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Problems & Solutions in Scientific Computing

Handbook of Research on Discrete Event Simulation Environments: Technologies and Applications

14th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2013, Dresden, Germany, September 30 - October 2, 2013, Proceedings

Handbook on Theoretical and Algorithmic Aspects of Sensor, Ad Hoc Wireless, and Peer-to-Peer Networks

Applications to Physical Systems

Services, Technologies, and Security of Session Initiation Protocol

Education and Applied Research

Model-Driven Online Capacity Management for Component-Based Software Systems

Big Practical Guide to Computer Simulations

Mathematical Tools in Signal Processing with C++ and Java Simulations

Handbook of Research on Computational Grid Technologies for Life Sciences, Biomedicine, and Healthcare

A Guide to Monte Carlo Simulations in Statistical Physics

SIP Handbook

Collaborative Systems for Reindustrialization

Handbook of Research on P2P and Grid Systems for Service-Oriented Computing: Models, Methodologies and Applications

An Introduction to Computer Simulation Methods

Production and Inventory Management with Substitutions

The Guide to Computer Simulations and Games

RFID Handbook

Plus 2000 Examples from Physics

Learning and Teaching Mathematics using Simulations

The Java Simulation Handbook

The Computer Engineering Handbook

Handbook of Research on Educational Communications and Technology

With C++ and Java Simulations

Handbook of Research on Next Generation Mobile Communication Systems

Fundamentals of Interdisciplinary Decision Support

12th East European Conference, ADBIS 2008, Pori, Finland, September 5-9, 2008, Proceedings

Digital Signal Processing - an Interactive Approach

Multi-Agent-Based Simulation XV
Simulation Tools and Applications
Models, Algorithms and Applications
Proceedings of the 4th International ICSC Symposium Thessaloniki, Greece, May 28-29, 2009
Dynamic and Seamless Integration of Production, Logistics and Traffic
Advances in Intelligent Modelling and Simulation
A Guide to Monte Carlo Simulations in Statistical Physics
13th International Conference, DASFAA 2008, New Delhi, India, March 19-21, 2008, Proceedings
5th European Conference, ECSA 2011, Essen, Germany, September 13-16, 2011. Proceedings

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Problems & Solutions in Scientific Computing IGI Global

This volume contains the best papers presented at the 12th East-European Conference on Advances in Databases and Information Systems (ADBIS 2008) held during S- tember 5–9, 2008, in Pori, Finland. The series of ADBIS conferences is the successor of the annual international workshops with the same title that during 1993-1996 were organized in Russia by the Moscow ACM SIGMOD Chapter. ADBIS 2008 continues the series of ADBIS conferences held in St. Petersburg, Russia (1997), Poznan, Poland (1998), Maribor, Slovenia (1999), Prague, Czech Republic (2000), Vilnius, Lithuania (2001), Bratislava, Slovakia (2002), Dresden, Germany (2003), Budapest, Hungary (2004), Tallinn, Estonia (2005), Thessaloniki, Greece (2006), and Varna, Bulgaria (2007). The conferences are initiated and supervised by an international Steering Committee chaired by professor Leonid Kalinichenko. The ADBIS conferences established an outstanding reputation as a scientific event of high quality serving as an internationally highly visible showcase for research achie- ments in the field of databases and information systems. ADBIS 2008 aimed to create conditions for experienced researchers to impart their knowledge and experience to the young researchers at pre- or post-doctoral level, and to promote interaction and colla- ration between European research communities (especially from Central and East Europe) and the rest of the world. The conference encourages contacts between the p- ticipants who are nationals of, but active outside, the Member States and Associated States and their colleagues in Member States and Associated States. Special attention is paid to collaboration of researchers in Central and East Europe.

Handbook of Research on Discrete Event Simulation Environments: Technologies and Applications CRC Press

Radio Frequency Identification (RFID) tagging is now used by the department of defense and many of the world's largest retailers including Wal-Mart. As RFID continues to infiltrate industries worldwide, organizations must harness a clear understanding of this technology in order to maximize its potential and

protect against the potential risks it poses. The RFID Handbook provides an overview of RFID technology, its associated security and privacy risks, and recommended practices that will enable organizations to realize productivity improvements while also protecting sensitive information and the privacy of individuals. Expert contributors present a host of applications including RFID enabled automated receiving, triage with RFID for massive incidents, RFID and NFC in relation to mobile phones, and RFID technologies for communication robots and a privacy preserving video surveillance system. The unprecedented coverage also includes detailed descriptions of adaptive splitting protocols as well as tree-based and probabilistic anti-collision protocols. Drawing on its distinguished editors and world-renowned contributors, this one-of-a-kind handbook serves as the ultimate reference on RFID, from basic research concepts to future applications. *14th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2013,*

