

Medusa A Parallel Graph Processing System On Graphics | 4ef714b0b9c845e7f10c5d3ff7224b44

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Issues in Computer Programming: 2013 Edition
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Parallel and Distributed Processing
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[Database Systems for Advanced Applications](#)

This book constitutes the thoroughly refereed post-conference proceedings of the 29th International Workshop on Languages and Compilers for Parallel Computing, LCPC 2016, held in Rochester, NY, USA, in September 2016. The 20 revised full papers presented together with 4

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short papers were carefully reviewed. The papers are organized in topical sections on large scale parallelism, resilience and persistence, compiler analysis and optimization, dynamic computation and languages, GPUs and private memory, and run-time and performance analysis.

[CUDA Programming](#)

This fourth edition of the anthrax guidelines encompasses a systematic review of the extensive new scientific literature and relevant publications up to end 2007 including all the new information that emerged in the 3-4 years after the anthrax letter events. This updated edition provides information on the disease and its importance, its etiology and ecology, and offers guidance on the detection, diagnostic, epidemiology, disinfection and decontamination, treatment and prophylaxis procedures, as well as control and surveillance processes for anthrax in humans and animals. With two rounds of a rigorous peer-review process, it is a relevant source of information for the management of anthrax in humans and animals.

[Web and Big Data. APWeb-WAIM 2020 International Workshops](#)

[Advances in GPU Research and Practice](#)

"Taking dynamic host and application metrics at scale"--Cover.

[Big Data](#)

[Large Scale and Big Data](#)

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The LNCS journal Transactions on Large-Scale Data- and Knowledge-Centered Systems focuses on data management, knowledge discovery, and knowledge processing, which are core and hot topics in computer science. Since the 1990s, the Internet has become the main driving force behind application development in all domains. An increase in the demand for resource sharing across different sites connected through networks has led to an evolution of data- and knowledge-management systems from centralized systems to decentralized systems enabling large-scale distributed applications providing high scalability. Current decentralized systems still focus on data and knowledge as their main resource. Feasibility of these systems relies basically on P2P (peer-to-peer) techniques and the support of agent systems with scaling and decentralized control. Synergy between grids, P2P systems, and agent technologies is the key to data- and knowledge-centered systems in large-scale environments. This special issue contains extended and revised versions of 4 papers, selected from the 25 papers presented at the satellite events associated with the 17th East-European Conference on Advances in Databases and Information Systems (ADBIS 2013), held on September 1-4, 2013 in Genoa, Italy. The three satellite events were GID 2013, the Second International Workshop on GPUs in Databases; SoBI 2013, the First International Workshop on Social Business Intelligence: Integrating Social Content in Decision Making; and OAIS 2013, the Second International Workshop on Ontologies Meet Advanced Information Systems. The papers cover various topics in large-scale data and knowledge-centered systems, including GPU-accelerated database systems and GPU-based compression for large time series databases, design of parallel data warehouses, and schema matching. The special issue content, which combines both theoretical and application-based contributions, gives a useful overview of some of the current trends in large-scale data and knowledge management and will stimulate new ideas for further research and development within both the scientific and industrial communities.

[Topics in Theoretical Computer Science](#)

This book constitutes the proceedings of the 27th International Conference on Parallel and Distributed Computing, Euro-Par 2021, held in Lisbon, Portugal, in August 2021. The

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conference was held virtually due to the COVID-19 pandemic. The 38 full papers presented in this volume were carefully reviewed and selected from 136 submissions. They deal with parallel and distributed computing in general, focusing on compilers, tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; data management, analytics and machine learning; cluster, cloud and edge computing; theory and algorithms for parallel and distributed processing; parallel and distributed programming, interfaces, and languages; parallel numerical methods and applications; and high performance architecture and accelerators.

[Euro-Par 2018: Parallel Processing Workshops](#)

This book constitutes the proceedings of the 38th International Conference on Application and Theory of Petri Nets and Concurrency, PETRI NETS 2017, held in Zaragoza, Spain, in June 2017. Petri Nets 2017 is co-located with the Application of Concurrency to System Design Conference, ACSD 2017. The 16 papers, 9 theory papers, 4 application papers, and 3 tool papers, with 1 short abstract and 3 extended abstracts of invited talks presented together in this volume were carefully reviewed and selected from 33 submissions. The focus of the conference is on following topics: Simulation of Colored Petri Nets, Petri Net Tools.- Model Checking, Liveness and Opacity, Stochastic Petri Nets, Specific Net Classes, and Petri Nets for Pathways.

