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International Federation of Classification Societies The International Federation of Classification Societies (IFCS) is an agency for the dissemination of technical and scientific information concerning classification and multivariate data analysis in the broad sense and in as wide a range of applications as possible; founded in 1985 in Cambridge (UK) by the following Scientific Societies and Groups: - British Classification Society - BCS - Classification Society of North America - CSNA - Gesellschaft fUr Klassifikation - GfKI - Japanese Classification Society - JCS - Classification Group of Italian Statistical Society - CGSIS - Societe Francophone de Classification - SFC Now the IFCS includes also the following Societies: - Dutch-Belgian Classification Society - VOC - Polish Classification Section - SKAD - Portuguese Classification Association - CLAD - Group at Large - Korean Classification Society - KCS IFCS-98, the Sixth Conference of the International Federation of Classification Societies, was held in Rome, from July 21 to 24, 1998. Five preceding conferences were held in Aachen (Germany), Charlottesville (USA), Edinburgh (UK), Paris (France), Kobe (Japan). Proceedings of the Society are included in v. 1-59, 1879-1937.

This book constitutes the thoroughly refereed post-proceedings of the 4th International Workshop on Approximation and Online Algorithms, WAOA 2006, held in Zurich, Switzerland in September 2006 as part of the ALGO 2006 conference event. The 26 revised full papers

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presented were carefully reviewed and selected from 62 submissions.

A comprehensive introduction to sampling-based methods in statistical computing The use of computers in mathematics and statistics has opened up a wide range of techniques for studying otherwise intractable problems. Sampling-based simulation techniques are now an invaluable tool for exploring statistical models.

This book gives a comprehensive introduction to the exciting area of sampling-based methods. An Introduction to Statistical Computing introduces the classical topics of random number generation and Monte Carlo methods. It also includes some advanced methods such as the reversible jump Markov chain Monte Carlo algorithm and modern methods such as approximate Bayesian computation and multilevel Monte Carlo techniques An Introduction to Statistical Computing: Fully covers the traditional topics of statistical computing.

Discusses both practical aspects and the theoretical background. Includes a chapter about continuous-time models. Illustrates all methods using examples and exercises. Provides answers to the exercises (using the statistical computing environment R); the corresponding source code is available online. Includes an introduction to programming in R. This book is mostly self-contained; the only prerequisites are basic knowledge of probability up to the law of large numbers. Careful presentation and examples make this book accessible to a wide range of students and suitable for self-study or as the basis of a taught course

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resource planning system in your organization using ADempiere.

Engineers and scientists need to have an introduction to the basics of linear algebra in a context they understand.

Computer algebra systems make the manipulation of matrices and the determination of their properties a simple matter, and in practical applications such software is often essential. However, using this tool when learning about matrices, without first gaining a proper understanding of the underlying theory, limits the ability to use matrices and to apply them to new problems. This book explains matrices in the detail required by engineering or science students, and it discusses linear systems of ordinary differential equations. These students require a straightforward introduction to linear algebra illustrated by applications to which they can relate. It caters to the needs of undergraduate engineers in all disciplines, and provides considerable detail where it is likely to be helpful. According to the author the best way to understand the theory of matrices is by working simple exercises designed to emphasize the theory, that at the same time avoid distractions caused by unnecessary numerical calculations. Hence, examples and exercises in this book have been constructed in such a way that wherever calculations are necessary they are straightforward. For example, when a characteristic equation occurs, its roots (the eigenvalues of a matrix) can be found by inspection. The author of this book is Alan Jeffrey, Emeritus Professor of mathematics at the University of Newcastle upon Tyne. He has given courses on engineering mathematics at UK

and US Universities.

The subject matter has been discussed in such a simple way that the students will find no difficulty to understand it. The proof of various theorems and examples has been given with minute details. Each chapter of this book contains complete theory and fairly large number of solved examples, sufficient problems have also been selected from various universities examination papers. Contents: Inventory Control, Non-Linear Programming Methods, Problem Analysis, Queuing Theory. The International Gesture Workshop is an interdisciplinary event where researchers working on human gesture-based communication present advanced research currently in progress and exchange ideas on gesture across multidisciplinary scientific disciplines. This workshop encompasses all fundamental aspects of gestural studies in the field of human-computer interaction and simulation, including all multifaceted issues of modelling, analysis and synthesis of human gesture, encompassing hand and body gestures and facial expressions. A focus of these events is a shared interest in using gesture in the context of sign language analysis, understanding and synthesis. Another stream of interest is the user-centric approach of considering gesture in multimodal human-computer interaction, in the framework of the integration of such interaction into the natural environment of users. In addition to welcoming submission of work by established researchers, it is the tradition of the GW series of workshops to encourage submission of student work at various stages of completion, enabling a broader dissemination of finished or on-going novel work and the exchange of experiences in a multidisciplinary environment. Gesture Workshop 2007 (GW 2007) was the 7th European Gesture Workshop in the GW series initiated in 1996. Since that date, the Gesture Workshops have been held roughly

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every second year, with fully reviewed proceedings typically published by Springer. GW 2007 was organized by ADETTI at ISCTE-Lisbon University - stitute, during May 23-25, 2007. In GW 2007, from the 53 contributions that were received, 15 high-quality full papers were accepted, along with 16 short papers and 10 posters and demos, showing on-going promising gesture research. Two brilliant keynote speakers honored the event with their presentations.

