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**Essentials of Mobile Handset Design** Cambridge University Press Discover what is involved in designing the world's most popular and advanced consumer product to date - the phone in your pocket. With this essential guide you will learn how the dynamics of the market, and the pace of technology innovation, constantly create new opportunities which design teams utilize to develop new products that delight and surprise us. Explore core technology building blocks, such as chipsets and software components, and see how these components are built together through the design lifecycle to create unique handset designs. Learn key design principles to reduce design time and cost, and best practice guidelines to maximize opportunities to create a successful product. A range of real-world case studies are included to illustrate key insights. Finally, emerging trends in the handset industry are identified, and the global impact those trends could have on future devices is discussed. **Image Sensors and Signal Processing for Digital Still Cameras** CRC Press Shrinking pixel sizes along with improvements in image sensors, optics, and electronics have elevated DSCs to levels of performance that match, and have the potential to surpass, that of silver-halide film cameras. Image Sensors and Signal Processing for Digital Still Cameras captures the current state of DSC image acquisition and signal processing technology and takes an all-inclusive look at the field, from the history of DSCs to future possibilities. The first chapter outlines the evolution of DSCs, their basic structure, and their major application classes. The next few chapters discuss high-quality optics that meet the requirements of better image sensors, the basic functions and performance parameters of image sensors, and detailed discussions of both CCD and CMOS image sensors. The book then discusses how color theory affects the uses of DSCs, presents basic image processing and camera control algorithms and examples of advanced image processing algorithms, explores the architecture and required performance of signal processing engines, and explains how to evaluate image quality for each component described. The book closes with a look at future technologies and the challenges that must be overcome to realize them. With contributions from many active DSC experts, Image Sensors and Image Processing for Digital Still Cameras offers unparalleled real-world coverage and opens wide the door for future innovation. **Professional Android 2 Application Development** John Wiley & Sons **Learning from Megadisasters Lessons from the Great East Japan Earthquake** World Bank Publications While not all natural disasters can be avoided, their impact on a population can be mitigated through effective planning and preparedness. These are the lessons to be learned from Japan's own megadisaster: the Great East Japan Earthquake of 2011, the first disaster ever recorded that included an earthquake, a tsunami, a nuclear power plant accident, a power supply failure, and a large-scale disruption of supply chains. It is a sad fact that poor communities are often hardest hit and take the longest to recover from disaster. Disaster risk management (DRM) should therefore be taken into account as a major development challenge, and countries must shift from a tradition of response to a culture of prevention and resilience. Learning from Megadisasters: Lessons from the Great East Japan Earthquake consolidates a set of 36 Knowledge Notes, research results of a joint study undertaken by the Government of Japan and the World Bank. These notes highlight key lessons learned in seven DRM thematic clusters—structural measures; nonstructural measures; emergency response; reconstruction planning; hazard and risk information and decision making; the economics of disaster risk, risk management, and risk financing; and recovery and relocation. Aimed at sharing Japanese cutting-edge knowledge with practitioners and decision makers, this book provides valuable guidance to other disaster-prone countries for mainstreaming DRM in their development policies and weathering their own natural disasters. **Probability and Statistics for Engineering and the Sciences + Enhanced Webassign Access Introduction to High Performance Scientific Computing** Lulu.com **Graphics Shaders Theory and Practice** CRC Press Programmable graphics shaders, programs that can be downloaded to a graphics processor (GPU) to carry out operations outside the fixed-function pipeline of earlier standards, have become a key feature of computer graphics. This book is designed to open computer graphics shader programming to the student, whether in a traditional class or on their own. It is intended to complement texts based on fixed-function graphics APIs, specifically OpenGL. It introduces shader programming in general, and specifically the GLSL shader language. It also introduces a flexible, easy-to-use tool, glman, that helps you develop, test, and tune shaders outside an application that would use them. **The Art of iPhone Photography Creating Great Photos and Art on Your iPhone** Explores how forty-five of today's best iPhone photographers from around the world conceived, composed, and created some of their best-known pieces, including Liz Grilli's "Avian," Markus Rivera's "Run!," and Ade Santora's "Human Tree." **Android Forensics Investigation, Analysis, and Mobile Security for Google Android** Elsevier The open source nature of the platform has not only established a new direction for the industry, but enables a developer or forensic analyst to understand the device at the most fundamental level. Android Forensics covers an open source mobile device platform based on the Linux 2.6 kernel and managed by the Open Handset Alliance. The Android platform is a major source of digital forensic investigation and analysis. This book provides a thorough review of the Android platform including supported hardware devices, the structure of the Android development project and implementation of core services (wireless communication, data storage and other low-level functions). Finally, it will focus on teaching readers how to apply actual forensic techniques to recover data. Ability to forensically acquire Android devices using the techniques outlined in the book Detailed information about Android applications needed for forensics investigations Important information about SQLite, a file based structured data storage relevant for both Android and many other platforms. **Radiative Properties of Semiconductors** Morgan & Claypool Publishers Optical properties, particularly in the infrared range of wavelengths, continue to be of enormous interest to both material scientists and device