

Books Simplified Construction Estimate Max Fajardo

Hocus Pocus is beloved by Halloween enthusiasts all over the world. Diving once more into the world of witches, this electrifying two-part young adult novel, released on the twenty-fifth anniversary of the 1993 film, marks a new era of Hocus Pocus. Fans will be spellbound by a fresh retelling of the original film, followed by the all-new sequel that continues the story with the next generation of Salem teens.

Shortly after moving from California to Salem, Max Dennison finds himself in hot water when he accidentally releases a coven of witches from the afterlife. Max, his sister, and his new friends (human and otherwise) must find a way to stop the witches from carrying out their evil plan and remaining on Earth to torment Salem for all eternity. Twenty-five years later, Max and Allison's seventeen-year-old daughter, Poppy, finds herself face-to-face with the Sanderson sisters in all their sinister glory. When Halloween celebrations don't quite go as planned, it's a race against time as Poppy and her friends fight to save her family and all of Salem from the witches' latest death-defying scheme.

New York Times Best Seller How will Artificial Intelligence affect crime, war, justice, jobs, society and our very sense of being human? The rise of AI has the potential to transform our future more than

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any other technology—and there’s nobody better qualified or situated to explore that future than Max Tegmark, an MIT professor who’s helped mainstream research on how to keep AI beneficial. How can we grow our prosperity through automation without leaving people lacking income or purpose? What career advice should we give today’s kids? How can we make future AI systems more robust, so that they do what we want without crashing, malfunctioning or getting hacked? Should we fear an arms race in lethal autonomous weapons? Will machines eventually outsmart us at all tasks, replacing humans on the job market and perhaps altogether? Will AI help life flourish like never before or give us more power than we can handle? What sort of future do you want? This book empowers you to join what may be the most important conversation of our time. It doesn’t shy away from the full range of viewpoints or from the most controversial issues—from superintelligence to meaning, consciousness and the ultimate physical limits on life in the cosmos.

Robert Peurifoy was a giant in the field of construction engineering and authored several books during his lifetime. This book last published in 1989 and will capitalize on the well-known name of the author. In this edition, computer calculations of costs and of modeling have been added as well as updated statistics, computer related examples and

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new problems. Civil, Environmental, and Construction Management Engineering Majors and Professionals will benefit from having this title on their shelf. This edition retains the conceptual strengths of the Peurifoy approach and organization from the previous edition but the new problems and computer-based examples and new up-to-date construction data make it the only choice in academia or industry.

"This book by Lisa Tauxe and others is a marvelous tool for education and research in Paleomagnetism. Many students in the U.S. and around the world will welcome this publication, which was previously only available via the Internet. Professor Tauxe has performed a service for teaching and research that is utterly unique."—Neil D. Opdyke, University of Florida

Intended for organisations needing to build an efficient and reliable enterprise network linked to the Internet, this second edition explains the current Internet architecture and shows how to evaluate service providers dealing with connection issues. The fundamental mathematical tools needed to understand machine learning include linear algebra, analytic geometry, matrix decompositions, vector calculus, optimization, probability and statistics. These topics are traditionally taught in disparate courses, making it hard for data science or computer science students, or professionals, to efficiently learn the mathematics. This self-contained textbook

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bridges the gap between mathematical and machine learning texts, introducing the mathematical concepts with a minimum of prerequisites. It uses these concepts to derive four central machine learning methods: linear regression, principal component analysis, Gaussian mixture models and support vector machines. For students and others with a mathematical background, these derivations provide a starting point to machine learning texts. For those learning the mathematics for the first time, the methods help build intuition and practical experience with applying mathematical concepts. Every chapter includes worked examples and exercises to test understanding. Programming tutorials are offered on the book's web site.

A timeless classic of economic theory that remains fascinating and pertinent today, this is Frank Knight's famous explanation of why perfect competition cannot eliminate profits, the important differences between "risk" and "uncertainty," and the vital role of the entrepreneur in profitmaking. Based on Knight's PhD dissertation, this 1921 work, balancing theory with fact to come to stunning insights, is a distinct pleasure to read. FRANK H. KNIGHT (1885-1972) is considered by some the greatest American scholar of economics of the 20th century. An economics professor at the University of Chicago from 1927 until 1955, he was one of the founders of the Chicago school of economics, which influenced

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Milton Friedman and George Stigler.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data

