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Computer Science Illuminated Jones & Bartlett Learning Revised and updated with the latest information in the field, the Fourth Edition of Computer Science Illuminated continues to engage and enlighten students on the fundamental concepts and diverse capabilities of computing. Written by two of today's most respected computer science educators, Nell Dale and John Lewis, the text provides a broad overview of the many aspects of the discipline from a generic view point. Separate program language chapters are available as bundle items for those instructors who would like to explore a particular programming language with their students. The many layers of computing are thoroughly explained beginning with the information layer, working through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. Perfect for introductory computing and computer science courses, the fourth edition's thorough presentation of computing systems provides computer science majors with a solid foundation for further study, and offers non-majors a comprehensive and complete introduction to computing. Computer Science Illuminated Jones & Bartlett Publishers Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher. Java 5 Illuminated An Active Learning Approach Jones & Bartlett Learning With a variety of interactive learning features and user-friendly pedagogy, Java 5 Illuminated provides a comprehensive introduction to programming using the most current version of the Java language, Java 5. In addition to providing all of the material necessary for a complete introductory course in Java programming, the book also features flexible coverage of other topics of interest, including Graphical User Interfaces, data structures, file input and output, and applets. Object-Oriented Programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques at a pace which is neither too fast nor too slow. OO concepts are blended appropriately with fundamental programming techniques, including accumulation, counting, finding maximum and minimum values, and using flag and toggle variables, and supplemented with coverage of sound software engineering practices. Distinguishing this text from other introductory Java books is the authors' extensive use of an "active learning" approach to presenting the material through abundant use of graphics, visualization exercises, animations, numerous full and partial program examples, group projects, and best practices. These and other pedagogical devices facilitate hands-on, interactive learning, and make the book equally appropriate for use in "traditional" lecture environments, a computer-equipped classroom, or lab environment. Java 5 Illuminated Errata Sheet C# .Net Illuminated Jones & Bartlett Learning C# .NET Illuminated is an introductory programming textbook that takes a step-by-step approach to event-driven programming and rapid application development using Microsoft Visual Studio .NET. Readers learn how to maximize the power of the C# language and the Visual Studio .NET environment through a hands-on, highly visual approach complete with numerous examples, sample applications, and programming exercises. Features designed to reinforce key skills and concepts are found throughout, making this book ideal for use in a classroom/lab setting or as a self-study guide. Readings in Cyberethics Jones & Bartlett Learning This book of readings is a flexible resource for undergraduate and graduate courses in the evolving fields of computer and Internet ethics. Each selection has been carefully chosen for its timeliness and analytical depth and is written by a well-known expert in the field. The readings are organized to take students from a discussion on ethical frameworks and regulatory issues to a substantial treatment of the four fundamental, interrelated issues of cyberethics: speech, property, privacy, and security. A chapter on professionalism rounds out the selection. This book makes an excellent companion to CyberEthics: Morality and Law in Cyberspace, Third Edition by providing articles that present both sides of key issues in cyberethics. Handbook Of Pattern Recognition And Computer Vision (4th Edition) World Scientific Both pattern recognition and computer vision have experienced rapid progress in the last twenty-five years. This book provides the latest advances on pattern recognition and computer vision along with their many applications. It features articles written by renowned leaders in the field while topics are presented in readable form to a wide range of

