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The Doomsday Calculation - William Poundstone 2019-06-04

From the author of *Are You Smart Enough to Work at Google?*, a fascinating look at how an equation that foretells the future is transforming everything we know about life, business, and the universe. In the 18th century, the British minister and mathematician Thomas Bayes devised a theorem that allowed him to assign probabilities to events that had never happened before. It languished in obscurity for centuries until computers came along and made it easy to crunch the numbers. Now, as the foundation of big data, Bayes' formula has become a linchpin of the digital economy. But here's where things get really interesting: Bayes' theorem can also be used to lay odds on the existence of extraterrestrial intelligence; on whether we live in a Matrix-like counterfeit of reality; on the "many worlds" interpretation of quantum theory being correct; and on the biggest question of all: how long will humanity survive? *The Doomsday Calculation* tells how Silicon Valley's profitable formula became a controversial pivot of contemporary thought. Drawing on interviews with thought leaders around the globe, it's the story of a group of intellectual mavericks who are challenging what we thought we knew about our place in the universe. *The Doomsday Calculation* is compelling reading for anyone interested in our culture and its future.

The Namesake - Jhumpa Lahiri 2008-10-10

A portrait of the immigrant experience follows the Ganguli family from their traditional life in India through their arrival in Massachusetts in the late 1960s and their difficult melding into an American way of life.

Rock Breaks Scissors - William Poundstone 2014-06-03

A practical guide to outguessing everything from multiple-choice tests to the office football pool to the stock market. People are predictable even when they try not to be. William Poundstone demonstrates how to turn this fact to personal advantage in scores of everyday situations, from playing the lottery to buying a home. **ROCK BREAKS SCISSORS** is mind-reading for real life. Will the next tennis serve go right or left? Will the market go up or down? Most people are poor at that kind of predicting. We are hard-wired to make bum bets on "trends" and "winning streaks" that are illusions. Yet ultimately we're all in the business of anticipating the actions of others. Poundstone reveals how to overcome the errors and improve the accuracy of your own outguessing. **ROCK BREAKS SCISSORS** is a hands-on guide to turning life's odds in your favor.

The Blue Book of Grammar and Punctuation - Lester Kaufman 2021-04-16

The bestselling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, *The Blue Book of Grammar and Punctuation* includes easy-to-understand rules, abundant examples, dozens of reproducible quizzes, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated 12th edition reflects the latest updates to English usage and grammar, and includes answers to all reproducible quizzes to facilitate self-assessment and learning. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with even more quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, *The Blue Book of Grammar and Punctuation* offers comprehensive, straightforward instruction.

Ultimate Phrasal Verb Book - Carl W. Hart 2017-03-08

Updated to reflect questions found on the most recent ESL tests, this book presents 400 common phrasal verbs as they are used in everyday English. Phrasal verbs are verbs combined with prepositions or adverbs. Familiarity with phrasal verbs and understanding their use as nouns (breakup, showoff, etc.) or adjectives (spaced-out, broken-down,

stressed-out, and many others) is essential to ESL students. Updated information includes: the most commonly used phrasal verbs; activities and examples that reflect our current technology and the world around us; an expanded introduction for the teacher with a thorough breakdown and explanation of phrasal verbs; and, a discussion of separable and inseparable phrasal verbs in Unit I, and more. This book's hundreds of examples in context and hundreds of exercises will be extremely useful to ESL students who are preparing for TOEFL or who simply wish to improve their English.

Running with Scissors - Augusten Burroughs 2010-04-01

Now including an excerpt from *Lust & Wonder*, a new memoir coming in March 2016. *Running with Scissors* is the true story of a boy whose mother (a poet with delusions of Anne Sexton) gave him away to be raised by her psychiatrist, a dead-ringer for Santa and a lunatic in the bargain. Suddenly, at age twelve, Augusten Burroughs found himself living in a dilapidated Victorian in perfect squalor. The doctor's bizarre family, a few patients, and a pedophile living in the backyard shed completed the tableau. Here, there were no rules, there was no school. The Christmas tree stayed up until summer, and Valium was eaten like Pez. And when things got dull, there was always the vintage electroshock therapy machine under the stairs.... *Running with Scissors* is at turns foul and harrowing, compelling and maniacally funny. But above all, it chronicles an ordinary boy's survival under the most extraordinary circumstances.

