

Tcl Tk Elsevier

Newly updated with over 150 pages of material on the latest Tcl extensions, Tcl/Tk: A Developer's Guide is a unique practical tutorial for professional programmers and beginners alike. Starting with a clear picture of the basics, Tcl/Tk covers the variety of tools in this "Swiss army knife" of programming languages, giving you the ability to enhance your programs, extend your application's capabilities, and become a more effective programmer. This updated edition covers all of the new features of version 8.6, including object-oriented programming and the creation of megawidgets, existing data structure implementations, themed widgets and virtual events. Extensive code snippets and online tutorials in various languages will give you a firm grasp on how to use the Tcl/Tk libraries and interpreters and, most importantly, on what constitutes an effective strategy for using Tcl/Tk. Includes the latest features of Tcl/Tk 8.6 Covers Tcl development tools, popular extensions, and packages to allow developers to solve real-world problems with Tcl/Tk immediately Provides straightforward explanations for beginners and offers tips, style guidelines, and debugging techniques for advanced users

This book constitutes the major results of the EU COST (European Cooperation in the field of Scientific and Technical Research) Action 274: TARSKI - Theory and Applications of Relational Structures as Knowledge Instruments - running from July 2002 to June 2005. The papers are devoted to further understanding of interdisciplinary issues involving relational reasoning by addressing relational structures and the use of relational methods in applicable object domains.

This groundbreaking book defines the emerging field of information visualization and offers the first-ever collection of the classic papers of the discipline, with introductions and analytical discussions of each topic and paper. The authors' intention is to present papers that focus on the use of visualization to discover relationships, using interactive graphics to amplify thought. This book is intended for research professionals in academia and industry; new graduate students and professors who want to begin work in this burgeoning field; professionals involved in financial data analysis, statistics, and information design; scientific data managers; and professionals involved in medical, bioinformatics, and other areas. Features Full-color reproduction throughout Author power team - an exciting and timely collaboration between the field's pioneering, most-respected names The only book on Information Visualization with the depth necessary for use as a text or as a reference for the information professional Text includes the classic source papers as well as a collection of cutting edge work

I wish to welcome all of you to the International Symposium on High Perf- mance Computing 2000 (ISHPC 2000) in the megalopolis of Tokyo. After having two great successes with ISHPC'97 (Fukuoka, November 1997) and ISHPC'99 (Kyoto, May 1999), many people have requested that the symposium would be held in the capital of Japan and we have agreed. I am very pleased to serve as Conference Chair at a time when high p- formance computing (HPC) has a sign?cant in?uence on computer science and technology. In particular, HPC has had and will continue to have a sign?cant - pact on the advanced technologies of the "IT" revolution. The many conferences and symposiums that are held on the subject around the world are an indication of the importance of this area and the interest of the research community. One of the goals of this symposium is to provide a forum for the discussion of all aspects of HPC (from system architecture to real applications) in a more informal and personal fashion. Today we are delighted to have this symposium, which includes excellent invited talks, tutorials and workshops, as well as high quality technical papers.

Simultaneous Mass Transfer and Chemical Reactions in Engineering Science

Advances in Database Technologies

Groupware: Design, Implementation, and Use

Handbook of Medical Image Processing and Analysis

Using Vision to Think

Theory and Applications of Relational Structures as Knowledge Instruments II

Violent Python shows you how to move from a theoretical understanding of offensive computing concepts to a practical implementation. Instead of relying on another attacker’s tools, this book will teach you to forge your own weapons using the Python programming language. This book demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts. It also shows how to write code to intercept and analyze network traffic using Python, craft and spoof wireless frames to attack wireless and Bluetooth devices, and how to data-mine popular social media websites and evade modern anti-virus. Demonstrates how to write Python scripts to automate large-scale network attacks, extract metadata, and investigate forensic artifacts Write code to intercept and analyze network traffic using Python. Craft and spoof wireless frames to attack wireless and Bluetooth devices Data-mine popular social media websites and evade modern anti-virus

Maps and atlases are created as soon as information on our geography has been clarified. They are used to find directions or to get insight into spatial relations. They are produced and used both on paper as well as on-screen. The Web is the new medium for spreading and using maps. This book explains the benefits of this medium from the perspective of the user, and the map provider. Opportunities and pitfalls are illustrated by a set of case-studies. A website accompanies the book and provides a dynamic environment for demonstrating many of the principles set out in the text, including access to a basic course in Internet cartography as well as links to other interesting places on the Web. Professor Kraak looks at basic questions such as "I have this data what can I do with it?" and discusses the various functions of maps on the web. Web Cartography also looks at the particularities of multidimensional web maps and addresses topics such as map contents (colour, text and symbols), map physics (size and resolution), and the map environment (interface design/site contents).

