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RECOGNIZING PATTERNS IN SIGNALS, SPEECH, IMAGES, AND VIDEOS

ICPR 2010 CONTENTS, ISTANBUL, TURKEY, AUGUST 23-26, 2010, CONTEST REPORTS

[Springer Science & Business Media](#) This book constitutes the refereed contest reports of the 20th International Conference on Pattern Recognition, ICPR 2010, held in Istanbul, Turkey, in August 2010. The 31 revised full papers presented were carefully reviewed and selected. The papers are organized in topical sections on BiHTR - Bi-modal handwritten Text Recognition, CAMCOM 2010 - Verification of Video Source Camera Competition, CDC - Classifier Domains of Competence, GEPR - Graph Embedding for Pattern Recognition, ImageCLEF@ICPR - Information Fusion Task, ImageCLEF@ICPR - Visual Concept Detection Task, ImageCLEF@ICPR - Robot Vision Task, MOBIO - Mobile Biometry Face and Speaker Verification Evaluation, PR in HIMA - Pattern Recognition in Histopathological Images, SDHA 2010 - Semantic Description of Human Activities.

THE UNAUTHORIZED GUIDE TO WINDOWS MILLENNIUM

[Que Publishing](#) Demonstrates the operating system's newest features while offering detailed documentation on dual booting, customizing components, the Windows Registry, maximizing memory, system maintenance, security, and Web integration.

THE COMPLETE FREEBSD

DOCUMENTATION FROM THE SOURCE

"[O'Reilly Media, Inc.](#)" This practical guidebook explains not only how to get a computer up and running with the FreeBSD operating system, but how to turn it into a highly functional and secure server that can host large numbers of users and disks, support remote access and provide key parts of the Inter

RETRO GAMING HACKS

TIPS & TOOLS FOR PLAYING THE CLASSICS

"[O'Reilly Media, Inc.](#)" Maybe it was the recent Atari 2600 milestone anniversary that fueled nostalgia for the golden days of computer and console gaming. Every Game Boy must ponder his roots from time to time. But whatever is driving the current retro gaming craze, one thing is certain: classic games are back for a big second act, and they're being played in both old and new ways. Whether you've just been attacked by Space Invaders for the first time or you've been a Pong junkie since puberty, Chris Kohler's Retro Gaming Hacks is the indispensable new guide to playing and hacking classic games. Kohler has compiled tons of how-to information on retro gaming that used to take days or weeks of web surfing to track down and sort through, and he presents it in the popular and highly readable Hacks style. Retro Gaming Hacks serves up 85 hard-nosed hacks for reviving the classic games. Want to game on an original system? Kohler shows you how to hack ancient hardware, and includes a primer for home-brewing classic software. Rather adapt today's equipment to run retro games? Kohler provides emulation techniques, complete with instructions for hacking a classic joystick that's compatible with a contemporary computer. This book also teaches readers to revive old machines for the original gaming experience: hook up an Apple II or a Commodore 64, for example, and play it like you played before. A video game journalist and author of Power Up: How Japanese Video Games Gave the World an Extra Life, Kohler has taught the history of video games at Tufts University. In Retro Gaming Hacks, he locates the convergence of classic games and contemporary software, revealing not only how to retrofit classic games for today's systems, but how to find the golden oldies hidden in contemporary programs as well. Whether you're looking to recreate the magic of a Robotron marathon or simply crave a little handheld Donkey Kong, Retro Gaming Hacks shows you how to set the way-back dial.

FEDORA 12 INSTALLATION GUIDE

[Fultus Corporation](#) The official "Fedora 12 Installation Guide" covers installation of Fedora, a Linux distribution built on free and open source software.

