How To Optimize A Map In Hammer Editor 10 Steps With

In The Intelligent Movement Machine: An Ethological Perspective on the Primate Motor System, Michael Graziano offers a fundamentally new theory of motor cortex organization: the rendering of the movement repertoire onto the cortex. The action repertoire of an animal is highly dimensional, whereas the cortical sheet is two-dimensional. Rendering the action space onto the cortex therefore results in a complex pattern, explaining the otherwise inexplicable details of the motor cortex organization. This clearly written book book includes a complete history of motor cortex research from its discovery to the present, a discussion of the major issues in motor cortex research, and an account of recent experiments that led to Graziano's "action map" view. Though focused on the motor cortex, the book includes a range of topics from an explanation of how primates put food in their mouths, to the origins of social beahvior such as smiling and laughing, to the mysterious link between movement disorders and autism. This book is written for a general audience, and should be of interest to experts, students, and the scientific lay.

Steve Rabin's Game AI Pro 360: Guide to Movement and Pathfinding gathers all the cutting-edge information from his previous three Game AI Pro volumes into a convenient single source anthology covering movement and pathfinding in game AI. This volume is complete with articles by leading game AI programmers that explore better ways to smooth paths, avoid obstacles, and navigate 3D space with cutting-edge techniques. Key Features Provides real-life case studies of game AI in published commercial games Material by top developers and researchers in Game AI Downloadable demos and/or source code available online

This volume brings together contributions representing the state-of-the-art in new multimedia and future technology information research, currently a major topic in computer science and electronic engineering. Researchers aim to interoperate multimedia frameworks, transforming the way people work and interact with multimedia data. This book covers future information technology topics including digital and multimedia convergence, ubiquitous and pervasive computing, intelligent computing and applications, embedded systems, mobile and wireless communications, bio-inspired computing, grid and cloud computing, semantic web, human-centric computing and social networks, adaptive and context-aware computing, security and trust computing and related areas. Representing the combined proceedings of the 9th International Conference on Multimedia and Ubiquitous Engineering (MUE-15) and the 10th International Conference on Future Information Technology (Future Tech 2015), this book aims to provide a complete coverage of the areas outlined and to bring together researchers from academic and industry and other practitioners to share their research ideas, challenges and solutions.

The seven-volume set of LNCS 11301-11307, constitutes the proceedings of the 25th International Conference on Neural Information Processing, ICONIP 2018, held in Siem Reap, Cambodia, in December 2018. The 401 full papers presented were carefully reviewed and selected from 575 submissions. The papers address the emerging topics of theoretical research, empirical studies, and applications of neural information processing techniques across different domains. The 7th and final volume, LNCS 11307, is organized in topical sections on robotics and control; biomedical applications; and hardware.

8th International Workshop, WSOM 2011, Espoo, Finland, June 13-15, 2011. Proceedings

BizTalk Server 2016

Programming Pig

Third International Workshop, EMMCVPR 2001, Sophia Antipolis France, September 3-5, 2001. Proceedings

Dreamweaver CS4: The Missing Manual

Communicating with Data

Digital Image Registration Method Based Upon Binary Boundary Maps

This book constitutes the refereed proceedings of the International Conference on the Applications of Evolutionary Computation, EvoApplications 2013, held in Vienna, Austria, in April 2013, colocated with the Evo* 2013 events EuroGP, EvoCOP, EvoBIO, and EvoMUSART. The 65 revised full papers presented were carefully reviewed and selected from 119 submissions. EvoApplications 2013 consisted of the following 12 tracks: EvoCOMNET (nature-inspired techniques for telecommunication networks and other parallel and distributed systems), EvoCOMPLEX (evolutionary algorithms and complex systems), EvoENERGY (evolutionary computation in energy applications), EvoFIN (evolutionary and natural computation in finance and economics), EvoGAMES (bio-inspired algorithms in games), EvoIASP (evolutionary computation in image analysis, signal processing, and pattern recognition), EvoINDUSTRY (nature-inspired techniques in industrial settings), EvoNUM (bio-inspired algorithms for continuous parameter optimization), EvoPAR (parallel implementation of evolutionary algorithms), EvoRISK (computational intelligence for risk management, security and defence applications), EvoROBOT (evolutionary computation in robotics), and EvoSTOC (evolutionary algorithms in stochastic and dynamic environments).

