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Bodo Urban, Jean Vanderdonckt, Quentin Limbourg

Android Quick APIs Reference Onur Cinar,2015-02-03 The Android Quick APIs Reference is a condensed code and APIs reference for the new Google Android 5.0 SDK. It presents the essential Android APIs in a well-organized format that can be used as a handy reference. You won't find any technical jargon, bloated samples, drawn out history lessons, or witty stories in this book. What you will find is a software development kit and APIs reference that is concise, to the point and highly accessible. The book is packed with useful information and is a must-have for any mobile or Android app developer or programmer. In the Android Quick APIs Reference, you will find a concise reference to the Android SDK and its APIs using the official Android Studio IDE. This reference is small and handy and ideal for taking with you to your appointments with your clients.

Handbook for Management of Threats Konstantinos P. Balomenos,Antonios Fytopoulos,Panos M. Pardalos,2024-01-27 In answer to the unprecedented challenges and threats that face today's globalized world, the primary goal of this Handbook is to identify the most probable threats that have affected humanity in recent years and our world in years to come. The Handbook comprises mostly expository chapters that discuss tested methods/algorithms, case studies, as well as policy decision-making techniques surrounding threats and unnatural disasters, to evaluate their effects on people and to propose ways to mitigate these effects. In several chapters, new approaches and suggested policies supplement algorithms that are already in practice. The curated content brings together key experts from the academic and policy worlds to formulate a guide of principal techniques employed to gain better control over selected types of threats. This Handbook explores a wide range of technologies and theories and their impact on countering threats. These include artificial intelligence, machine learning, variational inequality theory, game theory, data envelopment analysis, and data-driven risk analysis. These tools play a vital role in decision-making processes and aid in finding optimal solutions. Additionally, a variety of optimization techniques are employed. These include (mixed) integer linear programming models for identifying critical nodes in complex systems, heuristics, approximation algorithms, and bilevel mixed integer programming for determining the most impactful links in dynamic networks. Furthermore, simulation tools are described that enable the quantification of societal resilience. These techniques collectively provide a mathematical framework capable of quantifying fundamental aspects of threats. They equip policymakers with the necessary tools and knowledge to minimize the impact of unnatural threats. The expected readership is wide and includes officials working in technical and policy roles in various ministries such as the Ministry of Defense, Civil Protection, Ministry of Public Order and Citizen Protection, United Nations, European Institutions for Threat Management, NATO, Intelligence Agencies, Centers of Excellence for Countering Threats, Think Tanks, Centers for Policy Studies, Political Leaders, the European Commission, National Institutes, International Organizations, Strategic Consulting Experts, Policymakers, and Foreign Affairs personnel. Some of these national or international organizations employ algorithms to measure resilience and enhance security. Quantification is challenging but crucial in the scenarios discussed in the book. This Handbook will also prove valuable to various universities (non-practitioners), studying systems engineering, leadership, management, strategy, foreign affairs, politics, and related disciplines.

