Practical Guide To Computer Simulations

This Brief introduces engineers to the main principles in ethics, research design, statistics, and publishing of human subject research. In recent years, engineering has become strongly connected to disciplines such as biology, medicine, and psychology. Often, engineers (and engineering students) are expected to perform human subject research. Typical human subject research topics conducted by engineers include human-computer interaction (e.g., evaluating the usability of software), exoskeletons, virtual reality, teleoperation, modelling of human behaviour and decision making (often within the framework of ‘big data’ research), product evaluation, biometrics, behavioural tracking (e.g., of work and travel patterns, or mobile phone use), transport and planning (e.g., an analysis of flows or safety issues), etc. Thus, it can be said that knowledge on how to do human subject research is indispensable for a substantial portion of engineers. Engineers are generally well trained in calculus and mechanics, but may lack the appropriate knowledge on how to do research with human participants. In order to do high-quality human subject research in an ethical manner, several guidelines have to be followed and pitfalls have to be avoided. This book discusses these guidelines and pitfalls. The aim is to prepare engineers and engineering students to carry out independent research in a responsible manner.

Jossey-Bass Guides to Online Teaching and Learning Learning Online with Games, Simulations, and Virtual Worlds Strategies for Online Instruction Clark Aldrich Learning Online with Games, Simulations, and Virtual Worlds The infusion of games, simulations, and virtual worlds into online learning can be a transforming experience for both the instructor and the student. This practical guide, written by education game expert Clark Aldrich, shows faculty members and instructional designers how to identify opportunities for building games, simulations, and virtual environments into the curriculum; how to successfully incorporate these interactive environments to enhance student learning; and how to measure the learning outcomes. It also discusses how to build institutional support for using and financing more complex simulations. The book includes frameworks, tips, case studies and other real examples, and resources. Praise for Learning Online with Games, Simulations, and Virtual Worlds "Clark Aldrich provides powerful insights into the dynamic arena of games, simulations, and virtual worlds in a simultaneously entertaining and serious manner as only he can. If you are involved with educating anyone, from your own children to classrooms full of students, you need to devour this book." — Karl Kapp, assistant director, Institute for Interactive Technologies, Bloomsburg University "At a time when the technologies for e-learning are evolving faster than most people can follow, Aldrich successfully bridges the perceptual gap between virtual worlds, digital games, and educational simulations, and provides educators with all they really need to use this technology to enhance and enrich their e-learning experiences." — Katrin Becker, instructor, Department of Computer Science and Information Systems, Mount Royal College, and adjunct professor of education, University of Calgary "I consider this a must-read for anyone engaged in or contemplating using these tools in their classrooms or designing their own tools." — Rick Van Sant, professor of learning and technology, Ferris State University

"Ready to blow your mind? Spend 15 seconds reading Clark Aldrich's The Complete Guide to Simulations and Serious Games. Witty, fast-paced, and non-linear -- it's Spock meets Alton Brown." -- Lynne Kenney, Psy.D., The Family Coach This exciting work offers designers a new way to see the world, model it, and present it through simulations. A groundbreaking resource, it includes a wealth of new tools and terms and a corresponding style guide to help understand them. The author -- a globally recognized industry guru -- covers topics such as virtual experiences, games, simulations, educational simulations, social impact games, practiceware, game-based learning/digital game based learning, immersive learning, and serious games.

This book is the first of its kind to present definitions of more than 600 simulation and game terms, concepts, and constructs.

This book presents a detailed description of the Think Aloud Method, which was developed to facilitate knowledge acquisition and problem-solving by asking the participant to think aloud while solving a problem. The Think Aloud Method is based on the premise that people are often able to verbalize their thoughts as they solve a problem, and their resulting behavior can be analyzed to answer questions about problem solving behavior. This method is useful for psychological research on problem solving behavior, as well as for knowledge acquisition in the context of building expert computer programs. In many cases the Think Aloud Method is an invaluable source of information for psychologists and knowledge engineers. The Think Aloud Method is intended for two types of readers: social scientists who want to use the Think Aloud Method for research on cognitive processes, and knowledge engineers who wish to use the method for knowledge acquisition. The book is made accessible to both audiences with short introductions to several issues that are basic knowledge for one readership, but that are not part of the standard knowledge of their community. Introductory sections on those topics relevant to both communities are also included. The Think Aloud Method will prove a welcome addition to work in this exciting area.

