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KEY=GENERAL - SAIGE CAMACHO

MATHEMATICAL FOUNDATIONS OF COMPUTER NETWORKING

Addison-Wesley *"To design future networks that are worthy of society's trust, we must put the 'discipline' of computer networking on a much stronger foundation. This book rises above the considerable minutiae of today's networking technologies to emphasize the long-standing mathematical underpinnings of the field." –Professor Jennifer Rexford, Department of Computer Science, Princeton University "This book is exactly the one I have been waiting for the last couple of years. Recently, I decided most students were already very familiar with the way the net works but were not being taught the fundamentals–the math. This book contains the knowledge for people who will create and understand future communications systems." –Professor Jon Crowcroft, The Computer Laboratory, University of Cambridge The Essential Mathematical Principles Required to Design, Implement, or Evaluate Advanced Computer Networks Students, researchers, and professionals in computer networking require a firm conceptual understanding of its foundations. Mathematical Foundations of Computer Networking provides an intuitive yet rigorous introduction to these essential mathematical principles and techniques. Assuming a basic grasp of calculus, this book offers sufficient detail to serve as the only reference many readers will need. Each concept is described in four ways: intuitively; using appropriate mathematical notation; with a numerical example carefully chosen for its relevance to networking; and with a numerical exercise for the reader. The first part of the text presents basic concepts, and the second part introduces four theories in a progression that has been designed to gradually deepen readers' understanding. Within each part, chapters are as self-contained as possible. The first part covers probability; statistics; linear algebra; optimization; and signals, systems, and transforms. Topics range from Bayesian networks to hypothesis testing, and eigenvalue computation to Fourier transforms. These preliminary chapters establish a basis for the four theories covered in the second part of the book: queueing theory, game theory, control theory, and information theory. The second part also demonstrates how mathematical concepts can be applied to issues such as contention for limited resources, and the optimization of network responsiveness, stability, and throughput.*

COMPUTER NETWORKS

16TH CONFERENCE, CN 2009, WISLA, POLAND, JUNE 16-20, 2009. PROCEEDINGS

Springer Science & Business Media *The continuous and very intense development of IT has resulted in the fast development of computer networks. Computer networks, as well as the entire ?eldofIT,aresubjectto constantchangestriggeredbythegeneraltechnological advancement and the in?uence of new IT technologies.These methods and tools of designing and modeling computer networks are becoming more advanced. Above all, the scope of their application is growing thanks to, for example, the results of new research and because of new proposals of application, which not long ago were not even taken into consideration. These new applications stimulate the development of scienti?c research, as the broader application of system solutions based on computer networks results in a wide range of both theoretical and practical problems. This book proves that and the contents of its chapters concern a variety of topics and issues. Generally speaking, the contents can be divided into several subject groups. The ?rst group of contributions concerns new technologies applied in computer networks,particularlythoserelatedto nano,molecularandquantumtechnology.*

QUALITY OF SERVICE IN IP NETWORKS

FOUNDATIONS FOR A MULTI-SERVICE INTERNET

Sams *Quality of Service (QoS) is a standards effort to provide consistent levels of service despite delivery problems. Providing students with an understanding of the technologies and techniques that will*

enable Internet QoS, this book is for courses in network management.