[Monitoring with Ganglia](#)

Large Scale and Big Data: Processing and Management provides readers with a central source of reference on the data management techniques currently available for large-scale data processing. Presenting chapters written by leading researchers, academics, and practitioners, it addresses the fundamental challenges associated with Big Data processing t

[Application and Theory of Petri Nets and Concurrency](#)

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This book constitutes the refereed proceedings of the 14th International Conference on High-Performance Computing, HiPC 2007, held in Goa, India, in December 2007. The 53 revised full papers presented together with the abstracts of five keynote talks were carefully reviewed and selected from 253 submissions. The papers are organized in topical sections on a broad range of applications including I/O and FPGAs, and microarchitecture and multiprocessor architecture.

[Euro-Par 2021: Parallel Processing](#)

Big Data: Principles and Paradigms captures the state-of-the-art research on the architectural aspects, technologies, and applications of Big Data. The book identifies potential future directions and technologies that facilitate insight into numerous scientific, business, and consumer applications. To help realize Big Data's full potential, the book addresses numerous challenges, offering the conceptual and technological solutions for tackling them. These challenges include life-cycle data management, large-scale storage, flexible processing infrastructure, data modeling, scalable machine learning, data analysis algorithms, sampling techniques, and privacy and ethical issues. Covers computational platforms supporting Big Data applications Addresses key principles underlying Big Data computing Examines key developments supporting next generation Big Data platforms Explores the challenges in Big Data computing and ways to overcome them Contains expert contributors from both academia and industry

[Scheduling for Parallel Processing](#)

This book constitutes the refereed proceedings of the Second IFIP WG 1.8 International Conference on Topics in Theoretical Computer Science, TTCS 2017, held in Tehran, Iran, in September 2017. The 8 papers presented in this volume were carefully reviewed and selected from 20 submissions. They were organized in topical sections named: algorithms and complexity; and logic, semantics, and programming theory.

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[Cloud Computing for Data-Intensive Applications](#)

This book constitutes the proceedings of the workshops of the 23rd International Conference on Parallel and Distributed Computing, Euro-Par 2017, held in Santiago de Compostela, Spain in August 2017. The 59 full papers presented were carefully reviewed and selected from 119 submissions. Euro-Par is an annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects.

[Euro-Par 2018: Parallel Processing](#)

Numerical algorithms, modern programming techniques, and parallel computing are often taught serially across different courses and different textbooks. The need to integrate concepts and tools usually comes only in employment or in research - after the courses are concluded - forcing the student to synthesise what is perceived to be three independent subfields into one. This book provides a seamless approach to stimulate the student simultaneously through the eyes of multiple disciplines, leading to enhanced understanding of scientific computing as a whole. The book includes both basic as well as advanced topics and places equal emphasis on the discretization of partial differential equations and on solvers. Some of the advanced topics include wavelets, high-order methods, non-symmetric systems, and parallelization of sparse systems. The material covered is suited to students from engineering, computer science, physics and mathematics.

[Languages and Compilers for Parallel Computing](#)

Advances in GPU Research and Practice focuses on research and practices in GPU based systems.

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The topics treated cover a range of issues, ranging from hardware and architectural issues, to high level issues, such as application systems, parallel programming, middleware, and power and energy issues. Divided into six parts, this edited volume provides the latest research on GPU computing. Part I: Architectural Solutions focuses on the architectural topics that improve on performance of GPUs, Part II: System Software discusses OS, compilers, libraries, programming environment, languages, and paradigms that are proposed and analyzed to help and support GPU programmers. Part III: Power and Reliability Issues covers different aspects of energy, power, and reliability concerns in GPUs. Part IV: Performance Analysis illustrates mathematical and analytical techniques to predict different performance metrics in GPUs. Part V: Algorithms presents how to design efficient algorithms and analyze their complexity for GPUs. Part VI: Applications and Related Topics provides use cases and examples of how GPUs are used across many sectors. Discusses how to maximize power and obtain peak reliability when designing, building, and using GPUs Covers system software (OS, compilers), programming environments, languages, and paradigms proposed to help and support GPU programmers Explains how to use mathematical and analytical techniques to predict different performance metrics in GPUs Illustrates the design of efficient GPU algorithms in areas such as bioinformatics, complex systems, social networks, and cryptography Provides applications and use case scenarios in several different verticals, including medicine, social sciences, image processing, and telecommunications

