

The Cartoon Guide To Calculus

Cartoon Guide Series

The Cartoon Guide to Calculus

A complete—and completely enjoyable—new illustrated guide to calculus Master cartoonist Larry Gonick has already given readers the history of the world in cartoon form. Now, Gonick, a Harvard-trained mathematician, offers a comprehensive and up-to-date illustrated course in first-year calculus that demystifies the world of functions, limits, derivatives, and integrals. Using clear and helpful graphics—and delightful humor to lighten what is frequently a tough subject—he teaches all of the essentials, with numerous examples and problem sets. For the curious and confused alike, The Cartoon Guide to Calculus is the perfect combination of entertainment and education—a valuable supplement for any student, teacher, parent, or professional.

The Cartoon Guide to Algebra

A comprehensive and comical new illustrated guide to algebra Do you think that a Cartesian plane is a luxury jetliner? Does the phrase "algebraic expression" leave you with a puzzled look? Do you believe that the Order of Operations is an Emmy-winning medical drama? Then you need The Cartoon Guide to Algebra to put you on the road to algebraic literacy. The Cartoon Guide to Algebra covers all of algebra's essentials—including rational and real numbers, the number line, variables, expressions, laws of combination, linear and quadratic equations, rates, proportion, and graphing—with clear, funny, and easy-to-understand illustrations, making algebra's many practical applications come alive. This latest math guide from New York Times bestselling author Larry Gonick is an essential supplement for students of all levels, in high school, college, and beyond. School's most dreaded subject has never been more fun.

Cartoon Guide to Statistics

If you have ever looked for P-values by shopping at P mart, tried to watch the Bernoulli Trails on "People's Court," or think that the standard deviation is a criminal offense in six states, then you need The Cartoon Guide to Statistics to put you on the road to statistical literacy. The Cartoon Guide to Statistics covers all the central ideas of modern statistics: the summary and display of data, probability in gambling and medicine, random variables, Bernoulli Trails, the Central Limit Theorem, hypothesis testing, confidence interval estimation, and much more—all explained in simple, clear, and yes, funny illustrations. Never again will you order the Poisson Distribution in a French restaurant!

The Cartoon Guide to Physics

Have you ever asked yourself: Are spliced genes the same as mended Levis? Watson and Crick? Aren't they a team of British detectives? Plant sex? Can they do that? Is Genetic Mutation the name of one of those heavy metal bands? Asparagine? Which of the four food groups is that in? Then you need The Cartoon Guide to Genetics to explain the important concepts of classical and modern genetics—it's not only educational, it's funny too!

Cartoon Guide to Genetics

An introduction to physics in cartoon format.

The Cartoon Guide to Physics

Noriko is just getting started as a junior reporter for the Asagake Times. She wants to cover the hard-hitting issues, like world affairs and politics, but does she have the smarts for it? Thankfully, her overbearing and math-minded boss, Mr. Seki, is here to teach her how to analyze her stories with a mathematical eye. In The Manga Guide to Calculus, you'll follow along with Noriko as she learns that calculus is more than just a class designed to weed out would-be science majors. You'll see that calculus is a useful way to understand the patterns in physics, economics, and the world around us, with help from real-world examples like probability, supply and demand curves, the economics of pollution, and the density of Shochu (a Japanese liquor). Mr. Seki teaches Noriko how to: -Use differentiation to understand a function's rate of change -Apply the fundamental theorem of calculus, and grasp the relationship between a function's derivative and its integral -Integrate and differentiate trigonometric and other complicated functions -Use multivariate calculus and partial differentiation to deal with tricky functions -Use Taylor Expansions to accurately imitate difficult functions with polynomials Whether you're struggling through a calculus course for the first time or you just need a painless refresher, you'll find what you're looking for in The Manga Guide to Calculus. This EduManga book is a translation from a bestselling series in Japan, co-published with Ohmsha, Ltd. of Tokyo, Japan.

