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Computer Networks
 Mobile Terminal Receiver Design
 From GSM to LTE-Advanced
 The Video Games Textbook
 Designing and Controlling the Outsourced Supply Chain
 Transaction Cost Management
 Android Internals - Volume I
 Data Mining in Bioinformatics
 Autonomous Control for a Reliable Internet of Services
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 Universal Access. Theoretical Perspectives, Practice, and Experience
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 In Defense of Monopoly
 Multi-point Cooperative Communication Systems: Theory and Applications
 Wearable Robots
 Taking Your Android Tablets to the Max
 Strategic Management (Arab World Editions)
 Communication Systems for the Mobile Information Society
 Supply Chain Finance
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 PoC or GTFO
 Real-World Reasoning: Toward Scalable, Uncertain Spatiotemporal, Contextual and Causal Inference
 5G for the Connected World
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 Excel 2013: The Missing Manual
 Hello, Android
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 JQuery Mobile Cookbook

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Computer Networks Artech House

Based on the popular Artech House classic, *Digital Communication Systems Engineering with Software-Defined Radio*, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Mobile Terminal Receiver Design John Wiley & Sons

Integrates social media, social network analysis, and data mining to provide an understanding of the potentials of social media mining.

From GSM to LTE-Advanced SAGE

This volume guides the reader along a statistical journey that begins with the basic structure of Bayesian theory, and then provides details on most of the past and present advances in this field.

The Video Games Textbook Oxford University Press

Comprehensive Handbook Demystifies 5G for Technical and Business Professionals in Mobile Telecommunication Fields Much is being said regarding the possibilities and capabilities of the emerging 5G technology, as the evolution towards 5G promises to transform entire industries and many aspects of our society. 5G for the Connected World offers a comprehensive technical overview that telecommunication professionals need to understand and take advantage of these developments. The book offers a wide-ranging coverage of the technical aspects of 5G (with special consideration of the 3GPP Release 15 content), how it enables new services and how it differs from LTE. This includes information on potential use cases, aspects of radio and core networks, spectrum considerations and the services primarily

driving 5G development and deployment. The text also looks at 5G in relation to the Internet of Things, machine to machine communication and technical enablers such as LTE-M, NB-IoT and EC-GSM. Additional chapters discuss new business models for telecommunication service providers and vertical industries as a result of introducing 5G and strategies for staying ahead of the curve. Other topics include: Key features of the new 5G radio such as descriptions of new waveforms, massive MIMO and beamforming technologies as well as spectrum considerations for 5G radio regarding all possible bands Drivers, motivations and overview of the new 5G system – especially RAN architecture and technology enablers (e.g. service-based architecture, compute-storage split and network exposure) for native cloud deployments Mobile edge computing, Non-3GPP access, Fixed-Mobile Convergence Detailed overview of mobility management, session management and Quality of Service frameworks 5G security vision and architecture Ultra-low latency and high reliability use cases and enablers, challenges and requirements (e.g. remote control, industrial automation, public safety and V2X communication) An outline of the requirements and challenges imposed by massive numbers of devices connected to cellular networks While some familiarity with the basics of 3GPP networks is helpful, 5G for the Connected World is intended for a variety of readers. It will prove a useful guide for telecommunication professionals, standardization experts, network operators, application developers and business analysts (or students working in these fields) as well as infrastructure and device vendors looking to develop and integrate 5G into their products, and to deploy 5G radio and core networks.

Designing and Controlling the Outsourced Supply Chain John Wiley & Sons

All organizations outsource. They differ only in the scope and extent of what they procure as goods and services from outside entities. These choices drive an organization's financial performance and long-term competitive viability, and establish the tenor of day-to-day operations. Outsourcing can solve many problems, but is also fraught with hidden costs and risks. This monograph examines outsourcing from a lifecycle perspective. This means tracing the full arc from the germination of the idea to outsource, to the assessment of options, to the installation of control mechanisms, to grappling with conflicts that inevitably arise over time, all the way to the sunset of the chosen strategy. The analysis is highly attentive to the details of operational execution, especially regarding how human resources participate in these decision processes and are impacted by the choices made.

