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Integer Optimization by Local Search HTML and CSS Web Standards Solutions Search Computing Evolutionary Computation Search and Optimization by Metaheuristics ECAI 2016 Progress in Artificial Intelligence. Knowledge Extraction, Multi-agent Systems, Logic Programming, and Constraint Solving Progress in Artificial Intelligence: Knowledge Extraction, Multi-agent Systems, Logic Programming,

and Constraint Solving Security and Privacy in Digital Economy Expert Systems, Six-Volume Set Discrete Geometry for Computer Imagery Solving Diophantine Equations Supply Chain Management: Concepts, Methodologies, Tools, and Applications Case-Based Reasoning Metaheuristic Optimization via Memory and Evolution Constraint Reasoning for Differential Models Parallel Problem Solving from Nature - PPSN V Requirements

Engineering Computational Intelligence Systems and Applications Human Interface and the Management of Information: Information, Design and Interaction Computational Modeling and Problem Solving in the Networked World Intelligent Internet of Things for Healthcare and Industry Genetic Programming Principles and Practice of Constraint Programming - CP '95 Structures and Architecture

System Analysis and Modeling:
Models and Reusability
Stochastic Global Optimization
Applications and Science in
Soft Computing ECAI 2010
Optinformatics in Evolutionary
Learning and Optimization
Multidimensional Particle
Swarm Optimization for
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in Computer Science - ASIAN
2004, Higher Level Decision
Making Protein-ligand
Interactions, Structure and
Spectroscopy ECAI 2002 The
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Handbook Search Computing
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Systems I

This book is a compilation of a selected subset of research articles presented at the Eighth INFORMS Computing Society Conference, held in Chandler, Arizona, from January 8 to 10, 2003. The articles in this book represent the diversity and depth of the interface between ORiMS (operations research and the management sciences) and CS/AI (computer science and artificial intelligence). This volume starts with two papers that represent the reflective and integrative thinking that is critical to any scientific discipline. These two articles present philosophical perspectives on computation,

covering a variety of traditional and newer methods for modeling, solving, and explaining mathematical models. The next set includes articles that study machine learning and computational heuristics, and is followed by articles that address issues in performance testing of solution algorithms and heuristics. These two sets of papers demonstrate the richness of thought that takes place at the ORiMS and CSI AI interface. The final set of articles demonstrates the usefulness of these and other methods at the interface towards solving problems in the real world, covering e-commerce, workflow, electronic

negotiation, music, parallel computation, and telecommunications. The articles in this collection represent the results of cross-fertilization between ORiMS and CSI AI, making possible advances that could have not been achieved in isolation. The continuing aim of the INFORMS Computing Society and this research conference is to invigorate and further develop this interface. This book constitutes the proceedings of the 18th International Conference on Case-Based Reasoning, held in Alessandria, Italy, in July 2010. The book covers the theory and application of soft computing techniques namely; neural

networks, fuzzy logic, evolutionary computing and complex systems. The book is a collection of selected, edited papers presented at the 4th conference RACS Recent Advances in Soft Computing held in Nottingham, December 2002. It provides the latest developments in applications of soft computing techniques as well as advances in theoretical aspects of soft computing. CAD (Computer Aided Design) technology is now crucial for every division of modern industry, from a viewpoint of higher productivity and better products. As technologies advance, the amount of information and knowledge that engineers have to deal

with is constantly increasing. This results in seeking more advanced computer technology to achieve higher functionalities, flexibility, and efficient performance of the CAD systems. Knowledge engineering, or more broadly artificial intelligence, is considered a primary candidate technology to build a new generation of CAD systems. Since design is a very intellectual human activity, this approach seems to make sense. The ideas of intelligent CAD systems (ICAD) are now increasingly discussed everywhere. We can observe many conferences and workshops reporting a number of research efforts on this