The Manga Guide to Calculus

Uses cartoons to discuss chemistry, covering the history of the field and examining such topics as acids, solutions, biochemistry, thermodynamics, logarithms, and physical and organic chemistry

The Cartoon Guide to Chemistry

The internationally bestselling authors of The Cartoon Introduction to Economics return to make calculus fun The award-winning illustrator Grady Klein has teamed up once again with the world's only stand-up economist, Yoram Bauman, Ph.D., to take on the daunting subject of calculus. A supplement to traditional textbooks, The Cartoon Introduction to Calculus focuses on the big ideas rather than all the formulas you have to memorize. With Klein and Bauman as our guides, we scale the dual peaks of Mount Derivative and Mount Integral, and from their summits, we see how calculus relates to the rest of mathematics. Beginning with the problems of speed and area, Klein and Bauman show how the discipline is unified by a fundamental theorem. We meet geniuses like Archimedes, Liu Hui, and Bonaventura Cavalieri, who survived the slopes on intuition but prepared us for the avalanche-like dangers posed by mathematical rigor. Then we trek onward and scramble through limits and extreme values, optimization and integration, and learn how calculus can be applied to economics, physics, and so much more. We discover that calculus isn't the pinnacle of mathematics after all, but its tools are foundational to everything that follows. Klein and Bauman round out the book with a handy glossary of symbols and terms, so you don't have to worry about mixing up constants and constraints. With a witty and engaging narrative full of jokes and insights, The Cartoon Introduction to Calculus is an essential primer for students or for anyone who is curious about math.

The Cartoon Introduction to Calculus

From New York Times bestselling author Larry Gonick and Davidson College biology professor David Wessner comes this comprehensive and humorous cartoon guide to topics in biology Did you faint when your middle school science teacher asked you to dissect a frog? Do you think DNA stands for "Don't Know the Answer"? Do you still cling to the belief that osmosis was the name of Ozzy Osbourne's last tour? If you said yes to any of these questions—or even if you didn't—then you need The Cartoon Guide to Biology. The latest from New York Times bestselling author Larry Gonick—writing with Davidson College biology professor David Wessner—is a hilarious and informative handbook to the science of life. From the inner workings of the cell, to the magic of gene expression, to the Krebs and Calvin cycles, to sexual and asexual reproduction, The Cartoon Guide to Biology uses simple, clear, humorous illustrations to make biology's most complex concepts understandable and entertaining. Whether you're peering into the microscope for the first time or brushing up after decades of de-evolution, this book has you covered.

The Cartoon Guide to Biology

Do you think that the Ozone Hole is a grunge rock club? Or that the Food Web is an on-line restaurant guide? Or that the Green Revolution happened in Greenland? Then you need The Cartoon Guide to the Environment to put you on the road to environmental literacy. The Cartoon Guide to the Environment covers the main topics of environmental science: chemical cycles, life communities, food webs, agriculture, human

population growth, sources of energy and raw materials, waste disposal and recycling, cities, pollution, deforestation, ozone depletion, and global warming—and puts them in the context of ecology, with discussions of population dynamics, thermodynamics, and the behavior of complex systems.

Cartoon Guide to the Environment

The Cartoon Introduction to Statistics is the most imaginative and accessible introductory statistics course you'll ever take. Employing an irresistible cast of dragon-riding Vikings, lizard-throwing giants, and feuding aliens, the renowned illustrator Grady Klein and the award-winning statistician Alan Dabney teach you how to collect reliable data, make confident statements based on limited information, and judge the usefulness of polls and the other numbers that you're bombarded with every day. If you want to go beyond the basics, they've created the ultimate resource: "The Math Cave," where they reveal the more advanced formulas and concepts. Timely, authoritative, and hilarious, The Cartoon Introduction to Statistics is an essential guide for anyone who wants to better navigate our data-driven world.

The Cartoon Introduction to Statistics

What? You don't know what a Burgess is? -- You can't outline the Monroe Doctrine? -- Recall the 14th Amendment? -- Explain the difference between a sputnik and a beatnik? Then you need The Cartoon History of the United States to fill those gaps. From the first English colonies to the Gulf War and the S&L debacle, Larry Gonick spells it all out from his unique cartoon perspective.

