

An Open Source Simulator For Cognitive Robotics Research

This proceedings book gathers the latest achievements and trends in research and development in educational robotics from the 10th International Conference on Robotics in Education (RiE), held in Vienna, Austria, on April 10–12, 2019. It offers valuable methodologies and tools for robotics in education that encourage learning in the fields of science, technology, engineering, arts and mathematics (STEAM) through the design, creation and programming of tangible artifacts for creating personally meaningful objects and addressing real-world societal needs. It also discusses the introduction of technologies ranging from robotics platforms to programming environments and languages and presents extensive evaluations that highlight the impact of robotics on students' interests and competence development. The approaches included cover the entire educative range, from the elementary school to the university level in both formal and informal settings.

The objective of this thesis is to develop an open-source highway driving simulator setup that allows different levels of autonomy in traffic, exposure to different traffic situations, and enables different simulated driver responses in terms of longitudinal and lateral vehicle control. This thesis is particularly motivated by the recent FHWA interest in the study of human factors while driving in autonomous environments on highways. Technological advancements like Adaptive Cruise Control (ACC) and Cooperative Adaptive Cruise Control (CACC) aim to reduce traffic congestion by providing different levels of autonomy to the driver. However, the drivers acceptance of these technologies has not been quantified yet and needs further investigation. Driving simulators have gained more attention in the past few years being one of the only tools available to safely test human responses to advanced driving automation or driving-assist situations. Recent advancements in driving simulation technology allow scenario authoring to create dynamic situations, allow multiple simulations to be connected to each other, and provide the ability to connect hardware to simulations to enable hardware-in-the-loop driving evaluations using simulators. Using this modern technology, mixed traffic environments are modeled to enable the assessment of driver behavior in autonomous environments and to understand the need and type of information to be conveyed. The virtual platform is designed to be visually and geometrically realistic using AASHTO highway design guidelines. Traffic simulations are scripted in the scenarios allowing mixed autonomous environment with manual, ACC and CACC vehicles.

The era of the fourth industrial revolution has fundamentally transformed the manufacturing landscape. Products are getting increasingly complex and customers expect a higher level of customization and quality. Manufacturing in the Era of 4th Industrial Revolution explores three technologies that are the building blocks of the next-generation advanced manufacturing. The first technology covered in Volume 1 is Additive Manufacturing (AM). AM has emerged as a very popular manufacturing process. The most common form of AM is referred to as 'three-dimensional (3D) printing'. Overall, the revolution of additive manufacturing has led to many opportunities in fabricating complex, customized, and novel products. As the number of printable materials increases and AM processes evolve, manufacturing capabilities for future engineering systems will expand rapidly, resulting in a completely

new paradigm for solving a myriad of global problems. The second technology is industrial robots, which is covered in Volume 2 on Robotics. Traditionally, industrial robots have been used on mass production lines, where the same manufacturing operation is repeated many times. Recent advances in human-safe industrial robots present an opportunity for creating hybrid work cells, where humans and robots can collaborate in close physical proximities. This Cobots, or collaborative robots, has opened up to opportunity for humans and robots to work more closely together. Recent advances in artificial intelligence are striving to make industrial robots more agile, with the ability to adapt to changing environments and tasks. Additionally, recent advances in force and tactile sensing enable robots to be used in complex manufacturing tasks. These new capabilities are expanding the role of robotics in manufacturing operations and leading to significant growth in the industrial robotics area. The third technology covered in Volume 3 is augmented and virtual reality. Augmented and virtual reality (AR/VR) technologies are being leveraged by the manufacturing community to improve operations in a wide variety of ways. Traditional applications have included operator training and design visualization, with more recent applications including interactive design and manufacturing planning, human and robot interactions, ergonomic analysis, information and knowledge capture, and manufacturing simulation. The advent of low-cost solutions in these areas is expected to accelerate the rate of adoption of these technologies in the manufacturing and related sectors. Consisting of chapters by leading experts in the world, *Manufacturing in the Era of 4th Industrial Revolution* provides a reference set for supporting graduate programs in the advanced manufacturing area.

This book provides a self-contained introduction to the simulation of flow and transport in porous media, written by a developer of numerical methods. The reader will learn how to implement reservoir simulation models and computational algorithms in a robust and efficient manner. The book contains a large number of numerical examples, all fully equipped with online code and data, allowing the reader to reproduce results, and use them as a starting point for their own work. All of the examples in the book are based on the MATLAB Reservoir Simulation Toolbox (MRST), an open-source toolbox popular in both academic institutions and the petroleum industry. The book can also be seen as a user guide to the MRST software. It will prove invaluable for researchers, professionals and advanced students using reservoir simulation methods. This title is also available as Open Access on Cambridge Core.