Professional Digital Compositing Lee Lanier,2009-12-09 Learn professional secrets of digital compositing with this detailed guide After filming is done, digital compositors move in to manipulate color, retouch, and perform other behind-the-scenes tricks that are necessary to improve or finalize movies, games, and commercials. Now you can learn their secrets with this one-of-a-kind guide to digital compositing. Professional animator and author Lee Lanier not only draws upon his own experience, he has also combed some of Hollywood's most active post-production houses in search of the best solutions. Learn valuable techniques, tricks, and more. Covers techniques for digital compositing including transformations, plate preparation, rotoscoping, advanced render passes, particle integration, 2.5D painting, HDRI, stereoscopy and more Shows you digital compositing techniques that can be applied to a variety of software tools, including After Effects and Nuke Includes a DVD with scenes, sample bitmaps, image sequences, and more Start your animation career right with the solid instruction in postproduction you'll find in this practical guide. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Dependency Injection Dhananjay Prasanna,2009-07-31 Dependency Injection is an in-depth guide to the current best practices for using the Dependency Injection pattern-the key concept in Spring and the rapidly-growing Google Guice. It explores Dependency Injection, sometimes called Inversion of Control, in fine detail with numerous practical examples. Developers will learn to apply important techniques, focusing on their strengths and limitations, with a particular emphasis on pitfalls, corner-cases, and best practices. This book is written for developers and architects who want to understand Dependency Injection and successfully leverage popular DI technologies such as Spring, Google Guice, PicoContainer, and many others. The book explores many small examples of anchor concepts and unfolds a larger example to show the big picture. Written primarily from a Java point-of-view, this book is appropriate for any developer with a working knowledge of object-oriented programming in Java, Ruby, or C#. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Microsoft XNA Game Studio 3.0 Unleashed Chad Carter,2009-02-25 Using XNA Game Studio 3.0, any programmer can master the art of game development and begin selling games to millions of Xbox 360 users worldwide. Now, there's a practical, comprehensive guide to game development with Microsoft's powerful new XNA Game Studio 3.0 and the entire XNA Framework. In Microsoft® XNA® Game Studio 3.0 Unleashed, XNA expert Chad Carter covers the entire XNA platform, presents extensive sample code, and explains that code line by line. Carter walks you through the entire process of game development, including installing XNA, creating objects, handling input, managing and extending the content pipeline, optimizing game performance, and creating both 3D and 2D games. Carter presents sophisticated coverage of using XNA's high level shader language; creating physical effects; and endowing characters with realistic artificial intelligence. A case study section walks through the entire process of planning and coding a game, improving it, and putting on the finishing touches that make it marketable. This edition contains nine new chapters, including all-new sections on creating networked games, programming games for the Zune handheld, and preparing and submitting games to Xbox LIVE, where accepted titles will reach gamers worldwide. Plan your games to deliver solid performance on the platforms you've targeted Understand essential XNA Framework concepts, including object creation, cameras, input handling, libraries, game services, and managing and extending the content pipeline Create a 2D game that will run across 3 platforms (Windows, Xbox 360, and Zune) with a single code base Create a Visualizer media player for the Microsoft Zune Use the High Level Shader Language (HLSL) to communicate directly with graphics hardware Bring realistic physics to your game action and realistic

artificial intelligence to your characters Create sophisticated 3D effects that use advanced texturing and a particle system Build networked games, including multiplayer demos, turn-based games, and real-time network games Create 4 full games—2D parallax side scroller, 3D shooter, multiplayer turn-based 2D card game, and a multiplayer real-time 3D game Discover best practices for creating Xbox LIVE Community Games Sell your finished game on Xbox LIVE Marketplace CD-ROM includes: All C# examples and source code presented in this book.

Android Studio Cookbook Mike van Drongelen, 2015-10-30 Design, test, and debug your apps using Android Studio About This Book See what Material design is about and how to apply it your apps Explore the possibilities to develop apps that works on any type of device A step-by-step practical guide that will help you build improved applications, change their look, and debug them Who This Book Is For This book is for developers that are already familiar with programming concepts and have already started creating apps for the Android platform, for example, by using the Eclipse IDE. It is for developers who intend to use Android Studio as their primary IDE or want to use Android Studio more efficiently. What You Will Learn Develop Android Studio applications using Genymotion Apply the concepts of Material design to your applications Use memory monitoring tools to tweak performance Build applications for Android Wearable Capture images, video, or audio within your Android app Use content providers to display data Build apps with a cloud-based backend Create media-related apps that will run on phones, phablets, tablets, and TVs In Detail This book starts with an introduction of Android Studio and why you should use this IDE rather than Eclipse. Moving ahead, it teaches you to build a simple app that requires no backend setup but uses Google Cloud or Parse instead. After that, you will learn how to create an Android app that can send and receive text and images using Google Cloud or Parse as a backend. It explains the concepts of Material design and how to apply them to an Android app. Also, it shows you how to build an app that runs on an Android wear device. Later, it explains how to build an app that takes advantage of the latest Android SDK while still supporting older Android versions. It also demonstrates how the performance of an app can be improved and how memory management tools that come with the Android Studio IDE can help you achieve this. By the end of the book, you will be able to develop high quality apps with a minimum amount of effort using the Android Studio IDE. Style and approach This is a practical guide full of challenges and many real-world examples that demonstrate interesting development concepts. Besides smartphones and tablets, it also covers Android wearable devices and Android TV. Although strongly recommended, it is not necessary to own any Android device yourself.