particular subject. Researchers are coming from computer science, artificial intelligence, mechanical engineering, electronic engineering, civil engineering, architectural science, control engineering, etc. But, still we cannot see the direction of this concept, or at least, there is no widely accepted concept of ICAD. What can designers expect from these future generation CAD systems? In which direction must developers proceed? The situation is somewhat confusing. Integer Optimization addresses a wide spectrum of practically important optimization problems and represents a major challenge for

algorithmics. The goal of integer optimization is to solve a system of constraints and optimization criteria over discrete variables. Integer Optimization by Local Search introduces a new approach to domain-independent integer optimization, which, unlike traditional strategies, is based on local search. It develops the central concepts and strategies of integer local search and describes possible combinations with classical methods from linear programming. The surprising effectiveness of the approach is demonstrated in a variety of case studies on large-scale, realistic problems, including production planning,

timetabling, radar surveillance, and sports scheduling. The monograph is written for practitioners and researchers from artificial intelligence and operations research. This book presents several recent advances on Evolutionary Computation, specially evolution-based optimization methods and hybrid algorithms for several applications, from optimization and learning to pattern recognition and bioinformatics. This book also presents new algorithms based on several analogies and metafores, where one of them is based on philosophy, specifically on the philosophy of praxis and dialectics. In this book it is also presented

interesting applications on bioinformatics, specially the use of particle swarms to discover gene expression patterns in DNA microarrays. Therefore, this book features representative work on the field of evolutionary computation and applied sciences. The intended audience is graduate, undergraduate, researchers, and anyone who wishes to become familiar with the latest research work on this field. For many engineering problems we require optimization processes with dynamic adaptation as we aim to establish the dimension of the search space where the optimum solution resides and develop robust techniques to

avoid the local optima usually associated with multimodal problems. This book explores multidimensional particle swarm optimization, a technique developed by the authors that addresses these requirements in a well-defined algorithmic approach. After an introduction to the key optimization techniques, the authors introduce their unified framework and demonstrate its advantages in challenging application domains, focusing on the state of the art of multidimensional extensions such as global convergence in particle swarm optimization, dynamic data clustering, evolutionary neural networks, biomedical applications and

personalized ECG classification, content-based image classification and retrieval, and evolutionary feature synthesis. The content is characterized by strong practical considerations, and the book is supported with fully documented source code for all applications presented, as well as many sample datasets. The book will be of benefit to researchers and practitioners working in the areas of machine intelligence, signal processing, pattern recognition, and data mining, or using principles from these areas in their application domains. It may also be used as a reference text for graduate courses on swarm optimization,

data clustering and classification, content-based multimedia search, and biomedical signal processing applications. This book constitutes the refereed proceedings of the First International Conference on Security and Privacy in Digital Economy, SPDE 2020, held in Quzhou, China, in October 2020*. The 49 revised full papers and 2 short papers were carefully reviewed and selected from 132 submissions. The papers are organized in topical sections: cyberspace security, privacy protection, anomaly and intrusion detection, trust computation and forensics, attacks and countermeasures, covert communication, security

protocol, anonymous communication, security and privacy from social science. *The conference was held virtually due to the COVID-19 pandemic. Artificial Intelligence continues to be one of the most exciting and fast-developing fields of computer science. This book presents the 177 long papers and 123 short papers accepted for ECAI 2016, the latest edition of the biennial European Conference on Artificial Intelligence, Europe's premier venue for presenting scientific results in AI. The conference was held in The Hague, the Netherlands, from August 29 to September 2, 2016. ECAI 2016 also

incorporated the conference on Prestigious Applications of Intelligent Systems (PAIS) 2016, and the Starting AI Researcher Symposium (STAIRS). The papers from PAIS are included in this volume; the papers from STAIRS are published in a separate volume in the Frontiers in Artificial Intelligence and Applications (FAIA) series. Organized by the European Association for Artificial Intelligence (EurAI) and the Benelux Association for Artificial Intelligence (BNVKI), the ECAI conference provides an opportunity for researchers to present and hear about the very best research in contemporary AI. This

