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Universal Access. Theoretical Perspectives, Practice, and Experience Springer

This book presents select proceedings of the International Conference on Futuristic Communication and Network Technologies (CFCNT 2020) conducted at Vellore Institute of Technology, Chennai. It covers various domains in communication engineering and networking technologies. This volume comprises of recent research in areas like optical communication, optical networks, optics and optical computing, emerging trends in photonics, MEMS and sensors, active and passive RF components and devices, antenna systems and applications, RF devices and antennas for microwave emerging technologies, wireless communication for future networks, signal and image processing, machine learning/AI for networks, internet of intelligent things, network security and blockchain technologies. This book will be useful for researchers, professionals, and engineers working in the core areas of electronics and communication.

Big Data and Smart Digital Environment Elsevier

This book addresses the emerging technology for Orthogonal Frequency Division Multiple Access (OFDMA), covering OFDMA physical layer as well as network technology. The book also includes information on IEEE 802.16e and WiMAX networks and also offers a comparison with other OFDMA technologies. OFDMA is the fastest growing area in the wireless marketplace, and the backbone of systems used in WiMAX. WiMAX is the technology that enables wireless users to communicate at any time from any location without having to find a WiFi hotspot.

Sonic Interaction Design Hyweb Technology Co. Ltd.

Summary Arduino in Action is a hands-on guide to prototyping and building electronics using the Arduino platform. Suitable for both beginners and advanced users, this easy-to-follow book begins with the basics and then systematically guides you through projects ranging from your first blinking LED through connecting Arduino to devices like game controllers or your iPhone. About the Technology Arduino is an open source do-it-yourself electronics platform that supports a mind-boggling collection of sensors and actuators you can use to build anything you can imagine. Even if you've never attempted a hardware project, this easy-to-follow book will guide you from your first blinking LED through connecting Arduino to your iPhone. About this Book Arduino in Action is a hands-on guide to prototyping and building DIY electronics. You'll start with the basics—unpacking your board and using a simple program to make something happen. Then, you'll

attempt progressively more complex projects as you connect Arduino to motors, LCD displays, Wi-Fi, GPS, and Bluetooth. You'll explore input/output sensors, including ultrasound, infrared, and light, and then use them for tasks like robotic obstacle avoidance. Arduino programs look a lot like C or C++, so some programming skill is helpful. What's Inside Getting started with Arduino—no experience required! Writing programs for Arduino Sensing and responding to events Robots, flying vehicles, Twitter machines, LCD displays, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Martin Evans is a professional developer, a lifelong electronics enthusiast, and the creator of an Arduino-based underwater ROV. Joshua Noble is an author and creative technologist who works with smart spaces. Jordan Hochenbaum uses Arduino to explore musical expression and creative interaction. Table of Contents Part 1 Getting started Chapter 1 Hello Arduino Chapter 2 Digital input and output Chapter 3 Simple projects: input and output Part 2 Putting Arduino to work Chapter 4 Extending Arduino Chapter 5 Arduino in motion Chapter 6 Object detection Chapter 7 LCD displays Chapter 8 Communications Chapter 9 Game on Chapter 10 Integrating the Arduino with iOS Chapter 11 Making wearables Chapter 12 Adding shields Chapter 13 Software integration

Futuristic Communication and Network Technologies John Wiley & Sons
The one-stop resource for all your Python queries Powerful and flexible, Python is one of the most popular programming languages in the world. It's got all the right stuff for the software driving the cutting-edge of the development world—machine learning, robotics, artificial intelligence, data science, etc. The good news is that it's also pretty straightforward to learn, with a simplified syntax, natural-language flow, and an amazingly supportive user community. The latest edition of Python All-in-One For Dummies gives you an inside look at the exciting possibilities offered in the Python world and provides a springboard to launch yourself into wherever you want your coding career to take you. These 7 straightforward and friendly mini-books assume the reader is a beginning programmer, and cover everything from the basic elements of Python code to introductions to the specific applications where you'll use it. Intended as a hands-on reference, the focus is on practice over theory, providing you with examples to follow as well as code for you to copy and start modifying in the "real world"—helping you get up and running in your area of interest almost right away. This means you'll be finishing off your first app or building and remote-controlling your own robot much faster than you can believe. Get a thorough grounding in the language basics Learn how the syntax is applied in high-profile industries Apply Python to projects in enterprise Find out how Python can get you

into hot careers in AI, big data, and more. Whether you're a newbie coder or just want to add Python to your magic box of tricks, this is the perfect, practical introduction—and one you'll return to as you grow your career.

