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Service computing is a cross-disciplinary field that covers science and technology, and represents a

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promising direction for distributed computing and software development methodologies. It aims to bridge the gap between business services and IT services by supporting the whole lifecycle of services innovation. Over the last ten years applications in industry and academic research have produced considerable progress and success

Service Computing: Concept, Method and Technology presents the concept of service computing and a proposed reference architecture for service computing research before proceeding to introduce two underlying technologies: Web services and service-oriented architecture. It also presents the authors' latest research findings on hot topics such as service discovery, recommendation, composition, verification, service trust, dynamic configuration and big data service. Some new models and methods are proposed including three service discovery methods based on semantics and skyline technologies, two service recommendation methods using graph mining and QoS prediction, two service composition methods with graph planning and one service verification method using π calculus and so on. Moreover, this book introduces JTang, an underlying platform supporting service computing, which is a product of the authors' last ten years of research and development. Systematically reviews all the research on service computing

Introduces state-of-art research works on service computing and provides a road map for future directions

Bridges the gap between service computing theory and practice

Provides guidance for both industry and academia

An authoritative treatment of urban computing, offering an overview of the field, fundamental techniques, advanced models, and novel applications.

Urban computing brings powerful computational techniques to bear on such urban challenges as pollution, energy consumption, and traffic congestion. Using today's large-scale computing infrastructure and data gathered from sensing technologies, urban computing combines computer science with urban planning, transportation, environmental science, sociology, and other areas of urban studies,

tackling specific problems with concrete methodologies in a data-centric computing framework. This authoritative treatment of urban computing offers an overview of the field, fundamental techniques, advanced models, and novel applications. Each chapter acts as a tutorial that introduces readers to an important aspect of urban computing, with references to relevant research. The book outlines key concepts, sources of data, and typical applications; describes four paradigms of urban sensing in sensor-centric and human-centric categories; introduces data management for spatial and spatio-temporal data, from basic indexing and retrieval algorithms to cloud computing platforms; and covers beginning and advanced topics in mining knowledge from urban big data, beginning with fundamental data mining algorithms and progressing to advanced machine learning techniques. Urban Computing provides students, researchers, and application developers with an essential handbook to an evolving interdisciplinary field. Covers the important concepts, methodologies, technologies, applications, social issues, and emerging trends in this field. Provides researchers, managers, and other professionals with the knowledge and tools they need to properly understand the role of end-user computing in the modern organization. We live in a wireless society, one where convenience and accessibility determine the efficacy of the latest electronic gadgets and mobile devices. Making the most of these technologies—and ensuring their security against potential attackers—requires increased diligence in mobile technology research and development. Mobile Computing and Wireless Networks: Concepts, Methodologies, Tools, and Applications brings together a comprehensive range of voices and research in the area of mobile and wireless technologies, exploring the successes and failures, advantages and drawbacks, and benefits and limitations of the technology. With applications in a plethora of different research and topic areas, this multi-volume reference work benefits researchers, service providers, end-users, and information

technology professionals. This four-volume reference work includes a diverse array of chapters and authors covering topics such as m-commerce, network ethics, mobile agent systems, mobile learning, communications infrastructure, and applications in fields such as business, healthcare, government, tourism, and more. "This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher. Professionals in the interdisciplinary field of computer science focus on the design, operation, and maintenance of computational systems and software. Methodologies and tools of engineering are utilized alongside computer applications to develop efficient and precise information databases. Computer Systems and Software Engineering: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on trends, techniques, and uses of various technology applications and examines the benefits and challenges of these computational developments. Highlighting a range of pertinent topics such as utility computing, computer security, and information systems applications, this multi-volume book is ideally designed for academicians, researchers, students, web designers, software developers, and practitioners interested in computer systems and software engineering. The book contains several new concepts, techniques, applications and case studies for cyber securities in parallel and distributed computing The main objective of this book is to explore the concept of cybersecurity in parallel and distributed computing along with recent research developments in the field. Also included are various real-time/offline applications and case studies in the fields of engineering and computer science and the modern tools and technologies used. Information concerning various topics relating to cybersecurity technologies is organized within the sixteen chapters of this book. Some of the important topics covered include:

