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Handbook of Research on the IoT, Cloud Computing, and Wireless Network Optimization

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Multimedia Computing Systems and Virtual Reality

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NATALIE BRIDGET

Energy-Efficient Underwater Wireless Communications and Networking John Wiley & Sons

In recent years there has been many developments in communication technology. This has greatly enhanced the computing power of small handheld resource-constrained mobile devices. Different generations of communication technology have evolved. This had led to new research for communication of large volumes of data in different transmission media and the design of different communication protocols. Another direction of research concerns the secure and error-free communication between the sender and receiver despite the risk of the presence of an eavesdropper. For the communication requirement of a huge amount of multimedia streaming data, a lot of research has been carried out in the design of proper overlay networks. The book addresses new research techniques that have evolved to handle these challenges.

Internet of Nano-Things and Wireless Body Area Networks (WBAN) IGI Global

The information age has led to an explosion in the amount of information available to the individual and the means by which it is accessed, stored, viewed, and transferred. In particular, the growth of the internet has led to the creation of huge repositories of multimedia documents in a diverse range of scientific and professional fields, as well as the tools to extract useful knowledge from them. Mining Multimedia Documents is a must-read for researchers, practitioners, and students working at the intersection of data mining and multimedia applications. It investigates various techniques related to mining multimedia documents based on text, image, and video features. It provides an insight into the open research problems benefitting advanced undergraduates, graduate students, researchers, scientists and practitioners in the fields of medicine, biology, production, education, government, national security and economics.

Intelligence in IoT-enabled Smart Cities American Mathematical

Soc.

This book examines research and relevant theory on the role of mobile phones in the lives of children and young people, how these technologies are used for different applications, the effects that mobile phones have on young people, and the challenges of regulating and controlling the technology and its use.

Handbook of Research on Machine Learning Techniques for Pattern Recognition and Information Security IGI Global

Social, Mobile, and Emerging Media around the World:

Communication Case Studies is an edited collection of cutting edge research on the practical applications of diverse types of emerging media technologies in a variety of industries and in many different regions of the world. In recent years, emergent social media have initiated a revolution comparable in impact to the industrial revolution or the invention of the Internet. Today, social media's usage statistics are mind-boggling: almost two billion people are Facebook users, over one billion people communicate via What'sApp, over forty billion pictures are posted on Instagram, and over one million snaps are sent on Snapchat daily. This edited collection analyzes the influence of emerging media technologies on governments, global organizations, non-profits, corporations, museums, restaurants, first responders, sports, medicine, television, and free speech. It studies such new media phenomena as brandjacking, crowd-funding, crowd-mapping, augmented reality, mHealth, and transmedia, focusing specifically on new media platforms like Facebook and Facebook Live, Twitter, Sina Weibo, Yelp, and other mobile apps.

Internet of Things A to Z University Press of Florida

Deep Learning for Multimedia Processing Applications is a comprehensive guide that explores the revolutionary impact of deep learning techniques in the field of multimedia processing. Written for a wide range of readers, from students to professionals, this book offers a concise and accessible overview of the application of deep learning in various multimedia domains, including image processing, video analysis, audio recognition, and natural language processing. Divided into two volumes, Volume Two delves into advanced topics such as convolutional neural networks (CNNs), recurrent neural networks (RNNs), and

generative adversarial networks (GANs), explaining their unique capabilities in multimedia tasks. Readers will discover how deep learning techniques enable accurate and efficient image recognition, object detection, semantic segmentation, and image synthesis. The book also covers video analysis techniques, including action recognition, video captioning, and video generation, highlighting the role of deep learning in extracting meaningful information from videos. Furthermore, the book explores audio processing tasks such as speech recognition, music classification, and sound event detection using deep learning models. It demonstrates how deep learning algorithms can effectively process audio data, opening up new possibilities in multimedia applications. Lastly, the book explores the integration of deep learning with natural language processing techniques, enabling systems to understand, generate, and interpret textual information in multimedia contexts. Throughout the book, practical examples, code snippets, and real-world case studies are provided to help readers gain hands-on experience in implementing deep learning solutions for multimedia processing.

