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From GSM to LTE-Advanced Martin Sauter 2014-06-23 This revised edition of Communication Systems from GSM to LTE: An Introduction to Mobile Networks and Mobile Broadband Second Edition (Wiley 2010) contains not only a technical description of the different wireless systems available today, but also explains the rationale behind the different mechanisms and implementations; not only the 'how' but also the 'why'. In this way, the advantages and also limitations of each technology become apparent. Offering a solid introduction to major global wireless standards and comparisons of the different wireless technologies and their applications, this edition has been updated to provide the latest directions and activities in 3GPP standardization up to Release 12, and importantly includes a new chapter on Voice over LTE (VoLTE). There are new sections on Building Blocks of a Voice Centric Device, Building Blocks of a Smart Phone, Fast Dormancy, IMS and High-Speed Downlink Packet Access, and Wi-Fi-Protected Setup. Other sections have been considerably updated in places reflecting the current state of the technology. • Describes the different systems based on the standards, their practical implementation and design assumptions, and the performance and capacity of each system in practice is analyzed and explained • Questions at the end of each chapter and answers on the accompanying website make this book ideal for self-study or as course material

IP Design for Mobile Networks Mark Grayson 2009-06-11 As the cellular world and the Internet converge, mobile networks are transitioning from circuit to packet and the Internet Protocol (IP) is now recognized as the fundamental building block for all next-generation communication networks. The all-IP vision provides the flexibility to deliver cost-effective services and applications that meet the evolving needs of mobile users. RF engineers, mobile network designers, and system architects will be expected to have an understanding of IP fundamentals and how their role in delivering the end-to-end system is crucial for delivering the all-IP vision that makes the Internet accessible anytime, anywhere. IP Design for Mobile Networks discusses proper IP design theory to effectively plan and implement your next-generation mobile network so that IP integrates all aspects of the network. The book outlines, from both a standards and a design theory perspective, both the current and target state of mobile networks, and the technology enablers that will assist the migration. This IP transition begins with function-specific migrations of specific network domains and ends with an end-to-end IP network for radio, transport, and service delivery. The book introduces many concepts to give you exposure to the

key technology trends and decision points affecting today's mobile operators. The book is divided into three parts: Part I provides an overview of how IP is being integrated into mobile systems, including radio systems and cellular networks. Part II provides an overview of IP, the technologies used for transport and connectivity of today's cellular networks, and how the mobile core is evolving to encompass IP technologies. Part III provides an overview of the end-to-end services network based on IP, including context awareness and services. Presents an overview of what mobile networks look like today-including protocols used, transport technologies, and how IP is being used for specific functions in mobile networks Provides an all-inclusive reference manual for IP design theory as related to the broader application of IP for mobile networks Imparts a view of upcoming trends in mobility standards to better prepare a network evolution plan for IP-based mobile networks 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. ciscopress.com

Mobile, Wireless, and Sensor Networks Rajeev Shorey 2006-03-31 This publication represents the best thinking and solutions to amyriad of contemporary issues in wireless networks. Coverageincludes wireless LANs, multihop wireless networks, and sensornetworks. Readers are provided with insightful guidance in tacklingsuch issues as architecture, protocols, modeling, analysis, andsolutions. The book also highlights economic issues, market trends,emerging, cutting-edge applications, and new paradigms, such asmiddleware for RFID, smart home design, and "on-demand business" inthe context of pervasive computing. Mobile, Wireless, and Sensor Networks is divided into threedistinct parts: * Recent Advances in Wireless LANs and Multihop WirelessNetworks * Recent Advances and Research in Sensor Networks * Middleware, Applications, and New Paradigms In developing this collected work, the editors have emphasized twoobjectives: * Helping readers bridge the gap and understand the relationshipbetween practice and theory * Helping readers bridge the gap and understand the relationshipsand common links among different types of wireless networks Chapters are written by an international team of researchers andpractitioners who are experts and trendsetters in their fields.Contributions represent both industry and academia, including IBM,National University of Singapore, Panasonic, Intel, and SeoulNational University. Students, researchers, and practitioners who need to stay abreastof new research and take advantage of the latest techniques inwireless communications will find this publication indispensable.Mobile, Wireless, and Sensor Networks provides a clear sense ofwhere the industry is now, what challenges it faces, and where itis heading.