Within the last three decades, interest in the psychological experience of human faces has drawn together cognitive science researchers from diverse backgrounds. Computer scientists talk to neural scientists who draw on the work of mathematicians who explicitly influence those conducting behavioral experiments. The chapters in this volume illustrate the breadth of the research on facial perception and memory, with the emphasis being on mathematical and computational approaches. In pulling together these chapters, the editors sought to do much more than illustrate breadth. They endeavored as well to illustrate the synergies and tensions that inevitably result from adopting a broad view, one consistent with the emerging discipline of cognitive science.

This book constitutes the proceedings of the 7th International Conference on Scale Space and Variational Methods in Computer Vision, SSVM 2019, held in Hofgeismar, Germany, in June/July 2019. The 44 papers included in this volume were carefully reviewed and selected for inclusion in this book. They were organized in topical sections named: 3D vision and feature analysis; inpainting, interpolation and compression; inverse problems in imaging; optimization methods in imaging; PDEs and level-set methods; registration and reconstruction; scale-space methods; segmentation and labeling; and variational methods.

This book gathers the proceedings of the 11th International Conference on Frontier Computing, held in Seoul, on July 13-17, 2021, and provides comprehensive coverage of the latest advances and trends in information technology, science, and engineering. It addresses a number of broad themes, including communication networks, business intelligence and knowledge management, Web intelligence, and related fields that inspire the development of information technology. The respective contributions cover a wide range of topics: database and data mining, networking and communications, Web and Internet of things, embedded systems, soft computing, social network analysis, security and privacy, optical communication, and ubiquitous/pervasive computing. Many of the papers outline promising future research directions, and the book benefits students, researchers, and professionals alike. Further, it offers a useful reference guide for newcomers to the field.

Advanced Multimedia and Ubiquitous Engineering

Frontier Computing

User Performance Under Several Automated Approaches to Changing Displayed Maps

Energy Minimization Methods in Computer Vision and Pattern Recognition

Applications of Evolutionary Computing

Process Optimization

Gain an in depth view of optimizing the performance of BizTalk Server. This book provides best practices and techniques for improving development of high mission critical solutions. You'll see how the BizTalk Server engine works and how to proactively detect and remedy potential bottlenecks before they occur. The book starts with an overview of the BizTalk Server internal mechanisms that will help you understand the optimizations detailed throughout the book. You'll then see how the mechanisms can be applied to a BizTalk Server environment to improve low and high latency throughput scenarios. A section on testing BizTalk server solutions will guide you through the most frequently adopted techniques used to develop solutions such as performance and unit testing as part of the development cycle. With BizTalk Server 2016 you'll see how to apply side-by-side versioning to your solutions to reduce the chances of downtime, You'll also review instrumentation techniques using Event Traces for windows and business activity monitoring (BAM). While the book is focused on the latest version of BizTalk Server, most of the topics discussed will also work with BizTalk Server 2013R2. What You'll Learn Review BizTalk Server internals and how the message engine works Understand BizTalk Server architecture Gather and analyze BizTalk Server performance data Develop BizTalk Server performance solutions Use advanced troubleshooting tools to help diagnose your platform Who This Book Is For Those who have strong BizTalk and .NET Framework knowledge and want to get their BizTalk Server knowledge to the next level

For many organizations, Hadoop is the first step for dealing with massive amounts of data. The next step? Processing and analyzing datasets with the Apache Pig scripting platform. With Pig, you can batch-process data without having to create a full-fledged application, making it easy to experiment with new datasets. Updated with use cases and programming examples, this second edition is the ideal learning tool for new and experienced users alike. You'll find comprehensive coverage on key features such as the Pig Latin scripting language and the Grunt shell. When you need to analyze terabytes of data, this book shows you how to do it efficiently with Pig. Delve into Pig's data model, including scalar and complex data types Write Pig Latin scripts to sort, group, join, project, and filter your data Use Grunt to work with the Hadoop Distributed File System (HDFS) Build complex data processing pipelines with Pig's macros and modularity features Embed Pig Latin in Python for iterative processing and other advanced tasks Use Pig with Apache Tez to build high-performance batch and interactive data processing applications Create your own load and store functions to handle data formats and storage mechanisms

The two-volume proceedings LNCS 7087 + 7088 constitute the proceedings of the 5th Pacific Rim Symposium, PSIVT 2011, held in Gwangju, Korea, in November 2011. The total of 71 revised papers was carefully reviewed and selected from 168 submissions. The topics covered are: image/video coding and transmission; image/video processing and analysis; imaging and graphics hardware and visualization; image/video retrieval and scene understanding; biomedical image processing and analysis; biometrics and image forensics; and computer vision applications.

