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C++ Neural Networks and Fuzzy Logic
System Design, Modeling, and Simulation Using Ptolemy II
11th International Symposium, WADS 2009, Banff, Canada, August 21-23, 2009. Proceedings
Basic Electrical and Electronics Engineering:
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Algorithms and Data Structures
Automata, Languages and Computation
Converging Technologies for Smart Environments and Integrated Ecosystems
Introduction to Computer Security
Fiber Optics Engineering
Theory of Computer Science
Technologies and Applications for a New Age of Intelligence
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A Complete Introduction
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Data Communications and Networking

ROSS JAQUAN

C++ Neural Networks and Fuzzy Logic

McGraw-Hill College
You've experienced the shiny, point-and-click surface of your Linux computer--now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell (or command line). Along the way you'll learn the timeless skills handed down by generations of experienced, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: • Create and delete files, directories, and symlinks • Administer your system, including networking, package installation, and process management • Use standard input and output, redirection, and pipelines • Edit files with Vi, the world's most popular text editor • Write shell scripts to automate common or boring tasks • Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust.

System Design, Modeling, and Simulation Using Ptolemy II John Wiley & Sons
Within the past few decades, information technologies have been evolving at a tremendous rate, causing profound changes to our world and our ways of life. In particular, fiber optics has been playing an increasingly crucial role within the telecommunication revolution. Not only most long-distance links are fiber based, but optical fibers are increasingly approaching the individual end users, providing wide bandwidth links to support all kinds of data-intensive applications such as video, voice, and data services. As an engineering discipline, fiber optics is both fascinating and challenging. Fiber optics is an area that incorporates elements from a wide range of techno- gies including optics, microelectronics, quantum electronics, semiconductors, and networking. As a result of rapid changes in almost all of these areas, fiber optics is a fast evolving field. Therefore, the need for up-to-date texts that address this growing field from an interdisciplinary perspective persists. This book presents an overview of fiber optics from a practical, engineering perspective. Therefore, in addition to topics such as lasers, detectors, and optical

fibers, several topics related to electronic circuits that generate, detect, and process the optical signals are covered. In other words, this book attempts to present fiber optics not so much in terms of a field of “optics” but more from the perspective of an engineering field within “optoelectronics.

11th International Symposium, WADS 2009, Banff, Canada, August 21-23, 2009. Proceedings

CRC Press

If you're a candidate for Server+ certification, which measures essential competencies in advanced PC hardware issues such as RAID, SCSI, multiple CPUs, SANs, and much more, the Training Guide has what you need to pass. We have partnered with Elton Jernigan, a Subject Matter Expert (SME) of the initial Focus Group for development of the Server+ exam. He brings you an excellent resource that not only will help you pass the exam, but will also prove to be a handy, concise reference for managers and technicians who must select and implement hardware for network servers. You will benefit from Elton's insight as a 27-year veteran of the IT industry, including his experience as Director of Technology for the College of Business at Florida State University and as a senior computer trainer for the Beacon Institute for Learning. We make the most of your Server+ Certification study time by providing: Content that is organized according to each job dimension and exam objective Exam objectives that are clearly detailed and explained Study strategies to optimize your learning Exam tips that provide specific exam-related advice Step-by-step instructions that walk you through a task and help you learn faster Additional content sections with in-depth reference material Chapter summaries that review key concepts Key terms you'll need to understand Resource URLs that list web sites you can access for additional information on topics in each chapter Exercises that provide concrete experiences to reinforce learning Review questions and answers to assess your comprehension Sample exam questions that include answers and detailed explanations

Basic Electrical and Electronics Engineering:

Morgan Kaufmann

Algorithmic graph theory has been expanding at an extremely rapid rate since the middle of the twentieth century, in parallel with the growth of computer science and the accompanying utilization of computers, where efficient algorithms have been a prime goal. This book presents material on developments on graph algorithms and related concepts that will be of value to both mathematicians and computer scientists, at a level suitable for graduate students, researchers and instructors. The fifteen expository chapters, written by acknowledged international experts on their subjects, focus on the application of algorithms to solve particular problems. All chapters were carefully edited to enhance readability and standardize the chapter structure as well as the terminology and notation. The editors provide basic background material in graph theory, and a chapter written by the book's Academic Consultant, Martin Charles Golumbic (University of Haifa, Israel), provides background material on algorithms as connected with graph theory.