Challenges and Directions Forward for Dealing with the Complexity of Future Smart Cyber-Physical Systems Martin Törngren, Didem Gürdür Broo, Elena Fersman, Harold (Bud) Lawson, Vincent Aravantinos, 2021-02-16 A key aspect of cyber-physical systems (CPS) is their potential for integrating information technologies with embedded control systems and physical systems to form new or improved functionalities. CPS thus draws upon advances in many areas. This positioning provides unprecedented opportunities for innovation, both within and across existing domains. However, at the same time, it is commonly understood that we are already stretching the limits of existing methodologies. In embarking towards CPS with such unprecedented capabilities, it becomes essential to improve our understanding of CPS complexity and how we can deal with it. Complexity has many facets, including complexity of the CPS itself, of the environments in which the CPS acts, and in terms of the organizations and supporting tools that develop, operate, and maintain CPS. This book is a result of a journal Special Issue, with the objective of providing a forum for researchers and practitioners to exchange their latest achievements and to identify critical issues, challenges, opportunities, and future directions for how to deal with the complexity of future CPS. The contributions include 10 papers on the following topics: (I) Systems and Societal Aspects Related to CPS and Their Complexity; (II) Model-Based Development Methods for CPS; (III) CPS Resource Management and Evolving Computing Platforms; and (IV) Architectures for CPS.

Foundations of Intelligent Systems Yinglin Wang, Tianrui Li, 2011-11-25 Proceedings of the Sixth International Conference on Intelligent System and Knowledge Engineering presents selected papers from the conference ISKE 2011, held December 15-17 in Shanghai, China. This proceedings doesn't only examine original research and approaches in the broad areas of intelligent systems and knowledge engineering, but also present new methodologies and practices in intelligent computing paradigms. The book introduces the current scientific and technical advances in the fields of artificial intelligence, machine learning, pattern recognition, data mining, information retrieval, knowledge-based systems, knowledge representation and reasoning, multi-agent systems, natural-language processing, etc. Furthermore, new computing methodologies are presented, including cloud computing, service computing and pervasive computing with traditional intelligent methods. The proceedings will be beneficial for both researchers and practitioners who want to utilize intelligent methods in their specific research fields. Dr. Yinglin Wang is a professor at the Department of Computer Science and Engineering, Shanghai Jiao Tong University, China; Dr. Tianrui Li is a professor at the School of Information Science and Technology, Southwest Jiaotong University, China.

AutoCAD 2018 and AutoCAD LT 2018 Essentials Scott Onstott, 2017-06-12 The step-by-step, full-color AutoCAD 2018 guide with real-world practicality AutoCAD 2018 and AutoCAD LT 2018 Essentials provides a full-color, task-based approach to mastering this powerful software. Straightforward, easy-to-follow instruction pairs with real-world, hands-on exercises to help you quickly get up to speed with core features and functions; screenshots illustrate tutorial steps to help you follow along, and each chapter concludes with a more open-ended project so you can dive in and explore a specific topic in-depth. From 2D drawing and organization to 3D modeling, dimensioning, presenting, and more, this helpful guide walks you through everything you need to know to become productive with AutoCAD 2018 and AutoCAD LT 2018. The companion website features downloadable starting and ending files for each exercise, so you can jump in at any point and compare your work to the pros, as well as additional tutorials to help you go as deep as you need to go. Exercises walk you through the real-world process of drafting while teaching you critical skills along the way. Understand the AutoCAD interface and foundational concepts Master essential drawing and visualization tools Stay organized with layers, groups, and blocks Experiment with 3D modeling, add text and dimensions, and much more AutoCAD is the industry-leading technical drawing software, and complete mastery is a vital skill for any design and drafting professional. AutoCAD 2018 and AutoCAD LT 2018 Essentials is a smart, quick resource that will help you get up to speed with real-world practical instruction.