GAME DEVELOPMENT PATTERNS AND BEST PRACTICES

[Packt Publishing Ltd](#) Utilize proven solutions to solve common problems in game development About This Book Untangle your game development workflow, make cleaner code, and create structurally solid games Implement key programming patterns that will enable you to make efficient AI and remove duplication Optimize your game using memory management techniques Who This Book Is For If you are a game developer who wants to solve commonly-encountered issues or have some way to communicate to other developers in a standardized format, then this book is for you. Knowledge of basic game programming principles and C++ programming is assumed. What You Will Learn Learn what design patterns are and why you would want to use them Reduce the maintenance burden with well-tested, cleaner code Employ the singleton pattern effectively to reduce your compiler workload Use the factory pattern to help you create different objects with the same creation logic and reduce coding time Improve game performance with Object Pools Allow game play to interact with physics or graphics in an abstract way Refractor your code to remove common code smells In Detail You've learned how to program, and you've probably created some simple games at some point, but now you want to build larger projects and find out how to resolve your problems. So instead of a coder, you might now want to think like a game developer or software engineer. To organize your code well, you need certain tools to do so, and that's what this book is all about. You will learn techniques to code quickly and correctly, while ensuring your code is modular and easily understandable. To begin, we will start with the core game programming patterns, but not the usual way. We will take the use case strategy with this book. We will take an AAA standard game and show you the hurdles at multiple stages of development. Similarly, various use cases are used to showcase other patterns such as the adapter pattern, prototype pattern, flyweight pattern, and observer pattern. Lastly, we'll go over some tips and tricks on how to refactor your code to remove common code smells and make it easier for others to work with you. By the end of the book you will be proficient in using the most popular and frequently used patterns with the best practices. Style and approach This book takes a step-by-step real-life case studies approach. Every pattern is first explained using a bottleneck. We will show you a problem in your everyday workflow, and then introduce you to the pattern, and show you how the pattern will resolve the situation.

UPGRADING AND REPAIRING PCS

[Que Publishing](#) This is the newest comprehensive update to the world's #1 guide to PC repair and maintenance. World-renowned PC hardware expert Scott Mueller has thoroughly updated his legendary Upgrading and Repairing PCs to reflect today's latest PC technologies, and added a new DVD with more than two hours of digital video demonstrating PC maintenance and repair, which can be watched on either their DVD-equipped PCs or any DVD player. Mueller presents updated coverage of every significant PC component: processors, motherboards, memory, the BIOS, IDE and SCSI interfaces, drives, removable and optical storage, video and audio hardware, USB, FireWire, Internet connectivity, LANs, power supplies, even PC cases. This book also contains a detailed troubleshooting

index designed to help readers rapidly diagnose more than 250 common PC hardware problems, as well as an extensive vendor contact guide, and a comprehensive PC technical glossary.

ABSOLUTE BEGINNER'S GUIDE TO UPGRADING AND FIXING YOUR PC

[Que Publishing](#) **Absolute Beginner's Guide to Upgrading and Fixing Your PC** is a comprehensive, non-technical guide to upgrading your computer and fixing common problems. It provides step-by-step instructions for specific types of upgrades, fast and easy ways to troubleshoot common computer problems - and how to restore your system to working order after a bad upgrade. Included are instructions for the following types of system enhancements: * Adding new USB, serial, parallel, and FireWire ports * Adding bigger hard disks and more system memory * Upgrading to better mice and keyboards * Upgrading to new printers, faxes, and scanners * Upgrading to bigger monitors and more powerful video cards * Upgrading for digital photography and digital video editing * Upgrading for TV and DVD viewing * Upgrading for digital music playback * Upgrading for enhanced game play * Installing a wired or wireless network * Speeding up your Internet connection * Upgrading your operating system to Windows XP

WINDOWS 95 GAME DEVELOPER'S GUIDE USING THE GAME SDK

The **Windows 95 Game Programming Developer's Guide Using the Game SDK** explains the details of the Game SDK with examples that help you develop games for Windows 95. Written in a straightforward manner, this book efficiently delivers the information you need. You'll quickly learn the elements of game development. Unique tips and techniques to using DirectDraw, DirectSound, and DirectPlay will help you create professional games that you can market. If you're programming games for Windows 95, the **Windows 95 Game Developer's Guide Using the Game SDK** delivers the information you need to succeed.