[Principles of Animal Locomotion](#)

This two volume set LNCS 9049 and LNCS 9050 constitutes the refereed proceedings of the 20th International Conference on Database Systems for Advanced Applications, DASFAA 2015, held in Hanoi, Vietnam, in April 2015. The 63 full papers presented were carefully reviewed and selected from a total of 287 submissions. The papers cover the following topics: data mining; data streams and time series; database storage and index; spatio-temporal data; modern computing platform; social networks; information integration and data quality; information retrieval and summarization; security and privacy; outlier and imbalanced data analysis;

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probabilistic and uncertain data; query processing.

[CAD 84](#)

[Anthrax in Humans and Animals](#)

The polygraph, often portrayed as a magic mind-reading machine, is still controversial among experts, who continue heated debates about its validity as a lie-detecting device. As the nation takes a fresh look at ways to enhance its security, can the polygraph be considered a useful tool? The Polygraph and Lie Detection puts the polygraph itself to the test, reviewing and analyzing data about its use in criminal investigation, employment screening, and counter-intelligence. The book looks at: The theory of how the polygraph works and evidence about how deceptivenessâ€"and other psychological conditionsâ€"affect the physiological responses that the polygraph measures. Empirical evidence on the performance of the polygraph and the success of subjectsâ€™ countermeasures. The actual use of the polygraph in the arena of national security, including its role in deterring threats to security. The book addresses the difficulties of measuring polygraph accuracy, the usefulness of the technique for aiding interrogation and for deterrence, and includes potential alternativesâ€"such as voice-stress analysis and brain measurement techniques.

[Systems for Big Graph Analytics](#)

There has been a surging interest in developing systems for analyzing big graphs generated by real applications, such as online social networks and knowledge graphs. This book aims to help readers get familiar with the computation models of various graph processing systems with minimal time investment. This book is organized into three parts, addressing three popular computation models for big graph analytics: think-like-a-vertex, think-like-a-graph, and think-like-a-matrix. While vertex-centric systems have gained great popularity, the

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latter two models are currently being actively studied to solve graph problems that cannot be efficiently solved in vertex-centric model, and are the promising next-generation models for big graph analytics. For each part, the authors introduce the state-of-the-art systems, emphasizing on both their technical novelties and hands-on experiences of using them. The systems introduced include Giraph, Pregel+, Blogel, GraphLab, CraphChi, X-Stream, Quegel, SystemML, etc. Readers will learn how to design graph algorithms in various graph analytics systems, and how to choose the most appropriate system for a particular application at hand. The target audience for this book include beginners who are interested in using a big graph analytics system, and students, researchers and practitioners who would like to build their own graph analytics systems with new features.

[Transactions on Large-Scale Data- and Knowledge-Centered Systems XV](#)

This book constitutes revised selected papers from the workshops held at 24th International Conference on Parallel and Distributed Computing, Euro-Par 2018, which took place in Turin, Italy, in August 2018. The 64 full papers presented in this volume were carefully reviewed and selected from 109 submissions. Euro-Par is an annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects.

[Euro-Par 2017: Parallel Processing Workshops](#)

The 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 third International Conference on Information and Communication Technology for Intelligent Systems, which was

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held on April 6-7, 2018, in Ahmedabad, India. Divided into two volumes, the book discusses the fundamentals of various data analytics and algorithms, making it a valuable resource for researchers' future studies.

