Beautiful Architecture: Leading Thinkers Reveal The Hidden Beauty In Software Design

A new interdisciplinary perspective on architecture and geometry--from Athenian Ruins to the Chrysler building

An unprecedented look at the complex and beautiful world of underground ant architecture Walter Tschinkel has spent much of his career investigating the hidden subterranean realm of ant nests. This wonderfully illustrated book takes you inside an unseen world where thousands of ants build intricate homes in the soil beneath our feet. Tschinkel describes the ingenious methods he has devised metal, or wax and painstakingly excavates the cast. He guides you through living ant nests chamber by chamber, revealing how nests are created and how colonies function. How does nest architecture vary across species? Do ants have "architectural plans"? How do nests affect our environment? As he delves into these and other questions, Tschinkel provides a one-of-a-kind natural history of account of a life of scientific discovery. Offering a unique look at how simple methods can lead to pioneering science, Ant Architecture addresses the unsolved mysteries of underground ant nests while charting new directions for tomorrow's research, and reflects on the role of beauty in nature and the joys of shoestring science.

Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

The Systems Modeling Language (SysML) extends UML with powerful systems engineering capabilities for modeling a wider spectrum of systems and capturing all aspects of a system's design. SysML Distilled is the first clear, concise guide for everyone who wants to start creating effective SysML models. (Drawing on his pioneering experience at Lockheed Martin and NASA, Lenny Delligatti illustrates to help you create good models and good designs. Delligatti begins with an easy-to-understand overview of Model-Based Systems Engineering (MBSE) and an explanation of how SysML enables effective system specification, analysis, design, optimization, verification, and validation. Next, he shows how to use all nine types of SysML diagrams, even if you have no previous experience with modeling the use of SysML in modeling a complex, real-world sociotechnical system. Modeled after Martin Fowler's classic UML Distilled, Delligatti's indispensable guide quickly teaches you what you need to know to get started and helps you deepen your knowledge incrementally as the need arises. Like SysML itself, the book is method independent and is designed to support whatever processes, procedures created and the business case for using it Quickly putting SysML to practical use What to know before you start a SysML modeling project Essential concepts that apply to all SysML diagrams SysML diagram elements and relationships Diagramming block definitions, internal structures, use cases, activities, interactions, state machines, constraints, requirements, and packages Using allocations to notation tables, version changes, and sources for more information

The Wonder, Beauty, and Science of Underground Nests
Architecture and Capitalism in the 21st Century
Leading Thinkers Reveal the Hidden Beauty in Software Design
Architects of Fate
A Little Life
SysML Distilled
3D Thinking in Design and Architecture

In the second round of a defense of his IBF super featherweight world championship, Tony "The Tiger" Lopez felt the elbow of challenger John Molina slam into his eye. The impact of the accidental shot shattered his orbital bone and jammed Lopez's eyeball back into its socket. Swelling immediately sealed the eye, a problem made worse when, in the next round, Molina opened a cut over Lopez's other eye. The notoriously gritty champ fought seven more rounds that night in Sacramento before losing his title by TKO -- a story typical of those you'll read in "A Puncher's Chance: Amazing Tales from The Ringside Boxing Show." This is the first of a series of books chronicling the strange-but-true lives of some of the greatest boxers and boxing personalities of all time -- yarns spun in their own words during live interviews on The Ringside Boxing Show, a weekly radio program that originates from Monterey, California and streams worldwide. Prepare to be astonished by more than a dozen of the most remarkable and improbable stories ever told about the brutal and astonishing sport known as "The Sweet Science."

Computer science graduates often find software engineering knowledge and skills are more in demand after they join the industry. However, given the lecture-based curriculum present in academia, it is not an easy undertaking to deliver industry-standard knowledge and skills in a software engineering classroom as such lectures hardly engage or convince students. Overcoming Challenges in Software Engineering Education: Delivering Non-Technical Knowledge and Skills combines recent advances and best practices to improve the curriculum of software engineering education. This book is an essential reference source for researchers and educators seeking to bridge the gap between industry expectations and what academia can provide in software engineering education.

Architects of Fate, or, Steps to Success and Power, by Orison Swett Marden, is a book of inspiration to character-building, self-culture, to a full and rich manhood and womanhood, by most invigorating examples of noble achievement. It is characterized by the same remarkable qualities as its companion volume "Pushing to the Front."