Deep Learning for Multimedia Processing Applications is an essential resource for anyone interested in harnessing the power of deep learning to unlock the vast potential of multimedia data.

Handbook of Research on Cloud Computing and Big Data Applications in IoT John Wiley & Sons

Most events and activities in today's world are ordinarily captured using photos, videos and other multimedia content. Such content has some limitation of storing data and fetching them effectively. Three-dimensional continuous PC animation is the most proper media to simulate these occasions and activities. This book focuses on futuristic trends and innovations in multimedia systems using big data, IoT and cloud technologies. The authors present recent advancements in multimedia systems as they relate to various application areas such as healthcare services and agriculture-related industries. The authors also discuss human-machine interface design, graphics modelling, rendering/animation, image/graphics techniques/systems and visualization. They then go on to explore multimedia content adaptation for interoperable delivery. Finally, the book covers

cultural heritage, philosophical/ethical/societal/international issues, standards-related virtual technology and multimedia uses. This book is intended for computer engineers and computer scientists developing applications for multimedia and virtual reality and professionals working in object design and visualization, transformation, modelling and animation of the real world. Features: Focuses on futuristic trends and innovations in multimedia systems using big data, IoT and cloud technologies Offers opportunity for state-of-the-art approaches, methodologies and systems, and innovative use of multimedia-based emerging technology services in different application areas Discusses human-machine interface design, graphics modelling, rendering/animation, image/graphics techniques/systems and visualization Covers cultural heritage, philosophical/ethical/societal/international issues, standards-related virtual technology and multimedia uses Explores multimedia content adaptation for interoperable delivery and recent advancements in multimedia systems in context to various application areas such as healthcare services and agriculture-related fields Rajeev Tiwari is a Senior Associate Professor in the School of Computer Science at the University of Petroleum and Energy Studies, Dehradun, India. Neelam Duhan is an Associate Professor in the Department of Computer Engineering at J. C. Bose University of Science and Technology, YMCA, Faridabad, India. Mamta Mittal has 18 years of teaching experience, and her research areas include data mining, big data, machine learning, soft computing and data structure. Abhineet Anand is a Professor in the Computer Science and Engineering Department at Chitkara University, Punjab, India. Muhammad Attique Khan is a lecturer of the Computer Science Department at HITEC University, Taxila, Pakistan.

Intelligent Innovations in Multimedia Data Engineering and Management Springer Nature

Writing and Editing for Digital Media teaches students how to write effectively for digital spaces—whether writing for an app, crafting a story for a website, blogging, or using social media to expand the conversation. The lessons and exercises in each chapter help students build a solid understanding of the ways that digital communication has introduced opportunities for dynamic storytelling and multi-directional communication. With this accessible guide and accompanying website, students learn not

only to create content, but also to become careful, creative managers of that content. Updated with contemporary examples and pedagogy, including examples from the 2016 presidential election, and an expanded look at using social media, the third edition broadens its scope, helping digital writers and editors in all fields, including public relations, marketing, and social media management. Based on Brian Carroll's extensive experience teaching a course of the same name, this revised and updated edition pays particular attention to opportunities presented by the growth of social media and mobile media. Chapters aim to: Assist digital communicators in understanding the socially networked, increasingly mobile, always-on, geomapped, personalized media ecosystems; Teach communicators to approach storytelling from a multimedia, multi-modal, interactive perspective; Provide the basic skill sets of the digital writer and editor, skill sets that transfer across all media and most communication and media industries, and to do so in specifically journalistic and public relations contexts; Help communicators to put their audiences first by focusing attention on user experience, user behavior, and engagement with their user bases; Teach best practices in the areas of social media strategy, management, and use.

