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2017 International Conference on Electromechanical and Power Systems (SIELMEN) - IEEE Staff 2017-10-11

Started like a pan Romanian forum, the conference has grown and reached the 11th edition attracting any specialists from different countries The aim of

the conference is to provide an opportunity for academics, practitioners and researchers to debate new achievements or concepts, approaches and innovative practices within the continuously progressing world of electromechanical and power systems

2009 IEEE International Conference on Technologies for Practical Robot Applications - 2009

Economics and the Environment - Allen V. Kneese 2015-06-03

This monograph length report, first published in 1970, originated from a program of research at Resources for the Future that dealt with the management of residuals and of environmental quality. It presents some of the broad concepts that the program was based on and represents the effort to break out of the traditional approach in pollution and policy research, which had treated air, water, and solid waste problems as separate categories. This book will be of interest to students of economics and environmental studies.

MicroPython for ESP8266 Development Workshop - Agus Kurniawan

This book explores how to work with MicroPython development for ESP8266 modules and boards such as NodeMCU, SparkFun ESP8266 Thing and Adafruit Feather HUZZAH with ESP8266 WiFi. The following is highlight topics in this book * Preparing Development Environment * Setting Up MicroPython * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

JOURNAL OF ICT STANDARDIZATION - Anand R. Prasad 2016-03-15

Objectives - Bring papers on new developments, innovations and standards to the readers - Cover

pre-development, including technologies with potential of becoming a standard, as well as developed / deployed standards - Publish on-going work including work with potential of becoming a standard technology - Publish papers giving explanation of standardization and innovation process and the link between standardization and innovation. - Publish tutorial type papers giving new comers a understanding of standardization and innovation Aims & Scope Aims: - The aims of this journal is to publish standardized as well as related work making "standards" accessible to a wide public - from practitioners to new comers. The journal aims at publishing in-depth as well as overview work including papers discussing standardization process and those helping new comers to understand how standards work. Scope: - Bring up-to-date information regarding standardization in the field of Information and Communication Technology (ICT) covering all protocol layers and technologies in the field Background - Standardization is essential for our society as well as economy from usage to communication between different devices, including interoperability - Standardization gives choice and reduces cost of the products - Standards make technology or create path for technologies to be available globally - As standards / standardization is essential part of human society, it is essential for people to understand standards and all aspects related to it

Advanced Multimedia and Ubiquitous Engineering - James J. Park 2018-11-28

This book presents the combined proceedings of the 12th International Conference on Multimedia and Ubiquitous Engineering (MUE 2018) and the 13th International Conference on Future Information Technology (Future Tech 2018), both held in Salerno, Italy, April 23 - 25, 2018. The aim of these

two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing.

Socio-Cognitive and Affective Computing - Antonio Fernández-Caballero 2018-09-21

This book is a printed edition of the Special Issue "Socio-Cognitive and Affective Computing" that was published in Applied Sciences

Ambient Intelligence - Ioannis Chatzigiannakis 2019-11-06

This book constitutes the refereed proceedings of the 15th European Conference on Ambient Intelligence, AmI 2019, held in Rome, Italy, in November 2019. The 20 full papers presented together with 10 short papers were carefully reviewed and selected from 50 submissions. The papers cover topics such as embedded devices that can merge unobtrusively and in natural ways using information and intelligence hidden in the network connecting these devices (e.g., the Internet of Things). The main topic of AmI 2019 was “Data-driven Ambient Intelligence,” which follows the vision of Calm Technology, where technology is useful but does not demand our full attention or interfere with our usual behavior and activities.

Internet of Things, Smart Spaces, and Next Generation Networks and Systems - Olga Galinina 2018

This book constitutes the joint refereed proceedings of the 18th International Conference on Next Generation Wired/Wireless Advanced Networks

and Systems, NEW2AN 2018, the 11th Conference on Internet of Things and Smart Spaces, ruSMART 2018. The 64 revised full papers presented were carefully reviewed and selected from 186 submissions. The papers of NEW2AN focus on advanced wireless networking and applications; lower-layer communication enablers; novel and innovative approaches to performance and efficiency analysis of ad-hoc and machine-type systems; employed game-theoretical formulations, Markov chain models, and advanced queuing theory; grapheme and other emerging material, photonics and optics; generation and processing of signals; and business aspects. The ruSMART papers deal with fully-customized applications and services.