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Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers. This is a graduate text introducing the fundamentals of measure theory and integration theory, which is the foundation of modern real analysis. The text focuses first on the concrete setting of Lebesgue measure and the Lebesgue integral (which in turn is motivated by the more classical concepts of Jordan measure and the Riemann integral), before moving on to abstract measure and integration theory, including the standard convergence theorems, Fubini's theorem, and the Carathéodory extension theorem. Classical differentiation theorems, such as the Lebesgue and Rademacher differentiation theorems, are also covered, as are connections with probability theory. The material is intended to cover a quarter or semester's worth of material for a first graduate course in real analysis. There is an emphasis in the text on tying together the abstract and the concrete sides of the subject, using the latter to illustrate and motivate the former. The central role of key principles (such as Littlewood's three principles) as providing guiding intuition to the subject is also emphasized. There are a large number of exercises throughout that develop key aspects of the theory, and are thus an integral component of the text. As a supplementary section, a discussion of general problem-solving strategies in analysis is also given. The last three sections discuss optional topics related to the main matter of the book.

Seven years after first contact, Providence Five launches. An enormous warship, built to protect humanity, it has a crew of four. Gilly, Talia, Anders, and Jackson will be confined to the ship for years, monitoring the AI-powered ship and reporting

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the war's progress to a global audience by way of social media. When their communications are cut, their ship becomes decreasingly trustworthy. To survive, they must win a fight that is suddenly and terrifyingly real. -- adapted from jacket

If you are a remodeler or home building contractor wanting to get found online and make more sales, you must begin with a solid online presence. Amazon best-selling author Martin Holsinger shows exactly how to apply the principles of online marketing to your business with today's online technology. In an easy-to-read, down to earth style, you will learn exactly how to: -Build your online presence, -Get found by your ideal customer, -And get maximum return on your investment. If you are a contractor wanting to grow your business using the internet, then this is the book for you.

A cow questions why the other animals make their own sounds, instead of saying, MOO!" as she does.

Introduction to Sports Biomechanics has been developed to introduce you to the core topics covered in the first two years of your degree. It will give you a sound grounding in both the theoretical and practical aspects of the subject. Part One covers the anatomical and mechanical foundations of biomechanics and Part Two concentrates on the measuring techniques which sports biomechanists use to study the movements of the sports performer. In addition, the book is highly illustrated with line drawings and photographs which help to reinforce explanations and examples.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

It includes hundreds of tips, pictures, diagrams and tables that every excavation contractor and supervisor can use This revised edition explains how to handle all types of excavation, grading, paving, pipeline and compaction jobs -- whether it's a

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highway, subdivision, commercial, or trenching job. This edition has been completely rewritten to cover new materials, equipment and techniques. It includes hundreds of tips, pictures, diagrams and tables.

“We finally have the definitive treatise on PyTorch! It covers the basics and abstractions in great detail. I hope this book becomes your extended reference document.” —Soumith Chintala, co-creator of PyTorch

Key Features Written by PyTorch’s creator and key contributors

- Develop deep learning models in a familiar Pythonic way
- Use PyTorch to build an image classifier for cancer detection
- Diagnose problems with your neural network and improve training with data augmentation

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

About The Book Every other day we hear about new ways to put deep learning to good use: improved medical imaging, accurate credit card fraud detection, long range weather forecasting, and more. PyTorch puts these superpowers in your hands. Instantly familiar to anyone who knows Python data tools like NumPy and Scikit-learn, PyTorch simplifies deep learning without sacrificing advanced features. It’s great for building quick models, and it scales smoothly from laptop to enterprise. Deep Learning with PyTorch teaches you to create deep learning and neural network systems with PyTorch. This practical book gets you to work right away building a tumor image classifier from scratch. After covering the basics, you’ll learn best practices for the entire deep learning pipeline, tackling advanced projects as your PyTorch skills become more sophisticated. All code samples are easy to explore in downloadable Jupyter notebooks.

