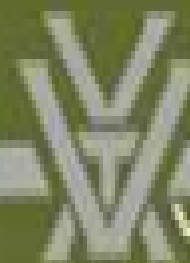




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Winternals Defragmentation, Recovery, and Administration Field Guide Dave Kleiman, Laura E Hunter, 2006-06-19 The only book available for the market leading Winternals tools used in over 70 000 Microsoft networks worldwide The book begins with a chapter describing the most common challenges faced by system administrators related to system recovery data backup and system performance enhancements The next chapters introduce the readers to the complete suite of Winternals solutions including Recovery Manager Defrag Manager and the Administrator s Pak which repairs unbootable or locked out systems restores lost data and removes malware from infected machines Chapters on the Administrator Pak detail all the components of this powerful suite of tools including ERD Commander 2005 Remote Recover NTFSDOS Professional Crash Analyzer Wizard FileRestore Filemon Enterprise Edition Regmon Enterprise Edition AD Explorer Insight for Active Directory and TCP Tools Each of these chapters details the complete functionality of all tools and also provides detailed examples for using all tools in relatively simple to extremely complex scenarios The chapters and companion Web site also include dozens of working scripts to automate many data recovery backup and performance enhancement tasks Winternals tools are the market leading data recovery and system optimization tools for Microsoft Networks These tools are deployed in more than 70 000 companies worldwide Despite the popularity of the Winternals tools there are no competing books The companion Web site to the book will provide dozens of working scripts to optimize and enhance the performance of the Winternals tools

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Network Performance and Security Chris Chapman,2016-03-10 *Network Performance Security Testing and Analyzing Using Open Source and Low Cost Tools* gives mid level IT engineers the practical tips and tricks they need to use the best open source or low cost tools available to harden their IT infrastructure The book details how to use the tools and how to interpret them *Network Performance Security Testing and Analyzing Using Open Source and Low Cost Tools* begins with an overview of best practices for testing security and performance across devices and the network It then shows how to document assets such as servers switches hypervisor hosts routers and firewalls using publicly available tools for network inventory The book explores security zoning the network with an emphasis on isolated entry points for various classes of access It shows how to use open source tools to test network configurations for malware attacks DDoS botnet rootkit and worm attacks and concludes with tactics on how to prepare and execute a mediation schedule of the who what where when and how when an attack hits Network security is a requirement for any modern IT infrastructure Using *Network Performance Security Testing and Analyzing Using Open Source and Low Cost Tools* makes the network stronger by using a layered approach of practical advice and good testing practices Offers coherent consistent guidance for those tasked with securing the network within an organization and ensuring that it is appropriately tested Focuses on practical real world implementation and testing Employs a vetted security testing by example style to demonstrate best practices and minimize false positive testing Gives practical advice for securing BYOD devices on the network how to test and defend against internal threats and how to continuously validate a firewall device software and configuration Provides analysis in addition to step by step methodologies *Pedestrian Behavior* Harry Timmermans,2009-11-19

Studies of pedestrian behaviour have gained attention in a variety of disciplines Different technologies have been used to collect data about pedestrian movement patterns This book aims to document these developments in research and modelling approaches It includes modelling approaches such as cellular automata models and fluid dynamics **Computer Vision -- ACCV 2014** Daniel Cremers,Ian Reid,Hideo Saito,Ming-Hsuan Yang,2015-04-15 The five volume set LNCS 9003 9007 constitutes the thoroughly refereed post conference proceedings of the 12th Asian Conference on Computer Vision ACCV 2014 held in Singapore Singapore in November 2014 The total of 227 contributions presented in these volumes was carefully reviewed and selected from 814 submissions The papers are organized in topical sections on recognition 3D vision low level vision and features segmentation face and gesture tracking stereo physics video and events and poster sessions 1 3 *The Biometric Computing* Karm Veer Arya,Robin Singh Bhadoria,2019-11-05 The *Biometric Computing Recognition Registration* presents introduction of

biometrics along with detailed analysis for identification and recognition methods This book forms the required platform for understanding biometric computing and its implementation for securing target system It also provides the comprehensive analysis on algorithms architectures and interdisciplinary connection of biometric computing along with detailed case studies for newborns and resolution spaces The strength of this book is its unique approach starting with how biometric computing works to research paradigms and gradually moves towards its advancement This book is divided into three parts that comprises basic fundamentals and definitions algorithms and methodologies and futuristic research and case studies Features A clear view to the fundamentals of Biometric Computing Identification and recognition approach for different human characteristics Different methodologies and algorithms for human identification using biometrics traits such as face Iris fingerprint palm print voiceprint etc Interdisciplinary connection of biometric computing with the fields like deep neural network artificial intelligence Internet of Biometric Things low resolution face recognition etc This book is an edited volume by prominent invited researchers and practitioners around the globe in the field of biometrics describes the fundamental and recent advancement in biometric recognition and registration This book is a perfect research handbook for young practitioners who are intending to carry out their research in the field of Biometric Computing and will be used by industry professionals graduate and researcher students in the field of computer science and engineering

