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KEY=ARGUS - TATE HAYNES

Scientific and Technical Aerospace Reports

Technical Reports Awareness Circular : TRAC.

Object-Technologies for Advanced Software

Second JSSST International Symposium, ISOTAS '96, Kanazawa,

Japan, March 11-15, 1996. Proceedings

Springer Science & Business Media **This book constitutes the refereed proceedings of the Second International Symposium on Object Technologies for Advanced Software, ISOTAS'96, held in Ishikawa, Japan, in March 1996. ISOTAS'96 was sponsored by renowned Japanese and international professional organisations. The 14 papers included in final full versions, together with the abstracts of four invited papers, were carefully reviewed and selected from a total of 56 submissions; they address most current topics in object software technology, object-oriented programming, object-oriented databases, etc. The volume is organized in sections on design and evolution, parallelism and distribution, meta and reflection, and evolution of reuse.**

The Second ACM SIGPLAN History of Programming Languages Conference (HOPL-II), April 20-23, 1993, Cambridge, Massachusetts, USA

Preprints

Distributed Object Management

Morgan Kaufmann Pub **This book presents the most current information on distributed object management; a synthesis between systems and object orientation. It will be of interest to researchers in the field.**

Advanced Programming Language Design

Addison Wesley **0805311912B04062001**

The Future of Computing Performance

Game Over or Next Level?

National Academies Press **The end of dramatic exponential growth in single-processor performance marks the end of the dominance of the single microprocessor in computing. The era of sequential computing must give way to a new era in which parallelism is at the forefront. Although important scientific and engineering challenges lie ahead, this is an opportune time for innovation in programming systems and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems. There is no guarantee that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel programming and related software efforts fail to become widespread, the development of exciting new applications that drive the computer industry will stall; if such innovation stalls, many other parts of the economy will follow suit. The Future of Computing Performance describes the factors that have led to the future limitations on growth for single processors that are based on complementary metal oxide semiconductor (CMOS) technology. It explores challenges inherent in parallel computing and architecture, including ever-increasing power consumption and the escalated requirements for heat dissipation. The book delineates a research, practice, and education agenda to help overcome these challenges. The Future of Computing Performance will guide researchers, manufacturers, and information technology professionals in the right direction for sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society.**

Open Implementations and Metaobject Protocols

MIT Press (MA) **Publication cancelled08/07/98**

Funding a Revolution

Government Support for Computing Research

National Academies Press **The past 50 years have witnessed a revolution in computing and related communications technologies. The contributions of industry and university researchers to this revolution are manifest; less widely recognized is the major role the federal government played in launching the computing revolution and sustaining its momentum. Funding a Revolution examines the history of computing since World War II to elucidate the federal government's role in funding computing research, supporting the education of computer scientists and engineers, and equipping university research labs. It reviews the economic rationale for government support of research, characterizes federal support for computing research, and summarizes key historical advances in which government-sponsored research played an important role. Funding a Revolution contains a series of case studies in relational databases, the Internet, theoretical computer science, artificial intelligence, and virtual reality that demonstrate the complex interactions among government, universities, and industry that have driven the field. It offers a series of lessons that identify factors contributing to the success of the nation's computing enterprise and the government's role within it.**

CLU

Reference Manual

Springer

Poets Laureate in the Holy Roman Empire

A Bio-bibliographical Handbook

Walter de Gruyter **Petrarch’s revival of the ancient practice of laureation in 1341 led to the laurel being conferred on poets throughout Europe in the later Middle Ages and the Early Modern period. Within the Holy Roman Empire, Maximilian I conferred the title of Imperial Poet Laureate especially frequently, and later it was bestowed with unbridled liberality by**

Counts Palatine and university rectors too. This handbook identifies more than 1300 poets laureated within the Empire and adjacent territories between 1355 and 1804, giving (wherever possible) a sketch of their lives, a list of their published works, and a note of relevant scholarly literature. The introduction and various indexes provide a detailed account of a now largely forgotten but once significant literary-sociological phenomenon and illuminate literary networks in the Early Modern period.

