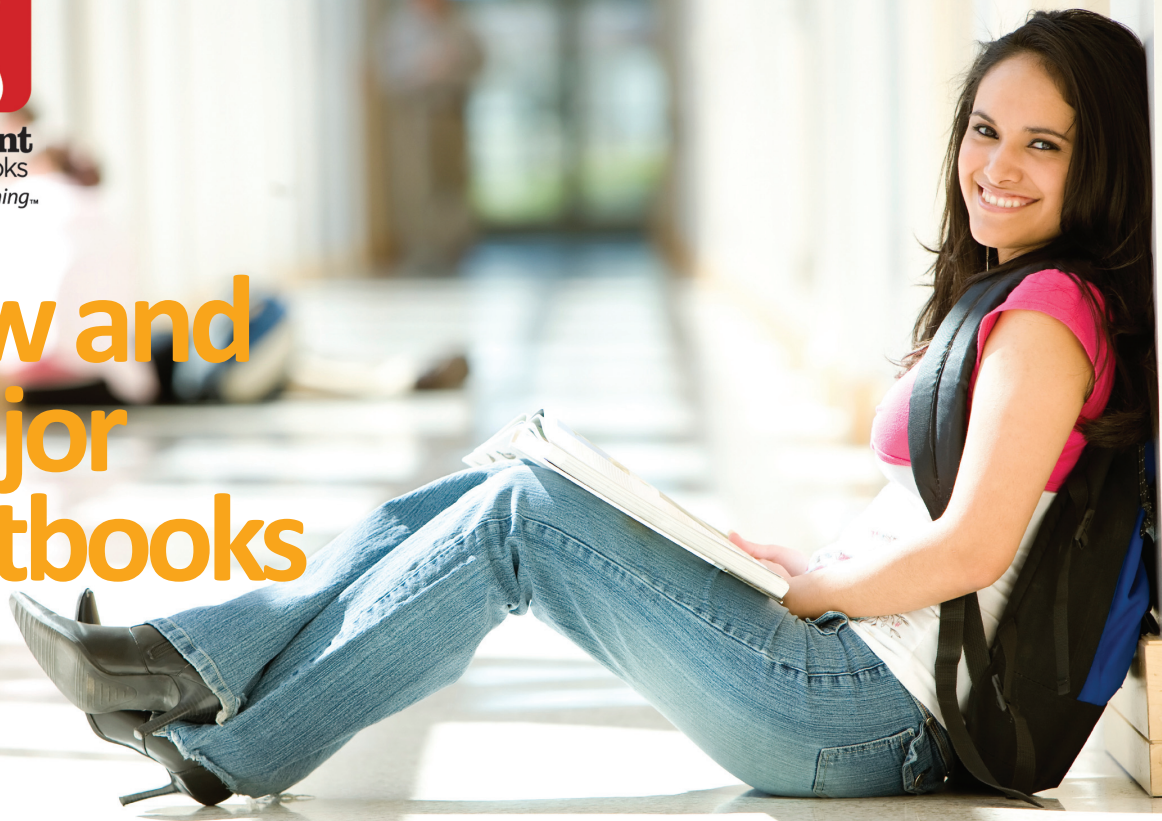




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Introduction to Algorithms 3ed

Thomas H Cormen, Charles E Leiserson, Ronald L Rivest and Clifford Stein

Introduction to Algorithms uniquely combines rigour and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigour.

The third edition has been revised and updated throughout. It includes two completely new chapters, on van Emde Boas trees and multithreaded algorithms, and substantial additions to the chapter on recurrence (now called "Divide-and-Conquer"). It features improved treatment of dynamic programming and greedy algorithms and a new notion of edge-based flow in the material on flow networks. Many new exercises and problems have been added for this edition.

ABRIDGED CONTENTS: Part I: Foundations / Part II: Sorting and Order Statistics / Part III: Data Structures / Part IV: Advanced Design and Analysis Techniques / Part V: Advanced Data Structures / Part VI: Graph Algorithms / Part VII: Selected Topics / Part VIII: Appendix: Mathematical Background
Pbk 1312pp 9780262533058 A\$118 NZ\$161 2009.09 MIT Press

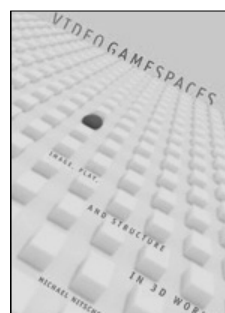
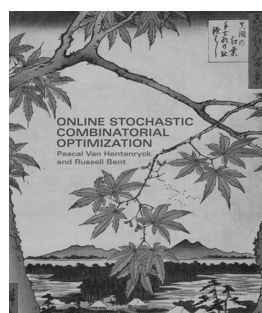
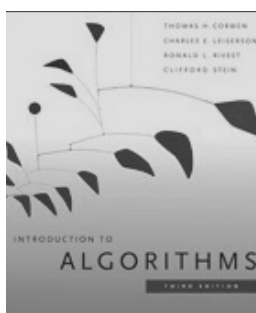
Online Stochastic Combinatorial Optimization

Pascal Van Hentenryck and Russell Bent

Online decision making under uncertainty and time constraints represents one of the most challenging problems for robust intelligent agents. In an increasingly dynamic, interconnected, and real-time world, intelligent systems must adapt dynamically to uncertainties, update existing plans to accommodate new requests and events, and produce high-quality decisions under severe time constraints. Such online decision-making applications are becoming increasingly common: ambulance dispatching and emergency city-evacuation routing, for example, are inherently online decision-making problems; other applications include packet scheduling for Internet communications and reservation systems. This book presents a novel framework, online stochastic optimisation, to address this challenge.

This framework assumes that the distribution of future requests, or an approximation thereof, is available for sampling, as is the case in many applications that make either historical data or predictive models available. It assumes additionally that the distribution of future requests is independent of current decisions, which is also the case in a variety of applications and holds significant computational advantages. The book presents several online stochastic algorithms implementing the framework, provides performance guarantees, and demonstrates a variety of applications. It discusses how to relax some of the assumptions in using historical sampling and machine learning and analyses different underlying algorithmic problems. And finally, the book discusses the framework's possible limitations and suggests directions for future research.

Pbk 236pp 9780262513470 A\$29.95 NZ\$39.95 2009.09 MIT Press

**Designing Sound**

Andy Farnell

NEW

Designing Sound teaches students and professional sound designers to understand and create sound effects starting from nothing. Its thesis is that any sound can be generated from first principles, guided by analysis and synthesis.

The text takes a practitioner's perspective, exploring the basic principles of making ordinary, everyday sounds using an easily accessed free software. Readers use the Pure Data (Pd) language to construct sound objects, which are more flexible and useful than recordings. Sound is considered as a process, rather than as data, an approach sometimes known as "procedural audio." Procedural sound is a living sound effect that can run as computer code and be changed in real time according to unpredictable events. Applications include video games, film, animation, and media in which sound is part of an interactive process. After mastering the techniques presented in *Designing Sound*, students will be able to build their own sound objects for use in interactive applications and other projects.