readers. The book is divided into five parts: basic methods in pattern recognition, basic methods in computer vision and image processing, recognition applications, life science and human identification, and systems and technology. There are eight new chapters on the latest developments in life sciences using pattern recognition as well as two new chapters on pattern recognition in remote sensing. Foundations of Algorithms Using C++ Pseudocode Jones & Bartlett Learning This book offers a well-balanced presentation on designing algorithms, complexity analysis of algorithms, and computational complexity that is accessible to mainstream computer science students who have a background in college algebra and discrete structures. Issues in Computer Engineering: 2011 Edition ScholarlyEditions Issues in Computer Engineering / 2011 Edition is a ScholarlyEditions™ eBook that delivers timely, authoritative, and comprehensive information about Computer Engineering. The editors have built Issues in Computer Engineering: 2011 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Computer Engineering in this eBook to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Computer Engineering: 2011 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at <http://www.ScholarlyEditions.com/>. Encyclopedia of Information Science and Technology, Fourth Edition IGI Global In recent years, our world has experienced a profound shift and progression in available computing and knowledge sharing innovations. These emerging advancements have developed at a rapid pace, disseminating into and affecting numerous aspects of contemporary society. This has created a pivotal need for an innovative compendium encompassing the latest trends, concepts, and issues surrounding this relevant discipline area. During the past 15 years, the Encyclopedia of Information Science and Technology has become recognized as one of the landmark sources of the latest knowledge and discoveries in this discipline. The Encyclopedia of Information Science and Technology, Fourth Edition is a 10-volume set which includes 705 original and previously unpublished research articles covering a full range of perspectives, applications, and techniques contributed by thousands of experts and researchers from around the globe. This authoritative encyclopedia is an all-encompassing, well-established reference source that is ideally designed to disseminate the most forward-thinking and diverse research findings. With critical perspectives on the impact of information science management and new technologies in modern settings, including but not limited to computer science, education, healthcare, government, engineering, business, and natural and physical sciences, it is a pivotal and relevant source of knowledge that will benefit every professional within the field of information science and technology and is an invaluable addition to every academic and corporate library. Development of an illumination simulation software for the Moon's surface An approach to illumination direction estimation on pictures of solid planetary surfaces with a significant number of craters BoD - Books on Demand The German Aerospace Center (DLR) is developing a new, holistic optical navigation system for all stages of spacecraft planetary approach and landing procedures. The central feature of this new navigation system is its landmark-based navigation. Commonly, craters are used as landmarks, as they exhibit very characteristic shapes and they are stable over the long term with respect to shape, structure and positioning. However, the flawless perception of these surface features by computers is a non-trivial task. A possibility of generating realistic surface images of celestial bodies with a significant number of craters and with well-known local illumination conditions is essential for the development of new navigation algorithms, as well as a technique for estimating the local illumination direction on these images. To date, no software exists to generate artificial renderings of realistically illuminated planetary surfaces while determining the local solar illumination direction. Having said this, a surface illumination simulation software for solid planetary surfaces with a significant number of craters has been developed within a master's thesis at the Merseburg University of Applied Sciences and the German Aerospace Center (DLR), whereas all work has been done in the context of the Moon. This software, the Moon Surface Illumination Simulation Framework (MSISF), is the first software known to produce realistic renderings of the entire Moon's surface from virtually every viewpoint, while simultaneously generating machine-readable information regarding the exactly known parameters for the environmental conditions, such as the local solar illumination angle for every pixel of a rendering showing a point on the Moon's surface. To produce its renderings, the MSISF maintains a global digital elevation model of the Moon, using the latest data sets from the ongoing NASA Lunar Reconnaissance Orbiter mission. The MSISF has also demonstrated its ability to not only produce single renderings, but also whole series of renderings corresponding to a virtual flight trajectory or landing on the Moon. The MSISF can also be modified for the rendering of other celestial bodies. This book shows how these renderings will be produced and how they will be suitable for the development and testing of new optical navigation algorithms; it is based upon the examination version of the original master's thesis. Intelligent Techniques and Soft Computing in Nuclear Science and Engineering World Scientific This book is divided into three parts. The first part, "Mathematical Tools and New Developments", provides basic tools to treat fuzzy set theory, rough set theory, fuzzy control, fuzzy modelling, decision support systems, and related applications. The second part, "Intelligent Engineering Applications", reports on engineering problems such as man-machine interface, risk analysis, image processing, robotics, knowledge-based engineering, expert systems, process control integration, diagnosis, measurements and interpretation by intelligent techniques and soft computing used for general engineering applications. The third part, "Nuclear Engineering Applications", concentrates on nuclear applications and covers several topics such as nuclear energy, nuclear safety assessment, radioactive waste management, nuclear measurements, nuclear safeguards, nuclear reactor operation, reactor controller design, fuel reload pattern design, signal validation, nuclear power plants, and optimizations in nuclear applications. Contents:Fuzzy-Neural Systems: A Basis for

