Linux Cluster Architecture Kaleidoscope

In an increasingly globalised built environment industry, achieving higher levels of integration across organisational and software boundaries can lead to improved economic, social and environmental outcomes. This book is the direct result of a collaborative global network of industry and academic researchers spread across nine countries as part of CIB's (International Council for Research and Innovation in Building and Construction) Task Group 90 (TG90) Information Integration in Construction (IICON). The book provides a broad view of some of the opportunities and challenges brought by integrating information across organisational and system boundaries in the built environment industry. Chapters cover a large range of topics and are separated into three sections: resources, processes and added value. They provide a much-needed international perspective on a current global evolution in the industry and present leading original research and valuable lessons for researchers, industry practitioners, government clients and policy makers across the industry. Key features include: a broad range of topics that are not covered elsewhere in the literature; contributions from a diverse group of industry research leaders from across the globe; exemplar case studies providing real-world examples of where information integration has been a key factor for success or lack thereof has been at the root cause of failure; an analysis of future priority areas for research and development investment as well as their strategic implications for public and private decision-makers; the book will deliver innovation in best practice methodology for information sharing across disciplines and between the design, construction and asset management sectors.

Each section consists of thought pieces and interviews by some of the leaders who are successfully navigating the contemporary difficult and changing market environment.

Linux Cluster ArchitectureSams Publishing

This book examines the notion of storytelling in videogames. This topic allows new perspectives on the enduring problem of narrative in digital games, while also opening up different avenues of inquiry. The collection looks at storytelling in games from many perspectives. Topics include the remediation of Conrad's Heart of Darkness in games such as Spec Ops: The Line; the storytelling similarities in Twin Peaks and Deadly Premonition, a new concept of 'choice poetics'; the esthetics of Alien films and games, and a new theoretical overview of early game studies on narrative

Web-Based Learning: Theory, Research, and Practice explores the state of the art in the research and use of technology in education and training from a learning perspective. This edited book is divided into three major sections: *Policy, Practice, and Implementation Issues -- an overview of policy issues, as well as tools and designs to facilitate implementation of Web-based learning; *Theory and Research Issues -- a look at theoretical foundations of current and future Web-based learning; the section also includes empirical studies of Web-based learning; and *Summary and Conclusions -- highlights key issues in each chapter and outlines a research and development agenda. Within this framework the book addresses several important issues, including: the primacy of learning as a focus for technology; the need to integrate technology with high standards and content expectations; the paucity of and need to support the development of technology-based curriculum and tools; the need to integrate assessment in technology and improve assessment through the use of technology; and the

need for theory-driven research and evaluation studies to increase our knowledge and efficacy. Web-Based Learning is designed for professionals and graduate students in the educational technology, human performance, assessment and evaluation, vocational/technical, and educational psychology communities.

This book constitutes the refereed proceedings of the Second European Conference on Technology Enhanced Learning, EC-TEL 2007, held in Crete, Greece in September 2007. The papers presented were carefully reviewed and selected from 116 submissions. The conference provides a unique forum for all research related to technology-enhanced learning, as well as its interactions with knowledge management, business processes and work environments.

This book serves as a single-source reference to the state-of-the-art in Internet of Things (IoT) platforms, services, tools, programming languages, and applications. In particular, the authors focus on IoT-related requirements such as low-power, time-to-market, connectivity, reliability, interoperability, security, and privacy. Authors discuss the question of whether we need new IoT standardization bodies or initiatives, toward a fully connected, cyber-physical world. Coverage includes the research outcomes of several, current European projects related to IoT platforms, services, APIs, tools, and applications.

The term “network” is now applied to everything from the Internet to terrorist-cell systems. But the word’s ubiquity has also made it a cliché, a concept at once recognizable yet hard to explain. Network Aesthetics, in exploring how popular culture mediates our experience with interconnected life, reveals the network’s role as a way for people to construct and manage their world—and their view of themselves. Each chapter considers how popular media and artistic forms make sense of decentralized network metaphors and infrastructures. Patrick

Jagoda first examines narratives from the 1990s and 2000s, including the novel Underworld, the film Syriana, and the television series The Wire, all of which play with network forms to promote reflection on domestic crisis and imperial decline in contemporary America. Jagoda then looks at digital media that are interactive, nonlinear, and dependent on connected audiences to show how recent approaches, such as those in the videogame Journey, open up space for participatory and improvisational thought. Contributing to fields as diverse as literary criticism, digital studies, media theory, and American studies, Network Aesthetics brilliantly demonstrates that, in today's world, networks are something that can not only be known, but also felt, inhabited, and, crucially, transformed.