Mobile Networks and Computing CRC Press

In bringing to the readers the book *5G Multimedia Communication: Technology, Multiservices and Deployment*, the aim is to present current work and direction on the challenging subject of multimedia communications, with theoretical and practical roots. The past two decades have witnessed an extremely fast evolution of mobile cellular network technology. The fifth generation of mobile wireless systems has achieved the first milestone toward finalization and deployment by 2020. This is vital to the development of future multimedia communications. Also, it is necessary to consider 5G technology from the performance point of view by analyzing network capabilities to the operator and to the end user in terms of data rate, capacity, coverage, energy efficiency, connectivity and latency. The book is divided into three major parts with each part containing four to seven chapters: • Critical enabling technology • Multiservices network • Deployment scenarios The first part discusses enabling technologies, such as green communication, channel modeling, massive and distributed MIMO and ML-based networks. In the second part, different methodologies and standards for

multiservices have been discussed. Exclusive chapters have been dedicated to each of the open research challenges such as multimedia operating in 5G environment, network slicing optimization, mobile edge computing, mobile video multicast/broadcast, integrated satellite and drone communication. The third part paved the way to deployment scenarios for different innovative services including integration of a multienergy system in smart cities, intelligent transportation systems, 5G connectivity in the transport sector, healthcare services, 5G edge-based video surveillance and challenges of connectivity for massive IoT in 5G and beyond systems. The book is written by experts in the field who introduced scientific and engineering concepts, covering the 5G multimedia communication areas. The book can be read cover-to-cover or selectively in the areas of interest for the readers. Generally, the book is intended for novel readers who could benefit from understanding general concepts, practitioners who seek guidance into the field and senior-level as well as graduate-level engineering students in understanding the process of today's wireless multimedia communications.

Advanced Video Communications over Wireless Networks CRC Press

With 26 entirely new and 5 extensively revised chapters out of the total of 39, the *Mobile Communications Handbook, Third Edition* presents an in-depth and up-to-date overview of the full range of wireless and mobile technologies that we rely on every day. This includes, but is not limited to, everything from digital cellular mobile radio and evolving personal communication systems to wireless data and wireless networks. Illustrating the extraordinary evolution of wireless communications and networks in the last 15 years, this book is divided into five sections: *Basic Principles* provides the essential underpinnings for the wide-ranging mobile communication technologies currently in use throughout the world. *Wireless Standards* contains technical details of the standards we use every day, as well as insights into their development. *Source Compression and Quality Assessment* covers the compression techniques used to represent voice and video for transmission over mobile communications systems as well as how the delivered voice and video quality are assessed. *Wireless Networks* examines the wide range of current and developing wireless networks and wireless methodologies.

Emerging Applications explores newly developed areas of vehicular communications and 60 GHz wireless communications. Written by experts from industry and academia, this book provides a succinct overview of each topic, quickly bringing the reader up to date, but with sufficient detail and references to enable deeper investigations. Providing much more than a "just the facts" presentation, contributors use their experience in the field to provide insights into how each topic has emerged and to point toward forthcoming developments in mobile communications.

Wireless Multimedia Communication Systems CRC Press

Today, cloud computing, big data, and the internet of things (IoT) are becoming indubitable parts of modern information and communication systems. They cover not only information and communication technology but also all types of systems in society including within the realms of business, finance, industry, manufacturing, and management. Therefore, it is critical to remain up-to-date on the latest advancements and applications, as well as current issues and challenges. The Handbook of Research on Cloud Computing and Big Data Applications in IoT is a pivotal reference source that provides relevant theoretical frameworks and the latest empirical research findings on principles, challenges, and applications of cloud computing, big data, and IoT. While highlighting topics such as fog computing, language interaction, and scheduling algorithms, this publication is ideally designed for software developers, computer engineers, scientists, professionals, academicians, researchers, and students.

Deep Learning for Multimedia Processing Applications CRC Press

Contemporary society resides in an age of ubiquitous technology. With the consistent creation and wide availability of multimedia content, it has become imperative to remain updated on the latest trends and applications in this field. *Digital Multimedia: Concepts, Methodologies, Tools, and Applications* is an innovative source of scholarly content on the latest trends, perspectives, techniques, and implementations of multimedia technologies. Including a comprehensive range of topics such as interactive media, mobile technology, and data management, this multi-volume book is an ideal reference source for engineers, professionals, students, academics, and researchers seeking

emerging information on digital multimedia.