engineers. The need for the development of standards for data of optical properties in the infrared range of wavelengths is very timely considering the on-going transition of nano-technology from fundamental R&D to manufacturing. Radiative properties play a critical role in the processing, process control and manufacturing of semiconductor materials, devices, circuits and systems. The design and implementation of real-time process control methods in manufacturing requires the knowledge of the radiative properties of materials. Sensors and imagers operate on the basis of the radiative properties of materials. This book reviews the optical properties of various semiconductors in the infrared range of wavelengths. Theoretical and experimental studies of the radiative properties of semiconductors are presented. Previous studies, potential applications and future developments are outlined. In Chapter 1, an introduction to the radiative properties is presented. Examples of instrumentation for measurements of the radiative properties is described in Chapter 2. In Chapters 3-11, case studies of the radiative properties of several semiconductors are elucidated. The modeling and applications of these properties are explained in Chapters 12 and 13, respectively. In Chapter 14, examples of the global infrastructure for these measurements are illustrated. **Fast Fourier Transform - Algorithms and Applications** Springer Science & Business Media This book presents an introduction to the principles of the fast Fourier transform. This book covers FFTs, frequency domain filtering, and applications to video and audio signal processing. As fields like communications, speech and image processing, and related areas are rapidly developing, the FFT as one of essential parts in digital signal processing has been widely used. Thus there is a pressing need from instructors and students for a book dealing with the latest FFT topics. This book provides thorough and detailed explanation of important or up-to-date FFTs. It also has adopted modern approaches like MATLAB examples and projects for better understanding of diverse FFTs. **Beyond Fun Serious Games and Media** Lulu.com This book focuses on strategies for applying games, simulations and interactive experiences in learning contexts. A facet of this project is the interactive and collaborative method in which it was created. Instead of separated individual articles, the authors and editors have orchestrated the articles together, reading and writing as a whole so that the concepts across the articles resonate with each other. It is our intention that this text will serve as the basis of many more discussions across conference panels, online forums and interactive media that in turn will engender more special collaborative issues and texts. **Modern Processor Design Fundamentals of Superscalar Processors** Waveland Press Conceptual and precise, Modern Processor Design brings together numerous microarchitectural techniques in a clear, understandable framework that is easily accessible to both graduate and undergraduate students. Complex practices are distilled into foundational principles to reveal the authors insights and hands-on experience in the effective design of contemporary high-performance micro-processors for mobile, desktop, and server markets. Key theoretical and foundational principles are presented in a systematic way to ensure comprehension of important implementation issues. The text presents fundamental concepts and foundational techniques such as processor design, pipelined processors, memory and I/O systems, and especially superscalar organization and implementations. Two case studies and an extensive survey of actual commercial superscalar processors reveal real-world developments in processor design and performance. A thorough overview of advanced instruction flow techniques, including developments in advanced branch predictors, is incorporated. Each chapter concludes with homework problems that will institute the groundwork for emerging techniques in the field and an introduction to multiprocessor systems. **Ubiquitous Computing Fundamentals** CRC Press "...a must-read text that provides a historical lens to see how ubicomp has matured into a multidisciplinary endeavor. It will be an essential reference to researchers and those who want to learn more about this evolving field." -From the Foreword, Professor Gregory D. Abowd, Georgia Institute of Technology First introduced two decades ago, the term ubiquitous computing is now part of the common vernacular. Ubicomp, as it is commonly called, has grown not just quickly but broadly so as to encompass a wealth of concepts and technology that serves any number of purposes across all of human endeavor. While such growth is positive, the newest generation of ubicomp practitioners and researchers, isolated to specific tasks, are in danger of losing their sense of history and the broader perspective that has been so essential to the field's creativity and brilliance. Under the guidance of John Krumm, an original ubicomp pioneer, Ubiquitous Computing Fundamentals brings together eleven ubiquitous computing trailblazers who each report on his or her area of expertise. Starting with a historical introduction, the book moves on to summarize a number of self-contained topics. Taking a decidedly human perspective, the book includes discussion on how to observe people in their natural environments and evaluate the critical points where ubiquitous computing technologies can improve their lives. Among a range of topics this book examines: How to build an infrastructure that supports ubiquitous computing applications Privacy protection in systems that connect personal devices and personal information Moving from the graphical to the ubiquitous computing user interface Techniques that are revolutionizing the way we determine a person's location and understand other sensor measurements While we needn't become expert in every sub-discipline of ubicomp, it is necessary that we appreciate all the perspectives that make up the field and understand how our work can influence and be influenced by those perspectives. This is important, if we are to encourage future generations to be as successfully innovative as the field's originators. **Embedded System Design Embedded Systems Foundations of Cyber-Physical Systems** Springer Science & Business Media Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>. **Photographer's Guide to the Sony DSC-RX100 IV Getting the Most from Sony's Pocketable Digital Camera** White Knight Press This book is a complete guide to using the Sony Cyber-shot DSC-RX100 IV camera, one of the most advanced, but still pocketable, cameras available. With this book, author Alexander White provides users of the RX100