COMPUTER NETWORKING PROBLEMS AND SOLUTIONS

AN INNOVATIVE APPROACH TO BUILDING RESILIENT, MODERN NETWORKS

Addison-Wesley Professional *Master Modern Networking by Understanding and Solving Real Problems Computer Networking Problems and Solutions offers a new approach to understanding networking that not only illuminates current systems but prepares readers for whatever comes next. Its problem-solving approach reveals why modern computer networks and protocols are designed as they are, by explaining the problems any protocol or system must overcome, considering common solutions, and showing how those solutions have been implemented in new and mature protocols. Part I considers data transport (the data plane). Part II covers protocols used to discover and use topology and reachability information (the control plane). Part III considers several common network designs and architectures, including data center fabrics, MPLS cores, and modern Software-Defined Wide Area Networks (SD-WAN). Principles that underlie technologies such as Software Defined Networks (SDNs) are considered throughout, as solutions to problems faced by all networking technologies. This guide is ideal for beginning network engineers, students of computer networking, and experienced engineers seeking a deeper understanding of the technologies they use every day. Whatever your background, this book will help you quickly recognize problems and solutions that constantly recur, and apply this knowledge to new technologies and environments. Coverage Includes · Data and networking transport · Lower- and higher-level transports and interlayer discovery · Packet switching · Quality of Service (QoS) · Virtualized networks and services · Network topology discovery · Unicast loop free routing · Reacting to topology changes · Distance vector control planes, link state, and path vector control · Control plane policies and centralization · Failure domains · Securing networks and transport · Network design patterns · Redundancy and resiliency · Troubleshooting · Network disaggregation · Automating network management · Cloud computing · Networking the Internet of Things (IoT) · Emerging trends and technologies*

ANNOTATED BIBLIOGRAPHY OF THE LITERATURE ON RESOURCE SHARING COMPUTER NETWORKS

COMPUTER NETWORK SECURITY

Springer Science & Business Media *A comprehensive survey of computer network security concepts, methods, and practices. This authoritative volume provides an optimal description of the principles and applications of computer network security in particular, and cyberspace security in general. The book is thematically divided into three segments: Part I describes the operation and security conditions surrounding computer networks; Part II builds from there and exposes readers to the prevailing security situation based on a constant security threat; and Part III - the core - presents readers with most of the best practices and solutions currently in use. It is intended as both a teaching tool and reference. This broad-ranging text/reference comprehensively surveys computer network security concepts, methods, and practices and covers network security tools, policies, and administrative goals in an integrated manner. It is an essential security resource for undergraduate or graduate study, practitioners in networks, and professionals who develop and maintain secure computer network systems.*

ECONOMICS OF GRIDS, CLOUDS, SYSTEMS, AND SERVICES

Springer

AUCTION THEORY FOR COMPUTER NETWORKS

Cambridge University Press *Acquire the tools to address emerging challenges in modern computer networks with this multidisciplinary review of the fundamentals.*

COMPUTER NETWORKS

18TH CONFERENCE, CN 2011, USTRON, POLAND, JUNE 14-18, 2011. PROCEEDINGS

Springer Science & Business Media *This book constitutes the refereed proceedings of the 18th Conference on Computer Networks, CN 2011, held in Ustron, Poland, in June 2011. The 50 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers can be divided into the following subject groups: molecular networks; network issues related to nano and quantum technology; new technologies related to the Computer Networks; fundamentals of computer networks architecture and programming; internet networks; data security in distributed systems; industrial computer networks; applications of computer networks.*

OBLIVIOUS NETWORK ROUTING

ALGORITHMS AND APPLICATIONS

MIT Press *Versatile solutions to routing network flows in unpredictable circumstances, presenting both mathematical tools and applications.*

NETWORKING 2006. NETWORKING TECHNOLOGIES, SERVICES, PROTOCOLS; PERFORMANCE OF COMPUTER AND COMMUNICATION NETWORKS; MOBILE AND WIRELESS COMMUNICATIONS SYSTEMS

5TH INTERNATIONAL IFIP-TC6 NETWORKING CONFERENCE, COIMBRA, PORTUGAL, MAY 15-19, 2006, PROCEEDINGS

Springer *Here are the refereed proceedings of the 5th International IFIP-TC6 Networking Conference, NETWORKING 2006. The 88 revised full papers and 31 poster papers are organized in topical sections on caching and content management, mobile ad-hoc networks, mobility/handoff, monitoring/measurements, multicast, multimedia, optical networks, peer-to-peer, resource management and QoS, routing, topology and location awareness, traffic engineering, transport protocols, wireless networks, and wireless sensor networks.*

