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Lecture Summaries Handbook for Mechanical Engineers House documents General Catalog Issue American Journal of Education and College Review Science and Art "The" American journal of education R.P. Davis Lecture on the Practice of Engineering ; 4 Virtual Reality and Virtual Environments in 10 Lectures Imperial College Lectures In Petroleum Engineering, The - Volume 4: Drilling And Reservoir Appraisal Journal of the Society of Arts Acoustics for Engineers Formal Methods for Components and Objects Model-Driven Software Engineering in Practice, Second Edition Journal of the Royal Society of Arts Adaptive High-Resolution Sensor Waveform Design for Tracking Model-Driven Software Engineering in Practice Systematic Technical Education for the English People Phonation ... Register of the University of California Finite Elements in Geotechnical Engineering Newsletter Register ... Recent Advances in Computer Science and Information Engineering Engineering Royal Commission on Scientific Instruction and the Advancement of Science Practical Electricity Journal of the Western Society of Engineers Engineering and Architecture and the Future Environment of Man Power Electronics Advances in Control and Communication The International Journal of Applied Engineering Education Transportation, Water and Environmental Geotechnics Incentive-Centric Semantic Web Application Engineering The Electrical Engineer Report of the Federal Security Agency MATLAB for Engineering and the Life Sciences Engineering Project Management Verification and Validation in Systems Engineering The Building News and Engineering Journal

CSIE 2011 is an international scientific Congress for distinguished scholars engaged in scientific, engineering and technological research, dedicated to build a platform for exploring and discussing the future of Computer Science and Information Engineering with existing and potential application scenarios. The congress has been held twice, in Los Angeles, USA for the first and in Changchun, China for the second time, each of which attracted a large number of researchers from all over the world. The congress turns out to develop a spirit of cooperation that leads to new friendship for addressing a wide variety of ongoing problems in this vibrant area of technology and fostering more collaboration over the world. The congress, CSIE 2011, received 2483 full paper and abstract submissions from 27 countries and regions over the world. Through a rigorous peer review process, all submissions were refereed based on their quality of content, level of innovation, significance, originality and legibility. 688 papers have been accepted for the international congress proceedings ultimately. This book covers the fundamentals of drilling and reservoir appraisal for petroleum. Split into three sections, the first looks at the basic principles of well engineering in terms of planning, design and construction. It then goes on to describe well safety, costs and operations management. The second section is focussed on drilling and core analysis, and the laboratory measurement of the physico-chemical properties of samples. It is clear that efficient development of hydrocarbon reservoirs is highly dependent on understanding these key properties, and the data can only be gathered through a carefully conducted core-analysis program, as described. Finally, in the third section we look at production logging, an essential part of reservoir appraisal, which describes the nature and the behaviour of fluids in or around the borehole. It describes how to know, at a given time, phase by phase, and zone by zone, how much fluid is coming out of or going into the formation. As part of the Imperial College Lectures in Petroleum Engineering, and based on a lecture series on the same topic, Drilling and Reservoir Appraisal provides the introductory information needed for students of the earth sciences, petroleum engineering, engineering and geoscience. This book includes my lecture notes for power electronics course course. The characteristics and operation of electronic power devices, firing circuits, and driving circuits for power converters are described and implemented practically in the laboratory. Uncontrolled and controlled, single phase rectifiers are used in various electrical power applications. DC to DC power conversion circuits are investigated. Circuit simulation and practical laboratories are utilized to reinforce concepts. The book is divided to different learning parts · Part1- Describe the characteristics and operation of electronic power devices. · Part2- Describe firing and driving circuits for power electronic converters. · Part3- Analyse the use of uncontrolled and controlled single-phase rectifiers in various electrical power applications. · Part4- Investigate the DC-to-DC power conversion circuits used in power applications. Part1: Describe the characteristics and operation of electronic power devices. 1. Describe diode characteristics, types (power diode, general-purpose, and fast recovery), and connections (series, parallel and freewheeling). 2. Describe thyristor characteristics, two-transistor model, and purpose of di/dt and dv/dt protection. 3. Describe the power MOSFET and IGBT characteristics. 4. Compare electronic power devices in terms of various power converter applications, frequency of operation (switching speed), rating, and switching power losses. Part 2: Describe firing and driving circuits for power electronic converters. 1. Describe ideal and non-ideal properties of operational amplifiers. Determine the operation of various related circuits (inverting and non-inverting amplifiers, buffer amplifier, summing amplifier) 2. Describe the use of an operational amplifier for PWM generation, for triangular and sine wave generation, as a comparator, and its integration into a 555 timer. 3. Explore other basic firing and driving circuits by focusing on requirements and control features such as based on specific power devices and operational amplifier. Part 3: Analyse the use of uncontrolled and controlled single-phase rectifiers in various electrical power applications. 1. Determine the performance characteristics of uncontrolled single-phase, half-wave and full-wave rectifiers, with resistive and inductive loads. 2. Determine the performance characteristics of controlled single-phase, half-wave and full-wave rectifiers with resistive and inductive loads. 3. Determine the change in power factor when using uncontrolled and controlled rectifiers. Define input distortion and displacement factor. 4. Describe how power inversion may be achieved by varying the firing angle in controlled rectifiers. Part 4: Investigate the DC-to-DC power conversion circuits used in power applications. 1. State the principle of step-down and step-up operations. 2. Explain the DC chopper classification and describe switch-mode regulators 3. Explain the operation of buck, boost 4. Explain the operation buck-boost regulators. This book discusses how model-based approaches can improve the daily practice of software professionals. This is known as Model-Driven Software Engineering (MDSE) or, simply, Model-Driven Engineering (MDE). MDSE practices have proved to increase efficiency and effectiveness in software development, as demonstrated by various quantitative and qualitative studies. MDSE adoption in the software industry is foreseen to grow exponentially in the near future, e.g., due to the convergence of software development and business analysis. The aim of this book is to provide you with an agile and flexible tool to introduce you to the MDSE world, thus allowing you to quickly understand its basic principles and techniques and to choose the right set of MDSE