Computer Vision -- ACCV 2007 Yasushi Yagi, Sing Bing Kang, In So Kweon, Hongbin Zha, 2007-11-14 This title is part of a two volume set that constitutes the refereed proceedings of the 8th Asian Conference on Computer Vision, ACCV 2007. Coverage in this volume includes shape and texture, face and gesture, camera networks, face/gesture/action detection and recognition, learning, motion and tracking, human pose estimation, matching, face/gesture/action detection and recognition, low level vision and photometry, motion and tracking, human detection, and segmentation.

Autodesk Maya 2020 Rendering Serdar Hakan DÜZGÖREN, Rendering is the final stage in the 3D computer graphics production process. Though the wider context of rendering begins with shading and texturing objects and lighting your scene, the rendering process ends when surfaces, materials, lights, and motion are processed into a final image or image sequence. Visualization vs. the final render As you build scenes (shade and texture objects, light scenes, position cameras, and so on), you'll want to visualize them many times before producing the final rendered image or image sequence. This process may involve (depending on your particular project) creating and setting up additional cameras. See Create a camera and Adjust a camera and its attributes. Visualize a scene during early iterations to detect and correct image quality problems or to estimate and reduce the amount of time the final render takes before you spend time performing the final render. You can visualize your scene in the viewport, interactively render with the Maya software renderer using IPR; or, if you are using the Arnold for Maya renderer, interactively render in the Arnold RenderView. You can render a single frame or a sequence of multiple frames; that is, an animation or part of an animation interactively from within Maya. Alternatively, you can batch render or command line render one or more frames. Before you start your final render, be sure to select a renderer, and set the file name, format, and resolution of your rendered images in the Render Settings window.

Interactive Systems: Design, Specification, and Verification Bodo Urban, Jean Vanderdonckt, Quentin Limbourg, 2003-07-01 This book constitutes the thoroughly refereed post-proceedings of the 9th International Workshop on the Design, Specification, and Verification of Interactive Systems, DSV-IS 2002, held in Rostock, Germany in June 2002. The 19 revised full papers presented have gone through two rounds of reviewing, selection, and improvement. All aspects of the design, specification, and verification of interactive systems from the human-computer interaction point of view are addressed. Particular emphasis is given to models and their role in supporting the design and development of interactive systems and user interfaces for ubiquitous computing.

