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Decision Support Systems Daniel J. Power 2002 For MIS specialists and nonspecialists alike, a comprehensive, readable, understandable guide to the concepts and applications of decision support systems.

Network Modeling and Simulation Mohsen Guizani 2010-01-26 Network Modeling and Simulation is a practical guide to using modeling and simulation to solve real-life problems. The authors give a comprehensive exposition of the core concepts in modeling and simulation, and then systematically address the many practical considerations faced by developers in modeling complex large-scale systems. The authors provide examples from computer and telecommunication networks and use these to illustrate the process of mapping generic simulation concepts to domain-specific problems in different industries and disciplines. Key features: Provides the tools and strategies needed to build simulation models from the ground up rather than providing solutions to specific problems. Includes a new simulation tool, CASiNO built by the authors. Examines the core concepts of systems simulation and modeling. Presents code examples to illustrate the implementation process of commonly encountered simulation tasks. Offers examples of industry-standard modeling methodology that can be applied in steps to tackle any modeling problem in practice.

The Book of GNS3 Jason C. Neumann 2015-07-27 "Shows readers how to create and manage virtual networks on a PC using the popular open-source platform GNS3, with tutorial-based explanations"--

Learning SQL Alan Beaulieu 2009-04-11 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each

chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

IBM Business Process Manager V7.5 Production Topologies Dawn Ahukanna 2011-10-28 This IBM® Redbooks® publication describes how to build production topologies for IBM Business Process Manager Advanced V7.5. It is aimed at IT Architects and IT Specialists who want to understand and implement these topologies. Use this book to select the appropriate production topologies for a given environment, then follow the step-by-step instructions included in this book to build these topologies. Part one introduces IBM Business Process Manager and provides an overview of basic topology components, and Process Server and Process Center. This part also provides an overview of the production topologies that we describe in this book, including a selection criteria for when to select a given topology. Part two provides a series of step-by-step instructions for creating production topology environments using deployment environment patterns. This includes topologies that incorporate IBM Business Monitor. This part also discusses advanced topology topics.

Computer Networking James F. Kurose 2006-07 Computer Networking provides 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.

Network Simulation Experiments Manual Emad Aboelela 2007-12-05 Network Simulation Experiments Manual, Second Edition, enables networking professional to visualize how networks work by providing free access to easy-to-install OPNET software. This software provides a virtual environment for modeling, analyzing, and predicting the performance of IT infrastructures, including applications, servers, and networking technologies. The book also goes a step further by providing detailed experiments on core networking topologies for use in this simulation environment. Each experiment is also accompanied by review questions, a lab report, and exercises. This book is recommended for graduate students and networking designers and professionals. Useful experimentation for professionals in the workplace who are interested in learning and demonstrating the capability of evaluating different commercial networking products The

experiments in this manual are closely tied to Peterson/Davie: Computer Networks, fourth edition (a best-selling Morgan Kaufmann title), making it a perfect companion book.

Handbook of Simulation Jerry Banks 1998-09-14 The only complete guide to all aspects and uses of simulation—from the international leaders in the field There has never been a single definitive source of key information on all facets of discrete-event simulation and its applications to major industries. The Handbook of Simulation brings together the contributions of leading academics, practitioners, and software developers to offer authoritative coverage of the principles, techniques, and uses of discrete-event simulation. Comprehensive in scope and thorough in approach, the Handbook is the one reference on discrete-event simulation that every industrial engineer, management scientist, computer scientist, operations manager, or operations researcher involved in problem-solving should own, with an in-depth examination of: * Simulation methodology, from experimental design to data analysis and more * Recent advances, such as object-oriented simulation, on-line simulation, and parallel and distributed simulation * Applications across a full range of manufacturing and service industries * Guidelines for successful simulations and sound simulation project management * Simulation software and simulation industry vendors

Networking Health National Research Council 2000-06-12 Consumer health websites have garnered considerable media attention, but only begin to scratch the surface of the more pervasive transformations the Internet could bring to health and health care. Networking Health examines ways in which the Internet may become a routine part of health care delivery and payment, public health, health education, and biomedical research. Building upon a series of site visits, this book: Weighs the role of the Internet versus private networks in uses ranging from the transfer of medical images to providing video-based medical consultations at a distance. Reviews technical challenges in the areas of quality of service, security, reliability, and access, and looks at the potential utility of the next generation of online technologies. Discusses ways health care organizations can use the Internet to support their strategic interests and explores barriers to a broader deployment of the Internet. Recommends steps that private and public sector entities can take to enhance the capabilities of the Internet for health purposes and to prepare health care organizations to adopt new Internet-based applications.