Programming Language Pragmatics

Elsevier **Programming Language Pragmatics, Fourth Edition, is the most comprehensive programming language textbook available today. It is distinguished and acclaimed for its integrated treatment of language design and implementation, with an emphasis on the fundamental tradeoffs that continue to drive software development. The book provides readers with a solid foundation in the syntax, semantics, and pragmatics of the full range of programming languages, from traditional languages like C to the latest in functional, scripting, and object-oriented programming. This fourth edition has been heavily revised throughout, with expanded coverage of type systems and functional programming, a unified treatment of polymorphism, highlights of the newest language standards, and examples featuring the ARM and x86 64-bit architectures. Updated coverage of the latest developments in programming language design, including C & C++11, Java 8, C# 5, Scala, Go, Swift, Python 3, and HTML 5 Updated treatment of functional programming, with extensive coverage of OCaml New chapters devoted to type systems and composite types Unified and updated treatment of polymorphism in all its forms New examples featuring the ARM and x86 64-bit architectures**

Program Development in Java

Abstraction, Specification, and Object-Oriented Design

Pearson Education **Written by a world-renowned expert on programming methodology, and the winner of the 2008 Turing Award, this book shows how to build production-quality programs--programs that are reliable, easy to maintain, and quick to modify. Its emphasis is on modular program construction: how to get the modules right and how to organize a program as a collection of modules. The book presents a methodology effective for either an individual programmer, who may be writing a small program or a single module in a larger one; or a software engineer, who may be part of a team developing a complex program comprised of many modules. Both audiences will acquire a solid foundation for object-oriented program**

design and component-based software development from this methodology. Because each module in a program corresponds to an abstraction, such as a collection of documents or a routine to search the collection for documents of interest, the book first explains the kinds of abstractions most useful to programmers: procedures; iteration abstractions; and, most critically, data abstractions. Indeed, the author treats data abstraction as the central paradigm in object-oriented program design and implementation. The author also shows, with numerous examples, how to develop informal specifications that define these abstractions--specifications that describe what the modules do--and then discusses how to implement the modules so that they do what they are supposed to do with acceptable performance. Other topics discussed include: Encapsulation and the need for an implementation to provide the behavior defined by the specification Tradeoffs between simplicity and performance Techniques to help readers of code understand and reason about it, focusing on such properties as rep invariants and abstraction functions Type hierarchy and its use in defining families of related data abstractions Debugging, testing, and requirements analysis Program design as a top-down, iterative process, and design patterns The Java programming language is used for the book's examples. However, the techniques presented are language independent, and an introduction to key Java concepts is included for programmers who may not be familiar with the language.

Operating Systems

An Advanced Course

Springer

Programming Distributed Systems

Silicon Press

Clu

Object-oriented Software Composition

Prentice Hall PTR **Over the part ten years, object-oriented technology has started to have a significant impact in industry. Despite its many positive aspects, there have been some problems in successfully applying the technology to large projects, and in achieving adequate levels of flexibilitly**

and software reuse. Based on the research of the Object Systems Group in Geneva, this book looks at a range of issues, from programming languages and systems through to tools, frameworks and methods. KEY FEATURES: Chapters are self-contained, with the development of ideas moving from programming language design issues to environments and applications. Aware of recent trends, the book examines the development of multimedia systems as an application domain. Up-to-date information on the activities of the Object Systems Group. The authors can be found on the World Wide Web.

The Annotated C++ Reference Manual

Pearson Education India

First-Order Programming Theories

Springer **This work presents a purely classical first-order logical approach to the field of study in theoretical computer science sometimes referred to as the theory of programs, or programming theory. This field essentially attempts to provide a precise mathematical basis for the common activities involved in reasoning about computer programs and programming languages, and it also attempts to find practical applications in the areas of program specification, verification and programming language design. Many different approaches with different mathematical frameworks have been proposed as a basis for programming theory. They differ in the mathe matical machinery they use to define and investigate programs and program properties and they also differ in the concepts they deal with to understand the programming paradigm. Different approaches use different tools and viewpoints to characterize the data environment of programs. Most of the approaches are related to mathe matical logic and they provide their own logic. These logics, however, are very eclectic since they use special entities to reflect a special world of programs, and also, they are usually incomparable with each other. This Babel's mess irritated us and we decided to peel off the eclectic com ponents and try to answer all the questions by using classical first-order logic.**

Program Development in Java Abstraction, Specification, and

Object-oriented Design

Addison-Wesley Professional **Liskov (engineering, Massachusetts Institute of Technology) and Guttag (computer science and engineering, also at MIT) present a component- based methodology for software program development. The book focuses on modular program construction: how to get the modules right and how to organize a program as a collection of modules. It explains the key types of abstractions, demonstrates how to develop specifications that define these abstractions, and illustrates how to implement them using numerous examples. An introduction to key Java concepts is included. Annotation copyrighted by Book News, Inc., Portland, OR.**