Soft-Computing (M M Gupta) Images Under Fuzzy Relations: A Master-Key to Fuzzy Applications (M De Cock et al.) New Formulations of Law of Large Numbers and Its Convergence in the Framework of Possibility Theory (M Oussalah) Learning and Applications Based on Rough Set Theory (D Cai) Genetic Optimization with Fuzzy Decoding (Y-C Tang et al.) Application of Expert System and Machine Learning Approach to Intelligent Man-Machine Interface (M Šorf et al.) Satellite Image Restoration Based on Atmospheric MTF Evaluation (D Arbel & N S Kopeika) Knowledge Representation Using Fuzzy Logic Based Characteristics for Safety Related Applications Part I: Basic Investigations (R Hampel et al.) An Evaluation Method on the Integrated Safeguards Based on Fuzzy Theory (H Matsuoka et al.) Optimization of the Number of Fuzzy Rules Towards a Better Temperature Control of Nuclear Reactors (M Si Fodil et al.) Optimization of the Device of Stages Through Genetic Algorithms for Non-Markovian Systems Reliability Evaluation: An Application to Nuclear Safety Systems (M E Costa Nunes) and other papers Readership: Engineers, computer scientists, mathematicians, medical professionals, psychologists and sociologists. Keywords: Mathematical Tools and New Developments; Intelligent Engineering Applications; Nuclear Engineering Applications; Genetic Optimization; Atmospheric MTF Evaluation; Fuzzy Logic; Fuzzy Theory Computer Graphics For Scientists And Engineers New Age International The Purpose Of This Book Is To Provide An Introductory Text For Understanding The Fundamental Principles Of Computer Graphics. Some Salient Features Are Chapters On Data Structures Along With Examples For Manipulating Pictures/Graphical Objects; Interactive Graphics Covering Input/Output Devices And Systems That Facilitate The Man-Machine Graphic Communication With Emphasis On Device-Independent Graphic Programming; 2-D And 3-D Graphics; Applications Of Graphics To Real-Life Problems, Such As Business Graphics, Graph Plotting, Line Drawing, Image Animation, 3-D Solid-Modeling, Fractals And Multi-Media. This Edition Includes Chapters On Multi-Media And Virtual Reality. A Selected Listing of NASA Scientific and Technical Reports for ... Modeling and Simulation An Application-Oriented Introduction Springer Science & Business Media Die Autoren führen auf anschauliche und systematische Weise in die mathematische und informatische Modellierung sowie in die Simulation als universelle Methodik ein. Es geht um Klassen von Modellen und um die Vielfalt an Beschreibungsarten. Aber es geht immer auch darum, wie aus Modellen konkrete Simulationsergebnisse gewonnen werden können. Nach einem kompakten Repetitorium zum benötigten mathematischen Apparat wird das Konzept anhand von Szenarien u. a. aus den Bereichen „Spielen - entscheiden - planen“ und „Physik im Rechner“ umgesetzt. Scientific Computing in Electrical Engineering Proceedings of the 3rd International Workshop, August 20-23, 2000, Warnemünde, Germany Springer Science & Business Media rd This book presents a collection of selected contributions presented at the 3 International Workshop on Scientific Computing in Electrical Engineering, SCEE-2000, which took place in Warnemiinde, Germany, from August 20 to 23, 2000. Nearly hundred scientists and engineers from thirteen countries gathered in Warnemiinde to participate in the conference. Rostock Univer sity, the oldest university in Northern Europe founded in 1419, hosted the conference. This workshop followed two earlier workshops held 1997 at the Darmstadt University of Technology and 1998 at Weierstrass Institute for Applied Anal ysis and Stochastics in Berlin under the auspices of the German Mathematical Society. These workshops aimed at bringing together two scientific communi ties: applied mathematicians and electrical engineers who do research in the field of scientific computing in electrical engineering. This, of course, is a wide field, which is why it was decided to concentrate on selected major topics. The workshop in Darmstadt, which was organized by Michael Giinther from the Mathematics Department and Ursula van Rienen from the Department of Electrical Engineering and Information Technology, brought together more than hundred scientists interested in numerical methods for the simulation of circuits and electromagnetic fields. This was a great success. Voices coming from the participants suggested that it was time to bring these communities together in order to get to know each other, to discuss mutual interests