[Shared-Memory Parallelism Can be Simple, Fast, and Scalable](#)

This two-volume set constitutes the proceedings of the 22nd International Conference on Web Information Systems Engineering, WISE 2021, held in Melbourne, VIC, Australia, in October 2021. The 55 full, 29 short and 5 demo papers, plus 2 tutorials were carefully reviewed and selected from 229 submissions. The papers are organized in the following topical sections: Part I: Blockchain and Crowdsourcing; Database System and Workflow; Data Mining and Applications; Knowledge Graph and Entity Linking; Graph Neural Network; Graph Query; Social Network; Spatial and Temporal Data Analysis. Part II: Deep Learning (1), Deep Learning (2), Recommender Systems (1), Recommender Systems (2), Text Mining (1), Text Mining (2), Service Computing and Cloud Computing (1), Service Computing and Cloud Computing (2), Tutorial and Demo.

[Supervised and Unsupervised Learning for Data Science](#)

Presents the proceedings of a Transputer and OCCAM User Group Conference, held in Melbourne, in November 1992, discussing recent developments in the field of transputers and parallel applications.

[Parallel and Distributed Processing](#)

This book covers the state of the art in learning algorithms with an inclusion of semi-supervised methods to provide a broad scope of clustering and classification solutions for big data applications. Case studies and best practices are included along with theoretical models of learning for a comprehensive reference to the field. The book is organized into

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eight chapters that cover the following topics: discretization, feature extraction and selection, classification, clustering, topic modeling, graph analysis and applications. Practitioners and graduate students can use the volume as an important reference for their current and future research and faculty will find the volume useful for assignments in presenting current approaches to unsupervised and semi-supervised learning in graduate-level seminar courses. The book is based on selected, expanded papers from the Fourth International Conference on Soft Computing in Data Science (2018). Includes new advances in clustering and classification using semi-supervised and unsupervised learning; Address new challenges arising in feature extraction and selection using semi-supervised and unsupervised learning; Features applications from healthcare, engineering, and text/social media mining that exploit techniques from semi-supervised and unsupervised learning.

[Soft Computing in Data Science](#)

Analyze data network like a professional by mastering Wireshark - From 0 to 1337 About This Book Master Wireshark and train it as your network sniffer Impress your peers and get yourself pronounced as a network doctor Understand Wireshark and its numerous features with the aid of this fast-paced book packed with numerous screenshots, and become a pro at resolving network anomalies Who This Book Is For Are you curious to know what's going on in a network? Do you get frustrated when you are unable to detect the cause of problems in your networks? This is where the book comes into play. Mastering Wireshark is for developers or network enthusiasts who are interested in understanding the internal workings of networks and have prior knowledge of using Wireshark, but are not aware about all of its functionalities. What You Will Learn Install Wireshark and understand its GUI and all the functionalities of it Create and use different filters Analyze different layers of network protocols and know the amount of packets that flow through the network Decrypt encrypted wireless traffic Use Wireshark as a diagnostic tool and also for network security analysis to keep track of malware Troubleshoot all the network anomalies with help of Wireshark Resolve latencies and bottleneck issues in the network In Detail Wireshark is a popular and powerful tool used to

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analyze the amount of bits and bytes that are flowing through a network. Wireshark deals with the second to seventh layer of network protocols, and the analysis made is presented in a human readable form. Mastering Wireshark will help you raise your knowledge to an expert level. At the start of the book, you will be taught how to install Wireshark, and will be introduced to its interface so you understand all its functionalities. Moving forward, you will discover different ways to create and use capture and display filters. Halfway through the book, you'll be mastering the features of Wireshark, analyzing different layers of the network protocol, looking for any anomalies. As you reach to the end of the book, you will be taught how to use Wireshark for network security analysis and configure it for troubleshooting purposes. Style and approach Every chapter in this book is explained to you in an easy way accompanied by real-life examples and screenshots of the interface, making it easy for you to become an expert at using Wireshark.

[Analysis of Phylogenetics and Evolution with R](#)

When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

[Web Information Systems Engineering - WISE 2021](#)

Parallelism is the key to achieving high performance in computing. However, writing efficient and scalable parallel programs is notoriously difficult, and often requires significant expertise. To address this challenge, it is crucial to provide programmers with high-level tools to enable them to develop solutions easily, and at the same time emphasize the theoretical and practical aspects of algorithm design to allow the solutions developed to run efficiently under many different settings. This thesis addresses this challenge using a three-pronged approach consisting of the design of shared-memory programming techniques,