IV with a manual covering all aspects of the camera's operation. Using a tutorial-like approach, the book shows beginning and intermediate photographers how to accomplish things with the RX100 IV, and explains when and why to use the camera's many features. The book provides details about the camera's shooting modes as well as its menu options for shooting, playback, setup, and special effects. The book covers all of the features of the RX100 IV that are new for this model, including its electronic shutter, faster continuous shooting, 4K video recording, and ability to shoot video at up to 960 frames per second for super slow-motion playback. The book includes more than 450 color photographs that illustrate the camera's controls, display screens, and menus. The images also provide examples of photographs taken using the RX100 IV's Scene mode, with settings optimized for subjects such as landscapes, sunsets, portraits, and action shots; and the Creative Style and Picture Effect menu options, with settings for altering the appearance of images. The book also provides introductions to topics such as street photography, astrophotography, and digiscoping. The book includes a full discussion of the video features of the RX100 IV, which can shoot HD and 4K (ultra-HD) movies, and which offers manual control of exposure and focus during movie recording. The book also explains the camera's numerous features that are oriented for professional-level videography, including Picture Profiles that allow adjustment of settings such as gamma curve, black level, knee, and detail. The book provides detailed information about recording 4K video to an external video recorder using the "clean" video output from the camera's HDMI port. In three appendices, the book discusses accessories for the RX100 IV, including cases, power sources, grips, and filter adapters, and includes a list of websites and other resources for further information. The book includes an appendix with "quick tips" on how to take advantage of the camera's features in the most efficient ways possible. This guide to the RX100 IV includes a detailed index, so the reader can quickly find needed information about any particular feature or aspect of the camera.