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning The Daily Show with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, The Daily Show with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers-including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell - plus some of The Daily Show's most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics-a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, The Daily Show has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

5th International School, SETSS 2019, Chongqing, China, April 21–27, 2019, Tutorial Lectures
An Oral History as Told by Jon Stewart, the Correspondents, Staff and Guests
A Novel
Gestured Form and Activated Space
Ant Architecture
Towns, Buildings, Construction
How Islamic Architecture Shaped Europe

Architecture tells the story of the world's most incredible buildings, from the ancient world to the present day. Take a closer look at the beautiful details, principal elements, and decorative features of every architectural style, from China's Temple of Heaven and the Great Mosque of Damascus, to the Guggenheim museum and the London Olympic Velodrome. Architecture offers a truly worldwide look at historical and contemporary building, with breathtaking photography, intriguing cross-sections, and unique CGI artwork. Now fully updated, this stunning new edition covers contemporary architecture and green buildings, with incredible new photography to transport you to the most interesting and iconic buildings on earth.

Against a backdrop of Islamophobia, Europeans are increasingly airbrushing from history their cultural debt to the Muslim world. But this legacy lives on in some of Europe's most recognizable buildings, from Notre-Dame Cathedral to the Houses of Parliament. This beautifully illustrated book reveals the Arab and Islamic roots of Europe's architectural heritage. Diana Darke traces ideas and styles from vibrant Middle Eastern centers like Damascus, Baghdad and Cairo, via Muslim Spain, Venice and Sicily into Europe. She describes how medieval crusaders, pilgrims and merchants encountered Arab Muslim culture on their way to the Holy Land; and explores more recent artistic interaction between Ottoman and Western cultures, including Sir Christopher Wren's inspirations in the "Saracen" style of Gothic architecture. Recovering this long yet overlooked history of architectural "borrowing," Stealing from the Saracens is a rich tale of cultural exchange, shedding new light on Europe's greatest landmarks.

Should governments be involved in economic affairs? Challenging prevailing wisdom about the benefits of self-regulating markets, Nina Bandelj and Elizabeth Sowers offer a uniquely sociological perspective to emphasize that states can never be divorced from economy. From defining property rights and regulating commodification of labor to setting corporate governance standards and international exchange rules, the state continuously manages the functioning of markets and influences economic outcomes for individuals, firms and nations. The authors bring together classical interventions and cutting-edge contemporary research in economic sociology to discuss six broad areas of economy/state connection: property, money, labor, firms, national economic growth, and global economic exchange. A wealth of empirical examples and illustrations reveals that even if the nature of state influence on economy varies across contexts, it is always dependent on social forces. This accessible and engaging book will be essential reading for upper-level students of economic sociology, and those interested in the major economic dilemmas of our times. .

Advancements in technology have allowed for the creation of new tools and innovations that can improve different aspects of life. These applications can be utilized across different technological platforms. Application Development and Design: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as software design, mobile applications, and web applications, this multi-volume book is ideally designed for researchers, academics, engineers, professionals, students, and practitioners interested in emerging technology applications.

Concepts, Methodologies, Tools, and Applications
Aesthetics: The Key Thinkers
Software Architecture for Big Data and the Cloud
Architecture
Engineering Trustworthy Software Systems
Code Reading
Code Quality

This invaluable roadmap for startup engineers reveals how to successfully handle web application scalability challenges to meet increasing product and traffic demands. Web Scalability for Startup Engineers shows engineers working at startups and small companies how to plan and implement a comprehensive scalability strategy. It presents and architecture of a scalable web application. Successful startups often face the challenge of scalability, and the core concepts driving a scalable architecture are language and platform agnostic. The book covers scalability of HTTP-based systems (websites, REST APIs, SaaS, and mobile application backends), starting with a high-level pers common challenges and issues. This approach builds a holistic view of the problem, helping you see the big picture, and then introduces different technologies and best practices for solving the problem at hand. The book is enriched with the author's real-world experience and expert advice, saving you precious time and effort by learning fr Language-agnostic approach addresses universally challenging concepts in Web development/scalability—does not require knowledge of a particular language Fills the gap for engineers in startups and smaller companies who have limited means for getting to the next level in terms of accomplishing scalability Strategies presented help to de efficiency of web applications
CD-ROM contains cross-referenced code.