proceedings will be of interest to all those seeking an overview of the very latest innovations and developments in this field. This six-volume set presents cutting-edge advances and applications of expert systems. Because expert systems combine the expertise of engineers, computer scientists, and computer programmers, each group will benefit from buying this important reference work. An "expert system" is a knowledge-based computer system that emulates the decision-making ability of a human expert. The primary role of the expert system is to perform appropriate functions under the close supervision of

the human, whose work is supported by that expert system. In the reverse, this same expert system can monitor and double check the human in the performance of a task. Human-computer interaction in our highly complex world requires the development of a wide array of expert systems. Key Features * Expert systems techniques and applications are presented for a diverse array of topics including: * Experimental design and decision support * The integration of machine learning with knowledge acquisition for the design of expert systems * Process planning in design and manufacturing systems and

process control applications * Knowledge discovery in large-scale knowledge bases * Robotic systems * Geographical information systems * Image analysis, recognition and interpretation * Cellular automata methods for pattern recognition * Real-time fault tolerant control systems * CAD-based vision systems in pattern matching processes * Financial systems * Agricultural applications * Medical diagnosis LC copy bound in 2 v.: v. 1, p. 1-509; v. 2, p. [509]-1153. In order to keep up with the constant changes in technology, business have adopted supply chain management to improve competitive strategies on a

strategic and operational level. Supply Chain Management: Concepts, Methodologies, Tools, and Applications is a reference collection which highlights the major concepts and issues in the application and advancement of supply chain management. Including research from leading scholars, this resource will be useful for academics, students, and practitioners interested in the continuous study of supply chain management and its influences. Written for those who want to develop their knowledge of requirements engineering process, whether practitioners or students. Using the latest research and driven by practical experience from

industry, this book gives useful hints to practitioners on how to write and structure requirements. - Explains the importance of Systems Engineering and the creation of effective solutions to problems - Describes the underlying representations used in system modeling - data flow diagrams; statecharts; object-oriented approaches - Covers a generic multi-layer requirements process - Discusses the key elements of effective requirements management - Includes a chapter written by one of the developers of rich traceability - Introduces an overview of DOORS - a software tool which serves as an enabler of a requirements

management process Additional material and links are available at: <http://www.requirementsengineering.info> "In recent years we have been finding ourselves with a shortage of engineers with good competence in requirements engineering. Perhaps this is in part because requirements management tool vendors have persuaded management that a glitzy tool will solve their requirements engineering problems. Of course, the tools only make it possible for engineers who understand requirements engineering to do a better job. This book goes a long way towards building a foundational set of skills in requirements

engineering, so that today's powerful tools can be used sensibly. Of particular value is a recognition of the place software requirements have within the system context, and of ways for dealing with that sensitive connection. This is an important book. I think its particular value in industry will be to bring the requirements engineers and their internal customers to a practical common understanding of what can and should be achieved." (Byron Purves, Technical Fellow, The Boeing Company) This book constitutes the refereed proceedings of the 5th International Conference on Parallel Problem Solving from Nature, PPSN V, held in

Amsterdam, The Netherlands, in September 1998. The 101 papers included in their revised form were carefully reviewed and selected from a total of 185 submissions. The book is divided into topical sections on convergence theory; fitness landscape and problem difficulty; noisy and non-stationary objective functions; multi-criteria and constrained optimization; representative issues; selection, operators, and evolution schemes; coevolution and learning; cellular automata, fuzzy systems, and neural networks; ant colonies, immune systems, and other paradigms; TSP, graphs, and satisfiability; scheduling, partitioning, and

packing; design and telecommunications; and model estimations and layout problems. This book constitutes the refereed proceedings of the 13th International Conference on Discrete Geometry for Computer Imagery, DGCi 2006, held in Szeged, Hungary in October 2006. The 28 revised full papers and 27 revised poster papers presented together with two invited papers were carefully reviewed and selected from 99 submissions. This textbook provides a comprehensive introduction to nature-inspired metaheuristic methods for search and optimization, including the latest trends in evolutionary algorithms and