The Data Science Design Manual - Steven S. Skiena 2017-07-01

This engaging and clearly written textbook/reference provides a must-have introduction to the rapidly emerging interdisciplinary field of data science. It focuses on the principles fundamental to becoming a good data scientist and the key skills needed to build systems for collecting, analyzing, and interpreting data. *The Data Science Design Manual* is a source of practical insights that highlights what really matters in analyzing data, and provides an intuitive understanding of how these core concepts can be used. The book does not emphasize any particular programming language or suite of data-analysis tools, focusing instead on high-level discussion of important design principles. This easy-to-read text ideally serves the needs of undergraduate and early graduate students embarking on an "Introduction to Data Science" course. It reveals how this discipline sits at the intersection of statistics, computer science, and machine learning, with a distinct heft and character of its own. Practitioners in these and related fields will find this book perfect for self-study as well. Additional learning tools: Contains "War Stories," offering perspectives on how data science applies in the real world Includes "Homework Problems," providing a wide range of exercises and projects for self-study Provides a complete set of lecture slides and online video lectures at www.data-manual.com Provides "Take-Home Lessons," emphasizing the big-picture concepts to learn from each chapter Recommends exciting "Kaggle Challenges" from the online platform Kaggle Highlights "False Starts," revealing the subtle reasons why certain approaches fail Offers examples taken from the data science television show "The Quant Shop" (www.quant-shop.com)

Pound the Stone - Joshua Medcalf 2017-05-02

"There's a secret to mastery that you may have never heard, a single little thing that only the very best in the world know how to do. In fact, I believe it is the only thing anyone can do to gain true mastery at anything, and it's an equal opportunity principle. It can be applied to fulfill your potential in business, in sports, in your relationships, as well as your overall life. Do you want to know what it is?" In the crowd, Jason leaned forward, laser focused. Kicked off his basketball team after a season-ending fight, his only chance to play ball again was to sell enough books door-to-door over the summer to get back on the team. He never needed wisdom like he needed it now. But little did he know that the answer he was seeking was about to change his life forever... *Pound The Stone* is the intense and inspiring story of a young man's journey through

the obstacles, defeats, and eventual victories that come while developing grit on the path to mastery. Told in the same engaging fable style as *Chop Wood Carry Water*, this is a deeper dive into the timeless principles that guide and inspire anyone who seeks greatness in life, and covers everything from true success, to the perfection trap, the value of failure, why courage is contagious, and why vulnerability can save your life. *Pound The Stone* will move you, inspire you, and hopefully encourage you to choose love and courage over fear and shame.

Art of Computer Game Design - Crawford

Introduction to Probability - Joseph K. Blitzstein 2014-07-24

Developed from celebrated Harvard statistics lectures, *Introduction to Probability* provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional

Silver Bullets - Karl Rohnke 2010

Offers a guide to initiative problems, adventure games and trust activities. The activities of this book have all been used effectively by a variety of teachers, counsellors, therapists, camp directors and church leaders. All have wanted an effective, engaging way to bring people together to build trust, and to break down artificial barriers.