**CCD Arrays, Cameras, and Displays** Society of Photo Optical Not a design book, but an source of information on the features and specifications most often reported in data sheets on charge-coupled devices, which are used in high-definition television for program production, consumer camcorders, electronic still cameras, optical character readers including bar-code scanners and fax machines, and other applications. When the 1996 edition sold out, it was decided to update and correct rather than reprint. A major change is that the term CCD array has been changed in most of the text to solid state array to allow for flexibility in sensor type. Annotation copyrighted by Book News, Inc., Portland, OR.

**Intelligent Video Surveillance** The goal of Intelligent video surveillance systems is to efficiently extract useful information from a considerable number of videos collected by surveillance cameras by automatically detecting, tracking and recognizing objects of interest, and understanding and analyzing their activities. Video surveillance has a huge amount of applications, from public to private places. These applications require monitoring indoor and outdoor scenes. Nowadays, there are a considerable number of digital surveillance cameras collecting a huge amount of data on a daily basis. Researchers are urged to develop intelligent systems to efficiently extract and visualize useful information from this big data source. The exponential effort on the development of new algorithms and systems for video surveillance is confirmed by the amount of effort invested in projects and companies, the creation on new startups worldwide and, not less important, in the quantity and quality of the manuscripts published in a considerable number of journals and conferences worldwide. This book is an outcome of research done by several researchers who have highly contributed to the field of Video Surveillance. The main goal is to present recent advances in this important topic for the Image Processing community.

**Wireless Networking Absolute Beginner's Guide** Que Publishing Make the most of your wireless network...without becoming a technical expert! This book is the fastest way to connect all your wireless devices, get great performance with everything from streaming media to printing, stay safe and secure, and do more with Wi-Fi than you ever thought possible! Even if you've never set up or run a network before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Wireless networking has never, ever been this simple! Who knew how simple wireless networking could be? This is today's best beginner's guide to creating, using, troubleshooting, and doing more with your wireless network...simple, practical instructions for doing everything you really want to do, at home or in your business! Here's a small sample of what you'll learn: • Buy the right equipment without overspending • Reliably connect Windows PCs, Macs, iPads, Android tablets, game consoles, Blu-ray players, smartphones, and more • Get great performance from all your networked devices • Smoothly stream media without clogging your entire network • Store music and movies so you can play them anywhere in your home • Keep neighbors and snoopers out of your network • Share the files you want to share-and keep everything else private • Automatically back up your data across the network • Print from anywhere in the house-or from anywhere on Earth • Extend your network to work reliably in larger homes or offices • Set up a "guest network" for visiting friends and family • View streaming videos and other web content on your living room TV • Control your networked devices with your smartphone or tablet • Connect to Wi-Fi hotspots and get online in your car • Find and log onto hotspots, both public and hidden • Quickly troubleshoot common wireless network problems

Michael Miller is the world's #1 author of beginning computer books. He has written more than 100 best-selling books over the past two decades, earning an international reputation for his friendly and easy-to-read style, practical real-world advice, technical accuracy, and exceptional ability to demystify complex topics. His books for Que include Computer Basics Absolute Beginner's Guide; Facebook for Grown-Ups; My Pinterest; Ultimate Digital Music Guide; Speed It Up! A Non-Technical Guide for Speeding Up Slow PCs, and Googlepedia: The Ultimate Google Resource. Category: Networking Covers: Wireless Networking User Level: Beginning

**Embedded Android Porting, Extending, and Customizing** "O'Reilly Media, Inc." Embedded Android is for Developers wanting to create embedded systems based on Android and for those wanting to port Android to new hardware, or creating a custom development environment. Hackers and moders will also find this an indispensable guide to how Android works.

**Microscope A Fractal Role-playing Game of Epic Histories Energy Storage Fundamentals, Materials and Applications** Springer Energy Storage explains the underlying scientific and engineering fundamentals of all major energy storage methods. These include the storage of energy as heat, in phase transitions and reversible chemical reactions, and in organic fuels and hydrogen, as well as in mechanical, electrostatic and magnetic systems. Updated coverage of electrochemical storage systems considers exciting developments in materials and methods for applications such as rapid short-term storage in hybrid and intermittent energy generation systems, and battery optimization for increasingly prevalent EV and stop-start automotive technologies. This nuanced coverage of cutting-edge advances is unique in that it does not require prior knowledge of electrochemistry. Traditional and emerging battery systems are explained, including lithium, flow and liquid batteries. Energy Storage provides a comprehensive overview of the concepts, principles and practice of energy storage that is useful to both students and professionals.

