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Conserving Cultural Heritage Springer Science & Business Media

Cloud Computing for Data-Intensive Applications Springer

Big Graph Analytics Platforms Springer

This book constitutes the proceedings of the 38th International Conference on Application and Theory of Petri Nets and Concurrency, PETRI NETS 2017, held in Zaragoza, Spain, in June 2017. Petri Nets 2017 is co-located with the Application of Concurrency to System Design Conference, ACS D 2017. The 16 papers, 9 theory papers, 4 application papers, and 3 tool papers, with 1 short abstract and 3 extended abstracts of invited talks presented together in this volume were carefully reviewed and selected from 33 submissions. The focus of the conference is on following topics: Simulation of Colored Petri Nets, Petri Net Tools.- Model Checking, Liveness and Opacity, Stochastic Petri Nets, Specific Net Classes, and Petri Nets for Pathways.
Springer Nature

This book focuses on the future directions of the static scheduling and dynamic load balancing methods in parallel and distributed systems. It provides an overview and a detailed discussion of a wide range of topics from theoretical background to practical, state-of-the-art scheduling and load balancing techniques.

Parallel Computing Technologies - Proceedings Of The International Conference Morgan & Claypool

When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

Supervised and Unsupervised Learning for Data Science National Academies Press

This book constitutes the refereed proceedings of 10 international workshops held in conjunction with the merged 1998 IPPS/SPDP symposia, held in Orlando, Florida, US in March/April 1998. The volume comprises 118 revised full papers presenting cutting-edge research or work in progress. In accordance with the workshops covered, the papers are organized in topical sections on

reconfigurable architectures, run-time systems for parallel programming, biologically inspired solutions to parallel processing problems, randomized parallel computing, solving combinatorial optimization problems in parallel, PC based networks of workstations, fault-tolerant parallel and distributed systems, formal methods for parallel programming, embedded HPC systems and applications, and parallel and distributed real-time systems.

Application and Theory of Petri Nets and Concurrency Springer Nature

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Transputers and Parallel Applications Springer Science & Business Media

This book constitutes the proceedings of the 27th International Conference on Parallel and Distributed Computing, Euro-Par 2021, held in Lisbon, Portugal, in August 2021. The conference was held virtually due to the COVID-19 pandemic. The 38 full papers presented in this volume were carefully reviewed and selected from 136 submissions. They deal with parallel and distributed

computing in general, focusing on compilers, tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; data management, analytics and machine learning; cluster, cloud and edge computing; theory and algorithms for parallel and distributed processing; parallel and distributed programming, interfaces, and languages; parallel numerical methods and applications; and high performance architecture and accelerators.

Parallel and Distributed Processing Springer

First published in 1996, *The Eyes of the Skin* has become a classic of architectural theory. It asks the far-reaching question why, when there are five senses, has one single sense – sight – become so predominant in architectural culture and design? With the ascendancy of the digital and the all-pervasive use of the image electronically, it is a subject that has become all the more pressing and topical since the first edition's publication in the mid-1990s. Juhani Pallasmaa argues that the suppression of the other four sensory realms has led to the overall impoverishment of our built environment, often diminishing the emphasis on the spatial experience of a building and architecture's ability to inspire, engage and be wholly life enhancing. For every student studying Pallasmaa's classic text for the first time, *The Eyes of the Skin* is a revelation. It compellingly provides a totally fresh insight into architectural culture. This third edition meets readers' desire for a further understanding of the context of Pallasmaa's thinking by providing a new essay by architectural author and educator Peter MacKeith. This text combines both a biographical portrait of Pallasmaa and an outline of his architectural thinking, its origins and its relationship to the wider context of Nordic and European thought, past and present. The focus of the essay is on the fundamental humanity, insight and sensitivity of Pallasmaa's approach to architecture, bringing him closer to the reader. This is illustrated by Pallasmaa's sketches and photographs of his own work. The new edition also provides a foreword by the internationally renowned architect Steven Holl and a revised introduction by Pallasmaa himself.

The Eyes of the Skin IOS Press

The book gathers papers addressing state-of-the-art research in all areas of Information and Communication Technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the third International Conference on Information and Communication Technology for Intelligent Systems, which was held on April 6–7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies.