Molecular simulation is a powerful tool in materials science, physics, chemistry and biomolecular fields. This updated edition provides a pragmatic introduction to a wide range of techniques for the simulation of molecular systems at the atomic level. The first part concentrates on methods for calculating the potential energy of a molecular system, with new chapters on quantum chemical, molecular mechanical and hybrid potential techniques. The second part describes methods examining conformational, dynamical and thermodynamical properties of systems, covering techniques including geometry-optimization, normal-mode analysis, molecular dynamics, and Monte Carlo simulation. Using Python, the second edition includes numerous examples and program modules for each simulation technique, allowing the reader to perform the calculations and appreciate the inherent difficulties involved in each. This is a valuable resource for researchers and graduate students wanting to know how to use atomic-scale molecular simulations. Supplementary material, including the program library and technical information, available through www.cambridge.org/9780521852524.

This book is written to introduce computer simulations to undergraduate college students, freshmen to seniors, in STEM fields. The book starts with concepts from Basic Mathematics: Geometry, Algebra and Calculus, Properties of Elementary Functions (Polynomials, Exponential, Hyperbolic and Trigonometric Functions) are studied and simple differential equations representing these functions are derived. Numerical approximations of first and second order differential equations are studied in terms of finite differences on uniform grids. Computer solutions are obtained via recursive relations or solutions of simultaneous algebraic equations. Comparisons with the exact solutions (known a priori) allow the calculations of the error due to discretization. After the students build confidence in this approach, more problems where the solutions are not known a priori are tackled with applications in many fields. Next, the book gradually addresses linear differential equations with variable coefficients and nonlinear differential equations, including problems of bifurcation and chaos.Applications in Dynamics, Solid Mechanics, Fluid Mechanics, Heat Transfer, Chemical Reactions, and Combustion are included. Biographies of 50 pioneering mathematicians and scientists who contributed to the materials of the book are briefly sketched, to shed light on the history of these STEM fields.Finally, the main concepts discussed in the book, are summarized to make sure that the students do not miss any of them. Also, references for further readings are given for interested readers.

This practical guide provides the best introduction to large deformation material point method (MPM) simulations for geotechnical engineering. It provides the basic theory, discusses the

different numerical features used in large deformation simulations, and presents a number of applications -- providing references, examples and guidance when using MPM for practical applications. MPM covers problems in static and dynamic situations within a common framework. It also opens new frontiers in geotechnical modelling and numerical analysis. It represents a powerful tool for exploring large deformation behaviours of soils, structures and fluids, and their interactions, such as internal and external erosion, and post-liquefaction analysis; for instance the post-failure liquid-like behaviours of landslides, penetration problems such as CPT and pile installation, and scouring problems related to underwater pipelines. In the recent years, MPM has developed enough for its practical use in industry, apart from the increasing interest in the academic world.

An insightful presentation of the key concepts, paradigms, and applications of modeling and simulation Modeling and simulation has become an integral part of research and development across many fields of study, having evolved from a tool to a discipline in less than two decades. Modeling and Simulation Fundamentals offers a comprehensive and authoritative treatment of the topic and includes definitions, paradigms, and applications to equip readers with the skills needed to work successfully as developers and users of modeling and simulation. Featuring contributions written by leading experts in the field, the book's fluid presentation builds from topic to topic and provides the foundation and theoretical underpinnings of modeling and simulation. First, an introduction to the topic is presented, including related terminology, examples of model development, and various domains of modeling and simulation. Subsequent chapters develop the necessary mathematical background needed to understand modeling and simulation topics, model types, and the importance of visualization. In addition, Monte Carlo simulation, continuous simulation, and discrete event simulation are thoroughly discussed, all of which are significant to a complete understanding of modeling and simulation. The book also features chapters that outline sophisticated methodologies, verification and validation, and the importance of interoperability. A related FTP site features color representations of the book's numerous figures. Modeling and Simulation Fundamentals encompasses a comprehensive study of the discipline and is an excellent book for modeling and simulation courses at the upper-undergraduate and graduate levels. It is also a valuable reference for researchers and practitioners in the fields of computational statistics, engineering, and computer science who use statistical modeling techniques.