Resource Allocation and Performance Optimization in Communication Networks and the Internet IGI Global

This edited volume broadens the understanding of the media arts at a global scale bringing together practices and ideas from artists and art educators from around the world. Authors explore issues of cultural and social diversity in fields of education, media theory, and critical theories of education and pedagogy with particular attention to digital technologies' impact on visual arts learning. Researchers utilize a range of methodologies including participant-researcher ethnographies, action research, case study, and design based research. These artists and art educators share new research about the pedagogical and theoretical aspects of media arts in educational systems that are facing unprecedented change. This volume begins to map why and how experts are working within networked society and playing with digital innovations through media arts education as a critical and creative practice.

Handbook of Computer Networks and Cyber Security Routledge

With the ever-increasing volume of data, proper management of data is a challenging proposition to scientists and researchers, and given the vast storage space required, multimedia data is no exception in this regard. Scientists and researchers are investing great effort to discover new space-efficient methods for storage and archiving of this data. *Intelligent Innovations in Multimedia Data Engineering and Management* provides emerging research exploring the theoretical and practical aspects of storage systems and computing methods for large forms of data. Featuring coverage on a broad range of topics such as binary image, fuzzy logic, and metaheuristic algorithms, this book is ideally designed for computer engineers, IT professionals, technology developers, academicians, and researchers seeking current research on advancing strategies and computing techniques for various types of data.

Mining Multimedia Documents BoD – Books on Demand

SMART GRID TELECOMMUNICATIONS Discover the foundations and main applications of telecommunications to smart grids In *Smart Grid Telecommunications*, renowned researchers and authors Drs. Alberto Sendin, Javier Matanza, and Ramon Ferrús deliver a focused treatment of the fundamentals and main applications of telecommunication technologies in smart grids.

Aimed at engineers and professionals who work with power systems, the book explains what smart grids are and where telecommunications are needed to solve their various challenges. Power engineers will benefit from explanations of the main concepts of telecommunications and how they are applied to the different domains of a smart grid. Telecommunication engineers will gain an understanding of smart grid applications and services and will learn from the explanations of how telecommunications need to be adapted to work with them. The authors offer a simplified vision of smart grids with rigorous coverage of the latest advances in the field, while avoiding some of the technical complexities that can hinder understanding in this area. The book offers: Discussions of why telecommunications are necessary in smart grids and the various telecommunication services and systems relevant for them An exploration of foundational telecommunication concepts ranging from system-level aspects, such as network topologies, multi-layer architectures and protocol stacks, to communications channel transmission- and reception-level aspects Examinations of telecommunication-related smart grid services and systems, including SCADA, protection and teleprotection, smart metering, substation and distribution automation, synchrophasors, distributed energy resources, electric vehicles, and microgrids A treatment of wireline and wireless telecommunication technologies, like DWDM, Ethernet, IP, MPLS, PONs, PLC, BPL, 3GPP cellular 4G and 5G technologies, Zigbee, Wi-SUN, LoRaWAN, and Sigfox, addressing their architectures, characteristics, and limitations Ideal for engineers working in power systems or telecommunications as network architects, operations managers, planners, or in regulation-related activities, *Smart Grid Telecommunications* is also an invaluable resource for telecommunication network and smart grid architects.

Climatic Media Taylor & Francis

The Internet of Nano-Things (IoNT) is a system of nano-connected devices, objects, or organisms that have unique identifiers to transfer data over a computer or cellular network wirelessly to the Cloud. Data delivery, caching, and energy consumption are among the most significant topics in the IoNT nowadays. The book addresses data routing and energy consumption challenges and proposes nano-sensing platforms in critical Wireless Body Area Networks (WBAN). This book covers both design and

implementation aspects of data delivery models and strategies in a smart application enabled by the WBAN. It focuses on smart data delivery approaches and energy savings aspects in a reliable IoNT systems.

