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PARALLEL ARCHITECTURE, ALGORITHM AND PROGRAMMING

8TH INTERNATIONAL SYMPOSIUM, PAAP 2017, HAIKOU, CHINA, JUNE 17–18, 2017, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 8th International Symposium on Parallel Architecture, Algorithm and Programming, PAAP 2017, held in Haikou, China, in June 2017. The 50 revised full papers and 7 revised short papers presented were carefully reviewed and selected from 192 submissions. The papers deal with research results and development activities in all aspects of parallel architectures, algorithms and programming techniques.*

ALGORITHMIC ASPECTS IN INFORMATION AND MANAGEMENT

4TH INTERNATIONAL CONFERENCE, AAIM 2008, SHANGHAI, CHINA, JUNE 23-25, 2008, PROCEEDINGS

Springer *This book constitutes the refereed proceedings of the 4th International Conference on Algorithmic Aspects in Information and Management, AAIM 2008, held in Shanghai, China, in June 2008. The 30 revised full papers presented together with abstracts of 2 invited talks were carefully reviewed and selected from 53 submissions. The papers cover original algorithmic research on immediate applications and/or fundamental problems pertinent to information management and*

management science. Topics addressed are: approximation algorithms, geometric data management, biological data management, graph algorithms, computational finance, mechanism design, computational game theory, network optimization, data structures, operations research, discrete optimization, online algorithms, FPT algorithms, and scheduling algorithms.

EVOLUTIONARY COMPUTER VISION

THE FIRST FOOTPRINTS

Springer *This book explains the theory and application of evolutionary computer vision, a new paradigm where challenging vision problems can be approached using the techniques of evolutionary computing. This methodology achieves excellent results for defining fitness functions and representations for problems by merging evolutionary computation with mathematical optimization to produce automatic creation of emerging visual behaviors. In the first part of the book the author surveys the literature in concise form, defines the relevant terminology, and offers historical and philosophical motivations for the key research problems in the field. For researchers from the computer vision community, he offers a simple introduction to the evolutionary computing paradigm. The second part of the book focuses on implementing evolutionary algorithms that solve given problems using working programs in the major fields of low-, intermediate- and high-level computer vision. This book will be of value to researchers, engineers, and students in the fields of computer vision, evolutionary computing, robotics, biologically inspired mechatronics, electronics engineering, control, and artificial intelligence.*

ADVANCES IN BLENDED LEARNING

SECOND WORKSHOP ON BLENDED LEARNING, WBL 2008, JINHUA, CHINA, AUGUST 20-22, 2008, REVISED SELECTED PAPERS

Springer Science & Business Media *The Second Workshop of Blended Learning (WBL 2008), as part of the 7th Inter- tional Conference on Web-Based Learning (ICWL 2008), was held in Zhejiang N- mal University, Jinhua, Zhejiang, China during August 20–22, 2008. WBL 2008 provided an international forum for the dissemination of original results in the design, implementation, and evaluation of blended learning systems and related areas. In particular, the aim of WBL 2008 was to bring together researchers from academia as well as commercial developers from industry to explore ideas, exchange and share experiences, and further build the blended learning research network. The inspirations and new ideas were expected to emerge from intensive discussions during formal sessions and social activities. The main focus of WBL 2008 was on the most critical areas of blended learning, namely, 'e-Learning Platforms and Tools,' 'Design, Model and Framework of e- Learning Systems,' 'Practice and Experience Sharing,' and 'Pedagogical Issues.' In total, the workshop selected 17 papers from authors of different countries for presen- tion and publication, a task which was not easy due to the high quality of the subm- ted papers. Using stringent selection criteria, submissions were rigorously reviewed based on their originality, significance, relevance, and clarity of presentation by an*

international Program Committee from Germany, Spain, UK, Italy, Ireland, Romania, Hong Kong, Japan, Taiwan, and Macao.

