

1. Record Nr.	UNISA996387435603316
Autore	Vignola <1507-1573.>
Titolo	The regular architect: or the general rule of the five orders of architecture of M. Giacomo Barozzio Da Vignola [[electronic resource]] : With a new addition of Michael Angelo Buonaroti. // Rendred into English from the original Italian, and explained, by John Leeke student and teacher of the mathematicks, for the use and benefit of free masons, carpenters, joyners, carvers, painters, bricklayers, plaisterers: in general for all ingenious persons that are concerned in the famous art of building
Pubbl/distr/stampa	London, : Printed for Rowland Reynolds, and William Sherwin, and are to be sold at their shops at the Sun and Bible in Postern-street near Moorgate, and next door to the Star in Little Britain, MDCLXIX [1669]
Descrizione fisica	[6] p., 44 leaves of plates : ill., port
Altri autori (Persone)	LeekeJohn Michelangelo Buonarroti <1475-1564.>
Soggetti	Architecture Columns
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Translation of: Regola delli cinque ordini d'architettura. Imperfect: faded print with slight loss of text. Reproduction of the original in the National Library of Scotland.
Sommario/riassunto	eebo-0097

2. Record Nr.	UNINA9910145763603321
Autore	Tierney Luke
Titolo	Lisp-Stat [[electronic resource]] : an object-oriented environment for statistical computing and dynamic graphics // Luke Tierney
Pubbl/distr/stampa	New York, : Wiley, c1990
ISBN	1-282-30726-6 9786612307263 0-470-31681-0 0-470-31756-6
Descrizione fisica	1 online resource (418 p.)
Collana	Wiley series in probability and mathematical statistics. Applied probability and statistics, , 0271-6232
Disciplina	519.502855369
Soggetti	Mathematical statistics - Data processing LISP (Computer program language) Object-oriented programming (Computer science)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"A Wiley Interscience publication."
Nota di bibliografia	Includes bibliographical references (p. 341-346) and index.
Nota di contenuto	LISP-STAT An Object-Oriented Environment for Statistical Computing and Dynamic Graphics; Contents; Preface; 1 Introduction; 1.1 Environments for Statistical Computing; 1.2 The Lisp-Stat Environment; 1.2.1 Why Lisp?; 1.2.2 Using Lisp-stat; 1.2.3 Some Design and Portability Issues; 1.2.4 The Future of Lisp-Stat; 2 A Lisp-stat Tutorial; 2.1 The Lisp Interpreter; 2.2 Elementary Computations and Graphs; 2.2.1 One-Dimensional Summaries and Plots; 2.2.2 Two-Dimensional Plots; 2.2.3 Plotting Functions; 2.3 More on the Interpreter; 2.3.1 Saving Your Work; 2.3.2 A Command History Mechanism 2.3.3 Getting Help2.3.4 Listing and undefining Variables; 2.3.5 Interrupting a Calculation; 2.4 Some Data-Handling Functions; 2.4.1 Generating Systematic Data; 2.4.2 Generating Random Data; 2 4.3 Forming Subsets and Deleting Cases; 2.4.4 Combining Several Lists; 2.4.5 Modifying Data; 2.4.6 Reading Data Files; 2.5 Dynamic Graphs; 2.5.1 Spinning Plots; 2.5.2 Scatterplot Matrices; 2.5.3 Interacting with Individual Plots; 2.5.4 Linked Plots; 2.5.5 Modifying a Scatterplot; 2.5.6 Dynamic Simulations; 2.6 Regression; 2.7 Defining Functions and

Methods; 2.7.1 Defining Functions
2.7.2 Functions as Arguments 2.7.3 Graphical Animation Control; 2.7.4
Defining Methods; 2.8 More Models and Techniques; 2.8.1 Nonlinear
Regression; 2.8.2 Maximization and Maximum Likelihood Estimation;
2.8.3 Approximate Bayesian Computations; 3 Programming in Lisp; 3.1
Writing Simple Functions; 3.2 Predicates and Logical Expressions; 3.3
Conditional Evaluation; 3.4 Iteration and Recursion; 3.5 Environments;
3.5.1 Some Terminology; 3.5.2 Local Variables; 3.5.3 Local Functions;
3.6 Functions and Expressions as Data; 3.6.1 Anonymous Functions;
3.6.2 Using Function Arguments
3.6.3 Returning Functions as Results 3.6.4 Expressions as Data; 3.7
Mapping; 3.8 Assignment and Destructive Modification; 3.9 Equality;
3.10 Some Examples; 3.10.1 Newton's Method for Finding Roots;
3.10.2 Symbolic Differentiation; 4 Additional Lisp Features; 4.1
Input/Output; 4.1.1 The Lisp Reader; 4.1.2 Basic Printing Functions;
4.1.3 Format; 4.1.4 Files and Streams; 4.2 Defining More Flexible
Functions; 4.2.1 Keyword Arguments; 4.2.2 Optional Arguments; 4.2.3
Variable Number of Arguments; 4.3 Control Structure; 4.3.1
Conditional Evaluation; 4.3.2 Looping; 4.4 Basic Lisp Data and
Functions
4.4.1 Numbers 4.4.2 Strings and Characters; 4.4.3 Symbols; 4.4.4 Lists;
4.4.5 Vectors; 4.4.6 Sequences; 4.4.7 Arrays; 4.4.8 Other Data Types;
4.5 Odds and Ends; 4.5.1 Errors; 4.5.2 Code-Writing Support; 4.5.3
Debugging Tools; 4.5.4 Timing; 4.5.5 Defsetf; 4.5.6 Special Variables;
5 Statistical Functions; 5.1 Compound Data; 5.1.1 Compound Data
Properties; 5.1.2 Vectorized Arithmetic; 5.2 Data-Handling Functions;
5.2.1 Basic Operations; 5.2.2 Sorting Functions; 5.2.3 Interpolation and
Smoothing; 5.3 Probability Distributions; 5.4 Array and Linear Algebra
Functions
5.4.1 Basic Matrix and Array Functions

Sommario/riassunto

Written for the professional statistician or graduate statistics student, the primary objective of this book is to describe a system, based on the LISP language, for statistical computing and dynamic graphics to show how it can be used as an effective platform for a wide range of statistical computing tasks ranging from basic calculations to customizing dynamic graphs. In addition, it introduces object-oriented programming and graphics programming in a statistical context. The discussion of these ideas is based on the Lisp-Stat system; readers with access to such a system can reproduce the exa