The Polygraph and Lie Detection American Mathematical Soc.

Many applications in different domains need to calculate the shortest-path between two points in a graph. In this paper we describe this shortest path problem in detail, starting with the classic Dijkstra's algorithm and moving to more advanced solutions that are currently applied to road network routing, including the use of heuristics and precomputation techniques. Since several of these improvements involve subtle changes to the search space, it may be difficult to appreciate their benefits in terms of time or space requirements. To make methods more comprehensive and to facilitate their comparison, this book presents a single case study that serves as a common benchmark. The paper also compares the search spaces explored by the methods described, both from a quantitative and qualitative point of view, and including an analysis of the number of reached and settled nodes by different methods for a particular topology.

Scheduling and Load Balancing in Parallel and Distributed Systems CRC Press

This book brings together two important trends: graph algorithms and high-performance computing. Efficient and scalable execution of graph processing applications in data or network analysis requires innovations at multiple levels: algorithms, associated data structures, their implementation and tuning to a particular hardware. Further, programming languages and the associated compilers play a crucial role when it comes to automating efficient code generation for various architectures. This book discusses the essentials of all these aspects. The book is divided into three parts: programming, languages, and their compilation. The first part examines the manual parallelization of graph algorithms, revealing various parallelization patterns encountered,

especially when dealing with graphs. The second part uses these patterns to provide language constructs that allow a graph algorithm to be specified. Programmers can work with these language constructs without worrying about their implementation, which is the focus of the third part. Implementation is handled by a compiler, which can specialize code generation for a backend device. The book also includes suggestive results on different platforms, which illustrate and justify the theory and practice covered. Together, the three parts provide the essential ingredients for creating a high-performance graph application. The book ends with a section on future directions, which offers several pointers to promising topics for future research. This book is intended for new researchers as well as graduate and advanced undergraduate students. Most of the chapters can be read independently by those familiar with the basics of parallel programming and graph algorithms. However, to make the material more accessible, the book includes a brief background on elementary graph algorithms, parallel computing and GPUs. Moreover it presents a case study using Falcon, a domain-specific language for graph algorithms, to illustrate the concepts.

The Atrocity Archives Penguin

This book constitutes revised selected papers from the workshops of the 4th Asia-Pacific Web and Web-Age Information Management International Joint Conference on Web and Big Data, APWeb-WAIM 2020; The Third International Workshop on Knowledge Graph Management and Applications, KGMA 2020; The Second International Workshop on Semi-structured Big Data Management and Applications, SemiBDMA 2020, and The First International Workshop on Deep Learning in Large-scale Unstructured Data Analytics, DeepLUDA 2020, held in Tianjin, China, in September 2020. Due to the COVID-19 pandemic the conference was held online. The 13 papers were thoroughly reviewed and selected from the numerous submissions and present recent research on the theory, design, and implementation of data management systems.

Database Systems for Advanced Applications John Wiley & Sons

This book constitutes the thoroughly refereed post-conference proceedings of the 29th International Workshop on Languages and Compilers for Parallel Computing, LCPC 2016, held in Rochester, NY, USA, in September 2016. The 20 revised full papers presented together with 4 short papers were carefully reviewed. The papers are organized in topical sections on large scale parallelism, resilience and persistence, compiler analysis and optimization, dynamic computation and languages, GPUs and private memory, and run-time and performance analysis.

Euro-Par 2021: Parallel Processing Springer

A comprehensive survey that clearly summarizes the key features and techniques developed in existing big graph systems. It aims to help readers get a systematic picture of the landscape of recent big graph systems, focusing not just on the systems themselves, but also on the key innovations and design philosophies underlying them.

Cloud Computing for Data-Intensive Applications ScholarlyEditions

This book presents a range of cloud computing platforms for data-intensive scientific applications. It covers systems that deliver infrastructure as a service, including: HPC as a service; virtual networks as a service; scalable and reliable storage; algorithms that manage vast cloud resources and applications runtime; and programming models that enable pragmatic programming and implementation toolkits for eScience applications. Many scientific applications in clouds are also introduced, such as bioinformatics, biology, weather forecasting and social networks. Most chapters include case studies. Cloud Computing for Data-Intensive Applications targets advanced-level students and researchers studying computer science and electrical engineering. Professionals working in cloud computing, networks, databases and more will also find this book useful as a reference.

