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Computer Organization and Design David A. Patterson, John L. Hennessy, 2012 Rev. ed. of: Computer organization and design / John L. Hennessy, David A. Patterson. 1998.

Strategic System Assurance and Business Analytics P. K. Kapur, Ompal Singh, Sunil Kumar Khatri, Ajit Kumar Verma, 2020-06-19 This book systematically examines and quantifies industrial problems by assessing the complexity and safety of large systems. It includes chapters on system performance management, software reliability assessment, testing, quality management, analysis using soft computing techniques, management analytics, and business analytics, with a clear focus on exploring real-world business issues. Through contributions from researchers working in the area of performance, management, and business analytics, it explores the development of new methods and approaches to improve business by gaining knowledge from bulk data. With system performance analytics, companies are now able to drive performance and provide actionable insights for each level and for every role using key indicators, generate mobile-enabled scorecards, time series-based analysis using charts, and dashboards. In the current dynamic environment, a viable tool known as multi-criteria decision analysis (MCDA) is increasingly being adopted to deal with complex business decisions. MCDA is an important decision support tool for analyzing goals and providing optimal solutions and alternatives. It comprises several distinct techniques, which are implemented by specialized decision-making packages. This book addresses a number of important MCDA methods, such as DEMATEL, TOPSIS, AHP, MAUT, and Intuitionistic Fuzzy MCDM, which make it possible to derive maximum utility in the area of analytics. As such, it is a valuable resource for researchers and academicians, as well as practitioners and business experts.

Information and Communication Technology for Intelligent Systems Suresh Chandra Satapathy, Amit Joshi, 2018-12-30 The book gathers papers addressing state-of-the-art research in all areas of Information and Communication Technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the third International Conference on Information and Communication Technology for Intelligent Systems, which was held on April 6–7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies.

Soviet Naval Tactics Milan N. Vego, 1992 A former Yugoslav naval officer uses his intimate knowledge of Soviet naval methods, minds, and technologies to produce the first book to address Soviet Naval theory.

Explainable and Interpretable Models in Computer Vision and Machine Learning Hugo Jair Escalante, Sergio Escalera, Isabelle Guyon, Xavier Baró, Yağmur Güçlütürk, Umut Güçlü, Marcel van Gerven, 2018-11-29 This book compiles leading research on the development of explainable and interpretable machine learning methods in the context of computer vision and machine learning. Research progress in computer vision and pattern recognition has led to a variety of modeling techniques with almost human-like performance. Although these models have obtained astounding results, they are limited in their explainability and interpretability: what is the rationale behind the decision

made? what in the model structure explains its functioning? Hence, while good performance is a critical required characteristic for learning machines, explainability and interpretability capabilities are needed to take learning machines to the next step to include them in decision support systems involving human supervision. This book, written by leading international researchers, addresses key topics of explainability and interpretability, including the following: · Evaluation and Generalization in Interpretable Machine Learning · Explanation Methods in Deep Learning · Learning Functional Causal Models with Generative Neural Networks · Learning Interpretable Rules for Multi-Label Classification · Structuring Neural Networks for More Explainable Predictions · Generating Post Hoc Rationales of Deep Visual Classification Decisions · Ensembling Visual Explanations · Explainable Deep Driving by Visualizing Causal Attention · Interdisciplinary Perspective on Algorithmic Job Candidate Search · Multimodal Personality Trait Analysis for Explainable Modeling of Job Interview Decisions · Inherent Explainability Pattern Theory-based Video Event Interpretations

