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Theory Practice And Development

Cloud Computing and Software Services

Building Next-Generation Converged Networks

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- For developers, IT architects and IT specialists

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Fundamentals of Wireless Sensor Networks

Bloom Filter

Proceedings of ICACNI 2016, Volume 2

Theory and Practice

Breakthroughs in Research and Practice

Software-Defined Networking and Security

Architectures, Algorithms and Applications

*Cloud Computing
Networking Theory
Practice And
Development*

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ELAINA HOWARD

Cloud Computing and Software Services CRC Press

CLOUD COMPUTING SOLUTIONS The main purpose of this book is to include all the cloud-related technologies in a single platform, so that researchers, academicians, postgraduate students, and those in the industry can easily understand the cloud-based ecosystems. This book discusses the evolution of cloud computing through grid computing and cluster computing. It will help researchers and practitioners to understand grid and distributed computing cloud infrastructure, virtual machines, virtualization, live migration, scheduling techniques, auditing concept, security and privacy, business models, and case studies through the state-of-the-art cloud computing countermeasures. This book covers the spectrum of cloud computing-related technologies and the wide-ranging contents will differentiate this book from others. The topics treated in the book include: The evolution of cloud computing from grid computing, cluster computing, and distributed systems; Covers cloud computing and virtualization environments; Discusses live migration, database, auditing, and applications as part of the materials related to cloud computing; Provides concepts of cloud storage, cloud strategy planning, and management, cloud security, and privacy issues; Explains complex concepts clearly and covers information for advanced users and beginners. Audience The primary

audience for the book includes IT, computer science specialists, researchers, graduate students, designers, experts, and engineers who are occupied with research.

Building Next-Generation Converged Networks John Wiley & Sons

In this book, the authors describe the fundamental concepts and practical aspects of wireless sensor networks. The book provides a comprehensive view to this rapidly evolving field, including its many novel applications, ranging from protecting civil infrastructure to pervasive health monitoring. Using detailed examples and illustrations, this book provides an inside track on the current state of the technology. The book is divided into three parts. In Part I, several node architectures, applications and operating systems are discussed. In Part II, the basic architectural frameworks, including the key building blocks required for constructing large-scale, energy-efficient sensor networks are presented. In Part III, the challenges and approaches pertaining to local and global management strategies are presented – this includes topics on power management, sensor node localization, time synchronization, and security. At the end of each chapter, the authors provide practical exercises to help students strengthen their grip on the subject. There are more than 200 exercises altogether. Key Features: Offers a comprehensive introduction to the theoretical and practical concepts pertaining to wireless sensor networks Explains the constraints and challenges of wireless sensor network design; and discusses the most promising solutions Provides an in-depth treatment of the most critical technologies for sensor

network communications, power management, security, and programming. Reviews the latest research results in sensor network design, and demonstrates how the individual components fit together to build complex sensing systems for a variety of application scenarios. Includes an accompanying website containing solutions to exercises.

(http://www.wiley.com/go/dargie_fundamentals) This book serves as an introductory text to the field of wireless sensor networks at both graduate and advanced undergraduate level, but it will also appeal to researchers and practitioners wishing to learn about sensor network technologies and their application areas, including environmental monitoring, protection of civil infrastructure, health care, precision agriculture, traffic control, and homeland security.

Cloud Object Storage as a Service: IBM Cloud Object Storage from Theory to Practice - For developers, IT architects and IT specialists CRC Press

The digital enterprise has resulted in an explosion of data, and data volumes are expected to grow in zettabyte scale in the next few years. This explosive growth is largely fueled by unstructured data, such as video, social media, photos, and text. IBM® Cloud Object Storage (previously known as Cleversafe®) provides organizations the flexibility, scalability, and simplicity required to store, manage, and access today's rapidly growing unstructured data. Cloud Object Storage (COS) provides access to your unstructured data via a self-service portal from anywhere in the world with RESTful APIs, including OpenStack Swift API and S3-compatible API, enterprise availability, and security. IBM COS is available in the

following deployment models: Private on-premises object storage, Dedicated object storage (single-tenant), Public object storage (multi-tenant), Hybrid object storage (a mix of on-premises, dedicated or public offerings). This IBM Redbooks® publication focuses on the IBM COS public offering, IBM COS Public Services, and hybrid solutions leveraging this offering. This book is for solution developers, architects, and IT specialists who are implementing Cloud Object Storage solutions.

