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KEY=DIGITAL - LEON RAIDEN

The Green Book

Appraisal and Evaluation in Central Government : Treasury Guidance

Stationery Office This new edition incorporates revised guidance from H.M Treasury which is designed to promote efficient policy development and resource allocation across government through the use of a thorough, long-term and analytically robust approach to the appraisal and evaluation of public service projects before significant funds are committed. It is the first edition to have been aided by a consultation process in order to ensure the guidance is clearer and more closely tailored to suit the needs of users.

Digital Design

With an Introduction to the Verilog HDL

Pearson Academic For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Engineering Digital Design

Revised Second Edition

Elsevier Engineering Digital Design, Second Edition provides the most extensive coverage of any available textbook in digital logic and design. The new REVISED Second Edition published in September of 2002 provides 5 productivity tools free on the accompanying CD ROM. This software is also included on the Instructor's Manual CD ROM and complete instructions accompany each software program. In the REVISED Second Edition modern notation combines with state-of-the-art treatment of the most important subjects in digital design to provide the student with the background needed to enter industry or graduate study at a competitive level. Combinatorial logic design and synchronous and asynchronous sequential machine design methods are given equal weight, and new ideas and design approaches are explored. The productivity tools provided on the accompanying CD are outlined below: [1] EXL-Sim2002 logic simulator: EXL-Sim2002 is a full-featured, interactive, schematic-capture and simulation program that is ideally suited for use with the text at either the entry or advanced-level of logic design. Its many features include drag-and-drop capability, rubber banding, mixed logic and positive logic simulations, macro generation, individual and global (or randomized) delay assignments, connection features that eliminate the need for wire connections, schematic page sizing and zooming, waveform zooming and scrolling, a variety of printout capabilities, and a host of other useful features. [2] BOOZER logic minimizer: BOOZER is a software minimization tool that is recommended for use with the text. It accepts entered variable (EV) or canonical (1's and 0's) data from K-maps or truth tables, with or without don't cares, and returns an optimal or near optimal single or multi-output solution. It can handle

up to 12 functions Boolean functions and as many inputs when used on modern computers. [3] ESPRESSO II logic minimizer: ESPRESSO II is another software minimization tool widely used in schools and industry. It supports advanced heuristic algorithms for minimization of two-level, multi-output Boolean functions but does not accept entered variables. It is also readily available from the University of California, Berkeley, 1986 VLSI Tools Distribution. [4] ADAM design software: ADAM (for Automated Design of Asynchronous Machines) is a very powerful productivity tool that permits the automated design of very complex asynchronous state machines, all free of timing defects. The input files are state tables for the desired state machines. The output files are given in the Berkeley format appropriate for directly programming PLAs. ADAM also allows the designer to design synchronous state machines, timing-defect-free. The options include the lumped path delay (LPD) model or NESTED CELL model for asynchronous FSM designs, and the use of D FLIP-FLOPs for synchronous FSM designs. The background for the use of ADAM is covered in Chapters 11, 14 and 16 of the REVISED 2nd Edition. [5] A-OPS design software: A-OPS (for Asynchronous One-hot Programmable Sequencers) is another very powerful productivity tool that permits the design of asynchronous and synchronous state machines by using a programmable sequencer kernel. This software generates a PLA or PAL output file (in Berkeley format) or the VHDL code for the automated timing-defect-free designs of the following: (a) Any 1-Hot programmable sequencer up to 10 states. (b) The 1-Hot design of multiple asynchronous or synchronous state machines driven by either PLDs or RAM. The input file is that of a state table for the desired state machine. This software can be used to design systems with the capability of instantly switching between several radically different controllers on a time-shared basis. The background for the use of A-OPS is covered in Chapters 13, 14 and 16 of the REVISED 2nd Edition.

