Real Time Systems C M Krishna K G Shin Tmgh

Mobile CrowdsourcingFate and Persistence of Pathogens Subjected to DisinfectionReal Time ComputingParallel and Distributed ProcessingFoundations of Dependable ComputingReadings in Real-time SystemsReal-time Fault-tolerant Communication in Computer NetworksDesign and Evaluation of Real-time Fault-tolerant Control SystemsResource Management in Real-time Systems and NetworksQoS Guarantees in Wireless/mobile NetworksGlobal States and Time in Distributed SystemsReal-Time Technology and Applications SymposiumProceedingsReal-Time Technology and ApplicationsFast Low-cost Failure Recovery for Real-time Communication in Multi-hop NetworksFTCS-22Japan Agricultural Research QuarterlyProceedingsExploring Quality-of-service Issues in Network Interface DesignReal-time Communication in Integrated Services Packet Networks Jie Wu Karl G. Linden Alexander D. Stoyenko Jose Rolim Gary M. Koob Yann-Hang Lee Qin Zheng Hagbae Kim C. Siva Ram Murthy Sunghyun Choi T. Anthony Marsland IEEE Computer Society Institute of Electrical and Electronics Engineers, Inc. Staff Seungjae Han IEEE Computer Society. TC on Distributed Processing Atri Indiresan Seok-Kyu Kweon

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this book offers the latest research results in recent development on the principles techniques and applications in mobile crowdsourcing it presents state of the art content and provides an in depth overview of the basic background in this related field

crowdsourcing involves a large crowd of participants working together to contribute or produce goods and services for the society the early 21st century applications of crowdsourcing can be called crowdsourcing 1 0 which includes businesses using crowdsourcing to accomplish various tasks such as the ability to offload peak demand access cheap labor generate better results in a timely matter and reach a wider array of talent outside the organization mobile crowdsensing can be described as an extension of crowdsourcing to the mobile network to combine the idea of crowdsourcing with the sensing capacity of mobile devices as a promising paradigm for completing complex sensing and computationtasks mobile crowdsensing serves the vital purpose of exploiting the ubiquitous smart devices carried by mobile users to make conscious or unconscious collaboration through mobile networks considering that we are in the era of mobile internet mobile crowdsensing is developing rapidly and has great advantages in deployment and maintenance sensing range and granularity reusability and other aspects due to the benefits of using mobile crowdsensing many emergent applications are now available for individuals business enterprises and governments in addition many new techniques have been developed and are being adopted this book will be of value to researchers and students targeting this topic as a reference book practitioners government officials business organizations and even customers working participating or those interested in fields related to crowdsourcing will also want to purchase this book

disinfection of wastewater is a necessary treatment process for protecting the public from potential exposure to pathogenic microorganisms because many wastewater effluents are discharged into water bodies that may be used for recreation or as future drinking water supplies two common forms of disinfection are chlorine and ultraviolet uv light however microorganisms differ in their susceptibility to uv and chlorine disinfectants it is necessary to understand how different classes of pathogens respond to uv and chlorine disinfection processes in wastewater to better develop strategies for optimizing the treatment of pathogens in wastewater it is also recognized that water quality may impact disinfection effectiveness such as protection of pathogen by particles and disinfectant demand this study investigated bacteria viruses and protozoan pathogens all species of bacteria tested were susceptible to both uv and chlorine despite differences in antibiotic resistance and tendency to aggregate upon exposure to disinfection conditions that could indicate viability of the bacteria tested but not culturability using common methods it was found that uv and chlorine were effective in eliminating the capability of viable but non culturable bacteria to resuscitate and become re infective clostridium spores were resistant to free chlorine and uv disinfection but found to be susceptible to long exposure to monochloramine cryptosporidium was resistant to all chlorine forms but very susceptible to uv irradiation pathogenic and indicator viruses tested were very susceptible to free chlorine and uv disinfection uv radiation throughout the 200 to 300 nm range was effective for inactivation of viruses and c parvum but wavelengths between 260 270 nm and below 220 nm appeared to be more effective for viruses suggesting a possible advantage for polychromatic uv sources

sequential disinfection strategies were proposed and tested to enhance inactivation of various microorganisms one scenario integrated uv disinfection followed by dynamic chloramination through addition of free chlorine and subsequent transformation to combined chlorine further disinfection of microorganisms in wastewater presents challenges that are inherent to the water matrix such as pathogens associated with particles uv and chlorine were both effective for disinfection of coliform in wastewater but chlorine was found to be more effective during long contact times for inactivation of particle associated coliform in addition to coliform both cryptosporidium parvum and salmonella typhimurium were identified as being particle associated in wastewater using molecular approaches developed to detect microbes in environmental samples