Theory and Practice CRC Press

Cloud computing is the most significant technology transformation since the introduction of the Internet in the early 1990s. As more and more companies and educational institutions plan to adopt a cloud-based IT infrastructure, today's job market requires IT professionals who understand cloud computing and have hands-on experience developing cloud-based networks. *Cloud Computing Networking: Theory, Practice, and Development* covers the key networking and system administration concepts as well as the vital hands-on skills you need to master cloud technology. This book is designed to help you quickly get started in deploying cloud services for a real-world business. It provides detailed step-by-step instructions for creating a fully functioning cloud-based IT infrastructure using the Microsoft Azure cloud platform. In this environment, you can develop cloud services collaboratively or individually. The book enhances your hands-on skills through numerous lab activities. In these lab activities, you will learn to implement the following services in a cloud environment: Active Directory, DHCP, DNS, and Certificate Services. Configure Windows Server so it can route IP traffic. Implement IP Security

Policy and Windows Firewall with Advanced Security tools Create a point-to-site connection between Microsoft Azure and a local computer Create a site-to-site connection between Microsoft Azure and an on-premises network Develop a hybrid cloud that integrates Microsoft Azure with a private cloud created on a local network Cloud Computing Networking: Theory, Practice, and Development includes numerous examples, figures, and screen shots to help you understand the information. Each chapter concludes with a summary of the major topics and a set of review questions. With this book, you will soon have the critical knowledge and skills to develop and manage cloud-based networks.

Theory, Practice, and Development CRC Press

Fog computing is rapidly expanding in its applications and capabilities through various parts of society. Utilizing different types of virtualization technologies can push this branch of computing to even greater heights. Fog Computing: Breakthroughs in Research and Practice contains a compendium of the latest academic material on the evolving theory and practice related to fog computing. Including innovative studies on distributed fog computing environments, programming models, and access control mechanisms, this publication is an ideal source for programmers, IT professionals, students, researchers, and engineers.

Building Applications and Infrastructure in the Cloud Morgan Kaufmann

Summarizes the current state and upcoming trends within the area of fog computing Written by some of the leading experts in the field, Fog Computing: Theory and Practice focuses on the technological aspects of

employing fog computing in various application domains, such as smart healthcare, industrial process control and improvement, smart cities, and virtual learning environments. In addition, the Machine-to-Machine (M2M) communication methods for fog computing environments are covered in depth. Presented in two parts—Fog Computing Systems and Architectures, and Fog Computing Techniques and Application—this book covers such important topics as energy efficiency and Quality of Service (QoS) issues, reliability and fault tolerance, load balancing, and scheduling in fog computing systems. It also devotes special attention to emerging trends and the industry needs associated with utilizing the mobile edge computing, Internet of Things (IoT), resource and pricing estimation, and virtualization in the fog environments. Includes chapters on deep learning, mobile edge computing, smart grid, and intelligent transportation systems beyond the theoretical and foundational concepts Explores real-time traffic surveillance from video streams and interoperability of fog computing architectures Presents the latest research on data quality in the IoT, privacy, security, and trust issues in fog computing Fog Computing: Theory and Practice provides a platform for researchers, practitioners, and graduate students from computer science, computer engineering, and various other disciplines to gain a deep understanding of fog computing.

An Enterprise Perspective on Risks and Compliance John Wiley & Sons

This latest textbook from bestselling author, Douglas E. Comer, is a class-tested book providing a comprehensive introduction to cloud computing. Focusing on concepts and principles,

rather than commercial offerings by cloud providers and vendors, *The Cloud Computing Book: The Future of Computing Explained* gives readers a complete picture of the advantages and growth of cloud computing, cloud infrastructure, virtualization, automation and orchestration, and cloud-native software design. The book explains real and virtual data center facilities, including computation (e.g., servers, hypervisors, Virtual Machines, and containers), networks (e.g., leaf-spine architecture, VLANs, and VxLAN), and storage mechanisms (e.g., SAN, NAS, and object storage). Chapters on automation and orchestration cover the conceptual organization of systems that automate software deployment and scaling. Chapters on cloud-native software cover parallelism, microservices, MapReduce, controller-based designs, and serverless computing. Although it focuses on concepts and principles, the book uses popular technologies in examples, including Docker containers and Kubernetes. Final chapters explain security in a cloud environment and the use of models to help control the complexity involved in designing software for the cloud. The text is suitable for a one-semester course for software engineers who want to understand cloud, and for IT managers moving an organization's computing to the cloud.