Network Simulation Experiments Manual Emad Aboelela 2003-07-10 The lab exercises contained in the network simulation experiments manual are based on the OPNET simulator (v. 9), a network simulation tool that was originally developed at M.I.T. It provides networking professionals with the option of implementing experiments from their homes or workplaces and the lab manual comes with directions for downloading the free easy-to-install software (special version to this book only--see system requirements below). These labs run through simulations closely tied to the material in the text so that you can visualize the discussions covering core network topologies. Various scenarios are presented within each topology, and review questions and a lab report exercise accompany each lab experiment. The experiments also follows the organization of Computer Networks, Third Edition, by Larry Peterson and Bruce Davie. System requirements for using the OPNET IT Guru Academic Edition release 9.1: -Intel Pentium III, 4 or compatible (500 MHz or better) -256 MB RAM -400 MB disk space -Display: 1024 x 768 or higher resolution, 256 or more colors -The English language version of

the following operating systems are supported: Microsoft Windows NT (Service Pack 3, 5, or 6a) Windows 2000 (Service Pack 1 and 2 are supported but not required) Windows XP (Service Pack 1 is required)

*Written by an instructor who has used OPNET simulation tools in his classroom for numerous demonstrations and real-world scenarios. *Software download based on an award-winning product made by OPNET Technologies, Inc., whose software is used by thousands of commercial and government organizations worldwide, and by over 500 universities. *Useful experimentation for professionals in the workplace who are interested in learning & demonstrating the capability of evaluating different commercial networking products, i.e., Cisco routers. *Covers the core networking topologies and includes assignments on the ethernet, token rings, ATM, Switched LANs, Network Design, RIP, TCP, Queuing Disciplines, QoS, etc. *Instructors can download the solutions manual to the exercises in the Network Simulation Experiments Manual by clicking on the "Instructors" resource link in the upper right corner of the screen and searching for author "Aboelela."

Networking Fundamentals Crystal Panek 2019-10-31 A clear and concise resource on Windows networking, perfect for IT beginners Did you know that nearly 85% of IT support roles require a good understanding of networking concepts? If you are looking to advance your IT career, you will need a foundational understanding of Windows networking. Network Fundamentals covers everything you need to know about network infrastructures, hardware, protocols, and services. You will learn everything you need to gain the highly in-demand Networking Fundamentals MTA Certification. This entry-level credential could be your first step into a rewarding, stable and lucrative IT career. This new Sybex guide covers the basics of networking starting from the “ground level,” so no previous IT knowledge is required. Each chapter features approachable discussion of the latest networking technologies and concepts, closing with a quiz so you can test your knowledge before moving to the next section. Even if you are brand new to computers, Network Fundamentals will guide you to confidence and mastery. Understand wired and wireless networks in every detail Learn everything you need to attain the Networking Fundamentals MTA Certification Test your knowledge with end-of-chapter quiz questions Understand internet protocol (IP) and categorize IPv4 addresses Work with networking services and area networks Define network infrastructures and network security, including intranets, extranets, and VPNs Beginning and established IT professionals looking to understand more about networking will gain the knowledge to create a network diagram and confidently explain basic networking concepts. Thanks to the features in this book, you will be able to apply your new networking skills in real world situations and feel confident when taking the certification test.

Packet Guide to Routing and Switching Bruce Hartpence 2011-08-25 Go beyond layer 2 broadcast domains with this in-depth tour of advanced link and internetwork layer protocols, and learn how they enable you to expand to larger topologies. An ideal follow-up to Packet Guide to Core Network Protocols, this concise guide dissects several of these protocols to explain their structure and operation. This isn't a book on packet theory. Author Bruce Hartpence built topologies in a lab as he wrote this guide, and each chapter includes several packet captures. You'll learn about protocol classification, static vs. dynamic topologies, and reasons for installing a particular route. This guide covers: Host routing—Process a routing table and learn how traffic starts out across a network Static routing—Build router routing tables and understand how forwarding decisions are made and processed Spanning Tree Protocol—Learn how this protocol is an integral part of every network

containing switches Virtual Local Area Networks—Use VLANs to address the limitations of layer 2 networks
Trunking—Get an indepth look at VLAN tagging and the 802.1Q protocol Routing Information
Protocol—Understand how this distance vector protocol works in small, modern communication networks
Open Shortest Path First—Discover why convergence times of OSPF and other link state protocols are improved over distance vectors