CONTENT-CENTRIC NETWORKS

AN OVERVIEW, APPLICATIONS AND RESEARCH CHALLENGES

Springer *This book introduces Content-Centric Networking (CCN), a networking paradigm that provides a simple and effective solution to the challenging demands of future wired and wireless communications. It provides an overview of the recent developments in the area of future internet technologies, bringing together the advancements that have been made in Information-Centric Networking (ICN) in general, with a focus on CCN. It begins with an introduction to the basics of CCN is followed by an overview of the current internet paradigm and its challenges. Next, an application perspective has been included, where the authors encompass the selected applications for CCN with recent refereed research and developments. These applications include Internet of Things (IoT), Smart Grid, Vehicular Ad hoc Networks (VANETs), and Wireless Sensor Networks (WSNs). The book is a useful reference source for practising researchers, and can be used as supporting material for undergraduate and graduate level courses in computer science and electrical engineering.*

NBS SPECIAL PUBLICATION

OFFICIAL GAZETTE OF THE UNITED STATES PATENT AND TRADEMARK OFFICE

TRADEMARKS

COMPUTER NETWORKING

A TOP-DOWN APPROACH

Addison-Wesley Longman *Computer Networkingprovides a top-down approach to this study by beginning with applications-level protocols and then working down the protocol stack. Focuses on a specific motivating example of a network-the Internet-as well as introducing students to protocols in a more theoretical context. New short "interlude" on "putting it all together" that follows the coverage of application, transport, network, and datalink layers ties together the various components of the Internet architecture and identifying aspects of the architecture that have made the Internet so successful. A new chapter covers wireless and mobile networking, including in-depth coverage of Wi-Fi, Mobile IP and GSM. Also included is expanded coverage on BGP, wireless security and DNS. This book is designed for readers who need to learn the fundamentals of computer networking. It also has extensive material, on the very latest technology, making it of great interest to networking professionals.*

TOP-DOWN NETWORK DESIGN

Cisco Press *A systems analysis approach to enterprise network design Master techniques for checking the health of an existing network to develop a baseline for measuring performance of a new network*

design Explore solutions for meeting QoS requirements, including ATM traffic management, IETF controlled-load and guaranteed services, IP multicast, and advanced switching, queuing, and routing algorithms Develop network designs that provide the high bandwidth and low delay required for real-time applications such as multimedia, distance learning, and videoconferencing Identify the advantages and disadvantages of various switching and routing protocols, including transparent bridging, Inter-Switch Link (ISL), IEEE 802.1Q, IGRP, EIGRP, OSPF, and BGP4 Effectively incorporate new technologies into enterprise network designs, including VPNs, wireless networking, and IP Telephony Top-Down Network Design, Second Edition, is a practical and comprehensive guide to designing enterprise networks that are reliable, secure, and manageable. Using illustrations and real-world examples, it teaches a systematic method for network design that can be applied to campus LANs, remote-access networks, WAN links, and large-scale internetworks. You will learn to analyze business and technical requirements, examine traffic flow and QoS requirements, and select protocols and technologies based on performance goals. You will also develop an understanding of network performance factors such as network utilization, throughput, accuracy, efficiency, delay, and jitter. Several charts and job aids will help you apply a top-down approach to network design. This Second Edition has been revised to include new and updated material on wireless networks, virtual private networks (VPNs), network security, network redundancy, modularity in network designs, dynamic addressing for IPv4 and IPv6, new network design and management tools, Ethernet scalability options (including 10-Gbps Ethernet, Metro Ethernet, and Long-Reach Ethernet), and networks that carry voice and data traffic. Top-Down Network Design, Second Edition, has a companion website at http://www.topdownbook.com, which includes updates to the book, links to white papers, and supplemental information about design resources. This book is part of the Networking Technology Series from Cisco Press¿ which offers networking professionals valuable information for constructing efficient networks, understanding new technologies, and building successful careers.