Cartoon History of the United States

A comprehensive new illustrated guide to geometry—from New York Times bestselling cartoonist Larry Gonick What's the point of points? Where do we draw the line? If there are two sides to everything, then what's up with triangles, squares, and polygons? Once again, mathematician-turned-cartoonist Larry Gonick uses his unique gift for witty, lively, and clear exposition to demystify another complex subject: geometry. Moving from the most basic geometrical concepts—planes, lines, and points—through elementary postulates and to elaborate proofs, The Cartoon Guide to Geometry is a comprehensive primer on all the essentials of plane geometry: angles, triangles, area, similarity, and, yes, the Pythagorean theorem. Carefully tailored to the curriculum standards and standardized testing guidelines of the subject, the book provides innovative visuals that develop proofs and constructions with sequential graphics rather than single illustrations. The reader emerges with a deep grasp of key ideas—and has fun getting there.

The Cartoon Guide to Geometry

The award-winning illustrator Grady Klein has paired up with the world's only stand-up economist, Yoram Bauman, PhD, to take the dismal out of the dismal science. From the optimizing individual to game theory to price theory, The Cartoon Introduction to Economics is the most digestible, explicable, and humorous 200-page introduction to microeconomics you'll ever read. Bauman has put the "comedy" into "economy" at comedy clubs and universities around the country and around the world (his "Principles of Economics, Translated" is a YouTube cult classic). As an educator at both the university and high school levels, he has learned how to make economics relevant to today's world and today's students. As Google's chief economist, Hal Varian, wrote, "You don't need a brand-new economics. You just need to see the really cool stuff, the material they didn't get to when you studied economics." The Cartoon Introduction to Economics is all about integrating the really cool stuff into an overview of the entire discipline of microeconomics, from decision trees to game trees to taxes and thinking at the margin. Rendering the cool stuff fun is the artistry of the illustrator and lauded graphic novelist Klein. Panel by panel, page by page, he puts comics into economics. So if the vertiginous economy or a dour professor's 600-page econ textbook has you desperate for a fun, factual guide to economics, reach for The Cartoon Introduction to Economics and let the collaborative genius of the Klein-Bauman team walk you through an entire introductory microeconomics course.

The Cartoon Introduction to Economics, Volume I: Microeconomics

A fun and easy way to learn about computers, now redesigned to match the other cartoon guides. Illustrated with cartoons throughout.

The Cartoon Guide to the Computer

An acerbic graphic takedown of capitalism In Hyper-Capitalism, cartoonist Larry Gonick and psychologist Tim Kasser offer a vivid and an accessible new way to understand how global, privatising, market-worshipping hyper-capitalism is threatening human well-being, social justice, and the planet. Drawing from contemporary research, they describe and illustrate concepts (such as corporate power, free trade, privatisation, and deregulation) that are critical for understanding the world we live in, and movements (such as voluntary simplicity, sharing, alternatives to GDP, and protests) that have developed in response to the system. Gonick and Kasser's pointed and profound cartoon narratives provide a deep exploration of the global economy and the movements seeking to change it, all rendered in clear, graphic - and sometimes hilarious - terms. In the process, they point the way to a healthier future for all of us.

Hyper-Capitalism

If you have ever suspected that \"heavy water\" is the title of a bootleg Pink Floyd album, believed that surface tension is an anxiety disorder, or imagined that a noble gas is the result of a heavy meal at Buckingham Palace, then you need The Cartoon Guide to Chemistry to set you on the road to chemical literacy. You don't need to be a scientist to grasp these and many other complex ideas, because The Cartoon Guide to Chemistry explains them all: the history and basics of chemistry, atomic theory, combustion, solubility, reaction stoichiometry, the mole, entropy, and much more—all explained in simple, clear, and yes, funny illustrations. Chemistry will never be the same!