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frameworks, and algorithms for important problems in computing. The thesis provides evidence that with appropriate programming techniques, frameworks, and algorithms, shared-memory programs can be simple, fast, and scalable, both in theory and in practice. The results developed in this thesis serve to ease the transition into the multicore era. The first part of this thesis introduces tools and techniques for deterministic parallel programming, including means for encapsulating nondeterminism via powerful commutative building blocks, as well as a novel framework for executing sequential iterative loops in parallel, which lead to deterministic parallel algorithms that are efficient both in theory and in practice. The second part of this thesis introduces Ligra, the first high-level shared memory framework for parallel graph traversal algorithms. The framework allows programmers to express graph traversal algorithms using very short and concise code, delivers performance competitive with that of highly-optimized code, and is up to orders of magnitude faster than existing systems designed for distributed memory. This part of the thesis also introduces Ligra+, which extends Ligra with graph compression techniques to reduce space usage and improve parallel performance at the same time, and is also the first graph processing system to support in-memory graph compression. The third and fourth parts of this thesis bridge the gap between theory and practice in parallel algorithm design by introducing the first algorithms for a variety of important problems on graphs and strings that are efficient both in theory and in practice. For example, the thesis develops the first linear-work and polylogarithmic-depth algorithms for suffix tree construction and graph connectivity that are also practical, as well as a work-efficient, polylogarithmic-depth, and cache-efficient shared-memory algorithm for triangle computations that achieves a 2-5x speedup over the best existing algorithms on 40 cores. This is a revised version of the thesis that won the 2015 ACM Doctoral Dissertation Award.

[Distributed Graph Analytics](#)

This book constitutes the proceedings of the 24th International Conference on Parallel and Distributed Computing, Euro-Par 2018, held in Turin, Italy, in August 2018. The 57 full

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papers presented in this volume were carefully reviewed and selected from 194 submissions. They were organized in topical sections named: support tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; high performance architectures and compilers; parallel and distributed data management and analytics; cluster and cloud computing; distributed systems and algorithms; parallel and distributed programming, interfaces, and languages; multicore and manycore methods and tools; theory and algorithms for parallel computation and networking; parallel numerical methods and applications; and accelerator computing for advanced applications.

[Transputers and Parallel Applications](#)

This book presents a range of cloud computing platforms for data-intensive scientific applications. It covers systems that deliver infrastructure as a service, including: HPC as a service; virtual networks as a service; scalable and reliable storage; algorithms that manage vast cloud resources and applications runtime; and programming models that enable pragmatic programming and implementation toolkits for eScience applications. Many scientific applications in clouds are also introduced, such as bioinformatics, biology, weather forecasting and social networks. Most chapters include case studies. Cloud Computing for Data-Intensive Applications targets advanced-level students and researchers studying computer science and electrical engineering. Professionals working in cloud computing, networks, databases and more will also find this book useful as a reference.

[The Polygraph and Lie Detection](#)

The increasing availability of molecular and genetic databases coupled with the growing power of computers gives biologists opportunities to address new issues, such as the patterns of molecular evolution, and re-assess old ones, such as the role of adaptation in species diversification. In the second edition, the book continues to integrate a wide variety of data analysis methods into a single and flexible interface: the R language. This open source

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language is available for a wide range of computer systems and has been adopted as a computational environment by many authors of statistical software. Adopting R as a main tool for phylogenetic analyses will ease the workflow in biologists' data analyses, ensure greater scientific repeatability, and enhance the exchange of ideas and methodological developments. The second edition is completed updated, covering the full gamut of R packages for this area that have been introduced to the market since its previous publication five years ago. There is also a new chapter on the simulation of evolutionary data. Graduate students and researchers in evolutionary biology can use this book as a reference for data analyses, whereas researchers in bioinformatics interested in evolutionary analyses will learn how to implement these methods in R. The book starts with a presentation of different R packages and gives a short introduction to R for phylogeneticists unfamiliar with this language. The basic phylogenetic topics are covered: manipulation of phylogenetic data, phylogeny estimation, tree drawing, phylogenetic comparative methods, and estimation of ancestral characters. The chapter on tree drawing uses R's powerful graphical environment. A section deals with the analysis of diversification with phylogenies, one of the author's favorite research topics. The last chapter is devoted to the development of phylogenetic methods with R and interfaces with other languages (C and C++). Some exercises conclude these chapters.