What You Will Learn

- Understanding deep learning data structures such as tensors and neural networks
- Best practices for the PyTorch Tensor API, loading data in Python, and visualizing results
- Implementing modules and

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loss functions Utilizing pretrained models from PyTorch Hub Methods for training networks with limited inputs Sifting through unreliable results to diagnose and fix problems in your neural network Improve your results with augmented data, better model architecture, and fine tuning This Book Is Written For For Python programmers with an interest in machine learning. No experience with PyTorch or other deep learning frameworks is required. About The Authors Eli Stevens has worked in Silicon Valley for the past 15 years as a software engineer, and the past 7 years as Chief Technical Officer of a startup making medical device software. Luca Antiga is co-founder and CEO of an AI engineering company located in Bergamo, Italy, and a regular contributor to PyTorch. Thomas Viehmann is a Machine Learning and PyTorch speciality trainer and consultant based in Munich, Germany and a PyTorch core developer. Table of Contents PART 1 - CORE PYTORCH 1 Introducing deep learning and the PyTorch Library 2 Pretrained networks 3 It starts with a tensor 4 Real-world data representation using tensors 5 The mechanics of learning 6 Using a neural network to fit the data 7 Telling birds from airplanes: Learning from images 8 Using convolutions to generalize PART 2 - LEARNING FROM IMAGES IN THE REAL WORLD: EARLY DETECTION OF LUNG CANCER 9 Using PyTorch to fight cancer 10 Combining data sources into a unified dataset 11 Training a classification model to detect suspected tumors 12 Improving training with metrics and augmentation 13 Using segmentation to find suspected nodules 14 End-to-end nodule analysis, and where to go next PART 3 - DEPLOYMENT 15 Deploying to production Now in its second edition, this book focuses on practical algorithms for mining data from even the largest datasets.

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"Over Two Million Copies Sold" The Road to Serfdom By Friedrich A. Hayek Condensed Edition The Road to Serfdom is a book written by the Austrian-born economist and philosopher Friedrich von Hayek (1899-1992) between 1940-1943, in which he "[warns] of the danger of tyranny that inevitably results from government control of economic decision-making through central planning." He further argues that the abandonment of individualism and classical liberalism inevitably leads to a loss of freedom, the creation of an oppressive society, the tyranny of a dictator, and the serfdom of the individual. Significantly, Hayek challenged the general view among British academics that fascism (and National Socialism) was a capitalist reaction against socialism. He argued that fascism, National Socialism and socialism had common roots in central economic planning and empowering the state over the individual. Since its publication in 1944, The Road to Serfdom has been an influential and popular exposition of market libertarianism. It has sold over two million copies. The Road to Serfdom was to be the popular edition of the second volume of Hayek's treatise entitled "The Abuse and Decline of Reason," and the title was inspired by the writings of the 19th century French classical liberal thinker Alexis de Tocqueville on the "road to servitude." The book was first published in Britain by Routledge in March 1944, during World War II, and was quite popular, leading Hayek to call it "that unobtainable book," also due in part to wartime paper rationing. It was published in the United States by the University of Chicago Press in September 1944 and achieved great popularity. At the

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arrangement of editor Max Eastman, the American magazine Reader's Digest published an abridged version in April 1945, enabling *The Road to Serfdom* to reach a wider popular audience beyond academics. *The Road to Serfdom* has had a significant impact on twentieth-century conservative and libertarian economic and political discourse, and is often cited today by commentators.

Celebrate the power of the imagination with this inspiring picture book, a collaboration between the multi-award winning former Children's Laureate Anthony Browne and the Danish illustrator Hanne Bartholin. *Frida and Bear* both love to draw - but what? First Frida draws a shape, then Bear turns it into a picture. Then Bear draws a shape for Frida as the shape game begins again. Anthony Browne and Hanne Bartholin will inspire creativity in this imaginative picture book that invites the reader to join in and play the shape game too. Anthony Browne has won the Kate Greenaway Medal, the Hans Christian Andersen Award and is the former Children's Laureate. He is loved around the world for creating characters like Willy the chimp. ; The book is both a whimsical story which celebrates the power of the imagination, and a way of inspiring children's creativity. Children can enjoy the story as well as learning how to play the shape game and use ordinary objects as inspiration for their own pictures.

Piglet is hanging his laundry when he spots more bright pink shirts just like his own and becomes convinced that there must be other Piglets about, so he alerts the Super Sleuths to solve the mystery.