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems Get a detailed hands-on set of practical recipes that help simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing

This book presents the thoroughly refereed joint post-proceedings of three workshops held during the 17th International Conference on Conceptual Modeling, ER '98, in Singapore in November 1998. The 50 revised papers presented have gone through two rounds of reviewing and revision. The book is divided in sections on knowledge discovery, data mining, data and web warehousing, multidimensional databases, data warehouse design, caching, data dissemination, replication, mobile networks, mobile platforms, tracking and monitoring, collaborative work support, temporal data modelling, moving objects and spatial indexing, spatio-temporal databases, and video database contents.

Processing and Analysis Management

Biplots in Practice

Theory and Practice

Computer Assisted Radiology and Surgery : Proceedings of the 18th International Congress and Exhibition, Chicago, USA, June 23-26, 2004

Handbook of Medical Imaging

Ruby Developers Guide

The traditional division of labor between the database (which only stores and manages SQL and XML data for fast, easy data search and retrieval) and the application server (which runs application or business logic, and presentation logic) is obsolete. Although the books primary focus is on programming the Oracle Database, the concepts and techniques provided apply to most RDBMS that support Java including Oracle, DB2, Sybase, MySQL, and PostgreSQL. This is the first book to cover new Java, JDBC, SQLJ, JPublisher and Web Services features in Oracle Database 10g Release 2 (the coverage starts with Oracle 9i Release 2). This book is a must-read for database developers audience (DBAs, database applications developers, data architects), Java developers (JDBC, SQLJ, J2EE, and OR Mapping frameworks), and to the emerging Web Services assemblers. Describes pragmatic solutions, advanced database applications, as well as provision of a wealth of code samples. Addresses programming models which run within the database as well as programming models which run in middle-tier or client-tier against the database. Discusses languages for stored procedures: when to use proprietary languages such as PL/SQL and when to use standard languages such as Java; also running non-Java scripting languages in the database. Describes the Java runtime in the Oracle database 10g (i.e., OracleJVM), its architecture, memory management, security management, threading, Java execution, the Native Compiler (i.e., NCOMP), how to make Java known to SQL and PL/SQL, data types mapping, how to call-out to external Web components, EJB components, ERP frameworks, and external databases. Describes JDBC programming and the new Oracle JDBC 10g features, its advanced connection services (pooling, failover, load-balancing, and the fast database event notification mechanism) for clustered databases (RAC) in Grid environments. Describes SQLJ programming and the latest Oracle SQLJ 10g features , contrasting it with JDBC. Describes the latest Database Web services features, Web services concepts and Services Oriented Architecture (SOA) for DBA, the database as Web services provider and the database as Web services consumer. Abridged coverage of JPublisher 10g, a versatile complement to JDBC, SQLJ and Database Web Services.

The Encyclopedia of GIS provides a comprehensive and authoritative guide, contributed by experts and peer-reviewed for accuracy, and alphabetically arranged for convenient access. The entries explain key software and processes used by geographers and computational scientists. Major overviews are provided for nearly 200 topics: Geoinformatics, Spatial Cognition, and Location-Based Services and more. Shorter entries define specific terms and concepts. The reference will be published as a print volume with abundant black and white art, and simultaneously as an XML online reference with hyperlinked citations, cross-references, four-color art, links to web-based maps, and other interactive features.

Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages, from traditional languages like C to the latest in functional, scripting, and object-oriented programming. This fourth edition has been heavily revised throughout, with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86 64-bit architectures. Updated coverage of the latest developments in programming language design, including C & C++11, Java 8, C# 5, Scala, Go, Swift, Python 3, and HTML 5 Updated treatment of functional programming, with extensive coverage of OCaml New chapters devoted to type systems and composite types Unified and updated treatment of polymorphism in all its forms New examples featuring the ARM and x86 64-bit architectures

As Cavalli and Sarma astutely remarked in the introduction to this volume, it is quite remarkable that SDL '97 may have the first participant younger than SDL itself. SDL '97 provides the opportunity to reflect the course SDL has taken and why it has been successful over two decades where other languages addressing the same market have failed. SDL now also has a permanent companion in MSC (Message Sequence Charts). MSC today is a language in its own right and has its areas of application both in conjunction with SDL and independently or in combination with other techniques. MSC has strong structuring concepts to specify message sequences for large systems and can be used to develop scenarios, which is extremely useful for test and design environments. The SDL Forum today really is the SDL and MSC Forum.

Cloud Computing

IFIP TC2/TC13 WG2.7/WG13.4 Seventh Working Conference on Engineering for Human-Computer Interaction September 14–18, 1998, Heraklion, Crete, Greece

Designing Effective and Usable Multimedia Systems

Visualization in Medicine

Violent Python

Proceedings of the Eighth International Conference, Melbourne, Australia, June 6–8, 1995

Whether you're an experienced webmaster new to OpenVMS or an old OpenVMS hand new to websevers, this book will save you time and help you do your job better. The book points out similarities and differences between Unix and VMS, contains a management-friendly explanation of VMS's suitability for 24x7 operation, explains web concepts like authentication and access control models clearly (including honest discussion of drawbacks and weaknesses). Clear examples show how to configure each of the three websevers to accomplish specific goals, and comparisons will help you choose which server to run. If you're using or considering using a VMS webserver, this book is for you. OpenVMS with Apache, OSU and WASD also discusses specific tasks, such as how to port CGI programs from other operating systems, and gives working examples in PERL, Python, and DCL. One chapter also covers database connectivity for VMS-based CGI programs. · Use OpenVMS to provide reliable, full-featured web service for your business · Find information not available anywhere else for OpenVMS, whose unbeatable reliability makes it the web server of choice for institutions that can't afford downtime for their websites · Learn from numerous examples and step-by-step procedures how to do the same task in different servers

"Stealing the Network: How to Own the Box is a unique book in the fiction department. It combines stories that are fictional, with technology that is real. While none of the stories have happened, there is no reason why they could not. You could argue it provides a road map for criminal hackers, but I say it does something else: it provides a glimpse into the creative minds of some of today's best hackers, and even the best hackers will tell you that the game is a mental one." - from the Foreword to the first Stealing the Network book, How to Own the Box, Jeff Moss, Founder & Director, Black Hat, Inc. and Founder of DEFCON For the very first time the complete Stealing the Network epic is available in an enormous, over 1000 page volume complete with the final chapter of the saga and a DVD filled with behind the scenes video footage! These groundbreaking books created a fictional world of hacker superheroes and villains based on real world technology, tools, and tactics. It is almost as if the authors peered into the future as many of the techniques and scenarios in these books have come to pass. This book contains all of the material from each of the four books in the Stealing the Network series. All of the stories and tech from: How to Own the Box How to Own a Continent How to Own an Identity How to Own a Shadow Plus: Finally - find out how the story ends! The final chapter is here! A DVD full of behind the scenes stories and insider info about the making of these cult classics! * Now for the first time the entire series is one 1000+ page book * The DVD contains 20 minutes of behind the scenes footage * Readers will finally learn the fate of "Knuth" in the much anticipated Final Chapter

Digital Systems Design with FPGAs and CPLDs explains how to design and develop digital electronic systems using programmable logic devices (PLDs). Totally practical in nature, the book features numerous (quantify when known) case study designs using a variety of Field Programmable Gate Array (FPGA) and Complex Programmable Logic Devices (CPLD), for a range of applications from control and instrumentation to semiconductor automatic test equipment. Key features include: * Case studies that provide a walk through of the design process, highlighting the trade-offs involved. * Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design. With this book engineers will be able to: * Use PLD technology to develop digital and mixed signal electronic systems * Develop PLD based designs using both schematic capture and VHDL synthesis techniques * Interface a PLD to digital and mixed-signal systems * Undertake complete design exercises from design concept through to the build and test of PLD based electronic hardware This book will be ideal for electronic and computer engineering students taking a practical or Lab based course on digital systems development using PLDs and for engineers in industry looking for concrete advice on developing a digital system using a FPGA or CPLD as its core. Case studies that provide a walk through of the design process, highlighting the trade-offs involved. Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design.