Ubiquitous Computing and Ambient Intelligence - Sergio F. Ochoa 2017-10-05

This book constitutes the refereed conference proceedings of the 11th International Conference on Ubiquitous Computing and Ambient Intelligence, UCAmI 2017, held in Philadelphia, PA, USA in November 2017. The 60 revised full papers and 22 short papers presented were carefully reviewed and selected from 100 submissions. The papers are presented in six tracks and two special sessions. These are Ambient Assisted Living, Human-Computer Interaction, Ambient Intelligence for Health, Internet of Things and Smart Cities, Ad-hoc and Sensor Networks, Sustainability, Socio-Cognitive and Affective Computing, AmI-Systems and Machine Learning.

2016 Symposium on Communications and Vehicular Technologies (SCVT) - IEEE Staff 2016-11-22

The Symposium is aimed at presenting and discussing the latest scientific and technical advances in communication systems and vehicular communication technology This year s symposium is themed around the Internet of Things and

Machine to Machine communications

Implementing Industry 4.0 - Carlos Toro 2021-04-03

This book relates research being implemented in three main research areas: secure connectivity and intelligent systems, real-time analytics and manufacturing knowledge and virtual manufacturing. Manufacturing SMEs and MNCs want to see how Industry 4.0 is implemented. On the other hand, groundbreaking research on this topic is constantly growing. For the aforesaid reason, the Singapore Agency for Science, Technology and Research (A*STAR), has created the model factory initiative. In the model factory, manufacturers, technology providers and the broader industry can (i) learn how I4.0 technologies are implemented on real-world manufacturing use-cases, (ii) test process improvements enabled by such technologies at the model factory facility, without disrupting their own operations, (iii) co-develop technology solutions and (iv) support the adoption of solutions at their everyday industrial operation. The book constitutes a clear base ground not only for inspiration of researchers, but also for companies who will want to adopt smart manufacturing approaches coming from Industry 4.0 in their pathway to digitization.

Mastering OpenCV with Practical Computer Vision Projects - Daniel Lélis Baggio 2012-12-03

Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

Advanced Multimedia and Ubiquitous Engineering - James J. (Jong Hyuk) Park 2017-05-11

This book presents the proceedings of the 11th

International Conference on Multimedia and Ubiquitous Engineering (MUE2017) and the 12th International Conference on Future Information Technology (FutureTech2017), held in Seoul, South Korea on May 22–24, 2017. These two conferences provided an opportunity for academic and industrial professionals to discuss recent advances in the area of multimedia and ubiquitous environments including models and systems, new directions, and novel applications associated with the utilization and acceptance of ubiquitous computing devices and systems. The resulting papers address the latest technological innovations in the fields of digital convergence, multimedia convergence, intelligent applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, semantic web, user experience, HCI, and security and trust computing. The book offers a valuable resource for a broad readership, including students, academic researchers, and professionals. Further, it provides an overview of current research and a "snapshot" for those new to the field.

Ad-Hoc, Mobile, and Wireless Networks - Maria Rita Palattella 2019-09-25

This book constitutes the refereed proceedings of the 18th International Conference on Ad-Hoc, Mobile, and Wireless Networks, ADHOC-NOW 2019, held in Luxembourg, in October 2019. The 37 full and 10 short papers presented were carefully reviewed and selected from 64 submissions. The papers provide an in-depth and stimulating view on the new frontiers in the field of mobile, ad hoc and wireless computing. They are organized in the following topical sections: IoT for emergency and disaster management; scheduling and synchronization in WSN; routing strategies for WSN; LPWANs and their integration with

satellite; performance improvement of wireless and sensor networks; optimization schemes for increasing sensors lifetime; vehicular and UAV networks; body area networks, IoT security and standardization.