Hbk 690pp 9780262014410 A\$87 NZ\$116 2010.10 MIT Press

The Audio Programming Book

Richard Boulanger and Victor Lazzarini

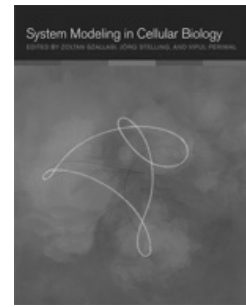
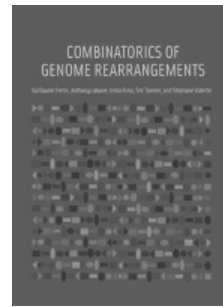
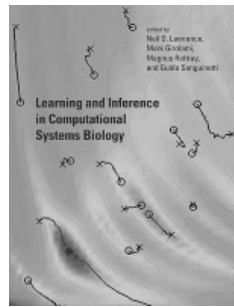
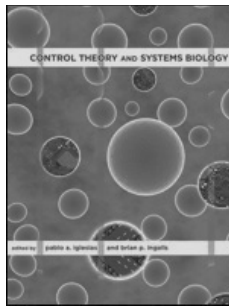
NEW

This comprehensive handbook of mathematical and programming techniques for audio signal processing will be an essential reference for all computer musicians, computer scientists, engineers, and anyone interested in audio. Fifteen chapters and eight appendices cover such topics as programming basics for C and C++ (with music-oriented examples), audio programming basics and more advanced topics, spectral audio programming; programming Csound opcodes, and algorithmic synthesis and music programming. Appendices cover topics in compiling, audio and MIDI, computing, and math.

Readers will find *The Audio Programming Book* a trustworthy companion on their journey through making music and programming audio on modern computers. An accompanying DVD provides an additional 40 chapters, covering musical and audio programs with micro-controllers, alternate MIDI controllers, video controllers, developing Apple Audio Unit plug-ins from Csound opcodes, and audio programming for the iPhone.

Hbk 984pp 9780262014465 A\$107 NZ\$144 2010.11 MIT Press

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BIOLOGICAL COMPUTATION

Control Theory and Systems Biology

Pablo A Iglesias and Brian P Ingalls

Issues of regulation and control are central to the study of biological and biochemical systems. Thus it is not surprising that the tools of feedback control theory (engineering techniques developed to design and analyse self-regulating systems) have proven useful in the study of these biological mechanisms. Such interdisciplinary work requires knowledge of the results, tools and techniques of another discipline, as well as an understanding of the culture of an unfamiliar research community. This volume attempts to bridge the gap between disciplines by presenting applications of systems and control theory to cell biology that range from surveys of established material to descriptions of new developments in the field.

ABRIDGED CONTENTS: 1: A Primer on Control Engineering / 2: Modeling and Analysis of Stochastic Biochemical Networks / 3: Spatial Modeling / 4: Quantifying Properties of Cell Signaling Cascades / 5: Control Strategies in Times of Adversity / 6: Synthetic Biology / 7: Graphs and the Dynamics of Biochemical Networks / 8: A Control-Theoretic Interpretation of Metabolic Control Analysis / 9: Robustness and Sensitivity Analyses in Cellular Networks / 10: Structural Robustness of Biochemical Networks / 11: Robustness of Oscillations in Biological Systems / 12: A Theory of Approximation for Stochastic Biochemical Processes / 13: System-Theoretic Approaches to Network Reconstruction / 14: Identification of Biochemical Reaction Networks Using a Parameter-Free Coordinate System

Hbk 384pp 9780262013345 A\$74 NZ\$98 2009.11 MIT Press

Learning and Inference in Computational Systems Biology

Neil D Lawrence, Mark Girolami, Magnus Rattray and Guido Sanguinetti

This volume offers state-of-the-art perspectives from computational biology, statistics, modelling, and machine learning on new methodologies for learning and inference in biological networks.

The chapters offer practical approaches to biological inference problems ranging from genome-wide inference of genetic regulation to pathway-specific studies. Both deterministic models (based on ordinary differential equations) and stochastic models (which anticipate the increasing availability of data from small populations of cells) are considered. Several chapters emphasise Bayesian inference, so the editors have included an introduction to the philosophy of the Bayesian approach and an overview of current work on Bayesian inference. Taken together, the methods discussed by the experts in *Learning and Inference in Computational Systems Biology* provide a foundation upon which the next decade of research in systems biology can be built.

Hbk 400pp 9780262013864 A\$67 NZ\$88 2010.02 MIT Press

Combinatorics of Genome Rearrangements

Guillaume Fertin, Anthony Labarre, Irena Rusu, Eric Tannier and Stéphane Vialette

From one cell to another, from one individual to another, and from one species to another, the content of DNA molecules is often similar. The organisation of these molecules differs dramatically and the mutations that affect this organisation are known as genome rearrangements.

Combinatorial methods are used to reconstruct putative rearrangement scenarios in order to explain the evolutionary history of a set of species, often formalising the evolutionary events that can explain the multiple combinations of observed genomes as combinatorial optimisation problems. Genome rearrangement problems have proved so interesting from a combinatorial point of view that the field now belongs as much to mathematics as to biology. This book takes a mathematically oriented approach, but provides biological background when necessary. It presents a series of models, beginning with the simplest (which is progressively extended by dropping restrictions), each constructing a genome rearrangement problem.

ABRIDGED CONTENTS: Part I: Duplication-Free Models: Permutations / Part II: Models Handling Duplications / Part III: Multichromosomal Models / Part IV: Multigenomic Models / Part V: Miscellaneous

Hbk 312pp 9780262062824 A\$69 NZ\$89 2009.08 MIT Press

System Modeling in Cellular Biology: From Concepts to Nuts and Bolts

Zoltan Szallasi, Jorg Stelling and Vipul Periwal

This comprehensive introduction and overview of system modelling in biology makes the relevant background material from all pertinent fields accessible to researchers with different backgrounds. The emerging area of systems level modelling in cellular biology has lacked a critical and thorough overview. This book fills that gap. It is the first to provide the necessary critical comparison of concepts and approaches, with an emphasis on their possible applications. It presents key concepts and their theoretical background, including the concepts of robustness and modularity and their exploitation to study biological systems; the best-known modelling approaches, and their advantages and disadvantages; lessons from the application of mathematical models to the study of cellular biology; and available modelling tools and datasets, along with their computational limitations.

CONTENTS: Preface / I. General Concepts / 1. The Role of Modeling in Systems Biology / 2. Complexity and Robustness of Cellular Systems / 3. On Modules and Modularity / II. Modeling Approaches / 4. Bayesian Inference of Biological Systems: The Logic of Biology / 5. Stoichiometric and Constraint-based Modeling / 6. Modeling Molecular Interaction Networks with Nonlinear Ordinary Differential Equations / 7. Qualitative Approaches to the Analysis of Genetic Regulatory Networks / 8. Stochastic Modeling of Intracellular Kinetics / 9. Kinetics in Spatially Extended Systems / III. Models and Reality / 10. Biological Data Acquisition for System Level Modeling—An Exercise in the Art of Compromise / 11. Methods to Identify Cellular Architecture and Dynamics from Experimental Data / 12. Using Control Theory to Study Biology / 13. Synthetic Gene Regulatory Systems / 14. Multilevel Modeling in Systems Biology: From Cells to Whole Organs / IV. Computational Modeling / 15. Computational Constraints on Modeling in Systems Biology / 16. Numerical Simulation for Biochemical Kinetics / 17. Software Infrastructure for Effective Communication and Reuse of Computational Models / A Software Tools for Biological Modeling / References / Contributors / Index
Pbk 464pp 9780262514224 A\$46.95 NZ\$63 2010.03 MIT Press

COMPUTER GAMES

Expressive Processing: Digital Fictions, Computer Games, and Software Studies

Noah Wardrip-Fruin

What matters in understanding digital media? Is looking at the external appearance and audience experience of software enough or should we look further?

