

Mutex Developments

John Madieu

Computer Science and Operations Research: New Developments in their Interfaces Osman Balci,2014-05-23 The interface of Operation Research and Computer Science - although elusive to a precise definition - has been a fertile area of both methodological and applied research. The papers in this book, written by experts in their respective fields, convey the current state-of-the-art in this interface across a broad spectrum of research domains which include optimization techniques, linear programming, interior point algorithms, networks, computer graphics in operations research, parallel algorithms and implementations, planning and scheduling, genetic algorithms, heuristic search techniques and data retrieval.

Linux Kernel Development Robert Love,2010-06-22 Linux Kernel Development details the design and implementation of the Linux kernel, presenting the content in a manner that is beneficial to those writing and developing kernel code, as well as to programmers seeking to better understand the operating system and become more efficient and productive in their coding. The book details the major subsystems and features of the Linux kernel, including its design, implementation, and interfaces. It covers the Linux kernel with both a practical and theoretical eye, which should appeal to readers with a variety of interests and needs. The author, a core kernel developer, shares valuable knowledge and experience on the 2.6 Linux kernel. Specific topics covered include process management, scheduling, time management and timers, the system call interface, memory addressing, memory management, the page cache, the VFS, kernel synchronization, portability concerns, and debugging techniques. This book covers the most interesting features of the Linux 2.6 kernel, including the CFS scheduler, preemptive kernel, block I/O layer, and I/O schedulers. The third edition of Linux Kernel Development includes new and updated material throughout the book: An all-new chapter on kernel data structures Details on interrupt handlers and bottom halves Extended coverage of virtual memory and memory allocation Tips on debugging the Linux kernel In-depth coverage of kernel synchronization and locking Useful insight into submitting kernel patches and working with the Linux kernel community

Embedded Software Development with eCos Anthony J. Massa,2002 How to build low-cost, royalty-free embedded solutions with eCos, covers eCos architecture, installation, configuration, coding, debugging, bootstrapping, porting, and more, includes open source tools on CD-ROM for a complete embedded software development environment with eCos as the core.

Windows Presentation Foundation Development Cookbook Kunal Chowdhury,2018-02-23 Gain comprehensive insight into WPF mechanics and capabilities. Key Features Gain a strong foundation in WPF features and patterns Leverage the MVVM pattern to build decoupled, maintainable apps Increase efficiency through Performance tuning and UI automation Book Description Windows Presentation Foundation (WPF) is Microsoft's development tool for building rich Windows client user experiences that incorporate UIs, media, and documents. With the updates in .NET 4.7, Visual Studio 2017, C# 7, and .NET Standard 2.0, WPF has taken giant strides and is now easier than ever for developers to use. If you want to get an in-depth view of WPF mechanics and capabilities, then this book is for you. The book begins by teaching you about the fundamentals of WPF and then quickly shows you the standard controls and the layout options. It teaches you about data bindings and how to utilize resources and the MVVM pattern to maintain a clean and reusable structure in your code. After this, you will explore the animation capabilities of WPF and see how they integrate with other mechanisms. Towards the end of the book, you will learn about WCF services and explore WPF's support for debugging and asynchronous operations. By the end of the book, you will have a deep understanding of WPF and will know how to build resilient applications. What you will learn Understand the fundamentals of WPF Explore the major controls and manage element layout Implement data binding Create custom elements that lead to a particular implementation path Customize controls, styles, and templates in XAML Leverage the MVVM pattern to maintain a clean and reusable structure in your code Master practical animations Integrate WCF services in a WPF application Implement WPF's support for debugging and asynchronous operations Who this book is for The book is intended for developers who are relatively new to WPF (Windows Presentation Foundation), or those who have been working with WPF for some time, but want to get a deeper understanding of its foundation and concepts to gain practical knowledge. Basic knowledge of C# and Visual Studio is assumed.