other forms of natural computing. Over 100 different types of these methods are discussed in detail. The authors emphasize non-standard optimization problems and utilize a natural approach to the topic, moving from basic notions to more complex ones. An introductory chapter covers the necessary biological and mathematical backgrounds for understanding the main material. Subsequent chapters then explore almost all of the major metaheuristics for search and optimization created based on natural phenomena, including simulated annealing, recurrent neural networks, genetic algorithms and genetic

programming, differential evolution, memetic algorithms, particle swarm optimization, artificial immune systems, ant colony optimization, tabu search and scatter search, bee and bacteria foraging algorithms, harmony search, biomolecular computing, quantum computing, and many others. General topics on dynamic, multimodal, constrained, and multiobjective optimizations are also described. Each chapter includes detailed flowcharts that illustrate specific algorithms and exercises that reinforce important topics. Introduced in the appendix are some benchmarks for the evaluation of metaheuristics.

Search and Optimization by Metaheuristics is intended primarily as a textbook for graduate and advanced undergraduate students specializing in engineering and computer science. It will also serve as a valuable resource for scientists and researchers working in these areas, as well as those who are interested in search and optimization methods. These proceedings gather contributions presented at the 1st International Conference on Applied Operational Research (ICAOR 2008) in Yerevan, Armenia, September 15-17, 2008, published in the series Lecture Notes in Management Science (LNMS). The conference covers

all aspects of Operational Research and Management Science (OR/MS) with a particular emphasis on applications. After nearly six years as the field's leading reference, the second edition of this award-winning handbook reemerges with completely updated content and a brand new format. The Computer Engineering Handbook, Second Edition is now offered as a set of two carefully focused books that together encompass all aspects of the field. In addition to complete updates throughout the book to reflect the latest issues in low-power design, embedded processors, and new standards, this edition includes a new section on

computer memory and storage as well as several new chapters on such topics as semiconductor memory circuits, stream and wireless processors, and nonvolatile memory technologies and applications. The two Practical Approach volumes on protein-ligand interaction do not comprise a comprehensive compilation of all the methods that can be used to investigate protein-ligand interactions. Instead, they are a selection of the most useful and easily applied methods and will be an invaluable guide to the principal techniques used to study the interactions of proteins and ligands. This second volume covers the

major spectroscopic methods: FTIR, Raman, and fluorescence spectroscopy; circular dichroism, NMR, mass spectrometry, atomic force microscopy, and the use of paramagnetic probes. There are also chapters on X-ray crystallography and molecular modelling. Hydrodynamic and calorimetric techniques are covered in volume one. Both volumes are available individually, or as a set. Both volumes are written from a practical standpoint to be applicable to both academic and industrial scientists wishing to characterize protein-ligand systems by using a multi-disciplinary approach. This book provides readers the

recent algorithmic advances towards realizing the notion of optinformatics in evolutionary learning and optimization. The book also provides readers a variety of practical applications, including inter-domain learning in vehicle route planning, data-driven techniques for feature engineering in automated machine learning, as well as evolutionary transfer reinforcement learning. Through reading this book, the readers will understand the concept of optinformatics, recent research progresses in this direction, as well as particular algorithm designs and application of optinformatics. Evolutionary

algorithms (EAs) are adaptive search approaches that take inspiration from the principles of natural selection and genetics. Due to their efficacy of global search and ease of usage, EAs have been widely deployed to address complex optimization problems occurring in a plethora of real-world domains, including image processing, automation of machine learning, neural architecture search, urban logistics planning, etc. Despite the success enjoyed by EAs, it is worth noting that most existing EA optimizers conduct the evolutionary search process from scratch, ignoring the data that may have been accumulated from different

