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Internet of Things, Smart Spaces, and Next Generation Networks and Systems

Atomic Nanoscale Technology in the Nuclear Industry

Advanced Multimedia and Ubiquitous Engineering

Ubiquitous Computing and Ambient Intelligence

Healthcare Systems and Health Informatics

Electrical Solitons

An Anthology of Modern Russian Folk Tales

Game Physics Cookbook

Theory, Design, and Applications

Theory, Knowledge, Development and Politics

A Materials Balance Approach

Ambient Intelligence

2016 Symposium on Communications and Vehicular Technologies (SCVT)

MicroPython for ESP8266 Development Workshop

Poseidon-T

Economics and the Environment

MUE/FutureTech 2018

Wireless Technologies

MUE/FutureTech 2017

Ad-Hoc, Mobile, and Wireless Networks

Internet Networks

Second International Conference, GOODTECHS 2016, Venice, Italy, November 30 -

December 1, 2016, Proceedings

e-Infrastructure and e-Services

Nano-Semiconductors

Squirrels on Skis

Circuits, Systems, and Devices

18th International Conference on Ad-Hoc Networks and Wireless, ADHOC-NOW 2019,

Luxembourg, Luxembourg, October 1-3, 2019, Proceedings

Hawaiki Rising

Service Robots

LPWAN Technologies for IoT and M2M Applications

Using Internet of Things

Advanced Multimedia and Ubiquitous Engineering

IoT and Low-Power Wireless

Smart Objects and Technologies for Social Good

15th European Conference, Aml 2019, Rome, Italy, November 13-15, 2019,

Proceedings

7th International Conference, AFRICOMM 2015, Cotonou, Benin, December 15-16,

2015, Revised Selected Papers

Blink Once

JOURNAL OF ICT STANDARDIZATION

18th International Conference, NEW2AN 2018, and 11th Conference, RuSMART 2018, St. Petersburg, Russia, August 27-29, 2018, Proceedings

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MAXIMO VILLEGAS

Internet of Things, Smart Spaces, and Next Generation Networks and Systems Packt Publishing Ltd

Poseidon is the star of his rugby team and his fans love him. Especially the young Gonzalo, who dreams of meeting Poseidon in more than one way. One day, at the big game, his dream comes true, only it's different than he thought because aliens are attacking earth...

Poseidon T is the new graphic novel from Franze, one of the authors of the successful Black Wade.

Atomic Nanoscale Technology in the Nuclear Industry CRC Press

A savvy connoisseur's guide from the editors of the world's most popular cannabis platform. Cannabis is at the very beginning of a craft and educational renaissance. It is emerging from the legislative shadows and a

second awakening is occurring: people are proactively seeking information about how to properly consume and enjoy it. And cannabis is a wildly diverse product, even more so than alcohol. Consumers can experience not only different flavor profiles, but also different cerebral and body effects; they can consume using different methods, from vaporization to combustion to topical application; and they can pick and choose between an ever-growing number of different strains and products. *THE LEAFLY GUIDE TO CANNABIS* provides all the best tips to navigating this growing market in a definitive guide that will enhance every user's enjoyment and high.

Advanced Multimedia and Ubiquitous Engineering Routledge

West is a high school senior who has everything going for him until an accident leaves him paralyzed. Strapped down in his hospital bed, slipping in and out of consciousness, West is terrified and alone. Until

he meets Olivia. She's the girl next door-sort of. A patient in the room next to his, only Olivia can tell what West is thinking, and only Olivia seems to know that the terrible dreams he's been having are not just a result of his medication. Yet as West comes to rely on Olivia-to love her, even-certain questions pull at him: Why has Olivia been in the hospital for so long? And what does it mean that she is at the center of his nightmares? But the biggest question of all comes when West begins to recover and learns that the mysterious girl he's fallen in love with has a secret he could never have seen coming.

Ubiquitous Computing and Ambient Intelligence Springer Nature

The dominant medium for soliton propagation in electronics, nonlinear transmission line (NLTL) has found wide application as a testbed for nonlinear dynamics and KdV phenomena as well as for practical applications in ultra-sharp pulse/edge generation and novel nonlinear communication schemes

in electronics. While many texts exist covering solitons in general, there is as yet no source that provides a comprehensive treatment of the soliton in the electrical domain. Drawing on the award winning research of Carnegie Mellon's David S. Ricketts, *Electrical Solitons Theory, Design, and Applications* is the first text to focus specifically on KdV solitons in the nonlinear transmission line. Divided into three parts, the book begins with the foundational theory for KdV solitons, presents the core underlying mathematics of solitons, and describes the solution to the KdV equation and the basic properties of that solution, including collision behaviors and amplitude-dependent velocity. It also examines the conservation laws of the KdV for loss-less and lossy systems. The second part describes the KdV soliton in the context of the NLTL. It derives the lattice equation for solitons on the NLTL and shows the connection with the KdV equation as well as the governing equations for a lossy NLTL. Detailing the transformation between KdV theory and what we measure on the

oscilloscope, the book demonstrates many of the key properties of solitons, including the inverse scattering method and soliton damping. The final part highlights practical applications such as sharp pulse formation and edge sharpening for high speed metrology as well as high frequency generation via NLTL harmonics. It describes challenges to realizing a robust soliton oscillator and the stability mechanisms necessary, and introduces three prototypes of the circular soliton oscillator using discrete and integrated platforms.