The Cartoon Guide to Chemistry

In seven wild and witty chapters, cartoonist Larry Gonick takes us on an uproarious joyride through the ancient world. Gonick's brilliant insights, exuberant humor, and delightful drawings combine to make a truly unique work that is sure to be a valuable resource as well as a great escape for all ages. Black-and-white illustrations.

The Cartoon History of the Universe

Distills key concepts from linear algebra, geometry, matrices, calculus, optimization, probability and statistics that are used in machine learning.

Mathematics for Machine Learning

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With fastai, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of fastai, show you how to train a model on a wide range of tasks using fastai and PyTorch. You'll also dive progressively further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala

Deep Learning for Coders with fastai and PyTorch

A lot has happened to the climate over the last decade, and the authors tackle the daunting statistics with their trademark humor. They realize it's better to laugh than cry when confronting mind-blowing facts about our changing world. Readers will become familiar with critical concepts, but they'll also smile as they learn about climate science, projections, and policy.

The Cartoon Introduction to Climate Change, Revised Edition

From celebrated artist Lary Gonick, here is the extraordinary story of the modern world, from the French Revolution to today. More than thirty years ago, master cartoonist and historian Larry Gonick began the epic task of creating a smart, accurate, and entertaining illustrated history of the world. In this, the fifth and final book of this beloved and critically acclaimed series, Gonick finally brings us up to the modern day. The Cartoon History of the Modern World, Part II picks up at the Enlightenment; continues through two and a half centuries of revolution, social and economic innovation, nationalism, colonialism, scientific progress, and the abolition of slavery; and concludes in the early twenty-first century with the wars in Iraq and Afghanistan. Essentially a college-level course in modern world history, with equal attention given to every area of the globe, Gonick's witty and engaging pages bring the past to life and put a brilliant new spin on our world. Whether you are a longtime fan or a first-time reader, this thrilling conclusion of our civilization's monumental story is not to be missed!

The Cartoon History of the Modern World Part 2

Megumi is an all-star athlete, but she's a failure when it comes to physics class. And she can't concentrate on her tennis matches when she's worried about the questions she missed on the big test! Luckily for her, she befriends Ryota, a patient physics geek who uses real-world examples to help her understand classical mechanics—and improve her tennis game in the process! In The Manga Guide to Physics, you'll follow alongside Megumi as she learns about the physics of everyday objects like roller skates, slingshots, braking cars, and tennis serves. In no time, you'll master tough concepts like momentum and impulse, parabolic motion, and the relationship between force, mass, and acceleration. You'll also learn how to: -Apply Newton's three laws of motion to real-life problems -Determine how objects will move after a collision -Draw vector diagrams and simplify complex problems using trigonometry -Calculate how an object's kinetic energy changes as its potential energy increases If you're mystified by the basics of physics or you just need a refresher, The Manga Guide to Physics will get you up to speed in a lively, quirky, and practical way.

The Manga Guide to Physics

If you have ever looked for P-values by shopping at P mart, tried to watch the Bernoulli Trails on "People's Court," or think that the standard deviation is a criminal offense in six states, then you need The Cartoon Guide to Statistics to put you on the road to statistical literacy. The Cartoon Guide to Statistics covers all the central ideas of modern statistics: the summary and display of data, probability in gambling and medicine, random variables, Bernoulli Trails, the Central Limit Theorem, hypothesis testing, confidence interval estimation, and much more—all explained in simple, clear, and yes, funny illustrations. Never again will you order the Poisson Distribution in a French restaurant! This updated version features all new material.