Most books on digital media focus on what the machines of digital media look like from the outside but ignore the computational machines that make digital media possible. In *Expressive Processing*, Noah Wardrip-Fruin argues that understanding what goes on beneath the surface, the computational processes that make digital media function, is essential. Wardrip-Fruin suggests that it is the authors and artists with knowledge of these processes who will use the expressive potential of computation to define the future of fiction and games. He also explores how computational processes themselves express meanings through distinctive designs, histories, and intellectual kinships that may not be visible to audiences. This book, the first to approach computational processes from the perspective of media, games, and fiction examines both the outside and the inside of digital media's machines.

CONTENTS: 1: Introduction / 2: The Eliza Effect / 3: Computer Game Fictions / 4: Making Models / 5: The Tale-Spin Effect / 6: Character and Author Intelligence / 7: Authoring Systems / 8: The SimCity Effect / 9: Playable Language and Non-simulative Processing / 10: Conclusion / Afterword / References / Index
Hbk 480pp 9780262013437 A\$61 NZ\$81 2009.09 MIT Press

COMPUTER SCIENCE

The Configuration Space Method for Kinematic Design of Mechanisms

Elisha Sacks and Leo Joskowicz

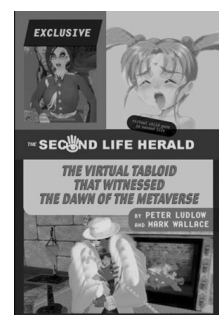
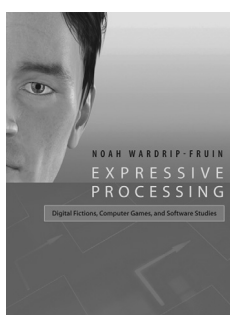
NEW

Configuration space is a complete and compact geometric representation of part motions and part interactions that supports the core mechanism design tasks of analysis, synthesis, and tolerancing. It is the first general algorithmic treatment of the kinematics of higher pairs with changing contacts. It will help designers detect and correct design flaws and unexpected kinematic behaviours, as demonstrated in the book's four case studies taken from industry.

This book presents the configuration space method for computer-aided design of mechanisms with changing part contacts. After presenting the configuration space framework and algorithms for mechanism kinematics, the authors describe algorithms for kinematic analysis, tolerancing, and synthesis based on configuration spaces. The case studies follow, illustrating the application of the configuration space method to the analysis and design of automotive, micro-mechanical, and optical mechanisms.

Hbk 200pp 9780262013895 A\$54.95 NZ\$73 2010.07 MIT Press

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Science in the Age of Computer Simulation

Eric B Winsberg

NEW

Computer simulation was first pioneered as a scientific tool in meteorology and nuclear physics in the period following World War II, but it has grown rapidly to become indispensable in a wide variety of scientific disciplines, including astrophysics, high-energy physics, climate science, engineering, ecology, and economics. Digital computer simulation helps study phenomena of great complexity, but how much do we know about the limits and possibilities of this new scientific practice?

How do simulations compare to traditional experiments? And are they reliable? Eric Winsberg seeks to answer these questions in *Science in the Age of Computer Simulation*. Scrutinising these issues with a philosophical lens and exploring the impact of simulation on such issues as the nature of scientific evidence; the role of values in science; the nature and role of fictions in science; and the relationship between simulation and experiment, theories and data, and theories at different levels of description.

Science in the Age of Computer Simulation will transform many of the core issues in philosophy of science, as well as our basic understanding of the role of the digital computer in the sciences.

Pbk 168pp 9780226902043 A\$38.95 NZ\$49.95 2010.09 University of Chicago Press

COMPUTERS

Circuit Design and Simulation with VHDL 2ed

Volnei A Pedroni

NEW

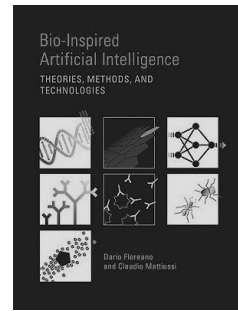
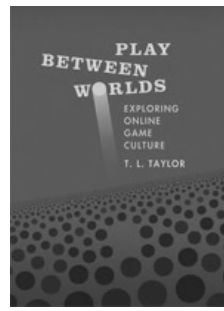
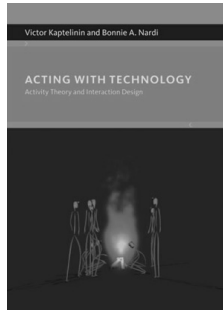
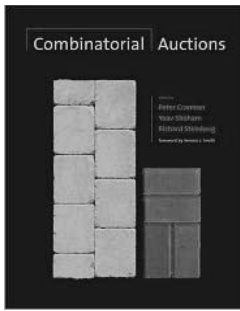
This text offers a comprehensive treatment of VHDL and its applications to the design and simulation of real, industry-standard circuits.

It focuses on the use of VHDL rather than solely on the language, showing why and how certain types of circuits are inferred from the language constructs and how any of the four simulation categories can be implemented. It makes a rigorous distinction between VHDL for synthesis and VHDL for simulation. The VHDL codes in all design examples are complete, and circuit diagrams, physical synthesis in FPGAs, simulation results, and explanatory comments are included with the designs. The text reviews fundamental concepts of digital electronics and design and includes a series of appendices that offer tutorials on important design tools including ISE, Quartus II, and ModelSim, as well as descriptions of programmable logic devices in which the designs are implemented, the DE2 development board, standard VHDL packages, and other features. All four VHDL editions (87, 93, 2002, and 2008) are covered. This expanded second edition is the first textbook on VHDL to include a detailed analysis of circuit simulation with VHDL testbenches in all four categories (nonautomated, fully automated, functional, and timing simulations), accompanied by complete practical examples.

KEY FEATURES:

- Chapters 1–9 have been updated, with new design examples and new details on such topics as data types and code statements
- Chapter 10 is entirely new and deals exclusively with simulation
- Chapters 11–17 are also entirely new, presenting extended and advanced designs with theoretical and practical coverage of serial data communications circuits, video circuits, and other topics

Hbk 680pp 9780262014335 A\$88 NZ\$116 2010.10 MIT Press



HUMAN COMPUTER INTERACTION

The Freudian Robot: Digital Media and the Future of the Unconscious

Lydia H Liu

NEW

The identity and role of writing has evolved in the age of digital media. But how did writing itself make digital media possible in the first place?

The Freudian Robot rewrites the history of digital media and the literary theory of the twentieth century. Lydia H Liu offers the first rigorous study of the political history of digital writing and its fateful entanglement with the Freudian unconscious. Liu's analysis brings the work of theorists and writers back into conversation with one another to document significant meetings of minds and disciplines. She shows how the earlier avant-garde literary experiments with alphabetical writing and the word-association games of psychoanalysis contributed to the mathematical making of digital media. Such intellectual convergence, she argues, completed the transformation of alphabetical writing into the post-phonetic, ideographic system of digital media, which not only altered the threshold of sense and nonsense in communication processes but also compelled a new understanding of human-machine interplay at the level of the unconscious.

CONTENTS: Introduction / Politics: Image Versus Substance / Politics: Hype and Substance / What is Media-ized Politics? / Western Political Development / Managing Democracy / Political Media Practice / From Fourth Estate to Sensationalized Watchdogism / News as Entertaining Spectacle / Constructing the News Window 1: Journalistic Practices, 2: Choosing Sources, 3: Newsroom Struggles / Journalists: Watchdogs or Symbiotic Partners? / Spin-doctoring / What is Political PR? / The Game: Playing to a Televisual Audience / Worldviews / Vietnam: A Televised Non-censored War / The PR-ization of Warfare / Nintendo Warfare / The Iraq War / Selling Peace / The Media and Terrorism / Terrorist Audiences and the Media / The CNN Effect / Foreign Policy Making / Conclusion: Searching for Answers (and Questions) / When Things Go Wrong for Spin-doctors / Hype-Politics / Is Media-ization Bad? / Glossary / References / Index.