This book constitutes the refereed proceedings of the Third International Conference on Simulation, Modeling, and Programming for Autonomous Robots, SIMPAR 2012, held in Tsukuba, Japan, in November 2012. The 33 revised full papers and presented together with 3 invited talks were carefully reviewed and selected from 46 submissions. Ten papers describe design of complex behaviors of autonomous robots, 9 address software layers, 8 papers refer to related modeling and learning. The papers are organized in topical sections on mobile robots, software modeling and architecture and humanoid and biped robots.

This book includes the thoroughly refereed post-conference proceedings of the 17th Annual RoboCup International Symposium, held in Eindhoven, The Netherlands, in June 2013. The 20 revised papers presented together with 11 champion team papers, 3 best paper awards, 11 oral presentations, and 19 special track on open-source hard- and software papers were carefully reviewed

and selected from 78 submissions. The papers present current research and educational activities within the fields of robotics and artificial intelligence with a special focus to robot hardware and software, perception and action, robotic cognition and learning, multi-robot systems, human-robot interaction, education and edutainment, and applications.

This book constitutes the refereed proceedings of the 19th Annual Conference on Towards Autonomous Robotics, TAROS 2018, held in Bristol, UK, in July 2018. The 38 full papers presented together with 14 short papers were carefully reviewed and selected from 68 submissions. The papers focus on presentation and discussion of the latest results and methods in autonomous robotics research and applications. The conference offers a friendly environment for robotics researchers and industry to take stock and plan future progress.

The present book includes a set of selected extended papers from the 4th International Conference on Simulation and Modeling Methodologies, Technologies and Applications (SIMULTECH 2014), held in Vienna, Austria, from 28 to 30 August 2014. The conference brought together researchers, engineers and practitioners interested in methodologies and applications of modeling and simulation. New and innovative solutions are reported in this book. SIMULTECH 2014 received 167 submissions, from 45 countries, in all continents. After a double blind paper review performed by the Program Committee, 23% were accepted as full papers and thus selected for oral presentation. Additional papers were accepted as short papers and posters. A further selection was made after the Conference, based also on the assessment of presentation quality and audience interest, so that this book includes the extended and revised versions of the very best papers of SIMULTECH 2014. Commitment to high quality standards is a major concern of SIMULTECH that will be maintained in the next editions, considering not only the stringent paper acceptance ratios but also the quality of the program committee, keynote lectures, participation level and logistics.

The new edition of this popular book has been transformed into a hands-on textbook, focusing on the principles of wireless sensor networks (WSNs), their applications, their protocols and standards, and their analysis and test tools; a meticulous care has been accorded to the definitions and terminology. To make WSNs felt and seen, the adopted technologies as well as their manufacturers are presented in detail. In introductory computer networking books, chapters sequencing follows the bottom up or top down architecture of the seven layers protocol. This book starts some steps later, with chapters ordered based on a topic's significance to the elaboration of wireless sensor networks (WSNs) concepts and issues. With such a depth, this book is intended for a wide audience, it is meant to be a helper and motivator, for both the senior undergraduates, postgraduates, researchers, and practitioners; concepts and WSNs related applications are laid out, research and practical issues are backed by appropriate literature, and new trends are put under focus. For senior undergraduate students, it familiarizes readers with conceptual foundations, applications, and practical project implementations. For graduate students and researchers, transport layer protocols and cross-layering protocols are presented and testbeds and simulators provide a must follow emphasis on the analysis methods and tools for WSNs. For practitioners, besides applications and deployment, the manufacturers and components of WSNs at several platforms and testbeds are fully explored.

This book constitutes the refereed proceedings of the 4th International Conference on Simulation, Modeling, and Programming for Autonomous Robots, SIMPAR 2014, held in Bergamo, Italy, in October 2014. The 49 revised full papers presented were carefully reviewed

and selected from 62 submissions. The papers are organized in topical sections on simulation, modeling, programming, architectures, methods and tools, and systems and applications.

