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KEY=DIGITAL - NATALIE OSBORNE

COMPUTER NETWORKING

A TOP-DOWN APPROACH

Addison-Wesley Longman Computer Networkingprovides a top-down approach to this study by beginning with applications-level protocols and then working down the protocol stack. Focuses on a specific motivating example of a network-the Internet-as well as introducing students to protocols in a more theoretical context. New short "interlude" on "putting it all together" that follows the coverage of application, transport, network, and datalink layers ties together the various components of the Internet architecture and identifying aspects of the architecture that have made the Internet so successful. A new chapter covers wireless and mobile networking, including in-depth coverage of Wi-Fi, Mobile IP and GSM. Also included is expanded coverage on BGP, wireless security and DNS. This book is designed for readers who need to learn the fundamentals of computer networking. It also has extensive material, on the very latest technology, making it of great interest to networking professionals.

COMPUTER NETWORKS

A SYSTEMS APPROACH

Elsevier Computer Networks: A Systems Approach, Fifth Edition, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

SECURITY IN COMPUTING AND COMMUNICATIONS

7TH INTERNATIONAL SYMPOSIUM, SSCC 2019, TRIVANDRUM, INDIA, DECEMBER 18–21, 2019, REVISED SELECTED PAPERS

Springer Nature This book constitutes the refereed proceedings of the 7th International Symposium on Security in Computing and Communications, SSCC 2019, held in Trivandrum, India, in December 2019. The 22 revised full papers and 7 revised short papers presented were carefully reviewed and selected from 61 submissions. The papers cover wide research fields including cryptography, database and storage security, human and societal aspects of security and privacy.

CONTEMPORARY STRATEGIES AND APPROACHES IN 3-D INFORMATION MODELING

IGI Global It is generally accepted that building information modeling (BIM) related technologies offer considerable advantages to many participants in the construction sector. Currently, there exists a whole range of commercially available BIM software platforms that are specialized to suit the functional needs of their main users. Contemporary Strategies and Approaches in 3-D Information Modeling is a critical scholarly resource that examines building information modeling and the integration of 3-D information in the urban built environments. Featuring coverage on a broad range of topics such as integrated project delivery, design collaboration, and 3-D model visualization, this book is geared towards engineers, architects, contractors, consultants, and facility managers seeking current research on methodologies, concepts, and instruments being used in the field of 3-D information modeling.

ADVANCES IN COMPUTER ENTERTAINMENT

10TH INTERNATIONAL CONFERENCE, ACE 2013, BOEKELO, THE NETHERLANDS, NOVEMBER 12-15, 2013. PROCEEDINGS

Springer This book constitutes the refereed conference proceedings of the 10th International Conference on Advances in Computer Entertainment, ACE 2013, held in Boekelo, The Netherlands, in November 2013. The 19 full paper and 16 short papers presented together 42 extended abstracts were carefully reviewed and selected from a total of 133 submissions in all categories. The papers cover topics across a wide spectrum of disciplines including new devices; evaluation and user studies; games as interface to serious applications; creating immersion; interfaces; new experiences; procedural approaches and AI; and theory. Focusing on all areas related to interactive entertainment they aim at stimulating discussion in the development of new and compelling entertainment computing and interactive art concepts and applications.

SERVICE LIFE CYCLE TOOLS AND TECHNOLOGIES: METHODS, TRENDS AND ADVANCES

METHODS, TRENDS AND ADVANCES

IGI Global As Service-Oriented Computing (SOC) gains a wider global acceptance, the need for understanding its life cycle becomes inevitable, not only for developers, but also for users. Service Life Cycle Tools and Technologies: Methods, Trends and Advances compiles the latest research on SOC life cycles, detailing methodologies and applications in this emerging field. The development of service-oriented applications not only depends on constructing service providers, but also composition and delivery. Service requesters, service providers, and developers, alike, will benefit from the views and models in a service life cycle. This volume offers research that has been conducted in both industry and academia to address issues in the SOC domain, including service discovery, service composition, and service management. It serves as a vital reference for those on either side of the service field.