MODELING AND OPTIMIZATION OF CLOUD-READY AND CONTENT-ORIENTED NETWORKS

Springer This book focuses on modeling and optimization of cloud-ready and content-oriented networks in the context of different layers and accounts for specific constraints following from protocols and technologies used in a particular layer. It addresses a wide range of additional constraints important in contemporary networks, including various types of network flows, survivability issues, multi-layer networking, and resource location. The book presents recent existing and new results in a comprehensive and cohesive way. The contents of the book are organized in five chapters, which are mostly self-contained. Chapter 1 briefly presents information on cloud computing and content-oriented services, and introduces basic notions and concepts of network modeling and optimization. Chapter 2 covers various optimization problems that arise in the context of connection-oriented networks. Chapter 3 focuses on modeling and optimization of Elastic Optical Networks. Chapter 4 is devoted to overlay networks. The book concludes with Chapter 5, summarizing the book and present recent research trends in the field of network optimization.

COMPUTER NETWORKS

27TH INTERNATIONAL CONFERENCE, CN 2020, GDAŃSK, POLAND, JUNE 23–24, 2020, PROCEEDINGS

Springer Nature This book constitutes the thoroughly refereed proceedings of the 27th International Conference on Computer Networks, CN 2020, held in June 2020. Due to the COVID-19 pandemic the conference was held virtually. The 14 full papers presented were carefully reviewed and selected from 34 submissions. They are organized according to the topical sections on computer networks; cybersecurity and quality of service; queueing theory and queueing networks.

DISTRIBUTED COMPUTER AND COMMUNICATION NETWORKS

23RD INTERNATIONAL CONFERENCE, DCCN 2020, MOSCOW, RUSSIA, SEPTEMBER 14–18, 2020, REVISED SELECTED PAPERS

Springer Nature This book constitutes the refereed post-conference proceedings of the 23rd International Conference on Distributed and Computer and Communication Networks, DCCN 2020, held in Moscow, Russia, in September 2020. The 54 revised full papers and 1 revised short paper were carefully reviewed and selected from 167 submissions. The papers cover the following topics: computer and communication networks; analytical modeling of distributed systems; and distributed systems applications.

ANNOTATED BIBLIOGRAPHY OF THE LITERATURE ON RESOURCE SHARING COMPUTER NETWORKS

NETWORKING 2004: NETWORKING TECHNOLOGIES, SERVICES, AND PROTOCOLS; PERFORMANCE OF COMPUTER AND COMMUNICATION NETWORKS; MOBILE AND WIRELESS COMMUNICATIONS

NETWORKING TECHNOLOGIES, SERVICES, AND PROTOCOLS; PERFORMANCE OF COMPUTER AND COMMUNICATION NETWORKS; MOBILE AND WIRELESS COMMUNICATIONS THIRD INTERNATIONAL IFIP-TC6 NETWORKING CONFERENCE ATHENS, GREECE, MAY 9–14, 2004, PROCEEDINGS

Springer *This book contains the refereed proceedings of the 3rd International IFIP-TC6 Networking Conference, Networking 2004. Conferences in the Networking series span the interests of several distinct, but related, TC6 working groups, including Working Groups 6.2, 6.3, and 6.8. Re?ecting this, the conference was structured with three Special Tracks: (i) Networking Technologies, Services, and Protocols; (ii) Performance of Computer and Communication Networks; and (iii) Mobile and Wireless Communications. However, beyond providing a forum for the presentation of high-quality - search in various complementary aspects of networking, the conference was also targetedtocontributingtoauni?edviewofthe?eldandtofosteringtheinter- tion and exchange of fruitful ideas between the various related (and overlapping) specialized subcommunities therein. Towards this second objective, more than a few conference sessions (and thematic sections in this book) 'cut across' the Special Tracks, along more generic or fundamental concepts. Networking 2004 was fortunate to attract very high interest among the c- munity, and the conference received 539 submissions from 44 countries in all ?ve continents. These ?gures correspond to a remarkable increase in subm- sions from the previous very successful events (roughly, a 156% increase over Networking 2000 and 71% over Networking 2002), and indicate that Netw- king conferences are progressively becoming established as worldwide reference events in the ?eld.*