Real-Time Systems Development with RTEMS and Multicore Processors Gedare Bloom,Joel Sherrill,Tingting Hu,Ivan Cibrario Bertolotti,2020-11-23 The proliferation of multicore processors in the embedded market for Internet-of-Things (IoT) and Cyber-Physical Systems (CPS) makes developing real-time embedded applications increasingly difficult. What is the underlying theory that makes multicore real-time possible? How does theory influence application design? When is a real-time operating system (RTOS) useful? What RTOS features do applications need? How does a mature RTOS help manage the complexity of multicore hardware? Real-Time Systems Development with RTEMS and Multicore Processors answers these questions and more with exemplar Real-Time Executive for Multiprocessor Systems (RTEMS) RTOS to provide concrete advice and examples for constructing useful, feature-rich applications. RTEMS is free, open-source software that supports multi-processor systems for over a dozen CPU architectures and over 150 specific system boards in applications spanning the range of IoT and CPS domains such as satellites, particle accelerators, robots, racing motorcycles, building controls, medical devices, and more. The focus of this book is on enabling real-time embedded software engineering while providing sufficient theoretical foundations and hardware background to understand the rationale for key decisions in RTOS and application design and implementation. The topics covered in this book include: Cross-compilation for embedded systems development Concurrent programming models used in real-time embedded software Real-time scheduling theory and algorithms used in wide practice Usage and comparison of two application programmer interfaces (APIs) in real-time embedded software: POSIX and the RTEMS Classic APIs Design and implementation in RTEMS of commonly found RTOS features for schedulers, task management, time-keeping, inter-task synchronization, inter-task communication, and networking The challenges introduced by multicore hardware, advances in multicore real-time theory, and software engineering multicore real-time systems with RTEMS All the authors of this book are experts in the academic field of real-time embedded systems. Two of the authors are primary open-source maintainers of the RTEMS software project.

GPU Parallel Program Development Using CUDA Tolga Soyata,2018-01-19 GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs. This approach prepares the reader for the next generation and future generations of GPUs. The book emphasizes concepts that will remain relevant for a long time, rather than concepts that are platform-specific. At the same time, the book also provides platform-dependent explanations that are as valuable as generalized GPU concepts. The book consists of three separate parts; it starts by explaining parallelism using CPU multi-threading in Part I. A few simple programs are used to demonstrate the concept of dividing a large task into multiple parallel sub-tasks and mapping them to CPU threads. Multiple ways of parallelizing the same task are analyzed and their pros/cons are studied in terms of both core and memory operation. Part II of the book introduces GPU massive parallelism. The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated. Because the core and memory structures of CPUs and GPUs are different, the results differ in interesting ways. The end goal is to make programmers aware of all the good ideas, as well as the bad ideas, so readers can apply the good ideas and avoid the bad ideas in their own programs. Part III of the book provides pointer for readers who want to expand their horizons. It provides a brief introduction to popular CUDA libraries (such as cuBLAS, cuFFT, NPP, and Thrust),the OpenCL programming language, an overview of GPU programming using other programming languages and API libraries (such as Python, OpenCV, OpenGL, and Apple's Swift and Metal,) and the deep learning library cuDNN.

Embedded Linux System Design and Development P. Raghavan,Amol Lad,Sriram Neelakandan,2005-12-21 Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing

model in commercial products.

