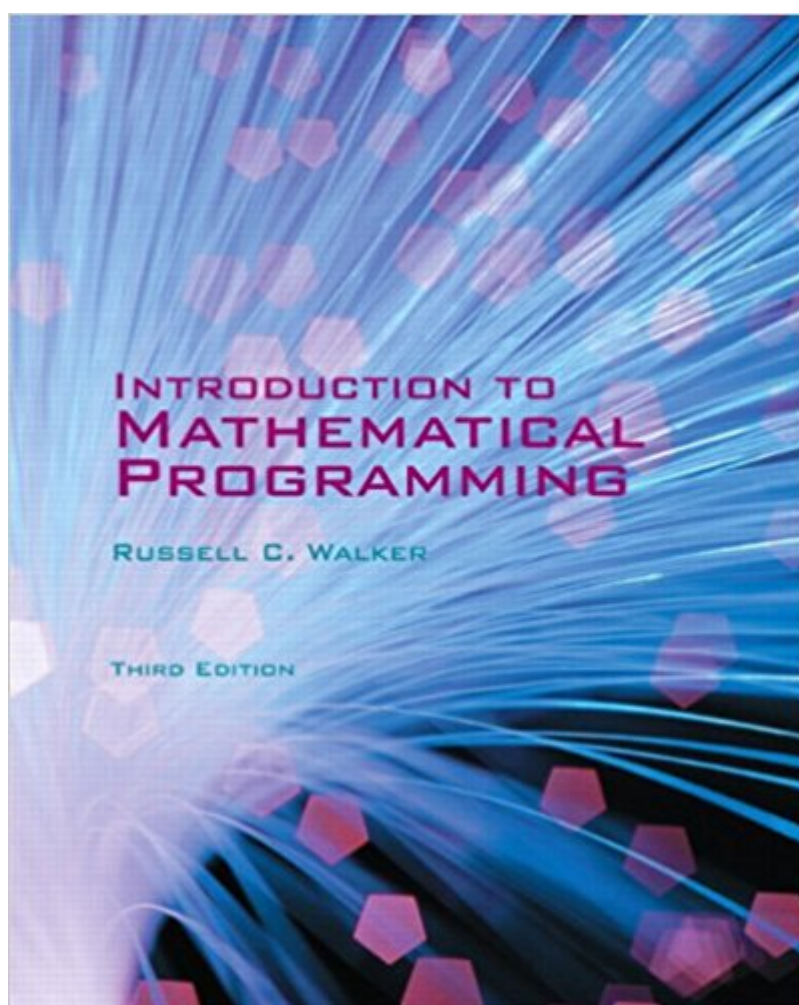


The book was found

# Introduction To Mathematical Programming - Third Edition (3rd Edition)



## Synopsis

This text is written for the business major with enough mathematical background to appreciate an occasional departure from a main emphasis on applications. The first five chapters discuss linear problems with linear programming the central topic. The necessary matrix algebra background is developed in Chapter 2. Chapters 6 and 7 require differential calculus at a level comparable to that of first year engineering and science students. The key elements of calculus needed for optimization are recalled at the beginning of Chapter 6. The eighth chapter is devoted to integer programming including branch and bound algorithms for the knapsack and traveling salesman problems and an emphasis on problem formulation. Chapter 9 is a short introduction to dynamic programming and the last chapter contains case studies at a level a little higher than the problems in the text.

## Book Information

Paperback: 612 pages

Publisher: Pearson Learning Solutions; 3 edition (November 18, 2010)

Language: English

ISBN-10: 0558859143

ISBN-13: 978-0558859145

Product Dimensions: 9.3 x 1.4 x 9.9 inches

Shipping Weight: 2.6 pounds (View shipping rates and policies)

Average Customer Review: Be the first to review this item

Best Sellers Rank: #753,231 in Books (See Top 100 in Books) #116 in Books > Science & Math > Mathematics > Applied > Linear Programming #281 in Books > Science & Math > Mathematics > Pure Mathematics > Discrete Mathematics #1435 in Books > Computers & Technology > Programming > Introductory & Beginning

[Download to continue reading...](#)

Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) Introduction to Mathematical Programming - Third Edition (3rd Edition) Third Eye: Third Eye Activation Mastery, Easy And Simple Guide To Activating Your Third Eye Within 24 Hours (Third Eye Awakening, Pineal Gland Activation, Opening the Third Eye) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn

C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript.  
Introductory Beginners Guide to Learn C++ Programming and Python Programming Python  
Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding  
Today! (Computer Programming Book 4) Introduction to Mathematical Programming (4th Edition)  
Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with Games and  
Simulations (2nd Edition) An Introduction to the Mathematical Theory of Waves (Student  
Mathematical Library, V. 3) Introduction to Mathematical Programming: Operations Research, Vol. 1  
(Book & CD-ROM) Introduction to Mathematical Programming Mathematical Introduction to Linear  
Programming and Game Theory (Undergraduate Texts in Mathematics) Introduction to  
Mathematical Programming: Applications and Algorithms Mathematical Programming: Introduction  
to the Design and Application of Optimal Decision Machines (Management & Administration)  
Schaum's Outline of Introduction to Mathematical Economics, 3rd Edition (Schaum's Outlines) An  
Introduction to Object-Oriented Programming (3rd Edition) System Software: An Introduction to  
Systems Programming (3rd Edition) Assessment, Evaluation, and Programming System for Infants  
and Children (AEPSÂ Â®), Second Edition, Curriculum for Three to Six Years (AEPS: Assessment,  
Evalutaion, and Programming System (Unnumbered)) Dynamic Programming and Optimal Control,  
Vol. II, 4th Edition: Approximate Dynamic Programming

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)