Universal Design 2021: From Special to Mainstream Solutions

IOS Press Universal Design is a process for creating an equitable and sustainable society. It is a concept committed to recognizing and accepting each individual's potential and characteristics, and promoting the realization of a built environment that does not stigmatize users, but enables everyone to participate fully in their community. This book presents 32 articles from the 5th International Conference on Universal Design (UD2021). Previous Universal Design conferences have been organized biennially, but the 2020 conference was postponed due to COVID-19 restrictions, and eventually held online from 9 - 11 June 2021. UD2021 brings together a multidisciplinary group of experts from around the world to share knowledge and best practice with the common goal of shaping the way we design; avoiding stereotyped or discriminatory views and solutions that could stigmatize particular groups of

people. The articles are organized into chapters under seven broad themes: universal design and inclusive design; user experience and co-design; access to education and learning environment; web accessibility and usability of technology; architecture and the built environment; mobility and transport; and designing for older people. The current situation has highlighted not only the importance of web accessibility, the user-friendliness of interfaces and remote connections; during the last year, the importance and quality of our daily living environment, access to services and green space has also become ever more obvious. This book will be of particular interest to those working to enable all those with disabilities or impairments to live independently and participate fully in all aspects of life.

Digital VLSI Design with Verilog

A Textbook from Silicon Valley Technical Institute

Springer Science & Business Media Verilog and its usage has come a long way since its original invention in the mid-80s by Phil Moorby. At the time the average design size was around ten thousand gates, and simulation to validate the design was its primary usage. But between then and now designs have increased dramatically in size, and automatic logic synthesis from RTL has become the standard design ?ow for most design. Indeed, the language has evolved and been re-standardized too. Overtheyears,manybookshavebeenwrittenaboutVerilog.Myown,coauthored with Phil Moorby, had the goal of de?ning the language and its usage, providing - amples along the way. It has been updated with ?ve new editions as the language and its usage evolved. However this new book takes a very different and unique view; that of the designer. John Michael Williams has a long history of working and teaching in the ?eld of IC and ASIC design. He brings an indepth presentation of Verilog and how to use it with logic synthesis tools; no other Verilog book has dealt with this topic as deeply as he has. If you need to learn Verilog and get up to speed quickly to use it for synthesis, this book is for you. It is sectioned around a set of lessons including presentation and explanation of new concepts and approaches to design, along with lab sessions.

Software Receiver Design

Build your Own Digital Communication System in Five Easy Steps

Cambridge University Press Have you ever wanted to know how modern digital communications systems work? Find out with this step-by-step guide to building a complete digital radio that includes every element of a typical, real-world communication system. Chapter by chapter, you will create a MATLAB realization of the various pieces of the system, exploring the key ideas along the way, as well as analyzing and assessing the performance of each component. Then, in the final chapters, you will discover how all the parts fit together and interact as you build the complete receiver. In addition to coverage of crucial issues, such as timing, carrier recovery and equalization, the text contains over 400 practical exercises, providing invaluable preparation for industry, where wireless communications and software radio are becoming increasingly important. A variety of extra resources are also provided online, including lecture slides and a solutions manual for instructors.

Advances in Design and Digital Communication II

Proceedings of the 5th International Conference on Design and Digital Communication, Digicom 2021, November 4–6, 2021, Barcelos, Portugal

Springer Nature This book reports on research findings and practical lessons featuring advances in the areas of digital and interaction design, graphic design and branding, design education, society and communication in design practice, and related ones. Gathering the proceedings of the 5th International Conference on Digital Design and Communication, Digicom 2021, held on November 4–6, 2021, in Barcelos, Portugal, and continuing the tradition of the previous book, it describes new design strategies and solutions to foster digital communication within and between the society, institutions and brands. By highlighting innovative ideas and

reporting on multidisciplinary projects, it offers a source of inspiration for designers of all kinds, including graphic and web designers, UI, UX and social media designers, and to researchers, advertisers, artists, and brand and corporate communication managers alike.

