



# The MATHEMATICA ® Book, Version 4

*By Stephen Wolfram*

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## **Editorial Review**

### **Review**

"...an amazing range of truly useful new features...the finest environment for technical computing and publication ever developed. It's simply the most impressive program I've seen in ten years of reviewing technical software." Macworld online

"...the most powerful computer algebra/graphics package...indispensable...This book makes learning the package a pleasure." IEE Review

"...a well-structured reference work...the examples are rich, relevant, and well laid out...This work continues to be a very handy, if heavy, guide to Mathematica both for the regular user and for the beginner. Any Mathematica-using organization needs this book on its shelves." Computing Reviews

### **From the Back Cover**

Mathematica has defined the state of the art in technical computing for nearly a decade, and has become a standard in many of the world's leading companies and universities. From simple calculator operations to large-scale programming and interactive document preparation, Mathematica is the tool of choice at the frontiers of scientific research, in engineering analysis and modeling, in technical education from high school to graduate school, and wherever quantitative methods are used.

The Mathematica Book is the best-selling book on technical computing ever. This greatly expanded third edition presents for the first time Mathematica Version 3. As both highly readable tutorial and definitive reference, the book covers every aspect of the system. It is essential for all users, as well as for anyone interested in the revolutionary new ideas of Mathematica Version 3.

### **About the Author**

Stephen Wolfram is a well-known scientist and the creator of Mathematica. He is widely regarded as one of the world's most original scientists, as well as an important innovator in computing and software technology.

Born in London in 1959, Wolfram was educated at Eton, Oxford, and Caltech. He published his first scientific paper at the age of 15, and had received his Ph.D. in theoretical physics from Caltech by the age of 20. Wolfram's early scientific work was mainly in high-energy physics, quantum field theory, and cosmology, and included several now-classic results. Having started to use computers in 1973, Wolfram rapidly became a leader in the emerging field of scientific computing, and in 1979 he began the construction of SMP--the first modern computer algebra system--which he released commercially in 1981.

In recognition of his early work in physics and computing, Wolfram became in 1981 the youngest recipient of a MacArthur Prize Fellowship. Late in 1981 Wolfram then set out on an ambitious new direction in science aimed at understanding the origins of complexity in nature. Wolfram's first key idea was to use computer experiments to study the behavior of simple computer programs known as cellular automata. And starting in 1982 this allowed him to make a series of startling discoveries about the origins of complexity. The papers Wolfram published quickly had a major impact, and laid the groundwork for the emerging field that Wolfram called "complex systems research."

Through the mid-1980s, Wolfram continued his work on complexity, discovering a number of fundamental connections between computation and nature, and inventing such concepts as computational irreducibility.

Wolfram's work led to a wide range of applications--and provided the main scientific foundations for such initiatives as complexity theory and artificial life. Wolfram himself used his ideas to develop a new randomness generation system and a new approach to computational fluid dynamics--both of which are now in widespread use.

Following his scientific work on complex systems research, in 1986 Wolfram founded the first research center and the first journal in the field. Then, after a highly successful career in academia--first at Caltech, then at the Institute for Advanced Study in Princeton, and finally as Professor of Physics, Mathematics, and Computer Science at the University of Illinois--Wolfram launched Wolfram Research, Inc.

Wolfram began the development of Mathematica in late 1986. The first version of Mathematica was released on June 23, 1988, and was immediately hailed as a major advance in computing. In the years that followed, the popularity of Mathematica grew rapidly, and Wolfram Research became established as a world leader in the software industry, widely recognized for excellence in both technology and business. Wolfram has been president and CEO of Wolfram Research since its inception, and continues to be personally responsible for the overall design of its core technology.

Following the release of Mathematica Version 2 in 1991, Wolfram began to divide his time between Mathematica development and scientific research. Building on his work from the mid-1980s, and now with Mathematica as a tool, Wolfram made a rapid succession of major new discoveries. By the mid-1990s his discoveries led him to develop a fundamentally new conceptual framework, which he then spent the remainder of the 1990s applying not only to new kinds of questions, but also to many existing foundational problems in physics, biology, computer science, mathematics and several other fields.

After more than ten years of highly concentrated work, Wolfram finally described his achievements in his 1200-page book *A New Kind of Science*. Released on May 14, 2002, the book was widely acclaimed and immediately became a bestseller. Its publication has been seen as initiating a paradigm shift of historic importance in science.

In addition to leading his company

## **Users Review**

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