Simulation Modeling Handbook Christopher A. Chung 2003-07-15 The use of simulation modeling and analysis is becoming increasingly more popular as a technique for improving or investigating process performance. This book is a practical, easy-to-follow reference that offers up-to-date information and step-by-step procedures for conducting simulation studies. It provides sample simulation project support materi

Computer Networks Larry L. Peterson 2011-03-02 *Computer Networks: A Systems Approach, Fifth Edition*, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available

Simulation with Arena W. David Kelton 2004 The first edition of this book was the first text to be written on the Arena software, which is a very popular simulation modeling software. What makes this text the authoritative source on Arena is that it was written by the creators of Arena themselves. The new third edition follows in the tradition of the successful first and second editions in its tutorial style (via a sequence of carefully crafted examples) and an accessible writing style. The updates include thorough coverage of the new version of the Arena software (Arena 7.01), enhanced support for Excel and Access, and updated examples to reflect the new version of software. The CD-ROM that accompanies the book contains the Academic version of

the Arena software. The software features new capabilities such as model documentation, enhanced plots, file reading and writing, printing and animation symbols.

Computer Networks Andrew S. Tanenbaum 2013-07-23 Appropriate for Computer Networking or Introduction to Networking courses at both the undergraduate and graduate level in Computer Science, Electrical Engineering, CIS, MIS, and Business Departments. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media).

Packet Tracer Network Simulator Jesin A 2014-01-17 A practical, fast-paced guide that gives you all the information you need to successfully create networks and simulate them using Packet Tracer. Packet Tracer Network Simulator is aimed at students, instructors, and network administrators who wish to use this simulator to learn how to perform networking instead of investing in expensive, specialized hardware. This book assumes that you have a good amount of Cisco networking knowledge, and it will focus more on Packet Tracer rather than networking.

Data Communications and Networking Behrouz A. Forouzan 2001-07

Networks, Crowds, and Markets David Easley 2010-07-19 Are all film stars linked to Kevin Bacon? Why do the stock markets rise and fall sharply on the strength of a vague rumour? How does gossip spread so quickly? Are we all related through six degrees of separation? There is a growing awareness of the complex networks that pervade modern society. We see them in the rapid growth of the Internet, the ease of global communication, the swift spread of news and information, and in the way epidemics and financial crises develop with startling speed and intensity. This introductory book on the new science of networks takes an interdisciplinary approach, using economics, sociology, computing, information science and applied mathematics to address fundamental questions about the links that connect us, and the ways that our decisions can have consequences for others.

Predicting Rainfall Erosion Losses Walter H. Wischmeier 1978 The Universal Soil Loss Equation (USLE) enables planners to predict the average rate of soil erosion for each feasible alternative combination of crop system and management practices in association with a specified soil type, rainfall pattern, and topography. When these predicted losses are compared with given soil loss tolerances, they provide specific guidelines for effecting erosion control within specified limits. The equation groups the numerous interrelated physical and management parameters that influence erosion rate under six major factors whose site-specific values can be expressed numerically. A half century of erosion research in many States has supplied information from which at least approximate values of the USLE factors can be obtained for specified farm fields or other small erosion prone areas throughout the United States. Tables and charts presented in this handbook make this information

readily available for field use. Significant limitations in the available data are identified.

Wireless Network Simulation Henry Zárate Ceballos 2021-05-11 Learn to run your own simulation by working with model analysis, mathematical background, simulation output data, and most importantly, a network simulator for wireless technology. This book introduces the best practices of simulator use, the techniques for analyzing simulations with artificial agents and the integration with other technologies such as Power Line Communications (PLC). Network simulation is a key technique used to test the future behavior of a network. It's a vital development component for the development of 5G, IoT, wireless sensor networks, and many more. This book explains the scope and evolution of the technology that has led to the development of dynamic systems such as Internet of Things and fog computing. You'll focus on the ad hoc networks with stochastic behavior and dynamic nature, and the ns-3 simulator. These are useful open source tools for academics, researchers, students and engineers to deploy telecommunications experiments, proofs and new scenarios with a high degree of similarity with reality. You'll also benefit from a detailed explanation of the examples and the theoretical components needed to deploy wireless simulations or wired, if necessary. What You'll Learn Review best practices of simulator uses Understand techniques for analyzing simulations with artificial agents Apply simulation techniques and experiment design Program on ns-3 simulator Analyze simulation results Create new modules or protocols for wired and wireless networks Who This Book Is For Undergraduate and postgraduate students, researchers and professors interested in network simulations. This book also includes theoretical components about simulation, which are useful for those interested in discrete event simulation DES, general theory of simulation, wireless simulation and ns-3 simulator.