Real-Time Rendering Tomas Akenine-Möller, Eric Haines, Naty Hoffman, 2019-01-18 Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Introduction to Arabic Natural Language Processing Nizar Y. Habash, 2022-06-01 This book provides system developers and researchers in natural language processing and computational linguistics with the necessary background information for working with the Arabic language. The goal is to introduce Arabic linguistic phenomena and review the state-of-the-art in Arabic processing. The book discusses Arabic script, phonology, orthography, morphology, syntax and semantics, with a final chapter on machine translation issues. The chapter sizes correspond more or less to what is linguistically distinctive about Arabic, with morphology getting the lion's share, followed by Arabic script. No previous knowledge of Arabic is needed. This book is designed for computer scientists and linguists alike. The focus of the book is on Modern Standard Arabic; however, notes on practical

issues related to Arabic dialects and languages written in the Arabic script are presented in different chapters. Table of Contents: What is Arabic? / Arabic Script / Arabic Phonology and Orthography / Arabic Morphology / Computational Morphology Tasks / Arabic Syntax / A Note on Arabic Semantics / A Note on Arabic and Machine Translation

Advances in Tourism, Technology and Systems António Abreu,Dália Liberato,Elisa Alén González,Juan Carlos Garcia Ojeda,2020-11-19 This book features a collection of high-quality research papers presented at the International Conference on Tourism, Technology & Systems (ICOTTS 2020), held at the University of Cartagena, in Cartagena de Indias, Colombia, from 29th to 31st October 2020. The book is divided into two volumes, and it covers the areas of technology in tourism and the tourist experience, generations and technology in tourism, digital marketing applied to tourism and travel, mobile technologies applied to sustainable tourism, information technologies in tourism, digital transformation of tourism business, e-tourism and tourism 2.0, big data and management for travel and tourism, geotagging and tourist mobility, smart destinations, robotics in tourism, and information systems and technologies.

Smart Trends in Computing and Communications: Proceedings of SmartCom 2020 Yu-Dong Zhang,Tomonoby Senjyu,Chakchai SO-IN,Amit Joshi,2020-07-17 This book gathers high-quality papers presented at the International Conference on Smart Trends for Information Technology and Computer Communications (SmartCom 2020), organized by the Global Knowledge Research Foundation (GR Foundation) from 23 to 24 January 2020. It covers the state-of-the-art and emerging topics in information, computer communications, and effective strategies for their use in engineering and managerial applications. It also explores and discusses the latest technological advances in, and future directions for, information and knowledge computing and its applications.

Advances in Artificial Intelligence, Software and Systems Engineering Tareq Ahram,2019-06-10 This book addresses emerging issues resulting from the integration of artificial intelligence systems in our daily lives. It focuses on the cognitive, visual, social and analytical aspects of computing and intelligent technologies, highlighting ways to improve the acceptance, effectiveness, and efficiency of said technologies. Topics such as responsibility, integration and training are discussed throughout. The book also reports on the latest advances in systems engineering, with a focus on societal challenges and next-generation systems and applications for meeting them. The book is based on two AHFE 2019 Affiliated Conferences – on Artificial Intelligence and Social Computing, and on Service, Software, and Systems Engineering –, which were jointly held on July 24–28, 2019, in Washington, DC, USA.

Deep Learning and Parallel Computing Environment for Bioengineering Systems Arun Kumar Sangaiah,2019-07-26 Deep Learning and Parallel Computing Environment for Bioengineering Systems delivers a significant forum for the technical advancement of deep learning in parallel computing environment across bio-engineering diversified domains and its applications. Pursuing an interdisciplinary approach, it focuses on methods used to identify and acquire valid, potentially useful knowledge sources. Managing the gathered knowledge and applying it to multiple

domains including health care, social networks, mining, recommendation systems, image processing, pattern recognition and predictions using deep learning paradigms is the major strength of this book. This book integrates the core ideas of deep learning and its applications in bio engineering application domains, to be accessible to all scholars and academicians. The proposed techniques and concepts in this book can be extended in future to accommodate changing business organizations' needs as well as practitioners' innovative ideas. Presents novel, in-depth research contributions from a methodological/application perspective in understanding the fusion of deep machine learning paradigms and their capabilities in solving a diverse range of problems Illustrates the state-of-the-art and recent developments in the new theories and applications of deep learning approaches applied to parallel computing environment in bioengineering systems Provides concepts and technologies that are successfully used in the implementation of today's intelligent data-centric critical systems and multi-media Cloud-Big data