Internet of Things (IoT) - BK Tripathy 2017-10-10

The term IoT, which was first proposed by Kevin Ashton, a British technologist, in 1999 has the potential to impact everything from new product opportunities to shop floor optimization to factory worker efficiency gains, that will power top-line and bottom-line gains. As IoT technology is being put to diversified use, the current technology needs to be improved to enhance privacy and built secure devices by adopting a security-focused approach, reducing the amount of data collected, increasing transparency and providing consumers with a choice to opt out. Therefore, the current volume has been compiled, in an effort to draw the various issues in IoT, challenges faced and existing solutions so far. Key Points: • Provides an overview of basic concepts and technologies of IoT with communication technologies ranging from 4G to 5G and its architecture. • Discusses recent security and privacy studies and social behavior of human beings over IoT. • Covers the issues related to sensors, business model, principles, paradigms, green IoT and solutions to handle relevant challenges. • Presents the readers with practical ideas of using IoT, how it deals with human dynamics, the ecosystem, the social objects and their relation. • Deals with the challenges involved in surpassing diversified architecture, protocol, communications, integrity and security.

IoT and ICT for Healthcare Applications - Nishu Gupta 2020-08-12

This book provides an insight on the importance that Internet of Things (IoT) and Information and

Communication Technology (ICT) solutions can have in taking care of people's health. Key features of this book present the recent and emerging developments in various specializations in curing health problems and finding their solutions by incorporating IoT and ICT. This book presents useful IoT and ICT applications and architectures that cater to their improved healthcare requirements. Topics include in-home healthcare services based on the Internet-of-Things; RFID technology for IoT based personal healthcare; Real-time reporting and monitoring; Interfacing devices to IoT; Smart medical services; Embedded gateway configuration (EGC); Health monitoring infrastructure; and more. Features a number of practical solutions and applications of IoT and ICT on healthcare; Includes application domains such as communication technology and electronic materials and devices; Applies to researchers, academics, students, and practitioners around the world.

Theory, Knowledge, Development and Politics - Mawere, Munyaradzi 2016-05-03

This volume interrogates the popularity of problematic theories in the study of Africa and Africans in the 21st century. The book provides ethnographic and intellectual material for scholars seeking to rethink and reimagine a number of externally imposed theories used (un-)consciously in Africa, with the intention of raising awareness and fostering critical thinking amongst scholars theorising Africa. With its theorising focus and contributors drawn from diverse disciplines and geographical locations, the book is both a pacesetter on how to think, research and theorise Africa, and an invaluable asset for social scientists, development practitioners, civil society activists and leaders in the politics and economy of everyday life on the continent. It poses an invitation to those seeking to

re-embrace and reconnect with theory as an indispensable ingredient and determinant of quality in critical production and consumption of knowledge on Africa and of relevance to Africans.

CMake Cookbook - Radovan Bast 2018-09-26

Learn CMake through a series of task-based recipes that provide you with practical, simple, and ready-to-use CMake solutions for your code Key FeaturesLearn to configure, build, test, and package software written in C, C++, and FortranProgress from simple to advanced tasks with examples tested on Linux, macOS, and WindowsManage code complexity and library dependencies with reusable CMake building blocksBook Description CMake is cross-platform, open-source software for managing the build process in a portable fashion. This book features a collection of recipes and building blocks with tips and techniques for working with CMake, CTest, CPack, and CDash. CMake Cookbook includes real-world examples in the form of recipes that cover different ways to structure, configure, build, and test small- to large-scale code projects. You will learn to use CMake's command-line tools and master modern CMake practices for configuring, building, and testing binaries and libraries. With this book, you will be able to work with external libraries and structure your own projects in a modular and reusable way. You will be well-equipped to generate native build scripts for Linux, MacOS, and Windows, simplify and refactor projects using CMake, and port projects to CMake. What you will learnConfigure, build, test, and install code projects using CMakeDetect operating systems, processors, libraries, files, and programs for conditional compilationIncrease the portability of your codeRefactor a large codebase into modules with the help of CMakeBuild multi-language projectsKnow where and how to tweak CMake configuration files

written by somebody elsePackage projects for distributionPort projects to CMakeWho this book is for If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others, this book is for you. A basic knowledge of C++, C, or Fortran is required to understand the topics covered in this book.