ECEL2009- 8TH EUROPEAN CONFERENCE ON E-LEARNING,

ECEL2009

Academic Conferences Limited

AN INTRODUCTION TO COMPUTER SIMULATION METHODS

APPLICATIONS TO PHYSICAL SYSTEMS

INTRODUCTION TO ALGORITHMS

MIT Press The first edition won the award for Best 1990 Professional and Scholarly Book in Computer Science and Data Processing by the Association of American Publishers. There are books on algorithms that are rigorous but incomplete and others that cover masses of material but lack rigor. Introduction to Algorithms combines rigor and comprehensiveness. The book covers a broad range of algorithms in depth, yet makes their design and analysis accessible to all levels of readers. Each chapter is relatively self-contained and can be used as a unit of study. The algorithms are described in English and in a pseudocode designed to be readable by anyone who has done a little programming. The explanations have been kept elementary without sacrificing depth of coverage or mathematical rigor. The first edition became the standard reference for professionals and a widely used text in universities worldwide. The second edition features new chapters on the role of algorithms, probabilistic analysis and randomized algorithms, and linear programming, as well as extensive revisions to virtually every section of the book. In a subtle but important change, loop invariants are introduced early and used throughout the text to prove algorithm correctness. Without changing the mathematical and analytic focus, the authors have moved much of the mathematical foundations material from Part I to an appendix and have included additional motivational material at the beginning.

ARTIFICIAL INTELLIGENCE FOR HUMAN COMPUTER INTERACTION: A MODERN APPROACH

Springer Nature This edited book explores the many interesting questions that lie at the intersection between AI and HCI. It covers a comprehensive set of perspectives, methods and projects that present the challenges and opportunities that modern AI methods bring to HCI researchers and practitioners. The chapters take a clear departure from traditional HCI methods and leverage data-driven and deep learning methods to tackle HCI problems that were previously challenging or impossible to address. It starts with addressing classic HCI topics, including human behaviour modeling and input, and then dedicates a section to data and tools, two technical pillars of modern AI methods. These chapters exemplify how state-of-the-art deep learning methods infuse new directions and allow researchers to tackle long standing and newly emerging HCI problems alike. Artificial Intelligence for Human Computer Interaction: A Modern Approach concludes with a section on Specific Domains which covers a set of emerging HCI areas where modern AI methods start to show real impact, such as personalized medical, design, and UI automation.

SYSTEMS APPROACHES TO KNOWLEDGE MANAGEMENT, TRANSFER, AND RESOURCE DEVELOPMENT

IGI Global The world is moving into a new era of the knowledge economy. In the past decade, the significance of developing knowledge has grown to a level where it is now dominating other socio-economic factors. Systems Approaches to Knowledge Management, Transfer, and Resource Development provides a new view of knowledge management through the lens of systems approach, which looks at each part of the knowledge management system as a section of the full overview. This cutting-edge resource will be essential for academicians, scientists, practitioners, and industry professionals as all of these individuals work toward a new understanding of knowledge and information management practices in the 21st century.

PRINCIPLES, METHODOLOGIES, AND SERVICE-ORIENTED APPROACHES FOR CLOUD COMPUTING

IGI Global Innovations in cloud and service-oriented architectures continue to attract attention by offering interesting opportunities for research in scientific communities. Although advancements such as computational power, storage, networking, and infrastructure have aided in making major progress in the implementation and realization of cloud-based systems, there are still significant concerns that need to be taken into account. Principles, Methodologies, and Service-Oriented Approaches for Cloud Computing aims to present insight into Cloud principles, examine associated methods and technologies, and investigate the use of service-oriented computing technologies. In addressing supporting infrastructure of the Cloud, including associated challenges and pressing issues, this reference source aims to present researchers, engineers, and IT professionals with various approaches in Cloud computing.