Mastering Linux Kernel Development Raghu Bharadwaj,2017-10-11 Explore Implementation of core kernel subsystems About This Book Master the design, components, and structures of core kernel subsystems Explore kernel programming interfaces and related algorithms under the hood Completely updated material for the 4.12.10 kernel Who This Book Is For If you are a kernel programmer with a knowledge of kernel APIs and are looking to build a comprehensive understanding, and eager to explore the implementation, of kernel subsystems, this book is for you. It sets out to unravel the underlying details of kernel APIs and data structures, piercing through the complex kernel layers and gives you the edge you need to take your skills to the next level. What You Will Learn Comprehend processes and files—the core abstraction mechanisms of the Linux kernel that promote effective simplification and dynamism Decipher process scheduling and understand effective capacity utilization under general and real-time dispositions Simplify and learn more about process communication techniques through signals and IPC mechanisms Capture the rudiments of memory by grasping the key concepts and principles of physical and virtual memory management Take a sharp and precise look at all the key aspects of interrupt management and the clock subsystem Understand concurrent execution on SMP platforms through kernel synchronization and locking techniques In Detail Mastering Linux Kernel Development looks at the Linux kernel, its internal arrangement and design, and various core subsystems, helping you to gain significant understanding of this open source marvel. You will look at how the Linux kernel, which possesses a kind of collective intelligence thanks to its scores of contributors, remains so elegant owing to its great design. This book also looks at all the key kernel code, core data structures, functions, and macros, giving you a comprehensive foundation of the implementation details of the kernel's core services and mechanisms. You will also look at the Linux kernel as well-designed software, which gives us insights into software design in general that are easily scalable yet fundamentally strong and safe. By the end of this book, you will have considerable understanding of and appreciation for the Linux kernel. Style and approach Each chapter begins with the basic conceptual know-how for a subsystem and extends into the details of its implementation. We use appropriate code excerpts of critical routines and data structures for subsystems.

SFML Game Development By Example Raimondas Pupius,2015-12-29 Create and develop exciting games from start to finish using SFML About This Book Familiarize yourself with the SFML library and explore additional game development techniques Craft, shape, and improve your games with SFML and common game design elements A practical guide that will teach you how to use utilize the SFML library to build your own, fully functional applications Who This Book Is For This book is intended for game development enthusiasts with at least decent knowledge of the C++ programming language and an optional background in game design. What You Will Learn Create and open a window by using SFML Utilize, manage, and apply all of the features and properties of the SFML library Employ some basic game development techniques to make your game tick Build your own code base to make your game more robust and flexible Apply common game development and programming patterns to solve design problems Handle your visual and auditory resources properly Construct a robust system for user input and interfacing Develop and provide networking capabilities to your game In Detail Simple and Fast Multimedia Library (SFML) is a simple interface comprising five modules, namely, the audio, graphics, network, system, and window modules, which help to develop cross-platform media applications. By utilizing the SFML library, you are provided with the ability to craft games quickly and easily, without going through an extensive learning curve. This effectively serves as a confidence booster, as well as a way to delve into the game development process itself, before having to worry about more advanced topics such as “rendering pipelines” or “shaders.” With just an investment of moderate C++ knowledge, this book will guide you all the way through the journey of game development. The book starts by building a clone of the classical snake game where you will learn how to open a window and render a basic sprite, write well-structured code to implement the design of the game, and use the AABB bounding box collision concept. The next game is a simple platformer with enemies, obstacles and a few different stages. Here, we will be creating states that will provide custom application flow and explore the most common yet often overlooked design patterns used in game development. Last but not the least, we will create a small RPG game where we will be using common game design patterns, multiple GUI. elements, advanced graphical features, and sounds and music features. We will also be implementing networking features that will allow other players to join and play together. By the end of the book, you will be an expert in using the SFML library to its full potential. Style and approach An elaborate take on the game development process in a way that compliments the reader's existing knowledge, this book provides plenty of examples and is kind to the uninitiated. Each chapter builds upon the knowledge gained from the previous one and offers clarifications on common issues while still remaining within the scope of its own subject and retaining clarity.

Hands-on Experience with Altera FPGA Development Boards Jivan S. Parab,Rajendra S. Gad,G.M. Naik,2017-11-08 This book is built around the use of readymade soft processor cores for FPGA design. In particular, the book focuses on Altera FPGA boards. The book explores many different embedded systems needs and prepares its readers for hands-on design and development of such systems. Many worked-out examples and case studies have been included to enable a clear understanding of design concepts. Primarily designed as a textbook for core or lab courses on FPGA based embedded systems, this book will appeal to students and instructors alike. The book takes an autodidactic approach, which also makes it suitable for hobbyists and practitioners looking to acquaint themselves with Altera FPGA boards.