Springer Science & Business Media

This book constitutes the refereed post-conference proceedings of the 9th International Conference on Broadband Communications, Networks, and Systems, Broadnets 2018, which took place in Faro, Portugal, in September 2018. The 30 revised full and 16 workshop papers were carefully reviewed and selected from 68 submissions. The papers are thematically grouped as follows: Advanced Techniques for IoT and WSNs; SDN and Network Virtualization; eHealth and Telemedicine Mobile Applications; Security and Privacy Preservation; Communication Reliability and Protocols; Spatial Modulation Techniques; Hardware Implementation and Antenna Design.

Hacking Exposed Mobile CRC Press

MOBILE TERMINAL RECEIVER DESIGN MOBILE TERMINAL RECEIVER DESIGN LTE and LTE-Advanced India This all-in-one guide addresses the challenges of designing innovative mobile handset solutions that offer smaller size, low power consumption, low cost, and tremendous flexibility, with improved data rates and higher performance. Readers are introduced to mobile phone system architecture and its basic building blocks, different air interface standards and operating principles, before progressing to hardware anatomy, software and protocols, and circuits for legacy and next-generation smart phones, including various research areas in 4G and 5G systems. **Mobile Terminal Receiver Design** explains basic working principles, system architecture and specification details of legacy and possible next-generation mobile systems, from principle to practice to product; covers in detail RF transmitter and receiver blocks, digital baseband processing blocks, receiver and transmitter signal processing, protocol stack, AGC, AFC, ATC, power supply, clocking; features important topics like connectivity and application modules with different design solutions for tradeoff exploration; discusses multi-RAT design requirements, key design attributes such as low power consumption, slim form factors, seamless I-RAT handover, sensitivity, and selectivity. It will help software, hardware, and radio frequency design engineers to understand the evolution of radio access technologies and to design competitive and innovative mobile solutions and devices. Graduates, postgraduate students, and researchers in mobile telecommunications disciplines will also find this book a handy reference.

Broadband Communications, Networks, and Systems Apress

The book aims to outline the issues of AI and COVID-19, involving predictions, medical support decision-making, and possible impact on human life. Starting with major COVID-19 issues and challenges, it takes possible AI-based solutions for several problems, such as public health surveillance, early (epidemic) prediction, COVID-19 positive case detection, and robotics integration against COVID-19. Beside mathematical modeling, it includes the necessity of changes in innovations and possible COVID-19 impacts. The book covers a clear understanding of AI-driven tools and techniques, where pattern recognition, anomaly detection, machine learning, and data analytics are considered. It aims to include the wide range of audiences from computer science and engineering to healthcare professionals.

Modern Approaches for Intelligent Information and Database Systems John Wiley & Sons

IPv6 is replacing IPv4 to dominate the networking world. This deployment guide will enable you to fully harness the power of IPv6. A "Must have" reference for IT/Networking professionals and students!

COVID-19: Prediction, Decision-Making, and its Impacts John Wiley & Sons

Internet of Things: Principles and Paradigms captures the state-of-the-art research in Internet of Things, its applications, architectures, and technologies. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. The Internet of Things (IoT) paradigm promises to make any electronic devices part of the Internet environment. This new paradigm opens the doors to new innovations and interactions between people and things that will enhance the quality of life and utilization of scarce resources. To help realize the full potential of IoT, the book addresses its numerous challenges and develops the conceptual and technological solutions for tackling them. These challenges include the development of scalable architecture, moving from closed systems to open systems, designing interaction protocols, autonomic management, and the privacy and ethical issues around data sensing, storage, and processing. Addresses the main concepts and features of the IoT paradigm Describes different architectures for managing IoT platforms Provides insight on trust, security, and privacy in IoT environments Describes data management techniques applied to the IoT environment Examines the key enablers and solutions to enable practical IoT systems Looks at the key developments that support next generation IoT platforms Includes input from expert contributors from both academia and industry on building and deploying IoT platforms and applications

Mobile Terminal Receiver Design Createspace Independent Publishing Platform

Jules Gabriel Verne (February 8, 1828 - March 24, 1905) was a French author who pioneered the science fiction genre. He is best known for his novels *Twenty Thousand Leagues Under the Sea* (1870), *A Journey to the Center of the Earth* (1864), and *Around the World in Eighty Days* (1873). Verne wrote about space, air, and underwater travels before air travel and practical submarines were invented, and before practical means of space travel had been devised. He is the second most translated author in the world (after Agatha Christie). Some of his books have also been made into live-action and animated films and television shows. Verne is often referred to as the "Father of Science Fiction," a title sometimes shared with Hugo Gernsback and H. G. Wells. -wikipedia