Virtual Reality Technology Grigore C. Burdea,Philippe Coiffet,2024-09-18 Thorough overview of virtual reality technology fundamentals and latest advances with coverage of hardware software human factors and applications plus companion Laboratory Manual in Unity 3D The Third Edition of the first comprehensive technical book on the subject of virtual reality Virtual Reality Technology provides updated and expanded coverage of VR technology including where it originated how it has evolved and where it is going Its primary objective is to be a complete up to date textbook as well as a source of information on a rapidly developing field of science and technology with broad societal impact The two highly qualified authors cover all of the latest innovations and applications that are making virtual reality more important than ever before Unlike other books on the subject the book also includes a chapter on Human Factors which are very important in designing technology around the human user Virtual Reality Technology provides Instructors with a website accessible Laboratory Manual using the Unity 3D game engine and programming language Unity 3D is the preferred VR language these days and will prepare the student for the VR gaming and mobile applications industry For universities Unity 3D is cost effective as its student license is freely available With comprehensive coverage of the subject Virtual Reality Technology discusses sample topics such as Input and output interfaces including holographic displays foveated head mounted displays neural interfaces haptic and olfactory feedback Computing architecture with emphasis on the rendering pipeline the graphics processing unit and distributed edge rendering Object modeling including physical and behavioral aspects Artificial Intelligence controlled characters and model management techniques Programming toolkits for virtual reality and the game production pipeline Human factors issues

such as user performance and sensorial conflict cybersickness and societal impact aspects of VR Application examples in medical education virtual rehabilitation virtual heritage gaming and military use of virtual reality Virtual Reality Technology provides thorough and complete coverage of an in demand sector of technology making it a highly valuable resource for undergraduate and graduate students in computer science engineering and science along with a variety of professionals across many different industries including but not limited to engineering gaming healthcare and defense Digital Cinematography David Stump, 2014-03-21 First published in 2014 With the shift from film to digital a new view of the future of cinematography has emerged Today s successful cinematographer must be equal parts artist technician and business person The cinematographer needs to master the arts of lighting composition framing and other aesthetic considerations as well as the technology of digital cameras recorders and workflows and must know how to choose the right tools within their budget to get the job done David Stump s Digital Cinematography focusses primarily on the tools and technology of the trade looking at how digital cameras work the ramifications of choosing one camera versus another and how those choices help creative cinematographers to tell a story This book empowers you to both correctly choose the right camera and workflow for your project from today s incredibly varied options as well as understand the ins and outs of implementing those options Stump sheds a light on the confusing advantages and disadvantages of shooting theatrical features using digital technology and what it can or can t do Topics covered include Detailed coverage of Arriflex Blackmagic Canon Ikonoskop Panasonic Panavision Phantom Red Silicon Imaging Sony and Weisscam digital motion picture cameras Coverage of a wide variety of lenses including Angenieux Canon Cooke Fujinon Hawk Leica Panavision Red Schneider Sony UniqOptics Vantage and Zeiss Coverage of recorders displays and look management tools Exposure theory tips learn how to correctly expose digital cameras Focusing tips learn how to focus digital cameras correctly Checklists to help design digital workflows Practical tips on preparation prepare for shooting a digital motion picture like a professional Camera set up and operation color management digital intermediates 3D stereo cinematography future trends and much more If you aspire to be a successful cinematographer in this new digital age or if you already are a working cinematographer in need of a resource to help you stay on top of your game this is a must read book **Fish4Knowledge: Collecting and Analyzing Massive Coral Reef**

Fish Video Data Robert B. Fisher, Yun-Heh Chen-Burger, Daniela Giordano, Lynda Hardman, Fang-Pang Lin, 2016-03-24 This book gives a start to finish overview of the whole Fish4Knowledge project in 18 short chapters each describing one aspect of the project The Fish4Knowledge project explored the possibilities of big video data in this case from undersea video Recording and analyzing 90 thousand hours of video from ten camera locations the project gives a 3 year view of fish abundance in several tropical coral reefs off the coast of Taiwan The research system built a remote recording network over 100 Tb of storage supercomputer processing video target detection and tracking fish species recognition and analysis a large SQL database to record the results and an efficient retrieval mechanism Novel user interface mechanisms were developed to

provide easy access for marine ecologists who wanted to explore the dataset The book is a useful resource for system builders as it gives an overview of the many new methods that were created to build the Fish4Knowledge system in a manner that also allows readers to see how all the components fit together *Monthly Catalog of United States Government Publications* ,1994 *PC.* ,1982 **USN Legendary Jets** , Programming Embedded Systems Michael Barr,Anthony Massa,2006-10-11 Authored by two of the leading authorities in the field this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software **Computer Vision - ECCV 2024** Aleš Leonardis,Elisa Ricci,Stefan Roth,Olga Russakovsky,Torsten Sattler,Gül Varol,2024-11-20 The multi volume set of LNCS books with volume numbers 15059 upto 15147 constitutes the refereed proceedings of the 18th European Conference on Computer Vision ECCV 2024 held in Milan Italy during September 29 October 4 2024 The 2387 papers presented in these proceedings were carefully reviewed and selected from a total of 8585 submissions They deal with topics such as Computer vision Machine learning Deep neural networks Reinforcement learning Object recognition Image classification Image processing Object detection Semantic segmentation Human pose estimation 3D reconstruction Stereo vision Computational photography Neural networks Image coding Image reconstruction and Motion estimation

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