Fundamentals of

Computer Networks PHI Learning Pvt. Ltd. Computer Organization and Design Fundamentals takes the reader from the basic design principles of the modern digital computer to a top-level examination of its architecture. This book can serve either as a textbook to an introductory course on computer hardware or as the basic text for the aspiring geek who wants to learn about digital design. The material is presented in four parts. The first part describes how computers represent and manipulate numbers. The second part presents the tools used at all levels of binary design. The third part introduces the reader to computer system theory with topics such as memory, caches, hard drives, pipelining, and interrupts. The last part applies these theories through an introduction to the Intel 80x86 architecture and assembly language. The material is presented using practical terms and examples with an aim toward providing anyone who works with computer systems the ability to use them more effectively through a better understanding of their design.
Algorithms and Data Structures Addison-Wesley Professional Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary world of digital systems. It will introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of ''abstraction,'' the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems. +Balances circuits theory with practical digital electronics applications. +Illustrates concepts with real devices. +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach. +Written by two educators well known for their innovative teaching and research and their collaboration with industry. +Focuses on contemporary MOS technology.
Automata, Languages and Computation Elsevier Focused on fundamental concepts and practical applications, this book provides a strong foundation in the principles and terminology of computer networking and internet technology. This thoroughly revised second edition, incorporating some of the latest technical features in networking, is suitable for introductory one-semester courses for undergraduate students of computer science and engineering, electronics and telecommunication engineering, information technology, as well as students of computer applications (BCA and MCA). This text begins with an overview of computer networking and a discussion on data communication. Then it proceeds to explain how computer networks such as local area networks (LANs) and wide area networks (WANs) work, and how internetworking is implemented. Besides, the book provides a

description of the Internet and TCP/IP protocol. With the prolific growth of networking, 'network management and security' has become an increa-singly important part of the academic curriculum. This topic has been ade-quately dealt with in a separate chapter. The practical aspects of networking, listing the essential requirements needed for actually setting up a computer network, are thoroughly explained in the final chapter of the book. WHAT IS NEW IN THE SECOND EDITION • Wireless LAN in Chapter 4 • API and Socket Programming and End-to-End Protocol in Chapter 7 • Remote Procedure Call (RPC) Protocol in Chapter 8 • Dynamic Host Configuration Protocol –Error reporting by ICMP –Virtual Private Network (VPN) in Chapter 9 –Network Address Translation (NAT) An appendix dealing with telephone networking, wireless networking, cellular networking and satellite and telemetry communication has been included to meet the requirements of the students.

Converging Technologies for Smart Environments and Integrated Ecosystems CRC Press

Intended primarily as a textbook for the students of computer science and engineering, electronics and communication engineering, master of computer applications (MCA), and those offering IT courses, the book provides a comprehensive coverage of the subject. Basic elements of communication such as data, signal and channel alongwith their characteristics such as bandwidth, bit internal and bit rate have been explained. Contents related to guided and unguided transmission media, Bluetooth wireless technology, developed for Personal Area Network (PAN) and issues related to routing covering popular routing algorithms namely RIP, OSPF and BGP, have been introduced in the book. Various aspects of data link control alongwith their application in HDLC network and techniques such as encoding, multiplexing and encryption/decryption are presented in detail. Characteristics and implementation of PSTN, SONET, ATM, LAN, PACKET RADIO network, Cellular telephone network and Satellite network have also been explained. Different aspects of IEEE 802.11 WLAN and congestion control protocols have also been discussed in the book. Key Features • Each chapter is divided into section and subsection to provide flexibility in curriculum design. • The text contains numerous solved examples, and illustrations to bring clarity to the subject and enhance its understanding. • Review questions given at the end of each chapter, are meant to enable the teacher to test student's grasping of the subject.