This book provides the practicing engineer with a concise listing of commercial and open-source modeling and simulation tools currently available including examples of implementing those tools for solving specific Modeling and Simulation examples. Instead of focusing on the underlying theory of Modeling and Simulation and fundamental building blocks for custom simulations, this book compares platforms used in practice, and gives rules enabling the practicing engineer to utilize available Modeling and Simulation tools. This book will contain insights regarding common pitfalls in network Modeling and Simulation and practical methods for working engineers.

Declarative Networking is a programming methodology that enables developers to concisely specify network protocols and services, which are directly compiled to a dataflow framework that executes the specifications. Declarative networking proposes the use of a declarative query language for specifying and implementing network protocols, and employs a dataflow framework at runtime for communication and maintenance of network state. The primary goal of declarative networking is to greatly simplify the process of specifying, implementing, deploying and evolving a network design. In addition, declarative networking serves as an important step towards an extensible, evolvable network architecture that can support flexible, secure and efficient deployment of new network protocols. This book provides an introduction to basic issues in declarative networking, including language design, optimization and dataflow execution. The methodology behind declarative programming of networks is presented, including roots in Datalog, extensions for networked environments, and the semantics of long-running queries over network state. The book focuses on a representative declarative networking language called Network Datalog (NDlog), which is based on extensions to the Datalog recursive query language. An overview of declarative network protocols written in NDlog is provided, and its usage is illustrated using examples from routing protocols and overlay networks. This book also describes the implementation of a declarative networking engine and NDlog execution strategies that provide eventual consistency semantics with significant flexibility in execution. Two representative declarative networking systems (P2 and its successor RapidNet) are presented. Finally, the book highlights recent advances in declarative networking, and new declarative approaches to related problems. Table of Contents: Introduction / Declarative Networking Language / Declarative Networking Overview / Distributed Recursive Query Processing / Declarative Routing / Declarative Overlays / Optimization of NDlog / Recent Advances in Declarative Networking / Conclusion

This is the book that the simulation industry is missing! This is an introduction and reference for Real-Time Distributed Simulation. Distributed Simulation is the term describing connecting people, equipment and simulators together in a synthetic environment. If you are involved with any type of simulator and want to connect it to another system, then you need to have this book. The book describes terrain in simulation, 3-D model structure, Simulator Qualification Levels, Distributed Interactive Simulation (DIS), High Level Architecture (HLA), Validation, Verification and Accreditation (VV&A) as well as providing a methodology and process for planning and implementing a Distributed Simulation project. The book also provides an invaluable Distributed Simulation Agreements Template. This is a very useful book for anyone involved with distributed simulation and was written by someone that has spent nearly 20 years in the industry: building simulators and connecting them to other simulators.

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.

Modeling and Simulation of Computer Networks and Systems: Methodologies and Applications introduces you to a broad array of modeling and simulation issues related to computer networks and systems. It focuses on the theories, tools, applications and uses of modeling and simulation in order to effectively optimize networks. It describes methodologies for modeling and simulation of new generations of wireless and mobiles networks and cloud and grid computing systems. Drawing upon years of practical experience and using numerous examples and illustrative applications recognized experts in both academia and industry, discuss: Important and emerging topics in computer networks and systems including but not limited to; modeling, simulation, analysis and security of wireless and mobiles networks especially as they relate to next generation wireless networks Methodologies, strategies and tools, and strategies needed to build computer networks and systems modeling and simulation from the bottom up Different network performance metrics including, mobility, congestion, quality of service, security and more... **Modeling and Simulation of Computer Networks and Systems** is a must have resource for network architects, engineers and researchers who want to gain insight into optimizing network performance through the use of modeling and simulation. Discusses important and emerging topics in computer networks and Systems including but not limited to; modeling, simulation, analysis and security of wireless and mobiles networks especially as they relate to next generation wireless networks Provides the necessary methodologies, strategies and tools needed to build computer networks and systems modeling and simulation from the bottom up Includes comprehensive review and evaluation of simulation tools and methodologies and different network performance metrics including mobility, congestion, quality of service, security and more