Maps are the main tool to represent geographical information. Users often zoom in and out to access maps at different scales. Continuous map generalization tries to make the changes between different scales smooth, which is essential to provide users with comfortable zooming experience. In order to achieve continuous map generalization with high quality, we optimize some important aspects of maps. In this book, we have used optimization in the generalization of land-cover areas, administrative boundaries, buildings, and coastlines. According to our experiments, continuous map generalization indeed benefits from optimization.

Second BenchCouncil International Symposium, Bench 2019, Denver, CO, USA, November 14-16, 2019, Revised Selected Papers

The Control Handbook (three volume set)

From Observations to Optimal Phylogenetic Trees

Brain Storm Optimization Algorithms

An Optimization-Based Approach for Continuous Map Generalization

Computational, Geometric, and Process Perspectives on Facial Cognition

Scale Space and Variational Methods in Computer Vision

This book covers several bases at once. It is useful as a textbook for a second course in experimental optimization techniques for industrial production processes. In addition, it is a superb reference volume for use by professors and graduate students in Industrial Engineering and Statistics departments. It will also be of huge interest to applied statisticians, process engineers, and quality engineers working in the electronics and biotech manufacturing industries. In all, it provides an in-depth presentation of the statistical issues that arise in optimization problems, including confidence regions on the optimal settings of a process, stopping rules in experimental optimization, and more.

Taxonomists specializing in different groups once based phylogenetic analysis only on morphological data; molecular data was used more rarely. Although molecular systematics is routine today, the use of morphological data continues to be important, especially for phylogenetic placement of many taxa known only from fossils and rare or difficult to collect species. In addition, morphological analyses help identify potential biases in molecular analyses. And finally, scenarios with respect to morphology continue to motivate biologists: the beauty of a cheetah or a baobab does not lie in their DNA sequence, but instead on what they are and do! This book is an up-to-date revision of methods and principles of phylogenetic analysis of morphological data. It is also a general guide for using the computer program TNT in the analysis of such data. The book covers the main aspects of phylogenetic analysis and general methods to compare classifications derived from molecules and morphology. The basic aspects of molecular analysis are covered only as needed to highlight the differences with methods and assumptions for analysis of morphological datasets.

Timing, memory, power dissipation, testing, and testability are all crucial elements of VLSI circuit design. In this volume culled from the popular VLSI Handbook, experts from around the world provide in-depth discussions on these and related topics. Stacked gate, embedded, and flash memory all receive detailed treatment, including their power cons

Brain Storm Optimization (BSO) algorithms are a new kind of swarm intelligence method, which is based on the collective behavior of human beings, i.e., on the brainstorming process. Since the introduction of BSO algorithms in 2011, many studies on them have been conducted. They not only offer an optimization method, but could also be viewed as a framework of optimization techniques. The process employed in the algorithms could be simplified as a framework with two basic operations: the converging operation and the diverging operation. A "good enough" optimum could be obtained through recursive solution divergence and convergence. The resulting optimization algorithm would naturally have the capability of both convergence and divergence. This book is primarily intended for researchers, engineers, and graduate students with an interest in BSO algorithms and their applications. The chapters cover various aspects of BSO algorithms, and collectively provide broad insights into what these algorithms have to offer. The book is ideally suited as a graduate-level textbook, whereby students may be tasked with the study of the rich variants of BSO algorithms that involves a hands-on implementation to demonstrate the utility and applicability of BSO algorithms in solving optimization problems.

Future Information Technology Volume 2

Concepts, Principles and Applications

Contexts and Challenges

Computer Information Systems and Industrial Management

A Statistical Approach

Benchmarking, Measuring, and Optimizing

Issues in Telecommunications Research: 2011 Edition

This book constitutes the refereed proceedings of the 11th Iberoamerican Congress on Pattern Recognition, CIARP 2006, held in Cancun, Mexico in November 2006. The 99 revised full papers presented together with three keynote articles were carefully reviewed and selected from 239 submissions. The papers cover ongoing research and mathematical methods.