This book constitutes the refereed proceedings of the First International Workshop on Quantum Technology and Optimization Problems, QTOP 2019, held in Munich, Germany, in March 2019. The 18 full papers presented together with 1 keynote paper in this volume were carefully reviewed and selected from 21 submissions. The papers are grouped in the following topical sections: analysis of optimization problems; quantum gate algorithms; applications of quantum annealing; and foundations and quantum technologies.

Nature-Inspired Algorithms have been gaining much popularity in recent years due to the fact that many real-world optimisation problems have become increasingly large, complex and dynamic. The size and complexity of the problems nowadays require the development of methods and solutions whose efficiency is measured by their ability to find acceptable results within a reasonable amount of time, rather than an ability to guarantee the optimal solution. This volume 'Nature-Inspired Algorithms for Optimisation' is a collection of the latest state-of-the-art algorithms and important studies for tackling various kinds of optimisation problems. It comprises 18 chapters, including two introductory chapters which address the fundamental issues that have made optimisation problems difficult to solve and explain the rationale for seeking inspiration from nature. The contributions stand out through their novelty and clarity of the algorithmic descriptions

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and analyses, and lead the way to interesting and varied new applications.

If you're a novice programmer and you want to learn C#, there aren't many books that will guide you. Most C# books are written for experienced C++ and Java programmers. That's why Jesse Liberty, author of the best-selling books *Programming C#* and *Programming ASP.NET*, has written an entry-level guide to C#. Written in a warm and friendly manner, *Learning C#* assumes no prior programming experience, and provides a thorough introduction to Microsoft's premier .NET language. The book helps you build a solid foundation in .NET, and shows you how to apply your skills through the use of dozens of tested examples. You'll learn about the syntax and structure of the C# language, including operators, classes and interfaces, structs, arrays, and strings. Better yet, this updated edition of *Learning C#* has been completely revised to include the latest additions to the C# language plus a variety of learning aids to help lock-in new knowledge and skills. Here's what's new: Extensive revisions to the text and examples to reflect C# 2005 and .NET 2.0 changes An introduction to Visual Studio 2005, the most popular tool for building Windows and web applications More than 200 questions and fully debugged programming exercises with solutions A greater emphasis on event handling New coverage of generics, generic collections, partial classes, anonymous methods and more. By the time you've finished *Learning C#*, you'll be ready to move on to a more advanced programming guide that will help you create large-scale web and Windows applications. Whether you have a little object-oriented programming experience or you are new to programming altogether, *Learning C#* will set you firmly on your way to mastering the essentials of the C# language.

The book is a collection of high-quality peer-reviewed

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research papers presented in International Conference on Soft Computing Systems (ICSCS 2015) held at Noorul Islam Centre for Higher Education, Chennai, India. These research papers provide the latest developments in the emerging areas of Soft Computing in Engineering and Technology. The book is organized in two volumes and discusses a wide variety of industrial, engineering and scientific applications of the emerging techniques. It presents invited papers from the inventors/originators of new applications and advanced technologies.

This book presents exact, that is minimal, solutions to individual steps in the design process for Digital Microfluidic Biochips (DMFBs), as well as a one-pass approach that combines all these steps in a single process. All of the approaches discussed are based on a formal model that can easily be extended to cope with further design problems. In addition to the exact methods, heuristic approaches are provided and the complexity classes of various design problems are determined. Presents exact methods to tackle a variety of design problems for Digital Microfluidic Biochips (DMFBs); Describes an holistic, one-pass approach solving different design steps all at once; Based on a formal model of DMFBs that is easily adaptable to deal with further design tasks.

