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A Theory of Heuristic Information in Game-Tree Search Chun-Hung Tzeng 2012-12-06 Searching is an important process in most AI systems, especially in those AI production systems consisting of a global database, a set of production rules, and a control system. Because of the intractability of uninformed search procedures, the use of heuristic information is necessary in most searching processes of AI systems. This important concept of heuristic informatioD is the central topic of this book. We first use the 8-puzzle and the game tic-tac-toe (noughts and crosses) as examples to help our discussion. The 8-puzzle consists of eight numbered movable tiles set in a 3 x 3 frame. One cell of the frame is empty so that it is possible to move an adjacent numbered tile into the empty cell. Given two tile configurations, initial and goal, an 8-puzzle problem consists of changing the initial configuration into the goal configuration, as illustrated in Fig. 1.1. A solution to this problem is a sequence of moves leading from the initial configuration to the goal configuration, and an optimal solution is a solution having the smallest number of moves. Not all problems have solutions; for example, in Fig. 1.1, Problem 1 has many solutions while Problem 2 has no solution at all.

Big Data Applications and Use Cases Patrick C. K. Hung 2016-05-18 This book presents different use cases in big data applications and related practical experiences. Many businesses today are increasingly interested in utilizing big data technologies for supporting their business intelligence so that it is becoming more and more important to understand the various practical issues from different practical use cases. This book provides clear proof that big data technologies are playing an ever increasing important and critical role in a new cross-discipline research between computer science and business.

Digital Media Processing for Multimedia Interactive Services Ebroul Izquierdo 2003-03-21 This volume contains papers describing state-of-the-art technology for advanced multimedia systems. It presents applications in broadcasting, copyright protection of multimedia content, image indexing and retrieval, and other topics related to computer vision. The proceedings have been selected for coverage in: • Index to Scientific & Technical Proceedings® (ISTP® / ISI Proceedings) • Index to Scientific & Technical Proceedings (ISTP CDROM version / ISI Proceedings) Contents:Image and Video Indexing and RetrievalObject Segmentation, Tracking and RecognitionsWatermarkingAudio ProcessingAudio-Visual Processing for 3D Modelling and RenderingBroadcasting, Coding and Multimedia SystemsEuropean Projects in Information Society Technologies Readership: Upper-level undergraduates in computer science, researchers in image and video processing multimedia applications and computer vision. Keywords:Multimedia Indexing and Retrieval;Image and Video Processing;Image Segmentation;Knowledge Based Multimedia Analysis;Audio Processing

Beginning Algorithms Simon Harris 2005-11-11 Beginning Algorithms A good understanding of algorithms, and the knowledge of when toapply them, is crucial to producing software that not only workscorrectly, but also performs efficiently. This is the only book toimpart all this essential information-from the basics ofalgorithms, data structures, and performance characteristics to thespecific algorithms used in development and programming tasks. Packed with detailed explanations and instructive examples, thebook begins by offering you some fundamental data structures andthen goes on to explain various sorting algorithms. You'll thenlearn efficient practices for storing and searching by way ofhashing, trees, sets, and maps. The authors also share tips onoptimization techniques and ways to avoid common performancepitfalls. In the end, you'll be prepared to build the algorithmsand data structures most commonly encountered in day-to-daysoftware development. What you will learn from this book The basics of algorithms, such as iteration and recursion Elementary data structures such as lists, stacks, andqueues Basic and advanced sorting algorithms including insertion sort,quicksort, and shell sort Advanced data structures such as binary trees, ternary trees,and heaps Algorithms for string searching, string matching, hashing, andcomputational geometry How to use test-driven development techniques to ensure yourcode works as intended How to dramatically improve the performance of your code withhands-on techniques for profiling and optimization Who this book is for This book is for anyone who develops applications, or is justbeginning to do so, and is looking to understand algorithms anddata structures. An understanding of computer programming isbeneficial. Wrox Beginning guides are crafted to make learning programminglanguages and technologies easier than you think, providing astructured, tutorial format that will guide you through all thetechniques involved.

