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Autore	Stroth, Gernot
Titolo	C-extensions of P- and T-geometries : a survey of known examples / Gernot Stroth and Corinna Wiedorn
Pubbl/distr/stampa	21 cm
Edizione	[Roma : Aracne]
Descrizione fisica	Estratto da: Quaderni di matematica, n. 12 (2003), p. 197-226.
Altri autori (Persone)	Wiedorn, Corinna
Soggetti	Buildings and the geometry of diagrams [MSC 2010] 51E24 Simple groups: alternating groups and groups of Lie type [MSC 2010] 20D06 Simple groups: sporadic groups [MSC 2010] 20D08
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Nota di contenuto	Intro -- Welcome Message from 3PGCIC-2021 Organizing Committee -- 3PGCIC-2021 Organizing Committee -- Honorary Chair -- General Co-chairs -- Program Committee Co-chairs -- Workshops Co-chairs -- Finance Chair -- Web Administrator Chairs -- Local Organizing Co-chairs -- Steering Committee Chair -- Track Areas -- 1. Data Mining, Semantic Web and Information Retrieval -- Co-chairs -- PC Members -- 2. Cloud and Service-Oriented Computing -- Co-chairs -- PC Members -- 3. Security and Privacy for Distributed Systems -- Co-chairs -- PC Members -- 4. P2P, Grid and Scalable Computing -- Co-chairs -- PC Members -- 5. Bio-inspired Computing and Pattern Recognition -- Co-chairs -- PC Members -- 6. Intelligent and Cognitive Systems -- Co-chairs -- PC Members -- 7. Web Application, Multimedia and Internet Computing -- Co-chairs -- PC Members -- 8. Distributed Systems and Social Networks -- Co-chairs -- PC Members -- 9. IoT Computing Systems -- Co-chairs -- PC Members -- 10.

Wireless Networks and Mobile Computing -- Co-chairs -- PC Members -- 3PGCIC-2021 Reviewers -- 3PGCIC-2021 Keynote Talks -- Developing Trustworthy Artificial Intelligence -- Pandemic Prevention by Technology - The Contactless Healthcare via The IoT Platform -- Contents -- Performance Analysis of RIWM and LDVM Router Replacement Methods for WMNs by WMN-PSOSA-DGA Hybrid Simulation System Considering Stadium Distribution of Mesh Clients -- 1 Introduction -- 2 Proposed and Implemented Simulation System -- 2.1 Velocities and Positions of Particles -- 2.2 Routers Replacement Methods -- 2.3 DGA Operations -- 2.4 Fitness and Migration Functions -- 2.5 Particle-Pattern and Gene Coding -- 3 Simulation Results -- 4 Conclusions -- References -- A Transfer Learning-Based Object Detection and Annotation System: Performance Evaluation for Vehicle Objects from Onboard Camera -- 1 Introduction.
2 Related Work -- 3 Transfer Learning-Based Object Detection System -- 3.1 Descriptions of Each Function and Specification -- 4 Evaluation of Proposed System -- 4.1 Evaluation Setting -- 4.2 Evaluation Results -- 5 Conclusions -- References -- Fuzzy Randomized Load Balancing for Cloud Computing -- 1 Introduction -- 2 Literature Review -- 2.1 Load Balancing Algorithm -- 2.2 Load Balancing Matrices -- 2.3 Fuzzy Logic -- 3 Fuzzy Randomized Load Balancing (FRLB) Algorithm -- 4 Experiment and Result Analysis -- 4.1 Experiment Setup -- 4.2 Result Analysis -- 5 Conclusions -- References -- A LiDAR Based Mobile Area Decision Method for TLS-DQN: Improving Control for AAV Mobility -- 1 Introduction -- 2 DQN Based AAV Testbed -- 2.1 Quadrotor for AAV -- 2.2 DQN for AAV Mobility -- 3 Proposed Method -- 3.1 TLS-DQN -- 3.2 LiDAR Based Mobile Area Decision Method -- 4 Performance Evaluation -- 4.1 Results of LiDAR Based Mobile Area Decision Method -- 4.2 Simulation Results of TLS-DQN -- 5 Conclusions -- References -- The Comparative Study of Algorithms in Building the Green Mobile Cloud Computing Environment -- 1 Introduction -- 2 Research Methodology -- 3 Result and Discussion -- 3.1 Computation Offload -- 3.2 Resource Scheduling -- 3.3 The Performance Comparison -- 4 Open Challenges -- 5 Conclusion and Future Work -- References -- Wearable Internet-of-Things Device for COVID-19 Detection, Monitoring and Prevention: A Review -- 1 Introduction -- 2 Review Methodology -- 3 Overview -- 3.1 Overview by Vital Signs in Patients with COVID-19 -- 3.2 Overview by COVID-19 Monitoring and Preventions -- 3.3 General Architecture Overview -- 4 Future Research Challenges -- 5 Conclusion -- References -- Modern Cognitive Solutions for Advanced Information Processing -- 1 Introduction -- 2 Modern Cognitive Solutions for Data Interpretation.
3 Modern Semantic Solutions for Advanced Data Analysis -- 4 Conclusions -- References -- An Efficient Machine Learning System for Connected Vehicles -- 1 Introduction -- 2 Related Work -- 3 Data Broadcasting Environments -- 3.1 Assumed Data Broadcasting Environment -- 3.2 Application for Machine Learning -- 4 Proposed System -- 4.1 Overview -- 4.2 Phases -- 4.3 Behavior of Broadcast Server -- 4.4 Behavior of Data Sources -- 5 Evaluation -- 5.1 Experimental Configuration -- 5.2 Experimental Results -- 5.3 Effectiveness of Our Proposed Method -- 5.4 Influence of the Velocity -- 6 Conclusion -- References -- Object Tracking by Google Cloud API and Data Alignment for Front/rear Car DVR Footages -- 1 Introduction -- 1.1 Dataset -- 2 Related Works -- 2.1 Object Detection -- 2.2 Data Alignment -- 3 Methodology -- 3.1 Video Analysis -- 3.2 Blind Time Interval Computation -- 3.3 Data Alignment -- 4 Experiment Results -- 4.1 High Traffic Levels -- 4.2 Moderate Traffic Levels -- 4.3 Low Traffic Levels -- 5 Experiment Setup -- 5.1 Google Colab -- 5.2

