Raspberry Pi Ieee

Build DIY wireless projects using the Raspberry Pi Zero W board About This Book Explore the functionalities of the Raspberry Pi Zero W with exciting projects Master the wireless features (and extend the use cases) of this $10 chip A project-based guide that will teach you to build simple yet exciting projects using the Raspberry Pi Zero W board Who This Book Is For If you are a hobbyist or an enthusiast and want to get your hands on the latest Raspberry Pi Zero W to build exciting wireless projects, then this book is for you. Some prior programming knowledge, with some experience in electronics, would be useful. What You Will Learn Set up a router and connect Raspberry Pi Zero W to the internet Create a two-wheel mobile robot and control it from your Android device Build an automated home bot assistant device Host your personal website with the help of Raspberry Pi Zero W Connect Raspberry Pi Zero to speakers to play your favorite music Set up a web camera connected to the Raspberry Pi Zero W and add another security layer to your home automation In Detail The Raspberry Pi has always been the go–to, lightweight ARM-based computer. The recent launch of the Pi Zero W has not disappointed its audience with its $10 release. "W" here stands for Wireless, denoting that the Raspberry Pi is solely focused on the recent trends for wireless tools and the relevant use cases. This is where our book—Raspberry Pi Zero W Wireless Projects—comes into its own. Each chapter will help you design and build a few DIY projects using the Raspberry Pi Zero W board. First, you will learn how to create a wireless decentralized chat service (client-client) using the Raspberry Pi's features?. Then you will make a simple two-wheel mobile robot and control it via your Android device over your local Wi-Fi network. Further, you will use the board to design a home bot that can be connected to plenty of devices in your home. The next two projects build a simple web streaming security layer using a web camera and portable speakers that will adjust the playlist according to your mood. You will also build a home server to host files and websites using the board. Towards the end, you will create free Alexa voice recognition software and an FPV Pi Camera, which can be used to monitor a system, watch a movie, spy on something, remotely control a drone, and more. By the end of this book, you will have developed the skills required to build exciting and complex projects with Raspberry Pi Zero W. Style and approach A step-by-step guide that will help you design and create simple yet exciting projects using the Raspberry Pi Zero W board.

This book focuses on RFID (Radio Frequency Identification), IoT (Internet of Things), and WSN (Wireless Sensor Network). It includes contributions that discuss the security and privacy issues as well as the opportunities and applications that are tightly linked to sensitive infrastructures and strategic services. This book addresses the complete functional framework and workflow in IoT-enabled RFID systems and explores basic and high-level concepts. It is based on the latest technologies and covers the major challenges, issues, and advances in the field. It presents data acquisition and case studies related to data-intensive technologies in RFID-based IoT and includes WSN-based systems and their security. It can serve as a manual for those in the industry while also helping beginners to understand both the basic and advanced aspects of IoT-based RFID-related issues. This book can be a premier interdisciplinary platform for researchers, practitioners, and educators to present and discuss the most recent innovations, trends, and concerns as well as practical challenges encountered, and find solutions that have been adopted in the fields of IoT and analytics.

Computing Methodologies 2019 will provide an outstanding international forum for scientists from all over the world to share ideas and achievements in the theory and practice of all areas of inventive systems which includes artificial intelligence, automation systems, computing systems, electronics systems, electrical and informative systems etc Presentations should highlight computing methodologies as a concept that combines theoretical research and applications in automation, information and computing technologies All aspects of inventive systems are of interest theory, algorithms, tools, applications, etc

The 2018 International Conference on Computer Communication and Informatics (ICCCI 2018) aims to provide an outstanding opportunity for both academic and industrial communities alike to address new trends and challenges and emerging technologies on topics relevant to today s fast moving areas of Computer, Communication and Informatics The conference will feature invited talks and referred paper presentations The vision of ICCCI 2018 is to develop foster communication among researchers and practitioners working in a wide variety of areas in communication and informatics with a common interest

Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

An all-in-one reference to the major Home Area Networking, Building Automation and AMI protocols, including 802.15.4 over radio or PLC, 6LowPAN/RPL, ZigBee 1.0 and Smart Energy 2.0, Zwave, LON, BACNet, KNX, ModBus, mBus, C.12 and DLMS/COSEM, and the new ETSI M2M system level standard. In-depth coverage of Smart-grid and EV charging use cases. This book describes the Home Area Networking, Building Automation and AMI protocols and their evolution towards open protocols based on IP such as 6LowPAN and ETSI M2M. The authors discuss the approach taken by service providers to interconnect the protocols and solve the challenge of massive scalability of machine-to-machine communication for mission-critical applications, based on the next generation machine-to-machine ETSI M2M architecture. The authors demonstrate, using the example of the smartgrid use case, how the next generation utilities, by interconnecting and activating our physical environment, will be able to deliver more energy (notably for electric vehicles) with less impact on our natural resources. Key Features: Offers a comprehensive overview of major existing M2M and AMI protocols Covers the system aspects of large scale M2M and smart grid

applications Focuses on system level architecture, interworking, and nationwide use cases Explores recent emerging technologies: 6LowPAN, ZigBee SE 2.0 and ETSI M2M, and for existing technologies covers recent developments related to interworking Relates ZigBee to the issue of smartgrid, in the more general context of carrier grade M2M applications Illustrates the benefits of the smartgrid concept based on real examples, including business cases This book will be a valuable guide for project managers working on smartgrid, M2M, telecommunications and utility projects, system engineers and developers, networking companies, and home automation companies. It will also be of use to senior academic researchers, students, and policy makers and regulators.

4 th International conference on I SMAC (IoT in Social, Mobile, Analytics and Cloud) (I SMAC 2020) is being organized on 7 9, October 2020 by SCAD Institute of Technology at Palladam, India I SMAC will provide an outstanding international forum for sharing knowledge and results in all future fields of Internet of Things in Social, Mobile, Analytics and Cloud I SMAC provides quality key experts who provide an opportunity in bringing up innovative ideas Recent updates in the in the field of IoT will be a platform for the upcoming researchers The conference will be Complete, Concise, Clear and Cohesive in terms of research related to IoT

Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

Create unique and amazing projects by using the powerful combination of Yocto and Raspberry Pi About This Book Set up and configure the Yocto Project efficiently with Raspberry Pi Deploy multimedia applications from existing Yocto/OE layers An easy-to-follow guide to utilize your custom recipes on your Raspberry Pi Who This Book Is For If you are a student or a developer of embedded software, embedded Linux engineer or embedded systems in competence with Raspberry Pi and want to discover the Yocto Project, then this book is for you. Experience with Yocto is not needed. What You Will Learn Explore the basic concept of Yocto's build system and how it is organized in order to use it efficiently with Raspberry Pi Generate your first image with Yocto for the Raspberry Pi Understand how to customize your Linux kernel within the Yocto Project Customize your image in order to integrate your own applications Write your own recipes for your graphical applications Integrate a custom layer for the Raspberry Pi In Detail The Yocto Project is a Linux Foundation workgroup, which produces tools (SDK) and processes (configuration, compilation, installation) that will enable the creation of Linux distributions for embedded software, independent of the architecture of embedded software (Raspberry Pi, i.MX6, and so on). It is a powerful build system that allows you to master your personal or professional development. This book presents you with the configuration of the Yocto Framework for the Raspberry Pi, allowing you to create amazing and innovative projects using the Yocto/OpenEmbedded eco-system. It starts with the basic introduction of Yocto's build system, and takes you through the setup and deployment steps for Yocto. It then helps you to develop an understanding of Bitbake (the task scheduler), and learn how to create a basic recipe through a GPIO application example. You can then explore the different types of Yocto recipe elements (LICENSE, FILES, SRC_URI, and so on). Next, you will learn how to customize existing recipes in Yocto/OE layers and add layers to your custom environment (qt5 for example). Style and approach A step by step guide covering the fundamentals to create amazing new projects with Raspberry Pi and Yocto.