The Data Science Design Manual

Springer This engaging and clearly written textbook/reference provides a must-have introduction to the rapidly emerging interdisciplinary field of data science. It focuses on the principles fundamental to becoming a good data scientist and the key skills needed to build systems for collecting, analyzing, and interpreting data. The Data Science Design Manual is a source of practical insights that highlights what really matters in analyzing data, and provides an intuitive understanding of how these core concepts can be used. The book does not emphasize any particular programming language or suite of data-analysis tools, focusing instead on high-level discussion of important design principles. This easy-to-read text ideally serves the needs of undergraduate and early graduate students embarking on an "Introduction to Data Science" course. It reveals how this discipline sits at the intersection of statistics, computer science, and machine learning, with a distinct heft and character of its own. Practitioners in these and related fields will find this book perfect for self-study as well. Additional learning tools: Contains "War Stories," offering perspectives on how data science applies in the real world Includes "Homework Problems," providing a wide range of exercises and projects for self-study Provides a complete set of lecture slides and online video lectures at www.data-manual.com Provides "Take-Home Lessons," emphasizing the big-picture concepts to learn from each chapter Recommends exciting "Kaggle Challenges" from the online platform Kaggle Highlights "False Starts," revealing the subtle reasons why certain approaches fail Offers examples taken from the data science television show "The Quant Shop" (www.quant-shop.com)

The Algorithm Design Manual

Springer Science & Business Media This newly expanded and updated second edition of the best-selling classic continues to take the "mystery" out of designing algorithms, and analyzing their efficacy and efficiency. Expanding on the first edition, the book now serves as the primary textbook of choice for algorithm design courses while maintaining its status as the premier practical reference guide to algorithms for programmers, researchers, and students. The reader-friendly Algorithm Design Manual provides straightforward access to combinatorial algorithms technology, stressing design over analysis. The first part, Techniques, provides accessible instruction on methods for designing and analyzing computer algorithms. The second part, Resources, is intended for browsing and reference, and comprises the catalog of algorithmic resources, implementations and an extensive bibliography. NEW to

the second edition: • Doubles the tutorial material and exercises over the first edition • Provides full online support for lecturers, and a completely updated and improved website component with lecture slides, audio and video • Contains a unique catalog identifying the 75 algorithmic problems that arise most often in practice, leading the reader down the right path to solve them • Includes several NEW "war stories" relating experiences from real-world applications • Provides up-to-date links leading to the very best algorithm implementations available in C, C++, and Java

Design and Implementation of Educational Games: Theoretical and Practical Perspectives

Theoretical and Practical Perspectives

IGI Global "This book will give readers a solid understanding of issues in educational game design and deployment in the classroom"--Provided by publisher.

Handbook of Research on Educational Design and Cloud Computing in Modern Classroom Settings

IGI Global In the digital age, the integration of technology has become a ubiquitous aspect of modern society. These advancements have significantly enhanced the field of education, allowing students to receive a better learning experience. The Handbook of Research on Educational Design and Cloud Computing in Modern Classroom Settings is a pivotal reference source for the latest research findings on the strategic role of cloud computing in education, teaching, and the learning process. Featuring extensive coverage on relevant areas such as personal learning environment, cloud-based learning, and educational models, this publication is an ideal resource for educators, professionals, school administrators, researchers, and practitioners in the field of education.

Health Care Delivery and Clinical Science: Concepts, Methodologies, Tools, and Applications

Concepts, Methodologies, Tools, and Applications

IGI Global The development of better processes to provide proper healthcare has enhanced contemporary society. By implementing effective collaborative strategies, this ensures proper quality and instruction for both the patient and medical practitioners. Health Care Delivery and Clinical Science: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on emerging strategies and methods for delivering optimal healthcare and examines the latest techniques and methods of clinical science. Highlighting a range of pertinent topics such as medication management, health literacy, and patient engagement, this multi-volume book is ideally designed for professionals, practitioners, researchers, academics, and graduate students interested in healthcare delivery and clinical science.