Digital Multimedia: Concepts, Methodologies, Tools, and Applications Duke University Press

This book explores the diverse ways in which disability activism and advocacy are experienced and practised by people with disabilities and their allies. Contributors to the book explore the very different strategies and campaigns they have used to have their demands for respect, dignity and rights heard and acted upon by their communities, by national governments and the international community. The book, with its contemporary global focus, makes a significant contribution to the field of disability and social justice studies, particularly at a time of major social, political and cultural upheaval. *Global Perspectives on Disability Activism and Advocacy* offers a significant intervention within the field of disability at a time of major social upheaval where actors, advocates and activists are seeking to hold onto existing claims for rights, equality and disability justice.

Pervasive Communications Handbook CRC Press

The book covers a wide range of wireless communication and network technologies, and will help readers understand the role of wireless technologies in applications touching on various spheres of human life, e.g. healthcare, agriculture, building smart cities, forecasting and the manufacturing industry. The book begins by discussing advances in wireless communication, including emerging trends and research directions for network technologies. It also highlights the importance of and need to actively develop these technologies. In turn, the book addresses different algorithms and methodologies which could be beneficial in implementing 5G Mobile Communication, Vehicular Ad-hoc Networks (VANET), Reliable Cooperative Networks, Delay Tolerant Networks (DTN) and many more contexts related to advanced

communications. It then addresses the prominence of wireless communication in connection with the Internet of Things (IoT), Mobile Opportunistic Networks and Cognitive Radio Networks (CRN). Lastly, it presents the new horizons in architecture and building protocols for Li-Fi (Light-Fidelity) and Wearable Sensor Technology.

Autonomous Vehicles, Volume 1 CRC Press

This book provides a comprehensive introduction to the underlying theory, design techniques and analytical results of wireless communication networks, focusing on the core principles of wireless network design. It elaborates the network utility maximization (NUM) theory with applications in resource allocation of wireless networks, with a central aim of design and the QoS guarantee. It presents and discusses state-of-the-art developments in resource allocation and performance optimization in wireless communication networks. It provides an overview of the general background including the basic wireless communication networks and the relevant protocols, architectures, methods and algorithms.

Multimedia Streaming in SDN/NFV and 5G Networks CRC Press

Rapid progress in software, hardware, mobile networks, and the potential of interactive media poses many questions for researchers, manufacturers, and operators of wireless multimedia communication systems. *Wireless Multimedia Communication Systems: Design, Analysis, and Implementation* strives to answer those questions by not only covering the underlying concepts involved in the design, analysis, and implementation of wireless multimedia communication systems, but also by tackling advanced topics such as mobility management, security components, and smart grids. Offering an accessible treatment of the latest research, this book: Presents specific wireless multimedia communication schemes that have proven to be useful Discusses important standardization processing activities regarding wireless networking Includes wireless mesh and

multimedia sensor network architectures, protocols, and design optimizations Highlights the challenges associated with meeting complex connectivity requirements Contains numerous figures, tables, examples, references, and a glossary of acronyms Providing coverage of significant technological advances in their initial steps along with a survey of the fundamental principles and practices, *Wireless Multimedia Communication Systems: Design, Analysis, and Implementation* aids senior-level and graduate-level engineering students and practicing professionals in understanding the processes and furthering the development of today's wireless multimedia communication systems.

Cellular Internet of Things CRC Press

As multimedia applications have become part of contemporary daily life, numerous paradigm-shifting technologies in multimedia processing have emerged over the last decade. Substantially updated with 21 new chapters, *Multimedia Image and Video Processing, Second Edition* explores the most recent advances in multimedia research and applications. This edition presents a comprehensive treatment of multimedia information mining, security, systems, coding, search, hardware, and communications as well as multimodal information fusion and interaction. Clearly divided into seven parts, the book begins with a section on standards, fundamental methods, design issues, and typical architectures. It then focuses on the coding of video and multimedia content before covering multimedia search, retrieval, and management. After examining multimedia security, the book describes multimedia communications and networking and explains the architecture design and implementation for multimedia image and video processing. It concludes with a section on multimedia systems and applications. Written by some of the most prominent experts in the field, this updated edition provides readers with the latest research in multimedia processing and equips them with advanced techniques for the design of multimedia systems.

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