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Soggetti	Wireless communication systems - Management
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Chapter 1. Introduction -- Part 1. Resource Management and Performance Analysis on Broadband Wireless Access Networks -- Chapter 2. Sleep Mode for Power Saving Class Type I -- Chapter 3. Sleep Mode for Power Saving Class Type II -- Chapter 4. Sleep Mode for Power Saving Class Type III -- Chapter 5. Bernoulli Arrival-Based Sleep Mode in WiMAX 2 -- Chapter 6. Markovian Arrival-Based Sleep Mode in WiMAX 2 -- Chapter 7. Two-Stage Vacation Queue-Based Active DRX Mechanism in LTE System -- Chapter 8. Multiple-Vacation Queue-Based Active DRX Mechanism in LTE System -- Part 2. Resource Management and Performance Analysis on Cognitive Radio Networks -- Chapter 9. Channel Aggregation Strategy with Perfect-Sensing Results -- Chapter 10. Spectrum Reservation Strategy with Retrial Feedback and Perfect-Sensing Results -- Chapter 11. Opportunistic Spectrum Access Mechanism with Imperfect Sensing Results -- Chapter 12. Mini-Slotted Spectrum Allocation Strategy with Imperfect Sensing Results -- Chapter 13. Channel Reservation Strategy with Imperfect Sensing Results -- Chapter 14. Energy Saving Strategy in CRNs based on a Priority Queue with Single Vacation -- Chapter 15. Energy Saving Strategy in CRNs based on a Priority Queue with Multiple Vacations -- Part 3. Resource Management and Performance Analysis on Cloud Computing -- Chapter 16. Speed Switch and Multiple-Sleep Mode -- Chapter 17. Virtual Machine Allocation Strategy -- Chapter 18. Clustered Virtual Machine Allocation Strategy -- Chapter 19. Pricing

Policy for Registration Service -- Chapter 20. Energy-Efficient Task Scheduling Strategy -- Chapter 21. Energy-Efficient Virtual Machine Allocation Strategy .

Sommario/riassunto

With the diversification of Internet services and the increase in mobile users, efficient management of network resources has become an extremely important issue in the field of wireless communication networks (WCNs). Adaptive resource management is an effective tool for improving the economic efficiency of WCN systems as well as network design and construction, especially in view of the surge in mobile device demands. This book presents modelling methods based on queueing theory and Markov processes for a wide variety of WCN systems, as well as precise and approximate analytical solution methods for the numerical evaluation of the system performance. This is the first book to provide an overview of the numerical analyses that can be gleaned by applying queueing theory, traffic theory and other analytical methods to various WCN systems. It also discusses the recent advances in the resource management of WCNs, such as broadband wireless access networks, cognitive radio networks, and green cloud computing. It assumes a basic understanding of computer networks and queueing theory, and familiarity with stochastic processes is also recommended. The analysis methods presented in this book are useful for first-year-graduate or senior computer science and communication engineering students. Providing information on network design and management, performance evaluation, queueing theory, game theory, intelligent optimization, and operations research for researchers and engineers, the book is also a valuable reference resource for students, analysts, managers and anyone in the industry interested in WCN system modelling, performance analysis and numerical evaluation.

2. Record Nr. UNINA9910747590903321

Autore	Horton Ivor
Titolo	Beginning C++23 : From Beginner to Pro / / by Ivor Horton, Peter Van Weert
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ISBN	9781484293430 1484293436
Edizione	[7th ed. 2023.]
Descrizione fisica	1 online resource (938 pages)
Altri autori (Persone)	WeertPeter van
Disciplina	005.133
Soggetti	C++ (Computer program language) Programming languages (Electronic computers) Computer science Open source software C++ Programming Language Computer Science Open Source
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	1. Basic Ideas -- 2. Introducing Fundamental Types of Data -- 3. Working Fundamental Types -- 4. Making Decisions -- 5. Arrays and Loops -- 6. Pointers and References -- 7. Working with Strings -- 8. Defining Functions -- 9. Vocabulary Types -- 10. Function Templates -- 11. Modules and Namespaces -- 12. Defining your own Data Types -- 13. Operator Overloading -- 14. Inheritance -- 15. Polymorphism -- 16. Runtime Errors and Exceptions -- 17. Class Templates -- 18. Move Semantics -- 19. First-Class Functions -- 20. Containers and Algorithms -- 21. Constrained Templates and Concepts.
Sommario/riassunto	Begin your programming journey with C++ , starting with the basics and progressing through step-by-step examples that will help you become a proficient C++ programmer. This book includes new features from the C++23 standard. All you need are Beginning C++23 and any recent C++ compiler and you'll soon be writing real C++ programs.

There is no assumption of prior programming knowledge. All language concepts that are explained in the book are illustrated with working program examples, and all chapters include exercises for you to test and practice your knowledge. Free source code downloads are provided for all examples from the text and solutions to the exercises. This latest edition has been fully updated to the latest version of the language, C++23, and to all conventions and best practices of modern C++. This book also introduces elements of the C++ Standard Library that provide essential support for C++23. After completing this book, you will have the knowledge and skills needed to build your first C++ applications. You will: Begin programming with the C++23 standard Carry out modular programming in C++ Work with arrays and loops, pointers and references, strings, and more Write your own functions, types, and operators Discover the essentials of object-oriented programming Use overloading, inheritance, virtual functions, and polymorphism Write generic function and class templates, and make them safer using concepts Learn the ins and outs of containers, algorithms, and ranges Use auto type declarations, exceptions, move semantics, lambda expressions, and much more.