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Selected SPIE Proceedings Createspace Independent Publishing Platform
This book will provide you with all the information you need to design and create your own Internet of Things (IoT) applications using the Arduino platform.
IoT: Building Arduino-Based Projects Springer Science & Business Media
This volume comprises the papers from 2011 International Conference on Information Technology and Agricultural Engineering (ICITAE 2011). 2011 International Conference on Information Technology and Agricultural Engineering (ICITAE 2011) has been held in Sanya, China, December 1-2, 2011. All the papers have been peer reviewed by the selected experts. These papers represent the latest development in the field of materials manufacturing technology, spanning from the fundamentals to new technologies and applications. Specially, these papers cover the topics of Information Technology and Agricultural Engineering. This book provides a greatly valuable reference for researchers in the field of Information Technology and Agricultural Engineering who wish to further understand the underlying mechanisms and create innovative and practical techniques, systems and processes. It should also be particularly useful for engineers in information technology and agriculture who are responsible for the efficient and effective operations.
After the Software Wars Springer Nature
For Poddar, poetry is a tool to arrest the vast beyond, portraying it within the canvas of personal experience. "To limit the limitless, so our thirst and longing for it remains unquenched; that is why I write," says Poddar. ... I surface with the words from an unspoken dream. My feet speed towards the blue. Everything is azure. Everything is calm. When the lake grins, its skin creases into a thousand wrinkles... Queried in an interview, he said "This morning a stranger next to me on a bus pointed toward the sky; does not the blue look like a child in a cradle?" Herein, Kushal Poddar, paints the interior sky.
The Australian Official Journal of Trademarks Springer
This book presents an overview of the guidelines and strategies for transitioning an image or video processing algorithm from a research environment into a real-time constrained environment. Such guidelines and strategies are scattered in the literature of various disciplines including image processing, computer engineering, and software engineering, and thus have not previously appeared in one place. By bringing these strategies into one place, the book is intended to serve the greater community of researchers, practicing engineers, industrial professionals, who are interested in taking an image or video processing algorithm from a research environment to an actual real-time implementation on a resource constrained hardware platform. These strategies consist of algorithm simplifications, hardware architectures, and software methods. Throughout the book, carefully selected representative examples from the literature are presented to illustrate the discussed concepts. After reading the book, the readers are exposed to a wide variety of techniques and tools, which they can then employ to design a real-time image or video processing system.
Computational Imaging X Keith Curtis
Explore and learn about Internet of Things to develop interactive Arduino-based Internet projectsAbout This Book- Learn the capabilities and differences between popular protocols and communication patterns and how they can be used, and should not be used, to create secure and interoperable services and things- Build Internet-based Arduino devices to make your home feel more secure- Learn to protect cyber-physical systems and utilize forensic data analysis to beat vulnerabilities in your IoT ecosystem- Learn best practices to secure your data from device to the cloudWho This Book Is ForIf you're a developer or electronics engineer who is curious about Internet of Things, then this is the course for you. A rudimentary understanding of electronics, Raspberry Pi, or similar credit-card sized computers, and some programming experience using managed code such as C# or Java will be helpful. Business analysts and managers will also find this course useful.What You Will Learn - Know the capabilities and limitations of the HTTP, UPnP, CoAP, MQTT, and XMPP protocols- Use important communication patterns, such as the request/respond, publish/subscribe, event subscription, asynchronous messaging, and multicasting patterns- Build a portable Wi-Fi signal strength sensor to give haptic feedback about signal strength to the user- Measure the water flow speed and volume with liquid flow sensors and record real-time readings- Secure your home with motion-activated Arduino security cameras and upload images to the cloud- Implement real-time data logging of a solar panel voltage with Arduino cloud connectors- Track locations with GPS and upload location data to the cloud- Control infrared-enabled devices with IR remote and Arduino- Use Systems Security Engineering and Privacy-by-design principles to design a secure IoT ecosystemIn DetailThe IoT: Building Arduino-Based Projects course will take you on a journey to become an expert in the use of IoT by developing a set of projects and finally guide you onto securing your IoT environment.The course begins with exploring the popular HTTP, UPnP, CoAP, MQTT, and XMPP protocols. In the first module Learning Internet of Things, you will learn how protocols and patterns can put limitations on network topology and how they affect the direction of communication and the use of firewalls. This module gives you a practical overview of the existing protocols, communication patterns, architectures, and security issues important to Internet of Things.The second module, Internet of Things with Arduino Blueprints provides you up to eight projects that will allow devices to communicate with each other, access information over the Internet, store and retrieve data, and interact with users'creating smart, pervasive, and always-connected environments. You can use these projects as blueprints for many other IoT projects and put them to good use.It has becomes critical to ensure that cyber security threats are contained to a minimum when implementing new IoT services and solutions. Thus, our third module, Practical Internet of Things Security provides a set of guidelines to architect and deploy a secure IoT in your Enterprise. The aim is to showcase how the IoT is implemented in early adopting industries and describe how lessons can be learned and shared across diverse industries to support a secure IoT.Style and approach This course introduces you to the Internet of Things architecture, helps you build Arduino projects based on IoT and cloud computing concepts, create smart, pervasive and always-connected environments, and finally guide you onto securing your IoT environment. Each of these has been covered in individual modules so that you develop your skill after the completion of a module and get ready for the next
Information Technology and Agricultural Engineering WIPO