Through C to C++ Barry J. Holmes 1997 Intro Computer Science (CS0)

Pervasive Computing and the Networked World Qiaohong Zu 2014-07-01 This book constitutes the thoroughly refereed post-conference proceedings of the Joint International Conference on Pervasive Computing and Web Society, ICPCA/SWS 2013, held in Vina de Mar, Chile, in December 2013. The 56 revised full papers presented together with 29 poster papers were carefully reviewed and selected from 156 submissions. The papers are organized in topical sections on infrastructure and devices; service and solution; data and knowledge; as well as community.

Network-Based Parallel Computing. Communication, Architecture, and Applications Nev.) Canpc 9 (1998 Las Vegas 1998-01-21 This book constitutes the strictly refereed proceedings of the Second International Workshop on Communication and Architectural Support for Network-Based Parallel Computing, CANPC'98, held in Las Vegas, Nevada, USA, in January/February 1998. The 18 revised full papers presented were selected from 38 submissions on the basis of four to five reviews per paper. The volume comprises a representative compilation of state-of-the-art solutions for network-based parallel computing. Several new interconnection technologies, new software schemes and standards are studied and developed to provide low-latency and high-bandwidth

interconnections for network-based parallel computing.

Pro Drupal Development John VanDyk 2008-09-24 Widely praised for its in–depth coverage of Drupal internals, bestselling Pro Drupal Development has been updated for Drupal 6 in this edition, and provides are even more tricks of the trade to help you further yourself as a professional Drupal developer. Assuming you already know how to install and bring a standard installation online, John K. VanDyk gives you everything else you need to customize your Drupal installation however you see fit. Pro Drupal Development, Second Edition delves deep into Drupal internals, showing you how to take full advantage of its powerful architecture.

Certified Programs and Proofs Chris Hawblitzel 2012-11-08 This book constitutes the refereed proceedings of the Second International Conference on Certified Programs and Proofs, CPP 2012, held in Kyoto, Japan, in December 2012. The 18 revised regular papers presented were carefully reviewed and selected from 37 submissions. They deal with those topics in computer science and mathematics in which certification via formal techniques is crucial.

Scientific and Statistical Database Management Marianne Winslett 2009-05-21 This book constitutes the refereed proceedings of the 21st International Conference on Scientific and Statistical Database Management, SSDBM 2009, held in New Orleans, LA, USA in June 2009. The 29 revised full papers and 12 revised short papers including poster and demo papers presented together with three invited presentations were carefully reviewed and selected from 76 submissions. The papers are organized in topical sections on improving the end-user experience, indexing, physical design, and energy, application experience, workflow, query processing, similarity search, mining, as well as spatial data.

Efficient Query Processing in Geographic Information Systems Beng Chin Ooi 1990-11-28 Very Good,No Highlights or Markup,all pages are intact.

Principles of Knowledge Representation and Reasoning Jon Doyle 1994 The proceedings of KR '94 comprise 55 papers on topics including deduction an search, description logics, theories of knowledge and belief, nonmonotonic reasoning and belief revision, action and time, planning and decision-making and reasoning about the physical world, and the relations between KR

Artificial Intelligence and Symbolic Mathematical Computing Jacques Calmet 1993-10-05 This volume contains the papers, updated in some cases, presented at the first AISMC (Artificial Intelligence and Symbolic Mathematical Computations)conference, held in Karlsruhe, August 3-6, 1992. This was the first conference to be devoted to such a topic after a long period when SMC made no appearance in AI conferences, though it used to be welcome in the early days of AI. Some conferences were held recently on mathematics and AI, but none was directly comparable in scope to this conference. Because of the novelty of the domain, authors were given longer allocations of time than usual in which to present their work. As a result, extended and fruitful discussions followed each paper. The introductory chapter in this book, which was not presented during the conference, reflects in many ways the flavor of these discussions and aims to set out the framework for future activities in this domain of research. In addition to the introduction, the volume contains 20 papers.