Expressive Form

A Conceptual Approach to Computational Design

Routledge **With the increased use of computers, architecture has found itself in the midst of a plethora of possible uses. This book combines theoretical enquiry with practical implementation offering a unique perspective on the use of computers related to architectureal form and design. Notions of exaggeration, hybrid, kinetic, algorithmic, fold and warp are examined from different points of view: historical, mathematical, philosophical or critical. Generously illustrated, this book is a source of inspiration for students and professionals.**

Object Design

Roles, Responsibilities, and Collaborations

Addison-Wesley Professional **Object technology pioneer Wirfs-Brock teams with expert McKean to present a thoroughly updated, modern, and proven method for the design of software. The book is packed with practical design techniques that enable the practitioner to get the job done.**

On a Method of Multiprogramming

Springer Science & Business Media **Here, the authors propose a method for the formal development of parallel programs - or multiprograms as they prefer**

to call them. They accomplish this with a minimum of formal gear, i.e. with the predicate calculus and the well- established theory of Owicki and Gries. They show that the Owicki/Gries theory can be effectively put to work for the formal development of multiprograms, regardless of whether these algorithms are distributed or not.

Sarah the Cyber Hero

Bookbaby **Sarah lives in a town full of superheros, but she has yet to earn her own superhero cape. The tradition is that when you save the day you earn your cape, but how will Sarah ever get a cape when her older brother, Andy, swoops in every time. One fateful day, Andy downloads a malware virus on the family computer - one that infects the whole town! Luckily, a school cyber education program has been teaching Sarah all about cyber safety and how to protect a computer from intruders. Can Sarah use her new cyber skills to shut down the dreaded virus?**

The Ecology of Computation

Elsevier Science Limited **Propelled by advances in software design and increasing connectivity, distributed computational systems are acquiring characteristics reminiscent of social and biological organizations. This volume is a collection of articles dealing with the nature, design and implementation of these open computational systems. Although varied in their approach and methodology, the articles are related by the goal of understanding and building computational ecologies. They are grouped in three major sections. The first deals with general issues underlying open systems, studies of computational ecologies, and their similarities with social organizations. The second part deals with actual implementations of distributed computation, and the third discusses the overriding problem of designing suitable languages for open systems. All the articles are highly interdisciplinary, emphasizing the application of ecological ideas, game theory, market mechanisms, and evolutionary biology in the study of open systems.**

A Program to Play Chess End Games

A program to play chess end games is described. The model used in the program is very close to the model assumed in chess books. Embedded in the model are two predicates, better and worse, which contain the heuristics of play, different for each end game. The definitions of better and worse were obtained by programmer translation from the chess books. The program model is shown to be a good one for chess end games by the success achieved for three end games. Also the model enables us to prove

that the program can reach checkmate from any starting position. Insights about translation from book problem solving methods into computer program heuristics are discussed; they are obtained by comparing the chess book methods with the definitions of better and worse, and by considering the difficulty encountered by the programmer when doing the translation. (Author).

Object-oriented Multidatabase Systems

A Solution for Advanced Applications

In order to realize the vision of an information superhighway linking people, ideas, and resources, an essential technological challenge has to be addressed: how to link, integrate, and efficiently utilize thousands of different database systems in a variety of industrial and academic settings. Recent research efforts have focused on how to use state of the art objected-oriented data models to support this multidatabases integration effort. This is the first practical and usable book on the subject. Although the emphasis in Object-Oriented Multidatabase Systems is on the integration of database systems, approaches that integrate other types of distributed systems are also included. The book is unique in its recognition and analysis of the issues involved at all levels of the integration process. Its breadth and depth make it an essential reference for all database and distributed system professionals, researchers, and students.

Replication

Theory and Practice

Springer Science & Business Media **Consistency models for replicated data /Alan D. Fekete and Krithi Ramamritham --Replication techniques for availability /Robbert van Renesse and Rachid Guerraoui --Modular approach to replication for availability /Fernando Pedone and André Schiper --Stumbling over consensus research: misunderstandings and issues /Marcos K. Aguilera --Replicating for performance: case studies /Maarten van Steen and Guillaume Pierre --A history of the virtual synchrony replication model /Ken Birman --From viewstamped replication to byzantine fault tolerance /Barbara Liskov --Implementing trustworthy services using replicated state machines /Fred B. Schneider and Lidong Zhou --State machine replication with Byzantine faults /Christian Cachin --Selected results from the latest**

decade of quorum systems research /Michael G. Merideth and Michael K. Reiter --From object replication to database replication /Fernando Pedone and André Schiper --Database replication: a tutorial /Dettina Kemme, Ricardo Jiménez-Peris, Marta Patiño-Martínez, and Gustavo Alonso --Practical database replication /Alfrânio Correia Jr. ... [et al.].