Cloud Computing Cloud Computing Networking Theory, Practice, and Development

"This reference text covers intelligent computing through Internet of Things (IoT) and Big Data in Vehicular Environment in a single volume. The text covers important topics including topology-based routing protocols,

heterogeneous wireless networks, security risks, software-defined vehicular Ad-hoc network, vehicular delay tolerant networks, and energy harvesting for WSNs using rectenna"--

The Practice of Cloud System Administration Newnes

This classroom-tested textbook describes the design and implementation of software for distributed real-time systems, using a bottom-up approach. The text addresses common challenges faced in software projects involving real-time systems, and presents a novel method for simply and effectively performing all of the software engineering steps. Each chapter opens with a discussion of the core concepts, together with a review of the relevant methods and available software. This is then followed with a description of the implementation of the concepts in a sample kernel, complete with executable code. Topics and features: introduces the fundamentals of real-time systems, including real-time architecture and distributed real-time systems; presents a focus on the real-time operating system, covering the concepts of task, memory, and input/output management; provides a detailed step-by-step construction of a real-time operating system kernel, which is then used to test various higher level implementations; describes periodic and aperiodic scheduling, resource management, and distributed scheduling; reviews the process of application design from high-level design methods to low-level details of design and implementation; surveys real-time programming languages and fault tolerance techniques; includes end-of-chapter review questions, extensive C code, numerous examples, and a case study implementing the methods in real-world applications; supplies additional

material at an associated website. Requiring only a basic background in computer architecture and operating systems, this practically-oriented work is an invaluable study aid for senior undergraduate and graduate-level students of electrical and computer engineering, and computer science. The text will also serve as a useful general reference for researchers interested in real-time systems.

97 Things Every Cloud Engineer Should Know "O'Reilly Media, Inc."

Internet Infrastructure: Networking, Web Services, and Cloud Computing provides a comprehensive introduction to networks and the Internet from several perspectives: the underlying media, the protocols, the hardware, the servers, and their uses. The material in the text is divided into concept chapters that are followed up with case study chapters that examine how to install, configure, and secure a server that offers the given service discussed. The book covers in detail the Bind DNS name server, the Apache web server, and the Squid proxy server. It also provides background on those servers by discussing DNS, DHCP, HTTP, HTTPS, digital certificates and encryption, web caches, and the variety of protocols that support web caching. Introductory networking content, as well as advanced Internet content, is also included in chapters on networks, LANs and WANs, TCP/IP, TCP/IP tools, cloud computing, and an examination of the Amazon Cloud Service. Online resources include supplementary content that is available via the textbook's companion website, as well useful resources for faculty and students alike, including: a complete lab manual; power point notes, for installing, configuring, securing and experimenting with many of the servers discussed in the text; power point notes;

animation tutorials to illustrate some of the concepts; two appendices; and complete input/output listings for the example Amazon cloud operations covered in the book.

Distributed Real-Time Systems

Academic Press

This book reports the latest advances on the design and development of mobile computing systems, describing their applications in the context of modeling, analysis and efficient resource management. It explores the challenges on mobile computing and resource management paradigms, including research efforts and approaches recently carried out in response to them to address future open-ended issues. The book includes 26 rigorously refereed chapters written by leading international researchers, providing the readers with technical and scientific information about various aspects of mobile computing, from basic concepts to advanced findings, reporting the state-of-the-art on resource management in such environments. It is mainly intended as a reference guide for researchers and practitioners involved in the design, development and applications of mobile computing systems, seeking solutions to related issues. It also represents a useful textbook for advanced undergraduate and graduate courses, addressing special topics such as: mobile and ad-hoc wireless networks; peer-to-peer systems for mobile computing; novel resource management techniques in cognitive radio networks; and power management in mobile computing systems.

Theory and Practice "O'Reilly Media, Inc."