This book constitutes the refereed proceedings of the 5th International School on Engineering Trustworthy Software Systems, SETSS 2019, held in Chongqing, China, in April 2019. The five chapters in this volume provide lectures on leading-edge research in methods and tools for use in computer system engineering. The topics covered in t System Development: Foundations; From Bounded Reachability Analysis of Linear Hybrid Automata to Verification of Industrial CPS and IoT; Weakest Preexpectation Semantics for Bayesian Inference: Conditioning, Continuous Distributions and Divergence; K – A Semantic Framework for Programming Languages and Formal Analysis Tools; and S Human-Cyber-Physical Systems Architecture Modelling.

Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: C Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering.

Stealing from the Saracens
25 Concepts in Modern Architecture
The Aesthetics of Architecture
A Brief Guide to the Systems Modeling Language
A Study in Lean Urbanism
Wonderpedia / NeoPopRealism Archive 2009
Overcoming Challenges in Software Engineering Education: Delivering Non-Technical Knowledge and Skills

This volume brings together for the first time all the papers Louis Sullivan intended for a public audience, from his first interview in 1882 to his last essay in 1924. Organized chronologically, these speeches, interviews, essays, letters to editors, and committee reports enable readers to trace Sullivan's development from a brash young assistant to Dankmar Adler to an architectural elder statesman. Robert Twombly, an authority on Sullivan's work and life, has introduced each document with a headnote explaining its significance, locating it in time and place, and examining its immediate context. He has also provided a general introduction that analyzes Sullivan's writing style and objectives, his major philosophical themes, and the sources of his ideas. With the help of headnotes and introduction, readers will get a thorough sense of Sullivan's concerns, discover how his ideas evolved and changed, and appreciate the circumstances under which new interests emerged. This collection is a handy introduction to the full range of Sullivan's thinking, the book with which readers interested in the architect's writings should begin. As a companion volume to Robert Twombly's biography of Sullivan, it gives a comprehensive picture of one of America's most important architects and cultural figures.
Wonderpedia, an encyclopedia (NeoPopRealism Journal) of books published after year 2000. Founded by Nadia Russ in 2008.
NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.
A landmark account of architectural theory and practice from acclaimed philosopher Roger Scruton Architecture is distinguished from other art forms by its sense of function, its localized quality, its technique, its public and nonpersonal character, and its continuity with the decorative arts. In this important book, Roger Scruton calls for a return to first principles in contemporary architectural theory, contending that the aesthetic of architecture is, in its very essence, an aesthetic of everyday life. Aesthetic understanding is inseparable from a sense of detail and style, from which the appropriate, the expressive, the beautiful, and the proportionate take their meaning. Scruton provides incisive critiques of the romantic, functionalist, and rationalist theories of design, and of the Freudian, Marxist, and semiological approaches to aesthetic value. In a new introduction, Scruton discusses how his ideas have developed since the book's original publication, and he assesses the continuing relevance of his argument for the twenty-first century.
Titan's Curse, The (Percy Jackson and the Olympians, Book 3)
Web Scalability for Startup Engineers
Fundamentals of Software Architecture

Wonderpedia, an encyclopedia of books.

Or, Steps to Success and Power

Graduate Thesis for Master of Architecture (Pratt Institute, 1994)

A Strategy for Very Large Information Systems

When the goddess Artemis goes missing, she is believed to have been kidnapped. And now it's up to Percy and his friends to find out what happened. Who is powerful enough to kidnap a goddess?