Research and solutions for the problem of hidden image detection Security aspects of data mining and possible solution techniques A comparative analysis of various methods used in e-commerce security and how to perform secure payment transactions in an efficient manner Blockchain technology and how it is crucial to the security industry Security for the Internet of Things Security issues and challenges in distributed computing security such as heterogeneous computing, cloud computing, fog computing, etc. Demonstrates the administration task issue in unified cloud situations as a multi-target enhancement issue in light of security Explores the concepts of cybercrime and cybersecurity and presents the statistical impact it is having on organizations Security policies and mechanisms, various categories of attacks (e.g., denial-of-service), global security architecture, along with distribution of security mechanisms Security issues in the healthcare sector with existing solutions and emerging threats. Enhances libraries worldwide through top research compilations from over 250 international authors in the field of e-business. "This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing"-- "This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing"- "This collection compiles research in all areas of the global information domain. It examines culture in information systems, IT in developing countries, global e-business, and the worldwide information society, providing critical knowledge to fuel the future work of researchers, academicians and practitioners in fields such as information science, political science, international relations, sociology, and many more"--Provided by publisher. Includes articles in topic areas such as autonomic computing, operating system architectures, and open source software technologies and applications. "This book offers an in-depth

explanation of multimedia technologies within their many specific application areas as well as presenting developing trends for the future"--Provided by publisher. "This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"--Provided by publisher. Explores cloud computing, breaking down the concepts, models, mechanisms, and architectures of this technology while allowing for the financial assessment of resources and how they compare to traditional storage systems. "This reference is a broad, multi-volume collection of the best recent works published under the umbrella of computer engineering, including perspectives on the fundamental aspects, tools and technologies, methods and design, applications, managerial impact, social/behavioral perspectives, critical issues, and emerging trends in the field"--Provided by publisher. Through expanded intelligence, the use of robotics has fundamentally transformed a variety of fields, including manufacturing, aerospace, medicine, social services, and agriculture. Continued research on robotic design is critical to solving various dynamic obstacles individuals, enterprises, and humanity at large face on a daily basis. Robotic Systems: Concepts, Methodologies, Tools, and Applications is a vital reference source that delves into the current issues, methodologies, and trends relating to advanced robotic technology in the modern world. Highlighting a range of topics such as mechatronics, cybernetics, and human-computer interaction, this multi-volume book is ideally designed for robotics engineers, mechanical engineers, robotics technicians, operators, software engineers, designers, programmers, industry professionals, researchers, students, academicians, and computer practitioners seeking current research on developing innovative ideas for intelligent and autonomous robotics systems. The fields of computer vision and image processing are constantly evolving as new research and applications in

these areas emerge. Staying abreast of the most up-to-date developments in this field is necessary in order to promote further research and apply these developments in real-world settings. Computer Vision: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on development of computers for gaining understanding about videos and digital images. Highlighting a range of topics, such as computational models, machine learning, and image processing, this multi-volume book is ideally designed for academicians, technology professionals, students, and researchers interested in uncovering the latest innovations in the field. Innovative tools and techniques for the development and design of software systems are essential to the problem solving and planning of software solutions. Software Design and Development: Concepts, Methodologies, Tools, and Applications brings together the best practices of theory and implementation in the development of software systems. This reference source is essential for researchers, engineers, practitioners, and scholars seeking the latest knowledge on the techniques, applications, and methodologies for the design and development of software systems. "This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing"- As technology continues to become more sophisticated, mimicking natural processes and phenomena also becomes more of a reality. Continued research in the field of natural computing enables an understanding of the world around us, in addition to opportunities for man-made computing to mirror the natural processes and systems that have existed for centuries. Nature-Inspired Computing: Concepts, Methodologies, Tools, and Applications takes an interdisciplinary approach to the topic of natural computing, including emerging technologies being developed for the purpose of simulating natural phenomena, applications across industries, and the future outlook of biologically and nature-inspired