The Paper Office for the Digital Age, Fifth Edition

Forms, Guidelines, and Resources to Make Your Practice Work Ethically, Legally, and Profitably

Guilford Publications Significantly revised and updated to include online and computerized aspects of private practice, this essential manual has given many tens of thousands of clinicians the complete record-keeping and risk-reduction tools that every psychotherapy practice needs. The book provides effective methods for obtaining informed consent, planning treatment and documenting progress, managing HIPAA compliance, maintaining clinical and financial records, communicating with clients and third-party payers, and reducing malpractice risk. Drawing from the professional literature, it features key guidance and easy-to-digest pointers about the ethical, legal, and business aspects of practice. With a large-size format and lay-flat binding for easy photocopying of the 53

reproducible forms and handouts, the book includes a CD-ROM that lets purchasers customize and print the reproducible materials. New to This Edition: *Updated throughout to reflect today's greater use of electronic/digital technologies in practice management. *Chapter on insurance and billing, coping with managed care, and Medicare. *Chapter on private practice marketing, including Internet and social media dos and don'ts. *Expanded topics: HIPAA compliance, ICD-10, responding to subpoenas, and using online technologies for billing, communication, and record keeping. *Information about hundreds of websites dealing with all aspects of operating a practice. See also Clinician's Thesaurus, 7th Edition, and Clinician's Electronic Thesaurus, Version 7.0, by Edward L. Zuckerman, indispensable resources for conducting interviews and writing psychological reports.

Electronic Postage Systems

Technology, Security, Economics

Springer Science & Business Media This book offers the first comprehensive overview of contemporary systems for secure electronic/digital postage. It introduces a taxonomy of electronic postage systems and explains their security risks and countermeasures. The underlying cryptographic mechanisms are introduced and explained, and the industrial-scale electronic postage systems existing worldwide are sorted out with respect to this taxonomy. The author also discusses privacy and anonymous mail, the state of standardization of electronic postage, and the process of security evaluation and testing of electronic postage systems.

Cases on Digital Technologies in Higher Education: Issues and Challenges

Issues and Challenges

IGI Global "This book focuses on the institutionalization of technology into education, specifically, discussing the integration of technology (and new techniques) into various areas of higher education"--Provided by publisher.

Digital Logic and Computer Design

Pearson Education India This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design.

Graphic Design Solutions

Cengage Learning This best-selling text remains the most comprehensive, how-to reference on graphic design and advertising for print and interactive media, intended to serve as a foundation for a graphic design and advertising design education. Theory and applications are stressed with an instructive approach. Known for its thorough treatment of theory and major graphic design applications, this text concentrates on the integration of design principles and elements, providing hundreds of meaningful examples of their interaction throughout. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Manual to the Building Regulations

The book contains Manual to the Building Regulations for practice in United Kingdom

ECGBL2011-Proceedings of the 5th European Conference on Games Based Learning ECGBL2011

Academic Conferences and Publishing International

Harnessing VLSI System Design with EDA Tools

Springer Science & Business Media With the proliferation of VHDL, the reference material also grew in the same order. Today there is good amount of scholarly literature including many books describing various aspects of VHDL. However, an indepth review of these books reveals a different story. Many of them have emerged simply as an improved version of the manual. While some of them deal with the system design issues, they lack appropriate exemplifying to illustrate the concepts. Others give large number of examples, but lack the VLSI system design issues. In nutshell, the fact which gone unnoticed by most of the books, is the growth of the VLSI is not merely due to the language itself, but more due to the development of large number of third party tools useful from the FPGA or semicustom ASIC realization point of view. In the proposed book, the authors have synergized the VHDL programming with appropriate EDA tools so as to present a full proof system design to the readers. In this book along with the VHDL coding issues, the simulation and synthesis with the various toolsets enables the potential reader to visualize the final design. The VHDL design codes have been synthesized using different third party tools such as Xilinx Web pack Ver.11, Modelsim PE, Leonrado Spectrum and Synplify Pro. Mixed flow illustrated by using the above mentioned tools presents an insight to optimize the design with reference to the spatial, temporal and power metrics.

