Technical Publications Le Computing For Engineering

This book includes the extended and revised versions of a set of selected papers from the First NAFOSTED Conference on Information and Computer Science (NICS'2014), held at Le Quy Don Technical Academy, Hanoi, Vietnam from 13/Mar./2014 to 14/Mar./2014. The conference was co-organized by The National Foundation for Science and Technology Development (NAFOSTED) and Le Quy Don Technical Academy. The purpose of the NICS conference series is to promote scientific publications in the country and to provide a platform for high quality academic exchange among scientists in the fields of computer science, information and communication. The conference includes five tracks, namely "Computer Science", "Artificial Intelligence", "Network Systems", "Software Engineering", and "Information Systems". The papers in this book are among the best contributions at NICS'2014 taken into account the quality of their presentation at the conference and the recommendation of the two experts in the extra round of independent review.

The definitive reference for technical writers, editors, and documentation managers, Read Me First! A Style Guide for the Computer Industry, Third Edition,has been revised and updated to cover everything from creating screencasts and referencing web sites to writing for wikis. This award-winning guide to creating clear, consistent, and easy-to-understand documentation covers everything from grammar and writing style to typographic and legal guidelines. The authors, who are senior editors and writers at Sun Microsystems, share their extensive experience and provide practical tips and recommendations, including guidance on hiring writers, working with illustrators, managing schedules and workflow, and more. The third edition of Read Me First features new chapters on: Writing for wikis and encouraging wiki collaboration Creating screencasts, using screencast terminology, and guidelines for writing narration Creating alternative text for nontext elements such as screen captures, multimedia content, illustrations, and diagrams It also includes new tables for symbol name conventions, for common anthropomorphisms, and for common idioms and colloquialisms. An updated and expanded recommended reading list suggests additional resources.

Each no. represents the results of the FDA research programs for half of the fiscal year.

The purpose of this book is first to study cloud computing concepts, security concern in clouds and data centers, live migration and its importance for cloud computing, the role of firewalls in domains with particular focus on virtual machine (VM) migration and its security concerns. The book then tackles design, implementation of the frameworks and prepares test-beds for testing and evaluating VM migration procedures as well as firewall rule migration. The book demonstrates how cloud computing can produce an effective way of network management, especially from a security perspective.

Canadian Journal of Electrical and Computer EngineeringSelected Technical Publications

This book is an extensive treatise on the most up-to-date advances in computer graphics technology and its applications. Both in business and industrial areas as well as in research and development, you will see in this book an incredible devel opment of new methods and tools for computer graphics. They play essential roles in enhancing the productivity and quality of human work through computer graph ics and applications. Extensive coverage of the diverse world of computer graphics is the privilege of this book, which is the Proceedings of InterGraphics '83. This was a truly interna tional computer graphics conference and exhibit, held in Tokyo, April 11-14, 1983, sponsored by the World Computer Grpphics Association (WCGA) and organized by the Japan Management Association (JMA) in coopera'tion' with ·~CM-SIGGRAPH. InterGraphics has over 15 thousands participants. This book consists of seven Chapters. The first two chapters are on the basics of computer graphics, and the remaining five chapters are dedicated to typical appli cation areas of computer graphics. Chapter 1 contains four papers on "graphics techniques". Techniques to generate jag free images, to simulate digital logic, to display free surfaces and to interact with 3 dimensional (3D) shaded graphics are presented. Chapter 2 covers "graphics standards and 3D models" in five papers. Two papers discuss the CORE standard and the GKS standard. Three papers de scribe various 3D models and their evaluations.

Includes monthly supplement; 1960-1980.

This compilation of abstracts describes and indexes over 780 technical reports resulting from the scientific and engineering work performed and managed by the Lewis Research Center in 1977. All the publications were announced in the 1977 issues of STAR (Scientific and Technical Aerospace Reports) and/or IAA (International Aerospace Abstracts). Documents cited include research reports, journal articles, conference presentations, patents and patent applications, and theses.

This book constitutes the refereed proceedings of the First Latin-American Symposium on Dependable Computing, LADC 2003, held in Sao Paulo, Brazil in October 2003. The 21 revised full papers presented together with abstracts of invited talks, a panel, workshops, and tutorials were carefully reviewed and selected for presentation. The papers are organized in topical sections on fault injection, security, adaptive fault tolerance, distributed algorithms, and components and fault tolerance.

Why cloud computing represents a paradigm shift for business, and how business users can best take advantage of cloud services. Most of the information available on cloud computing is either highly technical, with details that are irrelevant to non-technologists, or pure marketing hype, in which the cloud is simply a selling point. This book, however, explains the cloud from the user's viewpoint—the business user's in particular. Nayan Ruparelia explains what the cloud is, when to use it (and when not to), how to select a cloud service, how to integrate it with other technologies, and what the best practices are for using cloud computing. Cutting through the hype, Ruparelia cites the simple and basic definition of cloud computing from the National Institute of Science and Technology: a model enabling ubiquitous, convenient, on-demand network access to a shared pool of configurable computing resources. Thus with cloud computing, businesses can harness information technology resources usually available only to large enterprises. And this, Ruparelia demonstrates, represents a paradigm shift for business. It will ease funding for startups, alter business plans, and allow big businesses greater agility. Ruparelia discusses the key issues for any organization considering cloud computing: service level agreements, business service delivery and consumption, finance, legal jurisdiction, security, and social responsibility. He introduces novel concepts made possible by cloud computing: cloud cells, or specialist clouds for specific uses; the personal cloud; the cloud of things; and cloud service exchanges. He examines use case patterns in terms of infrastructure and platform, software information, and business process; and he explains how to transition to a cloud service. Current and future users will find this book an indispensable guide to the cloud.

Multimedia environments suggest to us a new perception of the state of changes in and the integration of new technologies that can increase our ability to process information. Moreover, they are obliging us to change our idea of knowledge. These changes are reflected in the obvious synergetic convergence of different types of access, communication and information exchange. The multimedia learning environment should not represent a passive object that only contains or assembles information but should become, on one side, the communication medium of the pedagogical intentions of the professor/designer and, on the other side, the place where the learner reflects and where he or she can play with, test and access information and try to interpret it,

manipulate it and build new knowledge. The situation created by such a new learning environments that give new powers to individuals, particularly with regard to accessing and handling diversified dimensions of information, is becoming increasingly prevalent in the field of education. The old static equilibrium, in which fixed roles are played by the teacher (including the teaching environment) and the learner, is shifting to dynamic eqUilibrium where the nature of information and its processing change, depending on the situation, the learning context and the individual's needs.

This book is concerned with linear and nonlinear transformations of digitized images and patterns. Transformation models include linear, quadratic, cubic, bilinear, biquadratic, bicubic, Coons model and other nonlinear forms such as harmonic, projective, and perspective transformations. Discrete techniques have been developed to realize both forward and inverse transformations. The latter can be applied to normalize distorted images and to enhance the pattern recognition process. Efficient algorithms such as the splitting-shooting methods and splitting-integrating methods have been developed and analysed in this book for the first time. Graphical examples are given and compared with existing algorithms. This book is of interest to researchers in the areas of pattern recognition, character recognition, image processing, computer vision, computer graphics and other related fields.