As part of the Syngress Basics series, The Basics of Cloud Computing provides readers with an overview of the cloud

and how to implement cloud computing in their organizations. Cloud computing continues to grow in popularity, and while many people hear the term and use it in conversation, many are confused by it or unaware of what it really means. This book helps readers understand what the cloud is and how to work with it, even if it isn't a part of their day-to-day responsibility. Authors Derrick Rountree and Ileana Castrillo explains the concepts of cloud computing in practical terms, helping readers understand how to leverage cloud services and provide value to their businesses through moving information to the cloud. The book will be presented as an introduction to the cloud, and reference will be made in the introduction to other Syngress cloud titles for readers who want to delve more deeply into the topic. This book gives readers a conceptual understanding and a framework for moving forward with cloud computing, as opposed to competing and related titles, which seek to be comprehensive guides to the cloud. Provides a sound understanding of the cloud and how it works Describes both cloud deployment models and cloud services models, so you can make the best decisions for deployment Presents tips for selecting the best cloud services providers

Cloud Computing and Digital Media
Springer Nature

If you create, manage, operate, or configure systems running in the cloud, you're a cloud engineer--even if you work as a system administrator, software developer, data scientist, or site reliability engineer. With this book, professionals from around the world provide valuable insight into today's cloud engineering role. These concise articles explore the entire cloud

computing experience, including fundamentals, architecture, and migration. You'll delve into security and compliance, operations and reliability, and software development. And examine networking, organizational culture, and more. You're sure to find 1, 2, or 97 things that inspire you to dig deeper and expand your own career. "Three Keys to Making the Right Multicloud Decisions," Brendan O'Leary "Serverless Bad Practices," Manases Jesus Galindo Bello "Failing a Cloud Migration," Lee Atchison "Treat Your Cloud Environment as If It Were On Premises," Iyana Garry "What Is Toil, and Why Are SREs Obsessed with It?", Zachary Nickens "Lean QA: The QA Evolving in the DevOps World," Theresa Neate "How Economies of Scale Work in the Cloud," Jon Moore "The Cloud Is Not About the Cloud," Ken Corless "Data Gravity: The Importance of Data Management in the Cloud," Geoff Hughes "Even in the Cloud, the Network Is the Foundation," David Murray "Cloud Engineering Is About Culture, Not Containers," Holly Cummins

Computer Network Security CRC Press

Large IT organizations increasingly face the challenge of integrating various web services, applications, and other technologies into a single network. The solution to finding a meaningful large-scale architecture that is capable of spanning a global enterprise appears to have been met in ESB, or Enterprise Service Bus. Rather than conform to the hub-and-spoke architecture of traditional enterprise application integration products, ESB provides a highly distributed approach to integration, with unique capabilities that allow individual departments or business units to build out their integration projects in incremental, digestible chunks, maintaining their own local control and

autonomy, while still being able to connect together each integration project into a larger, more global integration fabric, or grid. Enterprise Service Bus offers a thorough introduction and overview for systems architects, system integrators, technical project leads, and CTO/CIO level managers who need to understand, assess, and evaluate this new approach. Written by Dave Chappell, one of the best known and authoritative voices in the field of enterprise middleware and standards-based integration, the book drills down into the technical details of the major components of ESB, showing how it can utilize an event-driven SOA to bring a variety of enterprise applications and services built on J2EE, .NET, C/C++, and other legacy environments into the reach of the everyday IT professional. With Enterprise Service Bus, readers become well versed in the problems faced by IT organizations today, gaining an understanding of how current technology deficiencies impact business issues. Through the study of real-world use cases and integration patterns drawn from several industries using ESB--including Telcos, financial services, retail, B2B exchanges, energy, manufacturing, and more--the book clearly and coherently outlines the benefits of moving toward this integration strategy. The book also compares ESB to other integration architectures, contrasting their inherent strengths and limitations. If you are charged with understanding, assessing, or implementing an integration architecture, Enterprise Service Bus will provide the straightforward information you need to draw your conclusions about this important disruptive technology.

Cloud Reliability Engineering CRC Press

Security and smart spaces are among the most significant topics in IoT nowadays. The implementation of secured smart spaces is at the heart of this concept, and its development is a key issue in the next generation IoT. This book addresses major security aspects and challenges in realizing smart spaces and sensing platforms in critical Cloud and IoT applications. The book focuses on both the design and implementation aspects of security models and strategies in smart that are enabled by wireless sensor networks and RFID systems. It mainly examines seamless data access approaches and encryption and decryption aspects in reliable IoT systems.