Information technology (IT) can be collectively described as that used by man to gather, store and retrieve, manipulate and communicate data and information. Today , in the 'Information Age', this takes place over and across vast geographical, demographical, socio-political and economic scopes, and the ceasing of it will choke society, as know it today, to a pre-historic standstill. It is, understandably implemented through various aspects of computing and Electronic Technology. With the growing complexity of the information processing needs throughout fields as diverse as business, science, technology, exploration and entertainment, several issues involving data security, time complexity. Bandwidth and thought put, parallel and alternative computing technology and the technology used in an ever-increasing band of newer types of devices, are posing the most crucial questions to the future of society in general and IT in particular. The book is a collection of articles written by professors, industry persons and researchers if international repute and comprises the latest breakthrough sin the fields of Information Theory and Coding, Information Security, Next Generation Internet technology, Data Mining and Knowledge Management, Mobile Computing and Communication. Bioinformatics, Soft Computing, Multimedia Systems and Communication, Quantum Computing, Image Processing and other areas which together comprise IT. This book is a must read for those seeking to expand their knowledge about various aspects of Information Technology.

Catalogue of the Translator's Library in the Department of Trade and Industry: Subjects

International Workshops of COST Action 274, TARSKI, 2002-2005, Selected Revised Papers

OpenVMS with Apache, WASD, and OSU

Exploring Geovisualization

8th International Workshop, CRIWG 2002, La Serena, Chile, 1.-4. September 2002, Proceedings

Theory, Algorithms, and Applications

The Handbook of Medical Image Processing and Analysis is a comprehensive compilation of concepts and techniques used for processing and analyzing medical images after they have been generated or digitized. The Handbook is organized into six sections that relate to the main functions: enhancement, segmentation, quantification, registration, visualization, and compression, storage and communication. The second edition is extensively revised and updated throughout, reflecting new technology and research, and includes new chapters on: higher order statistics for tissue segmentation; tumor growth modeling in oncological image analysis; analysis of cell nuclear features in fluorescence microscopy images; imaging and communication in medical and public health informatics; and dynamic mammogram retrieval from web-based image libraries. For those looking to explore advanced concepts and access essential information, this second edition of Handbook of Medical Image Processing and Analysis is an invaluable resource. It remains the most complete single volume reference for biomedical engineers, researchers, professionals and those working in medical imaging and medical image processing. Dr. Isaac N. Bankman is the supervisor of a group that specializes on imaging, laser and sensor systems, modeling, algorithms and testing at the Johns Hopkins University Applied Physics Laboratory. He received his BSc degree in Electrical Engineering from Bogazici University, Turkey, in 1977, the MSc degree in Electronics from University of Wales, Britain, in 1979, and a PhD in Biomedical Engineering from the Israel Institute of Technology, Israel, in 1985. He is a member of SPIE. Includes contributions from internationally renowned authors from leading institutions NEW! 35 of 56 chapters have been revised and updated. Additionally, five new chapters have been added on important topics including Nonlinear 3D Boundary Detection, Adaptive Algorithms for Cancer Cytological Diagnosis, Dynamic Mammogram Retrieval from Web-Based Image Libraries, Imaging and Communication in Health Informatics and Tumor Growth Modeling in Oncological Image Analysis. Provides a complete collection of algorithms in computer processing of medical images Contains over 60 pages of stunning, four-color images Visualization in Medicine is the first book on visualization and its application to problems in medical diagnosis, education, and treatment. The book describes the algorithms, the applications and their validation (how reliable are the results?), and the clinical evaluation of the applications (are the techniques useful?). It discusses visualization techniques from research literature as well as the compromises required to solve practical clinical problems. The book covers image acquisition, image analysis, and interaction techniques designed to explore and analyze the data. The final chapter shows how visualization is used for planning liver surgery, one of the most demanding surgical disciplines. The book is based on several years of the authors' teaching and research experience. Both authors have initiated and lead a variety of interdisciplinary projects involving computer scientists and medical doctors, primarily radiologists and surgeons. * A core field of visualization and graphics missing a