Humanoid Robots: Modeling and Control provides systematic presentation of the models used in the analysis, design and control of humanoid robots. The book starts with a historical overview of the field, a summary of the current state of the art achievements and an outline of the related fields of research. It moves on to explain the theoretical foundations in terms of kinematic, kineto-static and dynamic relations. Further on, a detailed overview of biped balance control approaches is presented. Models and control algorithms for cooperative object manipulation with a multi-finger hand, a dual-arm and a multi-robot system are also discussed. One of the chapters is devoted to selected topics from the area of motion generation and control and their applications. The final chapter focuses on simulation environments, specifically on the step-by-step design of a simulator using the Matlab® environment and tools. This book will benefit readers with an advanced level of understanding of robotics, mechanics and control such as graduate students, academic and industrial researchers and professional engineers. Researchers in the related fields of multi-legged robots, biomechanics, physical therapy and physics-based computer animation of articulated figures can also benefit from the models and computational algorithms presented in the book. Provides a firm theoretical basis for modelling and control algorithm design Gives a systematic presentation of models and control algorithms Contains numerous implementation examples demonstrated with 43 video clips

Since the debut of the Medicine Meets Virtual Reality (MMVR) conference in 1992, MMVR has served as a forum for researchers harnessing IT advances for the benefit of patient diagnosis and care, medical education and procedural training. At MMVR, virtual reality becomes a theatre for medicine, where multiple senses are engaged - sight, sound and touch - and language and image fuse. Precisely because this theatre is unreal, it is a valuable tool: the risks of experimentation and failure are gone, while the opportunity to understand remains.

Improvement of this tool, through steady technological progress, is the purpose of MMVR. This book presents papers delivered at the MMVR18 / NextMed conference, held in Newport Beach, California, in February 2011, with contributions from international researchers whose work creates new devices and methods at the juncture of informatics and medicine. Subjects covered include simulation and learning, visualization and information-guided therapy, robotics and haptics, virtual reality and advanced ICT in Europe, validation of new surgical techniques, and many other applications of virtual-reality technology. As its name suggests, the NextMed conference looks forward to the expanding role that virtual reality can play in global healthcare. This overview of current technology will interest those who dedicate themselves to improving medicine through technology.

The advances in low-power electronic devices integrated with wireless communication capabilities are one of recent areas of research in the field of Wireless Sensor Networks (WSNs). One of the major challenges in WSNs is uniform and least energy dissipation while increasing the lifetime of the network. This is the first book that introduces the energy efficient wireless sensor network techniques and protocols. The text covers the theoretical as well as the practical requirements to conduct and trigger new experiments and project ideas. The advanced techniques will help in industrial problem solving for energy-hungry wireless sensor network applications.

This two-volume set (CCIS 134 and CCIS 135) constitutes the refereed proceedings of the International Conference on Intelligent Computing and Information Science, ICICIS2011, held in Chongqing, China, in January 2011. The 226 revised full papers presented in both volumes, CCIS 134 and CCIS 135, were carefully reviewed and selected from over 600 initial submissions. The papers provide the reader with a broad overview of the latest advances in the field of intelligent computing and information science.

Problem Solving for Wireless Sensor Networks delivers a comprehensive review of the state of the art in the most important technological issues related to Wireless Sensor Networks (WSN). It covers topics such as hardware platforms, radio technologies, software technologies (including middleware), and network and deployment aspects. This book discusses the main open issues inside each of these categories and identifies innovations considered most interesting for future research. Features: - Hardware Platforms in WSN, - Software Technologies in SWN, - Network Aspects and Deployment in WSN, - Standards and Safety Regulation for WSN, - European Projects Related to WSN, - WSN Application Scenarios at both utility and technical levels. Complete, cutting-edge and resulting from the work of many recognized researchers, Problem Solving for Wireless Sensor Networks is an invaluable reference for graduates and researchers, as well as practitioners.

This book presents the proceedings of the 21st NextMed/MMVR conference, held in Manhattan Beach, California, in February 2014. These papers describe recent developments in medical simulation, modeling, visualization, imaging, haptics, robotics, sensors, interfaces, and other IT-enabled technologies that benefit healthcare. The wide range of applications includes simulation for medical education and surgical training, information-guided therapies, mental and physical rehabilitation tools, and intelligence networks. Since 1992, Nextmed/MMVR has engaged the problem-solving abilities of scientists, engineers, clinicians, educators, the military, students, and healthcare futurists. Its multidisciplinary participation offers a fresh perspective on how to make patient care and medical education more precise and effective.