instruments for your needs so that you can start to benefit from MDSE right away. The book is organized into two main parts. The first part discusses the foundations of MDSE in terms of basic concepts (i.e., models and transformations), driving principles, application scenarios, and current standards, like the well-known MDA initiative proposed by OMG (Object Management Group) as well as the practices on how to integrate MDSE in existing development processes. The second part deals with the technical aspects of MDSE, spanning from the basics on when and how to build a domain-specific modeling language, to the description of Model-to-Text and Model-to-Model transformations, and the tools that support the management of MDSE projects. The second edition of the book features: a set of completely new topics, including: full example of the creation of a new modeling language (IFML), discussion of modeling issues and approaches in specific domains, like business process modeling, user interaction modeling, and enterprise architecture complete revision of examples, figures, and text, for improving readability, understandability, and coherence better formulation of definitions, dependencies between concepts and ideas addition of a complete index of book content In addition to the contents of the book, more resources are provided on the book's website <http://www.mdse-book.com>, including the examples presented in the book. The book is based on the material originally developed for the course on Virtual Reality, which the author was teaching at Tampere University of Technology, as well as course on Virtual Environments that the author had prepared for the University for Advancing Studies at Tempe, Arizona. This original purpose has influenced the structure of this book as well as the depth to which we explore the presented concepts. Therefore, our intention in this book is to give an introduction into the important issues regarding a series of related concepts of Virtual Reality, Augmented Reality, and Virtual Environments. We do not attempt to go into any of these issues in depth but rather outline general principles and discuss them in a sense broad enough to provide sufficient foundations for a further study. In other words, we aim to provide a set of keywords to the reader in order give him a good starting point from which he could go on and explore any of these issues in detail. Table of Contents: Preface / Acknowledgments / Lecture 1--Introduction / Lecture 2--History of VR and Current Applications / Lecture 3--Human Senses / Lecture 4--VR Systems / Lecture 5--User Experience, Human Computer Interaction and UI / Lecture 6--Input Devices and Tracking / Lecture 7--Displays / Lecture 8--Networked VR / Lecture 9--Augmented Reality / Lecture 10--VE and Video Games / Bibliography / Author's Biography / Index Vol. 25 is the report of the commissioner of education for 1880; v. 29, report for 1877. Formal methods have been applied successfully to the verification of medium-sized programs in protocol and hardware design. However, their application to more complex systems, resulting from the object-oriented and the more recent component-based software engineering paradigms, requires further development of specification and verification techniques supporting the concepts of reusability and modifiability. This book presents revised tutorial lectures given by invited speakers at the Second International Symposium on Formal Methods for Components and Objects, FMCO 2003, held in Leiden, The Netherlands, in November 2003. The 17 revised lectures by leading researchers present a comprehensive account of the potential of formal methods applied to large and complex software systems such as component-based systems and object systems. The book makes a unique contribution to bridging the gap between theory and practice in software engineering. This book provides the material for an introductory course in engineering acoustics for students with basic knowledge in mathematics. It is based on extensive teaching experience at the university level. Under the guidance of an academic teacher it is sufficient as the sole text-book for the subject. Each chapter deals with a well defined topic and represents the material for a two-hour lecture. The chapters alternate between more theoretical and more application-oriented concepts. For the purpose of self-study, the reader is advised to use this text in parallel with further introductory material. Some suggestions to this end are given in Appendix 15. 