Theory and Practice CRC Press

Cloud Computing Networking Theory, Practice, and Development CRC Press
Cloud VR Addison-Wesley Professional
 This book features the major research advances on integrated networking, caching, and computing. Information-centric networking-based caching is one of the promising techniques for future networks. The cloud computing paradigm has been widely adopted to enable convenient, on-demand network access to a shared pool of configurable computing resources. In addition, fog/edge computing is proposed to deploy computing resources closer to end devices. From the perspective of applications, network, cache and compute are underlying enabling resources. How to manage, control and optimize these resources can have significant impacts on application performance.

A Holistic Perspective IBM Redbooks
 Introductory textbook in the important area of network security for undergraduate and graduate students
 Comprehensively covers fundamental

concepts with newer topics such as electronic cash, bit-coin, P2P, SHA-3, E-voting, and Zigbee security Fully updated to reflect new developments in network security Introduces a chapter on Cloud security, a very popular and essential topic Uses everyday examples that most computer users experience to illustrate important principles and mechanisms Features a companion website with Powerpoint slides for lectures and solution manuals to selected exercise problems, available at <http://www.cs.uml.edu/~wang/NetSec>
A Data Structure for Computer Networking, Big Data, Cloud Computing, Internet of Things, Bioinformatics and Beyond CRC Press

Cybercrime and Information Technology: Theory and Practice—The Computer Network Infrastructure and Computer Security, Cybersecurity Laws, Internet of Things (IoT), and Mobile Devices is an introductory text addressing current technology, trends, and security issues. While many books on the market cover investigations, forensic recovery, and presentation of evidence, and others explain computer and network security, this book explores both, explaining the essential principles governing computers, wireless and mobile devices, the Internet of Things, cloud systems, and their significant vulnerabilities. Only with this knowledge can students truly appreciate the security challenges and opportunities for cybercrime that cannot be uncovered, investigated, and adjudicated unless they are understood. The legal portion of the book is an overview of the legal system in the United States, including cyberlaw standards, and regulations affecting cybercrime. This section includes cases in progress that are shaping and developing legal precedents. As is often

the case, new technologies require new statutes and regulations—something the law is often slow to move on given the current speed in which technology advances. Key Features: Provides a strong foundation of cybercrime knowledge along with the core concepts of networking, computer security, Internet of Things (IoT), and mobile devices. Addresses legal statutes and precedents fundamental to understanding investigative and forensic issues relative to evidence collection and preservation. Identifies the new security challenges of emerging technologies including mobile devices, cloud computing, Software-as-a-Service (SaaS), VMware, and the Internet of Things. Strengthens student understanding of the fundamentals of computer and network security, concepts that are often glossed over in many textbooks, and includes the study of cybercrime as critical forward-looking cybersecurity challenges. Cybercrime and Information Technology is a welcome addition to the literature, particularly for those professors seeking a more hands-on, forward-looking approach to technology and trends. Coverage is applicable to all forensic science courses in computer science and forensic programs, particularly those housed in criminal justice departments emphasizing digital evidence and investigation processes. The textbook is appropriate for courses in the Computer Forensics and Criminal Justice curriculum, and is relevant to those studying Security Administration, Public Administrations, Police Studies, Business Administration, Computer Science, and Information Systems. An Instructor's Manual with Test Bank and chapter PowerPoint slides is available to qualified professors for use in classroom

instruction.

The Cloud Computing Book Springer
This book provides readers insights into cyber maneuvering or adaptive and intelligent cyber defense. It describes the required models and security supporting functions that enable the analysis of potential threats, detection of attacks, and implementation of countermeasures while expending attacker resources and preserving user experience. This book not only presents significant education-oriented content, but uses advanced content to reveal a blueprint for helping network security professionals design and implement a secure Software-Defined Infrastructure (SDI) for cloud networking environments. These solutions are a less intrusive alternative to security countermeasures

taken at the host level and offer centralized control of the distributed network. The concepts, techniques, and strategies discussed in this book are ideal for students, educators, and security practitioners looking for a clear and concise text to avant-garde cyber security installations or simply to use as a reference. Hand-on labs and lecture slides are located at <http://virtualnetworksecurity.thothlab.com/>. Features Discusses virtual network security concepts Considers proactive security using moving target defense Reviews attack representation models based on attack graphs and attack trees Examines service function chaining in virtual networks with security considerations Recognizes machine learning and AI in network security

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