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A collection of superb landscape photographs by Magnum photographers.

A Motor Carrier's Guide to Improving Highway Safety

Early Childhood Mathematics Skill Development in the Home Environment

Step by Step to Stand-up Comedy

Accompanied by hundreds of previously unpublished archival and contemporary photographs, award-winning historian Daniel Francis delivers a fascinating account of the first hundred years of trucking in BC. Beginning in Vancouver with James Starks first delivery van in 1907, motorized transport exploded in the province, soon traversing every dirt track, hauling logs on temporary plank roads and leading to a frenzy of experimentation and innovation from the failed Renard Road Train and early battery-operated vehicles to some truly impressive purpose-built trucks, many of them manufactured in BC.

The Third Peacock

Canadian Forest Industries

33 Snowfish

Everything you've always wanted to know about self-driving cars, Netflix recommendations, IBM's Watson, and video game-playing computer programs. The future is here: Self-driving cars are on the streets, an algorithm gives you movie and TV recommendations, IBM's Watson triumphed on Jeopardy over puny human brains, computer programs can be trained to play Atari games. But how do all these things work? In this book, Sean Gerrish offers an engaging and accessible overview of the breakthroughs in artificial intelligence and machine learning that have made today's machines so smart. Gerrish outlines some of the key ideas that enable intelligent machines to perceive and interact with the world. He describes the software architecture that allows self-driving cars to stay on the road and to navigate crowded urban environments; the million-dollar Netflix competition for a better recommendation engine (which had an unexpected ending); and how programmers trained computers to perform certain behaviors by offering them treats, as if they were training a dog. He explains how artificial neural networks enable computers to perceive the world—and to play Atari video games better than humans. He explains Watson's famous victory on Jeopardy, and he looks at how computers play games, describing AlphaGo and Deep Blue, which beat reigning world champions at the strategy games of Go and chess. Computers have not yet mastered everything, however; Gerrish outlines the difficulties in creating intelligent agents that can successfully play video games like StarCraft that have evaded solution—at least for now. Gerrish weaves the stories behind these breakthroughs into the narrative, introducing readers to many of the researchers involved, and keeping technical details to a minimum. Science and technology buffs will find this book an essential guide to a future in which machines can outsmart people.

The Engineering Review

Motor Carriers Road Atlas

A Novel

This contributed volume is based on talks given at the August 2016 summer school "Fluids Under Pressure," held in Prague as part of the "Prague-Sum" series. Written by experts in their respective fields, chapters explore the complex role that pressure plays in physics, mathematical modeling, and fluid flow analysis. Specific topics covered include: Oceanic and atmospheric dynamics Incompressible flows Viscous compressible flows Well-posedness of the Navier-Stokes equations Weak solutions to the Navier-Stokes equations Fluids Under Pressure will be a valuable resource for graduate students and researchers studying fluid flow dynamics.

Trucking in British Columbia

How Smart Machines Think

Magnum Landscape

Twelve years ago, a young girl disappeared. Now a filmmaker has made a movie about it. The girl's parents call it invasion of privacy. A woman lawyer calls it murder. The bloodstains on the courtroom floor belong to attorney Nina Reilly. Months earlier she'd been shot during a heated murder trial. She should have died that day. Instead, Nina has returned to the same Lake Tahoe court. Her only concession to her lingering fear is to give up criminal law. She figures an invasion of privacy lawsuit is a nice, safe civil action that will help her support her young son and pay the bills for her one-woman law office. She figures wrong. Nina's client is Terry London, a filmmaker whose documentary about a missing girl is raising disturbing questions. The girl's distraught parents believe the film invades their privacy. But Terry's brutal murder changes everything. Breaking her promise to herself, Nina decides to defend Terry's accused murderer, a man she'd known years before and hoped never to see again. Suddenly the secrets of Nina's past are beginning to surface in a

murder case that gets more dangerous every day. The evidence against her client is shocking and ironclad—a video of Terry's dying words.

The only chance Nina has to save the man may be illegal. And if it fails, Nina may lose the case, her practice...and even her life.

Invasion of Privacy

Tractor Transmissions

American Trucking Trends

If you think you're funny, and you want others to think so too, this is the book for you! Greg Dean examines the fundamentals of being funny and offers advice on a range of topics, including: writing creative joke material rehearsing and performing routines coping with stage fright dealing with emcees who think they're funnier than you are getting experience and lots more. Essential for the aspiring comic or the working comedian interested in updating his or her comedy routine, Step by Step to Stand-Up Comedy is the most comprehensive and useful book ever written on the art of the stand-up comedian.

Fuels, Lubricants, and Coolants

Vehicle Operator's Manual

Fluids Under Pressure

This volume presents current research on the connections between the home and family environment on children's mathematics development. Focusing on infancy through first grade, it details the role of parents and other caregivers in promoting numeracy and the ways their active participation can prepare young children for learning about formal mathematics. Research data answer key questions regarding the development of numeracy alongside cognitive and linguistic skills, early acquisition of specific math skills, and numeracy of children with atypical language skills. The book also provides practical recommendations for parents and other caregivers as well as implications for future research studies and curriculum design. Included in the coverage: Ways to optimize home numeracy environments. Individual differences in numerical abilities. Cross-cultural comparisons and ways to scaffold young children's mathematical skills. Mathematics and language in the home environment. Center-based and family-based child care. Games and home numeracy practice. Early Childhood Mathematics Skill Development in the Home Environment is an essential resource for researchers, graduate students, and professionals in infancy and early childhood development, child and school psychology, early childhood education, social work, mathematics education, and educational psychology.

Destination Indonesia

Engine Lubrication

The Goodness of God and the Badness of the World

"Adam Rapp's brilliant and haunting story will break your heart. But then his words will mend it. . . . Absolutely unforgettable." – Michael Cart On the run in a stolen car with a kidnapped baby in tow, Custis, Curl, and Boobie are three young people with deeply troubled pasts and bleak futures. As they struggle to find a new life for themselves, it becomes painfully clear that none of them will ever be able to leave the past behind. Yet for one, redemption is waiting in the unlikelyst of places. With the raw language of the street and lyrical, stream-of-consciousness prose, Adam Rapp hurtles the reader into a world of lost children, a world that is not for the faint of heart. Gripping, disturbing, and starkly illuminating, his hypnotic narration captures the voices of two damaged souls - a third speaks only through drawings - to tell a story of alienation, deprivation, and ultimately, the saving power of compassion.

2005 - 2006

The Eldritch Roots of Dungeons and Dragons

An Illustrated History

An anthology investigating the influences behind Dungeons & Dragons, the most popular modern role-playing game. Drawing upon the original list of "inspirational reading" provided by Gary Gygax in the first Dungeon Master's Guide, published in 1979, as well as hobbyist magazines and related periodicals that helped to define the modern role-playing game, Appendix N offers a collection of short fiction and resonant fragments that reveal the literary influences that shaped Dungeons & Dragons, the world's most popular RPG. The stories in Appendix N contextualize the ambitious lyrical excursions that helped set the adventurous tone and dank, dungeon-crawling atmospheres of fantasy roleplay as we know it today. Featuring tales by Poul Anderson, Frank Brunner, Ramsey Campbell, Lin Carter, Lord Dunsany, Robert E. Howard, Tanith Lee, Fritz Leiber, H. P. Lovecraft, David Madison, Michael Moorcock, C. L. Moore, Fred Saberhagen, Clark Ashton Smith, Margaret St. Clair, Jack Vance, and Manly Wade Wellman.

Appendix N

Road maps are accompanied by information on federally-designated routes and trucking restrictions.