

## Where To Download Distributed And Cloud Computing From Parallel Processing To The Internet Of Things

# Distributed And Cloud Computing From Parallel Processing To The Internet Of Things

Distributed and Cloud Computing, named a 2012 Outstanding Academic Title by the American Library Association's Choice publication, explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Starting with an overview of modern distributed models, the book provides comprehensive coverage of distributed and cloud computing, including: Facilitating management, debugging, migration, and disaster recovery through virtualization Clustered systems for research or ecommerce applications Designing systems as web services Social networking systems using peer-to-peer computing Principles of cloud computing using examples from open-source and commercial applications Using examples from open-source and commercial vendors, the text describes cloud-based systems for research, e-commerce, social networking and more. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft,

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Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course-each chapter includes exercises and further reading, with lecture slides and more available online Global networks, which are the primary pillars of the modern manufacturing industry and supply chains, can only cope with the new challenges, requirements and demands when supported by new computing and Internet-based technologies. Cloud Manufacturing: Distributed Computing Technologies for Global and Sustainable Manufacturing introduces a new paradigm for scalable service-oriented sustainable and globally distributed manufacturing systems. The eleven chapters in this book provide an updated overview of the latest technological development and applications in relevant research areas. Following an introduction to the essential features of Cloud Computing, chapters cover a range of methods and applications such as the factors that actually affect adoption of the Cloud Computing technology in manufacturing companies and new geometrical simplification method to stream 3-Dimensional design and manufacturing data via the Internet. This is further supported case studies and real life data for Waste Electrical and Electronic Equipment (WEEE) remanufacturing. This compilation of up to date research and literature can be

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used as a textbook or reference for mechanical, manufacturing, and computer engineering graduate students and researchers for efficient utilization, deployment and development of distributed and Cloud manufacturing systems, services and applications.

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available

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online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more. Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery. Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online.

This comprehensive new text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

Designing distributed computing systems is a complex process requiring a solid understanding of the design problems and the theoretical and practical aspects of their solutions. This comprehensive textbook covers the fundamental principles

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and models underlying the theory, algorithms and systems aspects of distributed computing. Broad and detailed coverage of the theory is balanced with practical systems-related issues such as mutual exclusion, deadlock detection, authentication, and failure recovery. Algorithms are carefully selected, lucidly presented, and described without complex proofs. Simple explanations and illustrations are used to elucidate the algorithms. Important emerging topics such as peer-to-peer networks and network security are also considered. With vital algorithms, numerous illustrations, examples and homework problems, this textbook is suitable for advanced undergraduate and graduate students of electrical and computer engineering and computer science. Practitioners in data networking and sensor networks will also find this a valuable resource. Additional resources are available online at [www.cambridge.org/9780521876346](http://www.cambridge.org/9780521876346).

"This book is a collection of widespread research providing relevant theoretical frameworks and research findings on the applications of distributed computing innovations to the business, engineering and science fields"--Provided by publisher.

The emergence of the Internet of Things (IoT), combined with greater heterogeneity not only online in cloud computing architectures but across the cloud-to-edge continuum, is introducing new challenges for managing

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applications and infrastructure across this continuum. The scale and complexity is simply so complex that it is no longer realistic for IT teams to manually foresee the potential issues and manage the dynamism and dependencies across an increasing inter-dependent chain of service provision. This Open Access Pivot explores these challenges and offers a solution for the intelligent and reliable management of physical infrastructure and the optimal placement of applications for the provision of services on distributed clouds. This book provides a conceptual reference model for reliable capacity provisioning for distributed clouds and discusses how data analytics and machine learning, application and infrastructure optimization, and simulation can deliver quality of service requirements cost-efficiently in this complex feature space. These are illustrated through a series of case studies in cloud computing, telecommunications, big data analytics, and smart cities.

Distributed and Cloud Computing From Parallel Processing to the Internet of Things  
Morgan Kaufmann

Cloud computing presents a promising approach for implementing scalable information and communications technology systems for private and public, individual, community, and business use. Achieving Federated and Self-Manageable Cloud Infrastructures: Theory and Practice overviews current developments in cloud computing concepts, architectures,

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infrastructures and methods, focusing on the needs of small to medium enterprises. The topic of cloud computing is addressed on two levels: the fundamentals of cloud computing and its impact on the IT world; and an analysis of the main issues regarding the cloud federation, autonomic resource management, and efficient market mechanisms, while supplying an overview of the existing solutions able to solve them. This publication is aimed at both enterprise business managers and research and academic audiences alike.

