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Ambient Intelligence – Software and Applications – , 9th International Symposium on Ambient Intelligence Springer

"In this chapter you will learn how to measure target behaviors and use Excel or other software to record and edit client data. You will then be able to import these data into R and use the SSD for R functions to analyze them. The first part of this chapter will focus on the types of data you will want to record and some common issues related to collecting these. While an overview of this material is covered in this chapter, additional resources that include these topics in-depth are listed in Appendix D. The second part of this chapter will show you how to use Excel or another spreadsheet program to quickly and effectively record these data"--

Information and Software Technologies IEEE Computer Society

Optical Payloads for Space Missions is a comprehensive collection of optical spacecraft payloads with contributions by leading international rocket-scientists and instrument builders. Covers various applications, including earth observation, communications, navigation, weather, and science satellites and deep space exploration Each chapter covers one or more specific optical payload Contains a review chapter which provides readers with an overview on the background, current status, trends, and future prospects of the optical payloads Provides information on the principles of the optical spacecraft payloads, missions' background, motivation and challenges, as well as the scientific returns, benefits and applications

System-on-Chip for Real-Time Applications Springer Nature

System-on-Chip for Real-Time Applications will be of interest to engineers, both in industry and academia, working in the area of SoC VLSI design and application. It will also be useful to graduate and undergraduate students in electrical and computer engineering and computer science. A selected set of papers from the 2nd International Workshop on Real-Time Applications were used to form the basis of this book. It is organized into the following chapters: -Introduction; -Design Reuse; -Modeling; -Architecture; -Design Techniques; -Memory; -Circuits; -Low Power; -Interconnect and Technology; -MEMS. System-on-Chip for Real-Time Applications contains many signal processing applications and will be of particular interest to those working in that community.

CERN. Springer Nature

This two-volume set, LNCS 12923 and 12924, constitutes the thoroughly refereed proceedings of the 5th International Conference on Database and Expert Systems Applications, DEXA 2021. Due to COVID-19 pandemic, the conference was held virtually. The 37 full papers presented together with 31 short papers in these volumes were carefully reviewed and selected from a total of 149 submissions. The papers are organized around the following topics: big data; data analysis and data modeling; data mining; databases and data management; information retrieval; prediction and decision support.

Technical Abstract Bulletin Springer Nature

The six volume set LNCS 11361-11366 constitutes the proceedings of the 14th Asian Conference on Computer Vision, ACCV 2018, held in Perth, Australia, in December 2018. The total of 274 contributions was carefully reviewed and selected from 979 submissions during two rounds of reviewing and improvement. The papers focus on motion and tracking, segmentation and grouping, image-based modeling, dep learning, object recognition object recognition, object detection and categorization, vision and language, video analysis and event recognition, face and gesture analysis, statistical methods and learning, performance evaluation, medical image analysis, document analysis, optimization methods, RGBD and depth camera processing, robotic vision, applications of computer vision.

Mobile SmartLife via Sensing, Localization, and Cloud Ecosystems MIT Press

Astroparticle and space physics -- Calorimetry -- High energy physics -- Medical applications -- New detectors and particle identification -- Open session on experimental results -- Radiation damage -- Tracker

On the Shoulders of Titans ISA

Optical Payloads for Space MissionsJohn Wiley & Sons

Advances in Multimedia Information Processing – PCM 2017 Springer Science & Business Media

Proceedings of the ISA Conference and Exhibit.

Pattern Recognition and Computer Vision Springer Nature

A comprehensive guide to the theory and design of hardware-

implemented finite state machines, with design examples developed in both VHDL and SystemVerilog languages. Modern, complex digital systems invariably include hardware-implemented finite state machines. The correct design of such parts is crucial for attaining proper system performance. This book offers detailed, comprehensive coverage of the theory and design for any category of hardware-implemented finite state machines. It describes crucial design problems that lead to incorrect or far from optimal implementation and provides examples of finite state machines developed in both VHDL and SystemVerilog (the successor of Verilog) hardware description languages. Important features include: extensive review of design practices for sequential digital circuits; a new division of all state machines into three hardware-based categories, encompassing all possible situations, with numerous practical examples provided in all three categories; the presentation of complete designs, with detailed VHDL and SystemVerilog codes, comments, and simulation results, all tested in FPGA devices; and exercise examples, all of which can be synthesized, simulated, and physically implemented in FPGA boards. Additional material is available on the book's Website. Designing a state machine in hardware is more complex than designing it in software. Although interest in hardware for finite state machines has grown dramatically in recent years, there is no comprehensive treatment of the subject. This book offers the most detailed coverage of finite state machines available. It will be essential for industrial designers of digital systems and for students of electrical engineering and computer science.

Edmonton 1991 Spring Symposium Springer

This book constitutes the refereed proceedings of the 9th IAPR TC3 International Workshop on Artificial Neural Networks in Pattern Recognition, ANNPR 2020, held in Winterthur, Switzerland, in September 2020. The conference was held virtually due to the COVID-19 pandemic. The 22 revised full papers presented were carefully reviewed and selected from 34 submissions. The papers present and discuss the latest research in all areas of neural network-and machine learning-based pattern recognition. They are organized in two sections: learning algorithms and architectures, and applications.

Proceedings of the 11th International Conference on Robotics, Vision, Signal Processing and Power Applications Springer

The proceedings of the January 1999 conference consist of 103 papers, 11 talks, and six tutorials. The papers are grouped under the headings of TCAD to ECAD, low power, testing, co-design and synthesis, analog design, multi-valued logic, verification, digital signal processor (DSP), logic synthesis,

International Conference on Charged and Neutral Particles Channeling Phenomena Springer

This book constitutes the refereed proceedings of the 25th International Conference on Information and Software Technologies, ICIST 2019, held in Vilnius, Lithuania, in October 2019. The 46 papers presented were carefully reviewed and selected from 121 submissions. The papers are organized in topical sections on information systems; business intelligence for information and software systems; information technology applications; software engineering.

