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Fiber Optic Data Communication Casimer DeCusatis 2002-03-08 History of fiber optics / Jeff D. Montgomery -- Market analysis and business planning / Yann Y. Morvan and Ronald C. Lasky -- Small form factor fiber optic connectors / John Fox and Casimer DeCusatis -- Specialty fiber optic cables / Casimer DeCusatis and John Fox -- Optical wavelength division multiplexing for data communication networks / Casimer DeCusatis -- Optical backplanes, board and chip interconnects / Rainer Michalzik -- Parallel computer architectures using fiber optics / David B. Sher and Casimer DeCusatis -- Packaging assembly techniques / Ronald C. Lasky, Adam Singer, and Prashant Chouta -- InfiniBand, the interconnect from backplane to fiber / Ali Ghiasi -- New devices for optoelectronics : smart pixels / Barry L. Shoop, Andre H. Sayles, and Daniel M. Litynski -- Emerging technology for fiber optic data communication / Chung-Sheng Li -- Manufacturing challenges / Eric Maass.

Edexcel AS and a Level Modular Mathematics Core Mathematics 1 C1 Greg Attwood 2008-04 "This book helps in raising and sustaining motivation for better grades. These books are the best possible match to the specification, motivating readers by making maths easier to learn. They include complete past exam papers and student-friendly worked solutions which build up to practice questions, for all round exam preparation. These books also feature real-life applications of maths through the 'Life-links' and 'Why ...?' pages to show readers how this maths relates, presenting opportunities to stretch and challenge more apply students. Each book includes a Live Text CDROM which features: fully worked solutions examined step-by-step, animations for key learning points, and revision support through the Exam Cafe."--Publisher's description

Web Programming with HTML5, CSS, and JavaScript John Dean 2018-01-09 Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

Proceedings of the International Conference on Information Engineering, Management and Security 2015 Vignesh Ramakrishnan 2015-08-13 ICIEMS 2015 is the conference aim is to provide a platform for researchers, engineers, academicians as well as industrial professionals from all over the world to present their research results and development activities in Engineering Technology, Industrial Engineering, Application Level Security and Management Science. This conference provides opportunities for the delegates to exchange new ideas and application experiences face to face, to establish business or research relations and to find global partners for future collaboration.

The Google Story David A. Vise 2006 An inside look at the billion-dollar enterprise reveals how the Internet icon grew from a concept to a social phenomenon with a bold mission: to organize all of the world's information and make it easily accessible to people in more than one hundred languages. Reprint. 50,000 first printing.

Pro WPF 4.5 in C# Matthew MacDonald 2013-02-01 Microsoft's Windows Presentation Foundation (WPF) provides you with a development framework for building high-quality user experiences for the Windows operating system. It blends together rich content from a wide range of sources and allows you unparalleled access to the processing power of your Windows computer. Pro WPF 4.5 in C# provides a thorough, authoritative guide to how WPF really works. Packed with no-nonsense examples and practical advice you'll learn everything you need to know in order to use WPF in a professional setting. The book begins by building a firm foundation of elementary concepts, using your existing C# skills as a frame of reference, before moving on to discuss advanced concepts and demonstrate them in a hands-on way that emphasizes the time and effort savings that can be gained.

Multiprocessor Methods for Computer Graphics Rendering Scott Whitman 1992-11-02 This comprehensive work merges two of the hottest topics in computer science: parallel computing and computer graphics. Selected Topics from the Table of Contents: -Overview of Accelerated Rendering Techniques -Overview of Parallel Methods for Image Generation -Issues in Parallel Algorithm Development -Overview of Base Level Implementation -Comparison of Task Partitioning Schemes -Characterization of Other Parameters on Performance

Introduction to Data Compression Khalid Sayood 1996 This important new multimedia book concentrates on the significance of data compression for storing and transmitting large masses of information for all media types. Algorithms, examples, and discussions of official data compression standards for each medium allow practicing engineers and computer scientists to efficiently manipulate these growing masses of information.