IJCAI-97 International Joint Conferences on Artificial Intelligence 1997

Multi-disciplinary Trends in Artificial Intelligence Chattrakul Sombattheera 2013-01-13 This volume constitutes the refereed proceedings of the 6th Multi-disciplinary International Workshop On Artificial Intelligence, MIWAI 2012, held in Ho Chi Minh City, Vietnam, in December 2012. The 29 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections in AI-GIS for climate change, computer vision, decision theory, e-commerce and AI, multiagent planning and learning, game theory, industrial applications of AI, multiagent systems and evolving intelligence, robotics and Web services.

Parallel Database Systems PRISMA Workshop 1991-06-26 This proceedings volume of a workshop on parallel database systems organized by the PRISMA (Parallel Inference and Storage Machine) project gives a thorough survey and an in-depth overview of the PRISMA system.

Principles and Practice of Constraint Programming John Hooker 2018-08-22 This book constitutes the proceedings of the 24th International Conference on Principles and Practice of Constraint Programming, CP 2018, held in Lille, France, in August 2018.The 41 full and 9 short papers presented in this volume were carefully reviewed and selected from 114 submissions. They deal with all aspects of computing with constraints including theory, algorithms, environments, languages, models, systems, and applications such as decision making, resource allocation, scheduling, configuration, and planning. The papers were organized according to the following topics/tracks: main technical track; applications track; CP and data science; CP and music; CP and operations research; CP, optimization and power system management; multiagent and parallel CP; and testing and verification.

Python Algorithms Magnus Lie Hetland 2011-02-27 Python Algorithms explains the Python approach to algorithm analysis and design. Written by Magnus Lie Hetland, author of Beginning Python, this book is sharply focused on classical algorithms, but it also gives a solid understanding of fundamental algorithmic problem-solving techniques. The book deals with some of the most important and challenging areas of programming and computer science, but in a highly pedagogic and readable manner. The book covers both algorithmic theory and programming practice, demonstrating how theory is reflected in real Python programs. Well-known algorithms and data structures that are built into the Python language are explained, and the user is shown how to implement and evaluate others himself.

Advanced Algorithms and Data Structures Marcello La Rocca 2021-08-10 Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. Summary As a software engineer, you'll encounter countless programming challenges that initially seem confusing, difficult, or even impossible. Don't despair! Many of these "new" problems already have well-established solutions. Advanced Algorithms and Data Structures teaches you powerful approaches to a wide range of tricky coding challenges that you can adapt and apply to your own applications. Providing a balanced blend of classic, advanced, and new algorithms, this practical guide upgrades your programming toolbox with new perspectives and hands-on techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Can you improve the speed and efficiency of your applications without investing in new hardware? Well, yes, you can: Innovations in algorithms and data structures have led to huge advances in application performance. Pick up this book to discover a collection of advanced algorithms that will make you a more effective developer. About the book Advanced Algorithms and Data Structures introduces a collection of algorithms for complex programming challenges in data analysis, machine learning, and graph computing. You'll discover cutting-edge approaches to a variety of tricky scenarios. You'll even learn to design your own data structures for projects that require a custom solution. What's inside Build on basic data structures you already know Profile your algorithms to speed up application Store and query

strings efficiently Distribute clustering algorithms with MapReduce Solve logistics problems using graphs and optimization algorithms About the reader For intermediate programmers. About the author Marcello La Rocca is a research scientist and a full-stack engineer. His focus is on optimization algorithms, genetic algorithms, machine learning, and quantum computing. Table of Contents 1 Introducing data structures PART 1 IMPROVING OVER BASIC DATA STRUCTURES 2 Improving priority queues: d-way heaps 3 Treaps: Using randomization to balance binary search trees 4 Bloom filters: Reducing the memory for tracking content 5 Disjoint sets: Sub-linear time processing 6 Trie, radix trie: Efficient string search 7 Use case: LRU cache PART 2 MULTIDEMENSIONAL QUERIES 8 Nearest neighbors search 9 K-d trees: Multidimensional data indexing 10 Similarity Search Trees: Approximate nearest neighbors search for image retrieval 11 Applications of nearest neighbor search 12 Clustering 13 Parallel clustering: MapReduce and canopy clustering PART 3 PLANAR GRAPHS AND MINIMUM CROSSING NUMBER 14 An introduction to graphs: Finding paths of minimum distance 15 Graph embeddings and planarity: Drawing graphs with minimal edge intersections 16 Gradient descent: Optimization problems (not just) on graphs 17 Simulated annealing: Optimization beyond local minima 18 Genetic algorithms: Biologically inspired, fast-converging optimization