**10% Happier How I Tamed the Voice in My Head, Reduced Stress Without Losing My Edge, and Found Self-Help That Actually Works--A True Story** Harper Collins #1 New York Times Bestseller REVISED WITH NEW MATERIAL Winner of the 2014 Living Now Book Award for Inspirational Memoir "An enormously smart, clear-eyed, brave-hearted, and quite personal look at the benefits of meditation." —Elizabeth Gilbert Nightline anchor Dan Harris embarks on an unexpected, hilarious, and deeply skeptical odyssey through the strange worlds of spirituality and self-help, and discovers a way to get happier that is truly achievable. After having a nationally televised panic attack, Dan Harris knew he had to make some changes. A lifelong nonbeliever, he found himself on a bizarre adventure involving a disgraced pastor, a mysterious self-help guru, and a gaggle of brain scientists. Eventually, Harris realized that the source of his problems was the very thing he always thought was his greatest asset: the incessant, insatiable voice in his head, which had propelled him through the ranks of a hypercompetitive business, but had also led him to make the profoundly stupid decisions that provoked his on-air freak-out. Finally, Harris stumbled upon an effective way to rein in that voice, something he always assumed to be either impossible or useless: meditation, a tool that research suggests can do everything from lower your blood pressure to essentially rewire your brain. 10% Happier takes readers on a ride from the outer reaches of neuroscience to the inner sanctum of network news to the bizarre fringes of America's spiritual scene, and leaves them with a takeaway that could actually change their lives.

**Photographer's Guide to the Sony DSC-RX10 IV Getting the Most from Sony's Advanced Digital Camera** White Knight Press This book is a complete guide to the Sony Cyber-shot DSC-RX10 IV camera. With this book, author Alexander S. White provides users of the RX10 IV with a manual covering all aspects of the camera's operation. Using a tutorial-like approach, the book shows beginning and intermediate photographers how to accomplish things with the RX10 IV, and explains when and why to use the camera's many features. The book provides details about the camera's shooting modes as well as its menu options for shooting, playback, setup, video, Wi-Fi, and special effects. The book covers all features of the RX10 IV that are new for this model, including its enhanced focusing system with phase detection autofocus; its ability to use a touch screen for focusing and enlarging images in some situations; and a variety of new or enhanced menu options. The book includes more than 500 color photographs that illustrate the camera's controls, display screens, and menus. The images include photographs taken using the RX10 IV's Scene mode, with settings optimized for subjects such as landscapes, sunsets, portraits, and action shots; and its Creative Style and Picture Effect menu options, with settings that alter the appearance of images. The book provides concise introductions to topics such as street photography and infrared photography, and explains how to use the camera's Wi-Fi and Bluetooth features to transfer images to a smartphone or tablet, to control the camera from such a device, and to add location information to images. The book includes a full discussion of the video features of the RX10 IV, which can shoot HD and 4K (ultra-HD) movies, with manual control of exposure and focus during recording. The book explains the camera's numerous features for professional-level videography, including Picture Profiles that allow adjustment of settings such as gamma curve, black level, knee, and detail. The book describes steps for recording 4K video to an external video recorder using the "clean" video output from the camera's HDMI port. In three appendices, the book discusses accessories for the RX10 IV, including cases, power sources, remote controls, microphones and external flash units, and includes a list of websites and other resources for further information. The book includes an appendix with "quick tips" on how to take advantage of the camera's features in the most efficient ways possible. This guide to the RX10 IV includes a detailed index, so the reader can quickly locate information about any particular feature or aspect of the camera.