Guide to Cloud Computing for Business and Technology Managers: From Distributed Computing to Cloudware Applications unravels the mystery of cloud computing and explains how it can transform the operating contexts of business enterprises. It provides a clear understanding of what cloud computing really means, what it can do, and when it is practical

This book constitutes the proceedings of the 21st International Conference on Parallel and Distributed Computing, Applications, and Technologies, PDCAT 2020, which took place in Shenzhen, China, during December 28-30, 2020. The 34 full papers included in this volume were carefully reviewed and selected from 109 submissions. They deal with parallel and distributed computing of networking and architectures, software systems and technologies, algorithms and applications, and security and privacy.

Distributed systems intertwine with our everyday lives. The benefits and current shortcomings of the underpinning technologies are experienced by a wide range of people and their smart devices. With the rise of large-scale IoT and similar distributed systems, cloud bursting technologies, and partial outsourcing solutions, private entities are encouraged to increase their efficiency and offer unparalleled availability and reliability to their users. Applying Integration Techniques and Methods in Distributed Systems is a critical scholarly publication

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that defines the current state of distributed systems, determines further goals, and presents architectures and service frameworks to achieve highly integrated distributed systems and presents solutions to integration and efficient management challenges faced by current and future distributed systems. Highlighting topics such as multimedia, programming languages, and smart environments, this book is ideal for system administrators, integrators, designers, developers, researchers, and academicians.

Cloud Computing: Theory and Practice provides students and IT professionals with an in-depth analysis of the cloud from the ground up. Beginning with a discussion of parallel computing and architectures and distributed systems, the book turns to contemporary cloud infrastructures, how they are being deployed at leading companies such as Amazon, Google and Apple, and how they can be applied in fields such as healthcare, banking and science. The volume also examines how to successfully deploy a cloud application across the enterprise using virtualization, resource management and the right amount of networking support, including content delivery networks and storage area networks. Developers will find a complete introduction to application development provided on a variety of platforms. Learn about recent trends in cloud computing in critical areas such as: resource management, security, energy consumption, ethics, and complex systems Get a detailed hands-on set of practical recipes that help simplify the deployment of a cloud based system for practical use of computing clouds along with an in-depth discussion of several projects Understand the evolution of cloud computing and why the cloud computing paradigm has a better chance to succeed than previous efforts in large-scale distributed computing Development of software projects is a part of the curriculum of under-graduate and



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postgraduate courses. The main objective of this book is to expose the students and professionals to the latest technology, relevant theory and software development tools. This book serves as a guide to design and develop the cloud computing-based software projects using distributed architecture. It consolidates the theory, upcoming technologies and development tools for the development of two software projects—Outstation Claim Management System (OCMS) and Retirement Benefit Calculation System (RBCS). Both the projects start with the feasibility study to understand and appreciate the problem. After understanding the problem and identifying the suitable software, hardware and network environment, the problem is formally depicted using the entity relationship model and data flow diagrams. This is followed by normalization, creation of tables and procedures. In the book, Oracle, PL/SQL, Internet Developer Suite (IDS) and .Net framework are used to develop the full-fledged GUI-based applications. The book elaborates the problem, providing logic and interface screens to design and develop the projects using any other programming language and GUI tool in which the students are comfortable with. The book also includes a CD-ROM, which contains the source codes of OCMS and RBCS. The book is meant for the undergraduate and postgraduate students of Computer Science, Computer Applications and Information Technology. Besides, it would also be useful to the professionals to enhance their technical skills. After going through this book, the students/professionals will be able to: Work on real-life projects. Implement the SDLC in software projects. Design the data flow diagrams and entity relationship diagrams. Use the database and normalization in software projects. Do the corrective, adaptive and perfective maintenance of a software. Learn the concepts related to IaaS, PaaS and SaaS of Cloud Computing.

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Real-time systems are of importance to a large number of university laboratories and research institutes worldwide, and without the proper integration of real-time into distributed computing, institutions simply could not function. *Achieving Real-Time in Distributed Computing: From Grids to Clouds* offers over 400 accounts from a wide range of specific research efforts. Major focus is given to the need for methodologies, tools, and architectures for complex distributed systems that address the practical issues of performance guarantees, timed execution, real-time management of resources, synchronized communication under various load conditions, satisfaction of QoS constraints, and dealing with the trade-offs between these aspects.