Proceedings of SPIE offer access to the latest innovations in research and technology and are among the most cited references in patent literature. *Proceedings of the International Conference on Information Systems Design and Intelligent Applications 2012 (India 2012) held in Visakhapatnam, India, January 2012* Packt Publishing Ltd

Proceedings of SPIE present the original research papers presented at SPIE conferences and other high-quality conferences in the broad-ranging fields of optics and photonics. These books provide prompt access to the latest innovations in research and technology in their respective fields. Proceedings of SPIE are among the most cited references in patent literature.

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xxxxx proposes a radical, new space for artistic exploration, with essential contributions from a diverse range of artists, theorists, and scientists. Combining intense background material, code listings, screenshots, new translation, [the] xxxxx [reader] functions as both guide and manifesto for a thought movement which is radically opposed to entropic contemporary economies. xxxxx traces a clear line across eccentric and wide ranging texts under the rubric of life coding which can well be contrasted with the death drive of cynical economy with roots in rationalism and enlightenment thought. Such philosophy, world as machine, informs its own deadly flipside embedded within language and technology. xxxxx totally unpicks this hiroshimic engraving, offering an dandyish alternative by way of deep examination of software and substance. Life coding is primarily active, subsuming deprecated psychogeography in favour of acute wonderland technology, wary of any assumed transparency. Texts such as Endonomadology, a text from celebrated biochemist and chaos theory pioneer Otto E. Roessler, who features heavily throughout this intense volume, make plain the sadistic nature and active legacy of rationalist thought. At the same time, through the science of endophysics, a physics from the inside elaborated here, a delicate theory of the world as interface is proposed. xxxxx is very much concerned with the joyful elaboration of a new real; software-led propositions which are active and constructive in eviscerating contemporary economic culture. xxxxx embeds Perl Routines to Manipulate London, by way of software artist and Mongrel Graham Harwood, a Universal Dovetailer in the Lisp language from AI researcher Bruno Marchal rewriting the universe as code, and self explanatory Pornographic Coding from plagiarist and author Stewart Home and code art guru Florian Cramer. Software is treated as magical, electromystical, contrasting with the tedious GUI desktop applications and user-led drudgery expressed within a vast ghost-authored literature which merely serves to rehearse again and again the demands of industry and economy. Key texts, which well explain the magic and sheer art of programming for the absolute beginner are published here. Software subjugation is made plain within the very title of media theorist Friedrich Kittler's essay Protected Mode, published in this volume. Media, technology and destruction are further elaborated across this work in texts such as War.pl, Media and Drugs in Pynchon's Second World War, again from Kittler, and Simon Ford's elegant take on J.G Ballard's crashed cars exhibition of 1970, A Psychopathic Hymn. Software and its expansion stand in obvious relation to language. Attacking transparency means examining the prison cell or virus of language; life coding as William Burrough's cutup. And perhaps the most substantial and thorough-going examination is put forward by daring Vienna actionist Oswald Wiener in his Notes on the Concept of the Bio-adapter which has been thankfully unearthed here. Equally, Olga Goriunova's extensive examination of a new Russian literary trend, the online male literature of udaff.com provides both a reexamination of culture and language, and an example of the diversity of xxxxx; a diversity well reflected in background texts ranging across subjects such as Leibniz' monadology, the ur-crash of supreme flaneur Thomas de Quincey and several rewritings of the forensic model of Jack the Ripper thanks to Stewart Home and Martin Howse. xxxxx liberates software from the machinic, and questions the transparency of language, proposing a new world view, a sheer electromysticism which is well explained with reference to the works of Thomas Pynchon in Friedrich Kittler's essay, translated for the first time into English, which closes xxxxx. Further contributors include Hal Abelson, Leif Elggren, Jonathan Kemp, Aymeric Mansoux, and socialfiction.org.