PYTHON, PYGAME AND RASPBERRY PI GAME DEVELOPMENT

[Apress](#) Gain the basics of Python and use PyGame to create fast-paced video games with great graphics and sounds. You'll also learn about object oriented programming (OOP) as well as design patterns like model-view-controller (MVC) and finite state machines (FSMs). **Python, PyGame and Raspberry Pi Game Development** teaches you how to use Python and PyGame on your computer. Whether you use Windows, macOS, Linux, or a Raspberry Pi you can unleash the power of Python and PyGame to create great looking games. Included in the text are complete code listings and explanations for "Bricks," "Snake" and "Invaders"-- three fully-working games. These allow you to get started making your own great games. Modify them or build your own exciting titles. **What You'll Learn** Gain the basics of Python and employ it for game development Design your game Build games using game projects as templates like Bricks, Snake, and Invaders Work with user defined functions, inheritance, composition, and aggregation Add sound to your games Implement finite state machines **Who This Book Is For** Experienced coders or game developers new to Python, PyGame and Raspberry Pi. This book is also for makers interested in getting into game development.

ALAN SIMPSON'S WINDOWS XP BIBLE

[John Wiley & Sons](#)

HEAD FIRST WEB DESIGN

["O'Reilly Media, Inc."](#) Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, **fro**

WEB MOBILE-BASED APPLICATIONS FOR HEALTHCARE MANAGEMENT

[IGI Global](#) "This book addresses the difficult task of managing admissions and waiting lists while ensuring quick and convincing response to unanticipated changes of the clinical needs. It tackles the limitations of traditional systems, taking into consideration the dynamic nature of clinical needs, scarce resources, alternative strategies, and customer satisfaction in an environment that imposes unexpected deviation from planned activities"--Provided by publisher.

TERRESTRIAL TRUNKED RADIO - TETRA

A GLOBAL SECURITY TOOL

[Springer Science & Business Media](#) **Terrestrial Trunked Radio (TETRA)** has become the tool to design any type of public security systems, in particular due to the strongly increased security demands for mobile systems. In this book, the authors show how **TETRA** can be strongly improved and these improvements will most probably be part of future TETRA standards. The areas examined include channel assignment and multiple access techniques, video transmission, wireless LAN integration, and the establishment of multiple wireless mesh networks. Since the requirements for these networks is security, the authors show that innovative techniques such as those based on chaotic signals can be used in order to maximize security. The book is a vital reference point for researchers with ambition to find the general solution for modern problems of public safety.

POPULAR PHOTOGRAPHY

GAMES VS. HARDWARE. THE HISTORY OF PC VIDEO GAMES

THE 80'S

[Purcaru Ion Bogdan](#) My two biggest passions concerning computers are hardware and gaming. I wrote this book because I don't want that important pieces of history regarding computer hardware, games and, in a smaller amount the 80's operating systems to be forgotten and lost. I want everyone to appreciate the hardware and software industry and especially the people behind them as they worked many days and nights to deliver us fast and advanced computers and entertaining and complex games.

INTO THE CORE

[Lulu.com](#)

MOBILE AGENTS

6TH INTERNATIONAL CONFERENCE, MA 2002, BARCELONA, SPAIN, OCTOBER 22-25, 2002, PROCEEDINGS

[Springer Science & Business Media](#) This book constitutes the refereed proceedings of the 6th International Conference on Mobile Agents, MA 2002, held in Barcelona, Spain, in October 2002. The 13 revised full papers presented were carefully reviewed and selected from 48 submissions. Among the topics addressed are mobile agents, mobile agent systems, mobile software agents, mobile code, mobile objects, interoperability, security, mobile users, middleware, mobile services, ubiquitous computing, pervasive computing, and intrusion detection.