Digital Systems Design Using VHDL

Cengage Learning Written for advanced study in digital systems design, Roth/John's DIGITAL SYSTEMS DESIGN USING VHDL, 3E integrates the use of the industry-standard hardware description language, VHDL, into the digital design process. The book begins with a valuable review of basic logic design concepts before introducing the fundamentals of VHDL. The book concludes with detailed coverage of advanced VHDL topics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Gamification for Human Factors Integration: Social,

Education, and Psychological Issues

Social, Education, and Psychological Issues

IGI Global With the popularity and ease-of-access to internet technologies, especially social networking, a number of human-centered issues has developed including internet addiction and cyber bullying. In an effort to encourage positive behavior, it is believed that applying gaming principles to non-gaming environments through gamification can assist in improving human interaction online. Gamification for Human Factors Integration: Social, Educational, and Psychological Issues presents information and best practices for promoting positive behavior online through gamification applications in social, educational, and psychological contexts. Through up-to-date research and practical applications, educators, academicians, information technology professionals, and psychologists will gain valuable insight into human-internet interaction and a possible solution for improving the relationship between society and technology.

ECEL2009- 8th European Conference on E-Learning, ECEL2009

Academic Conferences Limited

Logic and Computer Design Fundamentals

Featuring a strong emphasis on the fundamentals underlying contemporary logic design using hardware description languages, synthesis and verification, this text focuses on the ever-evolving applications of basic computer design concepts.

Dispute System Design

Preventing, Managing, and Resolving Conflict

Stanford University Press Dispute System Design walks readers through the art of successfully designing a system for preventing, managing, and resolving conflicts and legally-framed disputes. Drawing on decades of expertise as instructors and consultants, the authors show how dispute systems design can be used within all types of organizations, including business firms, nonprofit organizations, and international and transnational bodies. This book has two parts: the first teaches readers the foundations of Dispute System Design (DSD), describing bedrock concepts, and case chapters exploring DSD across a range of experiences, including public and community justice, conflict within and beyond organizations, international and comparative systems, and multi-jurisdictional and complex systems. This book is intended for anyone who is interested in the theory or practice of DSD, who uses or wants to understand mediation, arbitration, court trial, or other dispute resolution processes, or who designs or improves existing processes and systems.

Site Planning

International Practice

MIT Press A comprehensive, state-of-the-art guide to site planning, covering planning processes, new technologies, and sustainability, with extensive treatment of practices in rapidly urbanizing countries. Cities are built site by site. Site planning—the art and science of designing settlements on the land—encompasses a range of activities undertaken by architects, planners, urban designers, landscape architects, and engineers. This book offers a comprehensive, up-to-date guide to site planning that is global in scope. It covers planning processes and standards, new technologies, sustainability, and cultural context, addressing the roles of all participants and stakeholders and offering extensive treatment of practices in rapidly urbanizing countries. Kevin Lynch and Gary Hack wrote the classic text on the subject, and this book takes up where the earlier book left off. It can be used as a textbook and will be an essential reference for practitioners. Site Planning consists of forty self-contained modules, organized into five parts: The Art of Site Planning, which presents site planning as a shared enterprise; Understanding Sites, covering the components of site analysis;

Planning Sites, covering the processes involved; Site Infrastructure, from transit to waste systems; and Site Prototypes, including housing, recreation, and mixed use. Each module offers a brief introduction, covers standards or approaches, provides examples, and presents innovative practices in sidebars. The book is lavishly illustrated with 1350 photographs, diagrams, and examples of practice.

Digital Communications

Digital Communications is a classic book in the area that is designed to be used as a senior or graduate level text. The text is flexible and can easily be used in a one semester course or there is enough depth to cover two semesters. Its comprehensive nature makes it a great book for students to keep for reference in their professional careers. This all-inclusive guide delivers an outstanding introduction to the analysis and design of digital communication systems. Includes expert coverage of new topics: Turbocodes, Turboequalization, Antenna Arrays, Digital Cellular Systems, and Iterative Detection. Convenient, sequential organization begins with a look at the history and classification of channel models and builds from there.