Network Control and Optimization Tijani Chahed 2007-10-24 This book constitutes the refereed proceedings of the First Euro-FGI International Conference on Network Control and Optimization, NET-COOP 2007, held in Avignon, France in June 2007. The 22 revised full papers presented together with nine invited lectures address all current issues in network control and optimization, ranging from performance evaluation and optimization of general stochastic networks to more specific targets.

C++ Data Structures and Algorithms Wisnu Anggoro 2018-04-26 Learn how to build efficient, secure and robust code in C++ by using data structures and algorithms - the building blocks of C++ Key Features Use data structures such as arrays, stacks, trees, lists, and graphs with real-world examples Learn the functional and reactive implementations of the traditional data structures Explore illustrations to present data structures and algorithms, as well as their analysis, in a clear, visual manner Book Description C++ is a general-purpose programming language which has evolved over the years and is used to develop software for many different sectors. This book will be your companion as it takes you through implementing classic data structures and algorithms to help you get up and running as a confident C++ programmer. We begin with an introduction to C++ data structures and algorithms while also covering essential language constructs. Next, we will see how to store data using linked lists, arrays, stacks, and queues. Then, we will learn how to implement different sorting algorithms, such as quick sort and heap sort. Along with these, we will dive into searching algorithms such as linear search, binary search and more. Our next mission will be to attain high performance by implementing algorithms to string datatypes and implementing hash structures in algorithm design. We'll also analyze Brute Force algorithms, Greedy algorithms, and more. By the end of the book, you'll know how to build components that are easy to understand, debug, and use in different applications. What you will learn Know how to use arrays and lists to get better results in complex scenarios Build enhanced applications by using hashtables, dictionaries, and sets Implement searching algorithms such as linear search, binary search, jump search, exponential search, and more Have a positive impact on the efficiency of applications with tree traversal Explore the design used in sorting algorithms like Heap sort, Quick sort, Merge sort and

Radix sort Implement various common algorithms in string data types Find out how to design an algorithm for a specific task using the common algorithm paradigms Who this book is for This book is for developers who would like to learn the Data Structures and Algorithms in C++. Basic C++ programming knowledge is expected.

Sap Hr : Om, Pd & Training - Tech Reference & Lear P. K. Agrawal This book explains all the concepts underpinning the Organizational Management (OM), Personnel Development (PD) and Training and Event Management modules of SAP HR. It is a comprehensive technical manual which explains every single node of the User Menu and the Configuration. The book first gives an overview of a concept explaining what it is, how it is used and how it relates to the other concepts. It then explains its properties, which are fields in a configuration node. This book is designed to be used both as a reference manual and a learning guide. As a learning guide, it offers four views, each for a different target audience. It can be read from the Senior Management s perspective to gain a broad understanding of the subject and what SAP can do for them. Business Process Owners can achieve a higher level of understanding by getting to know more of SAP concepts and how to perform different tasks in SAP. Users can acquire a thorough understanding of different tasks and concepts underlying them. Functional consultants and proficient users can read the book to gain a complete understanding of the system. As a technical reference, the book can be used to locate the relevant material through the Table of Contents, Index, SAP Menu and SAP Customizing Implementation Guide (IMG) . The last two follow the Table of Contents. If the reader is in SAP s User Menu or Configuration, the chapter number for these nodes can be found in SAP Menu and IMG . If a node is not covered in the book, the reason for not doing so is mentioned. The implementation of SAP HR OM, PD and Training can also be guided by the structure of this book.