Issues in Telecommunications Research / 2011 Edition is a ScholarlyEditions™ eBook that delivers timely, authoritative, and comprehensive information about Telecommunications Research. The editors have built Issues in Telecommunications Research: 2011 Edition on the vast information databases of ScholarlyNews.™ You can expect the information about Telecommunications Research in this eBook to be deeper than what you can access anywhere else, as well as consistently reliable, authoritative, informed, and relevant. The content of Issues in Telecommunications Research: 2011 Edition has been produced by the world's leading scientists, engineers, analysts, research institutions, and companies. All of the content is from peer-reviewed sources, and all of it is written, assembled, and edited by the editors at ScholarlyEditions™ and available exclusively from us. You now have a source you can cite with authority, confidence, and credibility. More information is available at http://www.ScholarlyEditions.com/.

This book constitutes the refereed proceedings of the Second International Symposium on Benchmarking, Measuring, and Optimization, Bench 2019, held in Denver, CO, USA, in November 2019. The 20 full papers and 11 short papers presented were carefully reviewed and selected from 79 submissions. The papers are organized in topical sections named: Best Paper Session; AI Challenges on Cambircon using AIBenc; AI Challenges on RISC-V using AIBench; AI Challenges on X86 using AIBench; AI Challenges on 3D Face Recognition using AIBench; Benchmark; AI and Edge; Big Data; Datacenter; Performance Analysis; Scientific Computing.

Shale gas and/or oil play identification is subject to many screening processes for characteristics such as porosity, permeability, and brittleness. Evaluating shale gas and/or oil reservoirs and identifying potential sweet spots (portions of the reservoir rock that have high-quality kerogen content and brittle rock) requires taking into consideration multiple rock, reservoir, and geological parameters that govern production. The early determination of sweet spots for well site selection and fracturing in shale reservoirs is a challenge for many operators. With this limitation in mind, Optimization of Hydraulic Fracture Stages and Sequencing in Unconventional Formations develops an approach to improve the industry's ability to evaluate shale gas and oil plays and is structured to lead the reader from general shale oil and gas characteristics to detailed sweet-spot classifications. The approach uses a new candidate selection and evaluation algorithm and screening criteria based on key geomechanical, petrophysical, and geochemical parameters and indices to obtain results consistent with existing shale plays and gain insights on the best development strategies going forward. The work introduces new criteria that accurately guide the development process in unconventional reservoirs in addition to reducing uncertainty and cost.

5th Pacific Rim Symposium, PSIVT 2011, Gwangju, South Korea, November 20-23, 2011, Proceedings, Part II

7th International Conference, SSVM 2019, Hofgeismar, Germany, June 30 – July 4, 2019, Proceedings

The Intelligent Movement Machine

Optimizing Map Projection Selection for World Maps and Web Maps

Harmony Search and Nature Inspired Optimization Algorithms

An Ethological Perspective on the Primate Motor System

25th International Conference, ICONIP 2018, Siem Reap, Cambodia, December 13–16, 2018, Proceedings, Part VII

Performance in a route selection task was used to evaluate automated methods for changing from one displayed segment of a map to another. Participants were 24 Army officers, who chose successive 675000000000. km map segments (1:50,000 scale) for solving 12 problems. Each problem requested the fastest road route between pairs of cities within a 60 x 81 km region. Participants solved problems by electronically marking road routes across map segments. Methods for changing map segments were (a) continuous map scanning and (b) discrete map segments using three different amounts of border overlap (0%, 25%, and 50%). Results showed that different map change conditions did not significantly affect the quality of routes chosen. The least time for problem solutions occurred when map segments with 50% overlap were used, although 25% overlap produced similar data. Designers of map display systems for the military could optimize user performance time with discrete map segments that overlap by about 25%.