Transaction Cost Management Academic Press

The world's most popular spreadsheet program is now more

powerful than ever, but it's also more complex. That's where this *Missing Manual* comes in. With crystal-clear explanations and hands-on examples, *Excel 2013: The Missing Manual* shows you how to master Excel so you can easily track, analyze, and chart your data. You'll be using new features like PowerPivot and Flash Fill in no time. The important stuff you need to know: Go from novice to ace. Learn how to analyze your data, from writing your first formula to charting your results. Illustrate trends. Discover the clearest way to present your data using Excel's new Quick Analysis feature. Broaden your analysis. Use pivot tables, slicers, and timelines to examine your data from different perspectives. Import data. Pull data from a variety of sources, including website data feeds and corporate databases. Work from the Web. Launch and manage your workbooks on the road, using the new Excel Web App. Share your worksheets. Store Excel files on SkyDrive and collaborate with colleagues on Facebook, Twitter, and LinkedIn. Master the new data model. Use PowerPivot to work with millions of rows of data. Make calculations. Review financial data, use math and scientific formulas, and perform statistical analyses.

Android Internals - Volume I Prentice Hall

The widely anticipated revision of this worldwide best seller incorporates the latest developments in operating systems technologies. Hundreds of pages of new material on a wealth of subjects have been added. This authoritative, example-based reference offers practical, hands-on information in constructing and understanding modern operating systems. Continued in this second edition are the "big picture" concepts, presented in the clear and entertaining style that only Andrew S. Tanenbaum can provide. Tanenbaum's long experience as the designer or co-designer of three operating systems brings a knowledge of the subject and wealth of practical detail that few other books can match. FEATURES\ NEW--New chapters on computer security, multimedia operating systems, and multiple processor systems. NEW--Extensive coverage of Linux, UNIX(R), and Windows 2000(TM) as examples. NEW--Now includes coverage of graphical user interfaces, multiprocessor operating systems, trusted systems, viruses, network terminals, CD-ROM file systems, power management on laptops, RAID, soft timers, stable storage, fair-share scheduling, three-level scheduling, and new paging algorithms. NEW--Most chapters have a new section on current research on the chapter's topic. NEW--Focus on "single-processor" computer systems; a new book for a follow-up course on distributed systems is also available from Prentice Hall. NEW--Over 200 references to books and papers published since the first edition. NEW--The Web site for this book contains PowerPoint slides, simulators, figures in various formats, and other teaching aids.

Data Mining in Bioinformatics Packt Publishing Ltd
Handbook of Open Source Tools introduces a comprehensive collection of advanced open source tools useful in developing software applications. The book contains information on more than 200 open-source tools which include software construction utilities for compilers, virtual-machines, database, graphics, high-performance computing, OpenGL, geometry, algebra, graph theory, GUIs and more. Special highlights for software construction utilities and application libraries are included. Each tool is covered in the context of a real like application development setting. This unique handbook presents a comprehensive discussion of advanced tools, a valuable asset used by most application developers and programmers; includes a special focus on Mathematical Open Source Software not available in most Open Source Software books, and introduces several tools (eg ACL2, CLIPS, CUDA, and COIN) which are not known outside of select groups, but are very powerful. Handbook of Open Source Tools is designed for application developers and programmers working with Open Source Tools. Advanced-level students concentrating on Engineering, Mathematics and Computer Science will find this reference a valuable asset as well.

Autonomous Control for a Reliable Internet of Services Springer
Many wireless systems like GSM, GPRS, UMTS, Bluetooth, WLAN or WiMAX offer possibilities to keep people connected while on the move. In this flood of technology and claims that one single resource will serve all our needs, this book seeks to enable readers to examine and understand each technology, and how to utilize several different systems for the best results.

Communication Systems for the Mobile Information Society not only contains a technical description of the different wireless systems available today, but also explains the thoughts that are behind the different mechanisms and implementations; not only the 'how' but also the 'why' is in focus. Thus the advantages and also limitations of each technology become apparent. Provides readers with a solid introduction to major global wireless standards and compares the different wireless technologies and their applications. Describes the different systems based on the standards, their practical implementation and the design assumptions that were made. The performance and capacity of each system in practice is analyzed and explained, accompanied with practical tips on how to discover the functionality of different networks by the readers themselves. Questions at the end of each chapter and answers on the accompanying website make this book ideal for self study or as course material. Illustrated with many realistic examples of how mobile people can stay in touch with other people, the Internet and their corporate intranet. This book is an essential resource for telecommunication engineers, professionals and computer science and electrical engineering students who want to get a thorough end-to-end understanding of the different technical concepts of the systems on the market today.