Industrial Safety and Health Management Springer

Proven security tactics for today's mobile apps, devices, and networks "A great overview of the new threats created by mobile devices. ...The authors have heaps of experience in the topics and bring that to every chapter." -- Slashdot *Hacking Exposed Mobile* continues in the great tradition of the *Hacking Exposed* series, arming business leaders and technology practitioners with an in-depth understanding of the latest attacks and countermeasures--so they can leverage the power of mobile platforms while ensuring that security risks are contained." -- Jamil Farshchi, Senior Business Leader of Strategic Planning and Initiatives, VISA Identify and evade key threats across the expanding mobile risk landscape. *Hacking Exposed Mobile: Security Secrets & Solutions* covers the wide range of attacks to your mobile deployment alongside ready-to-use countermeasures. Find out how attackers compromise networks and devices, attack mobile services, and subvert mobile apps. Learn how to encrypt mobile data, fortify mobile platforms, and eradicate malware. This cutting-edge guide reveals secure mobile development guidelines, how to leverage mobile OS features and MDM to isolate apps and data, and the techniques the pros use to secure mobile payment systems. Tour the mobile risk ecosystem with expert guides to both attack and defense Learn how cellular network attacks compromise devices over-the-air See the latest Android and iOS attacks in action, and learn how to stop them Delve into mobile malware at the code level to understand how to write resilient apps Defend against server-side mobile attacks, including SQL and XML injection Discover mobile web attacks, including abuse of custom URI schemes and JavaScript bridges Develop stronger mobile authentication routines using OAuth and SAML Get comprehensive mobile app development security guidance covering everything from threat modeling to iOS- and Android-specific tips Get started quickly using our mobile pen testing and consumer security checklists

The Internet of Things Javvin Technologies Inc.

This book reviews the state of the art of big data analysis and smart city. It includes issues which pertain to signal processing, probability models, machine learning, data mining, database, data engineering, pattern recognition, visualisation, predictive analytics, data warehousing, data compression, computer programming, smart city, etc.

Data is becoming an increasingly decisive resource in modern societies, economies, and governmental organizations. Data science inspires novel techniques and theories drawn from mathematics, statistics, information theory, computer science, and social science. Papers in this book were the outcome of research conducted in this field of study. The latter makes use of applications and techniques related to data analysis in general and big data and smart city in particular. The book appeals to advanced undergraduate and graduate students, postdoctoral researchers, lecturers and industrial researchers, as well as anyone interested in big data analysis and smart city.

Dick Sands the Boy Captain (?????????) Verso Books

Galaxy S4: The Missing Manual"O'Reilly Media, Inc."

Learn Raspberry Pi with Linux Simon and Schuster

An overview of emerging topics, theories, methods, and practices in sonic interactive design, with a focus on the multisensory aspects of sonic experience. Sound is an integral part of every user experience but a neglected medium in design disciplines. Design of an artifact's sonic qualities is often limited to the shaping of functional, representational, and signaling roles of sound. The interdisciplinary field of sonic interaction design (SID) challenges these prevalent approaches by considering sound as an active medium that can enable novel sensory and social experiences through interactive technologies. This book offers an overview of the emerging SID research, discussing theories, methods, and practices, with a focus on the multisensory aspects of sonic experience. Sonic Interaction Design gathers contributions from scholars, artists, and designers working at the intersections of fields ranging from electronic music to cognitive science. They offer both theoretical considerations of key themes and case studies of products and systems created for such contexts as mobile music, sensorimotor learning, rehabilitation, and gaming. The goal is not only to extend the existing research and pedagogical approaches to SID but also to foster domains of practice for sound designers, architects, interaction designers, media artists, product designers, and urban planners. Taken together, the chapters provide a foundation for a still-emerging field, affording a new generation of designers a fresh perspective on interactive sound as a situated and multisensory experience. Contributors Federico Avanzini, Gerold Baier, Stephen Barrass, Olivier Bau, Karin Bijsterveld, Roberto Bresin, Stephen Brewster, Jeremy Coopersotck, Amalia De Gotzen, Stefano Delle Monache, Cumhur Erkut, George Essl, Karmen Franinovi?, Bruno L. Giordano, Antti Jylhä, Thomas Hermann, Daniel Hug, Johan Kildal, Stefan Krebs, Anatole Lecuyer, Wendy Mackay, David Merrill, Roderick Murray-Smith, Sile O'Modhrain, Pietro Polotti, Hayes Raffle, Michal Rinott, Davide Rocchesso, Antonio Rodà, Christopher Salter, Zack Settel, Stefania Serafin, Simone Spagnol, Jean Sreng, Patrick Susini, Atsu Tanaka, Yon Visell, Mike Wezniewski, John Williamson

Mobile Computing, Applications, and Services CRC Press

This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are

interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

Mobile Broadband John Wiley & Sons

Galaxy S4 is amazing right out of the box, but if you want to get the most of out your S4 or S4 Mini, start here. With clear instructions and savvy advice from technology expert Preston Gralla, you'll learn how to go online, play games, listen to music, watch movies & TV, monitor your health, and answer calls with a wave of your hand. The important stuff you need to know: Be connected. Browse the Web, manage email, and download apps through WiFi or S4's 3G/4G network. Navigate without touch. Use Air Gestures with your hand, or scroll with your eyes using Smart Screen. Find new ways to link up. Chat, videochat, and add photos, video, or entire slideshows to text messages. Get together with Group Play. Play games or share pictures, documents, and music with others nearby. Create amazing images. Shoot and edit photos and videos—and combine images from the front and back cameras. Keep music in the cloud. Use Google Play Music to store and access tunes. Check your schedule. Sync the S4 with your Google and Outlook calendars.