2013 INTERNATIONAL CONFERENCE ON COMPUTER SCIENCE AND ARTIFICIAL INTELLIGENCE

<u>DEStech Publications, Inc</u> *The main objective of ICCSAI2013 is to provide a platform for the presentation of top and latest research results in global scientific areas. The conference aims to provide a high level international forum for researcher, engineers and practitioners to present and discuss recent advances and new techniques in computer science and artificial intelligence. It also serves to foster communications among researcher, engineers and practitioners working in a common interest in improving computer science, artificial intelligence and the related fields. We have received 325 numbers of papers through "Call for Paper", out of which 94 numbers of papers were accepted for publication in the conference proceedings through double blind review process. The conference is designed to stimulate the young minds including Research Scholars, Academicians, and Practitioners to contribute their ideas, thoughts and nobility in these two disciplines.*

TRUSTED COMPUTING AND INFORMATION SECURITY

11TH CHINESE CONFERENCE, CTCIS 2017, CHANGSHA, CHINA, SEPTEMBER 14-17, 2017, PROCEEDINGS

<u>Springer</u> *This book constitutes the refereed proceedings of the 11th Chinese Conference on Trusted Computing and Information Security, CTCIS 2017, held in Changsha, China, in September 2017. The 28 revised full papers presented were carefully reviewed and selected from 96 submissions. The papers focus on topics such as theory of trusted computing, trustworthy software; infrastructure of trusted computing, application and evaluation of trusted computing; network security and communication security; theory and technology of cryptographic techniques; information content security; system security for mobile network and IoT systems, industrial control and embedded systems; security for Cloud computing, virtualization systems and big data.*

SCIENTIFIC AND TECHNICAL AEROSPACE REPORTS

Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific and Technical Information Database.

GRAPH GRAMMARS AND THEIR APPLICATION TO COMPUTER SCIENCE

5TH INTERNATIONAL WORKSHOP, WILLIAMSBURG, VA, USA, NOVEMBER (13-18), 1995. SELECTED PAPERS.

<u>Springer Science & Business Media</u> *This book describes the functional properties and the structural organization of the members of the thrombospondin gene family.*

These proteins comprise a family of extracellular calcium binding proteins that modulate cellular adhesion, migration and proliferation. Thrombospondin-1 has been shown to function during angiogenesis, wound healing and tumor cell metastasis.

IDENTIFICATION FOR AUTOMOTIVE SYSTEMS

Springer Science & Business Media *Increasing complexity and performance and reliability expectations make modeling of automotive system both more difficult and more urgent. Automotive control has slowly evolved from an add-on to classical engine and vehicle design to a key technology to enforce consumption, pollution and safety limits. Modeling, however, is still mainly based on classical methods, even though much progress has been done in the identification community to speed it up and improve it. This book, the product of a workshop of representatives of different communities, offers an insight on how to close the gap and exploit this progress for the next generations of vehicles.*

UNIVERSAL ACCESS IN HUMAN-COMPUTER INTERACTION. INTELLIGENT AND UBIQUITOUS INTERACTION ENVIRONMENTS

5TH INTERNATIONAL CONFERENCE, UAHCI 2009, HELD AS PART OF HCI INTERNATIONAL 2009, SAN DIEGO, CA, USA, JULY 19-24, 2009. PROCEEDINGS, PART II

Springer *The 13th International Conference on Human–Computer Interaction, HCI Inter- tional 2009, was held in San Diego, California, USA, July 19–24, 2009, jointly with the Symposium on Human Interface (Japan) 2009, the 8th International Conference on Engineering Psychology and Cognitive Ergonomics, the 5th International Conference on Universal Access in Human–Computer Interaction, the Third International Conf- ence on Virtual and Mixed Reality, the Third International Conference on Internati- alization, Design and Global Development, the Third International Conference on Online Communities and Social Computing, the 5th International Conference on Augmented Cognition, the Second International Conference on Digital Human Mod- ing, and the First International Conference on Human Centered Design. A total of 4,348 individuals from academia, research institutes, industry and gove- mental agencies from 73 countries submitted contributions, and 1,397 papers that were judged to be of high scientific quality were included in the program. These papers - dress the latest research and development efforts and highlight the human aspects of the design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas.*

