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Understand the MPEG-21 Multimedia Framework, the

standard for the creation, delivery and consumption of multimedia. This text is the comprehensive guide to MPEG-21, the technology that provides an open framework for multimedia applications. Whereas previous MPEG standards defined compression techniques, MPEG-21 offers methods for the search, access, storage and Rights protection of content. The MPEG-21 Book offers a complete introduction to standardisation, before proceeding to discuss the vision behind MPEG-21, what 'Digital Items' are, how they are adapted and how their contents can be protected. The book provides coverage of the individual parts of the standard to an advanced level, with chapters dedicated to each of the core technologies. The authors describe not only the present situation, but also emerging developments and the relation of MPEG-21 to the other MPEG standards, giving essential insights into the future of MPEG and its impact on multimedia. The MPEG-21 Book: Provides an accessible explanation of the MPEG-21 standards and specifications. Presents a comprehensive overview of the technical issues that MPEG-21 covers, including the foundational Digital Item Declaration, Digital Item Identification, Digital Item Adaptation, and Digital Item Processing. Offers in-depth and up-to-date coverage of Rights Expression Language and Rights Data Dictionary. Provides first detailed treatments of Event Reporting and IPMP Components. Reviews the new MPEG technologies Multimedia Middleware, Multimedia Application Formats (MAFs) and Digital Item Streaming. The MPEG-21 Book will provide an essential resource to researchers, engineers, Internet designers, systems designers, and content providers, creators and

distributors in the entertainment and broadcasting industries. Students in communications technology, media technology and multimedia signal processing will also find it an invaluable guide to this cutting-edge technology.

The Anarchist Cookbook will shock, it will disturb, it will provoke. It places in historical perspective an era when "Turn on, Burn down, Blow up" are revolutionary slogans of the day. Says the author "This book... is not written for the members of fringe political groups, such as the Weatherman, or The Minutemen. Those radical groups don't need this book. They already know everything that's in here. If the real people of America, the silent majority, are going to survive, they must educate themselves. That is the purpose of this book." In what the author considers a survival guide, there is explicit information on the uses and effects of drugs, ranging from pot to heroin to peanuts. There is detailed advice concerning electronics, sabotage, and surveillance, with data on everything from bugs to scramblers. There is a comprehensive chapter on natural, non-lethal, and lethal weapons, running the gamut from cattle prods to sub-machine guns to bows and arrows.

This book presents a rich compilation of real-world cases on digitalization, the goal being to share first-hand insights from respected organizations and to make digitalization more tangible. As virtually every economic and societal sector is now being challenged by emerging technologies, the digital economy is a

highly volatile, uncertain, complex and ambiguous place – and one that holds substantial challenges and opportunities for established organizations. Against this backdrop, this book reports on best practices and lessons learned from organizations that have succeeded in overcoming the challenges and seizing the opportunities of the digital economy. It illustrates how twenty-one organizations have leveraged their capabilities to create disruptive innovations, to develop digital business models, and to digitally transform themselves. These cases stem from various industries (e.g. automotive, insurance, consulting, and public services) and countries, reflecting the many facets of digitalization. As all case descriptions follow a uniform schema, they are easily accessible, and provide insightful examples for practitioners as well as interesting cases for researchers, teachers and students. Digitalization is reshaping business on a global scale, and it is evident that organizations must transform to thrive in the digital economy.

Digitalization Cases provides first-hand insights into the efforts of renowned companies. The presented actions, results, and lessons learned are a great inspiration for managers, students, and academics.

Anna Kopp, Head of IT Germany, Microsoft

Understanding digitalization in all its facets requires knowledge about its opportunities and challenges in different contexts. Providing 21 cases from different companies all around the world, Digitalization Cases makes an important contribution toward the comprehensibility of digitalization – from a practical and a scientific point of view. Dorothy Leidner, Ferguson Professor of Information Systems, Baylor University This book is a great source of inspiration

and insight on how to drive digitalization. It shows easy to understand good practice examples which illustrate opportunities, and at the same time helps to learn what needs to be done to realize them. I consider this book a must-read for every practitioner who cares about digitalization. Martin Petry, Chief Information Officer and Head of Business Excellence, Hilti

This textbook presents global supply chain and operations management from a comprehensive perspective, combining value creation networks and interacting processes. It focuses on the operational roles in the networks and presents the quantitative and organizational methods needed to plan and control the material, information and financial flows in the supply chain. Each chapter of the book starts with an introductory case study. Numerous examples from various industries and services help to illustrate the key concepts. The book explains how to design operations and supply networks and how to incorporate suppliers and customers. As matching supply and demand is a core aspect of tactical planning, the book focuses on it before turning to the allocation of resources for fulfilling customer demands. Providing readers with a working knowledge of global supply chain and operations management, this textbook can be used in core, special and advanced classes. Therefore, the book targets a broad range of students and professionals involved with supply chain and operations management. Special focus is directed at bridging theory and practice.