Parallel Supercomputing in SIMD Architectures R. Michael Hord 1990-04-30 Parallel Supercomputing in SIMD Architectures is a survey book providing a thorough review of Single-Instruction-Multiple-Data machines, a type of parallel processing computer that has grown to importance in recent years. It was written to describe this technology in depth including the architectural concept, its history, a variety of hardware implementations, major programming languages, algorithmic methods, representative applications, and an assessment of benefits and drawbacks. Although there are numerous books on parallel processing, this is the first volume devoted entirely to the massively parallel machines of the SIMD class. The reader already familiar with low order parallel processing will discover a different philosophy of parallelism--the data parallel paradigm instead of the more familiar program parallel scheme. The contents are organized into nine chapters, rich with illustrations and tables. The first two provide introduction and background covering fundamental concepts and a description of early SIMD computers. Chapters 3 through 8 each address specific machines from the first SIMD supercomputer (Illiad IV) through several contemporary designs to some example research computers. The final chapter provides commentary and lessons learned. Because the test of any technology is what it can do, diverse applications are incorporated throughout, leading step by step to increasingly ambitious examples. The book is intended for a wide range of readers. Computer professionals will find sufficient detail to incorporate much of this material into their own endeavors. Program managers and applications system designers may find the solution to their requirements for high computational performance at an affordable cost. Scientists and engineers will find sufficient processing speed to make interactive simulation a practical adjunct to theory and experiment. Students will find a case study of an emerging and maturing technology. The general reader is afforded the opportunity to appreciate the power of advanced computing and some of the ramifications of this growing capability.

Liquid Crystal TV Displays E. Kaneko 1987-04-30 'Kaneko's work in the best manner is filling a gap in the present literature and will be a standard reference source for all people interested in LCD's.' Crystal Research and Technology, 1988

Human Computation Edith Law 2011-08-08 Human computation is a new and evolving research area that centers around harnessing human intelligence to solve computational problems that are beyond the scope of existing Artificial Intelligence (AI) algorithms. With the growth of the Web, human computation systems can now leverage the abilities of an unprecedented number of people via the Web to perform complex computation. There are various genres of human computation applications that exist today. Games with a purpose (e.g., the ESP Game) specifically target online gamers who generate useful data (e.g., image tags) while playing an enjoyable game. Crowdsourcing marketplaces (e.g., Amazon Mechanical Turk) are human computation systems that coordinate workers to perform tasks in exchange for monetary rewards. In identity verification tasks, users perform computation in order to gain access to some online content; an example is reCAPTCHA, which leverages millions of users who solve CAPTCHAs every day to correct words in books that optical character recognition (OCR)

programs fail to recognize with certainty. This book is aimed at achieving four goals: (1) defining human computation as a research area; (2) providing a comprehensive review of existing work; (3) drawing connections to a wide variety of disciplines, including AI, Machine Learning, HCI, Mechanism/Market Design and Psychology, and capturing their unique perspectives on the core research questions in human computation; and (4) suggesting promising research directions for the future. Table of Contents: Introduction / Human Computation Algorithms / Aggregating Outputs / Task Routing / Understanding Workers and Requesters / The Art of Asking Questions / The Future of Human Computation