Convergence of the life sciences with fields including physical, chemical, mathematical, computational, engineering, and social sciences is a key strategy to tackle complex challenges and achieve new and innovative solutions. However, institutions face a lack of guidance on how to establish effective programs, what challenges they are likely to encounter, and what strategies other organizations have used to address the issues that arise. This advice is needed to harness the excitement generated by the concept of convergence and channel it into the policies, structures, and networks that will enable it to realize its goals. Convergence investigates examples of organizations that have established mechanisms to support convergent research. This report discusses details of current programs, how organizations have chosen to measure success, and what

has worked and not worked in varied settings. The report summarizes the lessons learned and provides organizations with strategies to tackle practical needs and implementation challenges in areas such as infrastructure, student education and training, faculty advancement, and inter-institutional partnerships. If you want to master the art and science of reverse engineering code with IDA Pro for security R&D or software debugging, this is the book for you. Highly organized and sophisticated criminal entities are constantly developing more complex, obfuscated, and armored viruses, worms, Trojans, and botnets. IDA Pro's interactive interface and programmable development language provide you with complete control over code disassembly and debugging. This is the only book which focuses exclusively on the world's most powerful and popular took for reverse engineering code. *Reverse Engineer REAL Hostile Code To follow along with this chapter, you must download a file called !DANGER!INFECTEDMALWARE!DANGER!... 'nuff said. *Portable Executable (PE) and Executable and Linking Formats (ELF) Understand the physical layout of PE and ELF files, and analyze the components that are essential to reverse engineering. *Break Hostile Code Armor and Write your own Exploits Understand execution flow, trace functions, recover hard coded passwords, find vulnerable functions, backtrace execution, and craft a buffer overflow. *Master Debugging

Debug in IDA Pro, use a debugger while reverse engineering, perform heap and stack access modification, and use other debuggers. *Stop Anti-Reversing Anti-reversing, like reverse engineering or coding in assembly, is an art form. The trick of course is to try to stop the person reversing the application. Find out how! *Track a Protocol through a Binary and Recover its Message Structure Trace execution flow from a read event, determine the structure of a protocol, determine if the protocol has any undocumented messages, and use IDA Pro to determine the functions that process a particular message. *Develop IDA Scripts and Plug-ins Learn the basics of IDA scripting and syntax, and write IDC scripts and plug-ins to automate even the most complex tasks.

Fundamentals of 5G Mobile Networks provides an overview of the key features of the 5th Generation (5G) mobile networks, discussing the motivation for 5G and the main challenges in developing this new technology. This book provides an insight into the key areas of research that will define this new system technology paving the path towards future research and development. The book is multi-disciplinary in nature, and aims to cover a whole host of intertwined subjects that will predominantly influence the 5G landscape, including Future Internet, cloud computing, small cells and self-organizing networks (SONs), cooperative communications, dynamic spectrum management and cognitive radio, Broadcast-

Broadband convergence, 5G security challenge, and green RF. The book aims to be the first of its kind towards painting a holistic perspective on 5G Mobile, allowing 5G stakeholders to capture key technology trends on different layering domains and to identify potential inter-disciplinary design aspects that need to be solved in order to deliver a 5G Mobile system that operates seamlessly as a piece of the 5G networking jigsaw. Key features: • Addresses the fundamentals of 5G mobile networks serving as a useful study guide for mobile researchers and system engineers aiming to position their research in this fast evolving arena. • Develops the Small cells story together with nextï¿1?2]generation SON (self-organizing networks) systems as solutions for addressing the unprecedented traffic demand and variations across cells. • Elaborates Mobile Cloud technology and Services for future communication platforms, acting as a source of inspiration for corporations looking for new business models to harness the 5G wave. • Discusses the open issues facing broadï¿1?2]scale commercial deployment of white space networks, including the potential for applications towards the future 5G standard. • Provides a scientific assessment for broadcast and mobile broadband convergence coupled together with a ´win-win' convergence solution to harmonize the broadcasting and mobile industry. • Describes the key components, trends and challenges, as well as the system

requirements for 5G transceivers to support multiï¿1?2]standard radio, a source of inspiration for RF engineers and vendors to tie down the requirements and potential solutions for next generation handsets.