Hands-On Artificial Intelligence for Android Vasco Correia Veloso, 2022-01-27 Build machine learning models and train them to make Android applications much smarter. KEY FEATURES ● Learn by doing, training, and evaluating your own machine learning models. ● Includes pre-trained TensorFlow models for image processing. ● Explains practical use cases of artificial intelligence in Android. DESCRIPTION This book features techniques and real implementations of machine learning applications on Android phones. This book covers various developer tools, including TensorFlow and Google ML Kit. The book begins with a quick review of android application development fundamentals and a couple of Java and Kotlin implementations developed using the Android Studio integrated development environment. The book explores TensorFlow Lite and Google ML Kit, along with some of the most widely used machine learning techniques. The book covers real projects on TensorFlow, demonstrates how to collect photos with Camera X, and preprocess them with the Google ML Kit. It explains how to onboard the power of machine learning in Android applications that detect images, identify faces, and apply effects to photographs, among other things. These applications are constructed on top of TensorFlow models – some of which were created and trained by the reader – and then converted to TensorFlow Lite for mobile applications. After reading the book, the reader will be able to apply machine learning techniques to create Android applications and take their applications to the next level. This book can be a successful tool to deep dive into Data Science for all mobile programmers. WHAT YOU WILL LEARN ● Get well-versed with Android Development and the fundamentals of AI. ● Learn to set up the ML environment with hands-on knowledge of TensorFlow. ● Build, train, and evaluate Machine Learning models. ● Practice ML by working on real face verification and identification applications. ● Explore cutting-edge models such as GAN and RNN in detail. ● Experience the use of CameraX, SQLite, and Google ML Kit on Android. WHO THIS BOOK IS FOR This book is intended for android developers, application engineers, machine learning engineers, and anybody interested in infusing intelligent, inventive, and smart features into mobile phones. Readers should have a basic understanding of the Java programming language. TABLE OF CONTENTS 1. Building an Application with Android Studio and Java 2. Event Handling and Intents in Android 3. Building our Base Application with Kotlin and SQLite 4. An Overview of Artificial Intelligence and Machine Learning 5. Introduction to TensorFlow 6. Training a Model for Image Recognition with TensorFlow 7. Android Camera Image Capture with CameraX 8. Using the Image Recognition Model in an Android Application 9. Detecting Faces with the Google ML Kit 10. Verifying Faces in Android with TensorFlow Lite 11. Registering Faces in the Application 12. Image Processing with Generative Adversarial Networks 13. Describing Images with NLP

Advances in Multimedia Modeling Tat-Jen Cham, Jianfei Cai, Chitra Dorai, Deepu Rajan, Tat-Seng Chua, Liang-Tien Chia, 2007-07-07 The two volume set LNCS 4351 and LNCS 4352 constitutes the refereed proceedings of the 13th International Multimedia Modeling Conference, MMM 2007, held in Singapore in January 2007. Based on rigorous reviewing, the program committee selected 123 carefully revised full papers of the main technical sessions and 33 revised full papers of four special sessions from a total of 392 submissions for presentation in two volumes.

Information Systems Security Salil Kanhere, Vishwas T Patil, Shamik Sural, Manoj S Gaur, 2020-12-05 This book constitutes the proceedings of the 16th International Conference on Information Systems Security, ICISS 2020, held in Jammu, India, during December 16-20, 2020. The 11 regular papers, 2 short papers and 3 work-in-progress papers included in this volume were carefully reviewed and selected from a total of 53 submissions. The papers were organized in topical sections named: access control; AI/ML in security; privacy and Web security; cryptography; and systems security.

Android Application Development Cookbook Rick Boyer, Kyle Mew, 2016-03-31 Over 100 recipes to help you solve the most common problems faced by Android Developers today About This Book Find the answers to your common Android programming problems, from set up to security, to help you deliver better applications, faster Uncover the latest features of Android Marshmallow to make your applications stand out Get up to speed with Android Studio 1.4 - the first Android Studio based on the IntelliJ IDE from JetBrains Who This Book Is For If you are new to Android development and want to take a hands-on approach to learning the framework, or if you are an experienced developer in need of clear working code to solve the many challenges in Android development, you can benefit from this book. Either way, this is a resource you'll want to keep at your desk for a quick reference to solve new problems as you tackle more challenging projects. What You Will Learn Along with Marshmallow, get hands-on working with Google's new Android Studio IDE Develop applications using the latest Android framework while maintaining backward-compatibility with the support library Master Android programming best practices from the recipes Create exciting and engaging applications using knowledge gained from recipes on graphics, animations, and multimedia Work through succinct steps on specifics that will help you complete your project faster Keep your app responsive (and prevent ANRs) with examples on the AsyncTask class Utilize Google Speech Recognition APIs for your app. Make use of Google Cloud Messaging (GCM) to create Push Notifications for your users Get a better understanding of the Android