COMPUTER ORGANIZATION AND DESIGN

THE HARDWARE/SOFTWARE INTERFACE, ARM EDITION

RECENT ADVANCES IN AMBIENT INTELLIGENCE AND CONTEXT-AWARE COMPUTING

IGI Global Modern devices, from phones and cars to houses and the appliances within them, are being designed with formidable computational power and expanded functionality. To be truly effective, these smart devices must effectively process data from their environment and experiences and make decisions based on that information. Recent Advances in Ambient Intelligence and Context-Aware Computing investigates the functionality of ubiquitous computational systems and how they may adapt to their environment to improve the quality of interaction for the end-user. This reference book will be of value to under- and post-graduate students, professionals, and researchers in networking, computer science, communications, and other information technology disciplines.

COMPUTER ARCHITECTURE

A QUANTITATIVE APPROACH

Elsevier The computing world today is in the middle of a revolution: mobile clients and cloud computing have emerged as the dominant paradigms driving programming and hardware innovation today. The Fifth Edition of Computer Architecture focuses on this dramatic shift, exploring the ways in which software and technology in the cloud are accessed by cell phones, tablets, laptops, and other mobile computing devices. Each chapter includes two real-world examples, one mobile and one datacenter, to illustrate this revolutionary change. Updated to cover the mobile computing revolution Emphasizes the two most important topics in architecture today: memory hierarchy and parallelism in all its forms. Develops common themes throughout each chapter: power, performance, cost, dependability, protection, programming models, and emerging trends ("What's Next") Includes three review appendices in the printed text. Additional reference appendices are available online. Includes updated Case Studies and completely new exercises.

INVENT YOUR OWN COMPUTER GAMES WITH PYTHON, 4TH EDITION

No Starch Press Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to: –Combine loops, variables, and flow control statements into real working programs –Choose the right data structures for the job, such as lists, dictionaries, and tuples –Add graphics and animation to your games with the pygame module –Handle keyboard and mouse input –Program simple artificial intelligence so you can play against the computer –Use cryptography to convert text messages into secret code –Debug your programs and find common errors As you work through each game, you'll build a solid foundation in Python and an understanding of computer science fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

ADVANCES IN COMPUTER SCIENCE AND INFORMATION TECHNOLOGY. COMPUTER SCIENCE AND INFORMATION TECHNOLOGY

SECOND INTERNATIONAL CONFERENCE, CCSIT 2012, BANGALORE, INDIA, JANUARY 2-4, 2012. PROCEEDINGS, PART III

Springer The three volume set LNICST 84 - LNICST 86 constitute the refereed proceedings ofthe Second International Conference on Computer Science and InformationTechnology, CCSIT 2012, held in Bangalore, India, in January 2012. The 55 revised full papers presented in this volume were carefully reviewed andselected from numerous submissions. The papers are organized in topical sectionson advances in computer science and information technology; and ad hoc andubiquitous computing.

ADVANCES IN COMPUTERS

ARCHITECTURAL ADVANCES

Elsevier The series covers new developments in computer technology. Most chapters present an overview of a current subfield within computers, with many citations, and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes architectural advances and includes five chapters on hardware development, games for mobile devices such as cell phones, and open source software development. The book series is a valuable addition to university courses that emphasize the topics under discussion in that particular volume as well as belonging on the bookshelf of industrial practitioners who need to implement many of the technologies that are described. Current information on power requirements for new processors Development of games for devices with limited screen sizes (e.g. cellular telephones) Open source software development Multicore processors

QUANTITATIVE QUALITY OF SERVICE FOR GRID COMPUTING: APPLICATIONS FOR HETEROGENEITY, LARGE-SCALE DISTRIBUTION, AND DYNAMIC ENVIRONMENTS

APPLICATIONS FOR HETEROGENEITY, LARGE-SCALE DISTRIBUTION, AND DYNAMIC ENVIRONMENTS

IGI Global "This book provides research into parallel & distributed computing, high performance computing, and Grid computing"--Provided by publisher.