This book constitutes the proceedings of the 15th IFIP TC8 International Conference on Computer Information Systems and Industrial Management, CISIM 2016, held in Vilnius, Lithuania, in September 2016. The 63 regular papers presented together with 1 inivted paper and 5 keynotes in this volume were carefully reviewed and selected from about 89 submissions. The main topics covered are rough set methods for big data analytics; images, visualization, classification; optimization, tuning; scheduling in manufacturing and other applications; algorithms; decisions; intelligent distributed systems; and biometrics, identification, security.

An authoritative guide to up-to-date research results on chaotic signal processing aimed at researchers and graduate students in chaos, applied nonlinear dynamics, signal processing and radar communications. This book examines the applications of chaotic signal processing to radar, communications, system identification and computing.

An Optimization-Based Approach for Continuous Map GeneralizationBoD – Books on Demand

Dynamic Ant Colony Optimization for Globally Optimizing Consumer Preferences

Intelligent Systems in Oil Field Development under Uncertainty

Dataflow Scripting with Hadoop

Surveying and Mapping

Optimized Digital Automatic Map Compilation System

Performance Tuning and Optimization

Geologic and Mine Modelling Using Techbase and Lynx

This book and its sister volume collect refereed papers presented at the 7th Inter- tional Symposium on Neural Networks (ISNN 2010), held in Shanghai, China, June 6-9, 2010. Building on the success of the previous six successive ISNN symposiums, ISNN has become a well-established series of popular and high-quality conferences on neural computation and its applications. ISNN aims at providing a platform for scientists, researchers, engineers, as well as students to gather together to present and discuss the latest progresses in neural networks, and applications in diverse areas. Nowadays, the field of neural networks has been fostered far beyond the traditional artificial neural networks. This year, ISNN 2010 received 591 submissions from more than 40 countries and regions. Based on rigorous reviews, 170 papers were selected for publication in the proceedings. The papers collected in the proceedings cover a broad spectrum of fields, ranging from neurophysiological experiments, neural modeling to extensions and applications of neural networks. We have organized the papers into two volumes based on their topics. The first volume, entitled "Advances in Neural Networks- ISNN 2010, Part 1," covers the following topics: neurophysiological foundation, theory and models, learning and inference, neurodynamics. The second volume en- tled "Advance in Neural Networks ISNN 2010, Part 2" covers the following five topics: SVM and kernel methods, vision and image, data mining and text analysis, BCI and brain imaging, and applications.

At publication, The Control Handbook immediately became the definitive resource that engineers working with modern control systems required. Among its many accolades, that first edition was cited by the AAP as the Best Engineering Handbook of 1996. Now, 15 years later, William Levine has once again compiled the most comprehensive and authoritative resource on control engineering. He has fully reorganized the text to reflect the technical advances achieved since the last edition and has expanded its contents to include the multidisciplinary perspective that is making control engineering a critical component in so many fields. Now expanded from one to three volumes, The Control Handbook, Second Edition brilliantly organizes cutting-edge contributions from more than 200 leading experts representing every corner of the globe. They cover everything from basic closed-loop systems to multi-agent adaptive systems and from the control of electric motors to the control of complex networks. Progressively organized, the three volume set includes: Control System Fundamentals Control System Applications Control System Advanced Methods Any practicing engineer, student, or researcher working in fields as diverse as electronics, aeronautics, or biomedicine will find this handbook to be a time-saving resource filled with invaluable formulas, models, methods, and innovative thinking. In fact, any physicist, biologist, mathematician, or researcher in any number of fields developing or improving products and systems will find the answers and ideas they need. As with the first edition, the new edition not only stands as a record of accomplishment in control engineering but provides researchers with the means to make further advances.

The decision to invest in oil field development is an extremely complex problem, even in the absence of uncertainty, due to the great number of technological alternatives that may be used, to the dynamic complexity of oil reservoirs - which involves mul- phase flows (oil, gas and water) in porous media with phase change, and to the c- plicated combinatorial optimization problem of choosing the optimal oil well network, that is, choosing the number and types of wells (horizontal, vertical, directional, m- tilateral) required for draining oil from a field with a view to maximizing its economic value. This problem becomes even more difficult when technical uncertainty and e- nomic uncertainty are considered. The former are uncertainties regarding the existence, volume and quality of a reservoir and may encourage an investment in information before the field is developed, in order to reduce these uncertainties and thus optimize the heavy investments required for developing the reservoir. The economic or market uncertainties are associated with the general movements of the economy, such as oil prices, gas demand, exchange rates, etc. , and may lead decision-makers to defer - vestments and wait for better market conditions. Choosing the optimal investment moment under uncertainty is a complex problem which traditionally involves dynamic programming tools and other techniques that are used by the real options theory.