The research domains like Computing, Communication, Control and Automation has led to exponential increase in the number of people using these technologies and also their interest in research and development activities To prepare ourselves for this global competition, Pimpri Chinchwad College of Engineering, Pune has conceptualized the 4th International Conference on Computing Communication Control and Automation (ICCUBEA) 2018 under IEEE Pune Section during 16th to 18th August, 2018 This three days International Conference ICCUBEA 2018 will focus on the latest research trends and applications in the domains of Computing, Communication, Control and Automation This conference is designed to provide a common platform to the academicians, research scholars, industry experts and students to spread knowledge on scientific research in Interdisciplinary areas Also the pre conference tutorials by the esteemed experts will enrich the technical takeaways for the delegates

International conference on Electronics and Sustainable Communication Systems (ICESC 2020) is one of the eminent conferences organized by Hindustan Institute of Technology, Coimbatore, India dedicated to drive innovation in nearly every aspect of electronic and communication systems The primary aim of ICESC 2020 is to promote the high quality and sustainable research works in an international platform of scientists, researchers, and industrialists by bringing together the state of the art research work in different facets of electronics and communication systems and discuss, share and exchange the research ideas under one common platform Prospective authors are invited to contribute and address different themes and topics of the conference

Computer in Technical Systems, Intelligent Systems, Distributed Computing and Visualization Systems, Communication Systems, Information Systems Security, Digital Economy, Computers in Education, Microelectronics, Electronic Technology, Education Apply a methodology and practical solutions for monitoring the behavior of the Internet of Things (IoT), industrial control systems (ICS), and other critical network devices with the inexpensive Raspberry Pi. With this book, you will master passive monitoring and detection of aberrant behavior, and learn how to generate early indications and warning of attacks targeting IoT, ICS, and other critical network resources. Defending IoT Infrastructures with the Raspberry Pi provides techniques and scripts for the discovery of dangerous data leakage events emanating from IoT devices. Using Raspbian Linux and specialized Python scripts, the book walks

through the steps necessary to monitor, detect, and respond to attacks targeting IoT devices. There are several books that cover IoT, IoT security, Raspberry Pi, and Python separately, but this book is the first of its kind to put them all together. It takes a practical approach, providing an entry point and level playing field for a wide range of individuals, small companies, researchers, academics, students, and hobbyists to participate. What You'll Learn Create a secure, operational Raspberry Pi IoT sensor Configure and train the sensor using "normal" IoT behavior Establish analytics for detecting aberrant activities Generate real-time alerts to preempt attacks Identify and report data-leakage events originating from IoT devices Develop custom Python applications for cybersecurity Who This Book Is For Cybersecurity specialists, professors teaching in undergraduate and graduate programs in cybersecurity, students in cybersecurity and computer science programs, software developers and engineers developing new cybersecurity defenses, incident response teams, software developers and engineers in general, and hobbyists wanting to expand the application of Raspberry Pi into both IoT and cybersecurity

2019 42nd International Convention on Information and Communication Technology, Electronics and Microelectronics (MIPRO) This book explores the inputs with regard to individuals and companies who have developed technologies and innovative solutions, bioinformatics, datasets, apps for diagnosis, etc., that can be leveraged for strengthening the fight against coronavirus. It focuses on technology solutions to stop Covid-19 outbreak and mitigate the risk. The book contains innovative ideas from active researchers who are presently working to find solutions, and they give insights to other researchers to explore the innovative methods and predictive modeling techniques. The novel applications and techniques of established technologies like artificial intelligence (AI), Internet of things (IoT), big data, computer vision and machine learning are discussed to fight the spread of this disease, Covid-19. This pandemic has triggered an unprecedented demand for digital health technology solutions and unleashing information technology to win over this pandemic.

