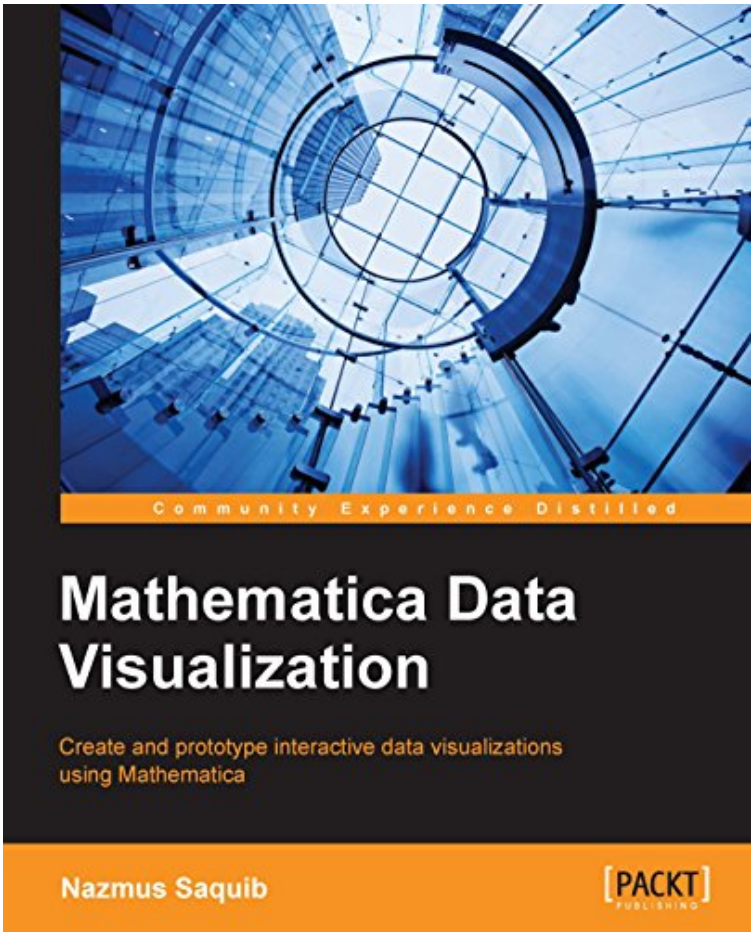
Mathematica Data Visualization

Von Nazmus Saquib
*DOC | *audiobook | ebooks | Download PDF | ePub*



Produktinformation -Verkaufsrang: #410094 in eBooksVerffentlicht am: 2014-09-25Erscheinungsdatum: 2014-09-25File Name: B00NXWI0OK | File size: 78.Mb

Von Nazmus Saquib : Mathematica Data Visualization before purchasing it in order to gage whether or not it would be worth my time, and all praised Mathematica Data Visualization:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Easy beginning and impressing resultsVon -KundeThe book is written for persons who are new in using Mathematica and/or creating graphics (even interactive ones) using Mathematica. Beginning with simple information about how to manipulate data to create simple graphics using the Mathematica build in features up to really big 3D and vertex visualization it covers a big range. It contains detailed instructions about using several techniques to create some sophisticated animations. It contains usage details of manipulate and dynamic usage and it contains hints to other books and Web sites worth reading. Even if some chapters are not easy to understand for a beginner, the book gives several hints. It shows several ways throughout the jungle of the Mathematica build in visualization functions. It's the readers job to experiment with the given code trying other options.It's not a book for persons who are doing visualization using Mathematica for several years, because possibly they know all the details described, but it's

absolutely worth reading for a beginner.0 von 0 Kunden fanden die folgende Rezension hilfreich. Daten fehlenVon RychenIch habe das Ebook "Mathematica Data visualization" gekauft. Das Buch gibt nicht viel her und ist kaum den Preis wert.Fr die bungen, und das macht praktisch das Buch erst brauchbar, msste man Daten herunterladen. Es ist mir aber vllig schleierhaft,wie man zu diesen Daten kommt. Die Nachfrage beim Verlag "Packt" ? habe ich keine brauchbaren Hinweise erhalten.Ohne die fehlenden Daten ist das Buch vllig nutzlos!

