
Computer Science Academic Journal

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Advances in Computer Science and Engineering Springer

The debate between science and religion is never out of the news: emotions run high, fuelled by polemical bestsellers like *iThe God Delusion/i* and, at the other end of the spectrum, high-profile campaigns to teach 'Intelligent Design' in schools. Yet there is much more to the debate than the clash of these extremes. As Thomas Dixon shows in this balanced and thought-provoking introduction, a whole range of views, subtle arguments, and fascinating perspectives can be taken on this complex and centuries-old subject. He explores not only the key philosophical questions that underlie the debate, but also highlights the social,

political, and ethical contexts that have made 'science and religion' such a fraught and interesting topic in the modern world. Along the way, he examines landmark historical episodes such as the Galileo affair, Charles Darwin's own religious and scientific odyssey, the Scopes 'Monkey Trial' in Tennessee in 1925, and the Dover Area School Board case of 2005, and includes perspectives from non-Christian religions and examples from across the physical, biological, and social sciences.

Responsiveness in Real-Time Academic Press

Many scientists and engineers consider themselves poor writers or find the writing process difficult. The good news is that you do not have to be a talented writer to produce a good scientific paper, but you do have to be a careful writer. In particular, writing for a peer-reviewed scientific or engineering journal requires learning and executing a specific formula for presenting scientific work. This book is all about teaching the style and conventions of writing for a peer-reviewed scientific journal. From structure to style, titles to tables, abstracts to author lists, this book gives practical advice about the process of writing a paper and getting it published.

Annual Print and CD-ROM Archive Edition
Volume 1 • 1995 IGI Publishing
Rigorous State-Based Methods7th
International Conference, ABZ 2020, Ulm,
Germany, May 27 – 29, 2020,
ProceedingsSpringer

The Art and Politics of Science
Cambridge University Press
A fully revised and updated edition of the
bible of the newspaper industry
Game Engine Architecture, Second Edition

Springer Science & Business Media
This book constitutes the proceedings of the 22nd
International Symposium on Fundamentals of
Computation Theory, FCT 2019, held in
Copenhagen, Denmark, in August 2019. The 21
full papers included in this volume were carefully
reviewed and selected from 45 submissions. In
addition, the book contains 3 invited talks in full-
paper length. The papers were organized in topical
sections named: formal methods, complexity, and
algorithms.

Advances in Machine Learning and Signal
Processing Oxford University Press

This book explains the development of
theoretical computer science in its early
stages, specifically from 1965 to 1990. The
author is among the pioneers of theoretical
computer science, and he guides the reader
through the early stages of development of
this new discipline. He explains the origins
of the field, arising from disciplines such as
logic, mathematics, and electronics, and he
describes the evolution of the key principles
of computing in strands such as
computability, algorithms, and
programming. But mainly it's a story about
people – pioneers with diverse backgrounds
and characters came together to overcome
philosophical and institutional challenges
and build a community. They collaborated
on research efforts, they established schools
and conferences, they developed the first
related university courses, they taught

generations of future researchers and
practitioners, and they set up the key
publications to communicate and archive
their knowledge. The book is a fascinating
insight into the field as it existed and
evolved, it will be valuable reading for
anyone interested in the history of
computing.

*Evolutionary Ecology of the Functional
Response* Rigorous State-Based Methods7th
International Conference, ABZ 2020, Ulm,
Germany, May 27–29, 2020, Proceedings
The Beginnings of Electron Microscopy -
Part 2, Volume 221 in the Advances in
Imaging and Electron Physics series,
highlights new advances in the field, with
this new volume presenting interesting
chapters on Recollections from the Early
Years: Canada-USA, My Recollection of
the Early History of Our Work on Electron
Optics and the Electron Microscope, Walter
Hoppe (1917–1986), Reminiscences of the
Development of Electron Optics and
Electron Microscope Instrumentation in
Japan, Early Electron Microscopy in The
Netherlands, L. L. Marton, 1901-1979, The
Invention of the Electron Fresnel
Interference Biprism, The Development of
the Scanning Electron Microscope, and
much more. Provides the authority and
expertise of leading contributors from an
international board of authors Presents the
latest release in Advances in Imaging and
Electron Physics series