*Concurrent and Distributed Computing in Java* addresses fundamental concepts in concurrent computing with Java examples. The book consists of two parts. The first part deals with techniques for programming in shared-memory based systems. The book covers concepts in Java such as threads, synchronized methods, waits, and notify to expose students to basic concepts for multi-threaded programming. It also includes algorithms for mutual exclusion, consensus, atomic objects, and wait-free data structures. The second part of the book deals with programming in a message-passing system. This part covers resource allocation problems, logical clocks, global property detection, leader election, message ordering, agreement algorithms, checkpointing, and message logging. Primarily a textbook for upper-level undergraduates and graduate students, this thorough treatment will also be of interest to professional programmers.

*Master Powerful Off-the-Shelf Business Solutions for AI and Machine Learning* Pragmatic AI will help you solve real-world problems with contemporary machine learning, artificial intelligence, and cloud computing tools. Noah Gift demystifies all the concepts and tools you

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need to get results—even if you don't have a strong background in math or data science. Gift illuminates powerful off-the-shelf cloud offerings from Amazon, Google, and Microsoft, and demonstrates proven techniques using the Python data science ecosystem. His workflows and examples help you streamline and simplify every step, from deployment to production, and build exceptionally scalable solutions. As you learn how machine language (ML) solutions work, you'll gain a more intuitive understanding of what you can achieve with them and how to maximize their value. Building on these fundamentals, you'll walk step-by-step through building cloud-based AI/ML applications to address realistic issues in sports marketing, project management, product pricing, real estate, and beyond. Whether you're a business professional, decision-maker, student, or programmer, Gift's expert guidance and wide-ranging case studies will prepare you to solve data science problems in virtually any environment. Get and configure all the tools you'll need Quickly review all the Python you need to start building machine learning applications Master the AI and ML toolchain and project lifecycle Work with Python data science tools such as IPython, Pandas, Numpy, Jupyter Notebook, and Sklearn Incorporate a pragmatic feedback loop that continually improves the efficiency of your workflows and systems Develop cloud AI solutions with Google Cloud Platform, including TPU, Colaboratory, and Datalab services Define Amazon Web Services cloud AI workflows, including spot instances, code pipelines, boto, and more Work with Microsoft Azure AI APIs Walk through building six real-world AI applications, from start to finish Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details.

Cloud computing continues to emerge as a subject of substantial industrial and academic

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interest. Although the meaning and scope of “cloud computing” continues to be debated, the current notion of clouds blurs the distinctions between grid services, web services, and data centers, among other areas. Clouds also bring considerations of lowering the cost for relatively bursty applications to the fore. *Cloud Computing: Principles, Systems and Applications* is an essential reference/guide that provides thorough and timely examination of the services, interfaces and types of applications that can be executed on cloud-based systems. The book identifies and highlights state-of-the-art techniques and methods for designing cloud systems, presents mechanisms and schemes for linking clouds to economic activities, and offers balanced coverage of all related technologies that collectively contribute towards the realization of cloud computing. With an emphasis on the conceptual and systemic links between cloud computing and other distributed computing approaches, this text also addresses the practical importance of efficiency, scalability, robustness and security as the four cornerstones of quality of service. Topics and features: explores the relationship of cloud computing to other distributed computing paradigms, namely peer-to-peer, grids, high performance computing and web services; presents the principles, techniques, protocols and algorithms that can be adapted from other distributed computing paradigms to the development of successful clouds; includes a Foreword by Professor Mark Baker of the University of Reading, UK; examines current cloud-practical applications and highlights early deployment experiences; elaborates the economic schemes needed for clouds to become viable business models. This book will serve as a comprehensive reference for researchers and students engaged in cloud computing. Professional system architects, technical managers, and IT consultants will also find this unique text a practical guide to the application

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and delivery of commercial cloud services. Prof. Nick Antonopoulos is Head of the School of Computing, University of Derby, UK. Dr. Lee Gillam is a Lecturer in the Department of Computing at the University of Surrey, UK.