Linux Device Drivers Development John Madieu,2017-10-20 Learn to develop customized device drivers for your embedded Linux system About This Book Learn to develop customized Linux device drivers Learn the core concepts of device drivers such as memory management, kernel caching, advanced IRQ management, and so on. Practical experience on the embedded side of Linux Who This Book Is For This book will help anyone who wants to get started with developing their own Linux device drivers for embedded systems. Embedded Linux users will benefit highly from this book. This book covers all about device driver development, from char drivers to network device drivers to memory management. What You Will Learn Use kernel facilities to develop powerful drivers Develop drivers for widely used I2C and SPI devices and use the regmap API Write and support devicetree from within your drivers Program advanced drivers for network and frame buffer devices Delve into the Linux irqdomain API and write interrupt controller drivers Enhance your skills with regulator and PWM frameworks Develop measurement system drivers with IIO framework Get the best from memory management and the DMA subsystem Access and manage GPIO subsystems and develop GPIO controller drivers In Detail Linux kernel is a complex, portable, modular and widely used piece of software, running on around 80% of servers and embedded systems in more than half of devices throughout the World. Device drivers play a critical role in how well a Linux system performs. As Linux has turned out to be one of the most popular operating systems used, the interest in developing proprietary device drivers is also increasing steadily. This book will initially help you understand the basics of drivers as well as prepare for the long journey through the Linux Kernel. This book then covers drivers development based on various Linux subsystems such as memory management, PWM, RTC, IIO, IRQ management, and so on. The book also offers a practical approach on direct memory access and network device drivers. By the end of this book, you will be comfortable with the concept of device driver development and will be in a position to write any device driver from scratch using the latest kernel version (v4.13 at the time of writing this book). Style and approach A set of engaging examples to develop Linux device drivers

Mastering Linux Device Driver Development John Madieu,2021-01-08 Master the art of developing customized device drivers for your embedded Linux systems Key FeaturesStay up to date with the Linux PCI, ASoC, and V4L2 subsystems and write device drivers for themGet to grips with the Linux kernel power management infrastructureAdopt a practical approach to customizing your Linux environment using best practicesBook Description Linux is one of the fastest-growing operating systems around the world, and in the last few years, the Linux kernel has evolved significantly to support a wide variety of embedded devices with its improved subsystems and a range of new features. With this book, you'll find out how you can enhance your skills to write custom device drivers for your Linux operating system. Mastering Linux Device Driver Development provides complete coverage of kernel topics, including video and audio frameworks, that usually go unaddressed. You'll work with some of the most complex and impactful Linux kernel frameworks, such as PCI, ALSA for SoC, and Video4Linux2, and discover expert tips and best practices along the way. In addition to this, you'll understand how to make the most of frameworks such as NVMEM and Watchdog. Once you've got to grips with Linux kernel helpers, you'll advance to working with special device types such as Multi-Function Devices (MFD) followed by video and audio device drivers. By the end of this book, you'll be able to write feature-rich device drivers and integrate them with some of the most complex Linux kernel frameworks, including V4L2

and ALSA for SoC. What you will learnExplore and adopt Linux kernel helpers for locking, work deferral, and interrupt managementUnderstand the Regmap subsystem to manage memory accesses and work with the IRQ subsystemGet to grips with the PCI subsystem and write reliable drivers for PCI devicesWrite full multimedia device drivers using ALSA SoC and the V4L2 frameworkBuild power-aware device drivers using the kernel power management frameworkFind out how to get the most out of miscellaneous kernel subsystems such as NVMEM and WatchdogWho this book is for This book is for embedded developers, Linux system engineers, and system programmers who want to explore Linux kernel frameworks and subsystems. C programming skills and a basic understanding of driver development are necessary to get started with this book.