Pbk 264pp 9780226486833 A\$39.95 NZ\$53.95 2010.10 University of Chicago Press

Acting with Technology: Activity Theory and Interaction Design

Victor Kaptelinin and Bonnie A Nardi

Activity theory holds that the human mind is the product of our interaction with people and artefacts in the context of everyday activity.

Acting with Technology provides the first systematic entry-level introduction to the major principles of activity theory and makes the case for activity theory as a basis for understanding our relationship with technology. Victor Kaptelinin and Bonnie Nardi describe activity theory's principles, history, relationship to other theoretical approaches and application to the analysis and design of technologies. It also describes the accumulating body of work in interaction design informed by activity theory, drawing on work from an international community of scholars and designers. Kaptelinin and Nardi further examine the notion of the object of activity, describing its use in an empirical study, and discuss key debates in the development of activity theory. Finally, they outline current and future issues in activity theory, providing a comparative

analysis of the theory and its leading theoretical competitors within interaction design: distributed cognition, actor-network theory, and phenomenologically inspired approaches.

CONTENTS: List of Figures / List of Tables / Acknowledgments / I. Activity Theory in Interaction Design / 1. Introduction / 2. Do We Need Theory in Interaction Design? / 3. Activity Theory in a Nutshell / 4. Interaction Design Informed by Activity Theory / 5. A Design Application of Activity Theory - The UMEA System / II. Advanced Issues in Activity Theory / 6. Objectively Speaking / 7. Objects of Desire / 8. Historical Currents in the Development of Activity Theory / III. Theory in Interaction Design / 9. Postcognitivist Theories in Interaction Design / 10. Artifacts, Agency, and (A)symmetry / 11. Looking Forward / Appendix A: The Activity Checklist / Appendix B: Online Resources on Activity Theory / Notes / References / Index

Pbk 345pp 9780262513319 A\$32.95 NZ\$44.95 2009.09 MIT Press

INFORMATION TECHNOLOGY

Information Retrieval: Implementing and Evaluating Search Engines

Stefan Butcher, Charles L A Clarke and Gordon V Cormack

NEW

Information retrieval is the foundation for modern search engines.

This text with its modular structure offers an introduction to the core topics underlying modern search technologies, including algorithms, data structures, indexing, retrieval, and evaluation. The emphasis is on implementation and experimentation; each chapter includes exercises and suggestions for student projects. Wumpus; a multiuser open-source information-retrieval system developed by one of the authors and available online provides model implementations and a basis for student work.

The text covers three major topic areas; indexing, retrieval and evaluation, each in self-contained parts. The final part of the book draws on and extends the general material in the earlier parts, treating such specific applications as parallel search engines, Web search, and XML retrieval. End-of-chapter references point to further reading; exercises range from pencil and paper problems to substantial programming projects.

COURSE USE: This book is suitable for a variety of graduate level courses taught from a database system perspective with a focus on IR theory and covering the basics of Web retrieval.

Hbk 632pp 9780262026512 A\$93 NZ\$124 2010.09 MIT Press

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Participatory IT Design: Designing for Business and Workplace Realities

Keld Bodker, Finn Kensing and Jesper Simonsen

Reflecting the latest systems-development research, this book encourages a business oriented and socially sensitive approach that takes into consideration the specific organisational context as well as first-hand knowledge of users' work practices and allows all stakeholders (users, management, and staff) to participate in the process.

Participatory IT Design is a guide to the theory and practice of this process. Drawing on the work of a ten-year research program, the book offers a framework for carrying out IT design projects as well as case studies that stand as examples of the process.

The method presented in **Participatory IT Design** was developed and tested in thirteen industrial design projects.

COURSE USE: This book is suitable as a textbook for classes in information technology at introductory through advanced levels.

CONTENTS: I. Concepts and Principles / 1. IT Design / 2. Principles of the Method / II. Phases of the Method / 3. Phases, Decisions, and Contexts / 4. Initiation Phase: Project Establishment / 5. In-Line Analysis Phase: Strategic Alignment Analysis / 6. In-Depth Analysis Phase: Ethnographically Inspired Analysis / 7. Innovation Phase: Vision Development / III. Method, Tools, and Techniques / 8. An Overview of Techniques / 9. Tools and Techniques / Epilogue: How to Make Use of the Book / References
Pbk 360pp 9780262512442 A\$46.95 NZ\$59.95 2009.03 MIT Press

The Intellectual Foundation of Information Organization

Elaine Svenonius

Instant electronic access to digital information is the single most distinguishing attribute of the information age. The elaborate retrieval mechanisms that support such access are a product of technology. But technology is not enough. The effectiveness of a system for accessing information is a direct function of the intelligence put into organising it and the design of systems for organising information rests on an intellectual foundation. The subject of this book is the systematised body of knowledge that constitutes this foundation.

The book is divided into two parts. The first part is an analytic discussion of the intellectual foundation of information organisation. The second part moves from generalities to particulars, presenting an overview of three bibliographic languages: work languages, document languages and subject languages. It looks at these languages in terms of their vocabulary, semantics and syntax.

COURSE USE: This book is suitable as a textbook for subjects in library studies and Information Technology.

CONTENTS: Preface / Acknowledgments / Information Organization / Bibliographic Objectives / Bibliographic Entities / Bibliographic Languages / Principles of Description / Work Languages / Document Languages / Subject Languages: Introduction, Vocabulary Selection, and Classification / Subject Languages: Referential and Relational Semantics / Subject-Language Syntax / Afterword / Notes / References / Index
Pbk 280pp 9780262512619 A\$43.95 NZ\$57.95 2009.03 MIT Press

Journey to Data Quality

Yang W Lee, Leo L Pipino, James D Funk and Richard Y Wang

All organisations today confront data quality problems, both systemic and structural. Neither installing the latest software or developing an expensive data warehouse solve the basic problem of bad data quality practices. **Journey to Data Quality** offers a roadmap that can be used by practitioners, executives and students for planning and implementing a viable data and information quality management program. This practical guide, based on rigorous research and informed by real-world examples, describes the challenges of data management and provides the principles, strategies, tools, and techniques necessary to meet them.

The authors describe real problems and solutions, including efforts to find the root causes of data quality problems at a healthcare organisation and data quality initiatives taken by a large teaching hospital. They address setting company policy on data quality and, finally, they consider future challenges on the journey to data quality.

Pbk 240pp 9780262513357 A\$29.95 NZ\$41.95 2009.09 MIT Press

MACHINE LEARNING

Introduction to Machine Learning 2ed

Ethem Alpaydin

The goal of machine learning is to program computers to use example data or past experience to solve a given problem. **Introduction to Machine Learning** is a comprehensive textbook on the subject, covering a broad array of topics not usually included in introductory machine learning texts. In order to present a unified treatment of machine learning problems and solutions, it discusses many methods from different fields, including statistics, pattern recognition, neural networks, artificial intelligence, signal processing, control, and data mining. All learning algorithms are explained so that the student can easily move from the equations in the book to a computer program.