The Big Book of Conflict Resolution Games: Quick, Effective Activities to Improve Communication, Trust and Collaboration - Mary Scannell 2010-05-28

Make workplace conflict resolution a game that EVERYBODY wins! Recent studies show that typical managers devote more than a quarter of their time to resolving coworker disputes. *The Big Book of Conflict-Resolution Games* offers a wealth of activities and exercises for groups of any size that let you manage your business (instead of managing personalities). Part of the acclaimed, bestselling Big Books series, this guide offers step-by-step directions and customizable tools that empower you to heal rifts arising from ineffective communication, cultural/personality clashes, and other specific problem areas—before they affect your organization's bottom line. Let *The Big Book of Conflict-Resolution Games* help you to: Build trust Foster morale Improve processes Overcome diversity issues And more Dozens of physical and verbal activities help create a safe environment for teams to explore several common forms of conflict—and their resolution. Inexpensive, easy-to-implement, and proved effective at Fortune 500 corporations and mom-and-pop businesses alike, the exercises in *The Big Book of Conflict-Resolution Games* delivers everything you need to make your workplace more efficient, effective, and engaged.

Big Secrets - William Poundstone 2011-02-22

The Book That Gives the Inside Story on Hundreds of Secrets of American Life --Big Secrets. Are there really secret backward messages in rock music, or is somebody nuts? We tested suspect tunes at a recording studio to find out. What goes on at Freemason initiations? Here's the whole story, including -- yes! -- the electric carpet. Colonel Sanders boasted that Kentucky Fried Chicken's eleven secret herbs and spices "stand on everybody's shelf." We got a sample of the seasoning mix and sent it to a food chemist for analysis. Feverish rumor has it that Walt Disney's body was frozen and now lies in a secret cryonic vault somewhere beneath the Pirates of the Caribbean exhibit at Disneyland. Read the certified stranger-than-fiction truth. Don't bother trying to figure out how Doug Henning, David Copperfield, and Harry Blackstone, Jr., perform their illusions. *Big Secrets* has complete explanations and diagrams, nothing left to the imagination.

The Restoration of Engravings, Drawings, Books, and Other Works on Paper - Max Schweidler 2006

Ever since its original publication in Germany in 1938, Max Schweidler's *Die Instandsetzung von Kupferstichen, Zeichnungen, Buchern usw* has been recognized as a seminal modern text on the conservation and restoration of works on paper. To address what he saw as a woeful dearth of relevant literature and in order to assist those who have 'set themselves the goal of preserving cultural treasures,' the noted German restorer composed a thorough technical manual covering a wide range of specific techniques, including detailed instructions on how to execute structural repairs and alterations that, if skilfully done, can be virtually undetectable. By the mid-twentieth century, curators and conservators of graphic arts, discovering a nearly invisible repair in an old master print or drawing, might comment that the object had been 'Schweidlerized.' This volume, based on the authoritative revised German edition of 1949, makes Schweidler's work available in English for the first time, in a meticulously edited and annotated critical edition. The editor's

introduction places the work in its historical context and probes the philosophical issues the book raises, while some two hundred annotated

Rules of Play - Katie Salen Tekinbas 2003-09-25

An impassioned look at games and game design that offers the most ambitious framework for understanding them to date. As pop culture, games are as important as film or television—but game design has yet to develop a theoretical framework or critical vocabulary. In *Rules of Play* Katie Salen and Eric Zimmerman present a much-needed primer for this emerging field. They offer a unified model for looking at all kinds of games, from board games and sports to computer and video games. As active participants in game culture, the authors have written *Rules of Play* as a catalyst for innovation, filled with new concepts, strategies, and methodologies for creating and understanding games. Building an aesthetics of interactive systems, Salen and Zimmerman define core concepts like "play," "design," and "interactivity." They look at games through a series of eighteen "game design schemas," or conceptual frameworks, including games as systems of emergence and information, as contexts for social play, as a storytelling medium, and as sites of cultural resistance. Written for game scholars, game developers, and interactive designers, *Rules of Play* is a textbook, reference book, and theoretical guide. It is the first comprehensive attempt to establish a solid theoretical framework for the emerging discipline of game design.