The book presents a variety of methods for computer simulations of crystal defects in the form of "numerical recipes", complete with computer codes and analysis tools. By working through numerous case studies and problems, this book provides a useful starter kit for further method development in the computational materials sciences.

Surrogate models expedite the search for promising designs by standing in for expensive design evaluations or simulations. They provide a global model of some metric of a design (such as weight, aerodynamic drag, cost, etc.), which can then be optimized efficiently. Engineering Design via Surrogate Modelling is a self-contained guide to surrogate models and their use in engineering design. The fundamentals of building, selecting, validating, searching and refining a surrogate are presented in a manner accessible to novices in the field. Figures are used liberally to explain the key concepts and clearly show the differences between the various techniques, as well as to emphasize the intuitive nature of the conceptual and mathematical reasoning behind them. More advanced and recent concepts are each presented in stand-alone chapters, allowing the reader to concentrate on material pertinent to their current design problem, and concepts are clearly demonstrated using simple design problems. This collection of advanced concepts (visualization, constraint handling, coping with noisy data, gradient-

enhanced modelling, multi-fidelity analysis and multiple objectives) represents an invaluable reference manual for engineers and researchers active in the area. Engineering Design via Surrogate Modelling is complemented by a suite of Matlab codes, allowing the reader to apply all the techniques presented to their own design problems. By applying statistical modelling to engineering design, this book bridges the wide gap between the engineering and statistics communities. It will appeal to postgraduates and researchers across the academic engineering design community as well as practising design engineers. Provides an inclusive and practical guide to using surrogates in engineering design. Presents the fundamentals of building, selecting, validating, searching and refining a surrogate model. Guides the reader through the practical implementation of a surrogate-based design process using a set of case studies from real engineering design challenges. Accompanied by a companion website featuring Matlab software at http://www.wiley.com/go/forrester

This book introduces the techniques needed to produce realistic simulations and animations of particle and rigid-body systems. The text focuses on both the theoretical and practical aspects of developing and implementing physically based dynamic-simulation engines. Each chapter examines numerous algorithms, describing their design and analysis in an accessible manner, without sacrificing depth of coverage or mathematical rigor. Features: examines the problem of computing an hierarchical representation of the geometric description of each simulated object, as well as the simulated world; discusses the use of discrete and continuous collision detection to handle thin or fast-moving objects; describes the computational techniques needed for determining all impulsive and contact forces between bodies with multiple simultaneous collisions and contacts; presents techniques that can be used to dynamically simulate articulated rigid bodies; concludes each chapter with exercises.

The essential textbook on agent-based modeling—now fully updated and expanded Agent-Based and Individual-Based Modeling has become the standard textbook on the subject for classroom use and self-instruction. Drawing on the latest version of NetLogo and fully updated with new examples, exercises, and an enhanced text for easier comprehension, this is the essential resource for anyone seeking to understand how the dynamics of biological, social, and other complex systems arise from the characteristics of the agents that make up these systems. Steven Railsback and Volker Grimm lead students stepwise through the processes of designing, programming, documenting, and doing scientific research with agent-based models, focusing on the adaptive behaviors that make these models necessary. They cover the fundamentals of modeling and model analysis, introduce key modeling concepts, and demonstrate how to implement them using NetLogo. They also address pattern-oriented modeling, an invaluable strategy for modeling real-world problems and developing theory. This accessible and authoritative book focuses on modeling as a tool for understanding real complex systems. It explains how to pose a specific question, use observations from actual systems to design models, write and test software, and more. A hands-on introduction that guides students from conceptual design to computer implementation to analysis Filled with new examples and exercises and compatible with the latest version of NetLogo Ideal for students and researchers across the natural and social sciences Written by two leading practitioners Supported by extensive instructional materials at www.railsback-grimm-abm-book.com

This book teaches you all necessary (problem-independent) tools and techniques needed to implement and perform sophisticated scientific numerical simulations. Thus, it is suited for undergraduate and graduate students who want to become experts in computer simulations in Physics, Chemistry, Biology, Engineering, Computer Science and other fields.

Computer simulation is an essential tool in studying the chemistry and physics of liquids. Simulations allow us to develop models and to test them against experimental data. This book is an introduction and practical guide to the molecular dynamics and Monte Carlo methods.