SUSTAINING UNIVERSITY PROGRAM RESEARCH

DISCRETE ALGORITHMS

SIAM *This proceedings is designed for computer scientists, engineers and mathematicians interested in the use, design and analysis of algorithms, with special*

emphasis on questions of efficiency.

EVOLUTIONARY ALGORITHMS

<u>John Wiley & Sons</u> *Evolutionary algorithms are bio-inspired algorithms based on Darwin's theory of evolution. They are expected to provide non-optimal but good quality solutions to problems whose resolution is impracticable by exact methods. In six chapters, this book presents the essential knowledge required to efficiently implement evolutionary algorithms. Chapter 1 describes a generic evolutionary algorithm as well as the basic operators that compose it. Chapter 2 is devoted to the solving of continuous optimization problems, without constraint. Three leading approaches are described and compared on a set of test functions. Chapter 3 considers continuous optimization problems with constraints. Various approaches suitable for evolutionary methods are presented. Chapter 4 is related to combinatorial optimization. It provides a catalog of variation operators to deal with order-based problems. Chapter 5 introduces the basic notions required to understand the issue of multi-objective optimization and a variety of approaches for its application. Finally, Chapter 6 describes different approaches of genetic programming able to evolve computer programs in the context of machine learning.*

ARMY RD & A BULLETIN

SPEECH PROCESSING, RECOGNITION AND ARTIFICIAL NEURAL NETWORKS

PROCEEDINGS OF THE 3RD INTERNATIONAL SCHOOL ON NEURAL NETS "EDUARDO R. CAIANIELLO"

<u>Springer Science & Business Media</u> *Speech Processing, Recognition and Artificial Neural Networks contains papers from leading researchers and selected students, discussing the experiments, theories and perspectives of acoustic phonetics as well as the latest techniques in the field of spe ech science and technology. Topics covered in this book include; Fundamentals of Speech Analysis and Perceptron; Speech Processing; Stochastic Models for Speech; Auditory and Neural Network Models for Speech; Task-Oriented Applications of Automatic Speech Recognition and Synthesis.*

PATTERN RECOGNITION

5TH ASIAN CONFERENCE, ACPR 2019, AUCKLAND, NEW ZEALAND, NOVEMBER 26–29, 2019, REVISED SELECTED PAPERS, PART II

<u>Springer Nature</u> *This two-volume set constitutes the proceedings of the 5th Asian Conference on ACPR 2019, held in Auckland, New Zealand, in November 2019. The 9 full papers presented in this volume were carefully reviewed and selected from 14 submissions. They cover topics such as: classification; action and video and motion; object detection and anomaly detection; segmentation, grouping and shape; face and body and biometrics; adversarial learning and networks; computational*

photography; learning theory and optimization; applications, medical and robotics; computer vision and robot vision; pattern recognition and machine learning; multi-media and signal processing and interaction.

SCALE SPACE AND VARIATIONAL METHODS IN COMPUTER VISION

FIRST INTERNATIONAL CONFERENCE, SSVM 2007, ISCHIA, ITALY, MAY 30 - JUNE 2, 2007, PROCEEDINGS

Springer Science & Business Media *This book constitutes the refereed proceedings of the First International Conference on Scale Space Methods and Variational Methods in Computer Vision, SSVM 2007, emanated from the joint edition of the 4th International Workshop on Variational, Geometric and Level Set Methods in Computer Vision, VLSM 2007 and the 6th International Conference on Scale Space and PDE Methods in Computer Vision, Scale-Space 2007, held in Ischia Italy, May/June 2007.*