This book will help readers comprehend technical and policy elements of telecommunication particularly in the context of 5G. It first presents an overview of the current research and standardization practices and lays down the global frequency spectrum allocation process. It further lists solutions to accommodate 5G spectrum requirements. The readers will find a considerable amount of information on 4G (LTE-Advanced), LTE-Advance Pro, 5G NR (New Radio); transport network technologies, 5G NGC (Next Generation Core), OSS (Operations Support Systems), network deployment and end-to-end 5G network architecture. Some details on multiple network elements (end products) such as 5G base station/small cells and the role of semiconductors in telecommunication are also provided. Keeping trends in mind, service delivery mechanisms along with state-of-the-art services such as MFS (mobile financial services), mHealth (mobile health) and IoT (Internet-of-Things) are covered at length. At the end, telecom sector's burning challenges and best practices are explained which may be looked into for today's and tomorrow's networks. The book concludes with certain high level suggestions for the growth of telecommunication, particularly on the importance of basic research, departure from ten-year evolution cycle and having a 20-30 year plan. Explains the conceivable six phases of mobile telecommunication's ecosystem that includes R&D, standardization, product/network/device & application development, and burning challenges and best practices Provides an overview of research and standardization on 5G Discusses solutions to address 5G spectrum requirements while describing the global frequency

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spectrum allocation process Presents various case studies and policies Provides details on multiple network elements and the role of semiconductors in telecommunication Presents service delivery mechanisms with special focus on IoT

Graphics and game developers must learn to program for mobility. This book will teach you how. "This book - written by some of the key technical experts...provides a comprehensive but practical and easily understood introduction for any software engineer seeking to delight the consumer with rich 3D interactive experiences on their phone. Like the OpenGL ES and M3G standards it covers, this book is destined to become an enduring standard for many years to come." - Lincoln Wallen, CTO, Electronic Arts, Mobile "This book is an escalator, which takes the field to new levels. This is especially true because the text ensures that the topic is easily accessible to everyone with some background in computer science...The foundations of this book are clear, and the authors are extremely knowledgeable about the subject. - Tomas Akenine-Möller, bestselling author and Professor of Computer Science at Lund University "This book is an excellent introduction to M3G. The authors are all experienced M3G users and developers, and they do a great job of conveying that experience, as well as plenty of practical advice that has been proven in the field." - Sean Ellis, Consultant Graphics Engineer, ARM Ltd The exploding popularity of mobile computing is undeniable. From cell phones to portable gaming systems, the global demand for multifunctional mobile devices is driving amazing hardware and software developments. 3D graphics

are becoming an integral part of these ubiquitous devices, and as a result, Mobile 3D Graphics is arguably the most rapidly advancing area of the computer graphics discipline. Mobile 3D Graphics is about writing real-time 3D graphics applications for mobile devices. The programming interfaces explained and demonstrated in this must-have reference enable dynamic 3D media on cell phones, GPS systems, portable gaming consoles and media players. The text begins by providing thorough coverage of background essentials, then presents detailed hands-on examples, including extensive working code in both of the dominant mobile APIs, OpenGL ES and M3G. C/C++ and Java Developers, graphic artists, students, and enthusiasts would do well to have a programmable mobile phone on hand to try out the techniques described in this book. The authors, industry experts who helped to develop the OpenGL ES and M3G standards, distill their years of accumulated knowledge within these pages, offering their insights into everything from sound mobile design principles and constraints, to efficient rendering, mixing 2D and 3D, lighting, texture mapping, skinning and morphing. Along the way, readers will benefit from the hundreds of included tips, tricks and caveats. Written by experts at Nokia whose workshops at industry conferences are blockbusters The programs used in the examples are featured in thousands of professional courses each year

Mobile Python is the introduction of Python programming language to the mobile space. This practical hands-on book teaches readers how to

realize their application ideas on the Symbian OS. Programming on the Symbian mobile platform has been difficult and time consuming in the past. This innovative new title will remedy this problem. Chapters deal with topics that are based on Python S60 features and presented in an order that lets the user learn first the “simple to code” ones and then increasing in complexity.

The proceedings covers advanced and multi-disciplinary research on design of smart computing and informatics. The theme of the book broadly focuses on various innovation paradigms in system knowledge, intelligence and sustainability that may be applied to provide realistic solution to varied problems in society, environment and industries. The volume publishes quality work pertaining to the scope of the conference which is extended towards deployment of emerging computational and knowledge transfer approaches, optimizing solutions in varied disciplines of science, technology and healthcare.

Use this guide to get help with consumer purchases, problems and complaints. Find consumer contacts at hundreds of companies and trade associations; local, state, and federal government agencies; national consumer organizations; and more.

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