

1. Record Nr.	UNINA9910788961303321
Autore	Cooper Ellis D
Titolo	Mathematical mechanics [[electronic resource]] : from particle to muscle // by Ellis D. Cooper
Pubbl/distr/stampa	Singapore ; ; Hackensack, N. J., : World Scientific, c2011
ISBN	1-283-23461-0 9786613234612 981-4289-71-X
Descrizione fisica	1 online resource (390 p.)
Collana	World Scientific series on nonlinear science. Series A, Monographs and treatises ; ; v. 77
Disciplina	510.2457
Soggetti	Mechanics, Analytic Dynamics of a particle - Mathematical models Muscle contraction - Mathematical models Mathematical physics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Acknowledgments; Introduction; 1. Introduction; 1.1 Why Would I Have Valued This Book in High School?; 1.2 Who Else Would Value This Book?; 1.3 Physics & Biology; 1.4 Motivation; 1.5 The Principle of Least Thought .; 1.6 Measurement; 1.7 Conceptual Blending; 1.8 Mental Model of Muscle Contraction; 1.9 Organization; 1.10 What is Missing?; 1.11 What is Original?; Mathematics; 2. Ground & Foundation of Mathematics; 2.1 Introduction; 2.2 Ground: Discourse & Surface; 2.2.1 Symbol & Expression; 2.2.2 Substitution & Rearrangement; 2.2.3 Diagrams Rule by Diagram Rules; 2.2.4 Dot & Arrow 2.3 Foundation: Category & Functor2.3.1 Category; 2.3.2 Functor; 2.3.3 Isomorphism; 2.4 Examples of Categories & Functors; 2.4.1 Finite Set; 2.4.2 Set; 2.4.3 Exponentiation of Sets; 2.4.4 Pointed Set; 2.4.5 Directed Graph; 2.4.6 Dynamic System; 2.4.7 Initialized Dynamic System; 2.4.8 Magma; 2.4.9 Semigroup; 2.4.10 Monoid; 2.4.11 Group; 2.4.12 Commutative Group; 2.4.13 Ring; 2.4.14 Field; 2.4.15 Vector Space over a Field; 2.4.16 Ordered Field; 2.4.17 Topology; 2.5

Constructions; 2.5.1 Magma Constructed from a Set; 2.5.2 Category
 Constructed from a Directed Graph
 2.5.3 Category Constructed from a Topological Space
 3. Calculus as an Algebra of Infinitesimals; 3.1 Real & Hyperreal; 3.2 Variable; 3.2.1
 Computer Program Variable; 3.2.2 Mathematical Variable; 3.2.3
 Physical Variable; 3.3 Right, Left & Two-Sided Limit; 3.4 Continuity; 3.5
 Differentiable, Derivative & Differential; 3.5.1 Partial Derivative; 3.6
 Curve Sketching Reminder; 3.7 Integrability; 3.8 Algebraic Rules for
 Calculus; 3.8.1 Fundamental Rule; 3.8.2 Constant Rule; 3.8.3 Addition
 Rule; 3.8.4 Product Rule; 3.8.5 Scalar Product Rule; 3.8.6 Chain Rule;
 3.8.7 Exponential Rule
 3.8.8 Change-of-Variable Rule
 3.8.9 Increment Rule; 3.8.10 Quotient
 Rule; 3.8.11 Intermediate Value Rule; 3.8.12 Mean Value Rule; 3.8.13
 Monotonicity Rule; 3.8.14 Inversion Rule; 3.8.15 Cyclic Rule; 3.8.16
 Homogeneity Rule; 3.9 Three Gaussian Integrals; 3.10 Three
 Differential Equations; 3.11 Legendre Transform; 3.12 Lagrange
 Multiplier; 4. Algebra of Vectors; 4.1 Introduction; 4.2 When is an Array
 a Matrix?; 4.3 List Algebra; 4.3.1 Abstract Row List; 4.3.2 Set of Row
 Lists; 4.3.3 Inclusion of Row Lists; 4.3.4 Projection of Row Lists; 4.3.5
 Row List Algebra; 4.3.6 Monoid Constructed from a Set
 4.3.7 Column List Algebra & Natural Transformation
 4.3.8 Lists of Lists;
 4.3.8.1 Rows of Columns and Columns of Rows; 4.3.8.2 Flattening of
 rows of rows; 4.4 Table Algebra; 4.4.1 The Empty and Unit Tables;
 4.4.2 The Set of All Tables; 4.4.3 Juxtaposition of Tables is a Table;
 4.4.4 Outer Product of Two Lists is a Table; 4.5 Vector Algebra; 4.5.1
 Category of Vector Spaces & Vector Operators; 4.5.2 Vector Space
 Isomorphism; 4.5.3 Inner Product; 4.5.4 Vector Operator Algebra; 4.5.5
 Dual Vector Space; 4.5.6 Double Dual Vector Space; 4.5.7 The Unique
 Extension of a Vector Operator
 4.5.8 The Vector Space of Matrices

Sommario/riassunto

This unprecedented book offers all the details of the mathematical
 mechanics underlying modern modeling of skeletal muscle contraction.
 The aim is to provide an integrated vision of mathematics, physics,
 chemistry and biology for this one understanding. T