framework through detailed explanations In Detail The Android OS has the largest installation base of any operating system in the world; there has never been a better time to learn Android development to write your own applications, or to make your own contributions to the open source community! This “cookbook” will make it easy for you to jump to a topic of interest and get what you need to implement the feature in your own application. If you are new to Android and learn best by “doing,” then this book will provide many topics of interest. Starting with the basics of Android development, we move on to more advanced concepts, and we'll guide you through common tasks developers struggle to solve. The first few chapters cover the basics including Activities, Layouts, Widgets, and the Menu. From there, we cover fragments and data storage (including SQLite), device sensors, the camera, and GPS. Then we move on more advanced topics such as graphics and animation (including OpenGL), multi-threading with AsyncTask, and Internet functionality with Volley. We'll also demonstrate Google Maps and Google Cloud Messaging (also known as Push Notifications) using the Google API Library. Finally, we'll take a look at several online services designed especially for Android development. Take your application big-time with full Internet web services without having to become a server admin by leveraging the power of Backend as a Service (BaaS) providers. Style and approach This book progresses from the fundamentals of Android Development to more advanced concepts, with recipes to solve the most common problems faced by developers. This cookbook makes it easy to jump to specific topics of interest, where you'll find simple steps to implement the solution and get a clear explanation of how it works.

Hands-On Intelligent Agents with OpenAI Gym Praveen Palanisamy, 2018-07-31 Implement intelligent agents using PyTorch to solve classic AI problems, play console games like Atari, and perform tasks such as autonomous driving using the CARLA driving simulator Key Features Explore the OpenAI Gym toolkit and interface to use over 700 learning tasks Implement agents to solve simple to complex AI problems Study learning environments and discover how to create your own Book Description Many real-world problems can be broken down into tasks that require a series of decisions to be made or actions to be taken. The ability to solve such tasks without a machine being programmed requires a machine to be artificially intelligent and capable of learning to adapt. This book is an easy-to-follow guide to implementing learning algorithms for machine software agents in order to solve discrete or continuous sequential decision making and control tasks. Hands-On Intelligent Agents with OpenAI Gym takes you through the process of building intelligent agent algorithms using deep reinforcement learning starting from the implementation of the building blocks for configuring, training, logging, visualizing, testing, and monitoring the agent. You will walk through the process of building intelligent agents from scratch to perform a variety of tasks. In the closing chapters, the book provides an overview of the latest learning environments and learning algorithms, along with pointers to more resources that will help you take your deep reinforcement learning skills to the next level. What you will learn Explore intelligent agents and learning environments Understand the basics of RL and deep RL Get started with OpenAI Gym and PyTorch for deep reinforcement learning Discover deep Q learning agents to solve discrete optimal control tasks Create custom learning environments for real-world problems Apply a deep actor-critic agent to drive a car autonomously in CARLA Use the latest learning environments and algorithms to upgrade your intelligent agent development skills Who this book is for If you're a student, game/machine learning developer, or AI enthusiast looking to get started with building intelligent agents and algorithms to solve a variety of problems with the OpenAI Gym interface, this book is for you. You will also find this book useful if you want to learn how to build deep reinforcement learning-based agents to solve problems in your domain of interest. Though the book covers all the basic concepts that you need to know, some working knowledge of Python programming language will help you get the most out of it.