TensorFlow Machine Learning Projects Ankit Jain 2018-11-30 Implement TensorFlow's offerings such as TensorBoard, TensorFlow.js, TensorFlow Probability, and TensorFlow Lite to build smart automation projects Key FeaturesUse machine learning and deep learning principles to build real-world projectsGet to grips with TensorFlow's impressive range of module offeringsImplement projects on GANs, reinforcement learning, and capsule networkBook Description TensorFlow has transformed the way machine learning is perceived. TensorFlow Machine Learning Projects teaches you how to exploit the benefits—simplicity, efficiency, and flexibility—of using TensorFlow in various real-world projects. With the help of this book, you'll not only learn how to build advanced projects using different datasets but also be able to tackle common challenges using a range of libraries from the TensorFlow ecosystem. To

start with, you'll get to grips with using TensorFlow for machine learning projects; you'll explore a wide range of projects using TensorForest and TensorBoard for detecting exoplanets, TensorFlow.js for sentiment analysis, and TensorFlow Lite for digit classification. As you make your way through the book, you'll build projects in various real-world domains, incorporating natural language processing (NLP), the Gaussian process, autoencoders, recommender systems, and Bayesian neural networks, along with trending areas such as Generative Adversarial Networks (GANs), capsule networks, and reinforcement learning. You'll learn how to use the TensorFlow on Spark API and GPU-accelerated computing with TensorFlow to detect objects, followed by how to train and develop a recurrent neural network (RNN) model to generate book scripts. By the end of this book, you'll have gained the required expertise to build full-fledged machine learning projects at work. What you will learnUnderstand the TensorFlow ecosystem using various datasets and techniquesCreate recommendation systems for quality product recommendationsBuild projects using CNNs, NLP, and Bayesian neural networksPlay Pac-Man using deep reinforcement learningDeploy scalable TensorFlow-based machine learning systemsGenerate your own book script using RNNsWho this book is for TensorFlow Machine Learning Projects is for you if you are a data analyst, data scientist, machine learning professional, or deep learning enthusiast with basic knowledge of TensorFlow. This book is also for you if you want to build end-to-end projects in the machine learning domain using supervised, unsupervised, and reinforcement learning techniques

Building the Hyperconnected Society Ovidiu Vermesan 2015-06-16 This book aims to provide a broad overview of various topics of Internet of Things (IoT), ranging from research, innovation and development priorities to enabling technologies, nanoelectronics, cyber-physical systems, architecture, interoperability and industrial applications. All this is happening in a global context, building towards intelligent, interconnected decision making as an essential driver for new growth and co-competition across a wider set of markets. It is intended to be a standalone book in a series that covers the Internet of Things activities of the IERC – Internet of Things European Research Cluster from research to technological innovation, validation and deployment. The book builds on the ideas put forward by the European Research Cluster on the Internet of Things Strategic Research and Innovation Agenda, and presents global views and state of the art results on the challenges facing the research, innovation, development and deployment of IoT in future years. The concept of IoT could disrupt consumer and industrial product markets generating new revenues and serving as a growth driver for semiconductor, networking equipment, and service provider end-markets globally. This will create new application and product end-markets, change the value chain of companies that creates the IoT technology and deploy it in various end sectors, while impacting the business models of semiconductor, software, device, communication and service provider stakeholders. The proliferation of intelligent devices at the edge of the network with the introduction of embedded software and app-driven hardware into manufactured devices, and the ability, through embedded software/hardware developments, to monetize those device functions and features by offering novel solutions, could generate completely new types of revenue streams. Intelligent and IoT devices leverage software, software licensing, entitlement management, and Internet connectivity in ways that address many of the societal challenges that we will face in the next decade.

Mastering Computer Vision with TensorFlow 2.x Krishnendu Kar 2020-05-15 Apply neural network architectures to build state-of-the-art computer vision

applications using the Python programming language Key FeaturesGain a fundamental understanding of advanced computer vision and neural network models in use todayCover tasks such as low-level vision, image classification, and object detectionDevelop deep learning models on cloud platforms and optimize them using TensorFlow Lite and the OpenVINO toolkitBook Description Computer vision allows machines to gain human-level understanding to visualize, process, and analyze images and videos. This book focuses on using TensorFlow to help you learn advanced computer vision tasks such as image acquisition, processing, and analysis. You'll start with the key principles of computer vision and deep learning to build a solid foundation, before covering neural network architectures and understanding how they work rather than using them as a black box. Next, you'll explore architectures such as VGG, ResNet, Inception, R-CNN, SSD, YOLO, and MobileNet. As you advance, you'll learn to use visual search methods using transfer learning. You'll also cover advanced computer vision concepts such as semantic segmentation, image inpainting with GAN's, object tracking, video segmentation, and action recognition. Later, the book focuses on how machine learning and deep learning concepts can be used to perform tasks such as edge detection and face recognition. You'll then discover how to develop powerful neural network models on your PC and on various cloud platforms. Finally, you'll learn to perform model optimization methods to deploy models on edge devices for real-time inference. By the end of this book, you'll have a solid understanding of computer vision and be able to confidently develop models to automate tasks. What you will learnExplore methods of feature extraction and image retrieval and visualize different layers of the neural network modelUse TensorFlow for various visual search methods for real-world scenariosBuild neural networks or adjust parameters to optimize the performance of modelsUnderstand TensorFlow DeepLab to perform semantic segmentation on images and DCGAN for image inpaintingEvaluate your model and optimize and integrate it into your application to operate at scaleGet up to speed with techniques for performing manual and automated image annotationWho this book is for This book is for computer vision professionals, image processing professionals, machine learning engineers and AI developers who have some knowledge of machine learning and deep learning and want to build expert-level computer vision applications. In addition to familiarity with TensorFlow, Python knowledge will be required to get started with this book.