Pattern Recognition and Computer Vision Springer

The proceeding is a collection of research papers presented at the 11th International Conference on Robotics, Vision, Signal Processing & Power Applications (RoViSP 2021). The theme of RoViSP 2021 “Enhancing Research and Innovation through the Fourth Industrial Revolution (IR 4.0)” served as a platform for researchers, scientists, engineers, academicians as well as industrial professionals from all around the globe to present and exchange their research findings and development activities through oral presentations. The book covers various topics of interest, including: Robotics, Control, Mechatronics and Automation Telecommunication Systems and Applications Electronic Design and Applications Vision, Image and Signal Processing Electrical Power, Energy and Industrial Applications Computer and Information Technology Biomedical Engineering and Applications Intelligent Systems Internet-of-things Mechatronics Mobile Technology

Solid-State Drive Caching in the IBM XIV Storage System Optical Payloads for Space Missions

This book introduces simulation tools and strategies for complex systems of solid-state-drives (SSDs) which consist of a flash multi-core microcontroller plus NAND flash memories. It provides a broad overview of the most popular simulation tools, with special focus on open source solutions. VSSIM, NANDFlashSim and DiskSim are benchmarked against performances of real SSDs under different traffic workloads. PROs and CONs of each simulator are analyzed, and it is clearly indicated which kind of answers each of them can give and at a what price. It is explained, that speed and precision do not go hand in hand, and it is important to understand when to simulate what, and with which tool. Being able to simulate SSD’s performances is mandatory to meet time-to-market, together with product cost and quality. Over the last few years the authors developed an advanced simulator named “SSDExplorer” which has been used to evaluate multiple

phenomena with great accuracy, from QoS (Quality Of Service) to Read Retry, from LDPC Soft Information to power, from Flash aging to FTL. SSD simulators are also addressed in a broader context in this book, i.e. the analysis of what happens when SSDs are connected to the OS (Operating System) and to the end-user application (for example, a database search). The authors walk the reader through the full simulation flow of a real system-level by combining SSD Explorer with the QEMU virtual platform. The reader will be impressed by the level of know-how and the combination of models that such simulations are asking for.

Optical Payloads for Space Missions CRC Press

This IBM® RedpaperTM publication provides information about the implementation and use of solid-state drives (SSDs) in IBM XIV® Storage System XIV Generation 3 (Gen3), running XIV software version 11.1.0 or later. In the XIV system, SSDs are used to increase the read cache capacity of the existing DRAM memory cache, and are not used for persistent storage. This paper begins with a high-level overview of the SSD implementation in XIV and a brief review of the SSD technology, with focus on the XIV system. It explains the SSD Caching design and implementation in XIV. Then it examines typical workloads that can benefit from the SSD Caching extension and introduces the tools and utilities to help you analyze and understand the workload. In particular, it highlights the block tracing facility that was designed and developed by IBM Research. Then this paper explains the process that authorized IBM services representatives use to install SSD Caching. It reviews the changes made to the XIV GUI and the XCLI to support SSD Caching. Finally this paper provides a listing of the new alert-generating events and monitoring options that are provided for SSD support. This paper is intended for users who want an insight into the XIV SSD Caching implementation and architecture, its capabilities, and usage. For more information about the IBM XIV Storage System, see the IBM Redbooks® publication, "IBM XIV Storage System: Architecture, Implementation, and Usage," SG24-7659.

Process Automation Oxford University Press

The purpose of the workshop was to review the electronics for LHC experiments and to identify areas and encourage common efforts for the development of electronics within and between the different LHC experiments and to promote collaboration in the engineering and physics communities involed in the LHC activities..

Finite State Machines in Hardware World Scientific

This book is a printed edition of the Special Issue "Real-Time Optimization" that was published in Processes

PRICAI 2018: Trends in Artificial Intelligence IBM Redbooks

The four-volume set LNCS 11056, 110257, 11258, and 11073 constitutes the refereed proceedings of the First Chinese Conference on Pattern Recognition and Computer Vision, PRCV 2018, held in Guangzhou, China, in November 2018. The 179 revised full papers presented were carefully reviewed and selected from 399 submissions. The papers have been organized in the following topical sections: Part I: Biometrics, Computer Vision Application. Part II: Deep Learning. Part III: Document Analysis, Face Recognition and Analysis, Feature Extraction and Selection, Machine Learning. Part IV: Object Detection and Tracking, Performance Evaluation and Database, Remote Sensing.

Bubble Memory Module MDPI

This two-volume set, LNAI 11012 and 11013, constitutes the thoroughly refereed proceedings of the 15th Pacific Rim Conference on Artificial Intelligence, PRICAI 2018, held in Nanjing, China, in August 2018. The 82 full papers and 58 short papers presented in these volumes were carefully reviewed and selected from 382 submissions. PRICAI covers a wide range of topics such as AI theories, technologies and their applications in the areas of social and economic importance for countries in the Pacific Rim.

Software Engineering and Management Springer

This book presents recent research results related to various applications of computer vision methods in the widely understood contexts of automation and robotics. As the current progress of image analysis applications may be easily observed in various areas of everyday life, it becomes one of the most essential elements of development of Industry 4.0 solutions. Some of the examples, partially discussed in individual chapters, may be related to the visual navigation of mobile robots and drones, monitoring of industrial production lines, non-destructive evaluation and testing, monitoring of the IoT devices or the 3D printing process and the quality assessment of manufactured objects, video surveillance systems, and decision support in autonomous vehicles.