The High Performance HMI Handbook Bill R. Hollifield 2008-01-01

New York Times Book Review and Magazine 1969

The Mark of the Dragonfly Jaleigh Johnson 2015-07-21 For fans of *Wrinkle in Time* and *The School of Good and Evil*, the New York Times bestseller *The Mark of the Dragonfly* is a fast-paced adventure story about a mysterious girl and a fearless boy, set in a magical world that is both exciting and dangerous. Piper has never seen the Mark of the Dragonfly until she finds the girl amid the wreckage of a caravan in the Meteor Fields. The girl doesn't remember a thing about her life, but the intricate tattoo on her arm is proof that she's from the Dragonfly Territories and that she's protected by the king. Which means a reward for Piper if she can get the girl home. The one sure way to the Territories is the 401, a great old beauty of a train. But a ticket costs more coin than Piper could make in a year. And stowing away is a difficult prospect--everyone knows that getting past the peculiar green-eyed boy who stands guard is nearly impossible. Life for Piper just turned dangerous. A little bit magical. And very exciting, if she can manage to survive the journey. Praise for *The Mark of the Dragonfly*: "This magnetic middle-grade debut...[is] a page-turner that defies easy categorization and ought to have broad appeal."--Publishers Weekly, Starred "Heart, brains, and courage find a home in a steampunk fantasy worthy of a nod from Baum."--Kirkus Reviews, Starred "A fantastic and original tale of adventure and magic...Piper is a heroine to fall in love with: smart, brave, kind, and mechanically inclined to boot."--School Library Journal, Starred "A complex and impeccably developed plot--there is plenty to recommend in this novel."--The Bulletin "Appealing characters and lots of action make it a good choice for young adventure readers."--Booklist

Communication and Computing Systems B.M.K. Prasad 2017-02-15 This book is a collection of accepted papers that were presented at the International Conference on Communication and Computing Systems (ICCCS-2016), Dronacharya College of Engineering, Gurgaon, September 9-11, 2016. The purpose of the conference was to provide a platform for interaction between scientists from industry, academia and other areas of society to discuss the current advancements in the field of communication and computing systems. The papers submitted to the proceedings were peer-reviewed by 2-3 expert referees. This volume contains 5 main subject areas: 1. Signal and Image Processing, 2. Communication & Computer Networks, 3. Soft Computing, Intelligent System, Machine Vision and Artificial Neural Network, 4. VLSI & Embedded System, 5. Software Engineering and Emerging Technologies.

Conference proceedings. ICT for language learning Pixel 2015

Compressed Video Over Networks Ming-Ting Sun 2000-09-22 This volume details the essential elements for designing optimal end-to-end systems. It progresses from the fundamentals of both video compression and networking technologies to an extensive summary of the constant and continuous interaction between the fields. The work seeks to respond to the proliferation of networked digital video applications in daily life with in-depth analyses of technical problems and solutions.

Data Communications and Computer Networks: A Business User's Approach Curt White 2015-01-01 Balancing the most technical concepts with practical everyday issues, DATABASE COMMUNICATIONS AND COMPUTER NETWORKS, 8e provides thorough coverage of the basic features, operations, and limitations of different types of computer networks--making it the ideal resource for future business managers, computer programmers, system designers, as well as home computer users. Offering a comprehensive introduction to computer networks and data communications, the book includes coverage of the language of computer networks as well as the effects of data communications on business and society. It provides full coverage of wireless technologies, industry convergence, compression techniques, network security, LAN technologies, VoIP, and error detection and correction. The Eighth Edition also offers up-to-the-minute coverage of near field communications, updated USB interface, lightning interface, and IEEE 802.11 ac and ad wireless standards, firewall updates, router security problems, the Internet of Things, cloud computing, zero-client workstations, and Internet domain names. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Parallel Architectures and Parallel Algorithms for Integrated Vision Systems Alok N. Choudary 1990-09-30 Computer vision is one of the most complex and computationally intensive problem. Like any other computationally intensive problems, parallel processing has been suggested as an approach to solving the problems in computer vision. Computer vision employs algorithms from a wide range of areas such as image and signal processing, advanced mathematics, graph theory, databases and artificial intelligence. Hence, not only are the computing requirements for solving vision problems tremendous but they also demand computers that are efficient to solve problems exhibiting vastly different characteristics. With recent advances in VLSI design technology, Single Instruction Multiple Data (SIMD) massively parallel computers have been proposed and built. However, such architectures have been shown to be useful for solving a very limited subset of the problems in vision. Specifically, algorithms from low level vision that involve computations closely mimicking the architecture and require simple control and computations are suitable for massively parallel SIMD computers. An Integrated Vision System (IVS) involves computations from low to high level vision to be executed in a systematic fashion and repeatedly. The interaction between computations and information dependent nature of the computations suggests that architectural requirements for computer vision systems can not be satisfied by massively parallel SIMD computers.