Advances in Communication and Computational Technology Apress

Big Data Imperatives, focuses on resolving the key questions on everyone's mind: Which data matters? Do you have enough data volume to justify the usage? How you want to process this amount of data? How long do you really need to keep it active for your analysis, marketing, and BI applications? Big data is emerging from the realm of one-off projects to mainstream business adoption; however, the real value of big data is not in the overwhelming size of it, but more in its effective use. This book addresses the following big data characteristics: Very large, distributed aggregations of loosely structured data – often incomplete and inaccessible Petabytes/Exabytes of data Millions/billions of people providing/contributing to the context behind the data Flat schema's with few complex interrelationships Involves time-stamped events Made up of incomplete data Includes connections between data elements that must be probabilistically inferred Big Data Imperatives explains 'what big data can do'. It can batch process millions and billions of records both unstructured and structured much faster and cheaper. Big data analytics provide a platform to merge all analysis which enables data analysis to be more accurate, well-rounded, reliable and focused on a specific business capability. Big Data Imperatives describes the complementary nature of traditional data warehouses and big-data analytics platforms and how they feed each other. This book aims to bring the big data and analytics realms together with a greater focus on architectures that leverage the scale and power of big data and the ability to integrate and apply analytics principles to data which earlier was not accessible. This book can also be used as a handbook for practitioners; helping them on methodology, technical architecture, analytics techniques and best practices. At the same time, this book intends to hold the interest of those new to big data and analytics by giving them a deep insight into the realm of big data.

Wi-Foo Springer Science & Business Media

Industrial Safety And Health Management is ideal for senior/graduate-level courses in Industrial Safety,

Industrial Engineering, Industrial Technology, and Operations Management. It is useful for industrial engineers.

Consumer Behavior Springer

This thoroughly updated and expanded second edition is an authoritative resource on industrial measurement systems and sensors, with particular attention given to temperature, stress, pressure, acceleration, and liquid flow sensors. This edition includes new and expanded chapters on wireless measuring systems and measurement control and diagnostics systems in cars. Moreover, the book introduces new, cost-effective measurement technology utilizing www servers and LAN computer networks - a topic not covered in any other resource.

Coverage of updated wireless measurement systems and wireless GSM/LTE interfacing make this book unique, providing in-depth, practical knowledge. Professionals learn how to connect an instrument to a computer or tablet while reducing the time for collecting and processing measurement data. This hands-on reference presents digital temperature sensors, demonstrating how to design a monitoring system with multipoint measurements. From computer-based measuring systems, electrical thermometers and pressure sensors, to conditioners, crate measuring systems, and virtual instruments, this comprehensive title offers engineers the details they need for their work in the field.

Serious Games and Edutainment Applications Springer

Infrastructure for Homeland Security Environments Wireless Sensor Networks helps readers discover the emerging field of low-cost standards-based sensors that promise a high order of spatial and temporal resolution and accuracy in an ever-increasing universe of applications. It shares the latest advances in science and engineering paving the way towards a large plethora of new applications in such areas as infrastructure protection and security, healthcare, energy, food safety, RFID, ZigBee, and processing. Unlike other books on wireless sensor networks that focus on limited topics in the field, this book is a broad introduction that covers all the major technology, standards, and application topics. It contains everything readers need to know to enter this burgeoning field, including current applications and promising research and development; communication and networking protocols; middleware architecture for wireless sensor networks; and security and management. The straightforward and engaging writing style of this book makes even complex concepts and processes easy to follow and understand. In addition, it offers several features that help readers grasp the material and then apply their knowledge in designing their own wireless sensor network systems:

- * Examples illustrate how concepts are applied to the development and application of wireless sensor networks
- * Detailed case studies set forth all the steps of design and implementation needed to solve real-world problems
- * Chapter conclusions that serve as an excellent review by stressing the chapter's key concepts
- * References in each chapter guide readers to in-depth discussions of individual topics

This book is ideal for networking designers and engineers who want to fully exploit this new technology and for government employees who are concerned about homeland security. With its examples, it is appropriate for use as a coursebook for upper-level undergraduates and graduate students.