Real-Time Image and Video Processing xxxxx

If there is a reunion in your future, whether as the organizer or a helping hand, Reunion Planner is one book you won't want to be without. Reunion Planner leaves nothing to chance. The contents include sections on the following: choosing the proper kind of reunion, recruiting volunteers, selecting the time and place, creating the program, guest speakers, budgeting, notifying the participants and promoting the event, planning meals and decorations, accommodations and transportation, souvenirs and fund raisers, photographers and videographers, building a genealogy, and finishing touches from road signs to thank-you notes and more.

Internet of Things with Arduino Blueprints Society of Photo Optical

"Trekkerman is about a man who finds wonderment around every bend in the trail, every turn in the road, and every twist on the path of life. This entertaining and informative book puts the reader in Ric Samulski's shoes as he travels through his own "Bucket List" of treks that he began when he turned 60." -Fred Pflughoft, author/photographer, Wind River Range Impressions, Wyoming Wild & Beautiful, Great Lodges of the National Parks "This is the book I've been looking for. At the age of sixty, Ric Samulski began undertaking long-distance treks, including Scotland's West Highland Way, Nepal's Annapurna Circuit, and Patagonia's Paine Circuit. Trekkerman is a tour-de-force with references to legendary personalities of the Great Outdoors-John Muir, Colin Fletcher, Maurice Herzog and more. This book belongs in the library of hikers, trekkers, climbers, and pilgrims." -Bill "Skywalker" Walker, author, Skywalker: Highs and Lows on the Pacific Crest Trail, Skywalker - Close Encounters on the Appalachian Trail, The Best Way: El Camino de Santiago "I'm hearing great things about Ric's book. I'm only sorry that I'm not around to read it." -John Muir (1838-1914), author, A Thousand Mile Walk to the Gulf ABOUT THE AUTHOR: A Niagara Falls, NY native, Ric Samulski received a B.A in history from Niagara University. He and his wife, Rosemary, moved to Wyoming and began exploring its mountains and wilderness areas. After teaching in the public high school in Riverton, WY, and then on the Wind River Indian Reservation, he and Rosemary published The Pinedale Roundup, Pinedale's weekly newspaper. He and his wife spend summers in Pinedale, hiking in the Wind Rivers, and winters in New Mexico, near the Gila Wilderness.