COMPUTER AIDED DESIGN AND MANUFACTURING

John Wiley & Sons Broad coverage of digital product creation, from design to manufacture and process optimization This book addresses the need to provide up-to-date coverage of current CAD/CAM usage and implementation. It covers, in one source, the entire design-to-manufacture process, reflecting the industry trend to further integrate CAD and CAM into a single, unified process. It also updates the computer aided design theory and methods in modern manufacturing systems and examines the most advanced computer-aided tools used in digital manufacturing. Computer Aided Design and Manufacturing consists of three parts. The first part on Computer Aided Design (CAD) offers the chapters on Geometric Modelling; Knowledge Based Engineering; Platforming Technology; Reverse Engineering; and Motion Simulation. The second part on Computer Aided Manufacturing (CAM) covers Group Technology and Cellular Manufacturing; Computer Aided Fixture Design; Computer Aided Manufacturing; Simulation of Manufacturing Processes; and Computer Aided Design of Tools, Dies and Molds (TDM). The final part includes the chapters on Digital Manufacturing; Additive Manufacturing; and Design for Sustainability. The book is also featured for being uniquely structured to classify and align engineering disciplines and computer aided technologies from the perspective of the design needs in whole product life cycles, utilizing a comprehensive Solidworks package (add-ins, toolbox, and library) to showcase the most critical functionalities of modern computer aided tools, and presenting real-world design projects and case studies so that readers can gain CAD and CAM problem-solving skills upon the CAD/CAM theory. Computer Aided Design and Manufacturing is an ideal textbook for undergraduate and graduate students in mechanical engineering, manufacturing engineering, and industrial engineering. It can also be used as a technical reference for researchers and engineers in mechanical and manufacturing engineering or computer-aided technologies.

COMPUTER VISION: A MODERN APPROACH

INTERNATIONAL EDITION

Pearson Higher Ed Appropriate for upper-division undergraduate- and graduate-level courses in computer vision found in departments of Computer Science, Computer Engineering and Electrical Engineering. This textbook provides the most complete treatment of modern computer vision methods by two of the leading authorities in the field. This accessible presentation gives both a general view of the entire computer vision enterprise and also offers sufficient detail for students to be able to build useful applications. Students will learn techniques that have proven to be useful by first-hand experience and a wide range of mathematical methods.

COMPUTERS HELPING PEOPLE WITH SPECIAL NEEDS

14TH INTERNATIONAL CONFERENCE, ICCHP 2014, PARIS, FRANCE, JULY 9-11, 2014, PROCEEDINGS, PART I

Springer The two-volume set LNCS 8547 and 8548 constitutes the refereed proceedings of the 14th International Conference on Computers Helping People with Special Needs, ICCHP 2014, held in Paris, France, in July 2014. The 132 revised full papers and 55 short papers presented were carefully reviewed and selected from 362 submissions. The papers included in the first volume are organized in the following topical sections: accessible media; digital content and media accessibility; 25 years of the Web: weaving accessibility; towards e-inclusion for people with intellectual disabilities; the impact of PDF/UA on accessible PDF; accessibility of non-verbal communication; emotions for accessibility (E4A), games and entertainment software; accessibility and therapy; implementation and take-up of e-accessibility; accessibility and usability of mobile platforms for people with disabilities and elderly persons; portable and mobile platforms for people with disabilities and elderly persons; people with cognitive disabilities: At, ICT and AAC; autism: ICT and AT; access to mathematics, science and music and blind and visually impaired people: AT, HCI and accessibility.