Taking into account aspects of semantic world models and graph databases, Nico Hempe presents concepts for a new class of modern Multi-Domain VR Simulation Systems based on the principles of the research field of eRobotics. Nico Hempe not only shows how to overcome structural differences between rendering and simulation frameworks to allow attractive and intuitive representations of the generated results, he also demonstrates ways to enable rendering-supported simulations. The outcome is an intuitive multi-purpose development tool for multiple applications, ranging from industrial domains over environmental scenarios up to space robotics.

th The 14 International Conference on Knowledge-Based and Intelligent Information and Engineering Systems was held during September 8–10, 2010 in Cardiff, UK. The conference was organized by the School of Engineering at Cardiff University, UK and KES International. KES2010 provided an international scientific forum for the presentation of the - sults of high-quality research on a broad range of intelligent systems topics. The c- ference attracted over 360 submissions from 42 countries and 6 continents: Argentina, Australia, Belgium, Brazil, Bulgaria, Canada, Chile, China, Croatia, Czech Republic, Denmark, Finland, France, Germany, Greece, Hong Kong ROC, Hungary, India, Iran, Ireland, Israel, Italy, Japan, Korea, Malaysia, Mexico, The Netherlands, New Zealand, Pakistan, Poland, Romania, Singapore, Slovenia, Spain, Sweden, Syria, Taiwan, - nisia, Turkey, UK, USA and Vietnam. The conference consisted of 6 keynote talks, 11 general tracks and 29 invited s- sions and workshops, on the applications and theory of intelligent systems and related areas. The distinguished keynote speakers were Christopher Bishop, UK, Nikola - sabov, New Zealand, Saeid Nahavandi, Australia, Tetsuo Sawaragi, Japan, Yuzuru Tanaka, Japan and Roger Whitaker, UK. Over 240 oral and poster presentations provided excellent opportunities for the presentation of interesting new research results and discussion about them, leading to knowledge transfer and generation of new ideas. Extended versions of selected papers were considered for publication in the Int- national Journal of Knowledge-Based and Intelligent Engineering Systems, Engine- ing Applications of Artificial Intelligence, Journal of Intelligent Manufacturing, and Neural Computing and Applications.

This book constitutes the thoroughly refereed post-workshop proceedings of the First International Workshop on Modelling and Simulation for Autonomous Systems, MESAS 2014, held in Rome, Italy, in May 2014. The 32 revised full papers included in the volume were carefully reviewed and selected from 50 submissions, of which 46 were presented at the workshop. They are organized in the following topical sections: unmanned aerial vehicle, distributed simulation, robot system, military application, validation, human-machine communication, gazebo simulator, and algorithm.

The book, presenting the proceedings of the 2018 Future Technologies Conference (FTC 2018), is a remarkable collection of chapters covering a wide range of topics, including, but not limited to computing, electronics, artificial intelligence, robotics, security and communications and their real-world applications. The conference attracted a total of 503 submissions from pioneering researchers, scientists, industrial engineers, and students from all over the world. After a double-blind peer review process, 173 submissions (including 6 poster papers) have been selected to be included in these proceedings. FTC 2018 successfully brought together technology geniuses in one venue to not only present breakthrough research in future technologies but to also promote practicality and applications and an intra- and inter-field exchange of ideas. In the future, computing technologies will play a very important role in the convergence of computing, communication, and all other computational sciences and applications. And as a result it will also influence the future of science, engineering, industry, business, law, politics, culture, and medicine. Providing state-of-the-art intelligent methods and techniques for solving real-world problems, as well as a vision of the future research, this book is a valuable resource for all those interested in this area.

Society is now completely driven by data with many industries relying on data to conduct business or basic functions within the organization. With the efficiencies that big data bring to all institutions, data is continuously being collected and analyzed. However, data sets may be too complex for traditional data-processing, and therefore, different strategies must evolve to solve the issue. The field of big data works as a valuable tool for many different industries. The Research Anthology on Big Data Analytics, Architectures, and Applications is a complete reference source on big data analytics that offers the latest, innovative architectures and frameworks and explores a variety of applications within various industries. Offering an international perspective, the applications discussed within this anthology feature global representation.

Covering topics such as advertising curricula, driven supply chain, and smart cities, this research anthology is ideal for data scientists, data analysts, computer engineers, software engineers, technologists, government officials, managers, CEOs, professors, graduate students, researchers, and academicians.