Trekkerman Рипол Классик

The last decade has witnessed a rapid surge of interest in new sensing and monitoring devices for wellbeing and healthcare. One key development in this area is wireless, wearable and implantable in vivo monitoring and intervention. A myriad of platforms are now available from both academic institutions and commercial organisations. They permit the management of patients with both acute and chronic symptoms, including diabetes, cardiovascular diseases, treatment of epilepsy and other debilitating neurological disorders. Despite extensive developments in sensing technologies, there are significant research issues related to system integration, sensor miniaturisation, low-power sensor interface, wireless telemetry and signal processing. In the 2nd edition of this popular and authoritative reference on Body Sensor Networks (BSN), major topics related to the latest technological developments and potential clinical applications are discussed, with contents covering. Biosensor Design, Interfacing and Nanotechnology Wireless Communication and Network Topologies Communication Protocols and Standards Energy Harvesting and Power Delivery Ultra-low Power Bio-inspired Processing Multi-sensor Fusion and Context Aware Sensing Autonomic Sensing Wearable, Ingestible Sensor Integration and Exemplar Applications System Integration and Wireless Sensor Microsystems The book also provides a comprehensive review of the current wireless sensor development platforms and a step-by-step guide to developing your own BSN applications through the use of the BSN development kit.

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Read this story of how a loose-knit group of programmers, dreamers, philosophers, geniuses and fools discovered the fact that that they could write better software in less time by just giving it all away. Follow the ecstasy, the triumphs, the battles, the failures, the treachery, the cooperation, the wrong turns, the teamwork, the struggles, and the backbiting on the road to triumph and total global domination. Show Excerpt Blue Screen of Death" that appears on Windows users' monitors when something goes irretrievably wrong is the butt of many jokes. Linux users also bragged about the quality of their desktop interface. Most of the uninitiated thought of Linux as a hacker's system built for nerds. Yet recently two very good operating shells called GNOME and KDE had taken hold. Both offered the user an environment that looked just like Windows but was better. Linux hackers started bragging that they were able to equip their girlfriends, mothers, and friends with Linux boxes without grief. Some people with little computer experience were adopting Linux with little trouble. Building websites and supercomputers is not an easy task, and it is often done in back rooms out of the sight of most people. When people began realizing that the free software hippies had slowly managed to take over a large chunk of the web server and supercomputing world, they realized that perhaps Microsoft's claim was viable. Web servers and su

Advanced Bash Scripting Guide Yale University Press

Mallard Fillmore lampoons everything from political correctness to Phil, Oprah, and Geraldo to our government's insatiable appetite for spending our money. His marvelous supporting cast includes wickedly wonderful cariacatures of everyone who's anyone, from Hollywood to D.C. to Arkansas.

Mallard Fillmore-- SPIE-International Society for Optical Engineering

This report provides a wide range of indicators covering patents, utility models, trademarks, industrial designs, microorganisms and plant varieties protection. It draws on data from national and regional IP offices, the World Intellectual Property Organization, the World Bank and UNESCO.

Building Internet of Things with the Arduino Andrews McMeel Pub

Develop interactive Arduino-based Internet projects with Ethernet and WiFi About This Book Build Internet-based Arduino devices to make your home feel more secure Learn how to connect various sensors and actuators to the Arduino and access data from Internet A project-based guide filled with schematics and wiring diagrams to help you build projects incrementally Who This Book Is For This book is intended for those who want to learn more about Arduino and make Internet-based interactive projects with Arduino. If you are an experienced software developer who understands the basics of electronics, then you can quickly learn how to build the Arduino projects explained in this book. What You Will Learn Make a powerful Internet controlled relay with an embedded web server to monitor and control your home electrical appliances Build a portable Wi-Fi signal strength sensor to give haptic feedback about signal strength to the user Measure water flow speed and volume with liquid flow sensors and record real-time readings Secure your home with motion-activated Arduino security cameras and upload images to the cloud Implement real-time data logging of a solar panel voltage with Arduino cloud connectors Track locations with GPS and upload location data to the cloud Control a garage door light with your Twitter feed Control infrared enabled devices with IR remote and Arduino In Detail Arduino is a small single-chip computer board that can be used for a wide variety of creative hardware projects. The hardware consists of a simple microcontroller, board, and chipset. It comes with a Java-based IDE to allow creators to program the board. Arduino is the ideal open hardware platform for experimenting with the world of the Internet of Things. This credit card sized Arduino board can be used via the Internet to make more useful and interactive Internet of things projects. Internet of Things with Arduino Blueprints is a project-based book that begins with projects based on IoT and cloud computing concepts. This book covers up to eight projects that will allow devices to communicate with each other, access information over the Internet, store and retrieve data, and interact with users—creating smart, pervasive, and always-connected environments. It explains how wired and wireless Internet connections can be used with projects and the use of various sensors and actuators. The main aim of this book is to teach you how Arduino can be used for Internet-related projects so that users are able to control actuators, gather data from various kinds of sensors, and send and receive data wirelessly across HTTP and TCP protocols. Finally, you can use these projects as blueprints for many other IoT projects and put them to good use. By the end of the book, you will be an expert in the use of IoT with Arduino to develop a set of projects that can relate very well to IoT applications in the real world. Style and approach Every chapter in this book clearly explains how to assemble components through easy-to-follow steps on while laying out important concepts, code snippets, and expected output results so that you can easily end up with a successful project where you can also enhance or modify the project according to your requirements.