Here is the second of a two-volume set (LNCS 8021 and 8022) that constitutes the refereed proceedings of the 5th International Conference on Virtual, Augmented and Mixed Reality, VAMR 2013, held as part of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, USA in July 2013, jointly with 12 other thematically similar conferences. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. 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. The total of 88 contributions included in the VAMR proceedings were carefully reviewed and selected for inclusion in this two-volume set. The papers included in this volume are organized in the following topical sections: healthcare and medical applications; virtual and augmented environments for learning and education; business, industrial and military applications; culture and entertainment applications.

Advances in Self-Organizing Maps

Advances in Image and Video Technology

11th Iberoamerican Congress on Pattern Recognition, CIARP 2006, Cancún, Mexico, November 14-17, 2006, Proceedings

Optimization of Hydraulic Fracture Stages and Sequencing in Unconventional Formations

Memory, Microprocessor, and ASIC

Neural Information Processing

The Missing Manual

This text provides a process-oriented discussion of the theory, methodology and philosophy of geologic and mine modelling using two commercial software packages: Techbase, a leader for mineral exploration and modelling bedded deposits; and Lynx, for modelling geology.

The primary purpose of the project is to optimize system hardware and computer programs and to develop and evaluate alternate correlation techniques. The objective is to prove conclusively the concept of digital map compilation. The system consists of a photodigitizer unit for scanning and digitizing a pair of stereo aerial diapositives, specially written computer programs for use on an IBM 7090 Computer to perform rectification, correlation, and ortho-correction on the digital photo data, and a photomap printer unit for printing the rectified photo or orthophotomap with or without contour and grid tic information. (Author).

A company with effective cost reduction activities in place will be better positioned to adapt to shifting economic conditions. In fact, it can make the difference between organizations that thrive and those that simply survive during times of economic uncertainty. Reducing Process Costs with Lean, Six Sigma, and Value Engineering Techniques covers

This book constitutes the refereed proceedings of the 8th International Workshop on Self-Organizing Maps, WSOM 2011, held in Espoo, Finland, in June 2011. The 36 revised full papers presented were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on plenaries; financial and societal applications; theory and methodology; applications of data mining and analysis; language processing and document analysis; and visualization and image processing.

15th IFIP TC8 International Conference, CISIM 2016, Vilnius, Lithuania, September 14-16, 2016, Proceedings

7th International Symposium on Neural Networks, ISNN 2010, Shanghai, China, June 6-9, 2010, Proceedings, Part I

16th European Conference, EvoApplications 2013, Vienna, Austria, April 3-5, 2013, Proceedings

5th International Conference, VAMR 2013, Held as Part of HCI International 2013, Las Vegas, NV, USA, July 21-26, 2013, Proceedings, Part II

Progress in Pattern Recognition, Image Analysis and Applications

Virtual, Augmented and Mixed Reality: Systems and Applications

Theory and Applications, ICHSA 2018

When it comes to building professional websites, Dreamweaver CS4 is capable of doing more than any other web design program -- including previous versions of Dreamweaver. But the software's sophisticated features aren't simple. Dreamweaver CS4: The Missing Manual will help you master this program quickly, so you can bring stunning, interactive websites to life. Under the expert guidance of bestselling author and teacher David McFarland, you'll learn how to build professional-looking websites quickly and painlessly. McFarland has loaded the book with over 150 pages of hands-on tutorials to help you create database-enabled PHP pages, use Cascading Style Sheets (CSS) for cutting-edge design, add XML-based news feeds, include dynamic effects with JavaScript and AJAX, and more. This witty and objective book offers jargon-free language and clear descriptions that will help you: Learn how to control the appearance of your web pages with CSS, from the basics to advanced techniques Design dynamic database-driven websites, from blogs to product catalogs, and from shopping carts to newsletter signup forms Add interactivity to your website with ready-to-use JavaScript programs from Adobe's Spry Framework Effortlessly control the many helper files that power your website and manage thousands of pages Examine web-page components and Dreamweaver's capabilities with the book's "live examples" Perfect for beginners who need step-by-step guidance, and for longtime Dreamweaver designers who need a handy reference to the new version, this thoroughly updated edition of our