A practical, easily accessible guide for bench-top chemists, thisbook focuses on accurately applying computational chemistrytechniques to everyday chemistry problems. Provides nonmathematical explanations of advanced topics incomputational chemistry. Focuses on when and how to apply different computationaltechniques. Addresses computational chemistry connections to biochemicalsystems and polymers. Provides a prioritized list of methods for attacking difficultcomputational chemistry problems, and compares advantages anddisadvantages of various approximation techniques. Describes how the choice of methods of software affectsrequirements for computer memory and processing time.

This book presents all the computational techniques and tools needed to start doing scientific research using computer simulations. After working through this book, the reader will possess the necessary basic background knowledge, from program design, programming in C, fundamental algorithms and data structures, random numbers, and debugging, all the way to data analysis, presentation and publishing. In each of these fields, no preliminary knowledge is assumed. The reader will be equipped to successfully perform complete projects from the first idea until the final publication. All techniques are explained using many examples in C; these C codes, as well as the solutions to exercises, are readily available online. The techniques in this book are independent of the fields of research, and hence they are suitable for conducting research projects in physics, chemistry, computer science, biology and engineering. This also means that no problem-dependent algorithms are introduced; therefore, this book does NOT explain molecular dynamics, Monte Carlo, finite elements and other special-purpose techniques, which would be beyond the scope of a general-purpose book. There has been no similar comprehensive book written so far. Currently, one needs many different books to learn all the necessary elements. With this book, however, one basically needs only a second book on field-specific algorithms in order to be fully equipped to perform computer simulations research.

Harness Powerful SPICE Simulation and Design Tools to Develop Cutting-Edge Switch-Mode Power Supplies Switch-Mode Power Supplies: SPICE Simulations and Practical Designs is a comprehensive resource on using SPICE as a power conversion design companion. This book uniquely bridges analysis and market reality to teach the development and marketing of state-of-the art switching converters. Invaluable to both the graduating student and the experienced design engineer, this guide explains how to derive founding equations of the most popular converters...design safe, reliable converters through numerous practical examples...and utilize SPICE simulations to virtually breadboard a converter on

the PC before using the soldering iron. Filled with more than 600 illustrations, Switch-Mode Power Supplies: SPICE Simulations and Practical Designs enables you to: Derive founding equations of popular converters Understand and implement loop control via the book-exclusive small-signal models Design safe, reliable converters through practical examples Use SPICE simulations to virtually breadboard a converter on the PC Access design spreadsheets and simulation templates on the accompanying CD-ROM, with numerous examples running on OrCADË, ICAPSË, ?CapË, TINAË, and more Inside This Powerful SPICE Simulation and Design Resource • Introduction to Power Conversion • Small-Signal Modeling • Feedback and Control Loops • Basic Blocks and Generic Models • Simulation and Design of Nonisolated Converters • Simulation and Design of Isolated Converters-Front-End Rectification and Power Factor Correction • Simulation and Design of Isolated Converters-The Flyback • Simulation and Design of Isolated Converters-The Forward

The first practical textbook on AnyLogic 7 from AnyLogic developers. AnyLogic is the unique simulation software that supports three simulation modeling methods: system dynamics, discrete event, and agent based modeling and allows you to create multi-method models. The book is structured around four examples: a model of a consumer market, an epidemic model, a job shop model and an airport model. We also give some theory on different modeling methods. You can consider this book as your first guide in studying AnyLogic 7.

Social sciences -- Simulation methods. Social interaction -- Computer simulation. Social sciences -- Mathematical models. (publisher)

This second edition of Developing Organizational Simulations provides a concise source of information on effective and practical methods for constructing simulation exercises for the assessment of psychological characteristics relevant to effectiveness in work organizations. Incorporating new additions such as the multiple ways technology can be used in the design, delivery, scoring, and evaluating of simulation exercises, as well as the delivery of feedback based on the results, this book is user-friendly with practical how-to guidance, including many graphics, boxes, and examples. This book is ideal for practitioners, consultants, HR specialists, students, and researchers in need of guidance developing organizational simulations for personnel selection, promotion, diagnosis, training, or research. It is also suited for courses, workshops, and training programs in testing and measurement, personnel selection, training and development, and research methodology.

