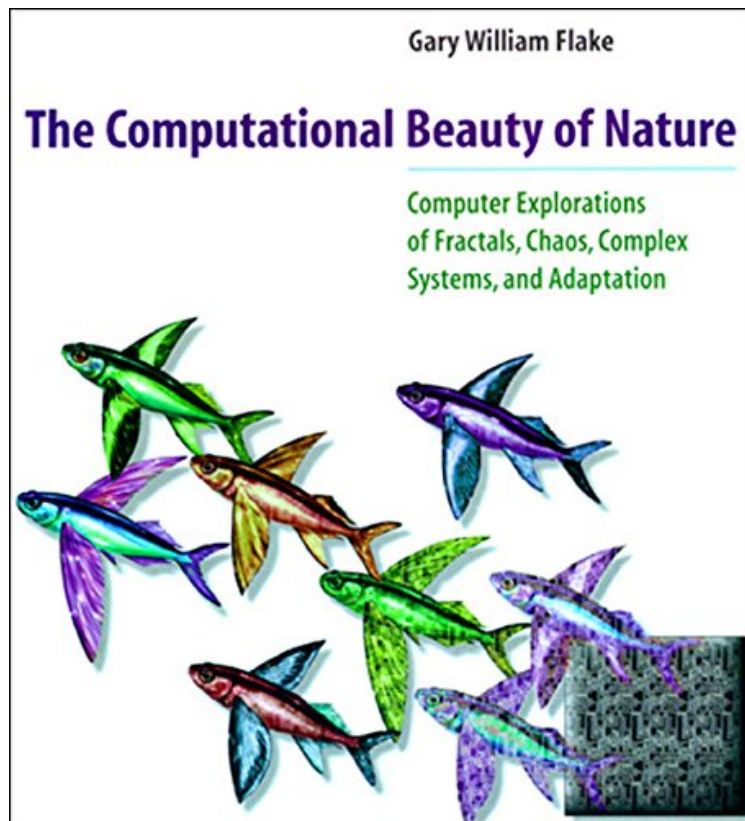


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The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation (MIT Press)

Von Gary William Flake

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Von Gary William Flake : The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation (MIT Press) before purchasing it in order to gage whether or not it would be worth my time, and all praised The Computational Beauty of Nature: Computer Explorations of Fractals, Chaos, Complex Systems, and Adaptation (MIT Press):

KundenrezensionenHilfreichste Kundenrezensionen1 von 1 Kunden fanden die folgende Rezension hilfreich. The Most Influential Book I've Ever ReadVon Ein KundeI am 16 years old and after reading this book, I know that I want to be a scientist. This is a great book that explains concepts that I've always wanted to understand. Even though the book covers some complicated topics, it is written in a style that is fun to read. The author seems to be really enthusiastic about science and his enthusiasm comes through in the book. I even emailed the author a question and he was kind enough to respond to me. I recommend this book to every teenager who thinks that they might be interested in pursuing science or math.1 von 1 Kunden fanden die folgende Rezension hilfreich. Gelungenes Buch fr EinsteigerVon Jochen FrommGary William Flake ist der Chef der Yahoo! Research Labs. Sein Buch hat von allem etwas: Fraktale, Neuronale Netze, Chaos, Selbst-Organisation, mit einer Prise Zellulrer Automaten und Genetischer

Algorithmen. Achtung, es ist kein Buch für Fortgeschrittene, und deswegen für professionelle Wissenschaftler ein wenig enttäuschend. Es ist mehr ein Buch für Anfänger, Amateure und Einsteiger, aber als solches gut gelungen. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Bring out the fun and enthusiasm of computing
Von Benny Cheung
Computing books are divided into immediate needs for professional life and spiritual food for enriching computing life. This book is the second type. Just by reading the preface, you get the sense of pure fun side of computing and the author's noble goal to bring this book to you. Some book's info will only last for a few months but this book will last for a long time in your computing life. Every chapter is filled with inspiration. The author has carefully crafted a program for every chapter for you to enjoy. This reading and playing style fits the topic greatly. Although you will still see some math notations (some are hard to follow), I tried hard to follow and enjoy the beauty in the notation and mathematical side of the story. If you go to the book's website, you can download the source code (including someone port the software to Java source code). I find the Java demo is better to run.

Kurzbeschreibung "Simulation," writes Gary Flake in his preface, "becomes a form of experimentation in a universe of theories. The primary purpose of this book is to celebrate this fact." In this book, Gary William Flake develops in depth the simple idea that recurrent rules can produce rich and complicated behaviors. Distinguishing "agents" (e.g., molecules, cells, animals, and species) from their interactions (e.g., chemical reactions, immune system responses, sexual reproduction, and evolution), Flake argues that it is the computational properties of interactions that account for much of what we think of as "beautiful" and "interesting." From this basic thesis, Flake explores what he considers to be today's four most interesting computational topics: fractals, chaos, complex systems, and adaptation. Each of the book's parts can be read independently, enabling even the casual reader to understand and work with the basic equations and programs. Yet the parts are bound together by the theme of the computer as a laboratory and a metaphor for understanding the universe. The inspired reader will experiment further with the ideas presented to create fractal landscapes, chaotic systems, artificial life forms, genetic algorithms, and artificial neural networks.