INNOVATIONS IN SMART CITIES APPLICATIONS EDITION 3

THE PROCEEDINGS OF THE 4TH INTERNATIONAL CONFERENCE ON SMART CITY APPLICATIONS

Springer Nature This book highlights original research and recent advances in various fields related to smart cities and their applications. It gathers papers presented at the Fourth International Conference on Smart City Applications (SCA19), held on October 2–4, 2019, in Casablanca, Morocco. Bringing together contributions by prominent researchers from around the globe, the book offers an invaluable instructional and research tool for courses on computer science, electrical engineering, and urban sciences. It is also an excellent reference guide for professionals, researchers, and academics in the field of smart cities. This book covers topics including: • Smart Citizenship • Smart Education • Digital Business and Smart Governance • Smart Health Care • New Generation of Networks and Systems for Smart Cities • Smart Grids and Electrical Engineering • Smart Mobility • Smart Security • Sustainable Building • Sustainable Environment

BUSINESS PROCESS MANAGEMENT

3RD INTERNATIONAL CONFERENCE, BPM 2005, NANCY, FRANCE, SEPTEMBER 5-8, 2005, PROCEEDINGS

Springer This volume contains the proceedings of the 3rd International Conference on Business Process Management (BPM 2005), organized by LORIA in Nancy, France, September 5–8, 2005. This year, BPM included several innovations with respect to previous e- tions, most notably the addition of an industrial program and of co-located workshops. This was the logical result of the signi?cant (and still growing) - dustrial interest in the area and of the broadening of the research communities working on BPM topics. The interest in business process management (and in the BPM conference) was demonstrated by the quantity and quality of the paper submissions. We received over 176 contributions from 31 countries, accepting 25 of them as full papers (20 research papers and 5 industrial papers) while 17 contributions were accepted as short papers. In addition to the regular, industry, and short pres- tations invited lectures weregiven by Frank Leymannand Gustavo Alonso.This combination of research papers, industrial papers, keynotes, and workshops, all of very high quality, has shown that BPM has become a mature conference and the main venue for researchers and practitioners in this area. We would like to thank the members of the Program Committee and the reviewers for their e?orts in selecting the papers. They helped us compile an excellent scienti?c program. For the di?cult task of selecting the 25 best papers (14% acceptance rate) and 17 short papers each paper was

reviewed by at least three reviewers (except some out-of-scope papers).

INTELLIGENT METHODS AND BIG DATA IN INDUSTRIAL APPLICATIONS

Springer The inspiration for this book came from the Industrial Session of the ISMIS 2017 Conference in Warsaw. It covers numerous applications of intelligent technologies in various branches of the industry. Intelligent computational methods and big data foster innovation and enable the industry to overcome technological limitations and explore the new frontiers. Therefore it is necessary for scientists and practitioners to cooperate and inspire each other, and use the latest research findings to create new designs and products. As such, the contributions cover solutions to the problems experienced by practitioners in the areas of artificial intelligence, complex systems, data mining, medical applications and bioinformatics, as well as multimedia- and text processing. Further, the book shows new directions for cooperation between science and industry and facilitates efficient transfer of knowledge in the area of intelligent information systems.

ADVANCED INFORMATION SYSTEMS ENGINEERING

26TH INTERNATIONAL CONFERENCE, CAISE 2014, THESSALONIKI, GREECE, JUNE 16-20, 2014, PROCEEDINGS

Springer This book constitutes the proceedings of 26th International Conference on Advanced Information Systems Engineering, CAiSE 2014, held in Thessaloniki, Greece in June 2014. The 41 papers and 3 keynotes presented were carefully reviewed and selected from 226 submissions. The accepted papers were presented in 13 sessions: clouds and services; requirements; product lines; requirements elicitation; processes; risk and security; process models; data mining and streaming; process mining; models; mining event logs; databases; software engineering.

