

Engineering Mathematics Gbtu

Engineering Mathematics-II has been designed as per the specific requirements of the B. Tech IInd semester paper offered in the Uttar Pradesh Technical University (GBTU). With an emphasis on problem-solving techniques, engineering application, as well as detailed explanations of the mathematical concepts, this book will give the students a complete grasp of the mathematical skills that are needed by engineers. The focus on practice rather than theory ensures complete mastery over the topics covered in the semester.

Keeping in view the limited time at the disposal of engineering students preparing for university examination, the book contains fairly large number of solved examples taken from various recently examination papers of different universities and Engineering colleges so that they may not find any difficulty while answering these problems in their final examination. Latest question papers upto summer 2006 of A.M.I.E. have been added for the readers to understand the latest trend.

This book has been thoroughly revised according to the New Syllabus of Uttar Pradesh Technical University (UPTU), Lucknow. [For B.E. / B.Tech. / B.Arch. Students for second semester of all Engineering Colleges of Uttar Pradesh Technical University (UPTU). Lucknow] For B.E./B.Tech. / B.Arch. Students for First Semester of all Engineering Colleges of Maha Maya Technical University, Noida and Gautam Buddha Technical University, Lucknow Engineering Mathematics I is designed as per the specific requirements of the first-semester paper offered in the BE/BTech syllabus of Uttar Pradesh Technical University

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Mathematical Physics

Introduction to Engineering Mathematics Volume-III is written for the B.E./B.Tech./B. Arch. students of third/fourth semester of Dr. A.P.J. Abdul Kalam Technical University (AKTU) in according to the new syllabus. The book is divided into twenty-five chapters covering all the important topics of the subject. It contains fairly a large number of solved examples from question papers of examinations recently held by different universities and engineering colleges so that the students may not find any difficulty while answering these problems in their final examination.

In the present edition, authors have made sincere efforts to make the book up-to-date. A notable feature is the inclusion of two chapters on Power System. It is hoped that this edition will serve the readers in a more useful way.

For B.E. First year Semester I (all branches) strictly according to the syllabus of Rajiv Gandhi Pradyogiki Vishwavidyalaya, Bhopal (M.P.) and all Engineering Colleges affiliated to Ravi Shankar University, Raipur (Chattisgarh)

This book is primarily written according to the latest syllabus (July 2013) of Mahamaya

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Technical University, Noida for the third semester students of B.E./B.Tech/B.Arch. The textbook is for the Group B [ME, AE, MT, TT, TE, TC, FT, CE, CH, etc. Branches] of B.Tech III Semester. The Solved Question Paper of Dec. 2012 is included in the body of the text.

Engineering Mathematics-III has been mapped to the syllabus of the third-semester mathematics paper taught to the students of electrical engineering, electrical and electronics engineering and electronics and communication engineering in Rajasthan Technical University, Kota. The book, a balanced mix of theory and solved problems, focuses on problem-solving techniques and engineering applications to ensure that students learn the mathematical skills needed for engineers. The last three years' solved question papers have been included for the benefit of the students.

Introduction to Engineering Mathematics Volume-I has been thoroughly revised according to the New Syllabi (2018 onwards) of Dr. A.P.J. Abdul Kalam Technical University (AKTU, Lucknow). The book contains 19 chapters divided among five sections - Differential Calculus- I, Differential Calculus- II, Matrices, Multivariable calculus- I and Vector calculus. It contains good number of solved examples from question papers of examinations recently held by different universities and engineering colleges so that the students may not find any difficulty while answering these problems in their final examination.

This book is designed to equip the students with an in-depth and single-source

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coverage of the complete spectrum of Engineering Mathematics I, ranging from Differential Calculus I, Differential Calculus II, Linear Algebra, Multiple Integrals to Vector Calculus. The book, which will prove to be an epitome of learning the concepts of Mathematics, is purely intended for the first-year undergraduate students of all branches of engineering. Bridging the gap between theory and practice, the book offers Clear and concise presentation Systematic discussion of the concepts Numerous worked-out examples make the students aware of problem-solving methodology Exercises at the end of sections contain several unsolved questions along with their answers

Introduction to Engineering Mathematics Volume-II has been thoroughly revised according to the New Syllabi (2018 onwards) of Dr. A.P.J. Abdul Kalam Technical University (AKTU, Lucknow). The book contains 15 chapters divided among five modules - Ordinary Differential Equations of Higher Order, Multivariable Calculus-II, Sequence and Series, Complex Variable Differentiation and Complex Variable-Integration. It contains numerous solved examples from question papers of examinations recently held by different universities and engineering colleges so that the students may not find any difficulty while answering these problems in their final examination.

Introduction to Engineering Mathematics - Volume IV has been thoroughly revised according to the New Syllabi (2018 onwards) of Dr. A.P.J. Abdul Kalam Technical

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University (AKTU, Lucknow). The book contains 13 chapters divided among five modules - Partial Differential Equations, Applications of Partial Differential Equations, Statistical Techniques - I, Statistical Techniques - II and Statistical Techniques - III. For Engineering students & also useful for competitive Examination.

As per the new syllabus of 2006-2007 Uttarakhand Technical University. The subject matter is presented in a very systematic and logical manner. The book contains fairly large number of solved examples from question papers of examinations recently conducted by different universities and Engineering Colleges so that students may not find any difficulty while answering these problems in their final examinations.

Over the last decade, progress in deep learning has had a profound and transformational effect on many complex problems, including speech recognition, machine translation, natural language understanding, and computer vision. As a result, computers can now achieve human-competitive performance in a wide range of perception and recognition tasks. Many of these systems are now available to the programmer via a range of so-called cognitive services. More recently, deep reinforcement learning has achieved ground-breaking success in several complex challenges. This book makes an enormous contribution to this beautiful, vibrant area of study: an area that is developing rapidly both in breadth and depth. Deep learning can cope with a broader range of tasks (and perform those tasks to increasing levels of excellence). This book lays a good foundation for the core concepts and principles of deep learning in gaming and animation, walking you through the fundamental ideas with expert ease. This book progresses in a step-by-step manner. It reinforces theory with a full-fledged pedagogy

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designed to enhance students' understanding and offer them a practical insight into its applications. Also, some chapters introduce and cover novel ideas about how artificial intelligence (AI), deep learning, and machine learning have changed the world in gaming and animation. It gives us the idea that AI can also be applied in gaming, and there are limited textbooks in this area. This book comprehensively addresses all the aspects of AI and deep learning in gaming. Also, each chapter follows a similar structure so that students, teachers, and industry experts can orientate themselves within the text. There are few books in the field of gaming using AI. Deep Learning in Gaming and Animations teaches you how to apply the power of deep learning to build complex reasoning tasks. After being exposed to the foundations of machine and deep learning, you will use Python to build a bot and then teach it the game's rules. This book also focuses on how different technologies have revolutionized gaming and animation with various illustrations.

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