**Basic Linear Design The Busy Coder's Guide to Advanced Android Development** Commonsware, LLC There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListView Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

**The Digital Darkroom The Definitive Guide to Photo Editing** Ilex Press Post-production can make the difference between a good image and a great image, not to mention it's an essential process if you shoot in RAW to enjoy the most flexibility and control possible. This book will outline everything you need to know to gain a better understanding of how to apply darkroom style effects to your images using Adobe Photoshop and Affinity Photo. Through detailed background knowledge designed to make you familiar with the software and to build your confidence, you'll learn a wide range of skills and techniques through step-by-step case studies that will make learning an active experience. Not only will this be a valuable reference resource, it will also be your very own personal tutor giving you everything you need to edit your images like a pro. - Learn the essentials with a complete guide to every tool, filter and effect for both Adobe Photoshop and Affinity Photo - Get the most out of your RAW files with detailed instructions on processing your digital image - Master basic, intermediate, and advanced editing techniques with easy to follow step-by-step tutorials - Get the best quality images for display with a complete guide to home printing

**RDS The Radio Data System** Artech House Telecommunication Authored by two leading experts in Radio Data System (RDS) technology, this book provides easy access to information on RDS technology, specifications, and implementation in one authoritative reference. The authors, who are key figures in the development of RDS and RDS-TMC technology, use a step-by-step approach to overview the background, techniques, capabilities, and limits of these systems.

**Fuji X Secrets 120 Tips to Get the Most Out of Your X Series Camera** In this book, popular Fuji Rumors "X-Pert Corner" columnist Rico Pfiringer teaches you all about the capabilities of the Fujifilm X Series lineup of cameras, which he's discovered through years of in-depth research and experimentation. No matter which X Series camera you own--whether it be the X-T2, X-Pro2, X-H1, X100F, or any other Fuji X Series camera--Rico cuts to the chase and provides a plethora of tips and practical instructions not found in any of the cameras' user manuals. With this knowledge, you will be able to take full advantage of your Fujifilm X Series camera. The Fujifilm X Series cameras have amazing features, but some users may require an adjustment period if they are new to these cameras--even photographers who have been lifetime DSLR shooters. This guide will help you to quickly feel comfortable using your camera so that you can achieve excellent results. Topics covered include: -Menu shortcuts -Long exposures -Firmware upgrades -Hybrid autofocus system -Auto and manual focusing -Face detection -Dynamic Range expansion -Film simulations -Custom settings -RAW conversion -Panoramas -Movies -Self-timer -Flash -Conversion lenses -And much more...

**The Reproduction of Colour** John Wiley & Sons Increasing use of digital signals for transmitting data in television, photography and printing means the reproduction of pictorial colour in the 21st century continues to drive innovation in its development. Hunt's classic text The Reproduction of Colour has been fully revised and updated for the sixth edition to provide a comprehensive introduction to colour imaging and colour reproduction. New illustrations, diagrams and photographs ensure that both students and practising engineers using colour images can gain a full understanding of the theory and practical applications behind the phenomena they encounter. Key features: Describes the fundamental principles of colour reproduction for photography, television, printing and electronic imaging. Provides detailed coverage of the physics of light and the property of colorants. Includes new chapters on