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The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of *Feedback Systems* is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

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Construction Calculations is a manual that provides end users with a comprehensive guide for many of the formulas, mathematical vectors and conversion factors that are commonly encountered during the design and construction stages of a construction project. It offers readers detailed calculations, applications and examples needed in site work, cost estimation, piping and pipefitting, and project management. The book also serves as a refresher course for some of the formulas and concepts of geometry and trigonometry. The book is divided into sections that present the common components of construction. The first section of the books starts with a refresher discussion of unit and systems measurement; its origin and evolution; the standards of length, mass and capacity; terminology and tables; and notes of metric, U.S, and British units of measurements. The following concepts are presented and discussed throughout the book: Conversion tables and formulas, including the Metric Conversion Law and conversion factors for builders and design professionals Calculations and formulas of geometry, trigonometry and physics in construction Rudiments of excavation, classification, use of material, measurement and payment Soil classification and morphology, including its physicochemical properties Formulas and calculations needed for soil tests and evaluations and for the design of retaining structures Calculations relating to concrete and masonry Calculations of the size/weight of structural steel and other metals Mechanical properties of wood and processing of wood products Calculations relating to sound and thermal transmission Interior finishes,

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plumbing and HVAC calculations Electrical formulas and calculations Construction managers and engineers, architects, contractors, and beginners in engineering, architecture, and construction will find this practical guide useful for managing all aspects of construction. Work in and convert between building dimensions, including metric Built-in right-angle solutions Areas, volumes, square-ups Complete stair layouts Roof, rafter and framing solutions Circle: arcs, circumference, segments Simplified Construction Estimate Elements of Roads and Highways Mathematics for Machine Learning Cambridge University Press

A practical treatment of power system design within the oil, gas, petrochemical and offshore industries. These have significantly different characteristics to large-scale power generation and long distance public utility industries. Developed from a series of lectures on electrical power systems given to oil company staff and university students, Sheldrake's work provides a careful balance between sufficient mathematical theory and comprehensive practical application knowledge.

Features of the text include: Comprehensive handbook detailing the application of electrical engineering to the oil, gas and petrochemical industries Practical guidance to the electrical systems equipment used on off-shore production platforms, drilling rigs, pipelines, refineries and chemical plants Summaries of the necessary theories behind the design together with practical guidance on selecting the correct electrical equipment and systems required Presents numerous 'rule of thumb' examples enabling quick and accurate estimates to be

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made Provides worked examples to demonstrate the topic with practical parameters and data Each chapter contains initial revision and reference sections prior to concentrating on the practical aspects of power engineering including the use of computer modelling Offers numerous references to other texts, published papers and international standards for guidance and as sources of further reading material Presents over 35 years of experience in one self-contained reference Comprehensive appendices include lists of abbreviations in common use, relevant international standards and conversion factors for units of measure An essential reference for electrical engineering designers, operations and maintenance engineers and technicians.

Designed for a color e-reader with a touch screen.

Welcome to Wimmelworld—a land of few words, yet endless entertainment! This one-of-a-kind picture book features six panoramic scenes that are bursting with life—and tons to discover! First, your child will meet a colorful cast of characters: Jessie the handywoman, unlucky Cousin Grady, and more. Then, as they explore the scenes—from the stable to the rodeo—children as young as two will have a blast pointing out recognizable things, while older kids will begin to find the star characters . . . and tell their stories! It's hours upon hours of fun—and an effortless introduction to literacy to boot. Please use pan and zoom to explore the illustrations. About Wimmelbooks Wimmelbooks originated in Germany decades ago and have become a worldwide

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sensation with children (and adults)! My Big Wimmelbooks is the first-ever series to introduce Wimmelbooks by name in English.

A comprehensive introduction to the tools, techniques and applications of convex optimization. There's no great secret to drawing. Anybody can draw. If you can write your name, you have enough touch to learn to draw. Let ILYA inspire you to pick up your pencil and create a magical masterpiece. His positive approach secures quick, accurate results and ever-growing confidence. This is a creative, encouraging book that takes all the mystery out of the art and practice of drawing. It shows readers from age 8 to 80 how drawing works, giving invaluable yet simple hints, tips and personal as well as professional pointers across a wide range of drawing styles, tools and techniques. Simple lessons are delivered via step-by-step practical exercises, giving a comprehensive, stylish, inclusive and inside perspective on the not-so-mysterious art of drawing. By the last page, readers will come away willing and able to draw absolutely anything. Anything and everything is possible, from realistic sketches through to taking a line for a walk - or letting a line take you for a walk. Learn for yourself or rediscover the confidence-building joys of free creative expression - plus the handy ability to get your thoughts, feelings and ideas down quickly and easily in a form that anyone, anywhere can appreciate and

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understand. 'Brilliant and inspirational, for all ages' - Jane B.