and to start cooperative work. A collection of selected contributions appeared in 'Surveys on Mathematics for Industry', Vol.8, No. 3-4 and Vol.9, No.2, 1999. Illumination of Artificial Intelligence in Cybersecurity and Forensics Springer Nature This book covers a variety of topics that span from industry to academics: hybrid AI model for IDS in IoT, intelligent authentication framework for IoMT mobile devices for extracting bioelectrical signals, security audit in terms of vulnerability analysis to protect the electronic medical records in healthcare system using AI, classification using CNN a multi-face recognition attendance system with anti-spoofing capability, challenges in face morphing attack detection, a dimensionality reduction and feature-level fusion technique for morphing attack detection (MAD) systems, findings and discussion on AI-assisted forensics, challenges and open issues in the application of AI in forensics, a terrorist computational model that uses Baum-Welch optimization to improve the intelligence and predictive accuracy of the activities of criminal elements, a novel method for detecting security violations in IDSs, graphical-based city block distance algorithm method for E-payment systems, image encryption, and AI methods in ransomware mitigation and detection. It assists the reader in exploring new research areas, wherein AI can be applied to offer solutions through the contribution from researchers and academia. Solving Problems in Scientific Computing Using Maple and MATLAB® Springer Science & Business Media Teaches problem-solving using two of the most important mathematical software packages: Maple and MATLAB. This new edition contains five completely new chapters covering new developments. Advances and Innovations in Systems, Computing Sciences and Software Engineering Springer Science & Business Media This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computing Sciences, Software Engineering and Systems. The book presents selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2006). All aspects of the conference were managed on-line. Java Illuminated Jones & Bartlett Learning Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented

programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest. Advances in Systems, Computing Sciences and Software Engineering Proceedings of SCSS 2005 Springer Science & Business Media

The conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering include a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. The International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2005) was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2005). CISSE 2005, the World's first Engineering/Computing and Systems Research E-Conference was the first high-caliber Research Conference in the world to be completely conducted online in real-time via the internet. CISSE received 255 research paper submissions and the final program included 140 accepted papers, from more than 45 countries. The whole concept and format of CISSE 2005 was very exciting and ground-breaking. The powerpoint presentations, final paper manuscripts and time schedule for live presentations over the web had been available for 3 weeks prior to the start of the conference for all registrants, so they could pick and choose the presentations they want to attend and think about questions that they might want to ask. The live audio presentations were also recorded and are part of the permanent CISSE archive, which includes all power point presentations, papers and recorded presentations. All aspects of the conference were managed on-line; not only the reviewing, submissions and registration processes; but also the actual conference. Conference participants - authors, presenters and attendees - only needed an internet connection and sound available on their computers in order to be able to contribute and participate in this international ground-breaking conference. The on-line structure of this high-quality event allowed academic professionals and industry participants to contribute work and attend world-class technical presentations based on rigorously refereed submissions, live, without the need for investing significant travel funds or time out of the office. Suffice to say that CISSE received submissions from more than 50 countries, for whose researchers, this opportunity presented a much more affordable, dynamic and well-planned event to attend and submit their work to, versus a classic, on-the-ground conference. The CISSE conference audio room provided superb audio even over low speed internet connections, the ability to display PowerPoint presentations, and cross-platform compatibility (the conferencing software runs on Windows, Mac, and any other operating system that supports Java). In addition, the conferencing system allowed for an unlimited number of participants, which in turn granted CISSE the opportunity to allow all participants to attend all presentations, as opposed to limiting the number of available seats for each session. The implemented conferencing technology, starting with the submission & review system and ending with the online conferencing capability, allowed CISSE to conduct a very high quality, fulfilling event for all participants.