Healthcare Systems and Health Informatics

Random House Books for Young Readers
Learn CMake through a series of task-based recipes that provide you with practical, simple, and ready-to-use CMake solutions for your code
Key Features
Learn to configure, build, test, and package software written in C, C++, and Fortran
Progress from simple to advanced tasks with examples tested on Linux, macOS, and Windows
Manage code complexity and library dependencies with reusable CMake building blocks
Book Description
CMake is cross-platform, open-

source software for managing the build process in a portable fashion. This book features a collection of recipes and building blocks with tips and techniques for working with CMake, CTest, CPack, and CDash. CMake Cookbook includes real-world examples in the form of recipes that cover different ways to structure, configure, build, and test small- to large-scale code projects. You will learn to use CMake's command-line tools and master modern CMake practices for configuring, building, and testing binaries and libraries. With this book, you will be able to work with external libraries and structure your own projects in a modular and reusable way. You will be well-equipped to generate native build scripts for Linux, MacOS, and Windows, simplify and refactor projects using CMake, and port projects to CMake. What you will learn
Configure, build, test, and install code projects using CMake
Detect operating systems, processors, libraries, files, and programs for conditional compilation
Increase the portability of your code
Refactor a large codebase into modules

with the help of CMake Build multi-language projects Know where and how to tweak CMake configuration files written by somebody else Package projects for distribution Port projects to CMake Who this book is for If you are a software developer keen to manage build systems using CMake or would like to understand and modify CMake code written by others, this book is for you. A basic knowledge of C++, C, or Fortran is required to understand the topics covered in this book.

Electrical Solitons

University of Hawaii Press This book constitutes the proceedings of the Second EAI international Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2016, held in Venice, Italy, November 30 - December 1, 2016. The 38 revised full papers were carefully reviewed and selected from 73 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way.

Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.

An Anthology of Modern Russian Folk Tales CRC Press

Objectives - Bring papers on new developments, innovations and standards to the readers - Cover pre-development, including technologies with potential of becoming a standard, as well as developed / deployed standards - Publish on-going work including work with potential of becoming a standard technology - Publish papers giving explanation of standardization and innovation process and the link between standardization and innovation. - Publish tutorial type papers giving new comers a understanding of standardization and innovation Aims & Scope Aims: - The aims of this journal is to publish standardized as well as related work making "standards" accessible to a wide public - from practitioners to new comers. The journal aims at publishing in-depth as well as overview work including papers

discussing standardization process and those helping new comers to understand how standards work. Scope: - Bring up-to-date information regarding standardization in the field of Information and Communication Technology (ICT) covering all protocol layers and technologies in the field Background - Standardization is essential for our society as well as economy from usage to communication between different devices, including interoperability - Standardization gives choice and reduces cost of the products - Standards make technology or create path for technologies to be available globally - As standards / standardization is essential part of human society, it is essential for people to understand standards and all aspects related to it *Game Physics Cookbook* Springer This volume interrogates the popularity of problematic theories in the study of Africa and Africans in the 21st century. The book provides ethnographic and intellectual material for scholars seeking to rethink and reimagine a

number of externally imposed theories used (un-)consciously in Africa, with the intention of raising awareness and fostering critical thinking amongst scholars theorising Africa. With its theorising focus and contributors drawn from diverse disciplines and geographical locations, the book is both a pacesetter on how to think, research and theorise Africa, and an invaluable asset for social scientists, development practitioners, civil society activists and leaders in the politics and economy of everyday life on the continent. It poses an invitation to those seeking to re-embrace and reconnect with theory as an indispensable ingredient and determinant of quality in critical production and consumption of knowledge on Africa and of relevance to Africans.

Theory, Design, and Applications Academic Press

Building Blocks for IoT Analytics River Publishers

Theory, Knowledge, Development and Politics Bloomsbury Publishing USA

This monograph length report, first published in 1970, originated from a program of research at

Resources for the Future that dealt with the management of residuals and of environmental quality. It presents some of the broad concepts that the program was based on and represents the effort to break out of the traditional approach in pollution and policy research, which had treated air, water, and solid waste problems as separate categories. This book will be of interest to students of economics and environmental studies.