The book reports on advanced theories and methods in two related engineering fields: electrical and electronic engineering, and communications engineering and computing. It highlights areas of global and growing importance, such as renewable energy, power systems, mobile communications, security and the Internet of Things (IoT). The contributions cover a number of current research issues, including smart grids, photovoltaic systems, wireless power transfer, signal processing, 4G and 5G technologies, IoT applications, mobile cloud computing and many more. Based on the proceedings of the first International Conference on Emerging Trends in Electrical, Electronic and Communications Engineering (ELECOM 2016), held in Voila Bagatelle, Mauritius from November 25 to 27, 2016, the book provides graduate students, researchers and professionals with a snapshot of the state-of-the-art and a source of new ideas for future research and collaborations.

Information communication technologies have become the necessity in everyday life enabling increased level of communication, processing and information exchange to extent that one could not imagine only a decade ago. Innovations in

these technologies open new fields in areas such as: language processing, biology, medicine, robotics, security, urban planning, networking, governance and many others. The applications of these innovations are used to define services that not only ease, but also increase the quality of life. Good education is essential for establishing solid basis of individual development and performance. ICT is integrated part of education at every level and type. Therefore, the special focus should be given to possible deployment of the novel technologies in order to achieve educational paradigms adapted to possible educational consumer specific and individual needs. This book offers a collection of papers presented at the Fifth International Conference on ICT Innovations held in September 2013, in Ohrid, Macedonia. The conference gathered academics, professionals and practitioners in developing solutions and systems in the industrial and business arena especially innovative commercial implementations, novel applications of technology, and experience in applying recent ICT research advances to practical solutions.

This open access book presents how Open Science is a powerful tool to boost Higher Education. The book introduces the reader into Open Access, Open Technology, Open Data, Open Research results, Open Licensing, Open Accreditation, Open Certification, Open Policy and, of course, Open Educational

Resources. It brings all these key topics from major players in the field; experts that present the current state of the art and the forthcoming steps towards a useful and effective implementation. This book presents radical, transgenic solutions for recurrent and long-standing problems in Higher Education. Every chapter presents a clear view and a related solution to make Higher Education progress and implement tools and strategies to improve the user's performance and learning experience. This book is part of a trilogy with companion volumes on Radical Solutions & Learning Analytics and Radical Solutions & eLearning. Blended and online learning skills are rapidly becoming essential for effective teaching and learning in universities and colleges. Covering theory where useful but maintaining an emphasis on practice, this book provides teachers and lecturers with an accessible introduction to e-learning. Beginning by exploring the meaning of 'e-learning', it supports tutors in identifying how they plan to use technology to support courses that blend online and face-to-face interactions. Illustrated by a range of case of studies, the book covers: designing quality, appropriate effective and online learning efficient and sustainable e-learning activity providing appropriate feedback to learners devising student activities and sourcing learning resources managing online and offline interactions Packed with practical advice and ideas, this book provides the core skills and knowledge that

teachers in HE and FE need when starting out and further developing their teaching course design for blended and online learning.

This book overviews performance tuning and capacity planning for the experience professional. It also covers traditional UNIX tolls that have been ported to Linux. Coverage includes: theoretical overview of performance tuning; a discussion of the risks involved and plans for prevention; examination of popular UNIX tools; examination of native Linux performance tuning tools; concepts of capacity planning; and esigning and managing a capacity plan.

Smart-lighting design is a rapidly growing area of interactive and cross-disciplinary design that is defining new practices in the profession. SuperLux is an international celebration of the ingenuity and artistry of the latest lighting technology and the Smart Light movement. The books three sections focus on projects that use light to animate architecture and media screens; new forms of lighting in industrial zones and public areas, including wayfinding and streetlighting; and interactive installations in urban spaces. Each section is punctuated by essays by leading experts and designers in the field.

toparticipateactivelyinknowledgecommunicationandknowledgeconstruction, mobile and ubiquitous computing technologies enable the integration of inf- mal and formal learning support.