Cartoon Guide to Statistics Apple FF

Do you love quantum physics, cosmology, and the humor behind the popular television show The Big Bang Theory? Have you been on the lookout for a fun, non-technical explanation of the science behind things like time travel, wormholes, antimatter, and dark energy? You'll find all of that, and more, inside this fact-filled, cartoon-packed book. In Quirky Quarks: A Cartoon Guide to the Fascinating Realm of Physics you'll get: The latest science behind the mysteries of our universe explained in common everyday language. A major dose of cartoons, comics, and humor. A good grasp on the often-bizarre nature of reality. Start reading and you'll find that hard science does not have to be hard. Whether you're a teacher, a physicist, or just a lover of the curious, this is the book that delivers the facts in an engaging and entertaining cartoon world inhabited by two dogs, a cat, and some very quirky quarks which you might know from The Particle Zoo. With cutting edge science articles by physicists Boris Lemmer and Benjamin Bahr, and drawings by cartoonist Rina Piccolo, this may be the most fun science reading you're likely to find out there.

Quirky Quarks

The storybook adventure of two friends as they discover the wonders of calculus.

Introductory Calculus for Infants

Everything's gone screwy at Tagai Academy. When the headmaster forces Minagi's entire class to study Einstein's theory of relativity over summer school, Minagi volunteers to go in their place. There's just one problem: He's never even heard of relativity before! Luckily, Minagi has the plucky Miss Uraga to teach him. Follow along with The Manga Guide to Relativity as Minagi learns about the non-intuitive laws that shape our universe. Before you know it, you'll master difficult concepts like inertial frames of reference, unified spacetime, and the equivalence principle. You'll see how relativity affects modern astronomy and discover why GPS systems and other everyday technologies depend on Einstein's extraordinary discovery. The Manga Guide to Relativity also teaches you how to: -Understand and use $E = mc^2$, the world's most famous equation -Calculate the effects of time dilation using the Pythagorean theorem -Understand classic thought experiments like the Twin Paradox, and see why length contracts and mass increases at relativistic speeds -Grasp the underpinnings of Einstein's special and general theories of relativity If the idea of bending space and time really warps your brain, let The Manga Guide to Relativity straighten things out.

The Manga Guide to Relativity

Publisher Description

Cartoon History Of The Universe Iii

This excellent book, written by the established author David Acheson, makes mathematics accessible to everyone. Providing an entertaining and witty overview of the subject, the text includes several fascinating puzzles, and is accompanied by numerous illustrations and sketches by world famous cartoonists. This unusual book is one of the most readable explanations of mathematics available.

1089 and All that

David Acheson transports us into the world of geometry, one of the oldest branches of mathematics. He describes its history, from ancient Greece to the present day, and its emphasis on proofs. With its elegant deduction and practical applications, he demonstrates how geometry offers the quickest route to the spirit of mathematics at its best.

The Wonder Book of Geometry

The Manga Guide to Statistics capitalizes on the international manga phenomenon. This first in a series of EduManga titles from No Starch Press (co-published with Ohmsha, Ltd. of Japan), The Manga Guide to Statistics uses manga to introduce the reader to the world of statistics. Rather than learning from a dry textbook, readers follow the animated adventures of Rui and her teacher, Mamoru Yamamoto, as Rui interacts with a colorful cast of characters. The book consists of seven chapters, each containing a cartoon, text to supplement the cartoon, an exercise and answer section, and a summary. Readers learn about working with numerical and categorical data; probability; relationships between two variables; tests of independence; even how to perform calculations in Microsoft Excel. Other titles in the series will cover topics like databases, electricity, and physics.

The Manga Guide to Statistics

"The Gift of the Magi" is a short story by O. Henry first published in 1905. The story tells of a young husband and wife and how they deal with the challenge of buying secret Christmas gifts for each other with very little money. The main idea of "The Gift of the Magi" is that the value of a gift is in the giver, rather than the gift itself. Jim and Della, out of their love for each other, purchased a gift that required them to sacrifice something that was precious to them.