Web Information Systems Engineering – WISE 2021 Springer

The third International congress of Science and Technology for the Conservation of Cultural Heritage, TechnoHeritage 2017, was held in Cadiz, from 21 to 24 May 2017, under the umbrella of the TechnoHeritage network. TechnoHeritage is an initiative funded by the Spanish Ministry of Economy and Competitiveness dedicated to the creation of a network which integrates CSIC and

University groups, private companies and end users such as foundations, museums or institutions. The network's purpose is to foster the creation of transdisciplinary (and not only multidisciplinary) initiatives focused on the study of all assets, movable or immovable, that make up Cultural Heritage. A high-quality scientific programme was prepared, which includes new emerging topics on Cultural Heritage (1) Nanomaterials and other Products for Conservation, (2) New Technologies for Analysis, Protection and Conservation, (3) 20th Century Cultural Heritage, (4) Significance of Cultural Heritage. Policies for Conservation, (5) Deterioration of Cultural Heritage, (6) Biodeterioration: Fundamentals, Present and Future Perspectives and (7) Underwater Cultural Heritage. A special session "Biodeterioration: Fundamentals, present and future perspectives, a session in honour of Prof. Cesáreo Sáiz Jiménez" took place. Our intention was to recognise the work of Prof. Sáiz Jiménez, who recently retired, and its impact on the Cultural Heritage conservation community, which he has helped to promote through numerous activities including, in 2011, the creation of the TechnoHeritage network. This volume publishes a total of eighty-three contributions which reflect the state of the art investigations on different aspects of cultural heritage conservation.

Computer Science Handbook CRC Press

This book presents advanced methods of integral calculus and the classical theory of the ordinary and partial differential equations. It provides explicit solutions of linear and nonlinear differential equations and implicit solutions with discrete approximations. Differential equations that could not be explicitly solved are discussed with special functions such as Bessel functions. New functions are defined from differential equations. Laguerre, Hermite and Legendre orthonormal polynomials as well as several extensions are also considered. It is illustrated by examples and graphs of functions, with each chapter containing exercises solved in the last chapter.

Parallel and Distributed Processing Cloud Computing for Data-Intensive Applications

Graph partitioning and graph clustering are ubiquitous subtasks in many applications where graphs play an important role. Generally speaking, both techniques aim at the identification of vertex subsets with many internal and few external edges. To name only a few, problems addressed by graph partitioning and graph clustering algorithms are: What are the communities within an (online) social network? How do I speed up a numerical simulation by mapping it efficiently onto a parallel computer? How must components be organized on a computer chip such that they can communicate efficiently with each other? What are the segments of a digital image? Which functions are certain genes (most likely) responsible for? The 10th DIMACS Implementation Challenge Workshop was devoted to determining realistic performance of algorithms where worst case analysis is overly pessimistic and probabilistic models are too unrealistic. Articles in the volume describe and analyze various experimental data with the goal of getting insight into realistic algorithm performance in situations where analysis fails.

The Shortest-Path Problem Springer

This book constitutes the proceedings of the 24th International Conference on Parallel and Distributed Computing, Euro-Par 2018, held in Turin, Italy, in August 2018. The 57 full papers presented in this volume were carefully reviewed and selected from 194 submissions. They were organized in topical sections named: support tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; high performance architectures and compilers; parallel and distributed data management and analytics; cluster and cloud computing; distributed systems and algorithms; parallel and distributed programming, interfaces, and languages; multicore and manycore methods and tools; theory and algorithms for parallel computation and networking; parallel numerical methods and applications; and accelerator computing for advanced applications.

Topics in Theoretical Computer Science Springer Nature

Large Scale and Big Data: Processing and Management provides readers with a central source of reference on the data management techniques currently available for large-scale data processing. Presenting chapters written by leading researchers, academics, and practitioners, it addresses the fundamental challenges associated with Big Data processing t

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