PROCEEDINGS OF THE 11TH KNOWLEDGE-BASED SOFTWARE ENGINEERING CONFERENCE

SEPTEMBER 25-28, 1996, SYRACUSE, NEW YORK

IEEE Computer Society *Presents papers from the September 1996 conference discussing the application of automated reasoning, knowledge representation, and other artificial intelligence techniques to software engineering problems, with emphasis on constructing and working with software artifacts and processes using knowledge-based techniques. Coverage includes synthesis, verification and validation, knowledge-based environments, and reverse engineering, with papers on areas including applying plan recognition algorithms to program understanding, and synthesis of local search algorithms by algebraic means. No index. Annotation copyrighted by Book News, Inc., Portland, OR.*

PROTECTING THE PRIVACY OF STUDENT RECORDS

GUIDELINES FOR EDUCATION AGENCIES

DIANE Publishing *The primary purpose of this document is to help state & local education agencies & schools develop adequate policies & procedures to protect information about students & their families from improper release, while satisfying the need for school officials to make sound management, instructional, & service decisions. Sections include: a primer for privacy; summary of key federal laws; protecting the privacy of individuals during the data collection process; securing the privacy of data maintained & used within an agency; providing parents access to their child's records; & releasing information outside an agency. 5 appendices.*

RESOURCES IN EDUCATION

NETLAB

ALGORITHMS FOR PATTERN RECOGNITION

Springer Science & Business Media *This volume provides students, researchers and application developers with the knowledge and tools to get the most out of using neural networks and related data modelling techniques to solve pattern recognition problems. Each chapter covers a group of related pattern recognition techniques and includes a range of examples to show how these techniques can be applied to solve practical problems. Features of particular interest include: - A NETLAB toolbox which is freely available - Worked examples, demonstration programs and over 100 graded exercises - Cutting edge research made accessible for the first time in a highly usable form - Comprehensive coverage of visualisation methods, Bayesian techniques for neural networks and Gaussian Processes Although primarily a textbook for teaching undergraduate and postgraduate courses in pattern recognition and neural networks, this book will also be of interest to practitioners and researchers who can use the toolbox to develop application solutions and new models. "...provides a unique collection of many of the most important pattern recognition algorithms. With its use of compact and easily modified MATLAB scripts, the book is ideally suited to both teaching and research." Christopher Bishop, Microsoft Research, Cambridge, UK "...a welcome addition to the literature on neural networks and how to train and use them to solve many of the statistical problems that occur in data analysis and data mining" Jack Cowan, Mathematics Department, University of Chicago, US "If you have a pattern recognition problem, you should consider NETLAB; if you use NETLAB you must have this book." Keith Worden, University of Sheffield, UK*

QUALIFICATION STANDARDS FOR POSITIONS UNDER THE GENERAL SCHEDULE

2012-2013 UNCG GRADUATE SCHOOL BULLETIN

UNCG Graduate School

GROUPS ST ANDREWS 1997 IN BATH: VOLUME 2

Cambridge University Press *This two-volume book contains selected papers from the international conference "Groups St. Andrews 1997 in Bath". The articles are arranged in roughly alphabetical order and cover a wide spectrum of modern group theory. There are articles based on lecture courses given by five main speakers together with refereed survey and research articles contributed by other conference participants. Proceedings of earlier "Groups St. Andrews" conferences have had a major impact on the development of group theory and these volumes should be equally important.*

PROGRAMMING AND PROBLEM SOLVING WITH JAVA

Jones & Bartlett Learning *Thoroughly updated and reorganized, the new Second Edition of Programming and Problem Solving with Java continues to emphasize object-oriented design practices while offering numerous new case studies, end-of-*

chapter material, and descriptive examples, using Java 5.0. Programming and Problem Solving with Java, Second Edition is an exceptional resource for discovering Java as a first programming language.