technologies. Emphasizing critical research in a comprehensive multi-volume set, this publication is designed for use by IT professionals, researchers, and graduate students studying intelligent computing. Semantic computing is critical for the development of semantic systems and applications that must utilize semantic analysis, semantic description, semantic interfaces, and semantic integration of data and services to deliver their objectives. Semantic computing has enormous capabilities to enhance the efficiency and throughput of systems that are based on key emerging concepts and technologies such as semantic web, internet of things, blockchain technology, and knowledge graphs. Thus, research that expounds advanced concepts, methods, technologies, and applications of semantic computing for solving challenges in real-world domains is vital. *Advanced Concepts, Methods, and Applications in Semantic Computing* is a scholarly reference book that provides a sound theoretical foundation for the application of semantic methods, concepts, and technologies for practical problem solving. It is designed as a comprehensive and reliable resource on how semantic-oriented approaches can be used to aid new emergent technologies and tackle real-world problems. Covering topics that include deep learning, machine learning, blockchain technology, and semantic web services, this book is ideal for professionals, academicians, researchers, and students working in the field of semantic computing in various disciplines, including but not limited to software engineering, systems engineering, knowledge engineering, electronic commerce, computer science, and information technology. "This reference presents a vital compendium of research detailing the latest case studies, architectures, frameworks, methodologies, and research on Grid and Cloud Computing"- Penetrates the human computer interaction (HCI) field with breadth and depth of comprehensive research. As the Web grows and expands into ever more remote parts of the world, the availability of resources over the Internet increases exponentially.

Making use of this widely prevalent tool, organizations and individuals can share and store knowledge like never before. Cloud Technology: Concepts, Methodologies, Tools, and Applications investigates the latest research in the ubiquitous Web, exploring the use of applications and software that make use of the Internet's anytime, anywhere availability. By bringing together research and ideas from across the globe, this publication will be of use to computer engineers, software developers, and end users in business, education, medicine, and more. Uncovers the growing and expanding phenomenon of human behavior, social constructs, and communication in online environments. "This publication covers the latest innovative research findings involved with the incorporation of technologies into everyday aspects of life"--Provided by publisher. "This publication covers the latest innovative research findings involved with the incorporation of technologies into everyday aspects of life"--Provided by publisher. Computational concepts and techniques have always played a major role in control engineering since the first computer-based control systems were put into operation over twenty years ago. This role has in fact been accelerating over the intervening years as the sophistication of the computing methods and tools available, as well as the complexity of the control problems they have been used to solve, have also increased. In particular, the introduction of the microprocessor and its use as a low-cost computing element in a distributed computer control system has had a profound effect on the way in which the design and implementation of a control system is carried out and, to some extent, on the theory which underlies the basic design strategies. The development of interactive computing has encouraged a substantial growth in the use of computer aided design methods and robust and efficient numerical algorithms have been produced to support these methods. Major advances have also taken place in the languages used for control system implementation, notably the recent

introduction of Ada", a language whose design is based on some very fundamental computer science concepts derived and developed over the past decade. With the extremely high rate of change in the field of computer science, the more recent developments have outpaced their incorporation into new control system design and implementation techniques. "This multiple-volume publication advances the emergent field of mobile computing offering research on approaches, observations and models pertaining to mobile devices and wireless communications from over 400 leading researchers"-- Provided by publisher. "This book presents the latest research, case studies, best practices, and methodologies within the field of IT project management, offering research from top experts around the world in a variety of IT project management applications and job sectors"--Provided by publisher. "The proposed book is arranged in such a way that a novice with no prior experience of Fog Computing may explore this domain. It will be a publicly accessible source of information for distributed computing researchers as well as professionals looking to improve their security and connectivity understanding in IoT devices. This book is also useful for researchers and professionals working in the field of wireless communication security and privacy research. This book is intended for students, professionals, researchers, and developers who are working in or interested in the field of Fog Computing. One of the book's distinguishing aspects is that it covers a variety of case studies and future possibilities in the field of Fog Computing"-- Web service technologies are redefining the way that large and small companies are doing business and exchanging information. Due to the critical need for furthering automation, engagement, and efficiency, systems and workflows are becoming increasingly more web-based. Web Services: Concepts, Methodologies, Tools, and Applications is an innovative reference source that examines relevant theoretical frameworks, current practice guidelines, industry standards and standardization, and the latest empirical

research findings in web services. Highlighting a range of topics such as cloud computing, quality of service, and semantic web, this multi-volume book is designed for computer engineers, IT specialists, software designers, professionals, researchers, and upper-level students interested in web services architecture, frameworks, and security.