NETWORKING 2005 NETWORKING TECHNOLOGIES, SERVICES, AND PROTOCOLS; PERFORMANCE OF COMPUTER AND COMMUNICATION NETWORKS; MOBILE AND WIRELESS COMMUNICATIONS SYSTEMS

4TH INTERNATIONAL IFIP-TC6 NETWORKING CONFERENCE, WATERLOO, CANADA, MAY 2-6, 2005, PROCEEDINGS

Springer Science & Business Media *This book constitutes the refereed proceedings of the 4th International IFIP-TC6 Networking Conference, NETWORKING 2005, held in Waterloo, Canada in May 2005. The 105 revised full papers and 36 posters were carefully reviewed and selected from 430 submissions. The papers are organized in topical sections on peer-to-peer networks, Internet protocols, wireless security, network security, wireless performance, network service support, network modeling and simulation, wireless LAN, optical networks, Internet performance and Web applications, ad-hoc networks, adaptive networks, radio resource management, Internet routing, queuing models, monitoring, network management, sensor networks, overlay multicast, QoS, wirless scheduling, multicast traffic management and engineering, mobility management, bandwith management, DCMA, and wireless resource management.*

DEPARTMENT OF DEFENSE AUTHORIZATION FOR APPROPRIATIONS FOR FISCAL YEAR 2006

HEARINGS BEFORE THE COMMITTEE ON ARMED SERVICES, UNITED STATES SENATE, ONE HUNDRED NINTH CONGRESS, FIRST SESSION, ON S. 1042, TO AUTHORIZE APPROPRIATIONS FOR FISCAL YEAR 2006 FOR MILITARY ACTIVITIES OF THE DEPARTMENT OF DEFENSE, FOR MILITARY CONSTRUCTION, AND FOR DEFENSE ACTIVITIES OF THE DEPARTMENT OF ENERGY, TO PRESCRIBE PERSONNEL STRENGTHS FOR SUCH FISCAL YEAR FOR THE ARMED FORCES, AND FOR OTHER PURPOSES

REAL-TIME COMMUNICATION AND COORDINATION IN EMBEDDED SENSOR NETWORKS

Sensor networks can be considered distributed computing platforms with many severe constraints, including limited CPU speed, memory size, power, and bandwidth. Individual nodes in sensor networks are typically unreliable and the network topology dynamically changes, possibly frequently. Sensor networks also differ because of their tight interaction with the physical environment via sensors and actuators. Because of this interaction, we find that sensor networks are very data-centric. Due to all of these differences, many solutions developed for general distributed computing platforms and for ad-hoc networks cannot be applied to sensor networks. After discussing several motivating applications, this paper first discusses the state of the art with respect to general research challenges, then focuses on more specific research challenges that appear in the networking, operating system, and middleware layers. For some of the research challenges, initial solutions or approaches are identified.

COMPUTER LITERATURE BIBLIOGRAPHY: 1964-1967

ADVANCES IN COMPUTER COMMUNICATIONS AND NETWORKS FROM GREEN, MOBILE, PERVASIVE NETWORKING TO BIG DATA COMPUTING

CRC Press *Recent developments in computer communications and networks have enabled the deployment of exciting new areas such as Internet of Things and collaborative big data analysis. The design and implementation of energy efficient future generation communication and networking technologies also require the clever research and development of mobile, pervasive, and large-scale computing technologies. Advances in Computer Communications and Networks: from Green, Mobile, Pervasive Networking to Big Data Computing studies and presents recent advances in communication and*

networking technologies reflecting the state-of-the-art research achievements in novel communication technology and network optimization. Technical topics discussed in the book include: Data Center NetworksMobile Ad Hoc NetworksMultimedia NetworksInternet of ThingsWireless SpectrumNetwork Optimization.This book is ideal for personnel in computer communication and networking industries as well as academic staff and collegial, master, Ph.D. students in computer science, computer engineering, electrical engineering and telecommunication systems.