MOBILE AGENTS

6TH INTERNATIONAL CONFERENCE, MA 2002, BARCELONA, SPAIN, OCTOBER 22-25, 2002, PROCEEDINGS

Springer Welcome to the proceedings of the 6th IEEE International Conference on Mobile Agents. MA 2002 took place in Barcelona, Spain and was co-located with the 4th International Workshop on Mobile Agents for Telecommunications Applications. Both events were held at the Universitat Pompeu Fabra, October 22-25, 2002. Mobile agents may be defined as programs that, with varying degree of autonomy, can move between hosts across a network. Mobile agents combine the notions of mobile code, mobile computation, and mobile state. Capabilities of mobile agents include: - Supporting unreliable networks and disconnected operation - Counteracting low-bandwidth, high-latency communication links - Deploying new behaviour (through mobile code) and reconfiguring systems on-the-fly - Distributing processing load across systems - Improving survivability in the face of network and system failure. Given the above capabilities, mobile agents (while they may not be referred to as such) are now becoming accepted as a fundamental architectural construct for the design and development of complex adaptive systems that need to operate in highly dynamic environments. Mobile agents also support applications in several domains such as ubiquitous computing, grid computing, remote sensing, data mining, system management, and agile computing.

AN INTRODUCTION TO THE DLNA ARCHITECTURE

NETWORK TECHNOLOGIES FOR MEDIA DEVICES

John Wiley & Sons This book describes the architecture and protocols for interconnecting media devices in home networks. The architecture and protocols described in this book have been developed during the last 10 years by R&D teams from several companies working jointly in two industry organizations known as UPnP and DLNA. This book mainly deals with the DLNA (Digital Living Network Alliance) protocol. This text is especially relevant for the design and development of smart homes, where media devices, communication devices, appliances, and sensors are all integrated in an intelligent network.

COMPUTER VISION METRICS

SURVEY, TAXONOMY, AND ANALYSIS

Apress Computer Vision Metrics provides an extensive survey and analysis of over 100 current and historical feature description and machine vision methods, with a detailed taxonomy for local, regional and global features. This book provides necessary background to develop intuition about why interest point detectors and feature descriptors actually work, how they are designed, with observations about tuning the methods for achieving robustness and invariance targets for specific applications. The survey is broader than it is deep, with over 540 references provided to dig deeper. The taxonomy includes search methods, spectra components, descriptor representation, shape, distance functions, accuracy, efficiency, robustness and invariance attributes, and more. Rather than providing 'how-to' source code examples and shortcuts, this book provides a counterpoint discussion to the many fine openCV community source code resources available for hands-on practitioners.

DIGITAL PHOTOGRAPHY POCKET GUIDE

"O'Reilly Media, Inc." Today's digital cameras are affordable and provide quality images that rival their traditional film counterparts. Because digital images are easier to share, and because you only have to print the pictures you need, this new medium is both cost effective and environmentally friendly. Best of all, it's fun! With a digital camera, you can set free your creative spirit and take risks you never would with a film camera. The only obstacle is learning how to unlock all of this power and pleasure packed into these pocket-sized picture takers. "Digital Photography Pocket Guide," 2nd Edition expands on the basic photography techniques introduced in the bestselling first edition to help you take the kind of pictures you've always wanted to--and now in full color! This book is the photo mentor you've always wanted: it explains each of the camera's components, shows you what they do, and then helps you choose the right settings. When you ask, "How can I get that picture?," simply pull this small guide out of your camera bag, backpack, or back pocket and find the answer quickly. This fully illustrated book covers everything from image resolution, shooting sports action, close ups and night shots, to memory cards, transferring images, archiving, making QuickTime movies, and much more. Topics in the guide's three main sections on "Digital Camera Components," "Standard Camera Functions," and "How Do I?" are labeled A to Z for quick reference. Or if you prefer, use the comprehensive index or table of contents to find the information you need. There's even an entire section of easy to read reference tables for quick look up of white balance settings, exposure compensation, camera mode explanations, and much more.