A Materials Balance Approach Langaa RPCIG

This book constitutes the thoroughly refereed proceedings of the 7th International Conference on e-Infrastructure and e-Services for Developing Countries, AFRICOMM 2015, held in Cotonou, Benin, in December 2015. The 25 papers were carefully selected from 51 submissions and cover topics such as communication infrastructure, access to information, green IT applications and security, health.

Ambient Intelligence

Building Blocks for IoT Analytics LPWAN Technologies for IoT and M2M Applications provides insight into LPWAN technologies, also

presenting a wide range of applications and a discussion on security issues and future challenges and research directions. This book is a beneficial and insightful resource for university researchers, graduate students and R&D engineers who are designing networks and implementing IoT applications. To support new requirements for this emerging industry, a new paradigm of Low Power Wide Area Networks (LPWAN) has recently evolved, including LoRa, Sigfox and NB-IoT, hence this book presents the latest updates.

2016 Symposium on Communications and Vehicular Technologies (SCVT) Springer

This book covers the fundamentals of IoT and healthcare systems for carrying out system architectures, protocols, wearable devices, and interoperability. It explores major challenges in artificial intelligence (AI) and smart computing in resource-constrained IoT-based applications along with cost, energy efficiency, and the availability of quality service. Healthcare Systems and Health Informatics: Using Internet of Things

explores the role of AI and smart computing in health informatics and healthcare with an emphasis on clinical data management and analysis for precise prediction and prompt action. It presents cutting-edge tracking, monitoring, real-time assistance, and security for IoT in healthcare and broadly discusses wearable sensors and IoT devices and their role in smart living assistance. The book goes on to describe a system model and architecture for a clear picture of energy conservation-based IoT in healthcare and explains the challenges and opportunities with IoT-based healthcare industries. A study of the threats and impacts, along with the need for information security, is also included. The chapters are written by experts in the field, and this book provides a comprehensive description of the important aspects of IoT and health from a beginner- to advanced-level perspective and is ideal for researchers, academicians, students, persons in industry, technologists, and entrepreneurs.

MicroPython for ESP8266 Development

Workshop Nobrow

This book presents the combined proceedings of the 12th International Conference on Multimedia and Ubiquitous Engineering (MUE 2018) and the 13th International Conference on Future Information Technology (Future Tech 2018), both held in Salerno, Italy, April 23 - 25, 2018. The aim of these two meetings was to promote discussion and interaction among academics, researchers and professionals in the field of ubiquitous computing technologies. These proceedings reflect the state of the art in the development of computational methods, involving theory, algorithms, numerical simulation, error and uncertainty analysis and novel applications of new processing techniques in engineering, science, and other disciplines related to ubiquitous computing. *Poseidon-T* CRC Press
This new Beginner Book about manic skiing squirrels—by J. Hamilton Ray with illustrations by Pascal Lemaitre—has the feeling of an old classic read-aloud. "Nobody knew how the mania grew. First there was one, and then there were two. Three more came gliding from under the trees. LOOK! On

the hill. Those are squirrels on skis! Below lay the town, snow-covered and still. Not a sound could be heard. All was silent, until . . . Swwwishhhh swooped the skiers, all dressed for play. Eighty-five squirrels and more on the way!" As you can imagine, the townsfolk are NOT amused. Can intrepid reporter Sally Sue Breeze find out where the squirrels are getting their skis-and make them stop skiing long enough to eat lunch-before pest-control guy Stanley Powers sucks them up in his vacuum device? (Don't worry—Sally triumphs in a most unexpected way.) With delightfully understated, funny illustrations by Pascal Lemaitre, this is the perfect book for beginning readers to curl up and chill out with on a snow day—or any day! Originally created by Dr. Seuss, Beginner Books encourage children to read all by themselves, with simple words and illustrations that give clues to their meaning. [Economics and the Environment](#) Packt Publishing Ltd
Discover over 100 easy-to-follow recipes to help you implement efficient game physics and

collision detection in your games

About This Book
Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games

Get a hands-on experience of building a rigid body physics engine

Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D.

What You Will Learn
Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes

In Detail
Physics is really important for game programmers

who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By

the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

MUE/FutureTech 2018 MDPI

The Symposium is aimed at presenting and discussing the latest scientific and technical advances in communication systems and vehicular communication technology This year's symposium is themed around the Internet of Things and Machine to Machine communications