You can use this book to design a house for yourself with your family; you can use it to work with your neighbors to improve your town and neighborhood; you can use it to design an office, or a workshop, or a public building. And you can use it to guide you in the actual process of construction. After a ten-year silence, Christopher Alexander and his colleagues at the Center for Environmental Structure are now publishing a major statement in the form of three books which will, in their words, "lay the basis for an entirely new approach to architecture, building and planning, which will we hope replace existing ideas and practices entirely." The three books are The Timeless Way of Building, The Oregon Experiment, and this book, A Pattern Language. At the core of these books is the idea that people should design for themselves their own houses, streets, and communities. This idea may be radical (it implies a radical transformation of the architectural profession) but it comes simply from the observation that most of the wonderful places of the world were not made by architects but by the people. At the core of the books, too, is the point that in designing their environments people always rely on certain "languages," which, like the languages we speak, allow them to articulate and communicate an infinite variety of designs within a forma system which gives them coherence. This book provides a language of this kind. It will enable a person to make a design for almost any kind of building, or any part of the built environment. "Patterns," the units of this language, are answers to design problems (How high should a window sill be? How many stories should a building have? How much space in a neighborhood should be devoted to grass and trees?). More than 250 of the patterns in this pattern language are given: each consists of a problem statement, a discussion of the problem with an illustration, and a solution. As the authors say in their introduction, many of the patterns are archetypal, so deeply rooted in the nature of things that it seemly likely that they will be a part of human nature, and human action, as much in five hundred years as they are today.

Page 26: How can I avoid off-by-one errors? Page 143: Are Trojan Horse attacks for real? Page 158: Where should I look when my application can't handle its workload? Page 256: How can I detect memory leaks? Page 309: How do I target my application to international markets? Page 394: How should I name my code's identifiers? Page 441: How can I find and improve the code coverage of my tests? Diomidis Spinellis' first book, Code Reading, showed programmers how to understand and modify key functional properties of software. Code Quality focuses on non-functional properties, demonstrating how to meet such critical requirements as reliability, security, portability, and maintainability, as well as efficiency in time and space. Spinellis draws on hundreds of examples from open source projects—such as the Apache web and application servers, the BSD Unix systems, and the HSQLDB Java database—to illustrate concepts and techniques that every professional software developer will be able to appreciate and apply immediately. Complete files for the open source code illustrated in this book are available online at: http://www.spinellis.gr/codequality/

What are the ingredients of robust, elegant, flexible, and maintainable software architecture? Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover: How Facebook's architecture is the basis for a data-centric application ecosystem The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems How creeping featurism has helped GNU Emacs gain unanticipated functionality The magic behind the Jikes RVM self-optimizable, self-hosting runtime Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades Differences and similarities between object-oriented and functional architectural views How architectures can affect the software's evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your own projects, with Beautiful Architecture.

Wonderpedia of NeoPopRealism Journal

A Symposium on Architecture and Information Spelt in Atom-Letters

The Open Source Perspective

Managed Evolution

Beautiful Architecture

Economy and State

101 Things I Learned in Architecture School

New York Times Bestseller Winner of the Women's Prize for Fiction World Fantasy Awards Finalist From the New York Times bestselling author of Jonathan Strange & Mr Norrell, an intoxicating, hypnotic new novel set in a dreamlike alternative reality. Piranesi's house is no ordinary building: its rooms are infinite, its corridors endless, its walls are lined with thousands upon thousands of statues, each one different from all the others. Within the labyrinth of halls an ocean is imprisoned; waves thunder up staircases, rooms are flooded in an instant. But Piranesi is not afraid; he understands the tides as he understands the pattern of the labyrinth itself. He lives to explore the house. There is one other person in the house-a man called The Other, who visits Piranesi twice a week and asks for help with research into A Great and Secret Knowledge. But as Piranesi explores, evidence emerges of another person, and a terrible truth begins to unravel, revealing a world beyond the one Piranesi has always known. For readers of Neil Gaiman's The Ocean at the End of the Lane and fans of Madeline Miller's Circe, Piranesi introduces an astonishing new world, an infinite labyrinth, full of startling images and surreal beauty, haunted by the tides and the clouds.

Exploring what great philosophers have written about the nature of thought and consciousness Philosophy of Mind: The Key Thinkers offers a comprehensive overview of this fascinating field. Thirteen specially commissioned essays, written by leading experts, introduce and explore the contributions of those philosophers who have shaped the subject and the central issues and arguments therein. The modern debate about the mind was shaped by Descartes in the seventeenth century, and then reshaped in the mid-twentieth century, and since, by exciting developments in science and philosophy. This book concentrates on the development of philosophical views on the mind since Descartes, offering coverage of the leading thinkers in the field including Husserl, Ryle, Lewis, Putnam, Fodor, Davidson, Dennett and the Churchlands. Crucially the book demonstrates how the ideas and arguments of these key thinkers have contributed to our understanding of the relationship between mind and brain. Ideal for undergraduate students, the book lays the necessary foundations for a complete and thorough understanding of this fascinating subject.

