1. Record Nr. UNINA9910704351703321

Autore	Yusuf Moeed
Titolo	Pakistan, the United States and the end game in Afghanistan : perceptions of Pakistan's foreign policy elite / / Moeed Yusuf, Huma Yusuf, Salman Zaidi
Pubbl/distr/stampa	Washington, D.C. : , : United States Institute of Peace, , 2011
Descrizione fisica	1 online resource (5 pages)
Collana	Peacebrief ; ; 100
Soggetti	Pakistan Foreign relations Afghanistan Afghanistan Foreign relations Pakistan United States Foreign relations Pakistan Afghanistan Politics and government
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Title from title screen (viewed on Mar. 18, 2013). "July 25, 2011."

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Titolo	Communicating embedded systems : software and design : formal methods / / edited by Claude Jard, Olivier H. Roux
Pubbl/distr/stampa	London, : ISTE Hoboken, N.J., : Wiley, 2010
ISBN	9781118558188 1118558189 9781118600092 1118600096 9781118600122 1118600126 9781299187450 1299187455
Edizione	[1st edition]
Descrizione fisica	1 online resource (275 p.)
Collana	ISTE
Altri autori (Persone)	JardClaude RouxOlivier H
Disciplina	621.39/2
Soggetti	Embedded computer systems - Programming Embedded computer systems - Design and construction Computer software - Development Formal methods (Computer science)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Cover; Communicating Embedded Systems; Title Page; Copyright Page; Table of Contents; Preface; Chapter 1. Models for Real-Time Embedded Systems; 1.1. Introduction; 1.1.1. Model-checking and control problems; 1.1.2. Timed models; 1.2. Notations, languages and timed transition systems; 1.3. Timed models; 1.3.1. Timed Automata; 1.3.2. Time Petri nets; 1.3.2.1. T-time Petri nets; 1.3.2.2. Timed-arc petri nets; 1.3.3. Compared expressiveness of several classes of timed models; 1.3.3.1. Bisimulation and expressiveness of timed models; 1.3.3.2. Compared expressiveness of different classes of TPN 1.3.3.3. Compared expressiveness of TA, TPN, and TAPN1.4. Models

with stopwatches; 1.4.1. Formal models for scheduling aspects; 1.4.1.1. Automata and scheduling; 1.4.1.2. Time Petri nets and scheduling; 1.4.2. Stopwatch automata; 1.4.3. Scheduling time Petri nets; 1.4.4. Decidability results for stopwatch models; 1.5. Conclusion; 1.6. Bibliography; Chapter 2. Timed Model-Checking; 2.1. Introduction; 2.2. Timed models; 2.2.1. Timed transition system; 2.2.2. Timed automata; 2.2.3. Other models; 2.3. Timed logics; 2.3.1. Temporal logics CTL and LTL; 2.3.2. Timed extensions; 2.3.2.1. Timed CTL 2.3.2.2. Timed LTL2.4. Timed model-checking; 2.4.1. Model-checking LTL and CTL (untimed case); 2.4.2. Region automaton; 2.4.3. Model-checking TCTL; 2.4.4. Model-checking MTL; 2.4.5. Efficient model-checking; 2.4.6. Model-checking in practice; 2.5. Conclusion; 2.6. Bibliography; Chapter 3. Control of Timed Systems; 3.1. Introduction; 3.1.1. Verification of timed systems; 3.1.2. The controller synthesis problem; 3.1.3. From control to game; 3.1.4. Game objectives; 3.1.5. Varieties of untimed games; 3.2. Timed games; 3.2.1. Timed game automata; 3.2.2. Strategies and course of the game 3.2.2.1. The course of a timed game3.2.2.2. Strategies; 3.3. Computation of winning states and strategies; 3.3.1. Controllable predecessors; 3.3.2. Symbolic operators; 3.3.3. Symbolic computation of winning states; 3.3.4. Synthesis of winning strategies; 3.4. Zeno strategies; 3.5. Implementability; 3.5.1. Hybrid automata; 3.5.2. On the existence of non-implementable continuous controllers; 3.5.3. Recent results and open problems; 3.6. Specification of control objectives; 3.7. Optimal control; 3.7.1. TA with costs; 3.7.2. Optimal cost in timed games; 3.7.3. Computation of the optimal cost 3.7.4. Recent results and open problems3.8. Efficient algorithms for controller synthesis; 3.8.1. On-the-fly algorithms; 3.8.2. Recent results and open problems; 3.9. Partial observation; 3.10. Changing game rules...; 3.11. Bibliography; Chapter 4. Fault Diagnosis of Timed Systems; 4.1. Introduction; 4.2. Notations; 4.2.1. Timed words and timed languages; 4.2.2. Timed automata; 4.2.3. Region graph of a TA; 4.2.4. Product of TA; 4.2.5. Timed automata with faults; 4.3. Fault diagnosis problems; 4.3.1. Diagnoser; 4.3.2. The problems; 4.3.3. Necessary and sufficient condition for diagnosability 4.4. Fault diagnosis for discrete event systems

Sommario/riassunto

The increased complexity of embedded systems coupled with quick design cycles to accommodate faster time-to-market requires increased system design productivity that involves both model-based design and tool-supported methodologies. Formal methods are mathematically-based techniques and provide a clean framework in which to express requirements and models of the systems, taking into account discrete, stochastic and continuous (timed or hybrid) parameters with increasingly efficient tools. This book deals with these formal methods applied to communicating embedded systems by presenting the

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Autore	Madej Krystina
Titolo	Physical Play and Children’s Digital Games / / by Krystina Madej
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ISBN	9783319428758
Edizione	[1st ed. 2016.]
Descrizione fisica	1 online resource (XII, 89 p. 48 illus., 40 illus. in color.)
Collana	SpringerBriefs in Computer Science, , 2191-5768
Disciplina	794.8083
Soggetti	User interfaces (Computer systems) Multimedia systems Child development Well-being Children User Interfaces and Human Computer Interaction Media Design Early Childhood Education Child Well-being
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Introduction -- Play -- Child Development -- Toys and Games -- Engaging Young Children in Physical Play.
Sommario/riassunto	Play engages humans cognitively, emotionally, and physically at all ages. Using a historical framework, and focusing on play as represented by material artifacts such as toys and games, this book explores play as a form of somatic engagement that reflects cultural attitudes about development and learning as these have evolved over time in western culture. Theorists in the twentieth century such as Klein and Winnicott, Huizinga and Callois, Piaget, Bruner and Vygotsy brought different perspectives to our understanding of play’s role in our society. In particular, Vygotsky’s theories about process provide insight into how children attend to learning and assimilate new information. The increasing use of digital media as both an entertainment and learning environment at ever-younger ages, is

generating new discussions about the nature and value of play in children's development, in particular, physical, or somatic play. The emphasis on games intended for children necessitates a discussion of the cognitive, behavioral, and neuroscience that supports play activities and physical engagement as a crucial aspect of development. The book then looks at the trajectory of digital games in contemporary culture and explores whether these artifacts (whether intended for learning or entertainment) have extended or are curtailing boundaries of somatic engagement. Finally, the book discusses alternative play and game design and, speculates on the future of new media play artifacts.