Practical Linux Forensics Bruce Nikkel, 2021-12-21 A resource to help forensic investigators locate, analyze, and understand digital evidence found on modern Linux systems after a crime, security incident or cyber attack. Practical Linux Forensics dives into the technical details of analyzing postmortem forensic images of Linux systems which have been misused, abused, or the target of malicious attacks. It helps forensic investigators locate and analyze digital evidence found on Linux desktops, servers, and IoT devices. Throughout the book, you learn how to identify digital artifacts which may be of interest to an investigation, draw logical conclusions, and reconstruct past activity from incidents. You'll learn how Linux works from a digital forensics and investigation perspective, and how to interpret evidence from Linux environments. The techniques shown are intended to be independent of the forensic analysis platforms and tools used. Learn how to: Extract evidence from storage devices and analyze partition tables, volume managers, popular Linux filesystems (Ext4, Btrfs, and Xfs), and encryption Investigate evidence from Linux logs, including traditional syslog, the systemd journal, kernel and audit logs, and logs from daemons and applications Reconstruct the Linux startup process, from boot loaders (UEFI and Grub) and kernel initialization, to systemd unit files and targets leading up to a graphical login Perform analysis of power, temperature, and the physical environment of a Linux machine, and find evidence of sleep, hibernation, shutdowns, reboots, and crashes Examine installed software, including distro installers, package formats, and package management systems from Debian, Fedora, SUSE, Arch, and other distros Perform analysis of time and Locale settings, internationalization including language and keyboard settings, and geolocation on a Linux system Reconstruct user login sessions (shell, X11 and Wayland), desktops (Gnome, KDE, and others) and analyze keyrings, wallets, trash cans, clipboards, thumbnails, recent files and other desktop artifacts Analyze network configuration, including interfaces, addresses, network managers, DNS, wireless artifacts (Wi-Fi, Bluetooth, WWAN), VPNs (including WireGuard), firewalls, and proxy settings Identify traces of attached peripheral devices (PCI, USB, Thunderbolt, Bluetooth) including external storage, cameras, and mobiles, and reconstruct printing and scanning activity

Advances in Physical, Social & Occupational Ergonomics Waldemar Karwowski, Ravindra S. Goonetilleke, Shuping

Xiong, Richard H. M. Goossens, Atsuo Murata, 2020-07-01 This book reports on cutting-edge findings and developments in physical, social and occupational ergonomics. It covers a broad spectrum of studies and evaluation procedures concerning physical and mental workload, work posture and ergonomic risk. Further, it reports on significant advances in the design of services and systems, including those addressing special populations, for purposes such as health, safety and education, and discusses solutions for a better and safer integration of humans, automated systems and digital technologies. The book also analyzes the impact of culture on people's cognition and behavior, providing readers with timely insights into theories on cross-cultural decision-making, and their diverse applications for a number of purposes in businesses and societies. Based on three AHFE 2020 conferences (the AHFE 2020 Virtual Conference on Physical Ergonomics and Human Factors, the AHFE 2020 Virtual Conference on Social & Occupational Ergonomics, and the AHFE 2020 Virtual Conference on Cross-Cultural Decision Making), it provides readers with a comprehensive overview of the current challenges in physical, social and occupational ergonomics, including those imposed by technological developments, highlights key connections between them, and puts forward optimization strategies for sociotechnical systems, including their organizational structures, policies and processes.