Cloud computing has provided multiple advantages as well as challenges to software and infrastructure services. In order to be fully beneficial, these challenges facing cloud specific communication protocols must be addressed. Communication Infrastructures for Cloud Computing presents the issues and research directions for a broad range of cloud computing aspects of software, computing, and storage systems. This book will highlight a broad range of topics in communication infrastructures for cloud computing that will benefit researchers, academics, and practitioners in the active fields of engineering, computer science, and software.

This book describes the key concepts, principles and implementation options for creating high-assurance cloud computing solutions. The guide starts with a broad technical overview and basic introduction to cloud computing, looking at the overall architecture of the cloud, client systems, the modern Internet and cloud computing data centers. It then delves into the core challenges of showing how reliability and fault-tolerance can be abstracted, how the resulting questions can be solved, and how the solutions can be leveraged to create a wide range of practical cloud applications. The author's style is practical, and the guide should be readily understandable without any special background. Concrete examples are often drawn from real-world settings to illustrate key insights. Appendices show how the most important reliability models can be formalized, describe the API of the Isis2 platform, and offer more than 80 problems at varying levels of difficulty.

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Guide to Cloud Computing for Business and Technology Managers: From Distributed Computing to Cloudware Applications unravels the mystery of cloud computing and explains how it can transform the operating contexts of business enterprises. It provides a clear understanding of what cloud computing really means, what it can do, and when it is practical to use. Addressing the primary management and operation concerns of cloudware, including performance, measurement, monitoring, and security, this pragmatic book: Introduces the enterprise applications integration (EAI) solutions that were a first step toward enabling an integrated enterprise Details service-oriented architecture (SOA) and related technologies that paved the road for cloudware applications Covers delivery models like IaaS, PaaS, and SaaS, and deployment models like public, private, and hybrid clouds Describes Amazon, Google, and Microsoft cloudware solutions and services, as well as those of several other players Demonstrates how cloud computing can reduce costs, achieve business flexibility, and sharpen strategic focus Unlike customary discussions of cloud computing, Guide to Cloud Computing for Business and Technology Managers: From Distributed Computing to Cloudware Applications emphasizes the key differentiator—that cloud computing is able to treat enterprise-level services not merely as discrete stand-alone services, but as Internet-locatable, composable, and repackageable building blocks for generating dynamic real-world enterprise business processes.

The Encyclopedia of Cloud Computing provides IT professionals, educators, researchers and students with a compendium of cloud computing knowledge. Authored by a spectrum of subject matter experts in industry and academia, this unique publication, in a single volume, covers a wide range of cloud computing topics, including technological trends and

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developments, research opportunities, best practices, standards, and cloud adoption. Providing multiple perspectives, it also addresses questions that stakeholders might have in the context of development, operation, management, and use of clouds. Furthermore, it examines cloud computing's impact now and in the future. The encyclopedia presents 56 chapters logically organized into 10 sections. Each chapter covers a major topic/area with cross-references to other chapters and contains tables, illustrations, side-bars as appropriate. Furthermore, each chapter presents its summary at the beginning and backend material, references and additional resources for further information.

Explore the power of distributed computing to write concurrent, scalable applications in Java  
About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who is aware of object-oriented programming and Java basic concepts. What You Will Learn Understand the basic concepts of parallel and distributed computing/programming Achieve performance improvement using parallel processing, multithreading, concurrency, memory sharing, and hpc cluster computing Get an in-depth understanding of Enterprise Messaging concepts with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two-way Secure Socket Layer In Detail

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Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems, resulting in maximized performance in lower infrastructure investment. This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9. After a brief introduction to the fundamentals of distributed and parallel computing, the book moves on to explain different ways of communicating with remote systems/objects in a distributed architecture. You will learn about asynchronous messaging with enterprise integration and related patterns, and how to handle large amount of data using HPC and implement distributed computing for databases. Moving on, it explains how to deploy distributed applications on different cloud platforms and self-contained application development. You will also learn about big data technologies and understand how they contribute to distributed computing. The book concludes with the detailed coverage of testing, debugging, troubleshooting, and security aspects of distributed applications so the programs you build are robust, efficient, and secure. Style and approach This is a step-by-step practical guide with real-world examples.