Reverse Logistics - Rommert Dekker 2013-06-05

This book addresses decision making in reverse logistics, which concerns the integration of used and obsolete products back into the supply chain as valuable resources. It covers a wide range of aspects, related to distribution, production and inventory management, and supply chain management. For each topic, it highlights key managerial issues in real-life examples and explains which quantitative models are available for addressing them. By treating a broad range of issues in a unified way, the book offers the reader a comprehensive view on the field of reverse logistics.

Ambient Intelligence for Health - José Bravo 2015-12-23

This book constitutes the refereed conference proceedings of the First International Conference on Ambient Intelligence for Health, AmIHEALTH 2015, held in Puerto Varas, Chile, in December 2015. The 20 revised full papers and 9 short papers were reviewed and selected from 32 submissions and cover topics on technologies for implementing AmIHealth environments; frameworks related with AmIHealth environments; applied algorithms in e-Health systems; interactions within the AmIHealth environments; applications and case studies of AmIHealth environments; and metrics for health environments.

Game Physics Cookbook - Gabor Szauer 2017-03-24

Discover over 100 easy-to-follow recipes to help you

implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game

development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

2017 13th International Conference on Advanced Technologies, Systems and Services in Telecommunications (TELSIKS) - IEEE Staff 2017-10-18

Satellite communications, Cable and optical communications, Mobile communications, Computational electromagnetic, Antennas and propagation, RF and microwave technique, Electromagnetic compatibility, Broadcasting and digital television, Digital signal processing, Multimedia communications, Broadband wireless access, Telecommunication networks, Modulations and coding, Internet technologies, New telecommunications technologies and services, other

Building Blocks for IoT Analytics - John Soldatos 2016-11-23

Internet-of-Things (IoT) Analytics are an integral element of most IoT applications, as it provides the means to extract knowledge, drive actuation services and optimize decision making. IoT analytics will be a major contributor to IoT business value in

the coming years, as it will enable organizations to process and fully leverage large amounts of IoT data, which are nowadays largely underutilized. The Building Blocks of IoT Analytics is devoted to the presentation the main technology building blocks that comprise advanced IoT analytics systems. It introduces IoT analytics as a special case of BigData analytics and accordingly presents leading edge technologies that can be deployed in order to successfully confront the main challenges of IoT analytics applications. Special emphasis is paid in the presentation of technologies for IoT streaming and semantic interoperability across diverse IoT streams. Furthermore, the role of cloud computing and BigData technologies in IoT analytics are presented, along with practical tools for implementing, deploying and operating non-trivial IoT applications. Along with the main building blocks of IoT analytics systems and applications, the book presents a series of practical applications, which illustrate the use of these technologies in the scope of pragmatic applications. Technical topics discussed in the book include: Cloud Computing and BigData for IoT analyticsSearching the Internet of ThingsDevelopment Tools for IoT Analytics ApplicationsIoT Analytics-as-a-ServiceSemantic Modelling and Reasoning for IoT AnalyticsIoT analytics for Smart BuildingsIoT analytics for Smart CitiesOperationalization of IoT analyticsEthical aspects of IoT analytics This book contains both research oriented and applied articles on IoT analytics, including several articles reflecting work undertaken in the scope of recent European Commission funded projects in the scope of the FP7 and H2020 programmes. These articles present results of these projects on IoT analytics platforms and applications. Even though several articles have been contributed by different authors, they are

structured in a well thought order that facilitates the reader either to follow the evolution of the book or to focus on specific topics depending on his/her background and interest in IoT and IoT analytics technologies. The compilation of these articles in this edited volume has been largely motivated by the close collaboration of the co-authors in the scope of working groups and IoT events organized by the Internet-of-Things Research Cluster (IERC), which is currently a part of EU's Alliance for Internet of Things Innovation (AIOTI).