KEY FEATURES:

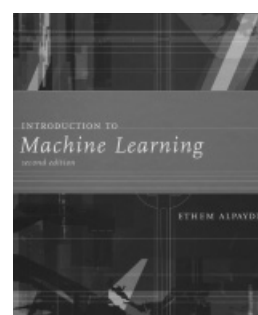
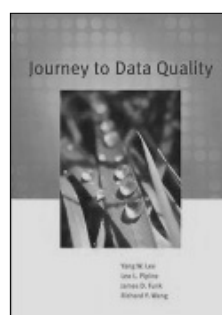
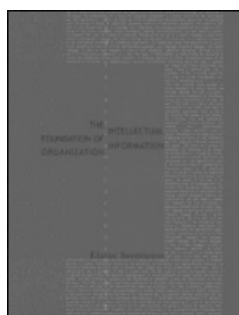
- New chapter on kernel machines
- New chapter on graphical models
- New chapter on Bayesian estimation
- Expanded coverage of statistical tests in a chapter on design and analysis of machine learning experiments
- All chapters have been revised and updated

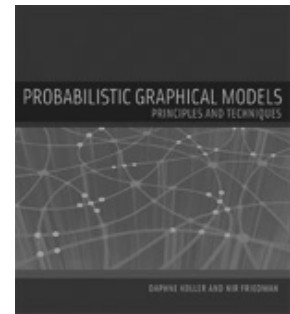
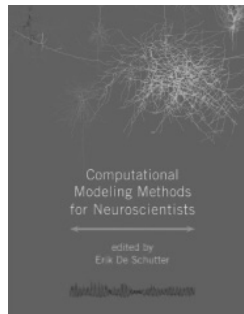
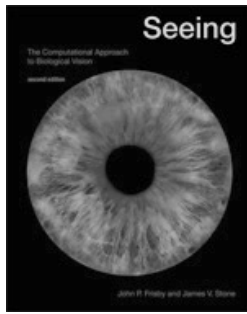
COURSE USE: This book is suitable for advanced undergraduates and graduate students who have completed courses in computer programming, probability, calculus, and linear algebra.

ANC ANCILLARY MATERIAL: Companion Website

CONTENTS: 1: Introduction / 2: Supervised Learning / 3: Bayesian Decision Theory / 4: Parametric Methods / 5: Multivariate Methods / 6: Dimensionality Reduction / 7: Clustering / 8: Nonparametric Methods / 9: Decision Trees / 10: Linear Discrimination / 11: Multilayer Perceptrons / 12: Local Models / 13: Kernel Machines / 14: Bayesian Estimation / 15: Hidden Markov Models / 16: Graphical Models / 17: Combining Multiple Learners / 18: Reinforcement Learning / 19: Design and Analysis of Machine Learning Experiments

Hbk 584pp 9780262012430 A\$92 NZ\$122 2010.02 MIT Press





NEURONAL COMPUTATION

Seeing: The Computational Approach to Biological Vision 2ed

John P Frisby and James V Stone

Seeing has puzzled scientists and philosophers for centuries and it continues to do so. This new edition of a classic text offers an accessible but rigorous introduction to the computational approach to understanding biological visual systems. The authors of **Seeing**, taking as their premise David Marr's statement that "to understand vision by studying only neurons is like trying to understand bird flight by studying only feathers" make use of Marr's three different levels of analysis in the study of vision: the computational level, the algorithmic level and the hardware implementation level.

CONTENTS: Preface to Second Edition / Preface to First Edition / Chapter 1: Seeing: What Is It? / Chapter 2: Seeing Shape from Texture / Chapter 3: Seeing with Receptive Fields / Chapter 4: Seeing Aftereffects: The Psychologist's Microelectrode / Chapter 5: Seeing Edges / Chapter 6: Seeing and the Retina / Chapter 7: Seeing Figure from Ground / Chapter 8: Seeing Objects / Chapter 9: Seeing with Brain Cells / Chapter 10: Seeing with Brain Maps / Chapter 11: Seeing and Complexity Theory / Chapter 12: Seeing and Psychophysics / Chapter 13: Seeing as Inference / Chapter 14: Seeing Motion, Part I / Chapter 15: Seeing Motion, Part II / Chapter 16: Seeing Black, Gray, and White / Chapter 17: Seeing Colour / Chapter 18: Seeing with Two Eyes, Part I / Chapter 19: Seeing with Two Eyes, Part II / Chapter 20: Seeing by Combining Cues / Chapter 21: Seeing in the Blocks World / Chapter 22: Seeing and Consciousness / Chapter 23: Seeing Summarised / Index
Pbk 576pp 9780262514279 A\$92 NZ\$122 2010.04 MIT Press

Computational Modeling Methods for Neuroscientists

Erik De Schutter

This book describes realistic modelling methods at levels of complexity ranging from molecular interactions to large neural networks. It focuses on the presentation of methodological approaches, including the selection of the appropriate method and its potential pitfalls. Written by scientists who have successfully integrated data-driven modelling with experimental work, all of the material is accessible to experimentalists. The chapters offer comprehensive coverage with little overlap and extensive cross-references, moving from basic building blocks to more complex applications.

COURSE USE: This book is suitable for graduate students who have little formal training in mathematical methods .

CONTENTS: Series Foreword / Introduction / 1. Differential Equations / 2. Parameter Searching / 3. Reaction-Diffusion Modeling / 4. Modeling Intracellular Calcium Dynamics / 5. Modeling Voltage-Dependent Channels / 6. Modeling Synapses / 7. Modeling Point Neurons : From Hodgkin-Huxley to Integrate-and-Fire / 8. Reconstruction of Neuronal Morphology / 9. An Approach to Capturing Neuron Morphological Diversity / 10. Passive Cable Modeling / 11. Modeling Complex Neurons / 12. Realistic Modeling of Small Neuronal Networks / 13. Large-Scale Network Simulations in Systems Neuroscience / Software Appendix / References / Contributors / Index
Hbk 432pp 9780262013277 A\$82 NZ\$109 2009.11 MIT Press

PROBABILITY COMPUTATION

Probability, Markov Chains, Queues, and Simulation: The Mathematical Basis of Performance Modeling

William J Stewart

This textbook looks at the fundamentals of probability theory, from the basic concepts of set-based probability, through probability distributions, to bounds, limit theorems, and the laws of large numbers. Discrete and continuous-time Markov chains are analysed from a theoretical and computational point of view. Topics include the Chapman-Kolmogorov equations; irreducibility; the potential, fundamental, and reachability matrices; random walk problems; reversibility; renewal processes; and the numerical computation of stationary and transient distributions. Each chapter of the textbook concludes with an extensive set of exercises.

COURSE USE: The book is suitable for graduate and advanced undergraduate students in mathematics and statistics.

ANC ANCILLARY MATERIAL: Restricted instructor's manual available

ABRIDGED CONTENTS: Part I: Probability / Part II: Markov Chains / Part III: Queueing Models / Part IV: Simulation
Hbk 776pp 9780691140629 A\$134 NZ\$178 2009.07 Princeton University Press

Probabilistic Graphical Models: Principles and Techniques

Daphne Koller and Nir Friedman

Most tasks require a person or an automated system to reason - to reach conclusions based on available information. The framework of probabilistic graphical models, presented in this book, provides a general approach for this task. The approach is model-based, allowing interpretable models to be constructed and then manipulated by reasoning algorithms. These models can also be learned automatically from data, allowing the approach to be used in cases where manually constructing a model is difficult or even impossible. Because uncertainty is an inescapable aspect of most real-world applications, the book focuses on probabilistic models, which make the uncertainty explicit and provide models that are more faithful to reality.

The book considers the use of the proposed framework for casual reasoning and decision making under uncertainty. The main text in each chapter provides the detailed technical development of the key ideas. Most chapters also include boxes with additional material: skill boxes, which describe techniques; case study boxes, which discuss empirical cases related to the approach described in the text, including applications in computer vision, robotics, natural language understanding, and computational biology; and concept boxes, which present significant concepts drawn from the material in the chapter. Instructors (and readers) can group chapters in various combinations, from core topics to more technically advanced material, to suit their particular needs.

