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Introduction to Python for Science and Engineering This guide offers a quick and incisive introduction to Python programming for anyone. The author has carefully developed a concise approach to using Python in any discipline of science and engineering, with plenty of examples, practical hints, and insider tips.

This text for an undergraduate junior or senior course covers the most common elements necessary to design, execute, analyze, and document an engineering experiment or measurement system and to specify instrumentation for a production process. In addition to descriptions of common measurement systems, the text covers computerized data acquisition systems, common statistical techniques, experimental uncertainty analysis, and guidelines for planning and documenting experiments. The authors are affiliated with the school of engineering at San Francisco State University. Annotation (c)2003 Book News, Inc., Portland, OR (booknews.com).

KEY BENEFIT: An up-to-date, practical introduction to engineering experimentation. Introduction to Engineering Experimentation, 3E introduces many topics that engineers need to master in order to plan, design, and document a successful experiment or measurement system. The text offers a practical approach with current examples and thorough discussions of key topics, including those often ignored or merely touched upon by other texts, such as modern computerized data acquisition systems, electrical output measuring devices, and in-depth coverage of experimental uncertainty analysis. The book includes theoretical coverage and selected applications of statistics and probability, instrument dynamic response, uncertainty analysis and Fourier analysis; detailed descriptions of computerized data acquisition systems and system components, as well as a wide range of common sensors and measurement systems such as strain gages and thermocouples. Worked examples are provided for theoretical topics and sources of uncertainty are presented for measurement systems. For engineering professionals looking for an up-to-date, practical introduction to the field of engineering experimentation.

A concise treatment for undergraduate and graduate students who need a guide to statistics that focuses specifically on engineering.

Like other sciences and engineering disciplines, software engineering requires a cycle of model building, experimentation, and learning. Experiments are valuable tools for all software engineers who are involved in evaluating and choosing between different methods, techniques, languages and tools. The purpose of Experimentation in Software Engineering is to introduce

students, teachers, researchers, and practitioners to empirical studies in software engineering, using controlled experiments. The introduction to experimentation is provided through a process perspective, and the focus is on the steps that we have to go through to perform an experiment. The book is divided into three parts. The first part provides a background of theories and methods used in experimentation. Part II then devotes one chapter to each of the five experiment steps: scoping, planning, execution, analysis, and result presentation. Part III completes the presentation with two examples. Assignments and statistical material are provided in appendixes. Overall the book provides indispensable information regarding empirical studies in particular for experiments, but also for case studies, systematic literature reviews, and surveys. It is a revision of the authors ' book, which was published in 2000. In addition, substantial new material, e.g. concerning systematic literature reviews and case study research, is introduced. The book is self-contained and it is suitable as a course book in undergraduate or graduate studies where the need for empirical studies in software engineering is stressed. Exercises and assignments are included to combine the more theoretical material with practical aspects. Researchers will also benefit from the book, learning more about how to conduct empirical studies, and likewise practitioners may use it as a " cookbook " when evaluating new methods or techniques before implementing them in their organization.

Basics of Software Engineering Experimentation is a practical guide to experimentation in a field which has long been underpinned by suppositions, assumptions, speculations and beliefs. It demonstrates to software engineers how Experimental Design and Analysis can be used to validate their beliefs and ideas. The book does not assume its readers have an in-depth knowledge of mathematics, specifying the conceptual essence of the techniques to use in the design and analysis of experiments and keeping the mathematical calculations clear and simple. Basics of Software Engineering Experimentation is practically oriented and is specially written for software engineers, all the examples being based on real and fictitious software engineering experiments.

The tools and techniques used in Design of Experiments (DoE) have been proven successful in meeting the challenge of continuous improvement in many manufacturing organisations over the last two decades. However research has shown that application of this powerful technique in many companies is limited due to a lack of statistical knowledge required for its effective implementation. Although many books have been written on this subject, they are mainly by statisticians, for statisticians and not appropriate for engineers. Design of Experiments for Engineers and Scientists overcomes the problem of statistics by taking a unique approach using graphical tools. The same outcomes and conclusions are reached as through using statistical methods and readers will find the concepts in this book both familiar and easy to understand. This new edition includes a chapter on the role of DoE within Six Sigma methodology and also shows through the use of simple case studies its importance in the service industry. It is essential reading for engineers and scientists from all disciplines tackling all kinds of manufacturing, product and process quality problems and will be an ideal resource for students of this topic. Written in non-statistical language, the book is an essential and accessible text for scientists and engineers who want to learn how to use DoE Explains why teaching DoE techniques in the improvement phase of Six Sigma is an important part of problem solving methodology New edition includes a full chapter on DoE for services as well as case studies illustrating its wider application in the service industry

Experimental Methods and Instrumentation for Chemical Engineers, Second Edition, touches many aspects of engineering practice, research, and statistics. The principles of unit operations, transport phenomena, and plant design constitute the focus of chemical engineering in the latter years of the curricula. Experimental methods and instrumentation is the precursor to these subjects. This resource integrates these concepts with statistics and uncertainty analysis to define what is necessary to measure and to control, how precisely and how often. The completely updated second edition is divided into several themes related to data: metrology, notions of statistics, and design of experiments. The book then covers basic principles of sensing devices, with a brand new chapter covering force and mass, followed by pressure, temperature, flow rate, and physico-chemical properties. It continues with chapters that describe how to measure gas and liquid concentrations, how to characterize solids, and finally a new chapter on spectroscopic techniques such as UV/Vis, IR, XRD, XPS, NMR, and XAS. Throughout the book, the author integrates the concepts of uncertainty, along with a historical context and practical examples. A problem solutions manual is available from the author upon request. Includes the basics for 1st and 2nd year chemical engineers, providing a foundation for unit operations and transport phenomena Features many practical examples Offers exercises for students at the end of each chapter Includes up-to-date detailed drawings and photos of equipment

This book thoroughly covers the fundamentals of the QFT robust control, as well as practical control solutions, for unstable, time-delay, non-minimum phase or distributed parameter systems, plants with large model uncertainty, high-performance specifications, nonlinear components, multi-input multi-output characteristics or asymmetric topologies. The reader will discover practical applications through a collection of fifty successful, real world case studies and projects, in which the author has been involved during the last twenty-five years, including commercial wind turbines, wastewater treatment plants, power systems, satellites with flexible appendages, spacecraft, large radio telescopes, and industrial manufacturing systems. Furthermore, the book presents problems and projects with the popular QFT Control Toolbox (QFTCT) for MATLAB, which was developed by the author.

An overview of experimental methods providing practical advice to students seeking guidance with their experimental work.