ICAUTO-95 Pradip K. Chande 1995

Machine Learning and Data Mining in Pattern Recognition Petra Perner 2005-08-25 We met again in front of the statue of Gottfried Wilhelm von Leibniz in the city of Leipzig. Leibniz, a famous son of Leipzig, planned automatic logical inference using symbolic computation, aimed to collate all human knowledge. Today, artificial intelligence deals with large amounts of data and knowledge and finds new information using machine learning and data mining. Machine learning and data mining are irreplaceable subjects and tools for the theory of pattern recognition and in applications of pattern recognition such as bioinformatics and data retrieval. This was the fourth edition of MLDM in Pattern Recognition which is the main event of Technical Committee 17 of the International Association for Pattern Recognition; it started out as a workshop and continued as a conference in 2003. Today, there are many international meetings which are titled "machine learning" and "data mining", whose topics are text mining, knowledge discovery, and applications. This meeting from the first focused on aspects of machine learning and data mining in pattern recognition problems. We planned to reorganize classical and well-established pattern recognition paradigms from the viewpoints of machine learning and data mining. Though it was a challenging program in the late 1990s, the idea has inspired new starting points in pattern recognition and effects in other areas such as cognitive computer vision.

Principles and Practice of Constraint Programming - CP'99 Joxan Jaffar 1999-09-29 This book constitutes the refereed proceedings of the 5th International Conference on Principles and Practice of Constraint Programmingm CP'99, held in Alexandria, Virginia, USA in October 1999. The 30 revised full papers presented together with three invited papers and eight posters were carefully

reviewed and selected for inclusion in the book from a total of 97 papers submitted. All current aspects of constraint programming and applications in various areas are addressed.

Economic and Financial Knowledge-Based Processing Louis F. Pau 2012-12-06 As banks, financial services, insurances, and economic research units worldwide strive to add knowledge based capabilities to their analyses and services, or to create new ones, this volume aims to provide them with concrete tools, methods and application possibilities. The tutorial component of the book relies on case study illustrations, and on source code in some of the major artificial intelligence languages. The applications related component includes an extensive survey of real projects, and a number of thorough generic methods and tools for auditing, technical analysis, information screens and natural-language front-ends. The research related component highlights novel methods and software for economic reasoning under uncertainty and for fusion of qualitative/quantitative model-based economic reasoning.

Integrated Circuit and System Design. Power and Timing Modeling, Optimization and Simulation Johan Vounckx 2006-09-07 This book constitutes the refereed proceedings of the 16th International Workshop on Power and Timing Modeling, Optimization and Simulation, PATMOS 2006. The book presents 41 revised full papers and 23 revised poster papers together with 4 key notes and 3 industrial abstracts. Topical sections include high-level design, power estimation and modeling memory and register files, low-power digital circuits, busses and interconnects, low-power techniques, applications and SoC design, modeling, and more.

Computational Methods for Protein Structure Prediction and Modeling Ying Xu 2010-05-05 Volume Two of this two-volume sequence presents a comprehensive overview of protein structure prediction methods and includes protein threading, De novo methods, applications to membrane proteins and protein complexes, structure-based drug design, as well as structure prediction as a systems problem. A series of appendices review the biological and chemical basics related to protein structure, computer science for structural informatics, and prerequisite mathematics and statistics.

Cutting-Edge Evolutions of Information Technology Dr.Kashif Qureshi 2019-06-14 "Just some years before, there have been no throngs of Machine Learning, scientists developing intelligent merchandise and services at major corporations and startups. Once the youngest folks (the authors) entered the sector, machine learning didn't command headlines in daily newspapers. Our oldsters had no plan what machine learning was, including why we would like it to a career in medication or law. Machine learning was an advanced tutorial discipline with a slender set of real-world applications. And people applications, e.g. speech recognition and pc vision, needed most domain data that they were usually thought to be separate areas entirely that machine learning was one tiny part. Neural networks, the antecedents of the deep learning models that we tend to specialize in during this book, were thought to be out-of-date tools. In simply the previous five years, deep learning has taken the world by surprise, using fast progress in fields as diverse as laptop vision, herbal language processing, computerized speech recognition, reinforcement learning, and statistical modelling. With these advances in hand, we can now construct cars that power themselves (with increasing autonomy), clever reply structures that anticipate mundane replies, assisting humans to dig out from mountains of email, and software program retailers that dominate the world's first-class people at board video games like Go, a feat once deemed to be a long time away. Already, these equipment are exerting a widening impact, changing the way films are made,

diseases are…diagnosed, and enjoying a developing role in simple sciences – from astrophysics to biology. This e-book represents our attempt to make deep learning approachable, instructing you each the concepts, the context, and the code."