Handbook of Open Source Tools Springer Science & Business Media
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

Programming the Mobile Web Springer Science & Business Media
This book constitutes the post-conference proceedings of the 5th International Conference on Machine Learning, Optimization, and Data Science, LOD 2019, held in Siena, Italy, in September 2019. The 54 full papers presented were carefully reviewed and selected from 158 submissions. The papers cover topics in the field of machine learning, artificial intelligence, reinforcement learning, computational optimization and data science presenting a substantial array of ideas, technologies, algorithms, methods and applications.

Search Engines Springer Science & Business Media
Google Android dominates the mobile market, and by targeting Android, your apps can run on most of the phones and tablets in the world. This new fourth edition of the #1 book for learning Android covers all modern Android versions from Android 4.1 through Android 5.0. Freshly added material covers new Android features such as Fragments and Google Play Services. Android is a platform you can't afford not to learn, and this book gets you started. Android is a software toolkit for mobile phones and tablets, created by Google. It's inside more than a billion devices, making Android the number one platform for application developers. Your own app could be running on all those devices! Getting started developing with Android is easy. You don't even need access to an Android phone, just a computer where you can install the Android SDK and the emulator that comes with it. Within minutes, Hello, Android gets you creating your first working application: Android's version of "Hello, World." From there, you'll build up a more substantial example: an Ultimate Tic-Tac-Toe game. By gradually adding features to the game, you'll learn about many aspects of Android programming, such as creating animated user interfaces, playing music and sound effects, building location-based services (including GPS and cell-tower triangulation), and accessing web services. You'll also learn how to publish your applications to the Google Play Store. This fourth edition of the bestselling Android classic has been revised for Android 4.1-4.3 (Jelly Bean), 4.4 (KitKat), and Android 5.0 (Lollipop). Topics have been streamlined and simplified based on reader feedback, and every page and example has been reviewed and updated for compatibility with the latest versions of Android. If you'd rather be coding than reading about coding, this book is for you.

Universal Access. Theoretical Perspectives, Practice, and Experience O'Reilly Media
The general problem addressed in this book is a large and important one: how to usefully deal with huge storehouses of complex information about real-world situations. Every one of the major modes of interacting with such storehouses - querying, data mining, data analysis - is addressed by current technologies only in very limited and unsatisfactory ways. The impact of a solution to this problem would be huge and pervasive, as the domains of human pursuit to which such storehouses are acutely relevant is numerous and rapidly growing. Finally, we give a more detailed treatment of one potential solution with this class, based on our prior work with the Probabilistic Logic Networks (PLN) formalism. We show how PLN can be used to carry out realworld reasoning, by means of a number of practical examples of reasoning regarding human activities in real-world situations.

Managing Industrial Knowledge Springer Science & Business Media
This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Search Engines: Information Retrieval in Practice is ideal for introductory information retrieval courses at the undergraduate and graduate level in computer science, information science and computer engineering departments. It is also a valuable tool for search engine and information retrieval professionals. Written by a leader in the field of information retrieval, Search Engines: Information Retrieval in Practice, is designed to give undergraduate students the understanding and tools they need to evaluate, compare and modify search engines. Coverage of the underlying IR and mathematical models reinforce key concepts. The book's numerous programming exercises make extensive use of Galago, a Java-based open source search engine.

Ultra-dense Networks Pearson Higher Ed
Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

In Defense of Monopoly Springer
This book constitutes the thoroughly refereed post-proceedings of the 7th ERCIM Workshop on User Interfaces for All, held in Paris, France, in October 2002. The 40 revised full papers presented were carefully reviewed and selected during two rounds of refereeing and revision. The papers are organized in topical sections on user interfaces for all: accessibility issues, user interfaces for all: design and assessment, towards an information society for all, novel interaction paradigms: new modalities and dialogue style, novel interaction paradigms: accessibility issues,

and mobile computing: design and evaluation.