Cloud Computing for Science and Engineering
Elsevier

Blockchain Technology for Emerging
Applications: A Comprehensive Approach explores
recent theories and applications of the execution of
blockchain technology. Chapters look at a wide
range of application areas, including healthcare,
digital physical frameworks, web of-things, smart
transportation frameworks, interruption

identification frameworks, ballot-casting, architecture, smart urban communities, and digital rights administration. The book addresses the engineering, plan objectives, difficulties, constraints, and potential answers for blockchain-based frameworks. It also looks at blockchain-based design perspectives of these intelligent architectures for evaluating and interpreting real-world trends. Chapters expand on different models which have shown considerable success in dealing with an extensive range of applications, including their ability to extract complex hidden features and learn efficient representation in unsupervised environments for blockchain security pattern analysis. Introduces the basic architecture and taxonomy of blockchain technology Surveys the most recent developments and challenges in blockchain-enabled technology for various application domains with fundamental and technical depth Investigates how to devise secure and reliable applications and blockchain-enabled decentralized secure solutions using blockchain technology *7th International Conference, ABZ 2020, Ulm, Germany, May 27–29, 2020, Proceedings* Springer

Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of *Game Engine Architecture* provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-

aliasing Insight into the making of Naughty Dog's latest hit, *The Last of Us* The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, *Game Engine Architecture, Second Edition* gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.

Artificial Intelligence in Medicine IGI Global Synthesis and Operability Strategies for Computer-Aided Modular Process intensification presents state-of-the-art methodological developments and real-world applications for computer-aided process modeling, optimization and control, with a particular interest on process intensification systems. Each chapter consists of basic principles, model formulation, solution algorithm, and step-by-step implementation guidance on key procedures. Sections cover an overview on the current status of process intensification technologies, including challenges and opportunities, detail process synthesis, design and optimization, the operation of intensified processes under uncertainty, and the integration of design, operability and control. Advanced operability analysis, inherent safety analysis, and model-based control strategies developed in the

community of process systems engineering are also introduced to assess process operational performance at the early design stage. Includes a survey of recent advances in modeling, optimization and control of process intensification systems Presents a modular synthesis approach for process design, integration and material selection in intensified process systems Provides advanced process operability, inherent safety tactics, and model-based control analysis approaches for the evaluation of process operational performance at the conceptual design stage Highlights a systematic framework for multiscale process design intensification integrated with operability and control Includes real-world application examples on intensified reaction and/or separation systems with targeted cost, energy and sustainability improvements

Multi-Disciplinary Applications of Fog Computing Elsevier

Data analytics is an active area of current research for its potential application to many real-life problems. Therefore, it is challenging for human beings in analyzing, processing, and transforming huge data into knowledge. It is very difficult to analyze and extract expert knowledge from a universe due to the lack of computing resources available. Therefore, it is an active area of current research in computer science, electronics, electrical, and information technology. The objective of this edited book is to provide the researchers the recent advances in the fields of data analysis processing through fog computing, which are required to achieve in-depth knowledge in the field of concerned to solve problems in real-time applications. To achieve these objectives, both theoretical advances and their applications to real-life problems are stressed upon. This has been done to make the edited book more flexible

and to stimulate further research interest in topics. Besides providing up-to-date knowledge in the field, this edited volume also provides a launchpad for future research. Many of the researchers in different organizations across the globe have been doing research in fog computing, its architecture, and its applications. To keep abreast with this development, it is an effort to bring the recent advances in fog computing and its emerging applications in a cohesive manner. The main objective is to bring most of the major developments in the above-mentioned area in a precise manner so that it can serve as a handbook for many researchers. Also, many of the universities have introduced this topic as a course at the postgraduate level.