It is widely recognized that simulation is pivotal to vehicle development, whether manned or unmanned. There are few dedicated choices, however, for those wishing to perform realistic, end-to-end simulations of unmanned ground vehicles (UGVs). The Virtual Autonomous Navigation Environment (VANE), under development by US Army Engineer Research and Development Center (ERDC), provides such capabilities but utilizes a High Performance Computing (HPC) Computational Testbed (CTB) and is not intended for on-line, real-time performance. A product of the VANE HPC research is a real-time desktop simulation application under development by the authors that provides a portal into the HPC environment as well as interaction with wider-scope semi-automated force simulations (e.g. OneSAF). This VANE desktop application, dubbed the Autonomous Navigation Virtual Environment Laboratory (ANVEL), enables analysis and testing of autonomous vehicle dynamics and terrain/obstacle interaction in real-time with the capability to interact within the HPC constructive geo-environmental CTB for high fidelity sensor evaluations. ANVEL leverages rigorous physics-based vehicle and vehicle-terrain interaction models in conjunction with high-quality, multimedia visualization techniques to form an intuitive, accurate engineering tool. The system provides an adaptable and customizable simulation platform that allows developers a controlled, repeatable testbed for advanced simulations. ANVEL leverages several key technologies not common to traditional engineering simulators, including techniques from the commercial video-game industry. These enable ANVEL to run on inexpensive commercial, off-the-shelf (COTS) hardware. In this paper, the authors describe key aspects of ANVEL and its development, as well as several initial applications of the system.

Build exciting robotics projects such as mobile manipulators, self-driving cars, and industrial robots powered by ROS, machine learning, and virtual reality Key Features Create and program cool robotic projects using powerful ROS libraries Build industrial robots like mobile manipulators to handle complex tasks Learn how reinforcement learning and deep learning are used with ROS Book Description Nowadays, heavy industrial robots placed in workcells are being replaced by new age robots called cobots, which don't need workcells. They are used in manufacturing, retail, banks, energy, and healthcare, among other domains. One of the major reasons for this rapid growth in the robotics market is the introduction of an open source robotics framework called the Robot Operating System (ROS). This book covers projects in the latest ROS distribution, ROS Melodic Morenia with Ubuntu Bionic (18.04). Starting with the fundamentals, this updated edition of ROS Robotics Projects introduces you to ROS-2 and helps you understand how it is different from ROS-1. You'll be able to model and build an industrial mobile manipulator in ROS and simulate it in Gazebo 9. You'll then gain insights into handling complex robot applications using state machines and working with multiple robots at a time. This ROS book also introduces you to new and popular hardware such as Nvidia's Jetson Nano, Asus Tinker Board, and Beaglebone Black, and allows you to explore interfacing with ROS. You'll learn as you build interesting ROS projects such as self-driving cars, making use of deep learning, reinforcement learning, and other key AI concepts. By the end of the book, you'll have gained the confidence to build interesting and intricate projects with ROS. What you will learn Grasp the basics of ROS and understand ROS applications Uncover how ROS-2 is different from ROS-1 Handle complex robot tasks using state machines Communicate with multiple robots and collaborate to build apps with them Explore ROS capabilities with the latest embedded boards such as Tinker Board S and Jetson Nano Discover how machine learning and deep learning techniques are used with ROS Build a self-driving car powered by ROS Teleoperate your robot using Leap Motion and a VR headset Who this book is for If you're a student, hobbyist, professional, or anyone

with a passion for learning robotics and interested in learning about algorithms, motion control, and perception capabilities from scratch, this book is for you. This book is also ideal for anyone who wants to build a new product and for researchers to make the most of what's already available to create something new and innovative in the field of robotics.

The two volume set LNCS 7133 and LNCS 7134 constitutes the thoroughly refereed post-conference proceedings of the 10th International Conference on Applied Parallel and Scientific Computing, PARA 2010, held in Reykjavík, Iceland, in June 2010. These volumes contain three keynote lectures, 29 revised papers and 45 minisymposia presentations arranged on the following topics: cloud computing, HPC algorithms, HPC programming tools, HPC in meteorology, parallel numerical algorithms, parallel computing in physics, scientific computing tools, HPC software engineering, simulations of atomic scale systems, tools and environments for accelerator based computational biomedicine, GPU computing, high performance computing interval methods, real-time access and processing of large data sets, linear algebra algorithms and software for multicore and hybrid architectures in honor of Fred Gustavson on his 75th birthday, memory and multicore issues in scientific computing - theory and praxis, multicore algorithms and implementations for application problems, fast PDE solvers and a posteriori error estimates, and scalable tools for high performance computing.