ON THE MOVE TO MEANINGFUL INTERNET SYSTEMS: OTM 2014 CONFERENCES

CONFEDERATED INTERNATIONAL CONFERENCES: COOPIS AND ODBASE 2014, AMANTEA, ITALY, OCTOBER 27-31, 2014. PROCEEDINGS

Springer This volume constitutes the refereed proceedings of the Confederated International Conferences: Cooperative Information Systems, CoopIS 2014, and Ontologies, Databases, and Applications of Semantics, ODBASE 2014, held as part of OTM 2014 in October 2014 in Amantea, Italy. The 39 full papers presented together with 12 short papers and 5 keynotes were carefully reviewed and selected from a total of 115 submissions. The OTM program covers subjects as follows: process designing and modeling, process enactment, monitoring and quality assessment, managing similarity, software services, improving alignment, collaboration systems and applications, ontology querying methodologies and paradigms, ontology support for web, XML, and RDF data processing and retrieval, knowledge bases querying and retrieval, social network and collaborative methodologies, ontology-assisted event and stream processing, ontology-assisted warehousing approaches, ontology-based data representation, and management in emerging domains.

HAPTICS: PERCEPTION, DEVICES, MOBILITY, AND COMMUNICATION

8TH INTERNATIONAL CONFERENCE, EUROHAPTICS 2012, TAMPERE, FINLAND, JUNE 13-15, 2012 PROCEEDINGS, PART I

Springer This book and its companion volume, LNCS 7282 and 7283, constitute the refereed proceedings of the 8th International Conference, EuroHaptics 2012, held in Tampere, Finland, in June 2012. The 99 papers (56 full papers, 32 short papers, and 11 demo papers) presented were carefully reviewed and selected from 153 submissions. Part I contains the full papers whereas Part II contains the short papers and the demo papers.

PETER NORTON'S INTRODUCTION TO COMPUTERS

ABSOLUTE BEGINNER'S GUIDE TO A+ CERTIFICATION

Que Publishing Prepare for the A+ exam with the help of the industry's bestselling PC hardware author of all time. Covering the 2003 update to the 220-221 and 220-222 exams, Soper's book is loaded with informative illustrations, photos and screen captures. The CD-ROM provides study resources, including a PrepLogic test engine, lab exercises, and study notes, plus a pocket study guide in printable PDF format.

PROGRESS IN PATTERN RECOGNITION, IMAGE ANALYSIS, COMPUTER VISION, AND APPLICATIONS

15TH IBEROAMERICAN CONGRESS ON PATTERN RECOGNITION, CIARP 2010, SAO PAULO, BRAZIL, NOVEMBER 8-11, 2010, PROCEEDINGS

Springer Pattern recognition is a central topic in contemporary computer sciences, with continuously evolving topics, challenges, and methods, including machine learning, content-based image retrieval, and model- and knowledge-based approaches, just to name a few.

The Iberoamerican Congress on Pattern Recognition (CIARP) has become established as a high-quality conference, highlighting the recent evolution of the domain. These proceedings include all papers presented during the 15th edition of this conference, held in Sao Paulo, Brazil, in November 2010. As was the case for previous conferences, CIARP 2010 attracted participants from around the world with the aim of promoting and disseminating - going research on mathematical methods and computing techniques for pattern recognition, computer vision, image analysis, and speech recognition, as well as their applications in such diverse areas as robotics, health, entertainment, space exploration, telecommunications, data mining, document analysis, and natural language processing and recognition, to name only a few of them. Moreover, it provided a forum for scientific research, experience exchange, sharing new knowledge and increasing cooperation between research groups in pattern recognition and related areas. It is important to underline that these conferences have contributed significantly to the growth of national associations for pattern recognition in the Iberoamerican region, all of them as members of the International Association for Pattern Recognition (IAPR).