Introduction to Computer Security John Wiley & Sons

This book aims to explain the basics of graph theory that are needed at an introductory level for students in computer or information sciences. To motivate students and to show that even these basic notions can be extremely useful, the book also aims to provide an introduction to the modern field of network science. Mathematics is often unnecessarily difficult for students, at times even intimidating. For this reason, explicit attention is paid in the first chapters to mathematical notations

and proof techniques, emphasizing that the notations form the biggest obstacle, not the mathematical concepts themselves. This approach allows to gradually prepare students for using tools that are necessary to put graph theory to work: complex networks. In the second part of the book the student learns about random networks, small worlds, the structure of the Internet and the Web, peer-to-peer systems, and social networks. Again, everything is discussed at an elementary level, but such that in the end students indeed have the feeling that they: 1.Have learned how to read and understand the basic mathematics related to graph theory. 2.Understand how basic graph theory can be applied to optimization problems such as routing in communication networks. 3.Know a bit more about this sometimes mystical field of small worlds and random networks. There is an accompanying web site www.distributed-systems.net/gtcn from where supplementary material can be obtained, including exercises, Mathematica notebooks, data for analyzing graphs, and generators for various complex networks.

Fiber Optics Engineering Elsevier This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. NEW TO THIS EDITION • Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2) • A rigorous proof of Kleene’s theorem (Chapter 5) • Major changes in the chapter on Turing machines (TMs) – A new section on high-level description of TMs – Techniques for the construction of TMs – Multitape TM and nondeterministic TM • A new chapter (Chapter 10) on decidability and recursively enumerable languages • A new chapter (Chapter 12) on complexity theory and NP-complete problems • A section on quantum computation in Chapter 12. • KEY FEATURES • Objective-type questions in each chapter—with answers provided at the end of the book. • Eighty-three additional solved examples—added as Supplementary Examples in each chapter. • Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications.

Theory of Computer Science Springer Science & Business Media

Your map through the network jungle. Here's how to track down virtually every network available to academics and researchers. This new book, with its detailed compilation of host- level information, provides everything you need to locate resources, send mail to colleagues and friends worldwide, and answer questions about how to access major national and international networks. Extensively cross- referenced information on ARPANET/MILNET, BITNET, CSNET, Esnet, NSFNET, SPAN, THEnet, USENET, and loads of others is all provided. Included are

detailed lists of hosts, site contacts, administrative domains, and organizations. Plus, a tutorial chapter with handy reference tables reveals electronic mail 'secrets' that make it easier to take advantage of networking.

Technologies and Applications for a New Age of Intelligence M & T Books

A self-contained guide to the state-of-the-art in cooperative communications and networking techniques for next generation cellular wireless systems, this comprehensive book provides a succinct understanding of the theory, fundamentals and techniques involved in achieving efficient cooperative wireless communications in cellular wireless networks. It consolidates the essential information, addressing both theoretical and practical aspects of cooperative communications and networking in the context of cellular design. This one-stop resource covers the basics of cooperative communications techniques for cellular systems, advanced transceiver design, relay-based cellular networks, and game-theoretic and micro-economic models for protocol design in cooperative cellular wireless networks. Details of ongoing standardization activities are also included. With contributions from experts in the field divided into five distinct sections, this easy-to-follow book delivers the background needed to develop and implement cooperative mechanisms for cellular wireless networks.

Wireless Sensor Networks PHI Learning Pvt. Ltd.

This book constitutes the refereed proceedings of the International Conference on Advances in Information Technology and Mobile Communication, AIM 2011, held at Nagpur, India, in April 2011. The 31 revised full papers presented together with 27 short papers and 34 poster papers were carefully reviewed and selected from 313 submissions. The papers cover all current issues in theory, practices, and applications of Information Technology, Computer and Mobile Communication Technology and related topics.

A Complete Introduction Elsevier

Introduction to Computer Security draws upon Bishop's widely praised Computer Security: Art and Science, without the highly complex and mathematical coverage that most undergraduate students would find difficult or unnecessary. The result: the field's most concise, accessible, and useful introduction. Matt Bishop thoroughly introduces fundamental techniques and principles for modeling and analyzing security. Readers learn how to express security requirements, translate requirements into policies, implement mechanisms that enforce policy, and ensure that policies are effective. Along the way, the author explains how failures may be exploited by attackers--and how attacks may be discovered, understood, and countered. Supplements available including slides and solutions.