This book bridges the divide between the fields of power systems engineering and computer communication through the new field of power system information theory. Written by an expert with vast experience in the field, this book explores the smart grid from generation to consumption, both as it is planned today and how it will evolve tomorrow. The book focuses upon what differentiates the smart grid from the "traditional" power grid as it has been known for the last century. Furthermore, the author provides the reader with a fundamental understanding of both power systems and communication networking. It shows the complexity and operational requirements of the evolving power grid, the so-called "smart grid," to the communication networking engineer; and similarly, it shows the complexity and operational requirements for communications to the power systems engineer. The book is divided into three parts. Part One discusses the basic operation of the electric power grid, covering fundamental knowledge that is assumed in Parts Two and Three. Part Two introduces communications and networking, which are critical enablers for the smart grid. It also considers how communication and networking will evolve as technology develops. This lays the foundation for Part Three, which utilizes communication within the power grid. Part Three draws heavily upon both the embedded intelligence within the power grid and current research, anticipating how and where computational intelligence will be implemented within the smart grid. Each part is divided into chapters and each chapter has a set of questions useful for exercising the readers' understanding of the material in that chapter. Key Features: Bridges the gap between power systems and communications experts Addresses the smart grid from generation to consumption, both as it is planned today and how it will likely evolve tomorrow Explores the smart grid from the perspective of traditional power systems as well as from communications Discusses power systems, communications, and machine learning that all define the smart grid It introduces the new field of power system information theory This book constitutes the thoroughly refereed post-conference proceedings of the 18th International Workshop on Multi-Agent-Based Simulation, MABS 2017, held in Sao Paulo, Brazil, in May 2017. The workshop was held in conjunction with the 16th International Conference on Autonomous Agents and Multi-Agent Systems, AAMAS 2017. The 15 revised full papers included in this volume were carefully selected from 23 submissions. The topic of the papers is about applying agent-based simulation techniques to real-world problems focusing on the confluence of socio-technical-natural sciences and multi-agent systems with a strong application/empirical vein.

An Introduction to Reservoir Simulation Using MATLAB/GNU Octave User Guide for the MATLAB Reservoir Simulation Toolbox

(MRST)Cambridge University Press

This book provides readers with an in-depth discussion of circuit simulation, combining basic electrical engineering circuit theory with Python programming. It fills an information gap by describing the development of Python Power Electronics, an open-source software for simulating circuits, and demonstrating its use in a sample circuit. Unlike typical books on circuit theory that describe how circuits can be solved mathematically, followed by examples of simulating circuits using specific, commercial software, this book has a different approach and focus. The author begins by describing every aspect of the open-source software, in the context of non-linear power electronic circuits, as a foundation for aspiring or practicing engineers to embark on further development of open source software for different purposes. By demonstrating explicitly the operation of the software through algorithms, this book brings together the fields of electrical engineering and software technology.

5G Physical Layer: Principles, Models and Technology Components explains fundamental physical layer design principles, models and components for the 5G new radio access technology – 5G New Radio (NR). The physical layer models include radio wave propagation and hardware impairments for the full range of frequencies considered for the 5G NR (up to 100 GHz). The physical layer technologies include flexible multi-carrier waveforms, advanced multi-antenna solutions, and channel coding schemes for a wide range of services, deployments, and frequencies envisioned for 5G and beyond. A MATLAB-based link level simulator is included to explore various design options. 5G Physical Layer is very suitable for wireless system designers and researchers: basic understanding of communication theory and signal processing is assumed, but familiarity with 4G and 5G standards is not required. With this book the reader will learn: The fundamentals of the 5G NR physical layer (waveform, modulation, numerology, channel codes, and multi-antenna schemes). Why certain PHY technologies have been adopted for the 5G NR. The fundamental physical limitations imposed by radio wave propagation and hardware impairments. How the fundamental 5G NR physical layer functionalities (e.g., parameters/methods/schemes) should be realized. The content includes: A global view of 5G development – concept, standardization, spectrum allocation, use cases and requirements, trials, and future commercial deployments. The fundamentals behind the 5G NR physical layer specification in 3GPP. Radio wave propagation and channel modeling for 5G and beyond. Modeling of hardware impairments for future base stations and devices. Flexible multi-carrier waveforms, multi-antenna solutions, and channel coding schemes for 5G and beyond. A simulator including hardware impairments, radio propagation, and various waveforms. Ali Zaidi is a strategic product manager at Ericsson, Sweden. Fredrik Athley is a senior researcher at Ericsson, Sweden. Jonas Medbo and Ulf Gustavsson are senior specialists at Ericsson, Sweden. Xiaoming Chen is a professor at Xi'an Jiaotong University, China. Giuseppe Durisi is a professor at Chalmers University of Technology, Sweden, and a guest researcher at Ericsson, Sweden.