Distributed Computing Through Combinatorial Topology describes techniques for analyzing distributed algorithms based on award winning combinatorial topology research. The authors present a solid theoretical foundation relevant to many real systems reliant on parallelism with unpredictable delays, such as multicore microprocessors, wireless networks, distributed systems, and Internet protocols. Today, a new student or researcher must assemble a collection of scattered conference publications, which are typically terse and commonly use different notations and terminologies. This book provides a self-contained explanation of the



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mathematics to readers with computer science backgrounds, as well as explaining computer science concepts to readers with backgrounds in applied mathematics. The first section presents mathematical notions and models, including message passing and shared-memory systems, failures, and timing models. The next section presents core concepts in two chapters each: first, proving a simple result that lends itself to examples and pictures that will build up readers' intuition; then generalizing the concept to prove a more sophisticated result. The overall result weaves together and develops the basic concepts of the field, presenting them in a gradual and intuitively appealing way. The book's final section discusses advanced topics typically found in a graduate-level course for those who wish to explore further. Named a 2013 Notable Computer Book for Computing Methodologies by Computing Reviews Gathers knowledge otherwise spread across research and conference papers using consistent notations and a standard approach to facilitate understanding Presents unique insights applicable to multiple computing fields, including multicore microprocessors, wireless networks, distributed systems, and Internet protocols Synthesizes and distills material into a simple, unified presentation with examples, illustrations, and exercises

The main objective of this book is to explore the concept of cybersecurity in parallel and distributed computing along with recent research developments in the field. It also includes various real-time/offline applications and case studies in the fields of engineering and computer science and the modern tools and technologies used. Information on cybersecurity technologies is organized in the fifteen chapters of this book. This important book cover subjects such as: Research and solutions for the

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problem of hidden image detection Security aspects of data mining and possible solution techniques A comparative analysis of various methods used in e-commerce security and how to perform secure payment transactions in an efficient manner Blockchain technology and how it is crucial to the security industry Security for the Internet of Things Security issues and challenges in distributed computing security such as heterogeneous computing, cloud computing, fog computing, etc. Demonstrates the administration task issue in unified cloud situations as a multi-target enhancement issue in light of security Explores the concepts of cybercrime and cybersecurity and presents the statistical impact it is having on organizations Highlights some strategies for maintaining the privacy, integrity, confidentiality and availability of cyber information and its real-world impacts such as mobile security software for secure email and online banking, cyber health check programs for business, cyber incident response management, cybersecurity risk management Security policies and mechanisms, various categories of attacks (e.g., denial-of-service), global security architecture, along with distribution of security mechanisms Security issues in the healthcare sector with existing solutions and emerging threats.

Harness the power of multiple computers using Python through this fast-paced informative guide About This Book You'll learn to write data processing programs in Python that are highly available, reliable, and fault tolerant Make use of Amazon Web Services along with Python to establish a powerful remote computation system Train

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Python to handle data-intensive and resource hungry applications Who This Book Is For This book is for Python developers who have developed Python programs for data processing and now want to learn how to write fast, efficient programs that perform CPU-intensive data processing tasks. What You Will Learn Get an introduction to parallel and distributed computing See synchronous and asynchronous programming Explore parallelism in Python Distributed application with Celery Python in the Cloud Python on an HPC cluster Test and debug distributed applications In Detail CPU-intensive data processing tasks have become crucial considering the complexity of the various big data applications that are used today. Reducing the CPU utilization per process is very important to improve the overall speed of applications. This book will teach you how to perform parallel execution of computations by distributing them across multiple processors in a single machine, thus improving the overall performance of a big data processing task. We will cover synchronous and asynchronous models, shared memory and file systems, communication between various processes, synchronization, and more. Style and Approach This example based, step-by-step guide will show you how to make the best of your hardware configuration using Python for distributing applications.

"This book focuses on network management and traffic engineering for Internet and distributed computing technologies, as well as present emerging technology trends and advanced platforms"--Provided by publisher.

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Distributed systems intertwine with our everyday lives. The benefits and current shortcomings of the underpinning technologies are experienced by a wide range of people and their smart devices. With the rise of large-scale IoT and similar distributed systems, cloud bursting technologies, and partial outsourcing solutions, private entities are encouraged to increase their efficiency and offer unparalleled availability and reliability to their users. The Research Anthology on Architectures, Frameworks, and Integration Strategies for Distributed and Cloud Computing is a vital reference source that provides valuable insight into current and emergent research occurring within the field of distributed computing. It also presents architectures and service frameworks to achieve highly integrated distributed systems and solutions to integration and efficient management challenges faced by current and future distributed systems. Highlighting a range of topics such as data sharing, wireless sensor networks, and scalability, this multi-volume book is ideally designed for system administrators, integrators, designers, developers, researchers, academicians, and students.