Fog Data Analytics for IoT Applications - Sudeep Tanwar 2021-08-26

This book discusses the unique nature and complexity of fog data analytics (FDA) and develops a comprehensive taxonomy abstracted into a process model. The exponential increase in sensors and smart gadgets (collectively referred as smart devices or Internet of things (IoT) devices) has generated significant amount of heterogeneous and multimodal data, known as big data. To deal with this big data, we require efficient and effective solutions, such as data mining, data analytics and reduction to be deployed at the edge of fog devices on a cloud. Current research and development efforts generally focus on big data analytics and overlook the difficulty of facilitating fog data analytics (FDA). This book presents a model that addresses various research challenges, such as accessibility, scalability, fog nodes communication, nodal collaboration, heterogeneity, reliability, and quality of service (QoS) requirements, and includes case studies demonstrating its implementation. Focusing on FDA in IoT and requirements related to Industry 4.0, it also covers all aspects required to manage the complexity of FDA for IoT applications and also develops a comprehensive taxonomy.

Healthcare Systems and Health Informatics - Pawan

Singh Mehra 2022-02-21

This book covers the fundamentals of IoT and healthcare systems for carrying out system architectures, protocols, wearable devices, and interoperability. It explores major challenges in artificial intelligence (AI) and smart computing in resource-constrained IoT-based applications along with cost, energy efficiency, and the availability of quality service. Healthcare Systems and Health Informatics: Using Internet of Things explores the role of AI and smart computing in health informatics and healthcare with an emphasis on clinical data management and analysis for precise prediction and prompt action. It presents cutting-edge tracking, monitoring, real-time assistance, and security for IoT in healthcare and broadly discusses wearable sensors and IoT devices and their role in smart living assistance. The book goes on to describe a system model and architecture for a clear picture of energy conservation–based IoT in healthcare and explains the challenges and opportunities with IoT-based healthcare industries. A study of the threats and impacts, along with the need for information security, is also included. The chapters are written by experts in the field, and this book provides a comprehensive description of the important aspects of IoT and health from a beginner- to advanced-level perspective and is ideal for researchers, academicians, students, persons in industry, technologists, and entrepreneurs.

2017 2nd International Multidisciplinary Conference on Computer and Energy Science (SpliTech) - Toni Perković 2017

Multimedia Big Data Computing for IoT Applications - Sudeep Tanwar 2019-07-17

This book considers all aspects of managing the complexity of Multimedia Big Data Computing

(MMBD) for IoT applications and develops a comprehensive taxonomy. It also discusses a process model that addresses a number of research challenges associated with MMBD, such as scalability, accessibility, reliability, heterogeneity, and Quality of Service (QoS) requirements, presenting case studies to demonstrate its application. Further, the book examines the layered architecture of MMBD computing and compares the life cycle of both big data and MMBD. Written by leading experts, it also includes numerous solved examples, technical descriptions, scenarios, procedures, and algorithms.

LPWAN Technologies for IoT and M2M Applications - Bharat S. Chaudhari 2020-04-02

Low power wide area network (LPWAN) is a promising solution for long range and low power Internet of Things (IoT) and machine to machine (M2M) communication applications. The LPWANs are resource-constrained networks and have critical requirements for long battery life, extended coverage, high scalability, and low device and deployment costs. There are several design and deployment challenges such as media access control, spectrum management, link optimization and adaptability, energy harvesting, duty cycle restrictions, coexistence and interference, interoperability and heterogeneity, security and privacy, and others. LPWAN Technologies for IoT and M2M Applications is intended to provide a one-stop solution for study of LPWAN technologies as it covers a broad range of topics and multidisciplinary aspects of LPWAN and IoT. Primarily, the book focuses on design requirements and constraints, channel access, spectrum management, coexistence and interference issues, energy efficiency, technology candidates, use cases of different applications in smart city, healthcare, and

transportation systems, security issues, hardware/software platforms, challenges, and future directions. One stop guide to the technical details of various low power long range technologies such as LoRaWAN, Sigfox, NB-IoT, LTE-M and others Describes the design aspects, network architectures, security issues and challenges Discusses the performance, interference, coexistence issues and energy optimization techniques Includes LPWAN based intelligent applications in diverse areas such as smart city, traffic management, health and others Presents the different hardware and software platforms for LPWANs Provides guidance on selecting the right technology for an application