Are You Smart Enough to Work at Google? - William Poundstone 2012-01-04

You are shrunk to the height of a nickel and thrown in a blender. The blades start moving in 60 seconds. What do you do? If you want to work at Google, or any of America's best companies, you need to have an answer to this and other puzzling questions. *Are You Smart Enough to Work at Google?* guides readers through the surprising solutions to dozens of the most challenging interview questions. The book covers the importance of creative thinking, ways to get a leg up on the competition, what your Facebook page says about you, and much more. *Are You Smart Enough to Work at Google?* is a must-read for anyone who wants to succeed in today's job market.

The Glass Castle - Jeannette Walls 2007-01-02

A triumphant tale of a young woman and her difficult childhood, *The Glass Castle* is a remarkable memoir of resilience, redemption, and a revelatory look into a family at once deeply dysfunctional and wonderfully vibrant. Jeannette Walls was the second of four children raised by anti-institutional parents in a household of extremes.

Labyrinths of Reason - William Poundstone 2011-07-20

This sharply intelligent, consistently provocative book takes the reader on an astonishing, thought-provoking voyage into the realm of delightful uncertainty—a world of paradox in which logical argument leads to contradiction and common sense is seemingly rendered irrelevant.

Networks, Crowds, and Markets - David Easley 2010-07-19

Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the links that connect us, and the ways that our decisions can have consequences for others.

The Road - Cormac McCarthy 2007-03-20

NATIONAL BESTSELLER • WINNER OF THE PULITZER PRIZE • A searing, post-apocalyptic novel about a father and son's fight to survive, this "tale of survival and the miracle of goodness only adds to McCarthy's stature as a living master. It's gripping, frightening and, ultimately, beautiful" (San Francisco Chronicle). A father and his son walk alone through burned America. Nothing moves in the ravaged landscape save the ash on the wind. It is cold enough to crack stones, and when the snow falls it is gray. The sky is dark. Their destination is the coast, although they don't know what, if anything, awaits them there. They have nothing; just a pistol to defend themselves against the lawless bands that stalk the road, the clothes they are wearing, a cart of scavenged food—and each other. *The Road* is the profoundly moving story of a journey. It boldly imagines a future in which no hope remains, but in which the father and his son, "each the other's world entire," are sustained by love. Awesome in the totality of its vision, it is an unflinching meditation on the worst and the best that we are capable of:

ultimate destructiveness, desperate tenacity, and the tenderness that keeps two people alive in the face of total devastation. Look for Cormac McCarthy's new novel, *The Passenger*.

To the Lighthouse - Virginia Woolf 2019-02-06

Set in the summer home of an English family, the novel unfolds through shifting perspectives of each character's stream of consciousness, recalling childhood emotions and highlights of adult relationships. Shifts occur even mid-sentence, and in some sense they resemble the rotating beam of the lighthouse. A landmark of high modernism and one of Woolf's best works. *To the Lighthouse* features the serene and maternal Mrs. Ramsay, the tragic yet absurd Mr. Ramsay, and their children and assorted guests who are on holiday on the Isle of Skye. From the seemingly trivial postponement of a visit to a nearby lighthouse, Virginia Woolf constructs a moving examination of the complex tensions and allegiances of family life and the conflicts within a marriage.

How Would You Move Mount Fuji? - William Poundstone 2003-05-01

For years, Microsoft and other high-tech companies have been posing riddles and logic puzzles like these in their notoriously grueling job interviews. Now "puzzle interviews" have become a hot new trend in hiring. From Wall Street to Silicon Valley, employers are using tough and tricky questions to gauge job candidates' intelligence, imagination, and problem-solving ability -- qualities needed to survive in today's hypercompetitive global marketplace. For the first time, William Poundstone reveals the toughest questions used at Microsoft and other Fortune 500 companies -- and supplies the answers. He traces the rise and controversial fall of employer-mandated IQ tests, the peculiar obsessions of Bill Gates (who plays jigsaw puzzles as a competitive sport), the sadistic mind games of Wall Street (which reportedly led one job seeker to smash a forty-third-story window), and the bizarre excesses of today's hiring managers (who may start off your interview with a box of Legos or a game of virtual Russian roulette). *How Would You Move Mount Fuji?* is an indispensable book for anyone in business. Managers seeking the most talented employees will learn to incorporate puzzle interviews in their search for the top candidates. Job seekers will discover how to tackle even the most brain-busting questions, and gain the advantage that could win the job of a lifetime. And anyone who has ever dreamed of going up against the best minds in business may discover that these puzzles are simply a lot of fun. Why are beer cans tapered on the end, anyway?