MINDSTORMS

CHILDREN, COMPUTERS, AND POWERFUL IDEAS

Basic Books In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

PROCEEDINGS OF THE INTERNATIONAL CONFERENCE ON MICROELECTRONICS, COMPUTING & COMMUNICATION SYSTEMS

MCCS 2015

Springer This volume comprises select papers from the International Conference on Microelectronics, Computing & Communication Systems(MCCS 2015). Electrical, Electronics, Computer, Communication and Information Technology and their applications in business, academic, industry and other allied areas. The main aim of this volume is to bring together content from international scientists, researchers, engineers from both academia and the industry. The contents of this volume will prove useful to researchers, professionals, and students alike.

INTELLECTUAL PROPERTY AND DEVELOPMENT

THEORY AND PRACTICE

Springer Science & Business Media The book examines the correlation between Intellectual Property Law – notably copyright – on the one hand and social and economic development on the other. The main focus of the initial overview is on historical, legal, economic and cultural aspects. Building on that, the work subsequently investigates how intellectual property systems have to be designed in order to foster social and economic growth in developing countries and puts forward theoretical and practical solutions that should be considered and implemented by policy makers, legal experts and the Word Intellectual Property Organization (WIPO).

ADVANCES IN WEB BASED LEARNING - ICWL 2009

8TH INTERNATIONAL CONFERENCE, AACHEN, GERMANY, AUGUST 19-21, 2009, PROCEEDINGS

Springer Science & Business Media This book constitutes the refereed proceedings of the 8th International Conference on Web-Based Learning, ICWL 2009, held in Aachen, Germany, in August 2009. The 38 revised full papers and 14 short papers are presented together with three invited papers and were carefully reviewed and selected from 106 submissions. They deal with topics such as technology enhanced learning, web-based learning for oriental languages, mobile learning, social software and Web 2.0 for technology enhanced learning, learning resource deployment, organization and management, design, model and framework of E-learning systems, e-learning metadata and standards, educational gaming and multimedia storytelling for learning, as well as practice and experience sharing and pedagogical Issues.

MIGRATING LEGACY APPLICATIONS: CHALLENGES IN SERVICE ORIENTED ARCHITECTURE AND CLOUD COMPUTING ENVIRONMENTS

CHALLENGES IN SERVICE ORIENTED ARCHITECTURE AND CLOUD COMPUTING ENVIRONMENTS

IGI Global "This book presents a closer look at the partnership between service oriented architecture and cloud computing environments while analyzing potential solutions to challenges related to the migration of legacy applications"--Provided by publisher.

COMPUTER APPLICATIONS IN PHARMACEUTICAL RESEARCH AND DEVELOPMENT

*John Wiley & Sons A unique, holistic approach covering all functions and phases of pharmaceutical research and development While there are a number of texts dedicated to individual aspects of pharmaceutical research and development, this unique contributed work takes a holistic and integrative approach to the use of computers in all phases of drug discovery, development, and marketing. It explains how applications are used at various stages, including bioinformatics, data mining, predicting human response to drugs, and high-throughput screening. By providing a comprehensive view, the book offers readers a unique framework and systems perspective from which they can devise strategies to thoroughly exploit the use of computers in their organizations during all phases of the discovery and development process. Chapters are organized into the following sections: * Computers in pharmaceutical research and development: a general overview * Understanding diseases: mining complex systems for knowledge * Scientific information handling and enhancing productivity * Computers in drug discovery * Computers in preclinical development * Computers in development decision making, economics, and market analysis * Computers in clinical development * Future applications and future development Each chapter is written by one or more leading experts in the field and carefully edited to ensure a consistent structure and approach throughout the book. Figures are used extensively to illustrate complex concepts and multifaceted processes. References are provided in each chapter to enable readers to continue investigating a particular topic in depth. Finally, tables of software resources are provided in many of the chapters. This is essential reading for IT professionals and scientists in the pharmaceutical industry as well as researchers involved in informatics and ADMET, drug discovery, and technology development. The book's cross-functional, all-phases approach provides a unique opportunity for a holistic analysis and assessment of computer applications in pharmaceutics.*