Linux Device Driver Development John Madiou,2022-04-21 Get up to speed with the most important concepts in driver development and focus on common embedded system requirements such as memory management, interrupt management, and locking mechanisms Key FeaturesWrite feature-rich and customized Linux device drivers for any character, SPI, and I2C deviceDevelop a deep understanding of locking primitives, IRQ management, memory management, DMA, and so onGain practical experience in the embedded side of Linux using GPIO, IIO, and input subsystemsBook Description Linux is by far the most-used kernel on embedded systems. Thanks to its subsystems, the Linux kernel supports almost all of the application fields in the industrial world. This updated second edition of Linux Device Driver Development is a comprehensive introduction to the Linux kernel world and the different subsystems that it is made of, and will be useful for embedded developers from any discipline. You'll learn how to configure, tailor, and build the Linux kernel. Filled with real-world examples, the book covers each of the most-used subsystems in the embedded domains such as GPIO, direct memory access, interrupt management, and I2C/SPI device drivers. This book will show you how Linux abstracts each device from a hardware point of view and how a device is bound to its driver(s). You'll also see how interrupts are propagated in the system as the book covers the interrupt processing mechanisms in-depth and describes every kernel structure and API involved. This new edition also addresses how not to write device drivers using user space libraries for GPIO clients, I2C, and SPI drivers. By the end of this Linux book, you'll be able to write device drivers for most of the embedded devices out there. What you will learnDownload, configure, build, and tailor the Linux kernelDescribe the hardware using a device treeWrite feature-rich platform drivers and leverage I2C and SPI busesGet the most out of the new concurrency managed workqueue infrastructureUnderstand the Linux kernel timekeeping mechanism and use time-related APIsUse the regmap framework to factor the code and make it genericOffload CPU for memory copies using DMAInteract with the real world using GPIO, IIO, and input subsystemsWho this book is for This Linux OS book is for embedded system and embedded Linux enthusiasts/developers who want to get started with Linux kernel development and leverage its subsystems. Electronic hackers and hobbyists interested in Linux kernel development as well as anyone looking to interact with the platform using GPIO, IIO, and input subsystems will also find this book useful.

Hands-On Full Stack Development with Go Mina Andrawos,2019-03-28 Create a real-world application in Go and explore various frameworks and methodologies for full-stack development Key FeaturesBuild a responsive front end by using the powerful React frameworkBuild web APIs and middleware in the Go language by making use of the popular Gin frameworkBuild an Isomorphic Go React application via GopherJSPerform unit tests, and benchmarking on your web APIBook Description The Go programming language has been rapidly adopted by developers for building web applications. With its impressive performance and ease of development, Go enjoys the support of a wide variety of open source frameworks, for building scalable and high-performant web services and apps. Hands-On Full Stack Development with Go is a comprehensive guide that covers all aspects of full stack development with Go. This clearly written, example-rich book begins with a practical exposure to Go development and moves on to build a frontend with the popular React framework. From there, you will build RESTful web APIs utilizing the Gin framework. After that, we will dive deeper into important software backend concepts, such as connecting to the database via an ORM, designing routes for your services, securing your services, and even charging credit cards via the popular Stripe API. We will also cover how to test, and benchmark your applications efficiently in a production environment. In the concluding chapters, we will cover isomorphic developments in pure Go by learning about GopherJS. As you progress through the book, you'll gradually build a musical instrument online store application from scratch. By the end of the book, you will be confident in taking on full stack web applications in Go. What you will learnUnderstand Go programming by building a real-world applicationLearn the React framework to develop a frontend for your applicationUnderstand isomorphic web development utilizing the GopherJS frameworkExplore methods to write RESTful web APIs in Go using the Gin frameworkLearn practical topics such as ORM layers, secure communications, and Stripe's APILearn methods to benchmark and test web APIs in GoWho this book is for Hands-On Full Stack Development with Go will appeal to developers who are looking to start building amazing full stack web applications in Go. Basic knowhow of Go language and JavaScript is expected. The book targets web developers who are looking to move to the Go language.