dedicated book until now
* **Written by pioneers in the field and illustrated in full color**
* **Covers theory as well as practice**
Readings in Multimedia Computing and Networking captures the broad areas of research and developments in this burgeoning field, distills the key findings, and makes them accessible to professionals, researchers, and students alike. For the first time, the most influential and innovative papers on these topics are presented in a cohesive form, giving shape to the diverse area of multimedia computing. The seminal moments are recorded by a dozen visionaries in the field and each contributing editor provides a context for their area of research by way of a thoughtful, focused chapter introduction. The volume editors, Kevin Jeffay and Hongjiang Zhang, offer further incisive interpretations of past and present developments in this area, including those within media and content processing, operating systems, and networking support for multimedia. This book will provide you with a sound understanding of the theoretical and practical issues at work in the field's continuing evolution.
* **Offers an in-depth look at the technical challenges in multimedia and provides real and potential solutions that promise to expand the role of multimedia in business, entertainment, and education.**
* **Examines in Part One issues at the heart of multimedia processes: the means by which multimedia data are coded, compressed, indexed, retrieved, and otherwise manipulated.**
* **Examines in Part Two the accommodation of these processes by storage systems, operating systems, network protocols, and applications.**
* **Written by leading researchers, the introductions give shape to a field that is continually defining itself and place the key research findings in context to those who need to understand the state-of-the art developments.**

In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. Tcl/Tk: A Developer's Guide clearly discusses development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM
*Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows.
*A copy of ActiveTcl from ActiveState.
*The latest release of TcITutor.
*How-to's and tutorials as well as copies of all the tools discussed in the book.

SDL '97: Time for Testing

SDL, MSC and Trends

Proceedings of the IFIP Working Group 13.2 Conference on Designing Effective and Usable Multimedia Systems Stuttgart, Germany, September 1998

Readings in Multimedia Computing and Networking

Directory of Published Proceedings

Readings in Human-Computer Interaction

The effectiveness of the user-computer interface has become increasingly important as computer systems have become useful tools for persons not trained in computer science. In fact, the interface is often the most important factor in the success or failure of any computer system. Dealing with the numerous subtly interrelated issues and technical, behavioral, and aesthetic considerations consumes a large and increasing share of development time and a corresponding percentage of the total code for any given application. A revision of one of the most successful books on human-computer interaction, this compilation gives students, researchers, and practitioners an overview of the significant concepts and results in the field and a comprehensive guide to the research literature. Like the first edition, this book combines reprints of key research papers and case studies with synthesizing survey material and analysis by the editors. It is significantly reorganized, updated, and enhanced; over 90% of the papers are new. An invaluable resource for systems designers, cognitive scientists, computer scientists, managers, and anyone concerned with the effectiveness of user-computer interfaces, it is also designed for use as a primary or supplementary text for graduate and advanced undergraduate courses in human-computer interaction and interface design. Human computer interaction--historical, intellectual, and social
Developing interactive systems, including design, evaluation methods, and development tools
The interaction experience, through a variety of sensory modalities including vision, touch, gesture, audition, speech, and language
Theories of information processing and issues of human-computer fit and adaptation

Welcome to the 8th International Workshop on Groupware (CRIWGW 2002)! The previous workshops took place in Lisbon, Portugal (1995), Puerto Varas, Chile (1996), El Escorial, Spain (1997), Búzios, Brazil (1998), Cancun, Mexico (1999), Madeira, Portugal (2000), and Darmstadt, Germany (2001). CRIWGW workshops follow a simple recipe for success: good papers, a small number of participants, extensive time for lively and constructive discussions, and a high level of cooperation both within and between paper sessions. CRIWGW 2002 continued this tradition. CRIWGW 2002 attracted 36 submissions from 13 countries, nine of them outside Ibero-America. Each of the 36 articles submitted was reviewed by at least three members of an internationally renowned Program Committee. This year we used a double-blind reviewing process, i. e. , the reviewers did not know who the authors of the papers were. In addition, the reviewers were chosen based on their expertise and we also ensured that they came from countries and institutions not related to those of the paper's authors. This reviewer assignment worked remarkably well, as indicated by the high average confidence value the reviewers gave their own reviews. This means that papers were usually reviewed by experts in the paper's topic. As a consequence, reviews were usually quite extensive and contained many suggestions for - pvements. I would like to thank all the members of the Program Committee for their hard work, which I am sure contributed to improving the quality of the final articles.