Multi-point Cooperative Communication Systems: Theory and Applications "O'Reilly Media, Inc."
Future communication networks aim to build an intelligent and efficient living environment by connecting a variety of heterogeneous networks to fulfill complicated tasks. These communication networks bring significant challenges in building secure and reliable communication networks to address the numerous threat and privacy concerns. New research technologies are essential to preserve privacy, prevent attacks, and achieve the requisite reliability. Security, Privacy and Reliability in Computer Communications and Networks studies and presents recent advances reflecting the state-of-the-art research achievements in novel cryptographic algorithm design, intrusion detection, privacy preserving techniques and reliable routing protocols. Technical topics discussed in the book include: Vulnerabilities and Intrusion Detection Cryptographic Algorithms and Evaluation Privacy Reliable Routing Protocols This book is ideal for personnel in computer communication and networking industries as well as academic staff and collegial, master, Ph.D. students in computer science, computer engineering, cyber security, information insurance and telecommunication systems.

Wearable Robots John Wiley & Sons
Understand the theoretical principles, key technologies and applications of UDNs with this authoritative survey. Theory is explained in a clear, step-by-step manner, and recent advances and open research challenges in UDN physical layer design, resource allocation and network management are described, with examples, in the context of B5G and 6G standardization. Topics covered include NOMA-based physical layer design, physical layer security. Interference management, 3D base station deployment, software defined UDNs, wireless edge caching in UDNs, UDN-based UAVs and field trials and tests. A perfect resource for graduate students, researchers and professionals who need to get up to speed on the state of the art and future opportunities in UDNs.

Taking Your Android Tablets to the Max Springer Science & Business Media
The Video Games Textbook takes the history of video games to another level, with visually-stimulating, comprehensive, and chronological chapters that are relevant and easy to read for a variety of students. Every chapter is a journey into a different era or area of gaming, where readers emerge with a strong sense of how video games evolved, why they succeeded or failed, and the impact they had on the industry and human culture. Written to capture the attention and interest of both domestic and international college students, each chapter contains a list of objectives and key terms, illustrative timelines, arcade summaries, images and technical specifications of all major consoles.

Strategic Management (Arab World Editions) Apress
A wearable robot is a mechatronic system that is designed around the shape and function of the human body, with segments and joints corresponding to those of the person it is externally coupled with. Teleoperation and power amplification were the first applications, but after recent technological advances the range of application fields has widened. Increasing recognition from the scientific community means that this technology is now employed in telemanipulation, man-amplification, neuromotor control research and rehabilitation, and to assist with impaired human motor control. Logical in structure and original in its global orientation, this volume gives a full overview of wearable robotics, providing the reader with a complete understanding of the key applications and technologies suitable for its development. The main topics are demonstrated through two detailed case studies; one on a lower limb active orthosis for a human leg, and one on a wearable robot that suppresses upper limb tremor. These examples highlight the difficulties and potentialities in this area of technology, illustrating how design decisions should be made based on these. As well as discussing the cognitive interaction between human and robot, this comprehensive text also covers: the mechanics of the wearable robot and its biomechanical interaction with the user, including state-of-the-art technologies that enable sensory and motor interaction between human (biological) and wearable artificial (mechatronic) systems; the basis for bioinspiration and biomimeticism, general rules for the development of biologically-inspired designs, and how these could serve recursively as biological models to explain biological systems; the study on the development of networks for wearable robotics. Wearable Robotics: Biomechatronic Exoskeletons will appeal to lecturers, senior undergraduate students, postgraduates and other researchers of medical, electrical and bio engineering who are interested in the area of assistive robotics. Active system developers in this sector of the engineering industry will also find it an informative and welcome resource.

Best Sellers - Books :

- [The Inmate: A Gripping Psychological Thriller](#)
- [November 9: A Novel](#)
- [Are You There God? It's Me, Margaret. By Judy Blume](#)
- [The Ballad Of Songbirds And Snakes \(a Hunger Games Novel\) \(the Hunger Games\)](#)

- [Meditations: A New Translation](#)
- [Hunting Adeline \(cat And Mouse Duet\)](#)
- [Tomorrow, And Tomorrow, And Tomorrow: A Novel](#)
- [The Going To Bed Book](#)
- [We'll Always Have Summer \(the Summer I Turned Pretty\) By Jenny Han](#)
- [Our Class Is A Family \(our Class Is A Family & Our School Is A Family\) By Shannon Olsen](#)