MICROSOFT? BACKOFFICE? SMALL BUSINESS SERVER BIBLE

Wiley *Everything You Need to Network Your Growing Business Combining the robustness of Microsoft BackOffice with the ease of its new server console, Small Business Server (SBS) provides an integrated network solution for organizations with fewer than 25 PCs. Packed with real-world examples, Microsoft® BackOffice® Small Business Server Bible reveals everything you'll ever need to know to implement, fine-tune, and support SBS — whether you're a network administrator, computer consultant, office computer guru, or tech-savvy entrepreneur just starting out. Inside, you'll find complete coverage of Small Business Server Prepare your network for proper loading of SBS Master the intricacies of Windows NT, Exchange Server, and IIS technology Facilitate e-mail and fax communications with Microsoft Outlook and Fax service Create and publish secure Web sites and multiple intranet sites with FrontPage and IIS Small Business Server Tasks Configure Windows 95 and Windows NT workstation client computers Expand your electronic commerce capabilities with SQL Server Implement sound policies for preventive maintenance and backup support CD-ROM includes sign-up software for Caslink ISP, Plus trial versions of: Computer Associates InocuLAN Computer Associates ARCserve Storage Suite Norton Anti-Virus for NT Server @Backup for Small Business Server Diskeeper Lite Goldmine 4.0 Workgroup Contract Management Shareware programs are fully functional, free trial versions of copyrighted programs. If you like particular programs, register with their authors for a nominal fee and receive licenses, enhanced versions, and technical support. Freeware programs are free, copyrighted games, applications, and utilities. You can copy them to as many PCs as you like—free—but they have no technical support. www.idgbooks.com System Requirements: Server: Pentium 100 or RISC-based Alpha processor, 64MB RAM, 2GB hard drive, CD-ROM, network adapter card, Super VGA monitor with 1MB VRAM, 28.8 modem Client: Windows 95 or Windows NT Workstation 4.0, 16MB RAM, 486DX/66 MHz processor, up to 57MB hard disk space, network interface card, VGA adapter*

THE IRS MISSION

Government Printing Office

INTERNAL REVENUE BULLETIN

THE USER'S DIRECTORY OF COMPUTER NETWORKS

Elsevier *Your map through the network jungle. Here's how to track down virtually every network available to academics and researchers. This new book, with its detailed compilation of host- level information, provides everything you need to locate resources, send mail to colleagues and friends worldwide, and answer questions about how to access major national and international networks. Extensively cross- referenced information on ARPANET/MILNET, BITNET, CSNET, Esnet, NSFNET, SPAN, THEnet, USENET, and loads of others is all provided. Included are detailed lists of hosts, site contacts, administrative domains, and organizations. Plus, a tutorial chapter with handy reference tables reveals electronic mail 'secrets' that make it easier to take advantage of networking.*

ECONOMICS OF GRIDS, CLOUDS, SYSTEMS, AND SERVICES

7TH INTERNATIONAL WORKSHOP, GECON 2010, ISCHIA, ITALY, AUGUST 31, 2010, PROCEEDINGS

Springer *The commercial exploitation of distributed computing technologies is slowly starting to become popular under the general area of cloud computing. These solutions allow selling and buying of resources (i.e., computing, network, software, and data resources) on demand. Existing solutions in this area are diverse, ranging from Infrastructure-- a-Service (IaaS) models via Platform-as-a-Service (PaaS) to Software-as-a-Service (SaaS) models. Although the economics of these services is not yet fully understood and the interoperability between such services is still lacking, a common market for computing services is slowly developing. Such a market would allow buyers and sellers of computing services to trade their excess capacity or make available their capacity at a cost. However, it is still not p- sible for a market participant to act as a resource provider or seller, or trade based on the current level of demand. Another example of a developing open market is the emergence of Web2.0-based services. These enable consumers to create new services by aggregating services from multiple providers. The benefit of these solutions is that "value" can be created by combining services at different prices.*