Mobile .NET Derek Ferguson 2001-10-18 Describes the various types of wireless Internet devices--including those supported by .NET, Palm OS, and J2ME--and explains how to use .NET as a development platform to create custom web applications that work with all wireless technologies. Original. (Intermediate)

Machine Learning by Tutorials (Second Edition) raywenderlich Tutorial Team 2020-05-19 Learn Machine Learning!Machine learning is one of those topics that can be daunting at first blush. It's not clear where to start, what path someone should take and what APIs to learn in order to get started teaching machines how to learn.This is where Machine Learning by Tutorials comes in! In this book, we'll hold your hand through a number of tutorials, to get you started in the world of machine learning. We'll cover a wide range of popular topics in the field of machine learning, while developing apps that work on iOS devices.Who This Book Is ForThis books is for the intermediate iOS developer who already knows the basics of iOS and Swift development, but wants to understand how machine learning works.Topics covered in Machine Learning by TutorialsCoreML: Learn how to add a machine learning model to your iOS apps, and how to use iOS APIs to access it.Create ML: Learn how to create your own model using Apple's Create ML Tool.Turi Create and Keras: Learn how to tune

parameters to improve your machine learning model using more advanced tools.Image Classification: Learn how to apply machine learning models to predict objects in an image.Convolutional Networks: Learn advanced machine learning techniques for predicting objects in an image with Convolutional Neural Networks (CNNs).Sequence Classification: Learn how you can use recurrent neural networks (RNNs) to classify motion from an iPhone's motion sensor.Text-to-text Transform: Learn how to use machine learning to convert bodies of text between two languages.By the end of this book, you'll have a firm understanding of what machine learning is, what it can and cannot do, and how you can use machine learning in your next app!

Introduction to Deep Learning Business Applications for Developers Armando Vieira 2018-05-02 Discover the potential applications, challenges, and opportunities of deep learning from a business perspective with technical examples. These applications include image recognition, segmentation and annotation, video processing and annotation, voice recognition, intelligent personal assistants, automated translation, and autonomous vehicles. An Introduction to Deep Learning Business Applications for Developers covers some common DL algorithms such as content-based recommendation algorithms and natural language processing. You'll explore examples, such as video prediction with fully convolutional neural networks (FCNN) and residual neural networks (ResNets). You will also see applications of DL for controlling robotics, exploring the DeepQ learning algorithm with Monte Carlo Tree search (used to beat humans in the game of Go), and modeling for financial risk assessment. There will also be mention of the powerful set of algorithms called Generative Adversarial Neural networks (GANs) that can be applied for image colorization, image completion, and style transfer. After reading this book you will have an overview of the exciting field of deep neural networks and an understanding of most of the major applications of deep learning. The book contains some coding examples, tricks, and insights on how to train deep learning models using the Keras framework. What You Will Learn Find out about deep learning and why it is so powerful Work with the major algorithms available to train deep learning models See the major breakthroughs in terms of applications of deep learning Run simple examples with a selection of deep learning libraries Discover the areas of impact of deep learning in business Who This Book Is For Data scientists, entrepreneurs, and business developers.

Artificial Intelligence with Python Cookbook Ben Auffarth 2020-10-30 Work through practical recipes to learn how to solve complex machine learning and deep learning problems using Python Key FeaturesGet up and running with artificial intelligence in no time using hands-on problem-solving recipesExplore popular Python libraries and tools to build AI solutions for images, text, sounds, and imagesImplement NLP, reinforcement learning, deep learning, GANs, Monte-Carlo tree search, and much moreBook Description Artificial intelligence (AI) plays an integral role in automating problem-solving. This involves predicting and classifying data and training agents to execute tasks successfully. This book will teach you how to solve complex problems with the help of independent and insightful recipes ranging from the essentials to advanced methods that have just come out of research. Artificial Intelligence with Python Cookbook starts by showing you how to set up your Python environment and taking you through the fundamentals of data exploration. Moving ahead, you'll be able to implement heuristic search techniques and genetic algorithms. In addition to this, you'll apply probabilistic models, constraint optimization, and reinforcement learning. As you advance through the book, you'll build deep learning models for text, images, video, and audio, and

then delve into algorithmic bias, style transfer, music generation, and AI use cases in the healthcare and insurance industries. Throughout the book, you'll learn about a variety of tools for problem-solving and gain the knowledge needed to effectively approach complex problems. By the end of this book on AI, you will have the skills you need to write AI and machine learning algorithms, test them, and deploy them for production. What you will learnImplement data preprocessing steps and optimize model hyperparametersDelve into representational learning with adversarial autoencodersUse active learning, recommenders, knowledge embedding, and SAT solversGet to grips with probabilistic modeling with TensorFlow probabilityRun object detection, text-to-speech conversion, and text and music generationApply swarm algorithms, multi-agent systems, and graph networksGo from proof of concept to production by deploying models as microservicesUnderstand how to use modern AI in practiceWho this book is for This AI machine learning book is for Python developers, data scientists, machine learning engineers, and deep learning practitioners who want to learn how to build artificial intelligence solutions with easy-to-follow recipes. You'll also find this book useful if you're looking for state-of-the-art solutions to perform different machine learning tasks in various use cases. Basic working knowledge of the Python programming language and machine learning concepts will help you to work with code effectively in this book.