CLOUD COMPUTING IN LIBRARIES

CONCEPTS, TOOLS AND PRACTICAL APPROACHES

Walter de Gruyter GmbH & Co KG Cloud computing is a model where computing resources (processors, storage, software) are offered as a utility from an indistinct location and boundaries to the user. Adoption of Cloud computing in recent years has gained momentum within various avenues round the globe due to its characteristics like elasticity, virtualization and pay-as-you-go pricing. In tune with the trend various companies have evolved which are offering web applications. These companies provide the system required to host the application to users on lease which saves them from purchasing. The book combines both theoretical and practical perspectives of cloud computing with a slant towards library and information centres. The book describes in detail about various companies which are providing cloud computing solutions and infrastructure for library and information centres. Intiatives of OCLC and best practices adopted in other libraries around the world has been discussed at length. Many avenues of the implementation of cloud computing has been identified in the present study. Various initiatives of the library professionals to move their internet sites, their integrated library system for cataloguing and acquisition, Cloud based library apps, Cloud based Stack Map and their repository systems and inter library loan systems to the cloud has been mentioned. The book further proposes a model which may serve as a blueprint for implementation of cloud computing technologies in libraries. With the timely publication of book, library and information service practitioners after going through the book can outsource the task of maintaining the computer infrastructure and focus on their mission to serve people with right information at right point of time.

MODELLING SPATIAL AND SPATIAL-TEMPORAL DATA: A BAYESIAN APPROACH

A BAYESIAN APPROACH

CRC Press Modelling Spatial and Spatial-Temporal Data: A Bayesian Approach is aimed at statisticians and quantitative social, economic and public health students and researchers who work with spatial and spatial-temporal data. It assumes a grounding in statistical theory up to the standard linear regression model. The book compares both hierarchical and spatial econometric modelling, providing both a reference and a teaching text with exercises in each chapter. The book provides a fully Bayesian, self-contained, treatment of the underlying statistical theory, with chapters dedicated to substantive applications. The book includes WinBUGS code and R code and all datasets are available online. Part I covers fundamental issues arising when modelling spatial and spatial-temporal data. Part II focuses on modelling cross-sectional spatial data and begins by describing exploratory methods that help guide the modelling process. There are then two theoretical chapters on Bayesian models and a chapter of applications. Two chapters follow on spatial econometric modelling, one describing different models, the other substantive applications. Part III discusses modelling spatial-temporal data, first introducing models for time series data. Exploratory methods for detecting different types of space-time interaction are presented followed by two chapters on the theory of space-time separable (without space-time interaction) and inseparable (with space-time interaction) models. An applications chapter includes: the evaluation of a policy intervention; analysing the temporal dynamics of crime hotspots; chronic disease surveillance; and testing for evidence of spatial spillovers in the spread of an infectious disease. A final chapter suggests some future directions and challenges.

GAME-BASED LEARNING ACROSS THE DISCIPLINES

Springer Nature The volume focuses on epistemological, theoretical and empirical issues of game-based learning in various disciplines. It encompasses questions of game design as well as instructional integration and organizational implementation of game-based learning across various disciplines and includes contributions from different levels of the formal educational system (i.e., primary, secondary and tertiary education) as well as contributions reporting the use of game-based learning in informal learning settings. The volume addresses scholars, practitioners and students who are interested in how games and game-based learning can be designed, implemented and evaluated in a cross-, inter- and transdisciplinary perspective.