Simulation Modeling and Analysis Averill M. Law 2007 Since the publication of the first edition in 1982, the goal of *Simulation Modeling and Analysis* has always been to provide a comprehensive, state-of-the-art, and technically correct treatment of all important aspects of a simulation study. The book strives to make this material understandable by the use of intuition and numerous figures, examples, and problems. It is equally well suited for use in university courses, simulation practice, and self study. The book is widely regarded as the "bible" of simulation and now has more than 100,000 copies in print. The book can serve as the primary text for a variety of courses; for example: *A first course in simulation at the junior, senior, or beginning-graduate-student level in engineering, manufacturing, business, or computer science (Chaps. 1 through 4, and parts of Chaps. 5 through 9). At the end of such a course, the students will be prepared to carry out complete and effective simulation studies, and to take advanced simulation courses. *A second course in simulation for graduate students in any of the above disciplines (most of Chaps. 5 through 12). After completing this course, the student should be familiar with the more advanced methodological issues involved in a simulation study, and should be prepared to understand and conduct simulation research. *An introduction to simulation as part of a general course in operations research or management science (part of Chaps. 1, 3, 5, 6, and 9).

The Data Science Design Manual Steven S. Skiena 2017-07-01 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 Book of R Tilman M. Davies 2016-07-16 The Book of R is a comprehensive, beginner-friendly guide to R, the world’s most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you’ll find everything you need to begin using R effectively for statistical analysis. You’ll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You’ll even learn how to create impressive data visualizations with R’s basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: –The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops –Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R –How to access R’s thousands of functions, libraries, and data sets –How to draw valid and useful conclusions from your data –How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R’s functionality. Make The Book of R your doorway into the growing world of data analysis.

Capitalist Nigger Chika Onyeani 2012-03-27 Capitalist Nigger is an explosive and jarring indictment of the black race. The book asserts that the Negroid race, as naturally endowed as any other, is culpably a non-productive race, a consumer race that depends on other communities for its culture, its language, its feeding and its clothing. Despite enormous natural resources, blacks are economic slaves because they lack the ‘devil-may-care’ attitude and the ‘killer instinct’ of the Caucasian, as well as the spider web mentality of the Asian. A Capitalist Nigger must embody ruthlessness in pursuit of excellence in his drive towards achieving the goal of becoming an economic warrior. In putting forward the idea of the Capitalist Nigger, Chika Onyeani charts a road to success whereby black economic warriors employ the ‘Spider Web Doctrine’ – discipline, self-reliance, ruthlessness – to escape from their victim mentality. Born in Nigeria, Chika Onyeani is a journalist, editor and former diplomat.

The Startup Owner's Manual Steve Blank 2020-03-17 More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you: • Avoid the 9 deadly sins that destroy startups' chances for success • Use the Customer Development method to bring your business idea to life • Incorporate the Business Model Canvas as the organizing principle for startup hypotheses • Identify your customers and determine how to "get, keep and grow" customers profitably • Compute how you'll drive your startup to repeatable, scalable profits. The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.

High Performance TCP/IP Networking Mahbub Hassan 2004 Written by best selling author, Raj Jain, and his authoritative co-author, this book features leading edge issues and solutions for high performance TCP/IP networking, this easy-to-read book provides a one-stop-shop for coverage of the many changes to the TCP protocol over the last two decades and all important research results. Professionals can keep themselves up-to-date with advances in this area and learn many potential performance problems and solutions for running TCP/IP in the emerging networking environment. An international expert in the field captures state of the art topics in each chapter in the five-part organization. Part I introduces the scope of the book, Part II provides detailed coverage of the tools and techniques for performance evaluation of TCP/IP networks, Part III examines the performance concepts and issues for running TCP/IP in the emerging network environment, Part IV discusses congestion control, and Part V explores the performance issues in implementing TCP/IP in the end system. For network engineers, R&D managers, research scientists, and network administrators.