problems solved in the past. However, today, it is well established that real-world problems seldom exist in isolation, such that harnessing the available data from related problems could yield useful information for more efficient problem-solving. Therefore, in recent years, there is an increasing research trend in conducting knowledge learning and data processing along the course of an optimization process, with the goal of achieving accelerated search in conjunction with better solution quality. To this end, the term optinformatics has been coined in the literature as the incorporation of information processing and

data mining (i.e., informatics) techniques into the optimization process. The primary market of this book is researchers from both academia and industry, who are working on computational intelligence methods and their applications. This book is also written to be used as a textbook for a postgraduate course in computational intelligence emphasizing methodologies at the intersection of optimization and machine learning. Traditional Artificial Intelligence (AI) systems adopted symbolic processing as their main paradigm. Symbolic AI systems have proved effective in handling problems

characterized by exact and complete knowledge representation. Unfortunately, these systems have very little power in dealing with imprecise, uncertain and incomplete data and information which significantly contribute to the description of many real world problems, both physical systems and processes as well as mechanisms of decision making. Moreover, there are many situations where the expert domain knowledge (the basis for many symbolic AI systems) is not sufficient for the design of intelligent systems, due to incompleteness of the existing knowledge, problems caused by different

biases of human experts, difficulties in forming rules, etc. In general, problem knowledge for solving a given problem can consist of an explicit knowledge (e.g., heuristic rules provided by a domain an implicit, hidden knowledge "buried" in past-experience expert) and numerical data. A study of huge amounts of these data (collected in databases) and the synthesizing of the knowledge "encoded" in them (also referred to as knowledge discovery in data or data mining), can significantly improve the performance of the intelligent systems designed. In this book a multitude of Diophantine equations and

their partial or complete solutions are presented. How should we solve, for example, the equation $\eta(\pi(x)) = \pi(\eta(x))$, where η is the Smarandache function and π is Riemann function of counting the number of primes up to x , in the set of natural numbers? If an analytical method is not available, an idea would be to recall the empirical search for solutions. We establish a domain of searching for the solutions and then we check all possible situations, and of course we retain among them only those solutions that verify our equation. In other words, we say that the equation does not have solutions in the search domain, or the equation has n

solutions in this domain. This mode of solving is called partial resolution. Partially solving a Diophantine equation may be a good start for a complete solving of the problem. The authors have identified 62 Diophantine equations that impose such approach and they partially solved them. For an efficient resolution it was necessarily that they have constructed many useful "tools" for partially solving the Diophantine equations into a reasonable time. The computer programs as tools were written in Mathcad, because this is a good mathematical software where many mathematical functions are implemented. Transposing the programs into

another computer language is facile, and such algorithms can be turned to account on other calculation systems with various processors. This book constitutes the refereed proceedings of the 14th European Conference on Genetic Programming, EuroGP 2011, held in Torino, Italy, in April 2011 co-located with the Evo* 2011 events. This 20 revised full papers presented together with 9 poster papers were carefully reviewed and selected from 59 submissions. The wide range of topics in this volume reflect the current state of research in the field, including representations, theory, novel operators and techniques, self organization,

and applications. Tabu Search (TS) and, more recently, Scatter Search (SS) have proved highly effective in solving a wide range of optimization problems, and have had a variety of applications in industry, science, and government. The goal of Metaheuristic Optimization via Memory and Evolution: Tabu Search and Scatter Search is to report original research on algorithms and applications of tabu search, scatter search or both, as well as variations and extensions having "adaptive memory programming" as a primary focus. Individual chapters identify useful new implementations or new ways

to integrate and apply the principles of TS and SS, or that prove new theoretical results, or describe the successful application of these methods to real world problems. This volume contains the 137 papers accepted for presentation at the 15th European Conference on Artificial Intelligence (ECAI '02), which is organized by the European Co-ordination Committee on Artificial Intelligence. This book promotes and facilitates exchanges of research knowledge and findings across different disciplines on the design and investigation of machine learning-based data analytics of IoT infrastructures. This book is focused on the