- Chapter wise & Topic wise presentation for ease of learning
- Quick Review for in depth study
- Mind maps for clarity of concepts
- All MCQs with explanation against the correct option
- Some important questions developed by 'Oswaal Panel' of experts
- Previous Year's Questions Fully Solved
- Complete Latest NCERT Textbook & Intext Questions Fully Solved
- Quick Response (QR Codes) for Quick Revision on your Mobile Phones / Tablets
- Expert Advice how to score more suggestion and ideas shared
- Some commonly made errors highlight the most common and unidentified mistakes

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Microgrids have recently emerged as the building block of a smart grid, combining distributed renewable energy sources, energy storage devices, and load management in order to improve power system reliability, enhance sustainable development, and reduce carbon emissions. At the same time, rapid advancements in sensor and metering technologies, wireless and network communication, as well as cloud and fog computing are leading to the collection and accumulation of large amounts of data (e.g., device status data, energy generation data, consumption data). The application of big data analysis techniques (e.g., forecasting, classification, clustering) on such data can optimize the power generation and operation in real time by accurately predicting electricity demands, discovering electricity consumption patterns, and developing dynamic pricing mechanisms. An efficient and intelligent analysis of the data will enable smart microgrids to detect and recover from failures quickly, respond to electricity demand swiftly, supply more reliable and economical energy, and enable customers to have more control over their energy use. Overall, data-intensive analytics can provide effective and efficient decision support for all of the producers, operators, customers, and regulators in smart microgrids, in order to achieve holistic smart energy management, including energy generation, transmission, distribution, and demand-side management. This book contains an assortment of relevant novel research contributions that provide real-world applications of data-intensive analytics in smart grids and contribute to the

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dissemination of new ideas in this area.

'The book under review is an interesting elaboration that fills the gaps in libraries for concisely written and student-friendly books about essentials in computer science ... I recommend this book for anyone who would like to study algorithms, learn a lot about computer science or simply would like to deepen their knowledge ... The book is written in very simple English and can be understood even by those with limited knowledge of the English language. It should be emphasized that, despite the fact that the book consists of many examples, mathematical formulas and theorems, it is very hard to find any mistakes, errors or typos.'

zbMATHIn computer science, an algorithm is an unambiguous specification of how to solve a class of problems. Algorithms can perform calculation, data processing and automated reasoning tasks. As an effective method, an algorithm can be expressed within a finite amount of space and time and in a well-defined formal language for calculating a function. Starting from an initial state and initial input (perhaps empty), the instructions describe a computation that, when executed, proceeds through a finite number of well-defined successive states, eventually producing 'output' and terminating at a final ending state. The transition from one state to the next is not necessarily deterministic; some algorithms, known as randomized algorithms, incorporate random input. This book introduces a set of concepts in solving problems computationally such as Growth of Functions; Backtracking; Divide and Conquer; Greedy Algorithms; Dynamic Programming; Elementary Graph Algorithms; Minimal Spanning Tree; Single-Source Shortest Paths; All Pairs Shortest Paths; Flow Networks; Polynomial Multiplication, to ways of solving NP-Complete Problems, supported with comprehensive, and detailed problems and solutions, making it an ideal resource to those studying computer science, computer engineering and

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information technology.

Contains the proceedings of the nineteenth biennial European Conference on Artificial Intelligence (ECAI), which since 1974 has been Europe's principal opportunity for researchers to present and hear about the very best contemporary AI research in all its diverse forms and applications.

This proceedings volume contains extended abstracts of talks presented at the 18th Symposium on Operations Research held at the University of Cologne, September 1-3, 1993. The Symposia on Operations Research are the annual meetings of the Gesellschaft für Mathematik, Ökonometrie und Operations Research (GMOOR), a scientific society providing a link between research and applications in the areas of applied mathematics, economics and operations research.

The broad range of interests and scientific activities covered by GMOOR and its members was demonstrated by about 250 talks presented at the 18th Symposium. As in recent years, emphasis was placed on optimization and stochastics, this year with a special focus on combinatorial optimization and discrete mathematics. We appreciate that with sections on parallel and distributed computing and on scientific computing also new fields could be integrated into the scope of the GMOOR. This book contains extended abstracts of most of the papers presented at the conference. Long versions and full papers of the talks are expected to appear elsewhere in refereed periodicals. The contributions were divided into sixteen sections:

(1) Theory of Optimization, (2) Computational Methods of Optimization, (3) Combinatorial Optimization and Discrete Mathematics, (4) Scientific Computing, (5) Decision Theory, (6) Mathematical Economics and Game Theory, (7) Banking, Finance and Insurance, (8) Econometrics, (9) Macroeconomics and Economic Theory, (10) Stochastics, (11) Production and Logistics, (12) System

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and Control Theory, (13) Routing and Scheduling, (14) Knowledge Based Systems, (15) Information Systems and (16) Parallel and Distributed Computing.

Computer Aided Design of Multivariable Technological Systems covers the proceedings of the Second International Federation of Automatic Control (IFAC). The book reviews papers that discuss topics about the use of Computer Aided Design (CAD) in designing multivariable system, such as theoretical issues, applications, and implementations. The book tackles several topics relevant to the use of CAD in designing multivariable systems. Topics include quasi-classical approach to multivariable feedback system designs; fuzzy control for multivariable systems; root loci with multiple gain parameters; multivariable frequency domain stability criteria; and computational algorithms for pole assignment in linear multivariable systems. The text will be of great use to professionals whose work involves designing and implementing multivariable systems.