The Practical OPNET User Guide for Computer Network Simulation Adarshpal S. Sethi 2012-08-24 One of the first books to provide a comprehensive description of OPNET® IT Guru and Modeler software, The Practical OPNET® User Guide for Computer Network Simulation explains how to use this software for simulating and modeling computer networks. The included laboratory projects help readers learn different aspects of the software in a hands-on way. Quickly Locate Instructions for Performing a Task The book begins with a systematic introduction to the basic features of OPNET, which are necessary for performing any network simulation. The remainder of the text describes how to work with various protocol layers using a top-down approach. Every chapter explains the relevant OPNET features and includes step-by-step instructions on how to use the features during a network simulation. Gain a Better Understanding of the "Whats" and "Whys" of the Simulations Each laboratory project in the back of the book presents a complete simulation and reflects the same progression of topics found in the main text. The projects describe the overall goals of the experiment, discuss the general network topology, and give a high-level description of the system configuration required

to complete the simulation. Discover the Complex Functionality Available in OPNET By providing an in-depth look at the rich features of OPNET software, this guide is an invaluable reference for IT professionals and researchers who need to create simulation models. The book also helps newcomers understand OPNET by organizing the material in a logical manner that corresponds to the protocol layers in a network.

Simulation Modeling and Arena Manuel D. Rossetti 2015-05-26 Emphasizes a hands-on approach to learning statistical analysis and model building through the use of comprehensive examples, problems sets, and software applications With a unique blend of theory and applications, Simulation Modeling and Arena®, Second Edition integrates coverage of statistical analysis and model building to emphasize the importance of both topics in simulation. Featuring introductory coverage on how simulation works and why it matters, the Second Edition expands coverage on static simulation and the applications of spreadsheets to perform simulation. The new edition also introduces the use of the open source statistical package, R, for both performing statistical testing and fitting distributions. In addition, the models are presented in a clear and precise pseudo-code form, which aids in understanding and model communication. Simulation Modeling and Arena, Second Edition also features: Updated coverage of necessary statistical modeling concepts such as confidence interval construction, hypothesis testing, and parameter estimation Additional examples of the simulation clock within discrete event simulation modeling involving the mechanics of time advancement by hand simulation A guide to the Arena Run Controller, which features a debugging scenario New homework problems that cover a wider range of engineering applications in transportation, logistics, healthcare, and computer science A related website with an Instructor's Solutions Manual, PowerPoint® slides, test bank questions, and data sets for each chapter Simulation Modeling and Arena, Second Edition is an ideal textbook for upper-undergraduate and graduate courses in modeling and simulation within statistics, mathematics, industrial and civil engineering, construction management, business, computer science, and other departments where simulation is practiced. The book is also an excellent reference for professionals interested in mathematical modeling, simulation, and Arena.

NS Simulator for Beginners Eitan Altman 2012-01-01 NS-2 is an open-source discrete event network simulator which is widely used by both the research community as well as by the people involved in the standardization protocols of IETF. The goal of this book is twofold: on one hand to learn how to use the NS-2 simulator, and on the other hand, to become acquainted with and to understand the operation of some of the simulated objects using NS-2 simulations. The book is intended to help students, engineers or researchers who need not have much background in programming or who want to learn through simple examples how to analyse some simulated objects using NS-2. Simulations may differ from each other in many aspects: the applications, topologies, parameters of network objects (links, nodes) and protocols used, etc. The first chapter is a general introduction to the book, where the importance of NS-2 as a tool for a good comprehension of networks and protocols is stated. In the next chapters we present special topics as TCP, RED, etc., using NS-2 as a tool for better understanding the protocols. We provide in the appendices a review of Random Variables and Confidence Intervals, as well as a first sketch for using the new NS-3 simulator. Table of Contents: Introduction / NS-2 Simulator Preliminaries / How to work with trace files / Description and simulation of TCP/IP / Routing and network dynamics / RED: Random Early Discard / Differentiated Services / Mobile Networks and Wireless Local Area Networks / Classical queueing models / Tcl and C++ linkage