High-Performance Computing Laurence T. Yang 2005-11-18 The state of the art of high-performance computing Prominent researchers from around the world have gathered topresent the state-of-the-art techniques and innovations inhigh-performance computing (HPC), including: * Programming models for parallel computing: graph-orientedprogramming (GOP), OpenMP, the stages and transformation (SAT)approach, the bulk-synchronous parallel (BSP) model, MessagePassing Interface (MPI), and Cilk * Architectural and system support, featuring the code tilingcompiler technique, the MigThread application-level migration andcheckpointing package, the new prefetching scheme of atomicity, anew "receiver makes right" data conversion method, and lessonslearned from applying reconfigurable computing to HPC * Scheduling and resource management issues with heterogeneoussystems, bus saturation effects on SMPs, genetic algorithms fordistributed computing, and novel task-scheduling algorithms * Clusters and grid computing: design requirements, gridmiddleware, distributed virtual machines, data grid services andperformance-boosting techniques, security issues, and openissues * Peer-to-peer computing (P2P) including the proposed searchmechanism of hybrid periodical flooding (HPF) and routing protocolsfor improved routing performance * Wireless and mobile computing, featuring discussions ofimplementing the Gateway Location Register (GLR) concept in 3Gcellular networks, maximizing network longevity, and comparisons ofQoS-aware scatternet scheduling algorithms * High-performance applications including partitioners, runningBag-of-Tasks applications on grids, using low-cost clusters to meethigh-demand applications, and advanced convergent architectures andprotocols High-Performance Computing: Paradigm and Infrastructure is aninvaluable compendium for engineers, IT professionals, andresearchers and students of computer science and appliedmathematics.

Chef: Powerful Infrastructure Automation John Ewart 2017-05-16 Learn Chef Provisioning like a boss and discover how to deploy software and manage hosts, along with engaging recipes to automate your cloud and server infrastructure with Chef. About This Book Leverage the power of Chef to transform your infrastructure into code to deploy new features in minutes Get step-by-step instructions to configure, deploy, and scale your applications Master specific Chef techniques to run an entire fleet of machines without breaking a sweat. Who This Book Is For If you are a system administrator, Linux administrator, a cloud developer, or someone who just wants to learn and apply Chef automation to your existing or new infrastructure, then this learning path will show you all you need to know. In order to get the most out of this learning path, some experience of programming or scripting languages would be useful. What You Will Learn Install Chef server on your own hosts Integrate Chef with cloud services Debug your cookbooks and Chef runs using the numerous inspection and logging facilities of Chef Extend Chef to meet your advanced needs by creating custom plugins for Knife and Ohai Create a perfect model system Use the best test-driven development methodologies In Detail Chef is a configuration management tool that turns IT infrastructure into code. Chef provides tools to manage systems at scale. This learning path takes you on a comprehensive tour of Chef's functionality, ranging from its core features to advanced development. You will be brought up to speed with what's new in Chef and how to set up your own Chef infrastructure for individuals, or small or large teams. You will learn to use the basic Chef command-line tools. We will also take you through

the core concepts of managing users, applications, and your entire cloud infrastructure. You will learn the techniques of the pros by walking you through a host of step-by-step guides to solve real-world infrastructure automation challenges.You will learn to automate and document every aspect of your network, from the hardware to software, middleware, and all your containers. You will become familiar with the Chef'sProvisioning tool. By the end of this course, you will be confident in how to manage your infrastructure, scale using the cloud, and extend the built-in functionality of Chef itself.The books used in this Learning Path are: 1) Chef Essentials 2) Chef Infrastructure Automation Cookbook – Second Edition 3) Mastering Chef Provisioning Style and approach This fast-paced guide covers the many facets of Chef and will teach administrators to use Chef as a birds-eye lens for their entire system. This book takes you through a host of step-by-step guides to solve real-world infrastructure automation challenges and offers elegant, time-saving solutions for a perfectly described and automated network.