Grammatical Evolution Springer
Software -- Programming Languages.

17th Conference on Artificial Intelligence in Medicine, AIME 2019, Poznan, Poland, June 26–29, 2019, Proceedings Macmillan

IOT: Security and Privacy Paradigm covers the evolution of security and privacy issues in the Internet of Things (IoT). It focuses on bringing all security and privacy related technologies into one source, so that students, researchers, and practitioners can refer to this book for easy understanding of IoT security and privacy issues. This edited book uses Security Engineering and Privacy-by-Design principles to design a secure IoT ecosystem and to implement cyber-security solutions. This book takes the readers on a journey that begins with understanding the security issues in IoT-enabled technologies and how it can be applied in various aspects. It walks readers through engaging with security challenges and builds a safe infrastructure for IoT devices. The book helps readers gain an understand of security architecture through IoT and describes the state of the art of IoT countermeasures. It also differentiates security threats in IoT-enabled infrastructure from traditional ad hoc or infrastructural networks, and provides a comprehensive discussion on the security challenges and solutions in RFID, WSNs,

in IoT. This book aims to provide the concepts of related technologies and novel findings of the researchers through its chapter organization. The primary audience includes specialists, researchers, graduate students, designers, experts and engineers who are focused on research and security related issues. Souvik Pal, PhD, has worked as Assistant Professor in Nalanda Institute of Technology, Bhubaneswar, and JIS College of Engineering, Kolkata (NAAC "A" Accredited College). He is the organizing Chair and Plenary Speaker of RICE Conference in Vietnam; and organizing co-convenor of ICICIT, Tunisia. He has served in many conferences as chair, keynote speaker, and he also chaired international conference sessions and presented session talks internationally. His research area includes Cloud Computing, Big Data, Wireless Sensor Network (WSN), Internet of Things, and Data Analytics. Vicente García-Díaz, PhD, is an Associate Professor in the Department of Computer Science at the University of Oviedo (Languages and Computer Systems area). He is also the editor of several special issues in prestigious journals such as Scientific Programming and International Journal of Interactive Multimedia and Artificial Intelligence. His research interests include eLearning, machine learning and the use of domain specific languages in different areas. Dac-Nhuong Le, PhD, is Deputy-Head of Faculty of Information Technology, and Vice-Director of Information Technology Apply and Foreign Language Training Center, Haiphong University, Vietnam. His area of research includes: evaluation computing and approximate algorithms, network communication, security and vulnerability, network performance analysis and simulation, cloud computing, IoT and image processing in biomedical. Presently, he is serving on the editorial board of several international journals and has authored nine computer science books published by Springer, Wiley, CRC Press, Lambert Publication, and Scholar Press.

5G IoT and Edge Computing for Smart Healthcare Academic Press

This book includes the proceedings of the second International Conference on Advances in Computer Science and Engineering (CES 2012), which was held during January 13-14, 2012 in Sanya, China. The papers in these proceedings of CES 2012 focus on the researchers' advanced works in their fields

of Computer Science and Engineering mainly organized in four topics, (1) Software Engineering, (2) Intelligent Computing, (3) Computer Networks, and (4) Artificial Intelligence Software.

Game Engine Architecture, Third Edition CRC Press

This book constitutes the refereed proceedings of the 17th Conference on Artificial Intelligence in Medicine, AIME 2019, held in Poznan, Poland, in June 2019. The 22 revised full and 31 short papers presented were carefully reviewed and selected from 134 submissions. The papers are organized in the following topical sections: deep learning; simulation; knowledge representation; probabilistic models; behavior monitoring; clustering, natural language processing, and decision support; feature selection; image processing; general machine learning; and unsupervised learning.