Google Cloud Platform -- 5.3 Google Cloud Video Intelligence API -- 6 Conclusions -- References -- Efficient Federated Learning Framework Based on Multi-Key Homomorphic Encryption -- 1 Introduction -- 2 Background -- 2.1 Federated Learning -- 2.2 Homomorphic Encryption -- 2.3 BCP Cryptosystem -- 2.4 Threat Model -- 3 Framework -- 3.1 Framework Process -- 3.2 Interaction Between Server S and S' -- 4 Security Protocol and Security Certification -- 5 Efficiency Analysis -- 6 Analysis of Results -- 7 Conclusion and Future -- References -- Blockchain-Based Pharmaceutical Supply Chain: A Literature Review -- 1 Introduction and Background -- 2 Method for Reviewing the Valid Literature -- 2.1 Step 1: Defining Terms for Searching the Literature -- 2.2 Step 2: Data Source Selection and Search Strategies.
2.3 Step 3: Inclusion and Exclusion Criteria for Selection -- 2.4 Step 4: Quality Evaluation Criteria -- 2.5 Step 5: Data Analysis and Shortlisted Literature -- 3 Related Literature and Discussion -- 3.1 Cold Pharmaceutical Supply Chain -- 3.2 Non-cold Pharmaceutical Supply Chain -- 3.3 Governance Pharmaceutical Supply Chain -- 4 Limitations and Challenges -- 5 Conclusion and Future Work -- References -- A Comparison Study of LDIWM and LDVM Router Replacement Methods for WMNs by WMN-PSODGA Hybrid Simulation System Considering Boulevard Distribution of Mesh Clients -- 1 Introduction -- 2 Intelligent Algorithms for Proposed Hybrid Simulation System -- 2.1 Particle Swarm Optimization -- 2.2 Distributed Genetic Algorithm -- 3 Implemented WMN-PSODGA Hybrid Simulation System -- 4 Simulation Results -- 5 Conclusions -- References -- A Fuzzy-Based System for Deciding Driver Impatience in VANETs -- 1 Introduction -- 2 Overview of VANETs -- 3 Proposed Fuzzy-Based System -- 4 Simulation Results -- 5 Conclusions -- References -- Using Photo Images with Deep Residual Network for PM2.5 Value Estimation -- 1 Introduction -- 2 Research Hypothesis -- 3 The Proposed Framework -- 4 Expected Results -- 5 Conclusion and Future Work -- References -- A Scientific Model to Support Industrial Data Management Process Using Virtualized Environments -- 1 Introduction -- 2 Virtualized and Edge Architectures to Support Industry -- 2.1 Problem Definition -- 2.2 Edge Architecture -- 2.3 VR System Architecture -- 3 Proposed Architecture -- 3.1 In Loco -- 3.2 Middleware, Integration Layer &amp -- API -- 3.3 Web Interface -- 3.4 Mobile Application -- 3.5 Virtual Reality and Augmented Reality -- 4 Experimental Environment and Evaluation Results -- 4.1 Mobile Access -- 4.2 The Virtual Ambient -- 5 Conclusions and Future Work -- References.
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Method -- 4 Proposed Fuzzy-Based System -- 5 Simulation Results -- 6 Conclusions and Future Work -- References -- Mixed Cooperative-Competitive Communication Using Multi-agent Reinforcement Learning -- 1 Introduction -- 2 Related Work -- 3 Background -- 4 Methods -- 4.1 Prey Agents -- 4.2 Predator Agents -- 5 Experiments -- 5.1 Environment -- 5.2 Model Architecture -- 5.3 Experimental Setup -- 6 Results -- 7 Conclusion and Future Work -- References -- Learning to Communicate with Reinforcement Learning for an Adaptive Traffic Control System -- 1 Introduction -- 2 Related Work -- 3 Learning Methods -- 3.1 Independent Q-Learning -- 3.2 Differentiable Inter-Agent Learning.
4 Simulation Environment.

Sommario/riassunto

This book provide latest research findings, innovative research results, methods and development techniques from both theoretical and practical perspectives related to P2P, grid, cloud and Internet computing as well as to reveal synergies among such large-scale computing paradigms. P2P, grid, cloud and Internet computing technologies have been very fast established as breakthrough paradigms for solving complex problems by enabling aggregation and sharing of an increasing variety of distributed computational resources at large scale. Grid computing originated as a paradigm for high performance computing, as an alternative to expensive supercomputers through different forms of large-scale distributed computing. P2P computing emerged as a new paradigm after client-server and web-based computing and has shown useful to the development of social networking, Business to Business (B2B), Business to Consumer (B2C), Business to Government (B2G), Business to Employee (B2E) and so on. Cloud computing has been defined as a “computing paradigm where the boundaries of computing are determined by economic rationale rather than technical limits.” Cloud computing has fast become the computing paradigm with applicability and adoption in all application domains and providing utility computing at large scale. Finally, Internet computing is the basis of any large-scale distributed computing paradigms; it has very fast developed into a vast area of flourishing field with enormous impact on today’s information societies serving thus as a universal platform comprising a large variety of computing forms such as grid, P2P, cloud and mobile computing.