The aim of IFIP Working Group 2.7 (13.4) for User Interface Engineering is to investigate the nature, concepts and construction of user interfaces for software systems. The group's scope is:
• developing user interfaces based on knowledge of system and user behaviour;
• developing frameworks for reasoning about interactive systems; and
• developing engineering models for user interfaces. Every three years, the group holds a "working conference" on these issues. The conference mixes elements of a regular conference and a workshop. As in a regular conference, the papers describe relatively mature work and are thoroughly reviewed. As in a workshop, the audience is kept small, to enable in-depth discussions. The conference is held over 5-days (instead of the usual 3-days) to allow such discussions. Each paper is discussed after it is presented. A transcript of the discussion is found at the end of each paper in these proceedings, giving important insights about the paper. Each session was assigned a "notes taker", whose responsibility was to collect/transcribe the questions and answers during the session. After the conference, the original transcripts were distributed (via the Web) to the attendees and modifications that clarified the discussions were accepted.

This book captures the essence of the current state of research in active media technology and identifies the new changes and opportunities — both current and future — in the field. Distinguished researchers such as Prof Ning Zhong from the Maebashi Institute of Technology, Prof John Yen from the Pennsylvania State University, and Prof Sanker K Pal from the Indian Statistical Institute present their research papers. Contents: Web Intelligence — A New Paradigm for Developing E-Business Intelligence (N Zhong)On Modeling and Simulating Agent Teamwork in Cast (J Yen et al.)Properties of Clustering Coefficient in Random Agent Networks (X Jing & J Liu)Research of the Radar Transmitter Power Measurement Based on Virtual Instrument (H Li et al.)Electroencephalogram Experiments of Human Visual and Auditory Calculation for Designing Brain Computer Interface in an Active Computer System (J Wu et al.)Behavior and Security Extensions to FIPA Architecture and Specifications (V S Alagar & J Holliday)Mobile Agent-Based Digital City Spatial Information Service (X Zhang et al.)A Built-in Data Security Scheduling in Distributed Real-Time Control System (F Zhang et al.)An Effective Method for Constructing Hopfield Neural Network in Arbitrary Waveform Synthesizer Design (S Zhang et al.)A Signal Processing Application for Non Destructive Testing of Material Structures (V H Tu & K Siljeg)An Embedded Web Media Development Platform (Y Wang et al.)Mixed Feature Extracting Approaches for License-Plate Recognition (H Dong & P Wang)and other papers

Readership: Graduate students, academics and researchers in computer science. Keywords:Agents;Active Computer Systems;Intelligent Systems;Multi Model Processing;Active Media

A Cookbook for Hackers, Forensic Analysts, Penetration Testers and Security Engineers

Encyclopedia of GIS

Tcl/Tk

Solution Methods and Chemical Engineering Applications

CARS 2004

Digital Systems Design with FPGAs and CPLDs

Sophisticated interactive maps are increasingly used to explore information - guiding us through data landscapes to provide information and prompt insight and understanding. Geovisualization is an emerging domain that draws upon disciplines such as computer science, human-computer interaction design, cognitive sciences, graphical statistics, data visualzation, information visualization, geographic information science and cartography to discuss, develop and evaluate interactive cartography. This review and exploration of the current and future status of geovisualization has been produced by key researchers and practitioners from around the world in various cognate fields of study. The thirty-six chapters present summaries of work undertaken, case studies focused on new methods and their application, system descriptions, tests of their implementation, plans for collaboration and reflections on experiences of using and developing geovisualization techniques. In total, over 50 pages of color are provided in the book along with more than 250 color images on an enclosed CD-ROM.