emerging trends, strategies, and applications of IoT in both healthcare and industry data analytics perspectives. The data analytics discussed are relevant for healthcare and industry to meet many technical challenges and issues that need to be addressed to realize this potential. The IoT discussed helps to design and develop the intelligent medical and industry solutions assisted by data analytics and machine learning. At the end of every chapter readers are encouraged to check their understanding by means of brainstorming summary, discussion, exercises and solutions. Focused on the emerging trends, strategies,

and applications of IoT in both healthcare and industry data analytics perspectives; Promotes an exchange of research across disciplines on the design and investigation of machine learning-based data analytics of IoT infrastructures; Features case studies emphasizing social and research perspectives on cyber-physical systems, data analytics, intelligence and security. Search computing, which has evolved from service computing, focuses on building the answers to complex search queries by interacting with a constellation of cooperating search services, using the ranking and joining of results as the dominant factors for

service composition. The field is multi-disciplinary in nature and takes advantage of contributions from other research areas such as knowledge representation, human-computer interfaces, psychology, sociology, economics, and legal sciences. This book, the second in the Search Computing series, describes the evolution of theories, technologies, and methods related to search computing. The book has been divided into eight parts, reflecting the main research directions within the Search Computing project. The parts focus on: search as an information exploration task; interaction design issues when

dealing with multi-domain search results; modeling and semantic description of search services; the rank-join problem; query processing techniques and architectures; tools and mashups for application development; the application of search computing to bio-informatics; and the exploitation potentials of project results. The use of optimization techniques has become integral to the design and analysis of most industrial and socio-economic systems. Great strides have been made recently in the solution of large-scale problems arising in such areas as production planning, airline scheduling, government regulation, and

engineering design, to name a few. Analysts have found, however, that standard mathematical programming models are often inadequate in these situations because more than a single objective function and a single decision maker are involved. Multiple objective programming deals with the extension of optimization techniques to account for several objective functions, while game theory deals with the inter-personal dynamics surrounding conflict. Bilevel programming, the focus of this book, is in a narrow sense the combination of the two. It addresses the problem in which two decision makers, each with their individual

objectives, act and react in a noncooperative, sequential manner. The actions of one affect the choices and payoffs available to the other but neither player can completely dominate the other in the traditional sense. Focuses on the integration of ordinary differential equations within the interval constraints framework, which for this purpose is extended with the formalism of Constraint Satisfaction Differential Problems. Such a framework allows the specification of ordinary differential equations by means of constraints. The tenth Portuguese Conference on Artificial Intelligence, EPIA 2001 was held in Porto and

continued the tradition of previous conferences in the series. It returned to the city in which the first conference took place, about 15 years ago. The conference was organized, as usual, under the auspices of the Portuguese Association for Artificial Intelligence (APPIA, <http://www.appia.pt>). EPIA maintained its international character and continued to provide a forum for presenting and discussing research on different aspects of Artificial Intelligence. To promote motivated discussions among participants, this conference strengthened the role of the thematic workshops. These were not just satellite events, but rather formed an integral

part of the conference, with joint sessions when justified. This had the advantage that the work was presented to a motivated audience. This was the first time that EPIA embarked on this experience and so provided us with additional challenges. Although the disciplines of architecture and structural engineering have both experienced their own historical development, their interaction has resulted in many fascinating and delightful structures. To take this interaction to a higher level, there is a need to stimulate the inventive and creative design of architectural structures and to persuade. This book will teach you how to build hand-crafted web

pages the Web Standardist's way: using well-structured XHTML for content and CSS for presentation. By embracing a web standards approach, you will hold the key to creating web sites that not only look great in all modern browsers, but also are accessible to a wide variety of audiences across a range of platforms—from those browsing on everyday computers, to those accessing the Web on the latest emerging mobile devices. Even if you're an absolute beginner in web design, this book will teach you how to build future-proof web pages the right way using easy-to-master tools which are, in most cases, free. Through 14