This book constitutes the refereed proceedings of the 11th European Conference on Evolutionary Computation in Combinatorial Optimization, EvoCOP 2011, held in Torino, Italy, in April 2011. The 22 revised full papers presented were carefully reviewed and selected from 42 submissions. The papers present the latest research and discuss current developments and applications in metaheuristics - a paradigm to effectively solve difficult combinatorial optimization problems appearing in various industrial, economical, and scientific domains. Prominent examples of metaheuristics are evolutionary algorithms, simulated annealing, tabu search, scatter search, memetic algorithms, variable neighborhood search, iterated local search, greedy randomized adaptive search procedures, estimation of distribution algorithms, and ant colony optimization.

This book constitutes the refereed proceedings of the 9th IFIP-

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TC6 Networking Conference, Networking 2010. Papers were solicited in three broad topic areas: applications and services, network technologies, and internet design. All papers were considered on their merits by a unified Technical Program Committee (TPC); there was no attempt to enforce a quota among topic areas. We believe the resulting program is an excellent representation of the breadth of recent advances in networking research. This year, the conference received 101 full paper submissions from 23 countries on 6 continents, reflecting a strong diversity in the networking community. Similarly, the 92 members of the TPC are from 21 countries and include a mix of academic, industry, and governmental affiliations. The TPC members, aided by some 50 external reviewers, provided a total of 470 reviews and follow-up discussions totaling more than 200 messages. The final selections were made at a TPC meeting hosted by Columbia University in New York City, with both in-person and remote participation. In total, authors of accepted papers have academic and industry affiliations in 15 countries. We finally selected 24 papers for presentation during the conference technical sessions. A small number of papers were assigned a shepherd from the TPC to assist in paper revision. These statistics represent an acceptance rate of just under 24%, comparable to that of previous years. The TPC also identified several papers that reflect particularly promising early results; these papers were selected for presentation as work-in-progress papers and are identified as such in the proceedings.

Welcome to the proceedings of the 2005 IFIP International Conference on Embedded and Ubiquitous Computing (EUC 2005), which was held in Nagasaki, Japan, December 6–9, 2005. Embedded and ubiquitous computing is emerging rapidly as an exciting new paradigm to provide computing and communication services all the time, everywhere. Its systems are now pervading every aspect of life to the point that they

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are hidden inside various appliances or can be worn unobtrusively as part of clothing and jewelry. This emergence is a natural outcome of research and technological advances in embedded systems, pervasive computing and communications, wireless networks, mobile computing, distributed computing and agent technologies, etc. Its tremendous impact on academics, industry, government, and daily life can be compared to that of electric motors over the past century, in fact it but promises to revolutionize life much more profoundly than elevators, electric motors or even personal computers. The EUC 2005 conference provided a forum for engineers and scientists in academia, industry, and government to address profound issues including technical challenges, safety, and social, legal, political, and economic issues, and to present and discuss their ideas, results, work in progress, and experience on all aspects of embedded and ubiquitous computing.

This book collects the latest research developments in the use of functional programming languages. The contents highlight major research goals and engineering concerns in the subject

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This book constitutes the refereed proceedings of the 9th Extended Semantic Web Conference, ESWC 2012, held in Heraklion, Crete, Greece, in May 2012. The 53 revised full papers presented were carefully reviewed and selected from 212 submissions. They are organized in tracks on linked open data, machine learning, natural language processing and information retrieval, ontologies, reasoning, semantic data management, services, processes, and cloud computing, social Web and Web science, in-use and industrial, digital libraries and cultural heritage, and e-government. The book also includes 13 PhD papers presented at the PhD Symposium.

This book constitutes the refereed proceedings of the 13th International Workshop on Security, IWSEC 2018, held in Sendai, Japan, in September 2018. The 18 regular papers and 2 short papers presented in this volume were carefully reviewed and selected from 64 submissions. They were organized in topical sections named: Cryptanalysis, Implementation Security, Public-Key Primitives, Security in Practice, Secret Sharing, Symmetric-Key Primitives, and Provable Security.

This book constitutes the thoroughly refereed post-proceedings of the 6th International Conference on Information Security and Cryptology, ICISC 2003, held in Seoul, Korea, in November 2003. The 32 revised full papers presented together with an invited paper were carefully selected from 163 submissions during two rounds of reviewing and improvement. The papers are organized in topical sections on digital signatures, primitives, fast implementations, computer security and mobile security, voting and auction protocols, watermarking, authentication and threshold protocols, and block ciphers and stream ciphers.

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This text focuses on a particular group of management science models, known collectively as mathematical programming, and the potential application of such models to business problems and decision-making.

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