"Consumer preference for any product or product feature can be expressed in the form of a utility function. Many such utility functions form a part of a preference map, where each of these are expressed in terms of the attributes defining the product or the product feature. In order to optimize the design, it is required to optimize the overall utility function obtained by a mathematical combination of individual utility functions defined in the preference map. The objective of this research is to devise and implement an algorithm to optimize all the individual utility functions comprised in a preference map for a product or product feature. Executed together, this will optimize the overall utility function, U(x). So, an algorithm is needed to compute the optimal values for each attribute forming the individual utility functions by efficiently and thoroughly testing the entire allowed range of values in the function domain, i.e. the global optimum. The challenges faced in this include the presence of a complex space created by interactions between the various attributes in the preference map. This makes it prohibitive to solve using traditional algorithms. Thus, software agents aid in the computation as two or more software agents can collaborate on the task of optimization, enabling every single software agent to cater to a single attribute. Thus, any number of software agents can be employed to run synchronously so that all the concerned attributes can be efficiently optimized"--Abstract, leaf iii.

Data is a fantastic raw resource for powering change in an organization, but all too often the people working in those organizations don't have the necessary skills to communicate with data effectively. With this practical book, subject matter experts will learn ways to develop strong, persuasive points when presenting data to different groups in their organizations. Author Carl Allchin shows anyone how to find data sources and develop data analytics, and teaches those with more data expertise how to visualize data to convey findings to key business leaders more effectively. Once both your business and data experts possess the skills to work with data and interpret its significance, you can deal with questions and challenges in departments across your organization. Learn the fundamental data skills required to work with data Use data visualization to influence change in your organization Learn how to apply data techniques to effectively work with data end to end Understand how to communicate data points clearly and persuasively Appreciate why different stakeholders often have divergent needs and views Create a playbook for using data with different departments

The book covers different aspects of real-world applications of optimization algorithms. It provides insights from the Fourth International Conference on Harmony Search, Soft Computing and Applications held at BML Munjal University, Gurgaon, India on February 7–9, 2018. It consists of research articles on novel and newly proposed optimization algorithms; the theoretical study of nature-inspired optimization algorithms; numerically established results of nature-inspired optimization algorithms; and real-world applications of optimization algorithms and synthetic benchmarking of optimization algorithms.

Phylogenetic Analysis of Morphological Data: Volume 1

Game AI Pro 360: Guide to Movement and Pathfinding

Reducing Process Costs with Lean, Six Sigma, and Value Engineering Techniques

Advances in Neural Networks -- ISNN 2010

Proceedings of FC 2021

Chaotic Signal Processing

Analysis of the Dynamics of Shifting Cultivation in the Tropical Forests of Northern Thailand Using Landscape Modeling and Classification of Landsat Imagery