easy-to-follow chapters, we introduce you to the fundamentals of contemporary web design practice. Step by step we'll assemble well-structured XHTML webpages, which we'll then style using handcrafted CSS. By the end of the book, you'll have a firm knowledge of the essentials of web design: everything you need to know to move forward in your lifelong journey as a Web Standardist. To equip you on this noble quest, we've included enjoyable practical assignments at the end of each chapter. Embracing these challenges will not only teach you how to create great looking web sites that are the envy of your peers, but also equip you

with an unrivaled knowledge of monkeys that journeyed to space and apes that starred in the movies—the real stars of this book. On completion of this book not only will you be able to create well-crafted web sites, but you will have earned the badge of a Web Standardista, proving your worth as a good citizen of the Web. This book constitutes the refereed proceedings of the 10th Portuguese Conference on Artificial Intelligence, EPTA 2001, held in Porto, Portugal, in December 2001. The 21 revised long papers and 18 revised short papers were carefully reviewed and selected from a total of 88 submissions. The papers are organized in

topical sections on extraction of knowledge from databases, AI techniques for financial time series analysis, multi-agent systems, AI logics and logic programming, constraint satisfaction, and AI planning. This book constitutes the proceedings of the First International Conference on Principles and Practice of Constraint Programming, CP '95, held in Cassis near Marseille, France in September 1995. The 33 refereed full papers included were selected out of 108 submissions and constitute the main part of the book; in addition there is a 60-page documentation of the four invited papers and a section presenting industrial reports.

Thus besides having a very strong research component, the volume will be attractive for practitioners. The papers are organized in sections on efficient constraint handling, constraint logic programming, concurrent constraint programming, computational logic, applications, and operations research. The two-volume set LNCS 9734 and 9735 constitutes the refereed proceedings of the Human Interface and the Management of Information thematic track, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354

submissions of which 1287 papers were accepted for publication after a careful reviewing process. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers addressing the following major topics: information presentation; big data visualization; information analytics; discovery and

exploration; interaction design, human-centered design; haptic, tactile and multimodal interaction. This book constitutes the refereed papers of the proceedings of the 8th International Conference on System Analysis and Modeling, SAM 2014, held in Valencia, Spain, in September 2014. The 18 full papers and the 3 short papers presented together with 2 keynotes were carefully reviewed and selected from 71 submissions. The contributions are organized in topical sections named: reuse; availability, safety and optimization; sequences and interactions; testing; metrics, constraints and repositories; and SDL and V&V. This book

constitutes the refereed proceedings of the 4th International Conference on Coordination Languages and Models, COORDINATION 2000, held in Limassol, Cyprus in September 2000. The 18 revised full papers and nine short papers presented were carefully reviewed and selected from 52 submissions. The papers are organized in topical sections on coordination styles and trends, tuple space semantics and implementation, coordination policies, dynamics of coordination, mobility, semantic models, shifting Linda perspectives, directions in software architecture, achieving software dependability. Search

computing, which has evolved from service computing, focuses on building the answers to complex search queries by interacting with a constellation of cooperating search services, using the ranking and joining of results as the dominant factors for service composition. The field is multi-disciplinary in nature and takes advantage of contributions from other research areas such as knowledge representation, human-computer interfaces, psychology, sociology, economics, and legal sciences. This book is the third in the Search Computing series and contains a collection of 16 papers, which in most cases

were contributed to several workshops during 2011 organized by members of the Search Computing project in the context of major international conferences: ExploreWeb at ICWE 2011, Very Large Data Search and DBRank at VLDB 2011, DATAVIEW at ECOWS 2011, and OrdRing at ISWC 2011. The papers provide very useful insights on search computing problems and issues. The book has been divided into four parts focussing on: extraction and integration; query and visualization paradigms; exploring linked data; and games, social search and economics.

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