Almost 500 paper and poster contributions from more than 30 countries had to be evaluated for CARS 2004. In addition to the traditional CARS themes and topics, emphasis has been given to developments such as IHE, Surgical Workflow and PACS, Operation Room of the Future, and Strategic Thinking. In special congress sessions, partner societies such as SPIE and SCAR have joined these endeavours to assist in achieving progress in these fields. While the increased reliance on multi-source information is proceeding at a rapid rate, it is interesting to note that the basis for the greater part of medical decision making is still medical imaging. This may change as genomics and proteomics fulfil more of their potential, but it is estimated that more than half of current hospital visits result in imaging studies. In that respect, it is true that "the more things change, the more they stay the same" (Alphonse Karr, 1849) and that medical imaging is the cornerstone of the field. This focus on medical imaging is evident throughout the CARS conference, with sessions dedicated to Medical Imaging (MI) itself, Image Processing and Display (IPD), Image Guided Radiological Therapy (IGRT), Image Guided Therapy (IGT), and separate symposia on Computer Aided Diagnosis (based on imaging) and both Cardiovascular and Maxillofacial Imaging. Still, it is up to you, the engineers, scientists, clinicians, and related personnel participating in CARS, to ensure that innovation in technology and procedures is not developed just for the sake of change, but instead to achieve progress and thereby provide better patient care.

Designing Effective and Usable Multimedia Systems presents research and development and industrial experience of usability engineering for multimedia user interfaces. The book discusses the methods, tools and guidelines for multimedia use and implementation and covers the following topics in detail: Design methods for multimedia (MM) systems; Social and cognitive models for MM interaction; Empirical studies of the effects of MM on learning and behavior; Design and prototyping support tools; Intelligent MM Systems and Design support; Usability evaluation. £/LISTE Designing Effective and Usable Multimedia Systems contains the proceedings of the International Working Conference on Designing Effective and usable Multimedia Systems, sponsored by the International Federation for Information Processing (IFIP), held in Stuttgart, Germany, in September 1998. It is essential reading for computer scientists, software developers, information systems managers and human scientists, especially those working in the applied disciplines such as human factors and interface design.

*In an effort to increase its marketshare and threat to Windows NT, Oracle8 was ported to Linux in late 1998, opening the popular database to an additional 10 million Linux users worldwide. The availability of Oracle8 enables current Linux users to deploy enterprise-class applications at low cost and provides an alternative to Microsoft Windows NT. This book covers that marriage of the most popular database and the fastest growing operating system. * Complete coverage. Covers both Oracle8i and Oracle8i Lite, as well as Oracle Applications, Oracle Applications Server, and Oracle Developer * Organizations and Oracle database administrators will be looking for information on Linux as its gets adopted - this book fits the bill * Covers two growth markets and fills a need for information not covered elsewhere*

Active Media Technology

A Developer's Guide

Web Cartography

High Performance Computing

A Handbook of Information Technology

Computational Methods in Molecular Biology

An expert guide to Ruby, a popular new Object-Oriented Programming Language Ruby is quickly becoming a favourite among developers who need a simple, straight forward, portable programming language. Ruby is ideal for quick and easy object-oriented programming such as processing text files or performing system management. Having been compared with other programming languages such as Perl, Python, PCL, Java, Eiffel, and C++; Ruby is popular because of its straight forward syntax and transparent semantics. Using step-by-step examples and real world applications, the Ruby Developer's Guide is designed for programmers and developer's looking to embrace the object-oriented features and functionality of this robust programming language. Readers will learn how to develop, implement, organize and deploy applications using Ruby. Ruby is currently experiencing a rapid rise in popularity in the object-oriented programming community Readers receive up-to-the minute links, white papers, and analysis for two years at solutions@syngress.com Comes with a wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular Ruby third-party programming tools and applications

In recent years, the remarkable advances in medical imaging instruments have increased their use considerably for diagnostics as well as planning and follow-up of treatment. Emerging from the fields of radiology, medical physics and engineering, medical imaging no longer simply deals with the technology and interpretation of radiographic images. The limitless possibilities presented by computer science and technology, coupled with engineering advances in signal processing, optics and nuclear medicine have created the vastly expanded field of medical imaging. The Handbook of Medical Imaging is the first comprehensive compilation of the concepts and techniques used to analyze and manipulate medical images after they have been generated or digitized. The Handbook is organized in six sections that relate to the main functions needed for processing: enhancement, segmentation, quantification, registration, visualization as well as compression storage and telemedicine. * Internationally renowned authors(Johns Hopkins, Harvard, UCLA, Yale, Columbia, UCSF) * Includes imaging and visualization * Contains over 60 pages of stunning, four-color images