[Parallel Scientific Computing in C++ and MPI](#)

This book brings together two important trends: graph algorithms and high-performance computing. Efficient and scalable execution of graph processing applications in data or network analysis requires innovations at multiple levels: algorithms, associated data structures, their implementation and tuning to a particular hardware. Further, programming languages and the associated compilers play a crucial role when it comes to automating efficient code generation for various architectures. This book discusses the essentials of all these aspects. The book is divided into three parts: programming, languages, and their compilation. The first part examines the manual parallelization of graph algorithms, revealing various parallelization patterns encountered, especially when dealing with graphs.

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The second part uses these patterns to provide language constructs that allow a graph algorithm to be specified. Programmers can work with these language constructs without worrying about their implementation, which is the focus of the third part. Implementation is handled by a compiler, which can specialize code generation for a backend device. The book also includes suggestive results on different platforms, which illustrate and justify the theory and practice covered. Together, the three parts provide the essential ingredients for creating a high-performance graph application. The book ends with a section on future directions, which offers several pointers to promising topics for future research. This book is intended for new researchers as well as graduate and advanced undergraduate students. Most of the chapters can be read independently by those familiar with the basics of parallel programming and graph algorithms. However, to make the material more accessible, the book includes a brief background on elementary graph algorithms, parallel computing and GPUs. Moreover it presents a case study using Falcon, a domain-specific language for graph algorithms, to illustrate the concepts.

[Information and Communication Technology for Intelligent Systems](#)

This book constitutes the refereed proceedings of the 4th International Conference on Soft Computing in Data Science, SCDS 2018, held in Bangkok, Thailand, in August 2018. The 30 revised full papers presented were carefully reviewed and selected from 75 submissions. The papers are organized in topical sections on machine and deep learning, image processing, financial and fuzzy mathematics, optimization algorithms, data and text analytics, data visualization.

[Information Processing and Routing in Wireless Sensor Networks](#)

A comprehensive survey that clearly summarizes the key features and techniques developed in existing big graph systems. It aims to help readers get a systematic picture of the landscape of recent big graph systems, focusing not just on the systems themselves, but also on the key

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innovations and design philosophies underlying them.

Big Graph Analytics Platforms

Overview and Goals This book is dedicated to scheduling for parallel processing. Presenting a research field as broad as this one poses considerable difficulties. Scheduling for parallel computing is an interdisciplinary subject joining many fields of science and technology. Thus, to understand the scheduling problems and the methods of solving them it is necessary to know the limitations in related areas. Another difficulty is that the subject of scheduling parallel computations is immense. Even simple search in bibliographical databases reveals thousands of publications on this topic. The diversity in understanding scheduling problems is so great that it seems impossible to juxtapose them in one scheduling taxonomy. Therefore, most of the papers on scheduling for parallel processing refer to one scheduling problem resulting from one way of perceiving the reality. Only a few publications attempt to arrange this field of knowledge systematically. In this book we will follow two guidelines. One guideline is a distinction between scheduling models which comprise a set of scheduling problems solved by dedicated algorithms. Thus, the aim of this book is to present scheduling models for parallel processing, problems defined on the grounds of certain scheduling models, and algorithms solving the scheduling problems. Most of the scheduling problems are combinatorial in nature. Therefore, the second guideline is the methodology of computational complexity theory. In this book we present four examples of scheduling models. We will go deep into the models, problems, and algorithms so that after acquiring some understanding of them we will attempt to draw conclusions on their mutual relationships.

Security, Privacy, and Anonymity in Computation, Communication, and Storage

This book constitutes the refereed proceedings of 10 international workshops held in conjunction with the merged 1998 IPPS/SPDP symposia, held in Orlando, Florida, US in March/April 1998. The volume comprises 118 revised full papers presenting cutting-edge

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research or work in progress. In accordance with the workshops covered, the papers are organized in topical sections on reconfigurable architectures, run-time systems for parallel programming, biologically inspired solutions to parallel processing problems, randomized parallel computing, solving combinatorial optimization problems in parallel, PC based networks of workstations, fault-tolerant parallel and distributed systems, formal methods for parallel programming, embedded HPC systems and applications, and parallel and distributed real-time systems.