COMPUTING FUNDAMENTALS

McGraw-Hill Technology Education This mid-range concepts text is important for courses with equal emphasis on computer concepts and hands-on learning. It is composed of chapters 1-10 of the Introduction to Computers text.

FEDORA 13 INSTALLATION GUIDE

Fultus Corporation The official "Fedora 13 Installation Guide" covers installation of Fedora, a Linux distribution built on free and open source software.

FEDORA 11 INSTALLATION GUIDE

Fultus Corporation The Fedora Installation Guide covers installation of Fedora, a Linux distribution built on free and open source software.

MASTERING WINDOWS XP HOME EDITION

John Wiley & Sons The Only Windows XP Home Edition Resource You Need—Now Completely Updated Here's the insider knowledge you need to maximize Microsoft's powerful home operating system, whether you're moving straight to XP or upgrading from Windows 98 or Me. This encyclopedic guide delivers full coverage of every topic from installation and multimedia, to security and networking. Beginners can start off by using Windows XP on a stand-alone computer and connecting to the Internet, while experienced users can quickly build and secure a home network, work with the Registry to change XP's behavior, and optimize and troubleshoot Windows XP. Coverage includes: Upgrading from Windows 98 or Me Taking full advantage of XP multi-user support Customizing Windows XP Installing, removing, and running programs Sharing files securely--or keeping them private Adding hardware and installing drivers Connecting your computer or network to the Internet Sending secure e-mail and minimizing spam Communicating via the latest versions of Windows Messenger Using Windows Firewall Getting and giving help via the Internet Enjoying audio, video, and DVDs with Windows Media Player 10 Burning audio and data CDs Building a secure home network Using Microsoft PowerToys Using VPNs and connecting to a company network Setting up wireless networks with Wi-Fi Protected Access (WPA)

DESIGNING INCLUSIVE FUTURES

Springer Science & Business Media "Designing Inclusive Futures" reflects the need to explore, in a coherent way, the issues and practicalities that lie behind design that is intended to extend our active future lives. This encompasses design for inclusion in daily life at home but also extends to the workplace and for products within these contexts. For example, given trends in employment sector growth, skills requirements, labour supply and demographic change, there is a need to predict the critical areas where individual capabilities are mismatched with the physical, social and organisational demands of work. This mismatch, which can be addressed within the domain of inclusive design, is pervasively linked to real artefacts in workspaces and their intersection with the health factors that relate to ageing. This book is the result of the fourth CWUAAAT workshop held in Cambridge, England in April 2008.

TUNING WINDOWS 3.1

Que Pub Tuning Windows 3.1 lists settings grouped by function rather than alphabetically--with initialization settings and easy-to-understand descriptions. Also includes optimum settings.

MULTIMEDIA 2001

PROCEEDINGS OF THE EUROGRAPHICS WORKSHOP IN MANCHESTER, UNITED KINGDOM, SEPTEMBER 8-9, 2001 : EUROGRAPHIES

Springer Science & Business Media This book includes 2 keynote presentations, 18 papers and 1 demonstration presented at this year's Eurographics multimedia workshop. A wide range of subjects were covered, from media production to content processing and delivery, with a special focus on issues related to interactive video environments. These included standards and approaches for interactive television, hypervideo, collaborative video, augmented reality, mobile multimedia, the integration of TV and the web, content analysis, processing and presentation. The papers are organized in six sessions: 3D in multimedia, multimedia architectures and authoring, video and coding, content based retrieval and security, interactive media and interactive TV.

SAMS TEACH YOURSELF WINDOWS XP COMPUTER BASICS ALL IN ONE

Sams Publishing Examines the new features of the operating system, covering such topics as Windows XP upgrading and installation, configuring services, menu navigation, Internet options, and networking.