Game Development with Rust and WebAssembly Eric Smith,2022-04-29 Write an endless runner game for the web in Rust and test, deploy, and debug your 2D game using the WebAssembly toolchain Key FeaturesBuild and deploy an endless runner game for the web from scratch through this helpful guide with key images printed in colorLearn how to use Rust for web development with WebAssemblyExplore modern game development and programming techniques to build 2D games using RustBook Description The Rust programming language has held the most-loved technology ranking on Stack Overflow for 6 years running, while JavaScript has been the most-used programming language for 9 years straight as it runs on every web browser. Now, thanks to WebAssembly (or Wasm), you can use the language you love on the platform that's everywhere. This book is an easy-to-follow reference to help you develop your own games, teaching you all about game development and how to create an endless runner from scratch. You'll begin by drawing simple graphics in the browser window, and then learn how to move the main character across the screen. You'll also create a game loop, a renderer, and more, all written entirely in Rust. After getting simple shapes onto the screen, you'll scale the challenge by adding sprites, sounds, and user input. As you advance, you'll discover how to implement a procedurally generated world. Finally, you'll learn how to keep your Rust code clean and organized so you can continue to implement new features and deploy your app on the web. By the end of this Rust programming book, you'll build a 2D game in Rust, deploy it to the web, and be confident enough to start building your own games. What you will learnBuild and deploy a Rust application to the web using WebAssemblyUse wasm-bindgen and the Canvas API to draw real-time graphicsWrite a game loop and take keyboard input for dynamic actionExplore collision detection and create a dynamic character that can jump on and off platforms and fall down holesManage animations using state machinesGenerate levels procedurally for an endless runnerLoad and display sprites and sprite sheets for animationsTest, refactor, and keep your code clean and maintainableWho this book is for This game development book is for developers interested in Rust who want to create and deploy 2D games to the web. Game developers looking to build a game on the web platform using WebAssembly without C++ programming or web developers who want to explore WebAssembly along with JavaScript web will also find this book useful. The book will also help Rust developers who want to move from the server side to the client side by familiarizing them with the WebAssembly toolchain. Basic knowledge of Rust programming is assumed.

.NET Development for Java Programmers Paul Gibbons,2002-07-15 Gibbons shows developers how to move a J2EE application to .NET at the enterprise level, with detailed and serious discussions of how to port Servlet, JSP or EJB-based applications to ASP.NET.

SAS Data Analytic Development Troy Martin Hughes,2016-08-24 Design quality SAS software and evaluate SAS software quality SAS Data Analytic Development is the developer's compendium for writing better-performing software and the manager's guide to building comprehensive software performance requirements. The text introduces and parallels the International Organization for Standardization (ISO) software product quality model, demonstrating 15 performance requirements that represent dimensions of software quality, including: reliability, recoverability, robustness, execution efficiency (i.e., speed), efficiency, scalability, portability, security, automation, maintainability, modularity, readability, testability, stability, and reusability. The text is intended to be read cover-to-cover or used as a reference tool to instruct, inspire, deliver, and evaluate software quality. A common fault in many software development environments is a focus on functional requirements—the what and how—to the detriment of performance requirements, which specify instead how well software should function (assessed through software execution) or how easily software should be maintained (assessed through code inspection). Without the definition and communication of performance requirements, developers risk either building software that lacks intended quality or wasting time delivering software that exceeds performance objectives—thus, either underperforming or