Social Media Engagement For Dummies Aliza Sherman 2013-05-23 Put "engage" front and center in your social media marketingengagement strategies! When you focus on the engagement side of a social mediamarketing strategy, you'll build and grow relationships withfollowers and customers, craft content just for them, analyze howthey're responding, and refocus and refresh your campaignsaccordingly. This smart guide shows you how to do all that, andthen some. From building trust to sparking conversation to usingvideo and other tools, this creative book is a must read if youwant to discover all that goes into the most important aspect oftoday's social marketing. Helps you build and foster social media relationships withpotential customers, fans, followers, and current customers Shows you how to spark actions, reactions, or interactions--andmake things happen Explores the fundamentals, especially for do-it-yourselfsmall-business owners and marketers Covers building trust and credibility, creating connections,encouraging sharing, using social networks to engage, using emailmarketing or SEO to engage, and much more Social Media Engagement For Dummies will help you connectto followers, convert them to customers, turn them into evangelistsfor your company, and boost your bottom line!

Mobile .NET Derek Ferguson 2008-01-01 Mobile .NET begins by examining a wide variety of different wireless Internet devices. These devices are divided into two main divisions: those that are directly supported by .NET (Pocket PCs, i-Mode phones, and WAP devices) and those that are not (Palm OS and J2ME-powered devices). By the end of this book, you'll be able to make .NET work equally well with all of the devices. In the middle section of the book, the advantages of .NET as a development platform are first introduced. You'll produce a .NET web application capable of serving up stock quotes to virtually any wireless device as an exercise, building on it chapter by chapter. The section concludes with a demonstration of how you can invoke .NET Web services, the cornerstone of Microsoft's new "programmable Internet," from each of the wireless devices mentioned previously. Mobile .NET concludes by drilling deep down into the technologies provided by .NET specifically for use with wireless devices. The Mobile Internet Toolkit, which can automatically adapt the output of a .NET web

application based upon the special needs of differing client devices, is discussed first. Next, Microsoft's mobile data strategy and the main technologies underlying it, SQL Server (CE and desktop versions), XML, and ADO.NET, are discussed. Finally, in a special technology sneak preview, author Derek Ferguson unveils Microsoft's mobile .NET technology, which brings the power of .NET development directly to handheld devices: the .NET Compact Framework.

Embedded System Design Peter Marwedel 2010-11-16 Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at http://ls12-www.cs.tu-dortmund.de/~marwedel.

Handbook of Mobile Teaching and Learning Yu (Aimee) Zhang 2015-10-14 Mobile technologies have been used in higher education for many years. They provide good solutions for teaching and learning and make learning available anywhere and anytime. This book includes six sections: design, development, adoption, collaboration, evaluation and future of mobile teaching and learning technology in higher education. It includes different projects and practices in higher education across different countries. The book provides in-depth background information and cases studies in high technology teaching and learning and future expectations for new technology in higher education. The variety of projects and programs running in different country helps boost innovation and discussion in future projects and practices. It also provide guidelines for future design and development of mobile applications for higher education.

Recent Trends in Intensive Computing M. Rajesh 2021

Advances in Neural Computation, Machine Learning, and Cognitive Research III
Boris Kryzhanovsky 2019-09-03 This book describes new theories and applications
of artificial neural networks, with a special focus on answering questions in
neuroscience, biology and biophysics and cognitive research. It covers a wide
range of methods and technologies, including deep neural networks, large scale
neural models, brain computer interface, signal processing methods, as well as
models of perception, studies on emotion recognition, self-organization and
many more. The book includes both selected and invited papers presented at the
XXI International Conference on Neuroinformatics, held on October 7-11, 2019,
in Dolgoprudny, a town in Moscow region, Russia.

Network neutrality Christopher T. Marsden 2017-02-23 This electronic version
has been made available under a Creative Commons (BY-NC) open access license.
Net neutrality is the most contested Internet access policy of our time. This
book offers an in-depth explanation of the concept, addressing its history
since 1999, its engineering, the policy challenges it represents and its
legislation and regulation. Various case studies are presented, including
Specialized Services and Content Delivery Networks for video over the Internet,
and the book goes on to examine the future of net neutrality battles in Europe,
the United States and developing countries, as well as offering co-regulatory
solutions based on FRAND and non-exclusivity. It will be a must-read for
researchers and advocates in the net neutrality debate, as well as those
interested in the context of communications regulation, law and economic
regulation, human rights discourse and policy, and the impact of science and
engineering on policy and governance.