In the early 1990s, a small group of individuals recognized how virtual reality (VR) could transform medicine by immersing physicians, students and patients in data more completely. Technical obstacles delayed progress but VR is now enjoying a renaissance, with breakthrough applications available for healthcare. This book presents papers from the Medicine Meets Virtual

Reality 22 conference, held in Los Angeles, California, USA, in April 2016. Engineers, physicians, scientists, educators, students, industry, military, and futurists participated in its creative mix of unorthodox thinking and validated investigation. The topics covered include medical simulation and modeling, imaging and visualization, robotics, haptics, sensors, physical and mental rehabilitation tools, and more. Providing an overview of the state-of-the-art, this book will interest all those involved in medical VR and in innovative healthcare, generally.

Nature-inspired computation and swarm intelligence have become popular and effective tools for solving problems in optimization, computational intelligence, soft computing and data science. Recently, the literature in the field has expanded rapidly, with new algorithms and applications emerging. *Nature-Inspired Computation and Swarm Intelligence: Algorithms, Theory and Applications* is a timely reference giving a comprehensive review of relevant state-of-the-art developments in algorithms, theory and applications of nature-inspired algorithms and swarm intelligence. It reviews and documents the new developments, focusing on nature-inspired algorithms and their theoretical analysis, as well as providing a guide to their implementation. The book includes case studies of diverse real-world applications, balancing explanation of the theory with practical implementation. *Nature-Inspired Computation and Swarm Intelligence: Algorithms, Theory and Applications* is suitable for researchers and graduate students in computer science, engineering, data science, and management science, who want a comprehensive review of algorithms, theory and implementation within the fields of nature inspired computation and swarm intelligence. Introduces nature-inspired algorithms and their fundamentals, including: particle swarm optimization, bat algorithm, cuckoo search, firefly algorithm, flower pollination algorithm, differential evolution and genetic algorithms as well as multi-objective optimization algorithms and others Provides a theoretical foundation and analyses of algorithms, including: statistical theory and Markov chain theory on the convergence and stability of algorithms, dynamical system theory, benchmarking of optimization, no-free-lunch theorems, and a generalized mathematical framework Includes a diversity of case studies of real-world applications: feature selection, clustering and classification, tuning of restricted Boltzmann machines, travelling salesman problem, classification of white blood cells, music generation by artificial intelligence, swarm robots, neural networks, engineering designs and others

This book presents a concise framework for assessing technical and sustainability impacts of existing biorefineries and provides a possible road map for development of novel biorefineries. It offers a detailed, integrated approach to evaluate the entire biomass production chain, from the agricultural feedstock production and transportation, to the industrial conversion and commercialization & use of products. The Brazilian sugarcane biorefinery is used as a case study; however, the methods and concepts can be applied to almost any biomass alternative. Chapters explore the main issues regarding biorefinery assessment, including feedstock production and transportation modeling, biofuels and green chemistry products, as well as assessment of sustainability impacts. This book is a valuable source of information to researchers in bioenergy, green chemistry and sustainability fields. It also provides a useful framework for government agencies, investors and the energy industry to evaluate and predict the success of current and future biorefinery alternatives.

This book constitutes the refereed proceedings of the 4th International Symposium on Biomedical Simulation, ISBMS 2008, held in London, UK, in July 2008. The 19 revised full papers and 7 poster papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in four different sections corresponding to key areas and techniques of this constantly expanding field: finite element modeling, mass spring and statistical shape modeling, motion and fluid modeling and implementation issues. An additional section covers the posters presented at the meeting.

This book constitutes the refereed joint proceedings of four co-located international conferences, concertedly held in Miyazaki, Japan, in June 2010. The papers in this volume were selected based on their scores obtained from the independent reviewing processes at particular conferences, and their relevance to the idea of constructing hybrid solution to address the real-world challenges of IT. It provides a chance for academic and industry professionals to catch up on recent progress in the related areas. The 49 revised full papers presented were carefully reviewed and selected during two rounds of reviewing and improvement from more than 1000 initial submissions. The papers emanate from the four following international conferences: Information Security and Assurance (ISA 2010), Advanced Communication and Networking (ACN 2010), Advanced Science and Technology (AST 2010), and Ubiquitous Computing and Multimedia Applications (UCMA 2010). This volume focuses on various aspects of advance

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