GNU Emacs LISP Reference Manual 1/2

Most of the GNU Emacs text editor is written in the programming language called Emacs Lisp. You can write new code in Emacs Lisp and install it as an extension to the editor. However, Emacs Lisp is more than a mere "extension language"; it is a full computer programming language in its own right. You can use it as you would any other programming language. Because Emacs Lisp is designed for use in an editor, it has special features for scanning and parsing text as well as features for handling files, buffers, displays, subprocesses, and so on. Emacs Lisp is closely integrated with the editing facilities; thus, editing commands are functions that can also conveniently be called from Lisp programs, and parameters for customization are ordinary Lisp variables. This manual attempts to be a full description of Emacs Lisp. For a beginner's introduction to Emacs Lisp, see An Introduction to Emacs Lisp Programming, by Bob Chassell, also published by the Free Software Foundation. This manual presumes considerable familiarity with the use of Emacs for editing; see The GNU Emacs Manual for this basic information. Generally speaking, the earlier chapters describe features of Emacs Lisp that have counterparts in many programming languages, and later chapters describe features that are peculiar to Emacs Lisp or relate specifically to editing. This is the GNU Emacs Lisp Reference Manual, corresponding to Emacs version 24.5. As Emacs Lisp became such a big project over the years, we had to split this reference manual in two parts that are two separate physical books. To keep it consistent with our digital manual, the references and page numbers cover both physical books as it were one. Therefore please note that you probably want to have both parts.

Memory Management

International Workshop IWMM 92, St.Malo, France, September 17 - 19,

1992. Proceedings

Springer **This is the first book entirely dedicated to the problem of memory management in programming language implementation. Its originality stems from the diversity of languages and approaches presented: functional programming, logic programming, object oriented programming, and parallel and sequential programming. The book contains 29 selected and refereed papers including 3 survey papers, 4 on distributed systems, 4 on parallelism, 4 on functional languages, 3 on logic programming languages, 3 on object oriented languages, 3 on incremental garbage collection, 2 on improving locality, 2 on massively parallel architectures, and an invited paper on the thermodynamics of garbage collection. The book provides a snapshot of the latest research in the domain of memory management for high-level programming language implementations.**

Expert One-on-One J2EE Development without EJB

John Wiley & Sons **What is this book about? Expert One-on-One J2EE Development without EJB shows Javadevelopers and architects how to build robust J2EE applicationswithout having to use Enterprise JavaBeans (EJB). This practical,code-intensive guide provides best practices for using simpler andmore effective methods and tools, including JavaServer pages,servlets, and lightweight frameworks. What does this book cover? The book begins by examining the limits of EJB technology— what it does well and not so well. Then the authors guideyou through alternatives to EJB that you can use to create higherquality applications faster and at lower cost — both agilemethods as well as new classes of tools that have evolved over thepast few years. They then dive into the details, showing solutions based on thelightweight framework they pioneered on SourceForge — one ofthe most innovative open source communities. They demonstrate howto leverage practical techniques and tools, including the popularopen source Spring Framework and Hibernate. This book also guidesyou through productive solutions to core problems, such astransaction management, persistence, remoting, and Web tier design.You will examine how these alternatives affect testing,performance, and scalability, and discover how lightweightarchitectures can slash time and effort on many projects. What will you learn from this book? Here are some details on what you'll find in this book: How to find the simplest and most maintainable architecture foryour application Effective transaction management without EJB How to solve common problems in enterprise software developmentusing AOP and Inversion of Control Web tier design and the place of the Web tier in awell-designed J2EE application Effective data access techniques for J2EE applications withJDBC, Hibernate, and JDO How to leverage open source**

products to improve productivityand reduce custom coding How to design for optimal performance and scalability

Transactional Information Systems

Theory, Algorithms, and the Practice of Concurrency Control and Recovery

Morgan Kaufmann **This book describes the theory, algorithms, and practical implementation techniques behind transaction processing in information technology systems.**