"Soules's excellent book makes sense of the capitalist forces we all feel but cannot always name... Icebergs, Zombies, and the Ultra Thin arms architects and the general public with an essential understanding of how capitalism makes property. Required reading for those who think tomorrow can be different from today."— Jack Self, coeditor of Real Estates: Life Without Debt In Icebergs, Zombies, and the Ultra Thin, Matthew Soules issues an indictment of how finance capitalism dramatically alters not only architectural forms but also the very nature of our cities and societies. We rarely consider architecture to be an important factor in contemporary economic and political debates, yet sparsely occupied ultra-thin "pencil towers" develop in our cities, functioning as speculative wealth storage for the superrich, and cavernous "iceberg" homes extend architectural assets many stories below street level. Meanwhile, communities around the globe are blighted by zombie and ghost urbanism, marked by unoccupied neighborhoods and abandoned housing developments. Learn how the use of architecture as an investment tool has accelerated in recent years, heightening inequality and contributing to worldwide financial instability. • See how investment imperatives shape what and how we build, changing the very structure of our communities • Delve into high-profile projects, like the luxury apartments of architect Rafael Viñoly's 432 Park Avenue • Understand the convergence of technology, finance, and spirituality, which together are configuring the financialized walls within which we eat, sleep, and work Includes dozens of photos and drawings of architectural phenomena that have changed the way we live. Essential reading for anyone interested in architecture, design, economics, and understanding the way our world is formed.

Graduate Thesis by Matthew Schlueb submitted for a Master in Architecture from Pratt Institute (1994), under the direction of Richard Scherr (M. Arch. Chair & Major Advisor), Deborah Gans (B. Arch. Chair & Major Advisor), Martin Skalski (Industrial Design Advisor), Architecture faculty John Johansen, Raimund Abraham, Giuliano Fiorenzoli, Livio Dimitriu, William Katavolos, Vito Acconci, James Rossant, Haresh Lalvani, John Lobel, Theoharis David, and Design faculty William Fogler and William Fasolino. An investigative research study into the visual perception of architectural space, exploring proxemic relationships between the inhabitant and inhabitable form. The research revealed the influence 'form articulation and spatial delineation' has on human behavior, establishing the ability to measure the location and extremes of perceptual envelopes and thresholds, and an analysis of human subconscious and foreconscious processes within the theory of Gestalt Psychology. An independent study within the Industrial Design department as thesis research isolated the movement of gesture in form on perceived envelopes and thresholds of activated space, through a comparative modeling technique in refining adjustments of an original prototype toward an improved unified condition.

A Pattern Language

A Visual History

The Architecture of Happiness

An Encyclopedia of Books Published after Year 2000

Cottage Communities - The American Camp Meeting Movement

Amazing Tales from the Ringside Boxing Show

A Guide for Visual Thinkers

How does coding change the way we think about architecture? This question opens up an important research perspective. In this book, Miro Roman and his AI Alice_ch3n81 develop a playful scenario in which they propose coding as the new literacy of information. They convey knowledge in the form of a project model that links the fields of architecture and information through two interwoven narrative strands in an 'infinite flow' of real books. Focusing on the intersection of information technology and architectural formulation, the authors create an evolving intellectual reflection on digital architecture and computer science.

Designed to appeal to visual thinkers, 25 Concepts in Modern Architecture explores the fundamental ideas behind architectural design, through easy-to-follow sketches, drawings and succinct explanations. Twenty-five concepts – each of which are key to architectural design thinking – are accessibly explained by examining twenty-five different masterworks of modern architecture. For example, the concept of 'movement' in architectural design is explained through a close look at a Le Corbusier building; 'transparency' is examined in Philip Johnson's seminal Glass House; 'asymmetry' is understood through the work of Zaha Hadid – and so on, through twenty-five core concepts and twenty-five of the most significant buildings of the modern era. Taking a highly-visual approach, this simple yet visually-powerful guide is an essential companion in the design studio and to introductory courses in modern architecture, interior architecture, and interior design. Understanding these concepts will provide a key to demystifying the greatest works in modern architectural history, inspire new ways to think about new design projects, and reveal how drawing and sketching are used as tools for the visual analysis of architecture.