Scientific and Technical Aerospace Reports The Art and Science of Computer Animation Intellect Books Computer animation is presented in a different, stimulating form. An introduction is provided to specialised techniques that draws on an audience from among students and practitioners in animation, graphic design and computer science. Advances in Visual Computing Second International Symposium, ISVC 2006, Lake Tahoe, NV, USA, November 6-8, 2006, Proceedings Springer Science & Business Media

Illumination and Color in Computer Generated Imagery Springer Science & Business Media In a very broad sense the historical development of computer graphics can be considered in three phases, each a giant step down the road towards "realistic" computer generated images. The first, during the late 1960's and early 1970's, can perhaps be characterized as the "wire frame" era. Basically pictures were composed of lines. Considerable emphasis was placed on "real time" interactive manipulation of the model. As models became more complex and as raster technology developed, eliminating the hidden lines or hidden surfaces from the image became critical for visual understanding. This requirement resulted in the second phase of computer graphics, the "hidden surface" era, that developed during the 1970's and early 1980's. The names associated with hidden surface algorithms read like a who's who of computer graphics. The culmination of the hidden surface era and the beginning of the current and third era in computer graphics, the "rendering" era, was Turner Whitted's incorporation of a global illumination model into the ray tracing algorithm. Now the goal was not just to generate an image, but to generate a realistic appearing image.

Intelligent Computing Theories and Application 15th International Conference, ICIC 2019, Nanchang, China, August 3-6, 2019, Proceedings, Part I Springer This two-volume set of LNCS 11643 and LNCS 11644 constitutes - in conjunction with the volume LNAI 11645 - the refereed proceedings of the 15th International Conference on Intelligent Computing, ICIC 2019, held in Nanchang, China, in August 2019. The 217 full papers of the three proceedings volumes were carefully reviewed and selected from 609 submissions. The ICIC theme unifies the picture of contemporary intelligent computing techniques as an integral concept that highlights the trends in advanced computational intelligence and bridges theoretical research with applications. The theme for this conference is "Advanced Intelligent Computing Methodologies and Applications." Papers related to this theme are especially solicited, including theories, methodologies, and applications in science and technology.

Computer Simulation in Management Science John Wiley & Son Limited Computer Simulation in Management Science Michael Pidd The Management School, University of Lancaster, UK The fourth edition of this book reflects its continued popularity and standing in the field. It provides a clear guide to the role of modelling in the computer simulation methods used in management science. Readers will find an in-depth coverage of the modelling, computing and statistical aspects of discrete simulation and systems dynamics. Part I is a general introduction to the simulation methods commonly used in management science. Part II gives a detailed exposition of discrete event simulation, and Part III provides a description of the methods of system dynamics as an approach to policy modelling within organisations. Overall, the book shows why computer simulation within organisations. Overall, the book shows why computer simulation models are popular and gives a thorough

guide to their construction and use. Revisions to this edition include a completely new chapter on computer simulation in practice, which discusses how best to make use of computer simulation models in achieving real benefits within organisations. Updated areas include: *three-phase and other methods *sampling methods *output analysis and experimentation *discrete simulation software *system dynamics simulation There are also links to software libraries in Turbo Pascal, C, C++, Visual BASIC and Java on the World Wide Web. **Insight Through Computing A MATLAB Introduction to Computational Science and Engineering SIAM** An introduction to computer-based problem-solving using the MATLAB® environment for undergraduates. **Rendering Techniques '95 Proceedings of the Eurographics Workshop in Dublin, Ireland, June 12-14, 1995 Springer Science & Business Media** Following five successful workshops in the previous five years, the Rendering Workshop is now well established as a major international forum and one of the most reputable events in the field of realistic image synthesis. Including the best 31 papers which were carefully evaluated out of 68 submissions the book gives an overview on hierarchical radiosity, Monte Carlo radiosity, wavelet radiosity, nondiffuse radiosity, and radiosity performance improvements. Some papers deal with ray tracing, reconstruction techniques, volume rendering, illumination, user interface aspects, and importance sampling. Also included are two invited papers by James Arvo and Alain Fournier. As is the style of the Rendering Workshop, the contributions are mainly of algorithmic nature, often demonstrated by prototype implementations. From these implementations result numerous