High Performance Computing for Intelligent Medical Systems Varun Bajaj 2021
Modern medicine and healthcare are highly dependent on engineering, employing
instrumentation and computer systems to aid investigation, diagnosis, treatment
and patient management. The significant developments in the field of
computational intelligence, combined with the emergence of high-performance
computing is impacting society in many ways, and the health sector is no
exception. The interface of high-performance computing, computational
intelligence and medical science, has seen the emergence of intelligent medical
systems. These systems can provide a deeper insight into many healthcare and
medical problems. They can also aid in controlling, analyzing and the
management of medical applications and can provide significant improvement in
the quality of life and efficacy of clinical treatment. However, the successful
application of high-performance computing in medicine requires in-depth
knowledge and understanding of medical systems. This book focuses on the
advances and applications of high-performance computing for medical systems and
provides an insight into the latest developments in the field. It will help
readers to understand the high-performance computing research domain as related
to intelligent medical systems, its effect on our lives and its present
limitations. Part of IOP Series in Next Generation Computing.

GSM and Personal Communications Handbook Siegmund H. Redl 1998-01-01 The most
comprehensive reference available on GSM applications and services, this new
title is intended to build on the basic technical information in the authors'
original bestseller, An Introduction to GSM (Artech House, 1995). The book
provides a close-up look at this hot technology, offers in-depth discussions of
the features and services available through GSM, and includes new and more in-
depth coverage of applications and implementations of the GSM standard. It also
explains how GSM has succeeded in becoming the major digital wireless standard
- and addresses both past and future standardization, regulation, and

development issues.

Computer Vision and Robotics Jagdish Chand Bansal 2022-03-14 This book consists of a collection of the high-quality research articles in the field of computer vision and robotics which are presented in the International Conference on Computer Vision and Robotics (CVR 2021), organized by BBD University Lucknow, India, during 7-8 August 2021. The book discusses applications of computer vision and robotics in the fields like medical science, defence, and smart city planning. The book presents recent works from researchers, academicians, industry, and policy makers.

Practical Deep Learning for Cloud, Mobile, and Edge Anirudh Koul 2019-10-14 Whether you're a software engineer aspiring to enter the world of deep learning, a veteran data scientist, or a hobbyist with a simple dream of making the next viral AI app, you might have wondered where to begin. This step-by-step guide teaches you how to build practical deep learning applications for the cloud, mobile, browsers, and edge devices using a hands-on approach. Relying on years of industry experience transforming deep learning research into award-winning applications, Anirudh Koul, Siddha Ganju, and Meher Kasam guide you through the process of converting an idea into something that people in the real world can use. Train, tune, and deploy computer vision models with Keras, TensorFlow, Core ML, and TensorFlow Lite Develop AI for a range of devices including Raspberry Pi, Jetson Nano, and Google Coral Explore fun projects, from Silicon Valley's Not Hotdog app to 40+ industry case studies Simulate an autonomous car in a video game environment and build a miniature version with reinforcement learning Use transfer learning to train models in minutes Discover 50+ practical tips for maximizing model accuracy and speed, debugging, and scaling to millions of users

GPS For Dummies Joel McNamara 2008-11-17 Need directions? Are you good at getting lost? Then GPS is just the technology you've dreamed of, and GPS For Dummies is what you need to help you make the most of it. If you have a GPS unit or plan to buy one, GPS For Dummies, 2nd Edition helps you compare GPS technologies, units, and uses. You'll find out how to create and use digital maps and learn about waypoints, tracks, coordinate systems, and other key point to using GPS technology. Get more from your GPS device by learning to use Web-hosted mapping services and even how to turn your cell phone or PDA into a GPS receiver. You'll also discover: Up-to-date information on the capabilities of popular handheld and automotive Global Positioning Systems How to read a map and how to get more from the free maps available online The capabilities and limitations of GPS technology, and how satellites and radio systems make GPS work How to interface your GPS receiver with your computer and what digital mapping software can offer Why a cell phone with GPS capability isn't the same as a GPS unit What can affect your GPS reading and how accurate it will be How to use Street Atlas USA, TopoFusion, Google Earth, and other tools Fun things to do with GPS, such as exploring topographical maps, aerial imagery, and the sport of geocaching Most GPS receivers do much more than their owners realize. With GPS For Dummies, 2nd Edition in hand, you'll venture forth with confidence!

The Machine Age of Customer Insight Martin Einhorn 2021-03-15 The Machine Age of Customer Insight demonstrates the impact of machine learning and data analytics, combining an academic state-of-the-art overview of machine learning with cases from well-known companies. These cases show the opportunities and challenges of the transformation process for business and for customer insights

more specifically.