Software Architecture for Big Data and the Cloud is designed to be a single resource that brings together research on how software architectures can solve the challenges imposed by building big data software systems. The challenges of big data on the software architecture can relate to scale, security, integrity, performance, concurrency, parallelism, and dependability, amongst others. Big data handling requires rethinking architectural solutions to meet functional and non-functional requirements related to volume, variety and velocity. The book's editors have varied and complementary backgrounds in requirements and architecture, specifically in software architectures for cloud and big data, as well as expertise in software engineering for cloud and big data. This book brings together work across different disciplines in software engineering, including work expanded from conference tracks and workshops led by the editors. Discusses systematic and disciplined approaches to building software architectures for cloud and big data with state-of-the-art methods and techniques Presents case studies involving enterprise, business, and government service deployment of big data applications Shares guidance on theory, frameworks, methodologies, and architecture for cloud and big data

Many organizations critically depend on very large information systems. In the authors' experience these organizations often struggle to find the right strategy to sustainably develop their systems. Based on their own experience at a major bank, over more than a decade, the authors have developed a successful strategy to deal with these challenges, including: - A thorough analysis of the challenges associated with very large information systems - An assessment of possible strategies for the development of these systems, resulting in managed evolution as the preferred strategy - Describing key system aspects for the success of managed evolution, such as architecture management, integration architecture and infrastructure - Developing the necessary organizational, cultural, governance and controlling mechanisms for successful execution

Piranesi

Leading Programmers Explain How They Think

Icebergs, Zombies, and the Ultra-Thin

Deconstructivist Architecture

A Puncher's Chance

Play Among Books

Application Development and Design: Concepts, Methodologies, Tools, and Applications

Bestselling author Alain de Botton considers how our private homes and public edifices influence how we feel, and how we could build dwellings in which we would stand a better chance of happiness. In this witty, erudite look at how we shape, and are shaped by, our surroundings, Alain de Botton applies Stendhal's motto that "Beauty is the promise of happiness" to the spaces we inhabit daily. Why should we pay attention to what architecture has to say to us? de Botton asks provocatively. With his trademark lucidity and humour, de Botton traces how human needs and desires have been served by styles of architecture, from stately Classical to minimalist Modern, arguing that the stylistic choices of a society can represent both its cherished ideals and the qualities it desperately lacks. On an individual level, de Botton has deep sympathy for our need to see our selves reflected in our surroundings; he demonstrates with great wisdom how buildings — just like friends — can serve as guardians of our identity. Worrying about the shape of our sofa or the colour of our walls might seem self-indulgent, but de Botton considers the hopes and fears we have for our homes at a new level of depth and insight. When shopping for furniture or remodelling the kitchen, we don't just consider functionality but also the major questions of aesthetics and the philosophy of art: What is beauty? Can beautiful surroundings make us good? Can beauty bring happiness? The buildings we find beautiful, de Botton concludes, are those that represent our ideas of a meaningful life. The Architecture of Happiness marks a return to what Alain does best — taking on a subject whose allure is at once tantalizing and a little forbidding and offering to readers a completely beguiling and original exploration of the subject. As he did with Proust, philosophy, and travel, now he does with architecture.

Cottage Communities is a study of the American Camp Meeting Movement, from 1786-present, showing how the planning, land use, governance, architecture and detailing created these unique places where a strong experience of community is clear even today. There are still approximately 1000 Camp Meeting Grounds left from a high point of over 3000 locations. Camp Meetings are about vernacular or historic design, as well as a resource for those interested in urban design, ingenuity in structure and use of materials, and building detailing. As part of the discussion on Lean Urbanism, these places are source information on small or tiny houses, cottage design, pocket neighborhoods, affordable housing and self-building for lean, efficient living. Design and site planning to generate community through an intuitive understanding of spaces, distances and how it all works is also discussed. The observations on how behavior is affected by built space reflects knowledge achieved over time. The beauty of the buildings and design concepts that are cutting-edge even by today's standards, are shown in many color photographs, maps, and drawings. The history of the movement is recounted to show the evolution of Camp Meetings alongside the evolution of the United States as the movement started just after the Revolution. Today's concepts of land trust communities, resorts, condominiums, trailer parks, co-housing, even town design owe much to the communities designs as Camp Meetings. The book is a rich collection of vernacular construction techniques, ideas that support tiny houses, movable houses, and self-build found here. Simple and lean lifestyle and design is shown in Camp Meeting Communities from over 50 Camp Grounds from Maine to Mississippi and Colorado. The book is a good resource for architects, planners and designers, but it also provides an overview of the subject appropriate to anyone interested in Camp Meetings.