ABRIDGED CONTENTS: Part I: Representation / Part II: Inference / Part III: Learning / Part IV: Actions and Decisions
Hbk 1208pp 9780262013192 A\$164 NZ\$217 2009.08 MIT Press

Essentials of Programming Languages 3ed

Daniel P Friedman and Mitchell Wand

This book provides students with a deep, working understanding of the essential concepts of programming languages. Most of these essentials relate to the semantics, or meaning, of program elements, and the text uses interpreters (short programs that directly analyse an abstract representation of the program text) to express the semantics of many essential language elements in a way that is both clear and executable. The approach is both analytical and hands-on. The book provides views of programming languages using widely varying levels of abstraction, maintaining a clear connection between the high-level and low-level views. For this new edition, each chapter has been revised and many new exercises have been added. Significant additions have been made to the text, including completely new chapters on modules and continuation-passing style.

COURSE USE: This book is suitable for both graduate and undergraduate courses and for continuing education courses for programmers.

CONTENTS: Foreword / Preface / Acknowledgements / 1: Inductive Sets of Data / 2: Data Abstraction / 3: Expressions / 4: State / 5: Continuation-Passing Interpreters / 6: Continuation-Passing Style / 7: Types / 8: Modules / 9: Objects and Classes / A: For Further Reading / B: The SLLGEN Parsing System / Bibliography / Index
Hbk 416pp 9780262062794 A\$109 NZ\$144 2008 MIT Press

The Scheme Programming Language 4ed

R Kent Dybvig

Scheme is a general purpose programming language, descended from Algol and Lisp, widely used in computing education and research and a broad range of industrial applications. This thoroughly updated edition of *The Scheme Programming Language* provides an introduction to Scheme and a definitive reference for standard Scheme, presented in a clear and concise manner. Written for professionals and students with some prior programming experience, it begins by leading the programmer gently through the basics of Scheme and continues with an introduction to some of the more advanced features of the language.

This new fourth edition, the only book available that serves both as an introductory text in a variety of courses and as an essential reference for Scheme programmers, has been substantially revised and expanded to bring the content up to date with the current Scheme standard, the Revised 6 Report on Scheme. All parts of the book were updated and three new chapters were added, covering the language's new library, exception handling, and record-definition features.

Pbk 512pp 9780262512985 A\$72 NZ\$96 2009.09 MIT Press

Constraint-Based Local Search

Pascal Van Hentenryck and Laurent Michel

The ubiquity of combinatorial optimisation problems in our society is illustrated by the novel application areas for optimisation technology, which range from supply chain management to sports tournament scheduling. Over the last two decades, constraint programming has emerged as a fundamental methodology to solve a variety of combinatorial problems and rich constraint programming languages have been developed for expressing and combining constraints and specifying search procedures at a high level of abstraction. Local search approaches to combinatorial optimisation are able to isolate optimal or near-optimal solutions within reasonable time constraints. This book introduces a method for solving combinatorial optimisation problems that combines constraint programming and local search, using constraints to describe and control local search, and a programming language, COMET, that supports both modelling and search abstractions in the spirit of constraint programming.

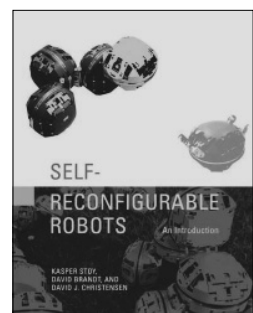
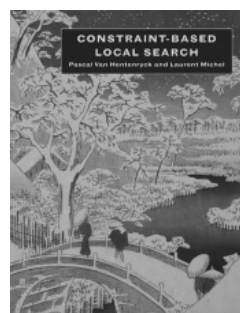
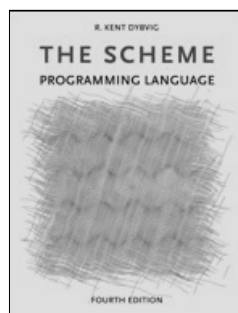
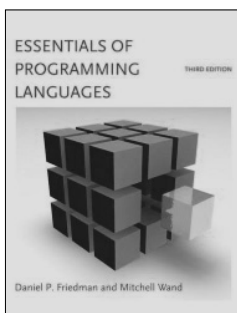
CONTENTS: Preface / I. Local Search / 1. Neighborhood Search / 2. Heuristics and Mathematics / II. Constraint-Based Local Search / 3. Constraint-Based Local Search / 4. Modeling / 5. Searching / III. Comet / 6. Invariants / 7. Differentiable Objects / 8. Control / 9. First-Order Control / IV. Applications / 10. Tabu Search / 11. Variable Neighborhood Search / 12. Simulated Annealing / 13. Guided Local Search / 14. Hybrid Evolutionary Search / 15. Domain-Independent Local Search / 16. Ant Colony Optimization / V. Scheduling / 17. Jobshop Scheduling / 18. Scheduling Abstractions / 19. Minimizing Total Tardiness in a Jobshop / 20. Minimizing Makespan in a Jobshop / 21. Minimizing Makespan in a Jobshop Again / 22. Cumulative Scheduling / References / Index
Pbk 442pp 9780262513487 A\$39.95 NZ\$54.95 2009.09 MIT Press

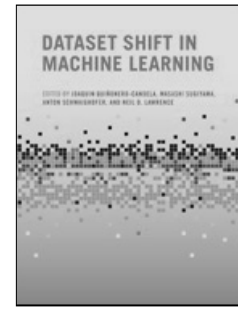
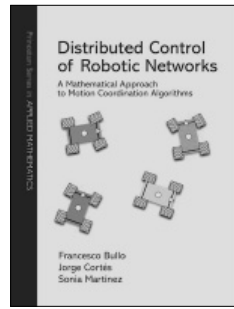
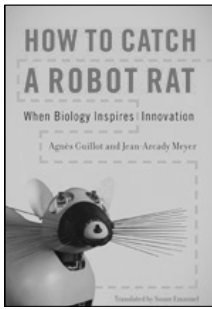
Self-Reconfigurable Robots: An Introduction

Kasper Stoy, David Brandt and David J Christensen

Self-reconfigurable robots are constructed of robotic modules that can be connected in many different ways. These modules move in relationship to each other, which allows the robot as a whole to change shape. This shape-shifting makes it possible for the robots to adapt and optimise their shapes for different tasks. Thus, a self-reconfigurable robot can first assume the shape of a rolling track to cover distance quickly, then the shape of a snake to explore a narrow space and finally the shape of a hexapod to carry an artefact back to the starting point. The field of self-reconfigurable robots has seen significant progress over the last twenty years, and this book collects and synthesises existing research previously only available in widely scattered individual papers, offering an accessible guide to the latest information on self-reconfigurable robots for researchers and students interested in the field. The book includes descriptions of existing robots and a brief history of the field; discussion of module design considerations, including module geometry, connector design, and computing and communication infrastructure; an in-depth presentation of strategies for controlling self-reconfiguration and locomotion; and an exploration of future research challenges.