With its clear, straightforward presentation, this text enables you to grasp all the fundamental concepts of pharmacokinetics and pharmacodynamics. This will allow you to understand the time course of drug response and dosing regimen design. Clinical models for concentration and response are described and built from the basic concepts presented in earlier chapters. Your understanding of the material will be enhanced by guided computer exercises conducted on a companion website. Simulations will allow you to visualize drug behavior,

experiment with different dosing regimens, and observe the influence of patient characteristics and model parameters. This makes the book ideal for self-study. By including clinical models of agonism, indirect drug effects, tolerance, signal transduction, and disease progression, author Sara Rosenbaum has created a work that stands out among introductory-level textbooks in this area.You'll find several features throughout the text to help you better understand and apply key concepts: Three fictitious drugs are used throughout the text to progressively illustrate the development and application of pharmacokinetic and pharmacodynamic principles Exercises at the end of each chapter reinforce the concepts and provide the opportunity to perform and solve common dosing problems Detailed instructions let you create custom Excel worksheets to perform simple pharmacokinetic analyses Because this is an introductory textbook, the material is presented as simply as possible. As a result, you'll find it easy to gain an accurate, working knowledge of all the core principles, apply them to optimize dosing regimens, and evaluate the clinical pharmacokinetic and pharmacodynamic literature.

Computational science is an exciting new field at the intersection of the sciences, computer science, and mathematics because much scientific investigation now involves computing as well as theory and experiment. This textbook provides students with a versatile and accessible introduction to the subject. It assumes only a background in high school algebra, enables instructors to follow tailored pathways through the material, and is the only textbook of its kind designed specifically for an introductory course in the computational science and engineering curriculum. While the text itself is generic, an accompanying website offers tutorials and files in a variety of software packages. This fully updated and expanded edition features two new chapters on agent-based simulations and modeling with matrices, ten new project modules, and an additional module on diffusion. Besides increased treatment of high-performance computing and its applications, the book also includes additional quick review questions with answers, exercises, and individual and team projects. The only introductory textbook of its kind—now fully updated and expanded Features two new chapters on agent-based simulations and modeling with matrices Increased coverage of high-performance computing and its applications Includes additional modules, review questions, exercises, and projects An online instructor's manual with exercise answers, selected project solutions, and a test bank and solutions (available only to professors) An online illustration package is available to professors

This practical resource provides you with a comprehensive understanding of error control coding, an essential and widely applied area in modern digital communications. The goal of error control coding is to encode information in such a way that even if the channel (or storage medium) introduces errors, the receiver can correct the errors and recover the original transmitted information. This book includes the most useful modern and classic codes, including block,

Reed Solomon, convolutional, turbo, and LDPC codes.You find clear guidance on code construction, decoding algorithms, and error correcting performances. Moreover, this unique book introduces computer simulations integrally to help you master key concepts. Including a companion DVD with MATLAB programs and supported with over 540 equations, this hands-on reference provides you with an in-depth treatment of a wide range of practical implementation issues. This is a practical student guide to scientific computing on parallel computers, working up from a hardware instruction level, to shared memory machines, and finally to distributed memory machines.

This book presents all the computational techniques and tools needed to start doing scientific research using computer simulations. After working through this book, the reader will possess the necessary basic background knowledge, from program design, programming in C, fundamental algorithms and data structures, random numbers, and debugging, all the way to data analysis, presentation and publishing. In each of these fields, no preliminary knowledge is assumed. The reader will be equipped to successfully perform complete projects from the first idea until the final publication. All techniques are explained using many examples in C; these C codes, as well as the solutions to exercises, are readily available in the accompanying CD-ROM. The techniques in this book are independent of the fields of research, and hence they are suitable for conducting research projects in physics, chemistry, computer science, biology and engineering. This also means that no problem-dependent algorithms are introduced; therefore, this book does NOT explain molecular dynamics, Monte Carlo, finite elements and other special-purpose techniques, which would be beyond the scope of a general-purpose book. There has been no similar comprehensive book written so far. Currently, one needs many different books to learn all the necessary elements. With this book, however, one basically needs only a second book on field-specific algorithms in order to be fully equipped to perform computer simulations research.