The Song of the Bird - Anthony De Mello 2016-07-05

"Every one of these stories is about YOU." --Anthony de Mello Everyone loves stories; and in this book the bestselling author of *Sadhana: A Way to God* shares 124 stories and parables from a variety of traditions both ancient and modern. Each story resonates with life lessons that can teach us inescapable truths about ourselves and our world. De Mello's international acclaim rests on his unique approach to contemplation and ability to heighten self-awareness and self-discovery. His is a holistic approach, and in the words of one reviewer: "his mysticism cuts across all times and peoples and is truly a universal invitation." *The Song of the Bird* uses the familiar yet enduring medium of the story to illustrate profound realities that bring us in touch with the problems and concerns of daily life, as well as with our common spiritual quest. The aim is to develop the art of tasting and feeling the message of each story to the point that we are transformed. "Let the story speak to your heart, not to your brain," the author directs. "This may make something of a mystic out of you." Enhanced by lovely ink drawings, this is indeed a volume to treasure, to share, and to read many times over, for it is everyone's best companion on the road to spiritual growth.

Out of the Dust (Scholastic Gold) - Karen Hesse 2012-09-01

Acclaimed author Karen Hesse's Newbery Medal-winning novel-in-verse explores the life of fourteen-year-old Billie Jo growing up in the dust bowls of Oklahoma.

MONEY Master the Game - Tony Robbins 2016-03-29

"Bibliography found online at tonyrobbins.com/masterthegame"--Page [643].

Priceless - William Poundstone 2010-01-05

Prada stores carry a few obscenely expensive items in order to boost sales for everything else (which look like bargains in comparison). People used to download music for free, then Steve Jobs convinced them to pay. How? By charging 99 cents. That price has a hypnotic effect: the profit margin of the 99 Cents Only store is twice that of Wal-Mart. Why do text messages cost money, while e-mails are free? Why do jars of peanut butter keep getting smaller in order to keep the price the "same"? The answer is simple: prices are a collective hallucination. In *Priceless*, the bestselling author William Poundstone reveals the hidden psychology of

value. In psychological experiments, people are unable to estimate "fair" prices accurately and are strongly influenced by the unconscious, irrational, and politically incorrect. It hasn't taken long for marketers to apply these findings. "Price consultants" advise retailers on how to convince consumers to pay more for less, and negotiation coaches offer similar advice for businesspeople cutting deals. The new psychology of price dictates the design of price tags, menus, rebates, "sale" ads, cell phone plans, supermarket aisles, real estate offers, wage packages, tort demands, and corporate buyouts. Prices are the most pervasive hidden persuaders of all. Rooted in the emerging field of behavioral decision theory, *Priceless* should prove indispensable to anyone who negotiates.