CATALOG OF NATIONAL BUREAU OF STANDARDS PUBLICATIONS, 1966-1976: CITATIONS AND ABSTRACTS

COMPUTER NETWORKING ESSENTIALS

Cisco Press *"Computer Networking Essentials" starts with an introduction to networking concepts. Readers learn computer networking terminology and history, and then dive into the technical concepts involved in sharing data across a computer network.*

METHODS AND APPLICATIONS FOR ADVANCING DISTANCE EDUCATION TECHNOLOGIES: INTERNATIONAL ISSUES AND SOLUTIONS

INTERNATIONAL ISSUES AND SOLUTIONS

IGI Global *Provides communication technologies, intelligent technologies, and quality educational pedagogy for advancing distance education for both teaching and learning.*

SCIENTIFIC AND TECHNICAL AEROSPACE REPORTS

Lists citations with abstracts for aerospace related reports obtained from world wide sources and announces documents that have recently been entered into the NASA Scientific and Technical Information Database.

NETWORK WORLD

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

EMBEDDED AND UBIQUITOUS COMPUTING - EUC 2005

INTERNATIONAL CONFERENCE EUC 2005, NAGASAKI, JAPAN, DECEMBER 6-9, 2005, PROCEEDINGS

Springer Science & Business Media *Welcome to the proceedings of the 2005 IFIP International Conference on - bedded and Ubiquitous Computing (EUC 2005), which was held in Nagasaki, Japan, December 6–9, 2005. Embedded and ubiquitous computing is emerging rapidly as an exciting new paradigm to provide computing and communication services all the time, - erywhere. Its systems are now pervading every aspect of life to the point that they are hidden inside various appliances or can be worn unobtrusively as part of clothing and jewelry. This emergence is a natural outcome of research and technological advances in embedded systems, pervasive computing and c- munications, wireless networks, mobile computing, distributed computing and agent technologies, etc. Its tremendous impact on academics, industry, gove- ment, and daily life can be compared to that of electric motors over the past century, in fact it but promises to revolutionize life much more profoundly than elevators, electric motors or even personal computers. The EUC 2005 conference provided a forum for engineers and scientists in academia, industry, and government to address profound issues including te- nical challenges, safety, and social, legal, political, and economic issues, and to present and discuss their ideas, results, work in progress, and experience on all aspects of embedded and ubiquitous computing.*

SIMULTANEOUS ANALYSIS OF NONLINEAR NETWORKS ON A DIGITAL COMPUTER

The purpose of this investigation was to develop the necessary techniques and algorithms to allow the solution of a general nonlinear network on a large scale digital computer. The network equations describing a general nonlinear network were developed from basic principles to obtain a final formulation that describes the network as a set of nonlinear differential equations. Since these equations must be solved numerically, a method that gives the minimum set of equations was chosen. This formulation is the state variable form with the capacitive voltages and inductive currents chosen as the variables. The existence and uniqueness of the analytical solution was shown to exist if the partial derivatives of the parametric network functions are continuous functions. Computer algorithms were developed to accept the schematic network representation and the nonlinear parameter functions, and generated all the required topological and parametric relationships. The numerical experiments conducted during the course of this investigation verify the accuracy of simulation and the versatility of the methods developed in analyzing general nonlinear networks. (Author).

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

NETWORK AND PARALLEL COMPUTING

11TH IFIP WG 10.3 INTERNATIONAL CONFERENCE, NPC 2014, ILAN, TAIWAN, SEPTEMBER 18-20, 2014, PROCEEDINGS

Springer *This book constitutes the proceedings of the 11th IFIP WG 10.3 International Conference on Network and Parallel Computing, NPC 2014, held in Ilan, Taiwan, in September 2014. The 42 full papers and 24 poster papers presented were carefully reviewed and selected from 196 submissions. They are organized in topical sections on systems, networks, and architectures, parallel and multi-core technologies, virtualization and cloud computing technologies, applications of parallel and distributed computing, and I/O, file systems, and data management.*