One of the first books to provide a comprehensive description of OPNET® IT Guru and Modeler software, The Practical OPNET® User Guide for Computer Network Simulation explains how to use this software for simulating and modeling computer networks. The included laboratory projects help readers learn different aspects of the software in a hands-on way. Quickly Locate Instructions for Performing a Task The book begins with a systematic introduction to the basic features of OPNET, which are necessary for performing any network simulation. The remainder of the text describes how to work with various protocol layers using a top-down approach. Every chapter explains the relevant OPNET features and includes step-by-step instructions on how to use the features during a network simulation. Gain a Better Understanding of the "Whats" and "Whys" of the Simulations Each laboratory project in the back of the book presents a complete simulation and reflects the same progression of topics found in the main text. The projects describe the overall goals of the experiment, discuss the general network topology, and give a high-level description of the system configuration required to complete the simulation. Discover the Complex Functionality Available in OPNET By providing an in-depth look at the rich features of OPNET software, this guide is an invaluable reference for IT professionals and researchers who need to

create simulation models. The book also helps newcomers understand OPNET by organizing the material in a logical manner that corresponds to the protocol layers in a network.

Control Systems Design Guide has helped thousands of engineers to improve machine performance. This fourth edition of the practical guide has been updated with cutting-edge control design scenarios, models and simulations enabling apps from battlebots to solar collectors. This useful reference enhances coverage of practical applications via the inclusion of new control system models, troubleshooting tips, and expanded coverage of complex systems requirements, such as increased speed, precision and remote capabilities, bridging the gap between the complex, math-heavy control theory taught in formal courses, and the efficient implementation required in real industry settings. George Ellis is Director of Technology Planning and Chief Engineer of Servo Systems at Kollmorgen Corporation, a leading provider of motion systems and components for original equipment manufacturers (OEMs) around the globe. He has designed an applied motion control systems professionally for over 30 years He has written two well-respected books with Academic Press, Observers in Control Systems and Control System Design Guide, now in its fourth edition. He has contributed articles on the application of controls to numerous magazines, including Machine Design, Control Engineering, Motion Systems Design, Power Control and Intelligent Motion, and Electronic Design News. Explains how to model machines and processes, including how to measure working equipment, with an intuitive approach that avoids complex math Includes coverage on the interface between control systems and digital processors, reflecting the reality that most motion systems are now designed with PC software Of particular interest to the practicing engineer is the addition of new material on real-time, remote and networked control systems Teaches how control systems work at an intuitive level, including how to measure, model, and diagnose problems, all without the unnecessary math so common in this field Principles are taught in plain language and then demonstrated with dozens of software models so the reader fully comprehend the material (The models and software to replicate all material in the book is provided without charge by the author at www.QxDesign.com) New material includes practical uses of Rapid Control Prototypes (RCP) including extensive examples using National Instruments LabVIEW

Understand the LAMMPS source code and modify it to meet your research needs, and run simulations for bespoke applications involving forces, thermostats, pair potentials and more with ease Key Features Understand the structure of the LAMMPS source code Implement custom features in the LAMMPS source code to meet your research needs Run example simulations involving forces, thermostats, and pair potentials based on implemented features Book Description LAMMPS is one of the most widely used tools for running simulations for research in molecular dynamics. While the tool itself is fairly easy to use, more often than not you'll need to customize it to meet your specific simulation requirements. Extending and Modifying LAMMPS bridges this learning gap and helps you achieve this by writing custom code to add new features to LAMMPS source code. Written by ardent supporters of LAMMPS, this practical guide will enable you to extend the capabilities of LAMMPS with the help of step-by-step explanations of essential concepts, practical examples, and self-assessment questions. This LAMMPS book provides a hands-on approach to implementing associated

methodologies that will get you up and running and productive in no time. You'll begin with a short introduction to the internal mechanisms of LAMMPS, and gradually transition to an overview of the source code along with a tutorial on modifying it. As you advance, you'll understand the structure, syntax, and organization of LAMMPS source code, and be able to write your own source code extensions to LAMMPS that implement features beyond the ones available in standard downloadable versions. By the end of this book, you'll have learned how to add your own extensions and modifications to the LAMMPS source code that can implement features that suit your simulation requirements. What you will learn Identify how LAMMPS input script commands are parsed within the source code Understand the architecture of the source code Relate source code elements to simulated quantities Learn how stored quantities are accessed within the source code Explore the mechanisms controlling pair styles, computes, and fixes Modify the source code to implement custom features in LAMMPS Who this book is for This book is for students, faculty members, and researchers who are currently using LAMMPS or considering switching to LAMMPS, have a basic knowledge of how to use LAMMPS, and are looking to extend LAMMPS source code for research purposes. This book is not a tutorial on using LAMMPS or writing LAMMPS scripts, and it is assumed that the reader is comfortable with the basic LAMMPS syntax. The book is geared toward users with little to no experience in source code editing. Familiarity with C++ programming is helpful but not necessary.

