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System Architecture and Integration - Euromicro. Conference 1994

Euromicro 94 has the theme "System Architecture and Integration." The proceedings contain two keynote speeches (The Design of Fault-Tolerant Real-Time Systems by H. Kopetz, and "A Theory of Engineering Design" by C.A.R. Hoare) and 87 technical papers in sessions including design and optimization, database retrieval techniques, mapping to parallel systems, VLSI high-level synthesis, object-oriented techniques, VLSI testing and testability, special architectures, protocols, tools for VLSI design, specification and design, dedicated devices, expert and knowledge-based systems, parallel architectures, application of mathematical models, using distributed systems, neural nets, FSM synthesis, and fault tolerance in parallel systems. No index. Annotation copyright by Book News, Inc., Portland, OR.

Architectural Alternatives for Exploiting Parallelism - David J. Lilja 1991

Graduates, advanced undergraduates, and practicing engineers of computer architecture or system design, may find interest in the survey of various architectures within which a computer can be induced to walk and chew gum at the same time. The 37 reprinted journal articles and conference presentation

Computer and Digital System Architecture - William D. Murray 1990

Computer Systems Organization -- Processor Architectures.

Proceedings of the ... Annual ACM Symposium on Principles of Distributed Computing - 1993

Proceedings of the Twelfth Annual ACM Symposium on Principles of Distributed Computing - 1993

Mathematical Aspects of Scientific Software - J.R. Rice 2012-12-06

Since scientific software is the fuel that drives today's computers to solve a vast range of problems, huge efforts are being put into the development of new software, systems and algorithms for scientific problem solving. This book explores how scientific software impacts the structure of mathematics, how it creates new subfields, and how new classes of mathematical problems arise. The focus is on five topics where the impact is currently being felt and where important new challenges exist, namely: the new subfield of parallel and geometric computations, the emergence of symbolic computation systems into "general" use, the potential emergence of new, high-level mathematical systems, and the crucial question of how to measure the performance of mathematical problem solving tools.

Performance Modelling with Deterministic and Stochastic Petri Nets - Christoph Lindemann 1998-03-05

This text provides an up-to-date treatment of the fundamental techniques and algorithms for numerical analysis of deterministic and stochastic Petri nets, a particular stochastic modelling formalism, and the application of this modelling formalism to performance analysis for parallel computer architectures.

Wireless Multi-Access Environments and Quality of Service Provisioning: Solutions and Application - Muntean, Gabriel-Miro 2012-01-31

"This book serves as a vital resource for practitioners to learn about the latest research and methodology within the field of wireless technology, covering important aspects of emerging technologies in the heterogeneous next generation network environment with a focus on wireless communications and their quality"--Provided by publisher.

InfoWorld - 1987-01-19

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers.

InfoWorld also celebrates people, companies, and projects.

1985 IEEE Computer Society Workshop on Computer Architecture for Pattern Analysis and Image Database Management, Miami Beach, Florida, November 18-20, 1985 - 1985

Computer Architecture for Pattern Analysis and Image Database Management - 1981

IEEE Computer Society Workshop on Computer Architecture for Pattern Analysis and Image Database Management - 1985

Computer Architecture and Security - Shuangbao Paul Wang 2013-01-10

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

1985 IEEE Computer Society Workshop on Computer Architecture for Pattern Analysis and Image Database Management, Miami Beach, Florida, November 18-20, 1985 - IEEE Computer Society 1985

Parallel and Distributed Systems, 1994 International Conference On - Lionel M. Ni 1994

The complete proceedings of the December 1994 conference, containing some 120 papers, addresses, and sessions on topics such as teraflop computing, architecture-independent parallel programming, parallel algorithms, FDDI/ATM networks, load balancing, distributed mutual exclusion, interconnection net

Scalable Parallel Computing - Kai Hwang 1998

This comprehensive new text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

Fourth International Conference on High Performance Computing - IEEE Computer Society.

Technical Committee on Parallel Processing 1997

This text on high-performance computing includes coverage of the topics: applications; I/O and compilers; scientific computing; data and file management; interconnection networks; compilers; image and signal processing; distributed systems; algorithms; architecture; and parallel programming.

Kerb 23 - Rosalea Monacella 2016-03-01

Originating as a RMIT university pamphlet in 1989 for the purpose of discussing landscape architecture.

The journal now boasts a diverse selection of contributors, focusing on contemporary landscape architecture themes. The journal is edited by a group of students, who select the articles pertinent of each edition. Kerb seeks to set the agenda for designers and architects, establishing a platform for new ideas and contemporary design theory. Kerb Journal is now featured on university reading lists around the world. It is the identification and manipulation of matter that has the potential to inform, change, align, and drive a physical interaction and making with the world. Kerb 23 examines ways in which 'Digital Landscape' discourse can be applied to landscape architecture. Through exploring Simulation, Fabrication, Augmentation and emerging theories of 'Digital Ecologies' we can navigate new horizons of what is made 'possible' within and through the realm of digital landscapes in regards to unlocking, transforming, storing and distributing the way we might reveal, uncover, and generate alternative modes of translation and interaction.