Industry 4.0 - Shaping The Future of The Digital World Paulo Jorge da Silva Bartolo 2020-10-06 The City of Manchester, once the birthplace of the 1st Industrial Revolution, is today a pioneering hub of the 4th Industrial Revolution (Industry 4.0), offering Industry 4.0 solutions in advanced materials, engineering, healthcare and social sciences. Indeed, the creation of some of the city's greatest academic institutions was a direct outcome of the industrial revolution, so it was something of a homecoming that the Sustainable Smart Manufacturing (S2M) Conference was hosted by The University of Manchester in 2019. The conference was jointly organised by The University of Manchester, The University of Lisbon and The Polytechnic of Leiria - the latter two bringing in a wealth of expertise in how Industry 4.0 manifests itself in the context of sustainably evolving, deeply-rooted cities. S2M-2019 instigated the development of 61 papers selected for publication in this book on areas of Smart Manufacturing, Additive Manufacturing and Virtual Prototyping, Materials for Healthcare Applications and Circular Economy, Design Education, and Urban Spaces.

Stuff You Should Know Josh Clark 2020-11-24 From the duo behind the massively successful and award-winning podcast *Stuff You Should Know* comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast *Stuff You Should Know* back in 2008 because they were curious--curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making *Stuff You Should Know* one of the most popular podcasts in the world. Armed

with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with *Stuff You Should Know*. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

Digital-Forensics and Watermarking Yun-Qing Shi 2016-03-30 This book constitutes revised selected papers from the 14th International Workshop on Digital-Forensics and Watermarking, IWDW 2015, held in Tokyo, Japan, in October 2015. The 35 papers presented in this volume were carefully reviewed and selected from 54 submissions. The contributions are organized in topical sections named: digital forensics; steganography and steganalysis; digital watermarking; reversible data hiding; and visual cryptography.

Wireless Video Communications Lajos Hanzo 2001-03-12 Bridging the gap between the video compression and communication communities, this unique volume provides an all-encompassing treatment of wireless video communications, compression, channel coding, and wireless transmission as a joint subject. WIRELESS VIDEO COMMUNICATIONS begins with relatively simple compression and information theoretical principles, continues through state-of-the-art and future concepts, and concludes with implementation-ready system solutions. This book's deductive presentation and broad scope make it essential for anyone interested in wireless communications. It systematically converts the lessons of Shannon's information theory into design principles applicable to practical wireless systems. It provides in a comprehensive manner "implementation-ready" overall system design and performance studies, giving cognizance to the contradictory design requirements of video quality, bit rate, delay, complexity error resilience, and other related system design aspects. Topics covered include information theoretical foundations block-based and convolutional channel coding very-low-bit-rate video codecs and multimode videophone transceivers high-resolution video coding using both proprietary and standard schemes CDMA/OFDM systems, third-generation and beyond adaptive video systems. WIRELESS VIDEO COMMUNICATIONS is a valuable reference for postgraduate researchers, system engineers, industrialists, managers and visual communications practitioners.

Graphics File Formats C. Wayne Brown 1994 The first comprehensive guide to graphical file formats that spans typical industry boundaries and graphical data types. It discusses and explains in clear English the key issues related to the implementation and design of file formats that store graphical data. This guide will be in demand because there is no universal standard for storage and transmission of graphical data.

Magnetic Resonance Imaging Stewart C. Bushong 2003-01-01 Dette er en grundlæggende lærebog om konventionel MRI samt billedteknik. Den begynder med et overblik over elektricitet og magnetisme, herefter gives en dybtgående forklaring på hvordan MRI fungerer og her diskuteres de seneste metoder i radiografisk billedtagning, patientsikkerhed m.v.