3. The authors thank Dorea Ruggles for providing substantial stylistic re-ments. Further thanks go to various colleagues and graduate students who most willingly helped with corrections and proof reading. Nevertheless, the authors assume full responsibility for all contents. Bochum and Troy, Jens Blauert February 2008 Ning Xiang Contents 1 Introduction 1 1. 1 De?nition of Three Basic Terms 1 1. 2 Specialized Areas within Acoustics 3 1. 3 About the History of Acoustics 4 1. 4 Relevant Quantities in Acoustics 5 1. 5 Some Numerical Examples 6 1. 6 Levels and Logarithmic Frequency Intervals 8 1. 7 Double-Logarithmic Plots 10 2 Mechanic and Acoustic Oscillations 13 2. 1 Basic Elements of Linear, Oscillating, Mechanic Systems 14 2. 2 Parallel Mechanic Oscillators 16 2. 3 Free Oscillations of Parallel Mechanic Oscillators 17 2. 4 Forced Oscillation of Parallel Mechanic Oscillators Reprint of the original, first published in 1872. The publishing house Anatiposi publishes historical books as reprints. Due to their age, these books may have missing pages or inferior quality. Our aim is to preserve these books and make them available to the public so that they do not get lost. A hands-on guide for creating a winning engineering project Engineering Project Management is a practical, step-by-step guide to project management for engineers. The author – a successful, long-time practicing engineering project manager – describes the techniques and strategies for creating a successful engineering project. The book introduces engineering projects and their management, and then proceeds stage-by-stage through the engineering life-cycle project, from requirements, implementation, to phase-out. The book offers information for understanding the needs of the end user of a product and other stakeholders associated with a project, and is full of techniques based on real, hands-on management of engineering projects. The book starts by explaining how we perform the actual engineering on projects; the techniques for project management contained in the rest of the book use those engineering methods to create superior management techniques. Every topic – from developing a work-breakdown structure and an effective project plan, to creating credible predictions for schedules and costs, through monitoring the progress of your engineering project – is infused with actual engineering techniques, thereby vastly increasing the effectivity and credibility of those management techniques. The book also teaches you how to draw the right conclusions from numeric data and calculations, avoiding the mistakes that often cause managers to make incorrect decisions. The book also provides valuable insight about what the author calls the social aspects of engineering project management: aligning and motivating people, interacting successfully with your stakeholders, and many other important people-oriented topics. The book ends with a section on ethics in engineering. This important book: Offers a hands-on guide for developing and implementing a project management plan Includes background information, strategies, and techniques on project management designed for engineers Takes an easy-to-understand, step-by-step approach to project management Contains ideas for launching a project, managing large amount of software, and tips for ending a project Structured to support both undergraduate and graduate courses in engineering project management, Engineering Project Management is an essential guide for managing a successful project from the idea phase to the completion of the project. While many Web 2.0-inspired approaches to semantic content authoring do acknowledge motivation and incentives as the main drivers of user involvement, the amount of useful human contributions actually available will always remain a scarce resource. Complementarily, there are aspects of semantic content authoring in which automatic techniques have proven to perform reliably, and the added value of human (and collective) intelligence is often a question of cost and timing. The challenge that this book attempts to tackle is how these two approaches (machine- and human-driven computation) could be combined in order to improve the cost-performance ratio of creating, managing, and meaningfully using semantic content. To do so, we need to first understand how theories and