Dresden, Germany, September 30 - October 2, 2013, Proceedings CRC Press
This book constitutes the refereed proceedings of the 14th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2013, held in Dresden, Germany, in September/October 2013. The 75 revised papers were carefully selected for inclusion in this volume. They provide a comprehensive overview of identified challenges and recent advances in various collaborative network (CN) domains and their applications with a particular focus on the support for reindustrialization. The papers have been organized in the following topical sections: product-service ecosystems; innovation in networks; strategies to build collaborative networks; collaboration related processes and performance; models and meta-models of collaboration; cloud-based support to collaborative networks; collaborative platforms; services and service design; sustainable collaborative networks; event-driven collaborative networks; social-semantic enterprise; and risks and

trust.
Handbook on Theoretical and Algorithmic Aspects of Sensor, Ad Hoc Wireless, and Peer-to-Peer Networks CRC Press
"This book provides methodologies and developments of grid technologies applied in different fields of life sciences"--Provided by publisher.
Applications to Physical Systems World Scientific
The 4th edition of the Handbook of Research on Educational Communications and Technology expands upon the previous 3 versions, providing a comprehensive update on research pertaining to new and emerging educational technologies. Chapters that are no longer pertinent have been eliminated in this edition, with most chapters being completely rewritten, expanded, and updated Additionally, new chapters pertaining to research methodologies in educational technology have been added due to expressed reader interest. Each chapter now contains an extensive literature review, documenting and explaining the most recent, outstanding

research, including major findings and methodologies employed. The Handbook authors continue to be international leaders in their respective fields; the list is cross disciplinary by design and great effort was taken to invite authors outside of the traditional instructional design and technology community.

Services, Technologies, and Security of Session Initiation Protocol Logos Verlag Berlin GmbH Information technologies have evolved to an enabling science for natural resource management and conservation, environmental engineering, scientific simulation and integrated assessment studies. Computing plays a significant role in every day practices of environmental engineers, natural scientists, economists, and social scientists. The complexity of natural phenomena requires interdisciplinary approaches, where computing science offers the infrastructure for environmental data collection and management, scientific simulations, decision support documentation and reporting. Ecology, environmental engineering and natural resource management comprise an excellent real-world testbed for IT system demonstration, while raising new challenges for computer science. Complexity, uncertainty and scaling issues of natural systems form a demanding application domain for sensor networks and earth observation systems; modelling, simulation and scientific workflows, data management and reporting, decision support and intelligent systems, distributed computing environments, geographical information systems, heterogeneous systems integration, software engineering, accounting systems and control systems. This books offers a collection of papers presented at the 4th International Symposium on Environmental Engineering, held in May 2009, in Thessaloniki, Greece. Recent success stories in ecoinformatics, promising ideas and new challenges are discussed among computer scientists, environmental engineers, economists and social scientists, demonstrating new paradigms for problem solving and decision making.

Education and Applied Research World Scientific Publishing Company Widely adopted by service providers to enable IP telephony, instant messaging, and other data services, SIP is the signaling protocol of choice for advanced multimedia communications signaling. Compiled by noted engineering experts Syed Ahson and Mohammad Ilyas, SIP Handbook: Services, Technologies, and Security of Session Initiation Protocol presents a thorough technical review of all aspects of SIP. It captures the current state of IP Multimedia Subsystem technology and provides a unique source of comprehensive reference material on this subject. SIP Applications for Today and Tomorrow The scope of this volume ranges from basic concepts to future perspectives. Divided into three sections, the book begins with a discussion of SIP in peer-to-peer networks and then goes on to examine advanced media integration, migration considerations, mobility management, and group conferencing, while also