X That Ex Hunter House

Computers are an advancement whose importance is comparable to the invention of the wheel or movable type. While computers and the Internet have already changed many aspects of our lives, we still live in the dark ages of computing because proprietary software is still the dominant model. One might say that the richest alchemist who ever lived is my former boss, Bill Gates. (Oracle founder Larry Ellison, and Google co-founders Sergey Brin and Larry Page are close behind.) Human knowledge increasingly exists in digital form, so building new and better models requires the software to be improved. People can only share ideas when they also share the software to display and modify them. It is the expanded use of free software that will allow a greater ability for people to work together and increase the pace of progress. This book will demonstrate that a system where anyone can edit, share, and review the body of work will lead not just to something that works, but eventually to the best that the world can achieve! With

better cooperation among our scientists, robot-driven cars is just one of the many inventions that will arrive -- pervasive robotics, artificial intelligence, and much faster progress in biology, all of which rely heavily on software. - Publisher.

Free for All Springer Science & Business Media

This work closely examines the strengths and weaknesses of the Chinese economic system to discover where the nation may be headed and what the Chinese experience reveals about emerging market economies.

WIPO Patent Report - Statistics on Worldwide Patent Activities (2007) British Archaeological Reports Oxford Limited

This volume contains the papers presented at INDIA-2012: International conference on Information system Design and Intelligent Applications held on January 5-7, 2012 in Vishakhapatnam, India. This conference was organized by Computer Society of India (CSI), Vishakhapatnam chapter well supported by Vishakhapatnam Steel, RINL, Govt of India. It contains 108 papers contributed by authors from six different countries across four continents. These research papers mainly focused on intelligent applications and various system design issues. The papers cover a wide range of topics of computer science and information technology discipline ranging from image processing, data base application, data mining, grid and cloud computing, bioinformatics among many others. The various intelligent tools like swarm intelligence, artificial intelligence, evolutionary algorithms, bio-inspired algorithms have been applied in different papers for solving various challenging IT related problems.

LRCW 2 Genealogical Publishing Com

This paper investigates the main postulations of the R&D based growth models that innovation is created in the R&D sectors and it enables sustainable economic growth, provided that there are constant returns to innovation in terms of R&D. The analysis employs various panel data techniques and uses patent and R&D data for 20 OECD and 10 Non-OECD countries for the period 1981-97. The results suggest a positive relationship between per capita GDP and innovation in both OECD and non-OECD countries, while the effect of R&D stock on innovation is significant only in the OECD countries with large markets. Although these results provide support for endogenous growth models, there is no evidence for constant returns to innovation in terms of R&D, implying that innovation does not lead to permanent increases in economic growth. However, these results do not necessarily suggest a rejection of R&D based growth models, given that neither patent nor R&D data capture the full range of innovation and R&D activities.

R&D, Innovation, and Economic Growth Springer Nature

Papers from the second Late Roman Coarse Wares conference, held in Aix-en-Provence in April 2005.