practices from social sciences and economics about user behavior and incentives could be applied to semantic content authoring. We will introduce a methodology to help software designers to embed incentives-minded functionalities into semantic applications, as well as best practices and guidelines. We will present several examples of such applications, addressing tasks such as ontology management, media annotation, and information extraction, which have been built with these considerations in mind. These examples illustrate key design issues of incentivized Semantic Web applications that might have a significant effect on the success and sustainable development of the applications: the suitability of the task and knowledge domain to the intended audience, and the mechanisms set up to ensure high-quality contributions, and extensive user involvement.

Table of Contents: Semantic Data Management: A Human-driven Process / Fundamentals of Motivation and Incentives / Case Study: Motivating Employees to Annotate Content / Case Study: Building a Community of Practice Around Web Service Management and Annotation / Case Study: Games with a Purpose for Semantic Content Creation / Conclusions

At the dawn of the 21st century and the information age, communication and computing power are becoming ever increasingly available, virtually pervading almost every aspect of modern socio-economical interactions. Consequently, the potential for realizing a significantly greater number of technology-mediated activities has emerged. Indeed, many of our modern activity fields are heavily dependant upon various underlying systems and software-intensive platforms. Such technologies are commonly used in everyday activities such as commuting, traffic control and management, mobile computing, navigation, mobile communication. Thus, the correct function of the forenamed computing systems becomes a major concern. This is all the more important since, in spite of the numerous updates, patches and firmware revisions being constantly issued, newly discovered logical bugs in a wide range of modern software platforms (e. g. , operating systems) and software-intensive systems (e. g. , embedded systems) are just as frequently being reported. In addition, many of today's products and services are presently being deployed in a highly competitive environment wherein a product or service is succeeding in most of the cases thanks to its quality to price ratio for a given set of features. Accordingly, a number of critical aspects have to be considered, such as the ability to pack as many features as needed in a given product or service while currently maintaining high quality, reasonable price, and short time-to-market. In recent years, the life sciences have embraced simulation as an important tool in biomedical research. Engineers are also using simulation as a powerful step in the design process. In both arenas, Matlab has become the gold standard. It is easy to learn, flexible, and has a large and growing userbase. MATLAB for Engineering and the Life Sciences is a self-guided tour of the basic functionality of MATLAB along with the functions that are most commonly used in biomedical engineering and other life sciences. Although the text is written for undergraduates, graduate students and academics, those in industry may also find value in learning MATLAB through biologically inspired examples. For instructors, the book is intended to take the emphasis off of learning syntax so that the course can focus more on algorithmic thinking. Although it is not assumed that the reader has taken differential equations or a linear algebra class, there are short introductions to many of these concepts. Following a short history of computing, the MATLAB environment is introduced. Next, vectors and matrices are discussed, followed by matrix-vector operations. The core programming elements of MATLAB are introduced in three successive chapters on scripts, loops, and conditional logic. The last three chapters outline how to manage the input and output of data, create professional quality graphics and find and use Matlab toolboxes. Throughout, biomedical examples are used to illustrate MATLAB's capabilities.