Fundamentals of 5G Mobile Networks Jonathan Rodriguez 2015-06-22 Fundamentals of 5G Mobile Networks provides an overview of the key features of the 5th Generation (5G) mobile networks, discussing the motivation for 5G and the main challenges in developing this new technology. This book provides an insight into the key areas of research that will define this new system technology paving the path towards future research and development. The book is multi-disciplinary in nature, and aims to cover a whole host of intertwined subjects that will predominantly influence the 5G landscape, including the future Internet, cloud computing, small cells and self-organizing networks (SONs), cooperative communications, dynamic spectrum management and cognitive radio, Broadcast-Broadband convergence , 5G security challenge, and green RF. This book aims to be the first of its kind towards painting a holistic perspective on 5G Mobile, allowing 5G stakeholders to capture key technology trends on different layering domains and to identify potential inter-disciplinary design aspects that need to be solved in order to deliver a 5G Mobile system that operates seamlessly.

Digital Humanities and Digital Media Roberto Simanowski 2016-07-01 In this lively and engaging book, Roberto Simanowski interviews key figures in the Digital Humanities, shedding new light on the intersections between digital humanities, digital media studies and the current state of digital media development. Simanowski is a skilled interviewer who strikes a good balance between allowing digressions and unexpected directions, while focusing the discussions on shared key points. With Johanna Drucker, John Cayley, Erick Fellinto, Ulrik Ekman, Mihai Nadin, Nick Montfort, Rodney Jones, Diane Favro, Kathleen Komar, Todd Presner, Willeke Wendrich, N. Katherine Hayles, Jay David Bolter and Bernard Stiegler.

Getting Started with OpenBTS Michael Iedema 2014-01-13 Deploy your own private mobile network with OpenBTS, the open source software project that converts between the GSM and UMTS wireless radio interface and open IP protocols. With this hands-on, step-by-step guide, you'll learn how to use OpenBTS to construct simple, flexible, and inexpensive mobile networks with software. OpenBTS can distribute any internet connection as a mobile network across a large geographic region, and provide connectivity to remote devices in the Internet of Things. Ideal for telecom and software engineers new to this technology, this book helps you build a basic OpenBTS network with voice and SMS services and data capabilities. From there, you can create your own niche product or experimental feature. Select hardware, and set up a base operating system for your project Configure, troubleshoot, and use performance-tuning techniques Expand to a true multinode mobile network complete with Mobility and Handover Add general packet radio service (GPRS) data connectivity, ideal for IoT devices Build applications on top of the OpenBTS NodeManager control and event APIs

Broadband Wireless Access and Local Networks Byeong Gi Lee 2008 This book provides you with a thorough introduction to wireless access and local networks, covers broadband mobile wireless access systems, and details mobile and broadband wireless local area networks. This forward-looking reference focuses on cutting-edge mobile WiMax, WiFi, and WiBro technologies, including in-depth design and implementation guidance.

Cybernetics, Cognition and Machine Learning Applications Vinit Kumar Gunjan

2021-03-30 This book includes the original, peer reviewed research articles from the 2nd International Conference on Cybernetics, Cognition and Machine Learning Applications (ICCCMLA 2020), held in August, 2020 at Goa, India. It covers the latest research trends or developments in areas of data science, artificial intelligence, neural networks, cognitive science and machine learning applications, cyber physical systems and cybernetics.

The Essential Guide to Telecommunications Annabel Z. Dodd 2019-03-19 "Annabel Dodd has cogently untangled the wires and switches and technobabble of the telecommunications revolution and explained how the introduction of the word 'digital' into our legislative and regulatory lexicon will affect consumers, companies and society into the next millennium." – United States Senator Edward J. Markey of Massachusetts; Member, U.S. Senate Subcommittee on Communications, Technology, Innovation, and the Internet "Annabel Dodd has a unique knack for explaining complex technologies in understandable ways. This latest revision of her book covers the rapid changes in the fields of broadband, cellular, and streaming technologies; newly developing 5G networks; and the constant changes happening in both wired and wireless networks. This book is a must-read for anyone who wants to understand the rapidly evolving world of telecommunications in the 21st century!" – David Mash, Retired Senior Vice President for Innovation, Strategy, and Technology, Berklee College of Music Completely updated for current trends and technologies, The Essential Guide to Telecommunications, Sixth Edition, is the world's top-selling, accessible guide to the fast-changing global telecommunications industry. Writing in easy-to-understand language, Dodd demystifies today's most significant technologies, standards, architectures, and trends. She introduces leading providers worldwide, explains where they fit in the marketplace, and reveals their key strategies. New topics covered in this edition include: LTE Advanced and 5G wireless, modern security threats and countermeasures, emerging applications, and breakthrough techniques for building more scalable, manageable networks. Gain a practical understanding of modern cellular, Wi-Fi, Internet, cloud, and carrier technologies Discover how key technical, business, and regulatory innovations are changing the industry See how streaming video, social media, cloud computing, smartphones, and the Internet of Things are transforming networks Explore growing concerns about security and privacy, and review modern strategies for detecting and mitigating network breaches Learn how Software Defined Networks (SDN) and Network Function Virtualization (NFV) add intelligence to networks, enabling automation, flexible configurations, and advanced networks Preview cutting-edge, telecom-enabled applications and gear–from mobile payments to drones Whether you're an aspiring network engineer looking for a broad understanding of the industry, or a salesperson, marketer, investor, or customer, this indispensable guide provides everything you need to know about telecommunications right now. This new edition is ideal for both self-study and classroom instruction. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