[High Performance Computing - HiPC 2007](#)

How can geckoes walk on the ceiling and basilisk lizards run over water? What are the aerodynamic effects that enable small insects to fly? What are the relative merits of squids' jet-propelled swimming and fishes' tail-powered swimming? Why do horses change gait as they increase speed? What determines our own vertical leap? Recent technical advances have greatly increased researchers' ability to answer these questions with certainty and in detail. This text provides an up-to-date overview of how animals run, walk, jump, crawl, swim, soar, hover, and fly. Excluding only the tiny creatures that use cilia, it covers all animals that power their movements with muscle--from roundworms to whales, clams to elephants, and gnats to albatrosses. The introduction sets out the general rules governing all modes of animal locomotion and considers the performance criteria--such as speed, endurance, and economy--that have shaped their selection. It introduces energetics and optimality as basic principles. The text then tackles each of the major modes by which animals move on land, in water, and through air. It explains the mechanisms involved and the physical and biological forces shaping those mechanisms, paying particular attention to energy costs. Focusing on general principles but extensively discussing a wide variety of individual cases, this is a superb synthesis of current knowledge about animal locomotion. It will be enormously useful to advanced undergraduates, graduate students, and a range of professional biologists, physicists, and engineers.

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[Issues in Computer Programming: 2013 Edition](#)

If you need to learn CUDA but don't have experience with parallel computing, CUDA Programming: A Developer's Introduction offers a detailed guide to CUDA with a grounding in parallel fundamentals. It starts by introducing CUDA and bringing you up to speed on GPU parallelism and hardware, then delving into CUDA installation. Chapters on core concepts including threads, blocks, grids, and memory focus on both parallel and CUDA-specific issues. Later, the book demonstrates CUDA in practice for optimizing applications, adjusting to new hardware, and solving common problems. Comprehensive introduction to parallel programming with CUDA, for readers new to both Detailed instructions help readers optimize the CUDA software development kit Practical techniques illustrate working with memory, threads, algorithms, resources, and more Covers CUDA on multiple hardware platforms: Mac, Linux and Windows with several NVIDIA chipsets Each chapter includes exercises to test reader knowledge

[Computer Science Handbook](#)

This book constitutes revised selected papers from the workshops of the 4th Asia-Pacific Web and Web-Age Information Management International Joint Conference on Web and Big Data, APWeb-WAIM 2020: The Third International Workshop on Knowledge Graph Management and Applications, KGMA 2020; The Second International Workshop on Semi-structured Big Data Management and Applications, SemiBDMA 2020, and The First International Workshop on Deep Learning in Large-scale Unstructured Data Analytics, DeepLUDA 2020, held in Tianjin, China, in September 2020. Due to the COVID-19 pandemic the conference was held online. The 13 papers were thoroughly reviewed and selected from the numerous submissions and present recent research on the theory, design, and implementation of data management systems.

[Parallel and Distributed Processing](#)

This book constitutes the refereed proceedings of 11 symposia and workshops held at the 10th

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International Conference on Security, Privacy and Anonymity in Computation, Communication, and Storage, SpaCCS 2017, held in Guangzhou, China, in December 2017. The total of 75 papers presented in this volume was carefully reviewed and selected from a total of 190 submissions to all workshops: UbiSafe 2017: The 9th IEEE International Symposium on UbiSafe Computing ISSR 2017: The 9th IEEE International Workshop on Security in e-Science and e-Research TrustData 2017: The 8th International Workshop on Trust, Security and Privacy for Big Data TSP 2017: The 7th International Symposium on Trust, Security and Privacy for Emerging Applications SPIoT 2017: The 6th International Symposium on Security and Privacy on Internet of Things NOPE 2017: The 5th International Workshop on Network Optimization and Performance Evaluation DependSys 2017: The Third International Symposium on Dependability in Sensor, Cloud, and Big Data Systems and Applications SCS 2017: The Third International Symposium on Sensor-Cloud Systems WCSSC 2017: The Second International Workshop on Cloud Storage Service and Computing MSCF 2017: The First International Symposium on Multimedia Security and Digital Forensics SPBD 2017: The 2017 International Symposium on Big Data and Machine Learning in Information Security, Privacy and Anonymity

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