Wireless Technologies
Packt Publishing Ltd

Developments at the nanoscale are leading to new possibilities and challenges for nuclear applications in areas ranging from medicine to international commerce to atomic power production/waste treatment. Progress in

nanotech is helping the nuclear industry slash the cost of energy production. It also continues to improve application reliability and safety measures, which remain a critical concern, especially since the reactor disasters in Japan. Exploring the new wide-ranging landscape of nuclear function, *Atomic Nanoscale Technology in the Nuclear Industry* details the breakthroughs in nanoscale applications and methodologies that are revolutionizing power production, biotechnology, and material science. Developments in atomic nanoscale technology have given us the ability to: Use ion beams to investigate and optimize radiation energy losses at the nanoscopic level Assess nanoscopic safety circumstances involved in a reactor failure Analyze characteristics of nuclear spacecraft operating in the nanogravity of deep space Evaluate light collection enhancement for digital X-ray detection Apply brachytherapy using radioisotopes for cancer therapy Treat nuclear waste at the nanoscopic level Use systems-thinking decision making to analyze financial progress of

nanotech in the energy industry Assess safety (and safety management methods) for nuclear nanomaterials used in plant operations Representing a first step in multi-combinatorial research, this text incorporates advanced studies that use Monte Carlo and solid-state measurement (including radiation detection) methods. Researchers used these to demonstrate the potential to upgrade methods of radiation protection and nuclear reactor operation (safety, waste disposal, etc.). The author also addresses how we can use nanotechnology to address industrial concerns and enhance nuclear medicine techniques. He highlights several nanomaterial systems and devices to illustrate developments in this area. About the Author: Taeho Woo launched the specialized field of atomic multinology (interdisciplinary research of nuclear technology), which combines the application of information technology, biotechnology, and nanotechnology in the nuclear industry. **MUE/FutureTech 2017** PE Press

Attuned to a world of natural signs—the stars, the winds, the curl of ocean swells—Polynesian explorers navigated for thousands of miles without charts or instruments. They sailed against prevailing winds and currents aboard powerful double canoes to settle the vast Pacific Ocean. And they did this when Greek mariners still hugged the coast of an inland sea, and Europe was populated by stone-age farmers. Yet by the turn of the twentieth century, this story had been lost and Polynesians had become an oppressed minority in their own land. Then, in 1975, a replica of an ancient Hawaiian canoe—Hōkūle‘a—was launched to sail the ancient star paths, and help Hawaiians reclaim pride in the accomplishments of their ancestors. *Hawaiki Rising* tells this story in the words of the men and women who created and sailed aboard Hōkūle‘a. They speak of growing up at a time when their Hawaiian culture was in danger of extinction; of their vision of sailing ancestral sea-routes; and of the heartbreaking loss of Eddie Aikau in a courageous effort to save his crewmates when

Hōkūle'a capsized in a raging storm. We join a young Hawaiian, Nainoa Thompson, as he rediscovers the ancient star signs that guided his ancestors, navigates Hōkūle'a to Tahiti, and becomes the first Hawaiian to find distant landfall without charts or instruments in a thousand years. *Hawaiki Rising* is the saga of an astonishing revival of indigenous culture by voyagers who took hold of the old story and sailed deep into their ancestral past.

Ad-Hoc, Mobile, and Wireless Networks
Springer

Internet-of-Things (IoT) Analytics are an integral element of most IoT applications, as it provides the means to extract knowledge, drive actuation services and optimize decision making. IoT analytics will be a major contributor to IoT business value in the coming years, as it will enable organizations to process and fully leverage large amounts of IoT data, which are nowadays largely underutilized. *The Building Blocks of IoT Analytics* is devoted to the presentation the main technology building blocks that comprise advanced IoT analytics systems. It introduces IoT

analytics as a special case of BigData analytics and accordingly presents leading edge technologies that can be deployed in order to successfully confront the main challenges of IoT analytics applications. Special emphasis is paid in the presentation of technologies for IoT streaming and semantic interoperability across diverse IoT streams. Furthermore, the role of cloud computing and BigData technologies in IoT analytics are presented, along with practical tools for implementing, deploying and operating non-trivial IoT applications. Along with the main building blocks of IoT analytics systems and applications, the book presents a series of practical applications, which illustrate the use of these technologies in the scope of pragmatic applications. Technical topics discussed in the book include: Cloud Computing and BigData for IoT analytics Searching the Internet of Things Development Tools for IoT Analytics Applications IoT Analytics-as-a-Service Semantic Modelling and Reasoning for IoT Analytics IoT analytics for Smart Buildings IoT analytics for

Smart Cities Operationalization of IoT analytics Ethical aspects of IoT analytics This book contains both research oriented and applied articles on IoT analytics, including several articles reflecting work undertaken in the scope of recent European Commission funded projects in the scope of the FP7 and H2020 programmes. These articles present results of these projects on IoT analytics platforms and applications. Even though several articles have been contributed by different authors, they are structured in a well thought order that facilitates the reader either to follow the evolution of the book or to focus on specific topics depending on his/her background and interest in IoT and IoT analytics technologies. The compilation of these articles in this edited volume has been largely motivated by the close collaboration of the co-authors in the scope of working groups and IoT events organized by the Internet-of-Things Research Cluster (IERC), which is currently a part of EU's Alliance for Internet of Things Innovation (AIOTI).