The Internet of Things Pethuru Raj 2017-02-24 As more and more devices become interconnected through the Internet of Things (IoT), there is an even greater need for this book,which explains the technology, the internetworking, and applications that are making IoT an everyday reality. The book begins with a discussion of IoT "ecosystems" and the technology that enables them, which includes: Wireless Infrastructure and Service Discovery Protocols Integration Technologies and Tools Application and Analytics Enablement Platforms A chapter on next-generation cloud infrastructure explains hosting IoT platforms and applications. A chapter on data analytics throws light on IoT data collection,

storage, translation, real-time processing, mining, and analysis, all of which can yield actionable insights from the data collected by IoT applications. There is also a chapter on edge/fog computing. The second half of the book presents various IoT ecosystem use cases. One chapter discusses smart airports and highlights the role of IoT integration. It explains how mobile devices, mobile technology, wearables, RFID sensors, and beacons work together as the core technologies of a smart airport. Integrating these components into the airport ecosystem is examined in detail, and use cases and real-life examples illustrate this IoT ecosystem in operation. Another in-depth look is on envisioning smart healthcare systems in a connected world. This chapter focuses on the requirements, promising applications, and roles of cloud computing and data analytics. The book also examines smart homes, smart cities, and smart governments. The book concludes with a chapter on IoT security and privacy. This chapter examines the emerging security and privacy requirements of IoT environments. The security issues and an assortment of surmounting techniques and best practices are also discussed in this chapter.

Data Analytics and Management Ashish Khanna 2021-01-04 This book includes original unpublished contributions presented at the International Conference on Data Analytics and Management (ICDAM 2020), held at Jan Wyzykowski University, Poland, during June 2020. The book covers the topics in data analytics, data management, big data, computational intelligence, and communication networks. The book presents innovative work by leading academics, researchers, and experts from industry which is useful for young researchers and students.

Advances in Image and Data Processing Using VLSI Design Kusum Lata 2022-01-30

Hands-On Natural Language Processing with Python Rajesh Arumugam 2018-07-18 Foster your NLP applications with the help of deep learning, NLTK, and TensorFlow Key Features Weave neural networks into linguistic applications across various platforms Perform NLP tasks and train its models using NLTK and TensorFlow Boost your NLP models with strong deep learning architectures such as CNNs and RNNs Book Description Natural language processing (NLP) has found its application in various domains, such as web search, advertisements, and customer services, and with the help of deep learning, we can enhance its performances in these areas. Hands-On Natural Language Processing with Python teaches you how to leverage deep learning models for performing various NLP tasks, along with best practices in dealing with today's NLP challenges. To begin with, you will understand the core concepts of NLP and deep learning, such as Convolutional Neural Networks (CNNs), recurrent neural networks (RNNs), semantic embedding, Word2vec, and more. You will learn how to perform each and every task of NLP using neural networks, in which you will train and deploy neural networks in your NLP applications. You will get accustomed to using RNNs and CNNs in various application areas, such as text classification and sequence labeling, which are essential in the application of sentiment analysis, customer service chatbots, and anomaly detection. You will be equipped with practical knowledge in order to implement deep learning in your linguistic applications using Python's popular deep learning library, TensorFlow. By the end of this book, you will be well versed in building deep learning-backed NLP applications, along with overcoming NLP challenges with best practices developed by domain experts. What you will learn Implement semantic embedding of words to classify and find entities Convert words to vectors by training in order to perform arithmetic operations Train a deep learning model to detect classification of tweets and news Implement a question-answer model with search and RNN models Train models for various text classification datasets using CNN

Implement WaveNet a deep generative model for producing a natural-sounding voice Convert voice-to-text and text-to-voice Train a model to convert speech-to-text using DeepSpeech Who this book is for Hands-on Natural Language Processing with Python is for you if you are a developer, machine learning or an NLP engineer who wants to build a deep learning application that leverages NLP techniques. This comprehensive guide is also useful for deep learning users who want to extend their deep learning skills in building NLP applications. All you need is the basics of machine learning and Python to enjoy the book.

Educating the Net Generation Diana Oblinger 2005-01-01 This e-book offers an insightful look into the way today's students think about and use technology in their academic and social lives. It will help institutional leaders help their students to become more successful and satisfied.

The Theory and Practice of Online Learning Terry Anderson 2008 "Neither an academic tome nor a prescriptive 'how to' guide, The Theory and Practice of Online Learning is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "The Theory and Practice of Online Learning" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations."--BOOK JACKET.

