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explanations for each step. This innovative approach provides a deep, yet simple, analysis of the dynamics of vehicles. The reader will soon achieve a clear understanding of the subject, which will be of great help both in dealing with the challenges of designing and testing new vehicles and in tackling new research topics. The book deals with several relevant topics in vehicle dynamics that are not discussed elsewhere and this new edition includes thoroughly revised chapters, with new developments, and many worked exercises. Praise for the previous edition: Great book! It has changed drastically our approach on many topics. We are now using part of its theory on a daily basis to constantly improve ride and handling performances. --- Antonino Pizzuto, Head of Chassis Development Group at Hyundai Motor Europe Technical Center Astonishingly good! Everything is described in a very compelling and complete way. Some parts use a different approach than other books. --- Andrea Quintarelli, Automotive Engineer

Automotive technicians and students need a firm grasp of science and technology in order to fully appreciate and understand how mechanisms and systems of modern vehicles work. Automotive Science and Mathematics presents the necessary principles and applications with all the examples and exercises relating directly to motor vehicle technology and repair, making it easy for automotive students and apprentices to relate the theory back to their working practice. The coverage of this book is based on the syllabus requirements of the BTEC First in Vehicle Technology, BTEC National in Vehicle Repair and Technology, and the IMI Certificate and Diploma in Vehicle Maintenance and Repair, but will help all automotive students and apprentices at levels 2 and 3 and up to and including HNC/HND, foundation and first degree with their studies and in achieving the Key Skill 'Application of Number' at levels 2 and 3. The book is designed to cater for both light and heavy vehicle courses. Full worked solutions of most

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exercises are available as a free download for lecturers only from <http://textbooks.elsevier.com>. Allan Bonnick is a motor vehicle education and training consultant and was formerly Head of Motor Vehicle Engineering, Eastbourne College. He is the author of several established automotive engineering textbooks.

William F. Milliken's handling research is fundamental to modern automobile design, and his definitive books on vehicle dynamics provide engineers and racers with practical understanding of chassis design for maximum performance. *Equations of Motion* is the story of Milliken's lifetime of experimentation and innovation in vehicle stability and control. In *Equations of Motion: Adventure, Risk and Innovation*, Milliken vividly recounts his experiences pushing airplanes and race cars beyond their limits. His exciting life provides singular, real-world insight into the challenge and joy of engineering and the history of vehicle dynamics as he created it in the air and on the track. Bill Milliken's acclaimed engineering autobiography is now available as a lower-priced paperback containing new material written exclusively for this edition.

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have mufflers, how “bump drafting” works, or what in the world “Let’s go up a pound on the right rear and add half a round of wedge” means, *The Physics of NASCAR* is for you. In this fast-paced investigation into the adrenaline-pumping world of NASCAR, a physicist with a passion uncovers what happens when the rubber hits the road and 800-horsepower vehicles compete at 190 miles per hour only inches from one another. Diandra Leslie-Pelecky tells her story in terms anyone who drives a car—and maybe occasionally looks under the hood--can understand. How do drivers walk away from serious crashes? How can two cars travel faster together than either car can on its own? How do you dress for a 1800°F gasoline fire? In simple yet detailed, high-octane prose, this is the ultimate thrill ride for armchair speed demons, auto science buffs, and NASCAR fans at every level of interest. Readers, start your engines.

Quantum mechanics has been mostly concerned with those states of systems that are represented by state vectors. In many cases, however, the system of interest is incompletely determined; for example, it may have no more than a certain probability of being in the precisely defined dynamical state characterized by a state vector. Because of this incomplete knowledge, a need for statistical averaging arises in the same sense as in classical physics. The density matrix was introduced by J. von Neumann in 1927 to describe statistical concepts in quantum mechanics. The main virtue of the density matrix is its analytical power in the construction of general formulas and in the proof of general theorems. The evaluation of averages and probabilities of the physical quantities characterizing a given system is extremely cumbersome without the use of density matrix techniques. The representation of quantum mechanical states by density matrices enables the maximum information available on the system to be expressed in a compact manner and hence avoids the introduction of unnecessary variables. The use of

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density matrix methods also has the advantage of providing a uniform treatment of all quantum mechanical states, whether they are completely or incompletely known. Until recently the use of the density matrix method has been mainly restricted to statistical physics. In recent years, however, the application of the density matrix has been gaining more and more importance in many other fields of physics.

For the first time in a single reference, this book provides the beginner with a coherent and logical introduction to the hardware and software of the PIC32, bringing together key material from the PIC32 Reference Manual, Data Sheets, XC32 C Compiler User's Guide, Assembler and Linker Guide, MIPS32 CPU manuals, and Harmony documentation. This book also trains you to use the Microchip documentation, allowing better life-long learning of the PIC32. The philosophy is to get you started quickly, but to emphasize fundamentals and to eliminate "magic steps" that prevent a deep understanding of how the software you write connects to the hardware. Applications focus on mechatronics: microcontroller-controlled electromechanical systems incorporating sensors and actuators. To support a learn-by-doing approach, you can follow the examples throughout the book using the sample code and your PIC32 development board. The exercises at the end of each chapter help you put your new skills to practice. Coverage includes: A practical introduction to the C programming language Getting up and running quickly with the PIC32 An exploration of the hardware architecture of the PIC32 and differences among PIC32 families Fundamentals of embedded computing with the PIC32, including the build process, time- and memory-efficient programming, and interrupts A peripheral reference, with extensive sample code covering digital input and output, counter/timers, PWM, analog input, input capture, watchdog timer, and communication by the parallel master port, SPI, I2C, CAN, USB, and

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