AUTONOMIC COMPUTING

CONCEPTS, INFRASTRUCTURE, AND APPLICATIONS

CRC Press The complexity of modern computer networks and systems, combined with the extremely dynamic environments in which they operate, is beginning to outpace our ability to manage them. Taking yet another page from the biomimetics playbook, the autonomic computing paradigm mimics the human autonomic nervous system to free system developers and administrators from performing and overseeing low-level tasks. Surveying the current path toward this paradigm, Autonomic Computing: Concepts, Infrastructure, and Applications offers a comprehensive overview of state-of-the-art research and implementations in this emerging area. This book begins by introducing the concepts and requirements of autonomic computing and exploring the architectures required to implement such a system. The focus then shifts to the approaches and infrastructures, including control-based and recipe-based concepts, followed by enabling systems, technologies, and services proposed for achieving a set of "self-*" properties, including self-configuration, self-healing, self-optimization, and self-protection. In the final section, examples of real-world implementations reflect the potential of emerging autonomic systems, such as dynamic server allocation and runtime reconfiguration and repair. Collecting cutting-edge work and perspectives from leading experts, Autonomic Computing: Concepts, Infrastructure, and Applications reveals the progress made and outlines the future challenges still facing this exciting and dynamic field.

SEARCHING AND SEIZING COMPUTERS AND OBTAINING ELECTRONIC EVIDENCE IN CRIMINAL INVESTIGATIONS

LEARN PYTHON 3 THE HARD WAY

A VERY SIMPLE INTRODUCTION TO THE TERRIFYINGLY BEAUTIFUL WORLD OF COMPUTERS AND CODE

Addison-Wesley Professional You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

INNOVATIVE DATA INTEGRATION AND CONCEPTUAL SPACE MODELING FOR COVID, CANCER, AND CARDIAC CARE

Academic Press In recent years, scientific research and translation medicine have placed increased emphasis on computational methodology and data curation across many disciplines, both to advance underlying science and to instantiate precision-medicine protocols in the lab and in clinical practice. The nexus of concerns related to oncology, cardiology, and virology (SARS-CoV-2) presents a fortuitous context within which to examine the theory and practice of biomedical data curation. Innovative Data Integration and Conceptual Space Modeling for COVID, Cancer, and Cardiac Care argues that a well-rounded approach to data modeling should optimally embrace multiple perspectives inasmuch as data-modeling is neither a purely formal nor a purely conceptual discipline, but rather a hybrid of both. On the one hand, data models are designed for use by computer software components, and are, consequently, constrained by the mechanistic demands of software environments; data modeling strategies must accept the formal rigors imposed by unambiguous data-sharing and query-evaluation logic. In particular, data models are not well-suited for software-level deployment if such models do not translate seamlessly to clear strategies for querying data and ensuring data integrity as information is moved across multiple points. On the other hand, data modeling is, likewise, constrained by human conceptual tendencies, because the information which is managed by databases and data networks is ultimately intended to be visualized/utilized by humans as the end-user. Thus, at the intersection of both formal and humanistic methodology, data modeling takes on elements of both logico-mathematical frameworks (e.g., type systems and graph theory) and conceptual/philosophical paradigms (e.g., linguistics and cognitive science). The authors embrace this two-sided aspect of data models by seeking non-reductionistic points of convergence between formal and humanistic/conceptual viewpoints, and by leveraging biomedical contexts (viz., COVID, Cancer, and Cardiac Care) so as to provide motivating examples and case-studies in this volume. Provides an analysis of how conceptual spaces and related cognitive linguistic approaches can inspire programming and query-processing models Outlines the vital role that data modeling/curation has played in significant medical breakthroughs Presents readers with an overview of how information-management approaches intersect with precision medicine, providing case studies of data-modeling in concrete scientific practice Explores applications of image analysis and computer vision in the context of precision medicine Examines the role of

technology in scientific publishing, replication studies, and dataset curation

UNDERSTANDING CYBERCRIME

PHENOMENA, CHALLENGES AND LEGAL RESPONSE

United Nations Cyber attacks are on the rise. The media constantly report about data breaches and increasingly sophisticated cybercrime. Even governments are affected. At the same time, it is obvious that technology alone cannot solve the problem. What can countries do? Which issues can be addressed by policies and legislation? How to draft a good law? The report assists countries in understanding what cybercrime is about, what the challenges are in fighting such crime and supports them in drafting policies and laws.