Artificial Intelligence (AI) is still seen by some as a controversial area of computer science research. This opinion is reinforced by the perception that AI is about the creation of a model of human intelligence in a computer and the fact that this has not yet been done. In fact, this demonstrably false impression of AI is nowhere further from the truth than in the areas of industry and engineering where AI techniques have become the norm in sectors including computer aided design, intelligent manufacturing, and control. AI techniques are fast becoming accepted in industry-related areas such as production of technical documentation, planning and scheduling of processes, fuzzy control and analysis (e.g., parameter extraction) of real-time engineering data. The papers in this volume represent work by both computer scientists and engineers separately and together. They directly and indirectly represent a real collaboration between computer science and engineering, covering a wide variety of fields related to intelligent systems technology ranging from neural networks; knowledge acquisition and representation; automated scheduling; machine learning; multimedia; genetic algorithms; fuzzy logic; robotics; automated reasoning; heuristic searching; automated problem solving; temporal, spatial and model-based reasoning; clustering; blackboard architectures; automated design; pattern recognition and image processing; automated planning; speech recognition; simulated annealing; and intelligent tutoring, as well as various computer applications of intelligent systems including financial analysis, artificial insemination, automated manufacturing, diagnosis, oil discoveries, communications and controls, health delivery, air travel and tourist information processing, and aircraft trajectory planning.

The TruCluster Server Handbook authoritatively details how to plan, design, install, configure, and administer a cluster of Tru64 UNIX systems. The book explains how to configure and optimize hardware underlying a TruCluster server, including storage servers so critical to running a high-end cluster operation. This book provides best practices and techniques drawn from the authors' extensive experiences in the field with systems designers, systems managers, developers, and users. The authors include a former Tru64 UNIX Technical Group Leader with HP's Consulting Division and a top industry figure, and two former TruCluster Server Team Leaders with the Customer Support Center. Learn to install TruCluster Server from the ground up Get the most out of your cluster environment with the authors' practical tips and tricks Attain availability, scalability, and simplified manageability in your IT systems operation

Third International Symposium, ISHPC 2000 Tokyo, Japan, October 16-18, 2000 Proceedings

TruCluster Server Handbook

Engineering for Human-Computer Interaction

Readings in Information Visualization

The Nonstop Webserver

Toward the Year 2000

Simultaneous Mass Transfer and Chemical Reactions in Engineering Science: Solution Methods and Chemical Engineering Applications illustrates how mathematical analyses, statistics, numerical analysis and computer programming can summarize simultaneous mass transfer and chemical reactions in engineering science for use in solving problems in quantitative Chemical and Biochemical Engineering design and analysis. The book provides statistical methodologies and R recipes for advective and diffusive problems in various geometrical configurations. The R-package ReactTran is used to showcase transport models in aquatic systems (rivers, lakes, oceans), porous media (floc aggregates, sediments, ...) and even idealized organisms (spherical cells, cylindrical worms, ...). Presents the basic science of diffusional process and mass transfer, along with simultaneous biochemical and chemical reactions Provides a current working knowledge of simultaneous mass transfer and reactions Describes useful mathematical models on the quantitative assessment of simultaneous mass transfer and reactions Focuses on the analysis of systems of simultaneous mass transfer and reactions, discussing the existence and uniqueness of solutions to well-known theoretical models

Computational biology is a rapidly expanding field, and the number and variety of computational methods used for DNA and protein sequence analysis is growing every day. These algorithms are extremely valuable to biotechnology companies and to researchers and teachers in universities. This book explains the latest computer technology for analyzing DNA, RNA, and protein sequences. Clear and easy to follow, designed specifically for the non-computer scientist, it will help biologists make better choices on which algorithm to use. New techniques and demonstrations are elucidated, as are state-of-the-art problems, and more advanced material on the latest algorithms. The primary audience for this volume are molecular biologists working either in biotechnology companies or academic research environments, individual researchers and the institutions they work for, and students. Any biologist who relies on computers should want this book. A secondary audience will be computer scientists developing techniques with applications in biology. An excellent reference for leading techniques, it will also help introduce computer scientists to the biology problems. This is an outstanding work which will be ideal for the increasing number of scientists moving into computational biology.

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