Information Networking Cheeha Kim 2005-01-28 Welcome to ICOIN 2005,the International Conference on Information Netwo- ing, held at Ramada Plaza Jeju Hotel, Jeju Island, Korea during January 31–February2,2005.ICOIN2005followedthesuccessofpreviousconferences.Since 1986, the conference has provided a technical forum for various issues in inf- mation networking. The theme of each conference re?ects the historic events in the computer communication industry. (Please refer to www.icoin2005.or.kr for details.) The theme of ICOIN 2004, "Convergence in Broadband and Mobile Networking," was used again for ICOIN 2005 since we believed it was ongoing. This year we received 427 submissions in total, which came from 22 co- tries. Upon submission, authors were asked to select one of the categories listed in the Call for Papers. The most popular category chosen was network se- rity, followed by mobile networks and wireless LANs. Other areas with strong showings included QoS and resource management, ad hoc and sensor networks, and wireless multimedia systems. From the outset, we could see where recent research interest lay and could make sure that the theme was still going in the right direction.

Pro Drupal 7 Development John VanDyk 2011-02-23 Pro Drupal 7 Development updates the most popular development reference for the release of Drupal 7. With several new and completely-rewritten essential APIs and improvements in Drupal 7, this book will not only teach developers how to write modules ranging from simple to complex, but also how Drupal itself works. Learn the Drupal APIs and major changes in Drupal 7 Learn how to write Drupal modules using the APIs Learn proper development practices and how to become a contributing community member

Data Structures Using C Samir Kumar Bandyopadhyay 2009 Data Structures Using C brings together a first course on data structures and the complete programming techniques, enabling students and professionals implement abstract structures and structure their ideas to suit different needs. This book elaborates the standard data structures using C as the basic programming tool. It is designed for a one semester course on Data Structures.

Innovations for Community Services Karl-Heinz Lüke 2019-05-31 This book constitutes the refereed proceedings of the 19th International Conference on Innovations for Community Services, I4CS 2019, held in Wolfsburg, Germany, in June 2019. The 16 revised full papers presented in this volume were carefully reviewed and selected from 43 submissions. The papers are organized in topical sections on communication systems; teaching and collaboration; smart cities; innovations and digital transformation; data analytics and models; community and quality.

Latest Trends of Information Technology Dr.Kashif Qureshi 2019-07-20 "Just some years before, there have been no throngs of Machine Learning, scientists developing intelligent merchandise and services at major corporations and startups. Once the youngest folks (the authors) entered the sector, machine learning didn't command headlines in daily newspapers. Our oldsters had no plan what machine learning was, including why we would like it to a career in medication or law. Machine learning was an advanced tutorial discipline with a slender set of real-world applications. And people applications, e.g. speech recognition and pc vision, needed most domain data that they were usually thought to be separate areas entirely that machine learning was one tiny part. Neural networks, the antecedents of the deep learning models that we tend to specialize in during this book, were thought to be out-of-date tools. In simply the previous five years, deep learning has taken the world by surprise, using fast progress in fields as diverse as laptop vision, herbal language processing, computerized speech recognition, reinforcement learning, and statistical modelling. With these advances in hand, we can now construct cars that power themselves (with increasing autonomy), clever reply structures that anticipate mundane replies, assisting humans to dig out from mountains of email, and software program retailers that dominate the world's first-class people at board video games like Go, a feat once deemed to be a long time away. Already, these equipment are exerting a widening impact, changing the way films are made, diseases are…diagnosed, and enjoying a developing role in simple sciences – from astrophysics to biology. This e-book represents our attempt to make deep learning approachable, instructing you each the concepts, the context, and the code."