Annotation A guide to the popular version control system, this book walks Git users through the source control implications of how a team is structured, and how the software is delivered to

clients. The book then covers not just how to use popular work flow strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.
Advances in hardware, software, and audiovisual rendering technologies of recent years have unleashed a wealth of new capabilities and possibilities for multimedia applications, creating a need for a comprehensive, up-to-date reference. The Encyclopedia of Multimedia Technology and Networking provides hundreds of contributions from over 200 distinguished international experts, covering the most important issues, concepts, trends, and technologies in multimedia technology. This must-have reference contains over 1,300 terms, definitions, and concepts, providing the deepest level of understanding of the field of multimedia technology and networking for academicians, researchers, and professionals worldwide.
This book provides you with an accessible overview of network management covering management not just of networks themselves but also of services running over those networks. It also explains the different technologies that are used in network management and how they relate to each other.--[book cover].
Cluster computers provide a low-cost alternative to multiprocessor systems for many applications. Building a cluster computer is within the reach of any computer user with solid C programming skills and a knowledge of operating systems, hardware, and networking. This book leads you through the design and assembly of such a system, and shows you how to mearsure and tune its overall performance. A cluster computer is a multicomputer, a network of node computers running distributed software that makes them work together as a team. Distributed software turns a collection of networked computers into a distributed system. It presents the user with a single-system image and gives the system its personality. Software

can turn a network of computers into a transaction processor, a supercomputer, or even a novel design of your own. Some of the techniques used in this book's distributed algorithms might be new to many readers, so several of the chapters are dedicated to such topics. You will learn about the hardware needed to network several PCs, the operating system files that need to be changed to support that network, and the multitasking and the interprocess communications skills needed to put the network to good use. Finally, there is a simple distributed transaction processing application in the book. Readers can experiment with it, customize it, or use it as a basis for something completely different.

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.

Dissertation on self-adaptable mechanisms for EPC mobile operator network.

Beschrijving van vijfentwintig open source applicaties.

The authors comprehensively cover GIMP by teaching readers all aspects ranging from installing to scripting to working faster and more efficiently through shortcuts. Features a 32-page Color Studio with inspiring images readers can create by learning all of the program's techniques in the book. The CD-ROM contains core GIMP software, plug-ins, and libraries that add file formats and effects to harness the power of this expandable and extensible program.

This volume presents a collection of peer-reviewed, scientific articles from the 15th International Conference on Information Technology – New Generations, held at Las Vegas. The collection addresses critical areas of Machine Learning, Networking and Wireless Communications, Cybersecurity, Data Mining, Software Engineering, High Performance Computing Architectures, Computer Vision, Health, Bioinformatics, and Education.

This book presents a framework for mobile information systems, focusing on quality of service and adaptability at all architectural levels. These levels range from adaptive applications to e-services, middleware, and infrastructural elements, as developed in the "Multichannel Adaptive Information Systems" (MAIS) project. The design models, methods, and tools developed in the project allow the realization of adaptive mobile information systems in a variety of different architectures.

If you want to use Adobe Flex to build production-quality Rich Internet Applications for the enterprise, this groundbreaking book shows you exactly what's required. You'll learn efficient techniques and best practices, and compare several frameworks and tools available for RIA development -- well beyond anything you'll find in Flex tutorials and product documentation. Through many practical examples, the authors impart their considerable experience to help you overcome challenges during your project's life cycle. Enterprise Development with Flex also suggests proper tools and methodologies, guidelines for determining the skill sets required for the project, and much more. Choose among several frameworks to build Flex applications, including Cairngorm, PureMVC, Mate, and Clear Toolkit Apply selected design patterns with Flex Learn how to extend the Flex framework and build your own component library Develop a sample AIR application that automatically synchronizes local and remote databases to support your sales force Get solutions for leveraging AMF protocol and synchronizing Flex client data modifications with BlazeDS-based servers Determine the actual performance of your application and improve its efficiency