Table of Contents: Introduction / Matlab Programming Environment / Vectors / Matrices / Matrix -- Vector Operations / Scripts and Functions / Loops / Conditional Logic / Data In, Data Out / Graphics / Toolboxes

This book comprises select proceedings of the Indian Geotechnical Conference 2020 (IGC2020) focusing on emerging opportunities and challenges in the field of transportation geotechnics, scour and erosion, offshore geotechnics, and environmental geotechnology. The contents will be useful to researchers, educators, practitioners and policy makers alike. This book discusses how model-based approaches can improve the daily practice of software professionals. This is known as Model-Driven Software Engineering (MDSE) or, simply, Model-Driven Engineering (MDE). MDSE practices have proved to increase efficiency and effectiveness in software development, as demonstrated by various quantitative and qualitative studies. MDSE adoption in the software industry is foreseen to grow exponentially in the near future, e.g., due to the convergence of software development and business analysis. The aim of this book is to provide you with an agile and flexible tool to introduce you to the MDSE world, thus allowing you to quickly understand its basic principles and techniques and to choose the right set of MDSE instruments for your needs so that you can start to benefit from MDSE right away. The book is organized into two main parts. The first part discusses the foundations of MDSE in terms of basic concepts (i.e., models and transformations), driving principles, application scenarios, and current standards, like the well-known MDA initiative proposed by OMG (Object Management Group) as well as the practices on how to integrate MDSE in existing development processes. The second part deals with the technical aspects of MDSE, spanning from the basics on when and how to build a domain-specific modeling language, to the description of Model-to-Text and Model-to-Model transformations, and the tools that support the management of MDSE projects. The second edition of the book features: a set of completely new topics, including: full example of the creation of a new modeling language (IFML), discussion of modeling issues and approaches in specific domains, like business process modeling, user interaction modeling, and enterprise architecture complete revision of examples, figures, and text, for improving readability, understandability, and coherence better formulation of definitions, dependencies between concepts and ideas addition of a complete index of book content

In addition to the contents of the book, more resources are provided on the book's website <http://www.mdse-book.com>, including the examples presented in the book. With success of ICEEE 2010 in Wuhan, China, and December 4 to 5, 2010, the second International Conference of Electrical and Electronics Engineering (ICEEE 2011) will be held in Macau, China, and December 1 to 2, 2011. ICEEE is an annual conference to call together researchers, engineers, academicians as well as industrial professionals from all over the world to present their research results and development activities in Electrical and Electronics Engineering along with Computer Science and Technology, Communication Technology, Artificial Intelligence, Information Technology, etc. This year ICEEE is sponsored by International Industrial Electronics Center, Hong Kong. And based on the deserved reputation, more than 750 papers have been submitted to ICEEE 2011, from which 92 high quality original papers have been selected for the conference presentation and inclusion in the "Future Information Technology and Computer Engineering" book based on the referees' comments from peer-refereed. We expect that the Future Information Technology and Computer Engineering book will be a trigger for further related research and technology improvements in the importance subject including Database Management, Information Technology and System, Computing Methodologies, Computer Systems Organization, Computer Application, etc. We expect that the Future Information Technology and Computer Engineering book will be a trigger for further related research and technology improvements in the importance subject including Database Management, Information Technology and System, Computing Methodologies, Computer Systems Organization, Computer Application, etc. Recent innovations in modern radar for designing transmitted waveforms, coupled with new algorithms for adaptively selecting the waveform parameters at each time step, have resulted in improvements in tracking performance. Of particular interest are waveforms that can be mathematically designed to have reduced ambiguity function sidelobes, as their use can lead to an increase in the target state estimation accuracy. Moreover, adaptively positioning the sidelobes can reveal weak target returns by reducing interference from stronger targets. The manuscript provides an overview of recent

advances in the design of multicarrier phase-coded waveforms based on Bjorck constant-amplitude zero-autocorrelation (CAZAC) sequences for use in an adaptive waveform selection scheme for multiple target tracking. The adaptive waveform design is formulated using sequential Monte Carlo techniques that need to be matched to the high resolution measurements. The work will be of interest to both practitioners and researchers in radar as well as to researchers in other applications where high resolution measurements can have significant benefits. Table of Contents: Introduction / Radar Waveform Design / Target Tracking with a Particle Filter / Single Target tracking with LFM and CAZAC Sequences / Multiple Target Tracking / Conclusions

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