color images which are included as appendix. The Rendering Workshop proceedings are certainly an obligatory piece of literature for all scientists working in the rendering field, but they are also very valuable for the practitioner involved in the implementation of state of the art rendering system certainly influencing the scientific progress in this field. **Joint Volumes of Papers Presented to the Legislative Council and Legislative Assembly Includes various departmental reports and reports of commissions. Cf. Gregory. Serial publications of foreign governments, 1815-1931. Innovations and Advances in Computer Sciences and Engineering Springer Science & Business Media** Innovations and Advances in Computer Sciences and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Innovations and Advances in Computer Sciences and Engineering includes selected papers form the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2008) which was part of the International Joint Conferences on Computer, Information and Systems Sciences and Engineering (CISSE 2008). **Scientific Computing and Automation (Europe) 1990 Elsevier** This book comprises a large selection of papers presented at the second European Scientific Computing and Automation meeting (SCA 90 (Europe)) which was held in June 1990 in Maastricht, The Netherlands. The increasing use of computers for making measurements, interpreting data, and filing results brings a new unity to science. SCA concentrates on common computer-based tools which are useful in several disciplines. Practical problems in laboratory automation, robotics and information management with LIMS are covered in depth. The process of designing and acquiring a LIMS is described and standards for data transfer between instruments, between LIMS and instruments and between different LIMS are discussed. The applications of statistics and expert systems are covered in several chapters. Strategies for drug design are discussed with various practical examples. Finally the display of scientific results as images and computer-based animations is demonstrated by several examples with their color illustrations. The book should be of interest to those managing R&D projects, doing research in laboratories, acquiring or planning LIMS, designing instruments and laboratory automation systems and those involved in data analysis of scientific results. **Emerging Trends in Computing, Informatics, Systems Sciences, and Engineering Springer Science & Business Media** Emerging Trends in Computing, Informatics, Systems Sciences, and Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. This book includes the proceedings of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2010). The proceedings are a set of rigorously reviewed world-class manuscripts presenting the state of international practice in Innovative Algorithms and Techniques in Automation, Industrial Electronics and Telecommunications. **Pattern Recognition and Computer Vision Second Chinese Conference, PRCV 2019, Xi'an, China, November 8-11, 2019, Proceedings, Part II Springer Nature** The three-volume set LNCS 11857, 11858, and 11859 constitutes the refereed proceedings of the Second Chinese Conference on Pattern Recognition and Computer Vision, PRCV 2019, held in Xi'an, China, in November 2019. The 165 revised full papers presented were carefully reviewed and selected from 412 submissions. The papers have been organized in the following topical sections: Part I: Object Detection, Tracking and Recognition, Part II: Image/Video Processing and Analysis, Part III: Data Analysis and Optimization. **Culture and Computing. Interactive Cultural Heritage and Arts 9th International Conference, C&C 2021, Held as Part of the 23rd HCI International Conference, HCII 2021, Virtual Event, July 24-29, 2021, Proceedings, Part I Springer Nature** The two-volume set LNCS 12794-12795 constitutes the refereed proceedings of the 9th International Conference on Culture and Computing, C&C 2021, which was held as part of HCI International 2021 and took place virtually during July 24-29, 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers included in the HCII-C&C volume set were organized in topical sections as follows: Part I: ICT for cultural heritage; technology and art; visitors' experiences in digital culture; Part II: Design thinking in cultural contexts; digital humanities, new media and culture; perspectives on cultural computing. **Artificial Intelligence Illuminated Jones & Bartlett Learning** Artificial Intelligence Illuminated presents an overview of the background and history of artificial intelligence, emphasizing its importance in today's society and potential for the future. The book covers a range of