KurzbeschreibungCreate and prototype interactive data visualizations using MathematicaAbout This BookUnderstand visualization functions used by scientists, engineers, and financial analystsBuild a visualization system from scratch using low-level graphics primitives and interactive functionalitiesLearn how to visualize a wide range of datasets with the help of detailed explanations of code and theoryWho This Book Is ForIf you are planning to create data analysis and visualization tools in the context of science, engineering, economics, or social science, then this book is for you. With this book, you will become a visualization expert, in a short time, using Mathematica.What You Will LearnUnderstand some widely used datasets in science, engineering, finance, statistics, and businessWrite Mathematica programs to create stunning, interactive, and beautiful visualizationsCreate time series visualizations in different scenarios to find underlying patterns in time series dataBuild a protein molecule visualization tool and create basic isocontour and isosurface visualizations in MathematicaCreate statistical plots and charts and learn the basics of visualizing high dimensional datasetsDevelop a word frequency visualization toolBuild graph network visualizations and interactive chord chartsIn DetailMathematica, developed and maintained by Wolfram Research, is a trusted and popular tool used to analyze and visualize data.This book begins by introducing you to the Mathematica environment and the basics of dataset loading and cleaning. You will then learn about the different kinds of widely used datasets so that you are comfortable with the later chapters. Then, in the subsequent chapters, you will learn about time series, scientific, statistical, information, and map visualizations. Each topic is demonstrated by walking you through an example project. Along the way, the dynamic interactivity and graphics packages are also introduced. Finally, the book ends with a brief discussion of color maps and aesthetics issues.Using this book, you will learn how to build visualizations from scratch, quickly and efficiently.KurzbeschreibungCreate and prototype interactive data visualizations using MathematicaAbout This BookUnderstand visualization functions used by scientists, engineers, and financial analystsBuild a visualization system from scratch using low-level graphics primitives and interactive functionalitiesLearn how to visualize a wide range of datasets with the help of detailed explanations of code and theoryWho This Book Is ForIf you are planning to create data analysis and visualization tools in the context of science, engineering, economics, or social science, then this book is for you. With this book, you will become a visualization expert, in a short time, using Mathematica.What You Will LearnUnderstand some widely used datasets in science, engineering, finance, statistics, and businessWrite Mathematica programs to create stunning, interactive, and beautiful visualizationsCreate time series visualizations in different scenarios to find underlying patterns in time series dataBuild a protein molecule visualization tool and create basic isocontour and isosurface visualizations in MathematicaCreate statistical plots and charts and learn the basics of visualizing high dimensional datasetsDevelop a word frequency visualization toolBuild graph network visualizations and interactive chord chartsIn DetailMathematica, developed and maintained by Wolfram Research, is a trusted and popular tool used to analyze and visualize data.This book begins by introducing you to the Mathematica environment and the basics of dataset loading and cleaning. You will then learn about the different kinds of widely used datasets so that you are comfortable with the later chapters. Then, in the subsequent chapters, you will learn about time series, scientific, statistical, information, and map visualizations. Each topic is demonstrated by walking you through an example project. Along the way, the dynamic interactivity and graphics packages are also introduced. Finally, the book ends with a brief discussion of color maps and aesthetics issues.Using this book, you will learn how to build visualizations from scratch, quickly and efficiently.ber den Autor und weitere MitwirkendeNazmus Saquib Nazmus Saquib is a researcher at the MIT Media Lab in Cambridge, MA, where he works on data visualization, machine learning, and social computing projects. He has a bachelor's degree in Physics and a master's degree in Computational Engineering and Applied Mathematics. Saquib has been programming 3D games since middle school. As a result, he has developed and maintains a keen interest in game engines, graphics, and visualization. Throughout his academic years, he worked on a wide range of research projects, including acoustics, particle physics, augmented reality, social data mining, and uncertainty quantification. Saquib is also interested in the applications of creative computing in education and social welfare.