CONTENTS: Foreword / Preface / Introduction / 1: Self-Reconfigurable Robots / 2: Designing Self-Reconfigurable Robots / 3: Mechanical Design of Self-Reconfigurable Robots / 4: Electrical Design of Self-Reconfigurable Robots / 5: The Self-Reconfiguration Problem / 6: Self-Reconfiguration as Search / 7: Self-Reconfiguration as Control / 8: Task-Driven Self-Reconfiguration / 9: Control in Fixed Configurations / 10: Research Challenges / Appendix: A Simulator for Self-Reconfigurable Robots / References / Index
Hbk 224pp 9780262013710 A\$55.95 NZ\$73 2010.03 MIT Press





How to Catch a Robot Rat: When Biology Inspires Innovation

Agnes Guillot and Jean-Arcady Meyer

NEW

Humans have modelled their technology on nature for centuries. The inventor of paper was inspired by a wasp's nest; Brunelleschi demonstrated the principles of his famous dome with an egg; a Swiss company produced a wristwatch with an alarm modelled on the sound-producing capabilities of a cricket. Today, in the era of the New Bionics, engineers aim to reproduce the speed and manoeuvrability of the red tuna in a submarine; cochlear implants send sound signals to the auditory nerve of a hearing-impaired person and robots replicate a baby's cognitive development. **How to Catch a Robot Rat** examines past, present and future attempts to apply the methods and systems found in nature to the design of objects and devices. The authors look at Natural Technology Transfers (how the study of nature inspired technological breakthroughs) including the cricket-inspired watch; Velcro - which duplicates the prickly burrs of a burdock flower - and self-sharpening blades that are modelled on rats' self-sharpening teeth. And they describe hybrids of natural and artificial systems: neuro-prostheses translating the thought of quadriplegics and a nanorobot controlled by muscle cells.

Hbk 232pp 9780262014526 A\$51.95 NZ\$69 2010.09 MIT Press

Distributed Control of Robotic Networks: A Mathematical Approach to Motion Coordination Algorithms

Francesco Bullo, Jorge Cortés and Sonia Martínez

This self contained introduction to the distributed control of robotic networks offers a distinctive blend of computer science and control theory. The book presents a broad set of tools for understanding co-ordination algorithms, determining their correctness, and assessing their complexity; and it analyses various co-operative strategies for tasks such as consensus, rendezvous, connectivity maintenance, deployment and boundary estimation. The unifying theme is a formal model for robotic networks that explicitly incorporates their communication, sensing, control, and processing capabilities - a model that in turn leads to a common formal language to describe and analyse co-ordination algorithms. The book provides explanations of the basic concepts and main results, as well as numerous examples and exercises.

COURSE USE: This book is suitable for first and second year graduate students in control and robotics.

ABRIDGED CONTENTS: Chapter 1: An introduction to distributed algorithms / Chapter 2: Geometric models and optimization / Chapter 3: Robotic network models and complexity notions / Chapter 4: Connectivity maintenance and rendezvous / Chapter 5: Deployment / Chapter 6: Boundary estimation and tracking

Hbk 336pp 9780691141954 A\$79 NZ\$107 2009.07 Princeton University Press

SCIENTIFIC COMPUTATION

Color for the Sciences

Jan J Koenderink

NEW

Color for the Sciences is the first book on colorimetry to offer an account that emphasises conceptual and formal issues rather than applications. Jan Koenderink's introductory text treats colorimetry (colour measurement) as a science, freeing the topic from the usual fixation on conventional praxis and how to get the Right result. Readers of **Color for the Sciences** will learn to rethink concepts from the roots in order to reach a broader, conceptual understanding. After a brief account of the history of the discipline (beginning with Isaac Newton) and a chapter titled "Colorimetry for Dummies" the heart of the book covers the main topics in colorimetry, including the space of beams, achromatic beams, edge colours, optimum colours, colour atlases, and spectra. Other chapters cover more specialised topics, including implementations, metrics pioneered by Schrödinger and Helmholtz, and extended colour space. The text and notes contain numerous suggestions for demonstration experiments and individual explorations. The book is self-contained with formal methods explained in appendices when necessary.

COURSE USE: This book is suitable for students studying an introductory course on colorimetry.

Hbk 760pp 9780262014281 A\$117 NZ\$156 2010.09 MIT Press

Numerical Methods for Stochastic Computations: A Spectral Method Approach

Dongbin Xiu

NEW

The first graduate-level textbook to focus on fundamental aspects of numerical methods for stochastic computations, this book describes the class of numerical methods based on generalised polynomial chaos (gPC). These fast, efficient and accurate methods are an extension of the classical spectral methods of high-dimensional random spaces. Designed to simulate complex systems subject to random inputs, these methods are widely used in many areas of computer science and engineering. The book introduces polynomial approximation theory and probability theory, describes the basic theory of gPC methods through numerical examples and rigorous development, details the procedure for converting stochastic equations into deterministic ones, using both the Galerkin and collocation approaches, and discusses the distinct differences and challenges arising from high-dimensional problems. The last section is devoted to the application of gPC methods to critical areas such as inverse problems and data assimilation.

COURSE USE: This book is suitable for graduate students in stochastic computations.

ABRIDGED CONTENTS: Preface / Chapter 1: Introduction / Chapter 2: Basic Concepts of Probability Theory / Chapter 3: Survey of Orthogonal Polynomials and Approximation / Chapter 4: Formulation of Stochastic Systems / Chapter 5: Generalized Polynomial Chaos / Chapter 6: Stochastic Galerkin Method / Chapter 7: Stochastic Collocation Method / Chapter 8: Miscellaneous Topics and Applications / Appendix A: Some Important Orthogonal Polynomials in the Askey Scheme / Appendix B: The Truncated Gaussian Model / References / Index

Hbk 152pp 9780691142128 A\$69 NZ\$91 2010.08 Princeton University Press

Graph Theoretic Methods in Multiagent Networks NEW

Mehran Mesbahi and Magnus Egerstedt

This accessible book provides an introduction to the analysis and design of dynamic multiagent networks. The book's three sections look at foundations, multiagent networks, and networks as systems. The authors give an overview of important ideas from graph theory, followed by a detailed account of the agreement protocol and its various extensions, including the behaviour of the protocol over undirected, directed, switching, and random networks. They cover topics such as formation control, coverage, distributed estimation, social networks, and games over networks. And they explore intriguing aspects of viewing networks as systems; by making these networks amenable to control-theoretic analysis and automatic synthesis; by monitoring their dynamic evolution, and by examining higher-order interaction models in terms of simplicial complexes and their applications.

ABRIDGED CONTENTS: Preface / Notation / Part 1. Foundations / Chapter 1: Introduction / Chapter 2: Graph Theory / Chapter 3: The Agreement Protocol: Part I - The Static Case / Chapter 4: The Agreement Protocol: Part II - Lyapunov and LaSalle / Chapter 5: Probabilistic Analysis of Networks and Protocols / Part 2. Multiagent Networks / Chapter 6: Formation Control / Chapter 7: Mobile Robots / Chapter 8: Distributed Estimation / Chapter 9: Social Networks, Epidemics, and Games / Part 3. Networks as Systems / Chapter 10: Agreement with Inputs and Outputs / Chapter 11: Synthesis of Networks / Chapter 12: Dynamic Graph Processes / Chapter 13: Higher-order Networks / Appendix A. / A.1 Analysis / A.2 Matrix Theory / A.3 Control Theory / A.4 Probability / A.5 Optimization and Games / Bibliography / Index
Hbk 420pp 9780691140612 A\$81 NZ\$107 2010.08 Princeton University Press

Statistical and Thermal Physics: With Computer Applications NEW

Harvey Gould and Jan Tobochnik

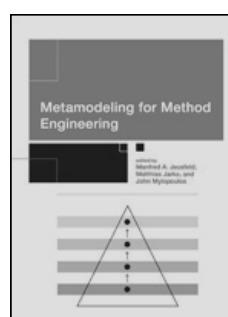
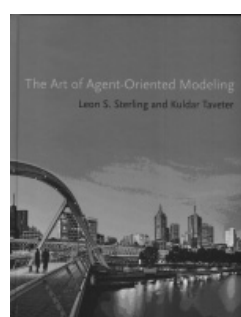
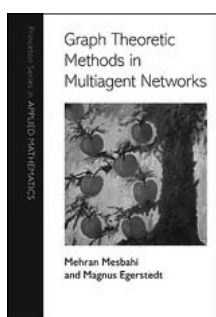
This textbook carefully develops the main ideas and techniques of statistical and thermal physics. *Statistical and Thermal Physics* begins with a qualitative discussion of the relation between the macroscopic and microscopic worlds and incorporates computer simulations throughout the book to provide concrete examples of important conceptual ideas. Unlike many contemporary texts on thermal physics, this book presents thermodynamic reasoning as an independent way of thinking about macroscopic systems. Probability concepts and techniques are introduced, including topics that are useful for understanding how probability and statistics are used. Magnetism and the Ising model are considered in greater depth than in most undergraduate texts and ideal quantum gases are treated within a uniform framework.