Simulation and the Monte Carlo Method Reuven Y. Rubinstein 2016-10-21 This accessible new edition explores the major topics in Monte Carlo simulation that have arisen over the past 30 years and presents a sound foundation for problem solving. *Simulation and the Monte Carlo Method, Third Edition* reflects the latest developments in the field and presents a fully updated and comprehensive account of the state-of-the-art theory, methods and applications that have emerged in Monte Carlo simulation since the publication of the classic First Edition over more than a quarter of a century ago. While maintaining its accessible and intuitive approach, this revised edition features a wealth of up-to-date information that facilitates a deeper understanding of problem solving across a wide array of subject areas, such as engineering, statistics, computer science, mathematics, and the physical and life sciences. The book begins with a modernized introduction that addresses the basic concepts of probability, Markov processes, and convex optimization. Subsequent chapters discuss the dramatic changes that have occurred in the field of the Monte Carlo method, with coverage of many modern topics including: Markov Chain Monte Carlo, variance reduction techniques such as importance (re-)sampling, and the transform likelihood ratio method, the score function method for sensitivity analysis, the stochastic approximation method and the stochastic counter-part method for Monte Carlo optimization, the cross-entropy method for rare events estimation and combinatorial optimization, and application of Monte Carlo techniques for counting problems. An extensive range of exercises is provided at the end of each chapter, as well as a generous sampling of applied examples. The Third Edition features a new chapter on the highly versatile splitting method, with applications to rare-event estimation, counting, sampling, and optimization. A second new chapter introduces the stochastic enumeration method, which is a new fast sequential Monte Carlo method for tree search. In addition, the Third Edition features new material on:

- Random number generation, including multiple-recursive generators and the Mersenne Twister
- Simulation of Gaussian processes, Brownian motion, and diffusion processes
- Multilevel Monte Carlo method
- New enhancements of the cross-entropy (CE) method, including the “improved” CE method, which uses sampling from the zero-variance distribution to find the optimal importance sampling parameters
- Over 100 algorithms in modern pseudo code with flow control
- Over 25 new exercises

Simulation and the Monte Carlo Method, Third Edition is an excellent text for upper-undergraduate and beginning graduate courses in stochastic simulation and Monte Carlo techniques. The book also serves as a valuable reference for professionals who would like to achieve a more formal understanding of the Monte Carlo method. Reuven Y. Rubinstein, DSc, was Professor Emeritus in the Faculty of Industrial Engineering and Management at Technion-Israel Institute of Technology. He served as a consultant at numerous large-scale organizations, such as IBM, Motorola, and NEC. The author of over 100 articles and six books, Dr. Rubinstein was also the inventor of the popular score-function method in simulation analysis and generic cross-entropy methods for combinatorial optimization and counting. Dirk P. Kroese, PhD, is a Professor of Mathematics and Statistics in the School of Mathematics and Physics of The University of Queensland, Australia. He has published over 100 articles and four books in a wide range of areas in applied probability and statistics, including Monte Carlo methods, cross-entropy, randomized algorithms, tele-traffic theory, reliability, computational statistics, applied probability, and stochastic modeling.

Modern C++ Design Andrei Alexandrescu 2001 Presents a collection of reusable design artifacts, called generic components, together with the techniques that make them possible. The author describes techniques for policy-based design, partial template specialization, typelists, and local classes, then goes on to implement

generic components for smart pointers, object factories, functor objects, the Visitor design pattern, and multimethod engines. c. Book News Inc.

Top-Down Network Design Priscilla Oppenheimer 2010-08-24 Objectives The purpose of Top-Down Network Design, Third Edition, is to help you design networks that meet a customer's business and technical goals. Whether your customer is another department within your own company or an external client, this book provides you with tested processes and tools to help you understand traffic flow, protocol behavior, and internetworking technologies. After completing this book, you will be equipped to design enterprise networks that meet a customer's requirements for functionality, capacity, performance, availability, scalability, affordability, security, and manageability. Audience This book is for you if you are an internetworking professional responsible for designing and maintaining medium- to large-sized enterprise networks. If you are a network engineer, architect, or technician who has a working knowledge of network protocols and technologies, this book will provide you with practical advice on applying your knowledge to internetwork design. This book also includes useful information for consultants, systems engineers, and sales engineers who design corporate networks for clients. In the fast-paced presales environment of many systems engineers, it often is difficult to slow down and insist on a top-down, structured systems analysis approach. Wherever possible, this book includes shortcuts and assumptions that can be made to speed up the network design process. Finally, this book is useful for undergraduate and graduate students in computer science and information technology disciplines. Students who have taken one or two courses in networking theory will find Top-Down Network Design, Third Edition, an approachable introduction to the engineering and business issues related to developing real-world networks that solve typical business problems. Changes for the Third Edition Networks have changed in many ways since the second edition was published. Many legacy technologies have disappeared and are no longer covered in the book. In addition, modern networks have become multifaceted, providing support for numerous bandwidth-hungry applications and a variety of devices, ranging from smart phones to tablet PCs to high-end servers. Modern users expect the network to be available all the time, from any device, and to let them securely collaborate with coworkers, friends, and family. Networks today support voice, video, high-definition TV, desktop sharing, virtual meetings, online training, virtual reality, and applications that we can't even imagine that brilliant college students are busily creating in their dorm rooms. As applications rapidly change and put more demand on networks, the need to teach a systematic approach to network design is even more important than ever. With that need in mind, the third edition has been retooled to make it an ideal textbook for college students. The third edition features review questions and design scenarios at the end of each chapter to help students learn top-down network design. To address new demands on modern networks, the third edition of Top-Down Network Design also has updated material on the following topics: ; Network redundancy ; Modularity in network designs ; The Cisco SAFE security reference architecture ; The Rapid Spanning Tree Protocol (RSTP) ; Internet Protocol version 6 (IPv6) ; Ethernet scalability options, including 10-Gbps Ethernet and Metro Ethernet ; Network design and management tools