The Accidental Prime Minister Tom McLaughlin 2015-04-02 When Joe tells a local news reporter exactly what he would do if he were leader of the country, the video goes viral and Joe's speech becomes famous all over the world! Before long, people are calling for the current leader to resign and give someone else a go . . . and that's how an ordinary boy like Joe ended up with the most extraordinary job. Now the fun can really start . . . Hats for cats! Pet pigs for all! Banana shaped buses! Swimming pools on trains! A hilarious story of one boy's meteoric rise to power!

Reflective Liquid Crystal Displays Shin-Tson Wu 2001-06-08 The evolution of portable communications applications has been facilitated largely by the development of reflective LCD technology. Offering a unique insight into state-of-the art display technologies, Reflective Liquid Crystal Displays covers the basic operations principles, exemplary device structures and fundamental material properties of device components. Display engineers, scientists and technicians active in the field will welcome this unique resource, as will developers of a wide range of systems and applications. Graduate students and researchers will appreciate the introduction and technical insight into this exciting technology. Featuring: * Direct-view, projection and micro (virtual projection) reflective displays in the context of multi-media projectors, mobile internet and personal entertainment displays. * Optimisation of critical display attributes: fast response time, low voltage operation and wide angle viewing. * Description of the basic properties of liquid crystal materials and their incorporation into configurations for transmissive and reflective applications. * Examination of the various operations modes enabling the reader to select the appropriate display type to meet a variety of needs. * Overview and comparison of the complete range of reflective display technologies, and reflective LCD effects. The Society for Information Display (SID) is an international society which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical aspects through systems and prototypes to standards and ergonomics.

Advances in Visual Computing George Bebis 2015-12-17 The two volume set LNCS 9474 and LNCS 9475 constitutes the refereed proceedings of the 11th International Symposium on Visual Computing, ISVC 2015, held in Las Vegas, NV, USA in December 2015. The 115 revised full papers and 35 poster papers presented in this book were carefully reviewed and selected from 260 submissions. The papers are organized in topical sections: Part I (LNCS 9474) comprises computational bioimaging; computer graphics; motion and tracking; segmentation; recognition; visualization; mapping; modeling and surface reconstruction; advancing autonomy for aerial robotics; medical imaging; virtual reality; observing humans; spectral imaging and processing; intelligent transportation systems; visual perception and robotic systems. Part II (LNCS 9475): applications; 3D computer vision; computer graphics; segmentation; biometrics; pattern recognition; recognition; and virtual reality.

Information Security and Cryptology - ICISC 2014 Jooyoung Lee 2015-03-16 This book constitutes the thoroughly refereed post-conference proceedings of the 17th International Conference on Information Security and Cryptology, ICISC 2014, held in Seoul, South Korea in December 2014. The 27 revised full papers presented were carefully selected from 91 submissions during two rounds of reviewing. The papers provide the latest results in research, development and applications in the field of information security and cryptology. They are organized in topical sections on RSA security, digital signature, public key cryptography, block

ciphers, network security, mobile security, hash functions, information hiding and efficiency, cryptographic protocol, and side-channel attacks.

Lesson One: Revolution! Stuart J. Whitmore 2015-02-27 Confident that he understands what the founding fathers wanted and that the US has gone astray, and determined to restore liberty to the land, high school history teacher Dan Starney is willing to break the law to recruit his best students to his cause. He doesn't want a bloody revolution, but leaving the bloated federal government in place is not an option. When he is unwittingly drawn into the public spotlight as part of a school controversy, Dan feels the need to speed up his plans, but he's not sure what to do about Karena. Math teacher Karena Walsh has little interest in politics, unlike her late father. When she starts to suspect that Dan is doing something unethical and possibly dangerous, she decides to secretly find out what she can. As she learns more about Dan, her goal of investigating him starts to conflict with her growing romantic feelings toward him, and she finds more than her career and reputation at risk.