Parallel Programming Using C++ - Gregory V. Wilson 1996-07-08

Foreword by Bjarne Stroustrup Software is generally acknowledged to be the single greatest obstacle preventing mainstream adoption of massively-parallel computing. While sequential applications are routinely ported to platforms ranging from PCs to mainframes, most parallel programs only ever run on one type of machine. One reason for this is that most parallel programming systems have failed to insulate their users from the architectures of the machines on which they have run. Those that have been platform-independent have usually also had poor performance. Many researchers now believe that object-oriented languages may offer a solution. By hiding the architecture-specific constructs required for high performance inside platform-independent abstractions, parallel object-oriented programming systems may be able to combine the speed of massively-parallel computing with the comfort of sequential programming. *Parallel Programming Using C++* describes fifteen parallel programming systems based on C++, the most popular object-oriented language of today. These systems cover the whole spectrum of parallel programming paradigms, from data parallelism through dataflow and distributed shared memory to message-passing control parallelism. For the parallel programming community, a common parallel application is discussed in each chapter, as part of the description of the system itself. By comparing the implementations of the polygon overlay problem in each system, the reader can get a better sense of their expressiveness and functionality for a common problem. For the systems community, the chapters contain a discussion of the implementation of the various compilers and runtime systems. In addition to discussing the performance of polygon overlay, several of the contributors also discuss the performance of other, more substantial, applications. For the research community, the contributors discuss the motivations for and philosophy of their systems. As well, many of the chapters include critiques that complete the research arc by pointing out possible future research directions. Finally, for the object-oriented community, there are many examples of how encapsulation, inheritance, and polymorphism can be used to control the complexity of developing, debugging, and tuning parallel software.

2000 IEEE International Conference on Acoustics, Speech, and Signal Processing - 2000

Computer and Information Sciences -- ISCIS 2003 - Adnan Yazici 2003-10-24

This book constitutes the refereed proceedings of the 18th International Symposium on Computer and Information Sciences, ISCIS 2003, held in Antalya, Turkey in November 2003. The 135 revised papers presented together with 2 invited papers were carefully reviewed and selected from over 360 submissions. The papers are organized in topical sections on architectures and systems, theoretical computer science, databases and information retrieval, e-commerce, graphics and computer vision, intelligent systems and robotics, multimedia, networks and security, parallel and distributed computing, soft computing, and software engineering.

EUROMICRO 96 - Peter Milligan 1996

Proceedings of the IEEE 1987 National Aerospace and Electronics Conference, NAECON 1987 - 1987

SCI: Scalable Coherent Interface - Hermann Hellwagner 2006-12-29

Scalable Coherent Interface (SCI) is an innovative interconnect standard (ANSI/IEEE Std 1596-1992)

addressing the high-performance computing and networking domain. This book describes in depth one specific application of SCI: its use as a high-speed interconnection network (often called a system area network, SAN) for compute clusters built from commodity workstation nodes. The editors and authors, coming from both academia and industry, have been instrumental in the SCI standardization process, the development and deployment of SCI adapter cards, switches, fully integrated clusters, and software systems, and are closely involved in various research projects on this important interconnect. This thoroughly cross-reviewed state-of-the-art survey covers the complete hardware/software spectrum of SCI clusters, from the major concepts of SCI, through SCI hardware, networking, and low-level software issues, various programming models and environments, up to tools and application experiences.

Blockchain, Big Data and Machine Learning - Neeraj Kumar 2020-09-25

Present book covers new paradigms in Blockchain, Big Data and Machine Learning concepts including applications and case studies. It explains dead fusion in realizing the privacy and security of blockchain based data analytic environment. Recent research of security based on big data, blockchain and machine learning has been explained through actual work by practitioners and researchers, including their technical evaluation and comparison with existing technologies. The theoretical background and experimental case studies related to real-time environment are covered as well. Aimed at Senior undergraduate students, researchers and professionals in computer science and engineering and electrical engineering, this book: Converges Blockchain, Big Data and Machine learning in one volume. Connects Blockchain technologies with the data centric applications such Big data and E-Health. Easy to understand examples on how to create your own blockchain supported by case studies of blockchain in different industries. Covers big data analytics examples using R. Includes illustrative examples in python for blockchain creation.