digital printing and digital imaging, which discuss colour reproduction on HDTV and desktop publishing. Presents expanded coverage of the evaluation of colour appearance. The *Reproduction of Colour* is already used as a basis for lectures in universities and specialist institutions and continues to be an essential resource for scientists, engineers and developers needing to appreciate the technologies of colour perception. Reviews of the Fifth Edition: "The book is beautifully written and superbly presented. It is a credit to both author and publisher, and deserves to be on the shelves of anyone who has any concern with the reproduction of colour." From *The Journal of Photographic Science*, Vol. 43 1995 "Using his ability as a teacher, Dr Hunt has made potentially very difficult topics quite readable...he brings the insight that leads the reader to a greater depth of understanding." From *Color Research and Application*, Vol. 23 1998 The Society for Imaging Science and Technology is an international society that aims to advance the science and practices of image assessment. A major objective of the Wiley-IS&T series will be to explain the latest scientific and technological developments in the field of imaging at a professional level. The broad scope of the series will focus on imaging in all its aspects, with particular emphasis on digital printing, electronic imaging, photofinishing, image preservation, image assessment, image archiving, pre-press technologies and hybrid imaging systems. **Security in Computing and Communications 4th International Symposium, SSCC 2016, Jaipur, India, September 21-24, 2016, Proceedings** Springer This book constitutes the refereed proceedings of the 4th International Symposium on Security in Computing and Communications, SSCC 2016, held in Jaipur, India, in September 2016. The 23 revised full papers presented together with 16 short papers and an invited paper were carefully reviewed and selected from 136 submissions. The papers are organized in topical sections on cryptosystems, algorithms, primitives; security and privacy in networked systems; system and network security; steganography, visual cryptography, image forensics; applications security. **Electrophoretic Deposition of Nanomaterials** Springer Science & Business Media This book provides a comprehensive overview of contemporary basic research, emerging technology, and commercial and industrial applications associated with the electrophoretic deposition of nanomaterials. This presentation of the subject includes an historical survey, the underlying theory of electrophoresis, dielectrophoresis, and the colloidal deposition of materials. This is followed by an assessment of the experimental equipment and procedures for electrophoretic and dielectrophoretic aggregation, manipulation, and deposition of nanoparticles, nanotubes, and other nanomaterials. Additional chapters explore the specific science and technology of electrophoretic film formation, using widely studied and application-driven nanomaterials, such as carbon nanotubes, luminescent nanocrystals, and nano-ceramics. The concluding chapters explore industrial applications and procedures associated with electrophoretic deposition of nanomaterials. **Mobile App Ebook** ashdigital.co A mobile application, most commonly referred to as an app, is a type of application software designed to run on a mobile device, such as a smartphone or tablet computer. Mobile applications frequently serve to provide users with similar services to those accessed on PCs. Apps are generally small, individual software units with limited function. The importance of mobile phones in our everyday life and activities is undeniably unending. This is so because there is ongoing tremendous transformation in that mobile phones are no longer the ordinary communication device it used to be. It has become the colossal point of attention for individuals and businesses alike, courtesy of the various incredible features and opportunities that mobile phones offer. On a general note, the presence of mobile apps on phones can be likened to be the decorations on a cake because they make mobile phones enjoyable and fun. Mobile apps are unlimited in number with usage that cuts across all walks of life and with people wanting more and more of these apps for easy lifestyle and living. Presently, the use of mobile apps can be seen in areas such as communication, education, cooking, social media, shopping, business (money making), matrimony, and banking. Every day, more developers are trying to develop apps, either as a hobby or professionally. The current challenge for many beginner developers who want to move into the exciting world of mobile apps development is trying to determine where to start and how to learn codings as well. **A Christmas Countdown with Ruth J. Morehead's Holly Babes** Random House Books for Young Readers Features numbers from ten to one with rhyming text. **Digital Design of Signal Processing Systems A Practical Approach** John Wiley & Sons Digital Design of Signal Processing Systems discusses a spectrum of architectures and methods for effective implementation of algorithms in hardware (HW). Encompassing all facets of the subject this book includes conversion of algorithms from floating-point to fixed-point format, parallel architectures for basic computational blocks, Verilog Hardware Description Language (HDL), SystemVerilog and coding guidelines for synthesis. The book also covers system level design of Multi Processor System on Chip (MPSoC); a consideration of different design methodologies including Network on Chip (NoC) and Kahn Process Network (KPN) based connectivity among processing elements. A special emphasis is placed on implementing