The selection process for map projections is a mystery to many mapmakers and GIS users. Map projections ought to be selected based on the map's geographic extent and the required distortion properties, with the goal of minimizing the distortion of the mapped area. Despite some available selection guidelines, the selection of map projections is not yet automated. Automated mapmakers and GIS users to better select a projection for their map. The overall goal of this dissertation is to take a step towards this automation and explore user preferences with an objective to provide additional criteria for selecting world map projections. An additional goal is to optimize automatic map projection selection for web maps. The results presented in this work are models (new map projections for world maps, polynomial equations for selecting standard parallels) and new selection criteria for world maps. They improve our knowledge about map projection selection for world maps and web maps. As a result of the research presented in this doctoral dissertation, we know more about the map projection preferences of map-readers and hav techniques for adapting map projections for scalable web maps and GIS software. Altogether, four concrete research questions were addressed. The first research question explores user preferences for world map projections. Many small-scale map projections exist and they have different shapes and distortion characteristics. World map projections are mainly chosen based on properties and the personal preferences of cartographers. Very little is known about the map projection preferences of map-readers; only two studies have addressed this question so far. This dissertation presents a user study among map-readers and trained cartographers that tests their preferences for world map projections. The paired comparison test of nine commonly used reveals that the map-readers in our study prefer the Robinson and Plate Carrée projections, followed by the Winkel Tripel, Eckert IV, and Mollweide projections. The Mercator and Wagner VII projections come in sixth and seventh place, and the least preferred are two interrupted projections, the interrupted Mollweide and the interrupted Goode Homolosine. Separate binominal te map-readers involved in the study seem to like projections with straight rather than curved parallels, and meridians with elliptical rather than sinusoidal shapes. The results indicate that map-readers prefer projections that represent poles as lines to projections that show poles as protruding edges, but there is no clear preference for pole lines in general. The trained cartographers study have similar preferences, but they prefer pole lines to represent the poles, and they select the Plate Carrée and Mercator projections less frequently than the other participants. The second research question introduces the polynomial equations for the Natural Earth II projection and tests user preferences for its graticule characteristics. The Natural Earth II projection is a ne pseudocylindrical projection for world maps. It has a unique shape compared to most other pseudocylindrical projections. At high latitudes, the meridians bend steeply toward short pole lines resulting in a map with highly rounded corners that resembles an elongated globe. Its distortion properties are similar to most other established world map projections. The projection equatio simple polynomials. A user study evaluated whether map-readers prefer Natural Earth II to similar compromise projections. The 355 participating general map- readers rated the Natural Earth II projection lower than the Robinson and Natural Earth projections, but higher than the Wagner VI, Kavrayskiy VII, and Wagner II projections. The third question examines how Wagner's transformation method can be used for improving map projections for scalable web maps, and its integration into the adaptive composite map projections schema. The adaptive composite map projections schema, invented by Bernhard Jenny, changes the projection to the geographic area shown on a map. It is meant as a replacement for the commonly used web Mercator proj distorts areas when representing the entire world. The original equal-area version of the adaptive composite map projections schema uses the Lambert azimuthal projection for regional maps, and three alternative projections for world maps. In this dissertation, it is explored how the adaptive composite map projections schema can include a variety of other equal-area projections transformation between the Lambert azimuthal and the world projections uses Wagner's method. In order to select the most suitable pseudocylindrical projection, the distortion characteristics of a pseudocylindrical projection family were analyzed, and a user study among experts in the area of map projections was carried out. Based on the results of the distortion analysis and th new pseudocylindrical projection is recommended for extending the adaptive composite map projections schema. The new projection is equal-area throughout the transformation to the Lambert azimuthal projection, has better distortion characteristics than small-scale projections currently included in the original adaptive composite map projections schema, and aligns with map-r preferences for world map projections. The last research question explores how the selection of the standard parallels of conic projections can be automated. Conic map projections are appropriate for mapping regions at medium and large scales with east-west extents at intermediate latitudes. Conic projections are appropriate for these cases because they show the mapped ar than other projections. In order to minimize the distortion of the mapped area, the two standard parallels of conic projections need to be selected carefully. Rules of thumb exist for placing the standard parallels based on the width-to- height ratio of the map. These rules of thumb are simple to apply, but do not result in maps with minimum distortion. There also exist more sophisti that determine standard parallels such that distortion in the mapped area is minimized. These methods are computationally expensive and cannot be used for real-time web mapping and GIS applications where the projection is adjusted automatically to the displayed area. This article presents a polynomial model that quickly provides the standard parallels for the three most com projections: the Albers equal- area, the Lambert conformal, and the equidistant conic projection. The model defines the standard parallels with polynomial expressions based on the spatial extent of the mapped area. The spatial extent is defined by the length of the mapped central meridian segment, the central latitude of the displayed area, and the width-to-height ratio of the ma model was derived from 3825 maps--each with a different spatial extent and computationally determined standard parallels that minimize the mean scale distortion index. The resulting model is computationally simple and can be used for the automatic selection of the standard parallels of conic map projections in GIS software and web mapping applications.

This book constitutes the refereed proceedings of the Third International Workshop on Energy Minimization Methods in Computer Vision and Pattern Recognition, EMMCVPR 2001, held in Sophia Antipolis, France in September 2001. The 42 revised full papers presented were carefully reviewed and selected from 70 submissions. The book offers topical sections on probabilistic estimation; image modeling and synthesis; clustering, grouping, and segmentation; optimization and graphs; and shapes, curves, surfaces, and templates.