Foundations of Analog and Digital Electronic Circuits

Elsevier Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary world of digital systems. It will introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of "abstraction," the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems. +Balances circuits theory with practical digital electronics applications. +Illustrates concepts with real devices. +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach. +Written by two educators well known for their innovative teaching and research and their collaboration with industry. +Focuses on contemporary MOS technology.

Digital Health Innovation for Consumers, Clinicians, Connectivity and Community

Selected Papers from the 24th Australian National Health Informatics Conference (HIC 2016)

IOS Press In the last few decades, health informaticians have established the knowledge base and practical expertise to facilitate the development of ever-more capable technical systems, increased connectivity, expanded access and the greater mobility of e-health and information management systems, and we have witnessed the evolution from simple computer-based records to systems allowing intra-organisational, national, and even international communication and information exchange. This book presents 20 of the papers delivered at the 24th Australian National Health Informatics Conference (HIC 2016), held in Melbourne, Australia in July 2016. The primary theme of the 2016 conference is Digital Health Innovation for Consumers, Clinicians, Connectivity and Community. The papers included here reflect this theme, and highlight the cutting edge research evidence, technology updates and innovations that are fuelling the digital transformation of the healthcare sector. They cover a wide spectrum of fields and encompass major theoretical concepts, examples of key applications of new technologies and important new developments in the field of health informatics. The book provides a current overview of trends in health informatics, and will be of interest to all those involved in the planning, design, implementation and delivery of healthcare today.

Current Affairs May E-Book 2021 - Download PDF Now!

If you are appearing for any important Government

Competitive examination then having knowledge of recent current affairs is a must since many questions related to this section can be asked in the examination. Check out the Current Affairs May E-book 2021 to get complete information about the latest affairs & boost up your preparation now!

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Transforming Museums in the Twenty-first Century

Routledge In his book, Graham Black argues that museums must transform themselves if they are to remain relevant to 21st century audiences – and this root and branch change would be necessary whether or not museums faced a funding crisis. It is the result of the impact of new technologies and the rapid societal developments that we are all a part of, and applies not just to museums but to all arts bodies and to other agents of mass communication. Through comment, practical examples and truly inspirational case studies, this book allows the reader to build a picture of the transformed 21st century museum in practice. Such a museum is focused on developing its audiences as regular users. It is committed to participation and collaboration. It brings together on-site, online and mobile provision and, through social media, builds meaningful relationships with its users. It is not restricted by its walls or opening hours, but reaches outwards in partnership with its communities and with other agencies, including schools. It is a haven for families learning together. And at its heart lies prolonged user engagement with collections, and the conversations and dialogues that these

inspire. The book is filled to the brim with practical examples. It features: an introduction that focuses on the challenges that face museums in the 21st century an analysis of population trends and their likely impact on museums boxes showing ideas, models and planning suggestions to guide development examples and case studies illustrating practice in both large and small museums an up-to-date bibliography of landmark research, including numerous websites Sitting alongside Graham Black's previous book, The Engaging Museum, we now have a clear vision of a museum of the future that engages, stimulates and inspires the publics it serves, and plays an active role in promoting tolerance and understanding within and between communities.