COURSE USE: This book is suitable for upper-level undergraduate courses and undergraduates and beginning graduate students.

ANC

ANCILLARY MATERIAL: Restricted instructor's manual available

ABRIDGED CONTENTS: Preface / Chapter 1: From Microscopic to Macroscopic Behavior / Chapter 2: Thermodynamic Concepts and Processes / Chapter 3: Concepts of Probability / Chapter 4: The Methodology of Statistical Mechanics / Chapter 5: Magnetic Systems / Chapter 6: Many-Particle Systems / Chapter 7: The Chemical Potential and Phase Equilibria / Chapter 8: Classical Gases and Liquids / Chapter 9: Critical Phenomena: Landau Theory and the Renormalization Group Method / Appendix: Physical Constants and Mathematical Relations / Index
Hbk 532pp 9780691137445 A\$119 NZ\$159 2010.08 Princeton University Press



SOFTWARE SYSTEMS

The Art of Agent-Oriented Modeling OZ

Leon Sterling and Kuldar Taveter

The Art of Agent-Oriented Modeling presents a new conceptual model for developing software systems that are open, intelligent and adaptive. The book offers an integrated and coherent set of concepts and models, presenting the models at three levels of abstraction corresponding to a motivation layer (where the purpose, goals and requirements of the system are described), a design layer, and an implementation layer. It compares platforms by implementing the same models in four different languages; compares methodologies by using a common example; and includes extensive case studies.

ABRIDGED CONTENTS: Foreword / Preface / Acknowledgments / I: Models / 1: Introduction / 2: Concepts / 3: Models / 4: Quality / 5: Agent Programming Platforms and Languages / 6: Viewpoint Framework / II: Applications / 8: Industry-Related Applications / 9: Intelligent Lifestyle Applications / 10: An E-Learning Application / Glossary / List of Acronyms / References / Index

Hbk 408pp 9780262013116 A\$66 NZ\$87 2009.08 MIT Press

Metamodeling for Method Engineering

Manfred A. Jeusfeld, Matthias Jarke and John Mylopoulos

This text is a guide to the foundations of method engineering, a developing field concerned with the definition of techniques for designing software systems. The approach is based on metamodeling, the construction of a model about a collection of other models. The book applies the metamodeling approach in five case studies, each describing a solution to a problem in a specific domain. The metamodeling approach described in the book is based on the Telos metamodeling language implemented by the ConceptBase system. An accompanying CD-ROM contains the ConceptBase system and a large collection of Telos metamodels discussed in the text. The CD-ROM enables readers to start directly with method engineering, from small method chunks up to complete method definitions. The complete definition of Ed Yourdon's structured analysis method is included as an instructional example.

Hbk 424pp 9780262101080 A\$89 NZ\$119 2009.08 MIT Press

Semantics Engineering with PLT Redex

Matthias Felleisen, Robert Bruce Findler and Matthew Flatt

This text is the first comprehensive presentation of reduction semantics in one volume; it also introduces the first reliable and easy-to-use tool set for such forms of semantics. Software engineers have long known that automatic tool support is critical for rapid prototyping and modelling, and this book is addressed to the working semantics engineer (graduate student or professional language designer). The book comes with a prototyping tool suite to develop, explore, test, debug, and publish semantic models of programming languages. With PLT Redex, semanticists can formulate models as grammars and reduction models on their computers with the ease of paper and pencil. The text first presents a framework for the formulation of language models, focusing on equational calculi and abstract machines, then introduces PLT Redex, a suite of software tools for expressing these models as PLT Redex models. Finally, experts describe a range of models formulated in Redex. PLT Redex comes with the PLT Scheme implementation, available free. Readers can download the software and experiment with Redex as they work their way through the book.

ANC

ANCILLARY MATERIAL: Companion Website

Hbk 528pp 9780262062756 A\$78 NZ\$104 2009.08 MIT Press

ISBN	Long Title	Author	Pub Date	Aus RRP\$ (Inc GST)	NZ RRP\$ (Inc GST)	Binding	
Biological Sciences							
9780262195843	Biological Modeling and Simulation: A Survey of Practical Models, Algorithms, and Numerical Methods	SCHWARTZ	2008.09	\$79.00	\$104.00	Hbk	
Business and Computing							
9780262123068	Computational Macroeconomics for the Open Economy	LIM	2008.10	\$76.00	\$99.00	Hbk	OZ
9780691125497	Computational Economics	KENDRICK	2005.12	\$93.00	\$123.00	Hbk	
9780262514132	Combinatorial Auctions	CRAMTON	2010.07	\$49.95	\$69.00	Pbk	
Computer Science							
9780262170055	Dataset Shift in Machine Learning	QUINONERO-CANDELA	2009.02	\$66.00	\$86.00	Hbk	
9780262012775	Economic Dynamics: Theory and Computation	STACHURSKI	2009.02	\$88.00	\$115.00	Hbk	
9780262141017	Video Game Spaces: Image, Play, and Structure in 3D Worlds	NITSCHKE	2009.03	\$63.00	\$79.00	Hbk	
9780262014243	Makers of the Microchip: A Documentary History of Fairchild Semiconductor	LECUYER	2010.09	\$46.95	\$63.00	Hbk	
9780262013871	Supertagging: Using Complex Lexical Descriptions in Natural Language Processing	BANGALORE	2010.03	\$83.00	\$111.00	Hbk	
9780262062718	Bio-Inspired Artificial Intelligence: Theories, Methods, and Technologies	FLOREANO	2008.09	\$89.00	\$123.00	Hbk	
9780262013901	VOICE: Vocal Aesthetics in Digital Arts and Media	NEUMARK	2010.07	\$67.00	\$89.00	Hbk	OZ
9780262013949	Instruction and Technology: Designs for Everyday Learning	MEHLENBACHER	2010.09	\$61.00	\$82.00	Hbk	
9780226288550	Perspectives in Computation	GEROCH	2009.07	\$39.95	\$49.95	Pbk	
9780262640688	Elements of Computing Systems: Building a Modern Computer from First Principles	NISAN	2008.03	\$47.95	\$64.00	Pbk	ANC
Gaming							
9780262513227	Second Life Herald: The Virtual Tabloid that Witnessed the Dawn of the Metaverse	LUDLOW	2009.10	\$29.95	\$39.95	Pbk	
9780262512626	Play Between Worlds: Exploring Online Game Culture	TAYLOR	2009.04	\$29.95	\$38.95	Pbk	
9780262012652	Ethics of Computer Games	SICART	2009.05	\$59.95	\$79.00	Hbk	
9780262141017	Video Game Spaces: Image, Play, and Structure in 3D Worlds	NITSCHKE	2009.03	\$63.00	\$79.00	Hbk	
9780262514880	Persuasive Games: The Expressive Power of Videogames	BOGOST	2010.09	\$36.95	\$49.95	Pbk	
9780262062688	Critical Play: Radical Game Design	FLANAGAN	2009.09	\$49.95	\$67.00	Hbk	