This book introduces the reader to the fundamentals of contemporary, emerging and future technologies and services in Internet computing. It covers essential concepts such as distributed systems architectures and web technologies, contemporary paradigms such as cloud computing and the Internet of things, and emerging technologies like distributed ledger technologies and fog computing. The book also highlights the interconnection and recombination of these Internet-based technologies,

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which together form a critical information infrastructure with major impacts on individuals, organizations, governments, economies, and society as a whole. Intended as a textbook for upper undergraduate and graduate classes, it features a wealth of examples, learning goals and summaries for every chapter, numerous recommendations for further reading, and questions for checking students' comprehension. A dedicated author website offers additional teaching material and more elaborate examples. Accordingly, the book enables students and young professionals in IT-related fields to familiarize themselves with the Internet's basic mechanisms, and with the most promising Internet-based technologies of our time. This book, presented in three volumes, examines environmental disciplines in relation to major players in contemporary science: Big Data, artificial intelligence and cloud computing. Today, there is a real sense of urgency regarding the evolution of computer technology, the ever-increasing volume of data, threats to our climate and the sustainable development of our planet. As such, we need to reduce technology just as much as we need to bridge the global socio-economic gap between the North and South; between universal free access to data (open data) and free software (open source). In this book, we pay particular attention to certain environmental subjects, in order to enrich our understanding of cloud computing. These subjects are: erosion; urban air pollution and atmospheric pollution in Southeast Asia; melting permafrost (causing the accelerated release of soil organic carbon in the atmosphere); alert

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systems of environmental hazards (such as forest fires, prospective modeling of socio-spatial practices and land use); and web fountains of geographical data. Finally, this book asks the question: in order to find a pattern in the data, how do we move from a traditional computing model-based world to pure mathematical research? After thorough examination of this topic, we conclude that this goal is both transdisciplinary and achievable.

The book focuses on mobile agents, which are computer programs that can autonomously migrate between network sites. This text introduces the concepts and principles of mobile agents, provides an overview of mobile agent technology, and focuses on applications in networking and distributed computing.

This book contains a selection of refereed and revised papers of the Intelligent Distributed Computing Track originally presented at the third International Symposium on Intelligent Informatics (ISI-2014), September 24-27, 2014, Delhi, India. The papers selected for this Track cover several Distributed Computing and related topics including Peer-to-Peer Networks, Cloud Computing, Mobile Clouds, Wireless Sensor Networks, and their applications.

The primary purpose of this book is to capture the state-of-the-art in Cloud Computing technologies and applications. The book will also aim to identify potential research directions and technologies that will facilitate creation a global market-place of cloud computing services supporting scientific, industrial,

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business, and consumer applications. We expect the book to serve as a reference for larger audience such as systems architects, practitioners, developers, new researchers and graduate level students. This area of research is relatively recent, and as such has no existing reference book that addresses it. This book will be a timely contribution to a field that is gaining considerable research interest, momentum, and is expected to be of increasing interest to commercial developers. The book is targeted for professional computer science developers and graduate students especially at Masters level. As Cloud Computing is recognized as one of the top five emerging technologies that will have a major impact on the quality of science and society over the next 20 years, its knowledge will help position our readers at the forefront of the field.

In the race to compete in today's fast-moving markets, large enterprises are busy adopting new technologies for creating new products, processes, and business models. But one obstacle on the road to digital transformation is placing too much emphasis on technology, and not enough on the types of processes technology enables. What if different lines of business could build their own services and applications—and decision-making was distributed rather than centralized? This report explores the concept of a digital business platform as a way of empowering individual business sectors to act on data in real time. Much

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innovation in a digital enterprise will increasingly happen at the edge, whether it involves business users (from marketers to data scientists) or IoT devices. To facilitate the process, your core IT team can provide these sectors with the digital tools they need to innovate quickly. This report explores: Key cultural and organizational changes for developing business capabilities through cross-functional product teams A platform for integrating applications, data sources, business partners, clients, mobile apps, social networks, and IoT devices Creating internal API programs for building innovative edge services in low-code or no-code environments Tools including Integration Platform as a Service, Application Platform as a Service, and Integration Software as a Service The challenge of integrating microservices and serverless architectures Event-driven architectures for processing and reacting to events in real time You'll also learn about a complete pervasive integration solution as a core component of a digital business platform to serve every audience in your organization.