Advances in Machine Learning and Computational Intelligence Srikanta Patnaik 2020-07-25 This book gathers selected high-quality papers presented at the International Conference on Machine Learning and Computational Intelligence (ICMLCI-2019), jointly organized by Kunming University of Science and Technology and the Interscience Research Network, Bhubaneswar, India, from April 6 to 7, 2019. Addressing virtually all aspects of intelligent systems, soft computing and machine learning, the topics covered include: prediction; data mining; information retrieval; game playing; robotics; learning methods; pattern visualization; automated knowledge acquisition; fuzzy, stochastic and probabilistic computing; neural computing; big data; social networks and applications of soft computing in various areas.

High-Performance Modelling and Simulation for Big Data Applications Joanna Kołodziej 2019-03-25 This open access book was prepared as a Final Publication of the COST Action IC1406 "High-Performance Modelling and Simulation for Big Data Applications (cHiPSet)" project. Long considered important pillars of the scientific method, Modelling and Simulation have evolved from traditional discrete numerical methods to complex data-intensive continuous analytical optimisations. Resolution, scale, and accuracy have become essential to predict and analyse natural and complex systems in science and engineering. When their level of abstraction raises to have a better discernment of the domain at hand, their representation gets increasingly demanding for computational and data resources. On the other hand, High Performance Computing typically entails the effective use of parallel and distributed processing units coupled with efficient storage, communication and visualisation systems to underpin complex data-intensive applications in distinct scientific and technical domains. It is then arguably required to have a seamless interaction of High Performance

Computing with Modelling and Simulation in order to store, compute, analyse, and visualise large data sets in science and engineering. Funded by the European Commission, cHiPSet has provided a dynamic trans-European forum for their members and distinguished guests to openly discuss novel perspectives and topics of interests for these two communities. This cHiPSet compendium presents a set of selected case studies related to healthcare, biological data, computational advertising, multimedia, finance, bioinformatics, and telecommunications.

Intelligent Environments P. Droege 1997-03-20 The environment, as modified and created by people, is largely about the use of information, its generation and exchange. How do recent innovations in the technologies of information management and communication affect our use of space and place, and the way we perceive and think about our surroundings? This volume provides an international, exploratory forum for the complex phenomenon of new information and communication technology as it permeates and transforms our physical world, and our relation to it: the architectural definition of our surrounding, geographical space, urban form and immediate habitats. This book is a reader, an attempt at registering disciplinary changes in context, at tracing subtexts for which most mainstream disciplines have no established language. The project is to give voice to an emerging meta-discipline that has its logic across the specializations. A wide range of professionals and academics report findings, views and ideas. Together, they describe the architecture of a postmodern paradigm: how swiftly mutating the proliferating technology applications have begun to interact with the construction and reading of physical space in architecture, economics, geography, history, planning, social sciences, transport, visual art – but also in the newer domains that have joined this spectrum through the very nature of their impacts: information technology and telecommunications. The space navigated in this volume is vast, both in physical terms and in its virtual and analogous form. It ranges from the space that immediately encompasses, or is simulated to encompass, the human body – as in buildings and virtual tectonics – to that of towns and regions. We stay clear of molecular-scale space, and of dimensions that are larger than earth.

Information and Communication Technology for Intelligent Systems Tomonobu Senjyu 2020-10-21 This book gathers papers addressing state-of-the-art research in all areas of information and communication technologies and their applications in intelligent computing, cloud storage, data mining and software analysis. It presents the outcomes of the Fourth International Conference on Information and Communication Technology for Intelligent Systems, which was held in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analysis techniques and algorithms, making it a valuable resource for researchers and practitioners alike.

Machine Learning with Swift Oleksandr Sosnovshchenko 2018-02-28 Leverage the power of machine learning and Swift programming to build intelligent iOS applications with ease Key Features Implement effective machine learning solutions for your iOS applications Use Swift and Core ML to build and deploy popular machine learning models Develop neural networks for natural language processing and computer vision Book Description Machine learning as a field promises to bring increased intelligence to the software by helping us learn and analyse information efficiently and discover certain patterns that humans cannot. This book will be your guide as you embark on an exciting journey in machine learning using the popular Swift language. We'll start with machine learning basics in the first part of the book to develop a lasting intuition

about fundamental machine learning concepts. We explore various supervised and unsupervised statistical learning techniques and how to implement them in Swift, while the third section walks you through deep learning techniques with the help of typical real-world cases. In the last section, we will dive into some hard core topics such as model compression, GPU acceleration and provide some recommendations to avoid common mistakes during machine learning application development. By the end of the book, you'll be able to develop intelligent applications written in Swift that can learn for themselves. What you will learn Learn rapid model prototyping with Python and Swift Deploy pre-trained models to iOS using Core ML Find hidden patterns in the data using unsupervised learning Get a deeper understanding of the clustering techniques Learn modern compact architectures of neural networks for iOS devices Train neural networks for image processing and natural language processing Who this book is for iOS developers who wish to create smarter iOS applications using the power of machine learning will find this book to be useful. This book will also benefit data science professionals who are interested in performing machine learning on mobile devices. Familiarity with Swift programming is all you need to get started with this book.