Multidimensional Signal, Image, and Video Processing and Coding

Academic Press This book gives a concise introduction to both image and video processing, providing a balanced coverage between theory, applications and standards. It gives an introduction to both 2-D and 3-D signal processing theory, supported by an introduction to random processes and some essential results from information theory, providing the necessary foundation for a full understanding of the image and video processing concepts that follow. A significant new feature is the explanation of practical network coding methods for image and video transmission. There is also coverage of new approaches such as: super-resolution methods, non-local processing, and directional transforms. This book also has on-line support that contains many short MATLAB programs that complement examples and exercises on multidimensional signal, image, and video processing. There are numerous short video clips showing applications in video processing and coding, plus a copy of the vidview video player for playing .yuv video files on a Windows PC and an illustration of the effect of packet loss on H.264/AVC coded bitstreams. New to this edition: New appendices on random processes, information theory New coverage of image analysis – edge detection, linking, clustering, and segmentation Expanded coverage on image sensing and perception, including color spaces. Now summarizes the new MPEG coding standards: scalable video coding (SVC) and multiview video coding (MVC), in addition to coverage of H.264/AVC. Updated video processing material including new example on scalable video coding and more material on object- and region-based video coding. More on video coding for networks including practical network coding (PNC), highlighting the significant advantages of PNC for both video downloading and streaming. New coverage of super-resolution methods for image and video. Only R&D level tutorial that gives an integrated treatment of image and video processing - topics that are interconnected. New chapters on introductory random processes, information theory, and image enhancement and analysis Coverage and discussion of the latest standards in video coding: H.264/AVC and the new scalable video standard (SVC)

Scientific and Technical Aerospace Reports

Logically Determined Design

Clockless System Design with NULL Convention Logic

Wiley-Interscience Publisher Description

Reliability and Statistics in Transportation and Communication

Selected Papers from the 20th International Conference on Reliability and Statistics in Transportation and Communication, RelStat2020, 14-17 October 2020, Riga, Latvia

Springer Nature This book reports on cutting-edge theories and methods for analyzing complex systems, such as transportation and communication networks and discusses multi-disciplinary approaches to dependability problems encountered when dealing with complex systems in practice. The book presents the most noteworthy methods and results discussed at the International Conference on Reliability and Statistics in Transportation and Communication (RelStat), which took place remotely from Riga, Latvia, on October

14 – 17, 2020. It spans a broad spectrum of topics, from mathematical models and design methodologies, to software engineering, data security and financial issues, as well as practical problems in technical systems, such as transportation and telecommunications, and in engineering education.

Digit

Digital Systems Design Using Verilog

Cengage Learning DIGITAL SYSTEMS DESIGN USING VERILOG integrates coverage of logic design principles, Verilog as a hardware design language, and FPGA implementation to help electrical and computer engineering students master the process of designing and testing new hardware configurations. A Verilog equivalent of authors Roth and John's previous successful text using VHDL, this practical book presents Verilog constructs side-by-side with hardware, encouraging students to think in terms of desired hardware while writing synthesizable Verilog. Following a review of the basic concepts of logic design, the authors introduce the basics of Verilog using simple combinational circuit examples, followed by models for simple sequential circuits. Subsequent chapters ask readers to tackle more and more complex designs. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Revolutionizing the Interaction between State and Citizens through Digital Communications

IGI Global Networked communication technologies have drastically changed the relationship between States and their citizens. This fundamental shift has eased civilians' ability to access information and organize groups like never before, creating the need to re-examine existing theories. Revolutionizing the Interaction between State and Citizens through Digital Communications evaluates the relationship between governments and their constituents, and how this relationship is impacted by emerging technologies. Discussing both developed and underdeveloped nations, this book provides a comparison for the ongoing shift in societies, serving as a critical reference for legal professionals, activists, government employees, academics, and students.

Remote Instrumentation Services on the e-Infrastructure Applications and Tools

Springer Science & Business Media The book focuses on all aspects related to the effective exploitation of remote instrumentation and to the building of complex virtual laboratories on top of real devices and infrastructures. These include service oriented architecture (SOA) and related middleware, high-speed networking in support of Grid applications, wireless Grids for acquisition devices and sensor networks, Quality Service (QoS) provisioning for real-time control, measurement instrumentation and methodology, as well as metrology issues in distributed systems.

Handbook of Research on Emerging Rule-Based Languages and Technologies: Open Solutions and Approaches

Open Solutions and Approaches

IGI Global "This book provides a comprehensive collection of state-of-the-art advancements in rule languages"--Provided by publisher.