New Advances in Computer Graphics - Rae Earnshaw 2012-12-06

This volume presents the proceedings of the 7th International Conference of the Computer Graphics Society, CG International '89, held at the University of Leeds, UK, June 27-30, 1989. Since 1982 this conference has continued to attract high-quality research papers in all aspects of computer graphics and its applications. Originally the conference was held in Japan (1982-1987), but in 1988 was held in Geneva, Switzerland. Future conferences are planned for Singapore in 1990, USA in 1991, Japan in 1992, and Canada in 1993. Recent developments in computer graphics have concentrated on the following: greater sophistication of image generation techniques; advances in hardware and emphasis on the exploitation of parallelism, integration of robotics and AI techniques for animation, greater integration of CAD and CAM in CIM, use of powerful computer graphics techniques to represent complex physical processes (visualization), advances in computational geometry and in the representation and modelling of complex physical and mathematical objects, and improved tools and methods for HCI. These trends and advances are reflected in this present volume. A number of papers deal with important research aspects in many of these areas.

Distributed and Cloud Computing - Kai Hwang 2013-12-18

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or e-commerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively

parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

Secure Wireless Sensor Networks - Mauro Conti 2015-11-06

This book explores five fundamental mechanisms to build secure Wireless Sensor Networks (WSNs). It presents security issues related to a single node which deals with the authentication and communication confidentiality with other nodes. It also focuses on network security, providing solutions for the node capture attack and the clone attack. It examines a number of areas and problems to which WSNs are applied continuously, including: supporting rescue operations, building surveillance, fire prevention, battlefield monitoring and more. However, known and unknown threats still affect WSNs and in many applications of this new technology the security of the network is a fundamental issue for confidentiality, integrity, authenticity and availability. The last section of the book addresses security for a common WSN service. Case studies are provided throughout. Secure Wireless Sensor Networks: Threats and Solutions targets advanced-level students and researchers in computer science and electrical engineering as a secondary text book. Professionals working in the wireless sensor networks field will also find this book useful as a reference.

Proceedings - 1999

Official Gazette of the United States Patent and Trademark Office - 1999

Advanced Computer Architecture - Kai Hwang 2016

Nanoelectronics and Information Technology - Rainer Waser 2012-05-29

This outstanding textbook provides an introduction to electronic materials and device concepts for the major areas of current and future information technology. On about 1,000 pages, it collects the fundamental concepts and key technologies related to advanced electronic materials and devices. The obvious strength of the book is its encyclopedic character, providing adequate background material instead of just reviewing current trends. It focuses on the underlying principles which are illustrated by contemporary examples. The third edition now holds 47 chapters grouped into eight sections. The first two sections are devoted to principles, materials processing and characterization methods. Following sections hold contributions to relevant materials and various devices, computational concepts, storage systems, data transmission, imaging systems and displays. Each subject area is opened by a tutorial introduction, written by the editor and giving a rich list of references. The following chapters provide a concise yet in-depth

description in a given topic. Primarily aimed at graduate students of physics, electrical engineering and information technology as well as material science, this book is equally of interest to professionals looking for a broader overview. Experts might appreciate the book for having quick access to principles as well as a source for getting insight into related fields.

Proceedings of the International Conference on Multimedia Computing and Systems - 1999

Encyclopedia of Computer Science and Technology - Allen Kent 1998-08-26

Entity Identification to Virtual Reality in Driving Simulation

Advanced Computer Architecture and Parallel Processing - Hesham El-Rewini 2005-04-08

Computer architecture deals with the physical configuration, logical structure, formats, protocols, and operational sequences for processing data, controlling the configuration, and controlling the operations over a computer. It also encompasses word lengths, instruction codes, and the interrelationships among the main parts of a computer or group of computers. This two-volume set offers a comprehensive coverage of the field of computer organization and architecture.

Advanced Computer Architecture - KAI. HWANG 2010

Methods and Applications for Advancing Distance Education Technologies: International Issues and Solutions - Syed, Mahbubur Rahman 2009-04-30

Provides communication technologies, intelligent technologies, and quality educational pedagogy for advancing distance education for both teaching and learning.

First IEEE/ACM International Symposium on Cluster Computing and the Grid - Rajkumar Buyya 2001

Annotation This collection of 85 papers from the May 2001 symposium presents developments in cluster and grid computing that enable applications to share resources and content across the Internet in a peer-to-peer manner. The main areas of discussion are component and agent approaches, input/output and databases, message passing, scheduling, and distributed shared memory. Some of the topics are design of a generic platform for scalable cluster computing based on middleware techniques, early experiences with the EGrid testbed, software environments for cluster-based display systems, the performance of CORBA for distributed and grid applications, sabotage-tolerance mechanisms for volunteer computing systems, and a tool kit for the simulation of application scheduling. No subject index. c. Book News Inc.

Whitaker's Books in Print - 1998

Handbook of Research on Computational Grid Technologies for Life Sciences, Biomedicine, and Healthcare - Cannataro, Mario 2009-05-31

"This book provides methodologies and developments of grid technologies applied in different fields of life sciences"--Provided by publisher.