Everything, Everything - Nicola Yoon 2015-09-01

Risk everything . . . for love with this #1 New York Times bestseller. What if you couldn't touch anything in the outside world? Never breathe in the fresh air, feel the sun warm your face . . . or kiss the boy next door? In *Everything, Everything*, Maddy is a girl who's literally allergic to the outside world, and Olly is the boy who moves in next door . . . and becomes the greatest risk she's ever taken. My disease is as rare as it is famous. Basically, I'm allergic to the world. I don't leave my house, have not left my house in seventeen years. The only people I ever see are my mom and my nurse, Carla. But then one day, a moving truck arrives next door. I look out my window, and I see him. He's tall, lean and wearing all black—black T-shirt, black jeans, black sneakers, and a black knit cap that covers his hair completely. He catches me looking and stares at me. I stare right back. His name is Olly. Maybe we can't predict the future, but we can predict some things. For example, I am certainly going to fall in love with Olly. It's almost certainly going to be a disaster. *Everything, Everything* will make you laugh, cry, and feel everything in between. It's an innovative, inspiring, and heartbreakingly romantic debut novel that unfolds via vignettes, diary entries, illustrations, and more. And don't miss Nicola Yoon's *The Sun Is Also A Star*, the #1 New York Times bestseller in which two teens are brought together just when it seems like the universe is sending them in opposite directions.

Life Of Pi, Illustrated - Yann Martel 2012-07-19

After the tragic sinking of a cargo ship, one solitary lifeboat remains bobbing on the wild, blue Pacific. The only survivors from the wreck are a sixteen-year-old boy named Pi, a hyena, a zebra with a broken leg, a female orang-utan - and a 450-pound Royal Bengal tiger. Since it was first published in 2002, *Life of Pi* has entered mainstream consciousness and remains one of the most extraordinary works of fiction in recent years. In October 2005 Canongate launched a competition with *The Times* to find an artist to illustrate Yann Martel's international bestseller. Soon the competition expanded as the *Globe and Mail* and *The Age* newspapers also launched a search in Canada and Australia. From thousands of entries, Croatian artist Tomislav Torjanac was chosen as the illustrator for this new edition of *Life of Pi*. Now readers can enjoy this extraordinary tale with his glorious colour illustrations.

Rock Paper Scissors - Alice Feeney 2021-09-07

INSTANT NEW YORK TIMES BESTSELLER "Feeney lives up to her reputation as the "queen of the twist"...This page-turner will keep you guessing." —Real Simple Think you know the person you married? Think again... Things have been wrong with Mr and Mrs Wright for a long time. When Adam and Amelia win a weekend away to Scotland, it might be just what their marriage needs. Self-confessed workaholic and screenwriter Adam Wright has lived with face blindness his whole life. He can't recognize friends or family, or even his own wife. Every anniversary the couple exchange traditional gifts--paper, cotton, pottery, tin--and each year Adam's wife writes him a letter that she never lets him read. Until now. They both know this weekend will make or break their marriage, but they didn't randomly win this trip. One of them is lying, and someone doesn't want them to live happily ever after. Ten years of marriage. Ten years of secrets. And an anniversary they will never forget. *Rock Paper Scissors* is the latest exciting domestic thriller from the queen of the killer twist, New York Times bestselling author Alice Feeney.

Tales of a Fourth Grade Nothing - Judy Blume 2011-12-01

Living with his little brother, Fudge, makes Peter Hatcher feel like a fourth grade nothing. Whether Fudge is throwing a temper tantrum in a shoe store, smearing smashed potatoes on walls at Hamburger Heaven, or scribbling all over Peter's homework, he's never far from trouble. He's a two-year-old terror who gets away with everything—and Peter's had enough. When Fudge walks off with Dribble, Peter's pet turtle, it's the last straw. Peter has put up with Fudge too long. How can he get his parents to pay attention to him for a change?