Computed Tomography Jiang Hsieh, 2009-01-01 X-ray computed tomography (CT) continues to experience rapid growth, both in basic technology and new clinical applications. Seven years after its first edition, *Computed Tomography: Principles, Design, Artifacts, and Recent Advancements, Second Edition*, provides an overview of the evolution of CT, the mathematical and physical aspects of the technology, and the fundamentals of image reconstruction algorithms. Image display is examined from traditional methods used through the most recent advancements. Key performance indices, theories behind the measurement methodologies, and different measurement phantoms in image quality are discussed. The CT scanner is broken down into components to provide the reader with an understanding of their function, their latest advances, and their impact on the CT system. General descriptions and different categories of artifacts, their causes, and their corrections are considered at length. Given the high visibility and public awareness of the impact of x-ray radiation, the second edition features a new chapter on x-ray dose and presents different dose reduction techniques ranging from patient handling, optimal data acquisition, image reconstruction, and post-process. Based on the advancements over the past five years, the second edition added new sections on cone beam reconstruction algorithms, nonconventional helical acquisition and reconstruction, new reconstruction approaches, and dual-energy CT. Finally, new to this edition is a set of problems for each chapter, providing opportunities to enhance reader comprehension and practice the application of covered material.

Computer Buyer's Guide and Handbook, 2001-07

Digital Information and Communication Technology and Its Applications Hocine Cherifi, Jasni Mohamad Zain, Eyas El-Qawasmeh, 2011-06-14 This two-volume set CCIS 166 and 167 constitutes the refereed proceedings of the International Conference on Digital Information and Communication Technology and its Applications, DICTAP 2011, held in Dijon, France, in June 2010. The 128 revised full papers presented in both volumes were carefully reviewed and selected

from 330 submissions. The papers are organized in topical sections on Web applications; image processing; visual interfaces and user experience; network security; ad hoc network; cloud computing; Data Compression; Software Engineering; Networking and Mobiles; Distributed and Parallel processing; social networks; ontology; algorithms; multimedia; e-learning; interactive environments and emergent technologies for e-learning; signal processing; information and data management.

Biomedical Natural Language Processing Kevin Bretonnel Cohen, Dina Demner-Fushman, 2014-02-15 Biomedical Natural Language Processing is a comprehensive tour through the classic and current work in the field. It discusses all subjects from both a rule-based and a machine learning approach, and also describes each subject from the perspective of both biological science and clinical medicine. The intended audience is readers who already have a background in natural language processing, but a clear introduction makes it accessible to readers from the fields of bioinformatics and computational biology, as well. The book is suitable as a reference, as well as a text for advanced courses in biomedical natural language processing and text mining.

Multimodal Scene Understanding Michael Yang, Bodo Rosenhahn, Vittorio Murino, 2019-07-16 Multimodal Scene Understanding: Algorithms, Applications and Deep Learning presents recent advances in multi-modal computing, with a focus on computer vision and photogrammetry. It provides the latest algorithms and applications that involve combining multiple sources of information and describes the role and approaches of multi-sensory data and multi-modal deep learning. The book is ideal for researchers from the fields of computer vision, remote sensing, robotics, and photogrammetry, thus helping foster interdisciplinary interaction and collaboration between these realms. Researchers collecting and analyzing multi-sensory data collections – for example, KITTI benchmark (stereo+laser) - from different platforms, such as autonomous vehicles, surveillance cameras, UAVs, planes and satellites will find this book to be very useful. Contains state-of-the-art developments on multi-modal computing. Shines a focus on algorithms and applications. Presents novel deep learning topics on multi-sensor fusion and multi-modal deep learning.

Marketing and Smart Technologies Álvaro Rocha, José Luís Reis, Marc K. Peter, Ricardo Cayolla, Sandra Loureiro, Zorica Bogdanović, 2021-03-09 This book includes selected papers presented at the International Conference on Marketing and Technologies (ICMarkTech 2020), held at ISCTE - University Institute of Lisbon, in the city of Lisbon in Portugal, between 8 and 10 October 2020. It covers up-to-date cutting-edge research on artificial intelligence applied in marketing, virtual and augmented reality in marketing, business intelligence databases and marketing, data mining and big data, marketing data science, web marketing, e-commerce and v-commerce, social media and networking, geomarketing and IoT, marketing automation and inbound marketing, machine learning applied to marketing, customer data management and CRM, and neuromarketing technologies.

Introduction to 3D Game Programming with DirectX 11 Frank Luna, 2012-03-15 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques

and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

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