“Computing Networks” explores the core of the new distributed computing infrastructures we are using today: the networking systems of clusters, grids and clouds. It helps network designers and distributed-application developers and users to better understand the technologies, specificities, constraints and benefits of these different infrastructures' communications systems. Cloud Computing will



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give the possibility for millions of users to process data anytime, anywhere, while being eco-friendly. In order to deliver this emerging traffic in a timely, cost-efficient, energy-efficient, and reliable manner over long-distance networks, several issues such as quality of service, security, metrology, network-resource scheduling and virtualization are being investigated since 15 years. "Computing Networks" explores the core of clusters, grids and clouds networks, giving designers, application developers and users the keys to better construct and use these powerful infrastructures.

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or e-commerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The

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principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course--each chapter includes exercises and further reading, with lecture slides and more available online.

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server,

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accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Explores cloud computing, breaking down the concepts, models, mechanisms, and architectures of this technology while allowing for the financial assessment of resources and how they compare to traditional storage systems.

Despite the buzz surrounding the cloud computing, only a small percentage of organizations have actually deployed this new style of IT—so far. If you're planning your long-term cloud strategy, this practical book provides insider knowledge and actionable real-world lessons regarding planning, design, operations, security, and application transformation. This book teaches business and technology managers how to transition their organization's traditional IT to

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cloud computing. Rather than yet another book trying to sell or convince readers on the benefits of clouds, this book provides guidance, lessons learned, and best practices on how to design, deploy, operate, and secure an enterprise cloud based on real-world experience. Author James Bond provides useful guidance and best-practice checklists based on his field experience with real customers and cloud providers. You'll view cloud services from the perspective of a consumer and as an owner/operator of an enterprise private or hybrid cloud, and learn valuable lessons from successful and less-than-successful organization use-case scenarios. This is the information every CIO needs in order to make the business and technical decisions to finally execute on their journey to cloud computing. Get updated trends and definitions in cloud computing, deployment models, and for building or buying cloud services Discover challenges in cloud operations and management not foreseen by early adopters Use real-world lessons to plan and build an enterprise private or hybrid cloud Learn how to assess, port, and migrate legacy applications to the cloud Identify security threats and vulnerabilities unique to the cloud Employ a cloud management system for your enterprise (private or multi-provider hybrid) cloud ecosystem Understand the challenges for becoming an IT service broker leveraging the power of the cloud Explores key challenges and solutions to assured cloud computing today and

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provides a provocative look at the face of cloud computing tomorrow This book offers readers a comprehensive suite of solutions for resolving many of the key challenges to achieving high levels of assurance in cloud computing. The distillation of critical research findings generated by the Assured Cloud Computing Center of Excellence (ACC-UCoE) of the University of Illinois, Urbana-Champaign, it provides unique insights into the current and future shape of robust, dependable, and secure cloud-based computing and data cyberinfrastructures. A survivable and distributed cloud-computing-based infrastructure can enable the configuration of any dynamic systems-of-systems that contain both trusted and partially trusted resources and services sourced from multiple organizations. To assure mission-critical computations and workflows that rely on such systems-of-systems it is necessary to ensure that a given configuration does not violate any security or reliability requirements. Furthermore, it is necessary to model the trustworthiness of a workflow or computation fulfillment to a high level of assurance. In presenting the substance of the work done by the ACC-UCoE, this book provides a vision for assured cloud computing illustrating how individual research contributions relate to each other and to the big picture of assured cloud computing. In addition, the book: Explores dominant themes in cloud-based systems, including design correctness, support

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for big data and analytics, monitoring and detection, network considerations, and performance Synthesizes heavily cited earlier work on topics such as DARE, trust mechanisms, and elastic graphs, as well as newer research findings on topics, including R-Storm, and RAMP transactions Addresses assured cloud computing concerns such as game theory, stream processing, storage, algorithms, workflow, scheduling, access control, formal analysis of safety, and streaming Bringing together the freshest thinking and applications in one of today's most important topics, Assured Cloud Computing is a must-read for researchers and professionals in the fields of computer science and engineering, especially those working within industrial, military, and governmental contexts. It is also a valuable reference for advanced students of computer science.

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