Games and simulations are an effective way of supporting the curriculum. This handbook demonstrates how to develop and use games and simulations in schools. It provides practical advice and guidance on how and when to use these as well as illustrative cases from nursery schools to secondary level.

Mathematical modelling is an essential tool in present-day ecological research. Yet for many ecologists it is still problematic to apply modelling in their research. In our experience, the major problem is at the conceptual level: proper understanding of what a model is, how ecological relations can be translated consistently into mathematical equations, how models are solved, steady states calculated and interpreted. Many textbooks jump over these conceptual hurdles to dive into detailed formulations or the mathematics of solution. This book attempts to fill that gap. It introduces essential concepts for mathematical modelling, explains the mathematics behind the methods, and helps readers to implement models and obtain hands-on experience. Throughout the book, emphasis is laid on how to translate ecological questions into interpretable models in a practical way. The book aims to be an introductory textbook at the undergraduate-graduate level, but will also be useful to seduce experienced ecologists into the world of modelling. The range of ecological models treated is wide, from Lotka-Volterra type of principle-seeking models to environmental or ecosystem models, and including matrix models, lattice models and sequential decision models. All chapters contain a concise introduction into the theory, worked-out examples and exercises. All examples are implemented in the open-source package R, thus taking away problems of software availability for use of the book. All code used in the book is available on a dedicated website.

Many books explain the theory of atomistic computer simulations; this book teaches you how to run them This introductory "how to" title enables readers to understand, plan, run, and analyze their own independent atomistic simulations, and decide which

method to use and which questions to ask in their research project. It is written in a clear and precise language, focusing on a thorough understanding of the concepts behind the equations and how these are used in the simulations. As a result, readers will learn how to design the computational model and which parameters of the simulations are essential, as well as being able to assess whether the results are correct, find and correct errors, and extract the relevant information from the results. Finally, they will know which information needs to be included in their publications. This book includes checklists for planning projects, analyzing output files, and for troubleshooting, as well as pseudo keywords and case studies. The authors provide an accompanying blog for the book with worked examples, and additional material and references: http://www.atomisticsimulations.org/.

Simulation of Software Tools for Electrical Systems: Theory and Practice offers engineers and students what they need to update their understanding of software tools for electric systems, along with guidance on a variety of tools on which to model electrical systems—from device level to system level. The book uses MATLAB, PSIM, Pspice and PSCAD to discuss how to build simulation models of electrical systems that assist in the practice or implementation of simulation software tools in switches, circuits, controllers, instruments and automation system design. In addition, the book covers power electronic switches and FACTS controller device simulation model building with the use of Labview and PLC for industrial automation, process control, monitoring and measurement in electrical systems and hybrid optimization software HOMER is presented for researchers in renewable energy systems. Includes interactive content for numerical computation, visualization and programming for learning the software tools related to electrical sciences Identifies complex and difficult topics illustrated by useable examples Analyzes the simulation of electrical systems, hydraulic, and pneumatic systems using different software, including MATLAB, LABVIEW, MULTISIM, AUTOSIM and PSCAD

This must-read text/reference provides a practical guide to processes involved in the development and application of dynamic simulation models, covering a wide range of issues relating to testing, verification and validation. Illustrative example problems in continuous system simulation are presented throughout the book, supported by extended case studies from a number of interdisciplinary applications. Topics and features: provides an emphasis on practical issues of model quality and validation, along with questions concerning the management of simulation models, the use of model libraries, and generic models; contains numerous step-by-step examples; presents detailed case studies, often with accompanying datasets; includes discussion of hybrid models, which involve a combination of continuous system and discrete-event descriptions; examines experimental modeling approaches that involve system identification and parameter estimation; offers supplementary material at an associated website.