reviewing home networking and compliance issues. The middle section of the book focuses on the underlying technologies of SIP. Chapters review network architecture, vertical handoffs, NAT traversals, multipoint extensions, and other areas at the forefront of research. Finally, the text examines various security vulnerabilities and provides perspectives on secure intelligent SIP services with a future outlook on a fraud detection framework in VoIP networks. Insights from International Researchers Authored by 65 experts from across the world, this text is sure to advance the field of knowledge in this ever-changing industry and provide further impetus for new areas of exploration. Because of the editors' pivotal influence and their proximity to both the current market and the latest science, this work is certain to become the definitive text on this emerging technology.
Model-Driven Online Capacity Management for Component-Based Software Systems CRC Press
The reader is introduced to higher mathematics in an experimental way. He works with numerous interactive Java-simulations treating mathematical topics from number theory to infinitesimal calculus and partial differential equations. On the way he playfully learns the EJS simulation technique. Beyond the mathematics simulations the data pool contains a structured collection of over 2,000 physics simulations. The unique, extensive and well documented data pool can be operated comfortably online or with files stored at the hard disk. (For download of the digital package or questions concerning the online operation contact service@degruyter.com.) This is an ideal, modern approach to visualize mathematics and physics and to teach and learn their basic concepts by doing.
Big Practical Guide to Computer Simulations
Nature of Code
Anyone who has ever shopped for a new smart phone, laptop, or other tech gadget knows that staying connected is crucial. There is a lot of discussion over which service provider offers the best coverage—enabling devices to work anywhere and at any time—with 4G and LTE becoming a pervasive part of our everyday language. The Handbook of Research on Next Generation Mobile Communication Systems offers solutions for optimal connection of mobile devices. From satellite signals to cloud technologies, this handbook focuses on the ways communication is being revolutionized, providing a crucial reference source for consumers, researchers, and business professionals who want to be on the frontline of the next big development in wireless technologies. This publication features a wide variety of research-based articles that discuss the future of topics such as bandwidth, energy-efficient power, device-to-device communication, network security and privacy, predictions for 5G communication systems, spectrum sharing and connectivity, and many other relevant issues that will influence our everyday use of technology.
Mathematical Tools in Signal Processing with C++ and Java Simulations CRC Press
The first computer simulation book for anyone designing or building a game

Answering the growing demand for a book catered for those who design, develop, or use simulations and games this book teaches you exactly what you need to know in order to understand the simulations you build or use all without having to earn another degree. Organized into three parts, this informative book first defines computer simulations and describes how they are different from live-action and paper-based simulations. The second section builds upon the previous, with coverage of the technical details of simulations, a detailed description of how models are built, and an explanation of how those models are translated into simulations. Finally, the last section develops four examples that walk you through the process from model to finished and functional simulation, all of which are created using freely available software and all of which can be downloaded. Targets anyone interested in learning about the inner workings of a simulation or game, but may not necessarily be a programmer or scientist Offers technical details on what simulations are and how they are built without overwhelming you with intricate jargon Breaks down simulation vs. modeling and traditional vs. computer simulations Examines verification and validation and discusses simulation tools Whether you need to learn how simulations work or it's something you've always been curious about but couldn't find the right resource, look no further. The Guide to Computer Simulations and Games is the ideal book for getting a solid understanding of this fascinating subject.

Handbook of Research on Computational Grid Technologies for Life Sciences, Biomedicine, and Healthcare Springer Science & Business Media The ability of parallel computing to process large data sets and handle time-consuming operations has resulted in unprecedented advances in biological and scientific computing, modeling, and simulations. Exploring these recent developments, the Handbook of Parallel Computing: Models, Algorithms, and Applications provides comprehensive coverage on a

A Guide to Monte Carlo Simulations in Statistical Physics Springer The availability of cheaper, faster, and more reliable electronic components has stimulated important advances in computing and communication technologies. Theoretical and algorithmic approaches that address key issues in sensor networks, ad hoc wireless networks, and peer-to-peer networks play a central role in the development of emerging network SIP Handbook BoD – Books on Demand As governments and policy makers take advantage of information and communication technologies, leaders must understand how to navigate the ever-shifting landscape of modern technologies in order to be most effective in enacting change and leading their constituents. The Handbook of Research on Advanced ICT Integration for Governance and Policy Modeling builds on the available literature, research, and recent advances in e-governance to explore advanced methods and applications of digital tools in government. This collection of the latest research in the field

presents an essential reference for academics, researchers, and advanced-level students, as well as government leaders, policy makers, and experts in international relations. *Collaborative Systems for Reindustrialization* Springer Science & Business Media Scientific computing is a collection of tools, techniques and theories required to develop and solve mathematical models in science and engineering on a computer. This timely book provides the various skills and techniques needed in scientific computing. The topics range in difficulty from elementary to advanced, and all the latest fields in scientific computing are covered such as matrices, numerical analysis, neural networks, genetic algorithms, etc.Presented in the format of problems and detailed solutions, important concepts and techniques are introduced and developed. Many problems include software simulations. Algorithms have detailed implementations in C++ or Java. This book will prove to be invaluable not only to students and research workers in the fields of scientific