[AnyLogic 7 in Three Days](#) Ilya Grigoryev 2015-03-20 The first practical textbook on AnyLogic 7 from AnyLogic developers. AnyLogic is the unique simulation software that supports three simulation modeling

methods: system dynamics, discrete event, and agent based modeling and allows you to create multi-method models. The book is structured around four examples: a model of a consumer market, an epidemic model, a job shop model and an airport model. We also give some theory on different modeling methods. You can consider this book as your first guide in studying AnyLogic 7.

Introduction to Embedded Systems, Second Edition Edward Ashford Lee 2016-12-30 An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Strengthening Forensic Science in the United States National Research Council 2009-07-29 Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. *Strengthening Forensic Science in the United States: A Path Forward* provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. *Strengthening Forensic Science in the United States* gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

Computer Networks Larry L. Peterson 2000

Introduction to Network Simulator NS2 Teerawat Issariyakul 2011-12-02 Introduction to Network Simulator NS2 is a primer providing materials for NS2 beginners, whether students, professors, or researchers for understanding the architecture of Network Simulator 2 (NS2) and for incorporating simulation modules into NS2. The authors discuss the simulation architecture and the key components of NS2 including simulation-related objects, network objects, packet-related objects, and helper objects. The NS2 modules included within are nodes, links, SimpleLink objects, packets, agents, and applications. Further, the book covers three helper modules: timers, random number generators, and error models. Also included are chapters on summary of debugging, variable and packet tracing, result compilation, and examples for extending NS2. Two appendices provide the details of scripting language Tcl, OTcl and AWK, as well object oriented programming used extensively in NS2.

Decisions Involving Uncertainty James A. Murtha 2008-02-01

Op Amps for Everyone Ron Mancini 2003 The operational amplifier ("op amp") is the most versatile and widely used type of analog IC, used in audio and voltage amplifiers, signal conditioners, signal converters, oscillators, and analog computing systems. Almost every electronic device uses at least one op amp. This book is Texas Instruments' complete professional-level tutorial and reference to operational amplifier theory and applications. Among the topics covered are basic op amp physics (including reviews of current and voltage division, Thevenin's theorem, and transistor models), idealized op amp operation and configuration, feedback theory and methods, single and dual supply operation, understanding op amp parameters, minimizing noise in op amp circuits, and practical applications such as instrumentation amplifiers, signal conditioning, oscillators, active filters, load and level conversions, and analog computing. There is also extensive coverage of circuit construction techniques, including circuit board design, grounding, input and output isolation, using decoupling capacitors, and frequency characteristics of passive components. The material in this book is applicable to all op amp ICs from all manufacturers, not just TI. Unlike textbook treatments of op amp theory that tend to focus on idealized op amp models and configuration, this title uses idealized models only when necessary to explain op amp theory. The bulk of this book is on real-world op amps and their applications; considerations such as thermal effects, circuit noise, circuit buffering, selection of appropriate op amps for a given application, and unexpected effects in passive components are all discussed in detail. *Published in conjunction with Texas Instruments *A single volume, professional-level guide to op amp theory and applications *Covers circuit board layout techniques for manufacturing op amp circuits.