Simplifying the often confusing array of software programs for fitting linear mixed models (LMMs), Linear Mixed Models: A Practical Guide Using Statistical Software provides a basic introduction to primary concepts, notation, software implementation, model interpretation, and visualization of clustered and longitudinal data. This easy-to-navigate reference details the use of procedures for fitting LMMs in five popular statistical software packages: SAS, SPSS, Stata, R/S-plus, and HLM. The authors introduce basic theoretical concepts, present a heuristic approach to fitting LMMs based on both general and hierarchical model specifications, develop the model-building process step-by-step, and demonstrate the estimation, testing, and interpretation of fixed-effect parameters and covariance parameters associated with random

effects. These concepts are illustrated through examples using real-world data sets that enable comparisons of model fitting options and results across the software procedures. The book also gives an overview of important options and features available in each procedure. Making popular software procedures for fitting LMMs easy-to-use, this valuable resource shows how to perform LMM analyses and provides a clear explanation of mixed modeling techniques and theories.

Designed for learning professionals and drawing on both game creators and instructional designers, Learning by Doing explains how to select, research, build, sell, deploy, and measure the right type of educational simulation for the right situation. It covers simple approaches that use basic or no technology through projects on the scale of computer games and flight simulators. The book role models content as well, written accessibly with humor, precision, interactivity, and lots of pictures. Many will also find it a useful tool to improve communication between themselves and their customers, employees, sponsors, and colleagues. As John Coné, former chief learning officer of Dell Computers, suggests, “Anyone who wants to lead or even succeed in our profession would do well to read this book.”

Makes Numerical Programming More Accessible to a Wider Audience Bearing in mind the evolution of modern programming, most specifically emergent programming languages that reflect modern practice, Numerical Programming: A Practical Guide for Scientists and Engineers Using Python and C/C++ utilizes the author’s many years of practical research and teaching experience to offer a systematic approach to relevant programming concepts. Adopting a practical, broad appeal, this user-friendly book offers guidance to anyone interested in using numerical programming to solve science and engineering problems. Emphasizing methods generally used in physics and engineering—from elementary methods to complex algorithms—it gradually incorporates algorithmic elements with increasing complexity. Develop a Combination of Theoretical Knowledge, Efficient Analysis Skills, and Code Design Know-How The book encourages algorithmic thinking, which is essential to numerical analysis. Establishing the fundamental numerical methods, application numerical behavior and graphical output needed to foster algorithmic reasoning, coding dexterity, and a scientific programming style, it enables readers to successfully navigate relevant algorithms, understand coding design, and develop efficient programming skills. The book incorporates real code, and includes examples and problem sets to assist in hands-on learning. Begins with an overview on approximate numbers and programming in Python and C/C++, followed by discussion of basic sorting and indexing methods, as well as portable graphic functionality Contains methods for function evaluation, solving algebraic and transcendental equations, systems of linear algebraic equations, ordinary differential equations, and eigenvalue problems Addresses approximation of tabulated functions, regression, integration of one- and multi-dimensional functions by classical and Gaussian quadratures, Monte Carlo integration techniques, generation of random variables, discretization methods for ordinary and partial differential equations, and stability analysis This text introduces platform-independent numerical programming using Python and C/C++, and appeals to advanced undergraduate and graduate students in natural sciences and engineering, researchers involved in scientific computing, and engineers carrying out applicative calculations.

The first computer simulation book for anyone designing or building a game Answering the growing demand for a book catered for those who design, develop, or use simulations and games this book teaches you exactly what you need to know in order to understand the simulations you build or use all without having to earn another degree. Organized into three parts, this informative book first defines computer simulations and describes how they are different from live-action and paper-based simulations. The second section builds upon the previous, with coverage of the technical details of simulations, a detailed description of how models are built, and an explanation of how those models are translated into simulations.

Finally, the last section develops four examples that walk you through the process from model to finished and functional simulation, all of which are created using freely available software and all of which can be downloaded. Targets anyone interested in learning about the inner workings of a simulation or game, but may not necessarily be a programmer or scientist Offers technical details on what simulations are and how they are built without overwhelming you with intricate jargon Breaks down simulation vs. modeling and traditional vs. computer simulations Examines verification and validation and discusses simulation tools Whether you need to learn how simulations work or it's something you've always been curious about but couldn't find the right resource, look no further. The Guide to Computer Simulations and Games is the ideal book for getting a solid understanding of this fascinating subject.