The chips in present-day cell phones already contain billions of sub-100-nanometer transistors. By 2020, however, we will see systems-on-chips

with trillions of 10-nanometer transistors. But this will be the end of the miniaturization, because yet smaller transistors, containing just a few control atoms, are subject to statistical fluctuations and thus no longer useful. We also need to worry about a potential energy crisis, because in less than five years from now, with current chip technology, the internet alone would consume the total global electrical power! This book presents a new, sustainable roadmap towards ultra-low-energy (femto-Joule), high-performance electronics. The focus is on the energy-efficiency of the various chip functions: sensing, processing, and communication, in a top-down spirit involving new architectures such as silicon brains, ultra-low-voltage circuits, energy harvesting, and 3D silicon technologies. Recognized world leaders from industry and from the research community share their views of this nanoelectronics future. They discuss, among other things, ubiquitous communication based on mobile companions, health and care supported by autonomous implants and by personal carebots, safe and efficient mobility assisted by co-pilots equipped with intelligent micro-electromechanical systems, and internet-based education for a billion people from kindergarden to retirement. This book should help and interest all those who will have to make decisions associated with future electronics: students, graduates, educators, and researchers, as well as managers, investors, and policy makers. Introduction:

Towards Sustainable 2020 Nanoelectronics.- From Microelectronics to Nanoelectronics.- The Future of Eight Chip Technologies.- Analog–Digital Interfaces.- Interconnects and Transceivers.- Requirements and Markets for Nanoelectronics.- ITRS: The International Technology Roadmap for Semiconductors.- Nanolithography.- Power-Efficient Design Challenges.- Superprocessors and Supercomputers.- Towards Terabit Memories.- 3D Integration for Wireless Multimedia.- The Next-Generation Mobile User-Experience.- MEMS (Micro-Electro-Mechanical Systems) for Automotive and Consumer.- Vision Sensors and Cameras.- Digital Neural Networks for New Media.- Retinal Implants for Blind Patients.- Silicon Brains.- Energy Harvesting and Chip Autonomy.- The Energy Crisis.- The Extreme-Technology Industry.- Education and Research for the Age of Nanoelectronics.- 2020 World with Chips.

This document is a collection of slang terms used by various subcultures of computer hackers. Though some technical material is included for background and flavor, it is not a technical dictionary; what we describe here is the language hackers use among themselves for fun, social communication, and technical debate.

Covering both the theoretical and practical aspects of fault-tolerant mobile systems, and fault tolerance and analysis, this book tackles the current issues of

reliability-based optimization of computer networks, fault-tolerant mobile systems, and fault tolerance and reliability of high speed and hierarchical networks. The book is divided into six parts to facilitate coverage of the material by course instructors and computer systems professionals. The sequence of chapters in each part ensures the gradual coverage of issues from the basics to the most recent developments. A useful set of references, including electronic sources, is listed at the end of each chapter. Contents:Fundamental Concepts in Fault Tolerance and Reliability AnalysisFault Modeling, Simulation and DiagnosisError Control and Self-Checking CircuitsFault Tolerance in Multiprocessor SystemsFault-Tolerant Routing in Multi-Computer NetworksFault Tolerance and Reliability in Hierarchical Interconnection NetworksFault Tolerance and Reliability of Computer NetworksFault Tolerance in High Speed Switching NetworksFault Tolerance in Distributed and Mobile Computing SystemsFault Tolerance in Mobile NetworksReliability and Yield Enhancement of VLSI/WSI CircuitsDesign of fault-tolerant Processor ArraysAlgorithm-Based Fault ToleranceSystem Level Diagnosis ISystem Level Diagnosis IIFault Tolerance and Reliability of RAID SystemsHigh Availability in Computer Systems Readership: Computer engineers, computer scientists, information scientists, graduate and senior undergraduate students in information science and computer engineering. Keywords:Fault

Tolerance;Reliability;Availability;Fault Modeling;Fault Diagnosis;Network ReliabilityKey Features:Comprehensive coverage of issues in fault tolerance and reliability analysisSimple treatment of difficult issues via examples with figures, tables and graphs

A comprehensive overview of the Internet of Things' core concepts, technologies, and applications Internet of Things A to Z offers a holistic approach to the Internet of Things (IoT) model. The Internet of Things refers to uniquely identifiable objects and their virtual representations in an Internet-like structure. Recently, there has been a rapid growth in research on IoT communications and networks, that confirms the scalability and broad reach of the core concepts. With contributions from a panel of international experts, the text offers insight into the ideas, technologies, and applications of this subject. The authors discuss recent developments in the field and the most current and emerging trends in IoT. In addition, the text is filled with examples of innovative applications and real-world case studies. Internet of Things A to Z fills the need for an up-to-date volume on the topic. This important book: Covers in great detail the core concepts, enabling technologies, and implications of the Internet of Things Addresses the business, social, and legal aspects of the Internet of Things Explores the critical topic of security and privacy challenges for both individuals and organizations Includes a discussion of advanced topics such as the need for standards and interoperability Contains contributions from an international group of experts in academia, industry, and research Written for ICT researchers, industry professionals, and lifetime IT learners as well as academics and students, Internet of Things A to Z provides a much-needed and

comprehensive resource to this burgeoning field.