A Publication of the Society for Industrial and Applied Mathematics IGI Global

J.UCS is the electronic journal that covers all areas of computer science. The high quality of all accepted papers is ensured by a strict review process and an international editorial board of distinguished computer scientists. The online journal J.UCS is a prototype for modern electronic publishing. Distributed via the Internet, it supports all the search and navigation tools of advanced online systems. This first annual print and CD-ROM archive edition contains all articles published online in J.UCS during 1995. It allows easy and durable access without logging onto the Internet. Uniform citation of papers is guaranteed by identical page numbering and layout of all versions. J.UCS is based on HyperWave (formerly Hyper-G), a networked hypermedia information system compatible with other systems.

Research in Computer Sciences Elsevier

As the need for proficient power resources

continues to grow, it is becoming increasingly important to implement new strategies and technologies in energy distribution to meet consumption needs. The employment of smart grid networks assists in the efficient allocation of energy resources. *Smart Grid as a Solution for Renewable and Efficient Energy* features emergent research and trends in energy consumption and management, as well as communication techniques utilized to monitor power transmission and usage. Emphasizing developments and challenges occurring in the field, this book is a critical resource for researchers and students concerned with signal processing, power demand management, energy storage procedures, and control techniques within smart grid networks.

A Personal Journey Through the Early Years of Theoretical Computer Science Springer Science & Business Media

The growing trend for high-quality computer science in school curricula has drawn recent attention in classrooms. With an increasingly information-based and global society, computer science education coupled with computational thinking has become an integral part of an experience for all students, given that these foundational concepts and skills intersect cross-disciplinarily with a set of mental competencies that are relevant in their daily lives and work. While many agree that these concepts should be taught in schools, there are systematic inequities that exist to prevent students from accessing related computer science skills. *The Handbook of Research on Equity in Computer Science in P-16 Education* is a comprehensive reference book that highlights relevant issues, perspectives, and challenges in P-16 environments that relate to the inequities that students face in accessing computer science or computational thinking and examines methods for challenging these inequities in hopes of allowing all students equal opportunities for learning these skills. Additionally, it explores the challenges and policies that are created to limit access and thus reinforce systems of power and privilege. The chapters highlight issues, perspectives, and challenges faced in P-16 environments that include gender and racial

imbalances, population of growing computer science teachers who are predominantly white and male, teacher preparation or lack of faculty expertise, professional development programs, and more. It is intended for teacher educators, K-12 teachers, high school counselors, college faculty in the computer science department, school administrators, curriculum and instructional designers, directors of teaching and learning centers, policymakers, researchers, and students.

13th International Conference, RC 2021, Virtual Event, July 7–8, 2021, Proceedings Oxford University Press

This book reviews the state of the art in algorithmic approaches addressing the practical challenges that arise with hyperspectral image analysis tasks, with a focus on emerging trends in machine learning and image processing/understanding. It presents advances in deep learning, multiple instance learning, sparse representation based learning, low-dimensional manifold models, anomalous change detection, target recognition, sensor fusion and super-resolution for robust multispectral and hyperspectral image understanding. It presents research from leading international experts who have made foundational contributions in these areas. The book covers a diverse array of applications of multispectral/hyperspectral imagery in the context of these algorithms, including remote sensing, face recognition and biomedicine. This book would be particularly beneficial to graduate students and researchers who are taking advanced courses in (or are working in) the areas of image analysis, machine learning and remote sensing with multi-channel optical imagery. Researchers and professionals in academia and industry working in areas such as electrical engineering, civil and environmental engineering, geosciences and biomedical image processing, who work with multi-channel optical data will find this book useful.

Evolutionary Automatic Programming in an Arbitrary Language MIT Press

As organizations, businesses, and other institutions work to move forward during a new era of ubiquitous modern technology, new computing and technology implementation strategies are necessary to harness the shared knowledge of individuals to advance their organizations as a whole. *Intelligent and Knowledge-Based Computing for Business and*

Organizational Advancements examines the emerging computing paradigm of Collective Intelligence (CI). The global contributions contained in this publication will prove to be essential to both researchers and practitioners in the computer and information science communities as these populations move toward a new period of fully technology-integrated business.