Character Recognition Systems Mohamed Cheriet 2007-11-27 "Much of pattern recognition theory and practice, including methods such as Support Vector Machines, has emerged in an attempt to solve the character recognition problem. This book is written by very well-known academics who have worked in the field for many years and have made significant and lasting contributions. The book will no doubt be of value to students and practitioners." -Sargur N. Srihari, SUNY Distinguished Professor, Department of Computer Science and Engineering, and Director, Center of Excellence for Document Analysis and Recognition (CEDAR), University at Buffalo, The State University of New York "The disciplines of optical character recognition and document image analysis have a history of more than forty years. In the last decade, the importance and popularity of these areas have grown enormously. Surprisingly, however, the field is not well covered by any textbook. This book has been written by prominent leaders in the field. It includes all important topics in optical character recognition and document analysis, and is written in a very coherent and comprehensive style. This book satisfies an urgent need. It is a volume the community has been awaiting for a long time, and I can enthusiastically recommend it to everybody working in the area." -Horst Bunke, Professor, Institute of Computer Science and Applied Mathematics (IAM), University of Bern, Switzerland In Character Recognition Systems, the authors provide practitioners and students with the fundamental principles and state-of-the-art computational methods of reading printed texts and handwritten materials. The information presented is analogous to the stages of a computer recognition system, helping readers master the theory and latest methodologies used in character recognition in a meaningful way. This book covers: * Perspectives on the history, applications, and evolution of Optical Character Recognition (OCR) * The most widely used pre-processing techniques, as well as methods for extracting character contours and skeletons * Evaluating extracted

features, both structural and statistical * Modern classification methods that are successful in character recognition, including statistical methods, Artificial Neural Networks (ANN), Support Vector Machines (SVM), structural methods, and multi-classifier methods * An overview of word and string recognition methods and techniques * Case studies that illustrate practical applications, with descriptions of the methods and theories behind the experimental results Each chapter contains major steps and tricks to handle the tasks described at-hand. Researchers and graduate students in computer science and engineering will find this book useful for designing a concrete system in OCR technology, while practitioners will rely on it as a valuable resource for the latest advances and modern technologies that aren't covered elsewhere in a single book.

Packet Forwarding Technologies Weidong Wu 2007-12-17 As Internet traffic continues to grow exponentially, there is a great need to build Internet protocol (IP) routers with high-speed and high-capacity packet networking capabilities. The first book to explore this subject, Packet Forwarding Technologies explains in depth packet forwarding concepts and implementation technologies. It covers the

Mastering Chef Provisioning Earl Waud 2016-06-27 Learn Chef Provisioning like a boss and finally own your infrastructure About This Book This is the first Chef book focused on provisioning infrastructure as its sole task. The book offers a clear solution to a specific pain point: learn to make your system work faster. Learning better approaches to load balancing and parallelization with this book will save you time By mastering the techniques in this book, you will know how to run an entire fleet of machines without breaking a sweat This book is more helpful than the documentation (https://docs.chef.io/provisioning.html), with a stronger guiding voice and clearer explanations and use cases Who This Book Is For This book is for Software Engineers,

System Administrators, or DevOps Engineers who need to quickly deliver reliably consistent infrastructure at scale. You are expected to have intermediate experience with Chef and Ruby and will be reading this book to advance your knowledge and take your skillset to the next level. What You Will Learn Use best practices to describe your entire infrastructure as code Automate and document every aspect of your network, from the hardware of individual nodes to software, middleware, and all containers and clouds Create a perfect model system Make the best possible use of your resources and avoid redundancy Deliver on the promise of Infrastructure as Code Scale with ease by properly provisioning their infrastructure Use the best Test Driven Development methodologies In Detail This book will show you the best practices to describe your entire infrastructure as code. With the help of this book you can expand your knowledge of Chef because and implement robust and scalable automation solutions. You can automate and document every aspect of your network, from the hardware to software, middleware, and all your containers. You will become familiar with the Chef's Chef Provisioning tool. You will be able to make a perfect model system where everything is represented as code beneath your fingertips. Make the best possible use of your resources, and deliver infrastructure as code, making it as versionable, testable and repeatable as application software Style and approach By dedicating a whole book solely to the question of provisioning, this book will teach administrators to use Chef as a birds-eye lens for their entire system. It will moves you away from the specifics of each machine and its automations and instead will teach you them how to approach the entire cluster as something different than the sum of its parts. By focusing on infrastructure as code as its own project, the book offers elegant, time-saving solutions for a perfectly described and automated network.

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