International Conference, AIM 2011, Nagpur, Maharashtra, India, April 21-22, 2011, Proceedings Academic Press

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is

processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Internet of Things No Starch Press

The book aims to provide a broad overview of various topics of the Internet of Things (IoT) from the research and development priorities to enabling technologies, architecture, security, privacy, interoperability and industrial applications. It is intended to be a stand-alone book in a series that covers the Internet of Things activities of the IERC - Internet of Things European Research Cluster - from technology to international cooperation and the global "state of play." The book builds on the ideas put forward by the European Research Cluster on the Internet of Things Strategic Research and Innovation Agenda and presents views and state of the art results on the challenges facing the research, development and deployment of IoT at the global level. Today we see the integration of Industrial, Business and Consumer Internet which is bringing together the Internet of People, Internet of Things, Internet of Energy, Internet of Vehicles, Internet of Media, Services and Enterprises in forming the backbone of the digital economy, the digital society and the foundation for the future knowledge and innovation based economy. These developments are supporting solutions for the emerging challenges of public health, aging population, environmental protection and climate change, the conservation of energy and scarce materials, enhancements to safety and security and the continuation and growth of economic prosperity. Penetration of smartphones and advances in nanoelectronics, cyber-physical systems, wireless communication, software, and Cloud computing technology will be the main drivers for IoT development. The IoT contribution is seen in the increased value of information created by

the number of interconnections among things and the transformation of the processed information into knowledge shared into the Internet of Everything. The connected devices are part of ecosystems connecting people, processes, data, and things which are communicating in the Cloud using the increased storage and computing power while attempting to standardize communication and metadata. In this context, the next generation of Cloud computing technologies will need to be flexible enough to scale autonomously, adaptive enough to handle constantly changing connections and resilient enough to stand up to the huge flows of data that will occur. In 2025, analysts forecast that there will be six devices per human on the planet, which means around 50 billion more connected devices over the next 12 years. The Internet of Things market is connected to this anticipated device growth from industrial Machine to Machine (M2M) systems, smart meters and wireless sensors. Internet of Things technology will generate new services and new interfaces by creating smart environments and smart spaces with applications ranging from Smart Cities, Smart Transport, Buildings, Energy, Grid, to Smart Health and Life.

A Cyber-Physical Systems Approach Elsevier

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

DATA COMMUNICATION AND COMPUTER NETWORKS Artech House

Internet of Things: Principles and Paradigms captures the state-of-the-art research in Internet of Things, its applications, architectures, and technologies. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. The Internet of Things (IoT) paradigm promises to make any electronic devices part of the Internet environment. This new paradigm opens the doors to new innovations and interactions between people and things that will enhance the quality of life and utilization of scarce resources. To help realize the full potential of IoT, the book addresses its numerous challenges and develops the conceptual and technological solutions for tackling them. These challenges include the development

of scalable architecture, moving from closed systems to open systems, designing interaction protocols, autonomic management, and the privacy and ethical issues around data sensing, storage, and processing. Addresses the main concepts and features of the IoT paradigm Describes different architectures for managing IoT platforms Provides insight on trust, security, and privacy in IoT environments Describes data management techniques applied to the IoT environment Examines the key enablers and solutions to enable practical IoT systems Looks at the key developments that support next generation IoT platforms Includes input from expert contributors from both academia and industry on building and deploying IoT platforms and applications *Foundations of Analog and Digital Electronic Circuits* River Publishers The extensively revised and updated edition provides a logical and easy-to-follow progression through C++ programming for two of the most popular technologies for artificial intelligence--neural and fuzzy programming. The authors cover theory as well as practical examples, giving programmers a solid foundation as well as working examples with reusable code. *From Machine-to-Machine to the Internet of Things: Introduction to a New Age of Intelligence* MIT Press Basic Electrical and Electronics Engineering provides an overview of the basics of electrical and electronic engineering that are required at the undergraduate level. The book allows students outside electrical and electronics engineering to easily

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