gold-plating, both of which are undesirable. Managers, customers, and other decision makers should also understand the dimensions of software quality both to define performance requirements at project outset as well as to evaluate whether those objectives were met at software completion. As data analytic software, SAS transforms data into information and ultimately knowledge and data-driven decisions. Not surprisingly, data quality is a central focus and theme of SAS literature; however, code quality is far less commonly described and too often references only the speed or efficiency with which software should execute, omitting other critical dimensions of software quality. SAS® software project definitions and technical requirements often fall victim to this paradox, in which rigorous quality requirements exist for data and data products yet not for the software that undergirds them. By demonstrating the cost and benefits of software quality inclusion and the risk of software quality exclusion, stakeholders learn to value, prioritize, implement, and evaluate dimensions of software quality within risk management and project management frameworks of the software development life cycle (SDLC). Thus, SAS Data Analytic Development recalibrates business value, placing code quality on par with data quality, and performance requirements on par with functional requirements.

AI 2013: Advances in Artificial Intelligence Stephen Cranefield, Abhaya C. Nayak, 2013-11-08 This book constitutes the refereed proceedings of the 26th Australasian Joint Conference on Artificial Intelligence, AI 2013, held in Dunedin, New Zealand, in December 2013. The 35 revised full papers and 19 revised short papers presented were carefully reviewed and selected from 120 submissions. The papers are organized in topical sections as agents; AI applications; cognitive modelling; computer vision; constraint satisfaction, search and optimisation; evolutionary computation; game playing; knowledge representation and reasoning; machine learning and data mining; natural language processing and information retrieval; planning and scheduling.

Advances in Artificial Intelligence Marina Sokolova, Peter van Beek, 2014-04-30 This book constitutes the refereed proceedings of the 27th Canadian Conference on Artificial Intelligence, Canadian AI 2014, held in Montréal, QC, Canada, in May 2014. The 22 regular papers and 18 short papers presented together with 3 invited talks were carefully reviewed and selected from 94 submissions. The papers cover a variety of topics within AI, such as: agent systems; AI applications; automated reasoning; bioinformatics and BioNLP; case-based reasoning; cognitive models; constraint satisfaction; data mining; E-commerce; evolutionary computation; games; information retrieval; knowledge representation; machine learning; multi-media processing; natural language processing; neural nets; planning; privacy-preserving data mining; robotics; search; smart graphics; uncertainty; user modeling; web applications.

Learn iOS 7 App Development James Bucanek, 2014-01-24 Learn iOS App Development is both a rapid tutorial and a useful reference. You'll quickly get up to speed with Objective-C, Cocoa Touch, and the iOS 7 SDK. It's an all-in-one getting started guide to building your first iPhone or iPad app. You'll learn best practices that ensure your code will be efficient and perform well, earning positive reviews on the iTunes App Store, and driving better search results and more revenue. The iOS 7 SDK offers powerful new features, and this book is the fastest path to mastering them—and the rest of the iOS SDK—for programmers with some experience who are new to iPhone and iPad app development. Many books introduce the iOS SDK, but few explain how to develop apps optimally and soundly. This book teaches both core Objective-C language concepts and how to exploit design patterns and logic with the iOS SDK, based on Objective-C and the Cocoa Touch framework. Why spend months or years discovering the best ways to design and code iPhone and iPad apps when this book will show you how to do things the right way from the start? Get an accelerated treatment of the core fundamentals of Objective-C. Develop your first app using Xcode's advanced interface design tools. Build your first iPhone app using the code that you're given as you walk through this book. Finally, debug and distribute your first app on Apple's iTunes App Store. Learn how to create apps for any model of iPhone, the iPod Touch, the iPad, or build universal apps that run on all of them. After reading this book, you'll be creating professional quality apps, ready to upload to the app store, making you the prestige and the money you seek!

Embark on a breathtaking journey through nature and adventure with this mesmerizing ebook, *Nature's Adventure: Mutex Developments*. This immersive experience, available for download in a PDF format (Download in PDF: *), transports you to the heart of natural marvels and thrilling escapades. Download now and let the adventure begin!

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