computing, but also to teachers of this subject who will find this text useful as a supplement.The topics discussed in this book are part of the e-learning and distance learning courses conducted by the International School of Scientific Computing, South Africa.
Handbook of Research on P2P and Grid Systems for Service-Oriented Computing: Models, Methodologies and Applications World Scientific Publishing Company
This book constitutes the refereed proceedings of the 5th European Conference on Software Architecture, ECSA 2011, held in Essen, Germany, in September 2011. The 13 revised full papers presented together with 24 emerging research papers, and 7 research challenge poster papers were carefully reviewed and selected from over 100 submissions. The papers are organized in topical sections on requirements and software architectures; software architecture, components, and compositions; quality attributes and software architectures; software product line architectures; architectural models,

patterns and styles; short papers; process and management of architectural decisions; software architecture run-time aspects; ADLs and metamodels; and services and software architectures.
An Introduction to Computer Simulation Methods Cambridge University Press
The Java Simulation HandbookSimulating Discrete Event Systems with UML and JavaProcess-Oriented Analysis and Validation of Multi-Agent-Based SimulationsLogos Verlag Berlin GmbH
Production and Inventory Management with Substitutions Ubiquity Press
"Simulation-based Case Studies in Logistics" presents an intensive learning course on the application of simulation as a decision support tool to tackle complex logistic problems. The book describes and illustrates different approaches to developing simulation models at the right abstraction level to be used efficiently by engineers when dealing with strategic, tactical or operational decisions in logistic systems. 11 simulation-based case studies in logistics and

supply chain management are discussed, based on the results of applied research, covering application areas such as production logistics, warehousing, transportation, material flow management, and hospital logistics. "Simulation-based Case Studies in Logistics" is an essential text for postgraduate engineering students and researchers working in the area of logistics modeling and simulation.

The Guide to Computer Simulations and Games Walter de Gruyter This book constitutes the refereed proceedings of two joint events - the International Workshop on Software Measurement, IWSM 2009 and the International Conference on Software Process and Product Measurement, Mensura 2009, held in Amsterdam, The Netherlands, in November 2009. The 24 revised full papers presented were carefully reviewed and selected from numerous submissions for inclusion in the book. This book considers issues such as the applicability of measures and metrics to software, the efficiency of measurement programs in industry and the theoretical foundations of software engineering. Springer Science & Business Media In recent decades, the study of signal processing has become increasingly complex, with new techniques and applications constantly being developed for the processing, transformation, and interpretation of signals. This book provides a comprehensive introduction to the traditional and modern methods used in signal processing. It is designed to impart to the reader the mathematical techniques used in modelling signals and systems, encompassing standard mathematical tools as well as newer techniques such as wavelets and neural networks. C++ and Java implementations furnish these descriptions. The book offers an excellent balance of theory and application, beginning with a complete framework of discrete-time signal processing.

RFID Handbook Springer The MATSim (Multi-Agent Transport Simulation) software project was started around 2006 with the goal of generating traffic and congestion patterns by following individual synthetic travelers through their daily or weekly activity programme. It has since then evolved from a collection of stand-alone C++ programs to an integrated Java-based framework which is publicly hosted, open-source available, automatically regression tested. It is currently used by about 40 groups throughout the world. This book takes stock of the current status. The first part of the book gives an introduction to the most important concepts, with the intention of enabling a potential user to set up and run basic simulations. The second part of the book describes how the basic functionality can be extended, for example by adding schedule-based public transit, electric or autonomous cars, paratransit, or within-day replanning. For each extension, the text provides pointers to the additional documentation and to the code base. It is also discussed how people with appropriate Java programming skills can write their own extensions, and plug them into the MATSim core. The project has started from the basic idea that traffic is a consequence of human behavior, and thus humans and their

behavior should be the starting point of all modelling, and with the intuition that when simulations with 100 million particles are possible in computational physics, then behavior-oriented simulations with 10 million travelers should be possible in travel behavior research. The initial implementations thus combined concepts from computational physics and complex adaptive systems with concepts from travel behavior research. The

third part of the book looks at theoretical concepts that are able to describe important aspects of the simulation system; for example, under certain conditions the code becomes a Monte Carlo engine sampling from a discrete choice model. Another important aspect is the interpretation of the MATSim score as utility in the microeconomic sense, opening up a connection to benefit cost analysis. Finally, the book collects

use cases as they have been undertaken with MATSim. All current users of MATSim were invited to submit their work, and many followed with sometimes crisp and short and sometimes longer contributions, always with pointers to additional references. We hope that the book will become an invitation to explore, to build and to extend agent-based modeling of travel behavior from the stable and well tested core of MATSim documented here.