Longlisted for the 2019 Booker Prize An entrancing new novel by the author of the prizewinning *Grief Is the Thing with Feathers* There's a village an hour from London. It's no different from many others today: one pub, one church, redbrick cottages, some public housing, and a few larger houses dotted about. Voices rise up, as they might anywhere, speaking of loving and needing and working and dying and walking the dogs. This village belongs to the people who live in it, to the land and to the land's past. It also belongs to Dead Papa Toothwort, a mythical figure local schoolchildren used to draw as green and leafy, choked by tendrils growing out of his mouth, who awakens after a glorious nap. He is listening to this twenty-first-century village, to its symphony of talk: drunken confessions, gossip traded on the street corner, fretful conversations in living rooms. He is listening, intently, for a mischievous, ethereal boy whose parents have recently made the village their home. Lanny. With Lanny, Max Porter extends the potent and magical space he created in *Grief Is the Thing with Feathers*. This brilliant novel will ensorcell readers with its anarchic energy, with its bewitching tapestry of fabulism and domestic drama. Lanny is a ringing defense of creativity, spirit, and the generative forces that often seem under assault in the contemporary

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world, and it solidifies Porter's reputation as one of the most daring and sensitive writers of his generation.

Explains how Billy Beene, the general manager of the Oakland Athletics, is using a new kind of thinking to build a successful and winning baseball team without spending enormous sums of money.

The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II

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extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Presents a comprehensive guide to the essential skills, strategies, techniques, and creative mindset of successful negotiation, drawing on the latest behavioral research and real-life case studies to explain how to prepare for and execute negotiations, from identifying opportunities to overcoming resistance and defusing hardball tactics. Reprint. 30,000 first printing.

This book is the definitive reference source for professionals involved in the conception, design and specification stages of a construction project. The theory and practical aspects of each material is covered, with an emphasis being placed on properties and appropriate use, enabling broader, deeper understanding of each material leading to greater confidence in their application. Containing fifty chapters written by subject specialists, Construction Materials Reference Book covers the

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wide range of materials that are encountered in the construction process, from traditional materials such as stone through masonry and steel to advanced plastics and composites. With increased significance being placed on broader environmental issues, issues of whole life cost and sustainability are covered, along with health and safety aspects of both use and installation.

A comprehensive, updated guide to setting up a monthly budget, tracking expenses, and saving money explains how to take control of daily finances, set goals and priorities, balance income and expenses, and budget for utilities, payments, maintenance, and home improvements, Original. 30,000 first printing.

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter.

Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. **Book One: Trapped in a Video Game** Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! **Book Two: The Invisible Invasion** Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to

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sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

High-dimensional probability offers insight into the behavior of random vectors, random matrices, random subspaces, and objects used to quantify uncertainty in high dimensions.

Drawing on ideas from probability, analysis, and geometry, it lends itself to applications in mathematics, statistics, theoretical computer science, signal processing, optimization, and more. It is the first to integrate theory, key tools, and modern applications of high-dimensional probability.

Concentration inequalities form the core, and it covers both classical results such as Hoeffding's and Chernoff's inequalities and modern developments such as the matrix Bernstein's inequality. It then introduces the powerful methods based on stochastic processes, including such tools as Slepian's, Sudakov's, and Dudley's inequalities, as well as generic chaining and bounds based on VC dimension. A broad range of illustrations is embedded throughout, including classical and modern results for covariance estimation, clustering, networks, semidefinite programming, coding,

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dimension reduction, matrix completion, machine learning, compressed sensing, and sparse regression.

Celebrate the thirtieth anniversary of the Newbery Honor–winning survival novel *Hatchet* with a pocket-sized edition perfect for travelers to take along on their own adventures. This special anniversary edition includes a new introduction and commentary by author Gary Paulsen, pen-and-ink illustrations by Drew Willis, and a water resistant cover. *Hatchet* has also been nominated as one of America’s best-loved novels by PBS’s *The Great American Read*. Thirteen-year-old Brian Robeson, haunted by his secret knowledge of his mother’s infidelity, is traveling by single-engine plane to visit his father for the first time since the divorce. When the plane crashes, killing the pilot, the sole survivor is Brian. He is alone in the Canadian wilderness with nothing but his clothing, a tattered windbreaker, and the hatchet his mother had given him as a present. At first consumed by despair and self-pity, Brian slowly learns survival skills—how to make a shelter for himself, how to hunt and fish and forage for food, how to make a fire—and even finds the courage to start over from scratch when a tornado ravages his campsite. When Brian is finally rescued after fifty-four days in the wild, he emerges from his ordeal with new patience and maturity, and a greater understanding of himself and his parents.

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