The Kollected Kode Vicious

Addison-Wesley Professional **The Kollected Kode Vicious brings together Kode Vicious's essays on building more effective computer systems: some of the most popular and respected essays ever published by ACM's Queue Magazine. These entertaining and incisive explorations, written as Socratic Q&A dialogues, are complemented with never-before-published material that illuminate KV's broader themes and offer new advice on code spelunking and other issues. KV's essays range from very specific coding advice to wide-ranging discussions of building distributed systems, working with difficult people, and hosting code reviews. While the topics are diverse, KV's unifying and unique voice is consistent throughout. The columns in The Kollected Kode Vicious focus on five major areas: The Kode at Hand What to do or not do with a specific piece of code Systems Design Overall systems design issues Koding Konundrums Q&As about things that surround code, such as testing and documentation Machine to Machine Distributed systems and computer networking Human to Human Dealing with other people, including developers and managers Relevant both to industry newcomers and those who've been around for decades, KV's work offers practical and pragmatic advice for everyone who codes, works with code, or works with coders.**

Digital Filters

Courier Corporation **Digital signals occur in an increasing number of applications: in telephone communications; in radio, television, and stereo sound systems; and in spacecraft transmissions, to name just a few. This introductory text examines digital filtering, the processes of smoothing, predicting, differentiating, integrating, and separating signals, as well as the removal of noise from a signal. The processes bear particular relevance**

to computer applications, one of the focuses of this book. Readers will find Hamming's analysis accessible and engaging, in recognition of the fact that many people with the strongest need for an understanding of digital filtering do not have a strong background in mathematics or electrical engineering. Thus, this book assumes only a knowledge of calculus and a smattering of statistics (reviewed in the text). Adopting the simplest, most direct mathematical tools, the author concentrates on linear signal processing; the main exceptions are the examination of round-off effects and a brief mention of Kalman filters. This updated edition includes more material on the z-transform as well as additional examples and exercises for further reinforcement of each chapter's content. The result is an accessible, highly useful resource for the broad range of people working in the field of digital signal processing.

OOPSLA ECOOP '90

Addendum to the Proceedings

Pearson Education

Hedy's Folly

The Life and Breakthrough Inventions of Hedy Lamarr, the Most Beautiful Woman in the World

Vintage **Pulitzer Prize-winning author Richard Rhodes delivers a remarkable story of science history: how a ravishing film star and an avant-garde composer invented spread-spectrum radio, the technology that made wireless phones, GPS systems, and many other devices possible. Beginning at a Hollywood dinner table, Hedy's Folly tells a wild story of innovation that culminates in U.S. patent number 2,292,387 for a "secret communication system." Along the way Rhodes weaves together Hollywood’s golden era, the history of Vienna, 1920s Paris, weapons design, music, a tutorial on patent law and a brief treatise on transmission technology. Narrated with the rigor and charisma we've come to expect of Rhodes, it is a remarkable narrative adventure about spread-spectrum radio's genesis and unlikely amateur inventors collaborating to change the world.**

Encyclopaedia Britannica Almanac 2010

Encyclopaedia Britannica, Inc. **The Encyclopaedia Britannica 2010 Almanac, is the complete source for fast facts. Published in association with Time Magazine, the Encyclopaedia Britannica Almanac 2010 includes more coverage of key subjects such as the arts, business, people, science, and the world than other leading almanacs. Read about the ongoing humanitarian crisis in Darfur, the rise of global food prices and the accompanying political and financial effects, the growing military operation in Afghanistan, the lives of influential political leaders, athletes, authors, heroes and much more !**

Ecoop '93 - Object-Oriented Programming

Cryptography and Computational Number Theory

Birkhäuser **This volume contains the refereed proceedings of the Workshop on Cryptography and Computational Number Theory, CCNT'99, which has been held in Singapore during the week of November 22-26, 1999. The workshop was organized by the Centre for Systems Security of the Na tional University of Singapore. We gratefully acknowledge the financial support from the Singapore National Science and Technology Board under the grant num ber RP960668/M. The idea for this workshop grew out of the recognition of the recent, rapid development in various areas of cryptography and computational number the ory. The event followed the concept of the research programs at such well-known research institutions as the Newton Institute (UK), Oberwolfach and Dagstuhl (Germany), and Luminy (France). Accordingly, there were only invited lectures at the workshop with plenty of time for informal discussions. It was hoped and successfully achieved that the meeting would encourage and stimulate further research in information and computer security as well as in the design and implementation of number theoretic cryptosystems and other related areas. Another goal of the meeting was to stimulate collaboration and more active interaction between mathematicians, computer scientists, practical cryptographers and engineers in academia, industry and government.**

Hesperian; 1

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