AI techniques, algorithms, and methodologies, including game playing, intelligent agents, machine learning, genetic algorithms, and Artificial Life. Material is presented in a lively and accessible manner and the author focuses on explaining how AI techniques relate to and are derived from natural systems, such as the human brain and evolution, and explaining how the artificial equivalents are used in the real world. Each chapter includes student exercises and review questions, and a detailed glossary at the end of the book defines important terms and concepts highlighted throughout the text. **Rendering Techniques '98 Proceedings of the Eurographics Workshop in Vienna, Austria, June 29—July 1, 1998 Springer Science & Business Media** Some of the best current research on realistic rendering is included in this volume. It emphasizes the current "hot topics" in this field: image based rendering, and efficient local and global-illumination calculations. In the first of these areas, there are several contributions on real-world model acquisition and display, on using image-based techniques for illumination and on efficient ways to parameterize and compress images or light fields, as well as on clever uses of texture and compositing hardware to achieve image warping and 3D surface textures. In global and local illumination, there are contributions on extending the techniques beyond diffuse reflections, to include specular and more general angle dependent reflection functions, on efficiently representing and approximating these reflection functions, on representing light sources and on approximating visibility and shadows. Finally, there are two contributions on how to use knowledge about human perception to concentrate the work of accurate rendering only where it will be noticed, and a survey of computer graphics techniques used in the production of a feature length computer-animated film with full 3D characters. **Computer Graphics Proceedings : Annual Conference Series, 1997 : SIGGRAPH 97 Conference Proceedings, August 3-8, 1997 Addison-Wesley Visual Computing Integrating Computer Graphics with Computer Vision Springer Science & Business Media** This volume presents the proceedings of the 10th International Conference of the Computer Graphics Society, CG International '92, Visual Computing - Integrating Computer Graphics with Computer Vision -, held at Kogakuin University, Tokyo in Japan from June 22-26,1992. Since its foundation in 1983, this conference has continued to attract high quality research articles in all aspects of computer graphics and its applications. Previous conferences in this series were held in Japan (1983-1987), in Switzerland (1988), in the United Kingdom (1989), in Singapore (1990), and in the United States of America (1991). Future CG International conferences are planned in Switzerland (1993), in Australia (1994), and in the United Kingdom (1995). It has been the editor's dream to research the integration of computer graphics with computer vision through data structures. The conference the editor put together in Los Angeles in 1975 involving the UCLA and IEEE Computer Societies had to spell out these three areas explicitly in the conference title, "computer graphics," "pattern recognition" and "data structures," as well as in the title of the proceedings published by IEEE Computer Society Press. In 1985, the editor gave the name "visual computer" to machines having all the three functionalities as seen in the journal under that name from Springer. Finally, the research in integrating visual information processing has now reached reality as seen in this proceedings of CG International '92. Chapters on virtual reality, and on tools and environments provide examples. **Biomedical Informatics Computer Applications in Health Care and Biomedicine Springer Nature** This 5th edition of this essential textbook continues to meet the growing demand of practitioners, researchers, educators, and students for a comprehensive introduction to key topics in biomedical informatics and the underlying scientific issues that sit at the intersection of biomedical science, patient care, public health and information technology (IT). Emphasizing the conceptual basis of the field rather than technical details, it provides the tools for study required for readers to comprehend, assess, and utilize biomedical informatics and health IT. It focuses on practical examples, a guide to additional literature, chapter summaries and a comprehensive glossary with concise definitions of recurring terms for self-study or classroom use. **Biomedical Informatics: Computer Applications in Health Care and Biomedicine** reflects the remarkable changes in both computing and health care that continue to occur and the exploding interest in the role that IT must play in care coordination and the melding of genomics with innovations in clinical practice and treatment. New and heavily revised chapters have been introduced on human-computer interaction, mHealth, personal health informatics and precision medicine, while the structure of the other chapters has undergone extensive revisions to reflect the developments in the area. The organization and philosophy remain unchanged, focusing on the science of information and knowledge management, and the role of computers and communications in modern biomedical research, health and health care. **Theoretical Computer Science Introduction to Automata, Computability, Complexity, Algorithmics, Randomization, Communication, and Cryptography Springer Science & Business Media** Juraj Hromkovic takes the reader on an elegant route through the theoretical fundamentals of computer science. The author shows that theoretical computer science is a fascinating discipline, full of spectacular contributions and miracles. The book also presents the development of the computer scientist's way of thinking as well as fundamental concepts such as approximation and randomization in algorithmics, and the basic ideas of cryptography and interconnection network design.