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Numerical Recipes: The Art of Scientific Computing (3rd Edition) is written by William H. Press, Saul A. Teukolsky, William T. Vetterling, and Brian P. Flannery, and published by Cambridge University Press, © 2007, hardback, ISBN 978-0-521-88068-8, 1235 pp.: ACM SIGSOFT Software Engineering Notes: Vol 35, No 6. review-article.

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About Numerical Recipes

I own NR in C, NR in C++ 2nd ed, and also this 3rd edition. The C++ coding style in the 3rd edition is way better than that in NR C++ 2nd edition. However, from the beginning of this book to the end of this book, you can see the following type of codes:

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Numerical Recipes - Wikipedia

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Provides an introduction to numerical methods for students in engineering. It uses Python 3, an easy-to-use, high-level programming language.

This is the greatly revised and greatly expanded Second Edition of the hugely popular Numerical Recipes: The Art of Scientific Computing. The product of a unique collaboration among four leading scientists in academic research and industry Numerical Recipes is a complete text and reference book on scientific computing. In a self-contained manner it proceeds from mathematical and theoretical considerations to actual practical computer routines. With over 100 new routines bringing the total to well over 300, plus upgraded versions of the original routines, this new edition remains the most practical, comprehensive handbook of scientific computing available today. Highlights of the new material include: -A new chapter on integral equations and inverse methods -Multigrid and other methods for solving partial differential equations -Improved random number routines - Wavelet transforms -The statistical bootstrap method -A new chapter on "less-numerical" algorithms including compression coding and arbitrary precision arithmetic. The book retains the informal easy-to-read style that made the first edition so popular, while introducing some more advanced topics. It is an ideal textbook for scientists and engineers and an indispensable reference for anyone who works in scientific computing. The Second Edition is available in FORTRAN, the traditional language for numerical calculations and in the increasingly popular C language.

Accuracy and Stability of Numerical Algorithms gives a thorough, up-to-date treatment of the behavior of numerical algorithms in finite precision arithmetic. It combines algorithmic derivations, perturbation theory, and rounding error analysis, all enlivened by historical perspective and informative quotations. This second edition expands and updates the coverage of the first edition (1996) and includes numerous improvements to the original material. Two new chapters treat symmetric indefinite systems and skew-symmetric systems, and nonlinear systems and Newton's method. Twelve new sections include coverage of additional error bounds for Gaussian elimination, rank revealing LU factorizations, weighted and constrained least squares problems, and the fused multiply-add operation found on some modern computer architectures.

Elementary yet rigorous, this concise treatment is directed toward students with a knowledge of advanced calculus, basic numerical analysis, and some background in ordinary differential equations and linear algebra. 1968 edition.

LAPACK95 Users' Guide provides an introduction to the design of the LAPACK95 package.

If you need help writing programs in Python 3, or want to update older Python 2 code, this book is just the ticket. Packed with practical recipes written and tested with Python 3.3, this unique cookbook is for experienced Python programmers who want to focus on modern tools and idioms. Inside, you'll find complete recipes for more than a dozen topics, covering the core Python language as well as tasks common to a wide variety of application domains. Each recipe contains code samples you can use in your projects right away, along with a discussion about how and why the solution works. Topics include: Data Structures and Algorithms Strings and Text Numbers, Dates, and Times Iterators and Generators Files and I/O Data Encoding and Processing Functions Classes and Objects Metaprogramming Modules and Packages

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