Probability, Statistics, and Stochastic Processes - Peter Olofsson 2012-05-22

Praise for the First Edition ". . . an excellent textbook . . . well organized and neatly written." —Mathematical Reviews ". . . amazingly interesting . . ." —Technometrics Thoroughly updated to showcase the interrelationships between probability, statistics, and stochastic processes, *Probability, Statistics, and Stochastic Processes, Second Edition* prepares readers to collect, analyze, and characterize data in their chosen fields. Beginning with three chapters that develop probability theory and introduce the axioms of probability, random variables, and joint distributions, the book goes on to present limit theorems and simulation. The authors combine a rigorous, calculus-based development of theory with an intuitive approach that appeals to readers' sense of reason and logic. Including more than 400 examples that help illustrate concepts and theory, the Second Edition features new material on statistical inference and a wealth of newly added topics, including: Consistency of point estimators Large sample theory Bootstrap simulation Multiple hypothesis testing Fisher's exact test and Kolmogorov-Smirnov test Martingales, renewal processes, and Brownian motion One-way analysis of variance and the general linear model Extensively class-tested to ensure an accessible presentation, *Probability, Statistics, and Stochastic Processes, Second Edition* is an excellent book for courses on probability and statistics at the upper-undergraduate level. The book is also an ideal resource for scientists and engineers in the fields of statistics, mathematics, industrial management, and engineering.

The Children's Story - James Clavell 2022-11-22

"What does 'allegiance' mean?" the New Teacher asked, hand over her heart. In this classic and chilling tale about an elementary school classroom in post-war occupied America, James Clavell brings to light the vulnerability of children and the power educators have to shape and change young minds. Originally written in the Cold War era, Clavell's extraordinary and enduringly relevant allegory on the impressionability of the human mind is still read in schools around the globe today, and is a call to every person to keep questioning and keep learning.

Crime Scene Investigation - National Institute of Justice (U.S.). Technical Working Group on Crime Scene Investigation 2000

This is a guide to recommended practices for crime scene investigation. The guide is presented in five major sections, with sub-sections as noted: (1) Arriving at the Scene: Initial Response/Prioritization of Efforts (receipt of information, safety procedures, emergency care, secure and control persons at the scene, boundaries, turn over control of the scene and brief investigator/s in charge, document actions and observations); (2) Preliminary Documentation and Evaluation of the Scene (scene assessment, "walk-through" and initial documentation); (3) Processing the Scene (team composition, contamination control, documentation and prioritize, collect, preserve, inventory, package, transport, and submit evidence); (4) Completing and Recording the Crime Scene Investigation (establish debriefing team, perform final survey, document the scene); and (5) Crime Scene Equipment (initial responding officers, investigator/evidence technician, evidence collection kits).

All that is Solid Melts Into Air - Marshall Berman 1983

The experience of modernization -- the dizzying social changes that swept millions of people into the capitalist world -- and modernism in art, literature and architecture are brilliantly integrated in this account.

Your Inner Fish - Neil Shubin 2008-01-15

Neil Shubin, the paleontologist and professor of anatomy who co-discovered Tiktaalik, the "fish with hands," tells the story of our bodies as you've never heard it before. The basis for the PBS series. By examining fossils and DNA, he shows us that our hands actually resemble fish fins, our heads are organized like long-extinct jawless fish, and major parts of our genomes look and function like those of worms and bacteria. *Your Inner Fish* makes us look at ourselves and our world in an illuminating new light. This is science writing at its finest—enlightening, accessible and told with irresistible enthusiasm.

Democratizing Innovation - Eric Von Hippel 2006-02-17

The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In *Democratizing Innovation*, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and

why it often pays users to reveal their innovations freely for the use of all. The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel's many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is concentrated among "lead users," who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for. An electronic version of this book is available under a Creative Commons license.