Learn about the latest in cognitive and autonomous network management Towards Cognitive Autonomous Networks: Network Management Automation for 5G and Beyond delivers a comprehensive understanding of the current state-of-the-art in cognitive and autonomous network operation. Authors Mwanje and Bell fully describe today's capabilities while explaining the future potential of these powerful technologies. This book advocates for autonomy in new 5G networks, arguing that the virtualization of network functions render autonomy an absolute necessity. Following that, the authors move on to comprehensively explain the background and history of large networks, and how we come to find ourselves in the place we're in now. Towards Cognitive Autonomous Networks describes several novel techniques and applications of cognition and autonomy required for end-to-end cognition including: • Configuration of autonomous networks • Operation of autonomous networks • Optimization of autonomous networks • Self-healing autonomous networks The book concludes with an examination of the extensive challenges facing completely autonomous networks now and in the future.

PACS: A Guide to the Digital Revolution, Second Edition, fills an incredible need by explaining the technological advances associated with the transition of radiology departments to filmless environments. The editors are leaders in the field of medical imaging and they provide insight into emerging technologies for physicians, administrators, and other interested groups. Chapters address key topics in current literature with regard to the generation, transfer, interpretation, and distribution of images. This new edition has been updated to include: 1. An overview of the latest medical imaging standards; 2. A discussion of security issues as they relate to PACS, especially regarding HIPAA; 3. An introduction to current information on PACS

workstations, including the impact of new software and hardware on radiologists; 4. An updated explanation of data storage and compression that highlights how advancements are applied; 5. A section on how PACS influences research and education.

This book offers an overview of some recent advances in the Computational Bioacoustics methods and technology. In the focus of discussion is the pursuit of scalability, which would facilitate real-world applications of different scope and purpose, such as wildlife monitoring, biodiversity assessment, pest population control, and monitoring the spread of disease transmitting mosquitoes. The various tasks of Computational Bioacoustics are described and a wide range of audio parameterization and recognition tasks related to the automated recognition of species and sound events is discussed. Many of the Computational Bioacoustics methods were originally developed for the needs of speech, audio, or image processing, and afterwards were adapted to the requirements of automated acoustic recognition of species, or were elaborated further to address the challenges of real-world operation in 24/7 mode. The interested reader is encouraged to follow the numerous references and links to web resources for further information and insights. This book is addressed to Software Engineers, IT experts, Computer Science researchers, Bioacousticians, and other practitioners concerned with the creation of new tools and services, aimed at enhancing the technological support to Computational Bioacoustics applications. STTM, Speech Technology and Text Mining in Medicine and Health Care This series demonstrates how the latest advances in speech technology and text mining positively affect patient healthcare and, in a much broader sense, public health at large. New developments in text mining methods have allowed health care providers to monitor a large population of patients at any time and from any location.

Employing advanced summarization techniques, patient data can be readily extracted from extensive clinical documents in electronic health records and immediately made available to the physician. These same summarization techniques can also aid the healthcare provider in extracting from the large corpora of medical literature the relevant information for treating the patient. The series topics include the design and acceptance of speech-enabled robots that assist in the operating room, studies of signal processing and acoustic modeling for speech and communication disorders, advanced statistical speech enhancement methods for creating synthetic voice, and technologies for addressing speech and language impairments. Titles in the Series consist of both authored books and edited contributions. All authored books and contributed works are peer-reviewed. The Series is for speech scientists and speech engineers, machine learning experts, biomedical engineers, medical speech pathologists, linguists, and healthcare professionals

This book constitutes the proceedings of the 3rd International Conference on E-Learning, E-Education, and Online Training, eLEOT 2016, held in Dublin, Ireland, August 31 – September 2, 2016. The 25 revised full papers presented were carefully reviewed and selected from 35 submissions. They focus on topics as augmented reality learning, blended learning, learning analytics, mobile learning, virtual learning environments.