Machine Learning for Mobile Revathi Gopalakrishnan, Avinash Venkateswarlu, 2018-12-31 Leverage the power of machine learning on mobiles and build intelligent mobile applications with ease Key Features Build smart mobile applications for Android and iOS devices Use popular machine learning toolkits such as Core ML and TensorFlow Lite Explore cloud services for machine learning that can be used in mobile apps Book Description Machine learning presents an entirely unique opportunity in software development. It allows smartphones to produce an enormous amount of useful data that can be mined, analyzed, and used to make predictions. This book will help you master machine learning for mobile devices with easy-to-follow, practical examples. You will begin with an introduction to machine learning on mobiles and grasp the fundamentals so you become well-acquainted with the subject. You will master supervised and unsupervised learning algorithms, and then learn how to build a machine learning model using mobile-based libraries such as Core ML, TensorFlow Lite, ML Kit, and Fritz on Android and iOS platforms. In doing so, you will also tackle some common and not-so-common machine learning problems with regard to Computer Vision and other real-world domains. By the end of this book, you will have explored machine learning in depth and implemented on-device machine learning with ease, thereby gaining a thorough understanding of how to run, create, and build real-time machine-learning applications on your mobile devices. What you will learn Build intelligent machine learning models that run on Android and iOS Use machine learning toolkits such as Core ML, TensorFlow Lite, and more Learn how to use Google Mobile Vision in your mobile apps Build a spam message detection system using Linear SVM Using Core ML to implement a regression model for iOS devices Build image classification systems using TensorFlow Lite and Core ML Who this book is for If you are a mobile app developer or a machine learning enthusiast keen to use machine learning to build smart mobile applications, this book is for you. Some experience with mobile application development is all you need to get started with this book. Prior experience with machine learning will be an added bonus

Migraine David Dodick FRCP (C), FACP, MD, Stephen Silberstein MD, FACP, FAHS, FAAN, 2016-03-16 Migraine is a complex neurological disorder that is characterized by a complex neurobiology, clinical features that may overlap with over 300 causes of headache, and an association with major medical illnesses and comorbid diseases. This book draws upon the authors' vast clinical experience and exhaustive knowledge of the science of migraine and the practice of headache medicine and provides this knowledge in a comprehensive yet digestible format. While migraine is often a subject in other textbooks on headache, it is the sole focus of this volume. The authors provide an up-to-date overview of the evidence base and combine this with their experience and expertise to help practitioners make informed treatment decisions. This book also provides a glimpse into the future describing new treatment modalities, including neurostimulation technologies and biologics that are emerging as potentially valuable treatment options. The authors also deal extensively with the unique and complex management of migraine in women throughout the reproductive life cycle. For those looking for a practical, insightful, and in-depth review on the subject of migraine, there is no other option.

Model-Driven Dependability Assessment of Software Systems Simona Bernardi, José Merseguer, Dorina Corina

Petriu,2013-10-22 Over the last two decades, a major challenge for researchers working on modeling and evaluation of computer-based systems has been the assessment of system Non Functional Properties (NFP) such as performance, scalability, dependability and security. In this book, the authors present cutting-edge model-driven techniques for modeling and analysis of software dependability. Most of them are based on the use of UML as software specification language. From the software system specification point of view, such techniques exploit the standard extension mechanisms of UML (i.e., UML profiling). UML profiles enable software engineers to add non-functional properties to the software model, in addition to the functional ones. The authors detail the state of the art on UML profile proposals for dependability specification and rigorously describe the trade-off they accomplish. The focus is mainly on RAMS (reliability, availability, maintainability and safety) properties. Among the existing profiles, they emphasize the DAM (Dependability Analysis and Modeling) profile, which attempts to unify, under a common umbrella, the previous UML profiles from literature, providing capabilities for dependability specification and analysis. In addition, they describe two prominent model-to-model transformation techniques, which support the generation of the analysis model and allow for further assessment of different RAMS properties. Case studies from different domains are also presented, in order to provide practitioners with examples of how to apply the aforementioned techniques. Researchers and students will learn basic dependability concepts and how to model them using UML and its extensions. They will also gain insights into dependability analysis techniques through the use of appropriate modeling formalisms as well as of model-to-model transformation techniques for deriving dependability analysis models from UML specifications. Moreover, software practitioners will find a unified framework for the specification of dependability requirements and properties of UML, and will benefit from the detailed case studies.

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