Game Theory, Alive - Anna R. Karlin 2017-04-27

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

Bless Me, Ultima - Rudolfo Anaya 2022-03-15

A collectible hardcover 50th-anniversary edition of the bestselling Chicano novel of all time, featuring a new foreword by Erika L. Sánchez, the New York Times bestselling author of *I Am Not Your Perfect Mexican Daughter* A Penguin Vitae Edition Although only six years old, Antonio Marez is perceptive beyond his years. He was brought into the world with the help of Ultima, a curandera, or folk healer, in touch with nature and the spirit world. Revered by some as a wisewoman but rebuked by others as a witch, Ultima has now come back to stay with Tony's family in New Mexico. As Tony seeks out his destiny—torn between his mother's farming forebears and his father's wandering vaquero roots, between Spanish Catholicism and the gods of his indigenous ancestors—Ultima's loving tutelage will help him navigate questions of life and death, good and evil, and reveal to him the vastness of the heritage that shapes him, in this pioneering work of literature. Penguin Vitae—loosely translated as "Penguin of one's life"—is a deluxe hardcover series from Penguin Classics celebrating a dynamic and diverse landscape of classic fiction and nonfiction from seventy-five years of classics publishing. Penguin Vitae provides readers with beautifully designed classics that have shaped the course of their lives, and welcomes new readers to discover these literary gifts of personal inspiration, intellectual engagement, and creative originality.

The Forty Rules of Love - Elif Shafak 2010-02-18

In this lyrical, exuberant tale, acclaimed Turkish author Elif Shafak, author of *The Island of Missing Trees* (a Reese's Book Club Pick), incarnates Rumi's timeless message of love *The Forty Rules of Love* unfolds two tantalizing parallel narratives—one contemporary and the other set in the thirteenth century, when Rumi encountered his spiritual mentor, the whirling dervish known as Shams of Tabriz—that together explore the enduring power of Rumi's work. Ella Rubenstein is forty years old and unhappily married when she takes a job as a reader for a literary agent. Her first assignment is to read and report on *Sweet Blasphemy*, a novel written by a man named Aziz Zahara. Ella is mesmerized by his tale of Shams's search for Rumi and the dervish's role in transforming the successful but unhappy cleric into a committed

mystic, passionate poet, and advocate of love. She is also taken with Shams's lessons, or rules, that offer insight into an ancient philosophy based on the unity of all people and religions, and the presence of love in each and every one of us. As she reads on, she realizes that Rumi's story mirrors her own and that Zahara—like Shams—has come to set her free.

Luck, Logic, and White Lies - Jörg Bewersdorff 2021-04-28

Praise for the First Edition "Luck, Logic, and White Lies teaches readers of all backgrounds about the insight mathematical knowledge can bring and is highly recommended reading among avid game players, both to better understand the game itself and to improve one's skills." - Midwest Book Review "The best book I've found for someone new to game math is Luck, Logic and White Lies by Jörg Bewersdorff. It introduces the reader to a vast mathematical literature, and does so in an enormously clear manner. . ." - Alfred Wallace, Musings, Ramblings, and Things Left Unsaid "The aim is to introduce the mathematics that will allow analysis of the problem or game. This is done in gentle stages, from chapter to chapter, so as to reach as broad an audience as possible . . . Anyone who likes games and has a taste for analytical thinking will enjoy this book." - Peter Fillmore, CMS Notes

Luck, Logic, and White Lies: The Mathematics of Games, Second Edition considers a specific problem—generally a game or game fragment and introduces the related

mathematical methods. It contains a section on the historical development of the theories of games of chance, and combinatorial and strategic games. This new edition features new and much refreshed chapters, including an all-new Part IV on the problem of how to measure skill in games. Readers are also introduced to new references and techniques developed since the previous edition. Features Provides a uniquely historical perspective on the mathematical underpinnings of a comprehensive list of games Suitable for a broad audience of differing mathematical levels. Anyone with a passion for games, game theory, and mathematics will enjoy this book, whether they be students, academics, or game enthusiasts Covers a wide selection of topics at a level that can be appreciated on a historical, recreational, and mathematical level. Jörg Bewersdorff (1958) studied mathematics from 1975 to 1982 at the University of Bonn and earned his PhD in 1985. In the same year, he started his career as game developer and mathematician. He served as the general manager of the subsidiaries of Gauselmann AG for more than two decades where he developed electronic gaming machines, automatic payment machines, and coin-operated Internet terminals. Dr. Bewersdorff has authored several books on Galois theory (translated in English and Korean), mathematical statistics, and object-oriented programming with JavaScript.