NATIONAL BESTSELLER • A stunning "portrait of the enduring grace of friendship" (NPR) about the families we are born into, and those that we make for ourselves. A masterful depiction of love in the twenty-first century. A NATIONAL BOOK AWARD FINALIST • A MAN BOOKER PRIZE FINALIST • WINNER OF THE KIRKUS PRIZE A Little Life follows four college classmates—broke, adrift, and buoyed only by their friendship and ambition—as they move to New York in search of fame and fortune. While their relationships, which are tinged by addiction, success, and pride, deepen over the decades, the men are held together by their devotion to the brilliant, enigmatic Jude, a man scarred by an unspeakable childhood trauma. A hymn to brotherly bonds and a masterful depiction of love in the twenty-first century, Hanya Yanagihara's stunning novel is about the families we are born into, and those that we make for ourselves. Look for Hanya Yanagihara's new novel, To Paradise, coming in January 2022.

How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

An Engineering Approach

The Public Papers

Philosophy of Mind: The Key Thinkers

Beautiful Code

The Daily Show (The Book)

Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications

From Antiquity to the Future

This book reveals a new sensibility in architecture, exemplified by the projects of seven contemporary architects. The designs represent the independent efforts of radically different architects who are creating provocative, sometimes disquieting, works by exploiting the hidden potentials and delimmas within modern architecture. 150 black-and-white illustrations.

Aesthetics: The Key Thinkers offers a comprehensive historical overview of the field of aesthetics. Thirty specially commissioned essays introduce and explore the contributions of philosophers who have shaped the subject, from its origins in the work of the ancient Greeks to contemporary developments in the 21st century. Now thoroughly revised and updated throughout, this second edition includes new chapters on Ludwig Wittgenstein, Susanne Langer, Bernard Bolzano, as well as more coverage of post-1950 aesthetics with Frank Sibley, Stanley Cavell, Peter Kivy, Noël Carroll, Peter Lamarque, and Jerrold Levinson. The book reconstructs the history of aesthetics, clearly illustrating the most important attempts to address such crucial issues as the nature of aesthetic judgment, the status of art, and the place of the arts within society. Ideal for undergraduate students, it lays the necessary foundations for a complete and thorough understanding of this fascinating subject.

Concise lessons in design, drawing, the creative process, and presentation, from the basics of "How to Draw a Line" to the complexities of color theory. This is a book that students of architecture will want to keep in the studio and in their backpacks. It is also a book they may want to hand out over of view of their professors, for it expresses in clear and simple language things that tend to be murky and abstruse in the classroom. These 101 concise lessons in design, drawing, the creative process, and presentation—from the basics of "How to Draw a Line" to the complexities of color theory—provide a much-needed primer in architectural literacy, making concrete what too often is left nebulous or open-ended in the architecture curriculum. Each lesson utilizes a two-page format, with a brief explanation and an illustration that can range from diagrammatic to whimsical. The lesson on "How to Draw a Line" is illustrated by examples of good and bad lines; a lesson on the dangers of awkward floor level changes shows the television actor Dick Van Dyke in the midst of a pratfall; a discussion of the proportional differences between traditional and modern buildings features a drawing of a building split neatly in half between the two. Written by an architect and instructor who remembers well the fog of his own student days, 101 Things I Learned in Architecture School provides valuable guideposts for navigating the design studio and other classes in the architecture curriculum. Architecture graduates—from young designers to experienced practitioners—will turn to the book as well, for inspiration and a guide back to basics when solving a complex design problem.

Delivering Non-Technical Knowledge and Skills