The Book of R Tilman M. Davies 2016-07-16 The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggviz, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

Conference Proceedings. The Future of Education Pixel 2015-07-01

Supercomputing Vladimir Voevodin 2017-03-09 This book constitutes the refereed proceedings of the Second Russian Supercomputing Days, RuSCDays 2016, held in Moscow, Russia, in September 2016. The 28 revised full papers presented were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections on the present of supercomputing: large tasks solving experience; the future of supercomputing: new technologies.

CAA2014: 21st Century Archaeology F. Giligny 2015-03-31 This volume brings together a selection of papers proposed for the Proceedings of the 42nd Computer Applications and Quantitative Methods in Archaeology conference (CAA), hosted at Paris 1 Pantheon-Sorbonne University from 22nd to 25th April 2014.

Health Information Science Xiaoxia Yin 2015-05-05 This book constitutes the refereed proceedings of the 4th International Conference on Health Information Science, HIS 2014, held in Melbourne, Australia, in May 2015. The 20 full papers and 5 short papers presented were carefully reviewed and selected from numerous submissions. The scope of the papers includes medical/health/biomedicine information resources such as patient medical records, devices and equipments, software and tools to capture, store, retrieve, process, analyze, and optimize the use of information in the health domain; data management, data mining, and knowledge discovery, all of which play a key role in decision making, management of public health, examination of standards, privacy and security issues; computer visualization and artificial intelligence for computer aided diagnosis; development of new architectures and applications for health information systems.

City of the Beasts Isabel Allende 2021-01-05 A search for the Beast, a Yeti-like creature within the heart of the Amazon, becomes a quest for self-discovery in this young adult coming-of-age story filled with international adventure, rich mythology, and magical realism from globally celebrated novelist Isabel Allende. Fifteen-year-old Alexander Cold has the chance to take the trip of a lifetime. Parting from his family and ill mother, Alexander joins his fearless grandmother, a magazine reporter for International Geographic, on an expedition to the dangerous, remote world of the Amazon. Their mission, along with the others on their team—including a celebrated anthropologist, a local guide and his young daughter Nadia, and a doctor—is to document the legendary Yeti of the Amazon known as the Beast. Under the dense canopy of the jungle, Alexander is amazed to discover much more than he could have imagined about the hidden worlds of the rain forest. Drawing on the strength of the jaguar, the totemic animal Alexander finds within himself, and the eagle, Nadia's spirit guide, both young people are led by the invisible People of the Mist on a thrilling and unforgettable journey to the ultimate discovery.

Color Hard Copy and Graphic Arts III Jan Bareš 1994

DVD Demystified Jim H. Taylor 2006 Accompanying DVD-ROM (i.e.: hybrid DVD-Video/DVD-ROM) contains ... "dynamic application of DVD technology with samples from Dolby, DTS, THX, IMAX, Joe Kane Productions, Microsoft, Widescreen Review, and others, plus audio/video tests, WebDVD, HTML files, spreadsheets, and more."--Page 4 of cover.

Parallel and Distributed Discrete Event Simulation Carl Tropper 2002 Discrete-event simulation has long been an integral part of the design process of complex engineering systems and the modelling of natural phenomena. Many of the systems that we seek to understand or control can be modelled as digital systems. In a digital model, we view the system at discrete instants of time, in effect taking snapshots of the system at these instants. For example, in a computer network simulation an event can be the sending of a message from one node to another node while in a VLSI logic simulation, the arrival of a signal at a gate may be viewed as an event. Digital systems such as computer systems are naturally susceptible to this approach. However, a variety of other systems may also be modelled this way. These include transportation systems such as air-traffic control systems, epidemiological models such as the spreading of a virus, and military war-gaming models. This book is representative of the advances in this field.

Pattern Recognition Jesús Ariel Carrasco-Ochoa 2015-06-03 This book constitutes the refereed proceedings of the 7th Mexican Conference on Pattern Recognition, MCPR 2015, held in Mexico City Mexico, in June 2015. The 30 revised full papers presented were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections on pattern recognition and artificial intelligence; image processing and analysis; robotics and computer vision; natural language processing and recognition; and applications of pattern recognition.