3DS MAX 2008 ARCHITECTURAL VISUALIZATION BEGINNER TO INTERMEDIATE

3DATS

EMBEDDED COMPUTER SYSTEMS: ARCHITECTURES, MODELING, AND SIMULATION

6TH INTERNATIONAL WORKSHOP, SAMOS 2006, SAMOS, GREECE, JULY 17-20, 2006, PROCEEDINGS

Springer This book constitutes the refereed proceedings of the 6th International Workshop on Systems, Architectures, Modeling, and Simulation, SAMOS 2006, held in Samos, Greece on July 2006. The 47 revised full papers presented together with 2 keynote talks were thoroughly reviewed and selected from 130 submissions. The papers are organized in topical sections on system design and modeling, wireless sensor networks, processor design, dependable computing, architectures and implementations, and embedded sensor systems.

IPHONE: THE MISSING MANUAL

"O'Reilly Media, Inc." Answers found here! In iOS 7, Apple gave the iPhone the most radical makeover in its history. The new software is powerful, sleek, and a perfect companion to the iPhone 5s and 5c—but it's wildly different. Fortunately, David Pogue is back with an expanded edition of his witty, full-color guide: the world's most popular iPhone book. The important stuff you need to know: The iPhone 5s. This book unearths all the secrets of the newest iPhone—faster chip, dual-color flash, fingerprint scanner, and more—and its colorful companion, the 5c. The iOS 7 software. Older iPhones gain Control Center, AirDrop, iTunes Radio, free Internet phone calls, and about 197 more new features. This book covers it all. The apps. That catalog of 1,000,000 add-on programs makes the iPhone's

phone features almost secondary. Now you'll know how to find, manage, and exploit those apps. The iPhone may be the world's coolest computer, but it's still a computer, with all of a computer's complexities. iPhone: The Missing Manual is a funny, gorgeously illustrated guide to the tips, shortcuts, and workarounds that will turn you, too, into an iPhone addict.

RECONFIGURABLE COMPUTING: ARCHITECTURES AND APPLICATIONS

SECOND INTERNATIONAL WORKSHOP, ARC 2006, DELFT, THE NETHERLANDS, MARCH 1-3, 2006 REVISED SELECTED PAPERS

[Springer Science & Business Media](#) This book constitutes the thoroughly refereed post-proceedings of the Second International Workshop on Reconfigurable Computing, ARC 2006, held in Delft, The Netherlands, in March 2006. The 22 revised full papers and 35 revised short papers presented were thoroughly reviewed and selected from 95 submissions. The papers are organized in topical sections on applications, power, image processing, organization and architecture, networks and communication, security, and tools.

INTELLIGENT AUTONOMOUS SYSTEMS

FOUNDATIONS AND APPLICATIONS

[Springer](#) Intelligent Autonomous Systems (IAS) are the physical embodiment of machine intelligence providing a core concept for integrating various advanced technologies with pattern recognition and learning. The basic philosophy of IAS research is to explore and understand the nature of intelligence in problems of perception, reasoning, learning and control in order to develop and implement the theory to engineered realization. In other words, the objective is to formulate various methodologies for the development of robots which can operate autonomously and exhibit intelligent behavior by making appropriate decisions to perform the right task at the right time. Since IAS basically deals with the integration of machines, computing, sensing, and software to create intelligent systems capable of interacting with the complexities of the real world, advanced topics like soft computing, artificial life, evolutionary biology, and cognitive psychology have great promise in improving its intelligence and performance. Because of the inter-disciplinary character, the subject has several challenging issues for research, design and development covering a number of disciplines. These issues are further concerned with the development of both technology and methodology apart from various operations. The present research monograph titled "Intelligent Autonomous Systems: Foundations and Applications", edited by two renowned researchers, Professor Dilip K. Pratihar of IIT, Kharagpur, India and Professor Lakhmi C. Jain, University of South Australia, Australia, provides a fairly representative cross-section of the activities that is going on all over the world in this area.