COMPUTER LITERATURE BIBLIOGRAPHY: 1964-1967

NBS SPECIAL PUBLICATION

SUSTAINING UNIVERSITY PROGRAM RESEARCH

NASA TECH BRIEFS

ICASSP 85

PROCEEDINGS, MARCH 26-29, 1985, HYATT REGENCY HOTEL, TAMPA, FLORIDA

RESEARCH IN EDUCATION

INNOVATIVE COMPUTATIONAL INTELLIGENCE: A ROUGH GUIDE TO 134 CLEVER ALGORITHMS

Springer Science & Business Media *The first notable feature of this book is its innovation: Computational intelligence (CI), a fast evolving area, is currently attracting lots of researchers' attention in dealing with many complex problems. At present, there are quite a lot competing books existing in the market. Nevertheless, the present book is markedly different from the existing books in that it presents new paradigms of CI that have rarely mentioned before, as opposed to the traditional CI techniques or methodologies employed in other books. During the past decade, a number of new CI algorithms are proposed. Unfortunately, they spread in a number of unrelated publishing directions which may hamper the use of such published resources. These provide us with motivation to analyze the existing research for categorizing and synthesizing it in a meaningful manner. The mission of this book is really important since those algorithms are going to be a new revolution in computer science. We hope it will stimulate the readers to make novel contributions or even start a new paradigm based on nature phenomena. Although structured as a textbook, the book's straightforward, self-contained style will also appeal to a wide audience of professionals, researchers and independent learners. We believe that the book will be instrumental in initiating an integrated approach to complex problems by allowing cross-fertilization of design principles from different design philosophies. The second feature of this book is its comprehensiveness: Through an extensive literature research, there are 134 innovative CI algorithms covered in this book.*

GRADUATE SCHOOL

JOURNAL OF REHABILITATION RESEARCH & DEVELOPMENT

ANNOUNCEMENTS OF THE GRADUATE SCHOOL

INFORMATION AND TECHNOLOGY LITERACY: CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

CONCEPTS, METHODOLOGIES, TOOLS, AND APPLICATIONS

IGI Global *People currently live in a digital age in which technology is now a ubiquitous part of society. It has become imperative to develop and maintain a comprehensive understanding of emerging innovations and technologies. Information and Technology Literacy: Concepts, Methodologies, Tools, and Applications is an authoritative reference source for the latest scholarly research on techniques, trends, and opportunities within the areas of digital literacy. Highlighting a wide range of topics and concepts such as social media, professional development, and educational applications, this multi-volume book is ideally designed for academics, technology developers, researchers, students, practitioners, and professionals interested in the importance of understanding technological innovations.*

U.S. GOVERNMENT RESEARCH & DEVELOPMENT REPORTS

COMPUTER SCIENCE EDUCATION

PERSPECTIVES ON TEACHING AND LEARNING IN SCHOOL

Bloomsbury Publishing *Drawing together the most up-to-date research from experts all across the world, Computer Science Education provides full, current coverage of a teaching subject that's still developing. It offers the most up-to-date coverage available on this developing subject, ideal for building confidence of new PGCE students teaching a very new discipline, exploring key concepts, pedagogical approaches and assessment practices. Highlights include: - a comprehensive taxonomy of programming misconceptions from Juha Sorva - an up-to-date discussion of computational thinking by Shuchi Grover and Roy Pea - a detailed look at issues of equity in computer science education by Jill Denner and Shannon Campe - teachers' and pupils' attitudes are considered by Quintin Cutts and Peter Donaldson - Paul Curzon and colleagues explore a range of different strategies for teaching computer science concepts - Ira Diethelm and her colleagues highlight the difficulties presented by the language we use to talk about computer science. The book is structured to support the reader with chapter outlines, synopses and key points. Explanations of key concepts, real-life examples and reflective points keep the theory grounded in classroom practice.*

DOCUMENTATION ABSTRACTS

INDIANA UNIVERSITY BULLETIN