The Gift of the Magi (Illustrated)

The pebbles used in ancient abacuses gave their name to the calculus, which today is a fundamental tool in business, economics, engineering and the sciences. This introductory book takes readers gently from single to multivariate calculus and simple differential and difference equations. Unusually the book offers a wide range of applications in business and economics, as well as more conventional scientific examples. Ideas from univariate calculus and linear algebra are covered as needed, often from a new perspective. They are reinforced in the two-dimensional case, which is studied in detail before generalisation to higher dimensions. Although there are no theorems or formal proofs, this is a serious book in which conceptual issues are explained carefully using numerous geometric devices and a wealth of worked examples, diagrams and exercises. Mathematica has been used to generate many beautiful and accurate, full-colour illustrations to help students visualise complex mathematical objects. This adds to the accessibility of the text, which will appeal to a wide audience among students of mathematics, economics and science.

Calculus: Concepts and Methods

Typescript, dated Rehearsal Draft April 7, 2018. Without music. Unmarked typescript of a musical that opened April 8, 2018, at the August Wilson Theatre, New York, N.Y., directed by Casy Nicholaw.

Mean Girls

Rereko is just your average high-school girl from Electopia, the land of electricity, but she's totally failed her final electricity exam! Now she has to go to summer school on Earth. And this time, she has to pass. Luckily, her ever-patient tutor Hikaru is there to help. Join them in the pages of The Manga Guide to Electricity as Rereko examines everyday electrical devices like flashlights, heaters, and circuit breakers, and learns the meaning of abstract concepts like voltage, potential, current, resistance, conductivity, and electrostatic force. The real-world examples that you'll find in The Manga Guide to Electricity will teach you: -What electricity is, how it works, how it's created, and how it can be used -The relationship between voltage, current, and resistance (Ohm's law) -Key electrical concepts like inductance and capacitance -How complicated components like transformers, semiconductors, diodes, and transistors work -How electricity produces heat and the relationship between current and magnetic fields If thinking about how electricity works really fries your brain, let The Manga Guide to Electricity teach you all things electrical in a shockingly fun way.

The Manga Guide to Electricity

The math contained in taxes, banking, loans, and encountered in restaurants, boutiques, travel, hobbies, gambling, and home improvement is presented for the non-math person, you and me

The Only Math Book You'll Ever Need

A short introduction perfect for any 16- to 18-year-old, about to begin studies in mathematics.

Calculus for the Ambitious

Reiji wants two things in life: a black belt in karate and Misa, the girl of his dreams. Luckily, Misa's big brother is the captain of the university karate club and is ready to strike a deal: Reiji can join the club if he tutors Misa in linear algebra. Follow along in The Manga Guide to Linear Algebra as Reiji takes Misa from the absolute basics of this tricky subject through mind-bending operations like performing linear transformations, calculating determinants, and finding eigenvectors and eigenvalues. With memorable examples like miniature golf games and karate tournaments, Reiji transforms abstract concepts into something concrete, understandable, and even fun. As you follow Misa through her linear algebra crash course, you'll learn about: -Basic vector and matrix operations such as addition, subtraction, and multiplication -Linear dependence, independence, and bases -Using Gaussian elimination to calculate inverse matrices -Subspaces, dimension, and linear span -Practical applications of linear algebra in fields like computer graphics, cryptography, and engineering But Misa's brother may get more than he bargained for as sparks start to fly between student and tutor. Will Reiji end up with the girl—or just a pummeling from her oversized brother?

Real math, real romance, and real action come together like never before in The Manga Guide to Linear Algebra.

The Manga Guide to Linear Algebra

An award-winning cartoonist teams up with an award-winning psychologist to introduce readers to the complex—and often comedic—world of psychology. Psychology is the study of human behavior. It is a serious and worthy endeavor that has given us scientific knowledge of the ways our minds make sense of the world. Yet, as cartoonist Grady Klein and psychologist Danny Oppenheimer point out, the study of human experience can also be often really funny. This is the field, after all, that brought us drooling dogs, snacking rats, and “Freudian slips.” With detailed observations on perception, stress, emotions, cognition, and more, Psychology: The Comic Book Introduction offers students and curious readers an entertaining guide to the ways our brains help us navigate incredibly complicated environments, yet often fool us in fascinating ways.

Psychology: The Comic Book Introduction

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