streaming applications like a digital communication system in HW. Several novel architectures for implementing commonly used algorithms in signal processing are also revealed. With a comprehensive coverage of topics the book provides an appropriate mix of examples to illustrate the design methodology. Key Features: A practical guide to designing efficient digital systems, covering the complete spectrum of digital design from a digital signal processing perspective Provides a full account of HW building blocks and their architectures, while also elaborating effective use of embedded computational resources such as multipliers, adders and memories in FPGAs Covers a system level architecture using NoC and KPN for streaming applications, giving examples of structuring MATLAB code and its easy mapping in HW for these applications Explains state machine based and Micro-Program architectures with comprehensive case studies for mapping complex applications The techniques and examples discussed in this book are used in the award winning products from the Center for Advanced Research in Engineering (CARE). Software Defined Radio, 10 Gigabit VoIP monitoring system and Digital Surveillance equipment has respectively won APICTA (Asia Pacific Information and Communication Alliance) awards in 2010 for their unique and effective designs. **Entrepreneurship and Innovations in E-Business: An Integrative Perspective An Integrative Perspective** IGI Global "The book presents a comprehensive introduction of the concepts and practices of e-entrepreneurship and e-innovation"--Provided by publisher. **Developments and Advances in Defense and Security Proceedings of the Multidisciplinary International Conference of Research Applied to Defense and Security (MICRADS 2018)** Springer This book includes a selection of articles from The 2018 Multidisciplinary International Conference of Research Applied to Defense and Security (MICRADS'18), held in Salinas, Peninsula de Santa Elena, Ecuador, from April 18 to 20, 2018. MICRADS is an international forum for researchers and practitioners to present and discuss the most recent innovations, trends, results, experiences and concerns in the various areas of defense and security, together with their technological development and applications. The main topics covered are: Information and Communication Technology in Education; Computer Vision in Military Applications; Engineering Analysis and Signal Processing; Cybersecurity and Cyberdefense; Maritime Security and Safety; Strategy, Geopolitics and Oceanopolitics; Defense planning; Leadership (e-leadership); Defense Economics; Defense Logistics; Health Informatics in Military Applications; Simulation in Military Applications; Computer Networks, Mobility and Pervasive Systems; Military Marketing; Military Physical Training; Assistive Devices and Wearable Technology; Naval and Military Engineering; Weapons and Combat Systems; Operational Oceanography. The book is aimed at all those dealing with defense and security issues, including practitioners, researchers and teachers as well as undergraduate, graduate, master's and doctorate students. **The Other Side of Innovation Solving the Execution Challenge** Harvard Business Press In their first book, *Ten Rules for Strategic Innovators*, the authors provided a better model for executing disruptive innovation. They laid out a three-part plan for launching high-risk/high-reward innovation efforts: (1) borrow assets from the existing firms, (2) unlearn and unload certain processes and systems that do not serve the new entity, and (3) learn and build all new capabilities and skills. In their study of the Ten Rules in action, Govindarajan and Trimble observed many other kinds of innovation that were less risky but still critical to the company's ongoing success. In case after case, senior executives expected leaders of innovation initiatives to grapple with forces of resistance, namely incentives to keep doing what the company has always done--rather than develop new competence and knowledge. But where to begin? In this book, the authors argue that the most successful everyday innovators break down the process into six manageable steps: 1. Divide the labor 2. Assemble the dedicated team 3. Manage the partnership 4. Formalize the experiment 5. Break down the hypothesis 6. Seek the truth. *The Other Side of Innovation* codifies this staged approach in a variety of contexts. It delivers a proven step-by-step guide to executing (launching, managing, and measuring) more modest but necessary innovations within large firms without disrupting their bread-and-butter business. **Smart Home Automation with Linux and Raspberry Pi** Apress *Smart Home Automation with Linux and Raspberry Pi* shows you how to automate your lights, curtains, music, and more, and control everything via a laptop or mobile phone. You'll learn how to use Linux, including Linux on Raspberry Pi, to control appliances and everything from kettles to curtains, including how to hack game consoles and even incorporate LEGO Mindstorms into your smart home schemes. You'll discover the practicalities on wiring a house in terms of both and power and networking, along with the selection and placement of servers. There are also explanations on handling communication to (and from) your computer with speech, SMS, email, and web. Finally, you'll see how your automated appliances can collaborate to become a smart home. *Smart Home Automation with Linux* was already an excellent resource for home automation, and in this second edition, Steven Goodwin will show you how a house can be fully controlled by its occupants, all using open source software and even open source hardware like Raspberry Pi and Arduino. **The New York Times Index**