nato s division of scientific and environmental affairs sponsored this advan ced study institute because it was felt to be timely to cover this important and challengjng subject for the first time in the framework of nato s asi programme the significance of real time systems in everyones life is rapidly growing the vast spectrum of these systems can be characterised by just a few examples of increasing complexity controllers in washing machines air traffic control systems control and safety systems of nuclear power plants and finally future military systems like the strategic defense initiative sdi the import ance of such systems for the well being of people requires considerable efforts in research and development of highly reliable real time systems furthermore the competitiveness and prosperity of entire nations now depend on the early app lication and efficient utilisation of computer integrated manufacturing systems cim of which real time systems are an essential and decisive part owing to its key significance in computerised defence systems real time computing has also a special importance for the alliance the early research and development activities in this field in the 1960s and 1970s aimed towards improving the then unsatisfactory software situation thus the first high level real time languages were defined and developed rtl 2 coral 66 procol ltr and pearl in close connection with these language develop ments and with the utilisation of special purpose process control peripherals the research on real time operating systems advanced considerably

this book constitutes the refereed proceedings of 10 international workshops held in conjunction with the merged 1998 ipps spdp symposia held in orlando florida us in march april 1998 the volume comprises 118 revised full papers presenting cutting edge research or work in progress in accordance with the workshops covered the papers are organized in topical sections on reconfigurable architectures run time systems for parallel programming biologically inspired solutions to parallel processing problems randomized parallel computing solving combinatorial optimization problems in parallel pc based networks of workstations fault tolerant parallel and distributed systems formal methods for parallel programming embedded hpc systems and applications and parallel and distributed real time systems

foundations of dependable computing models and frameworks for dependable systems presents two comprehensive frameworks for reasoning about system dependability thereby establishing a context for understanding the roles played by specific approaches presented in this book s two companion volumes it then explores the range of models and analysis methods necessary to design validate and analyze dependable systems a companion to this book published by kluwer subtitled paradigms for dependable applications presents a variety of specific approaches to achieving dependability at the application level driven by the higher level fault models of models and frameworks for dependable systems and built on the lower level abstractions implemented in a third companion book subtitled system implementation these approaches demonstrate how dependability may be tuned to the requirements of an application the fault environment and the characteristics of the target platform three classes of paradigms are considered protocol based paradigms for distributed applications algorithm based paradigms for parallel applications and approaches to exploiting application semantics in embedded real time control systems another companion book published by kluwer subtitled system implementation explores the system infrastructure needed to support the various paradigms of paradigms for dependable applications approaches to implementing support mechanisms and to incorporating additional appropriate levels of fault detection and fault tolerance at the processor network and operating system level are presented a primary concern at these levels is balancing cost and performance against coverage and overall dependability as these chapters demonstrate low overhead practical solutions are attainable and not necessarily incompatible with performance considerations the section on innovative compiler support in particular demonstrates how the benefits of application specificity may be obtained while reducing hardware cost and run time overhead

abstract a network is required to provide the users with a convenient means of guaranteeing delay bounds in message transmission and making message transmission tolerant of network component failures solutions to this problem will greatly improve the quality of service of the contemporary computer networks and expand their application domains to such areas as distributed real time controls and digital continuous media motion video audio transmissions our solution to the problem is to use a new transfer mode called a real time channel which guarantees the timely delivery of messages like the circuit switched transmission while preserving the high transmission efficiency of the packet switched mode we give a comprehensive coverage of this new transfer mode from the fundamental deadline scheduling theory and real time channel protocols to the detailed hardware implementation using the spatial redundancy of a network topology real time fault tolerant communication is achieved by enhancing the basic real time channels to be single failure immune sfi or isolated failure immune ifi backup channels can also be used to increase the reliability of real time channels the issue of establishing real time channels over shared medium local area networks lans is then discussed which is of practical importance since most end systems are connected to a lan first and

then to a point to point wide area network wan we also present a technique which can significantly improve the fddi s capacity of supporting real time traffic with a few simple modifications to its medium access control mac protocols finally the application of our results for multimedia networking is illustrated through simulations

this book introduces the concepts and state of the art research developments of resource management in real time systems and networks real time systems and networks are of increasing importance in many applications including automated factories telecommunication systems defense systems and space systems this book introduces the concepts and state of the art research developments of resource management in real time systems and networks unlike other texts in the field it covers the entire spectrum of issues in resource management including task scheduling in uniprocessor real time systems task scheduling fault tolerant task scheduling and resource reclaiming in multiprocessor real time systems conventional task scheduling and object based task scheduling in distributed real time systems message scheduling qos routing dependable communication multicast communication and medium access protocols in real time networks it provides algorithmic treatments for all of the issues addressed highlighting the intuition behind each algorithm and giving examples the book also includes two chapters of case studies

selected papers on global states and time in distributed systems among the topics synchronizing clocks in the presence of faults internet time synchronization and virtual time and global state in distributed systems includes an annotated bibliography of principal associated works no index ann

the purpose of the may 1995 symposium was to bring together developers and researchers from universities industry and government to advance real time technology and its applications the proceedings comprise papers and posters that reflect recent developments in operating systems and scheduling f

proceedings of a june 1999 conference describing new areas in distributed computing including novel internet applications electronic commerce mobile and nomadic systems and groupware papers are arranged in sections on areas such as broadcast and multicast fault tolerance operating systems r

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