Augment your IoT skills with the help of engaging and enlightening tutorials designed for Raspberry Pi 3 Key Features Design and implement state-of-the-art solutions for the Internet of Things Build complex projects using motions detectors, controllers, sensors, and Raspberry Pi 3 A hands-on guide that provides interoperable solutions for sensors, actuators, and controllers Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. Mastering Internet of Things starts by presenting IoT fundamentals and the smart city. You will learn the important technologies and protocols that are used for the Internet of Things, their features, corresponding security implications, and practical examples on how to use them. This book focuses on creating applications and services for the Internet of Things. Further, you will learn to create applications and services for the Internet of Things. You will be discover various interesting projects and understand how to publish sensor data, control devices, and react to asynchronous events using the XMPP protocol. The book also introduces chat, to interact with your devices. You will learn how to automate your tasks by using Internet of Things Service Platforms as the base for an application. You will understand the subject of privacy, requirements they should be familiar with, and how to avoid violating any of the important new regulations being introduced. At the end of the book, you will have mastered creating open, interoperable and secure networks of things, protecting the privacy and integrity of your users and their information. What you will learn Create your own project, run and debug it Master different communication patterns using the MQTT, HTTP, CoAP, LWM2M and XMPP protocols Build trust-based as hoc networks for open, secure and interoperable communication Explore the IoT Service Platform Manage the entire product life cycle of devices Understand and set up the security and privacy features required for your system Master interoperability, and how it is solved in the realms of HTTP,CoAP, LWM2M and XMPP Who this book is for If you're a developer or electronic engineer and are curious about the Internet of Things, this is the book for you. With only a rudimentary understanding of electronics and Raspberry Pi 3, and some programming experience using managed code, such as C# or Java, you will be taught to develop state-of-the-art solutions for the Internet of Things.

Leverage the full potential of IoT with the combination of Raspberry Pi 3 and Python and architect a complete IoT system that is the best fit for your organization Key Features Build complex Python-based applications with IoT Explore different concepts, technologies, and tradeoffs in the IoT architectural stack Delve deep into each element of the IoT design—from sensors to the cloud Book Description The Internet of Things (IoT) is the fastest growing technology market. Industries are embracing IoT technologies to improve operational expenses, product life, and people's well-being. We'll begin our journey with an introduction to Raspberry Pi and quickly jump right into Python programming. We'll learn all concepts through multiple projects, and then reinforce our learnings by creating an IoT robot car. We'll examine modern sensor systems and focus on what their power and functionality can bring to our system. We'll also gain insight into cloud and fog architectures, including the OpenFog standards. The Learning Path will conclude by discussing three forms of prevalent attacks and ways to improve the security of our IoT infrastructure. By the end of this Learning Path, we will have traversed the entire spectrum of technologies needed to build a successful IoT system, and will have the confidence to build, secure, and monitor our IoT infrastructure. This Learning Path includes content from the following Packt products: Internet of Things Programming Projects by Colin Dow Internet of Things for Architects by Perry Lea What you will learn Build a home security dashboard using an infrared motion detector Receive data and display it with an actuator connected to the Raspberry Pi Build an IoT robot car that is controlled via the Internet Use IP-based communication to easily and quickly scale your system Explore cloud protocols, such as Message Queue Telemetry Transport (MQTT) and CoAP Secure communication with encryption forms, such as symmetric key Who this book is for This Learning Path is designed for developers, architects, and system designers who are interested in building exciting projects with Python by understanding the IoT ecosphere, various technologies, and tradeoffs. Technologists and technology managers who want to develop a broad view of IoT architecture, will also find this Learning Path useful. Prior programming knowledge of Python is a must.

TALE provides a forum for scholars and practitioners to share their knowledge and experience in both engineering and technology education as well as the innovative use of technologies for learning in higher education, K 12, corporate, government, and other settings

The Third International Conference on Smart Systems and Inventive Technology (ICSSIT 2020) is being organized by Francis Xavier Engineering College, Tirunelveli, India during 20 22 August 2020 ICSSIT 2020 will provide an outstanding international forum for sharing knowledge and results in all fields of science, engineering and Technology ICSSIT provides quality key experts who provide an opportunity in bringing up innovative ideas Recent updates in the in the field of technology will be a platform for the upcoming researchers The conference will be Complete, Concise, Clear and Cohesive in terms of research related to Smart Systems and Technology

Annotation This first IEEE EmergiTech 2016 conference aims at bringing local and international researchers, academicians, business community and research scholars on a common platform to share their experiences, innovative ideas and research findings about the aspects of emerging trends and technologies to build smarter cities and countries. From the local perspective, this conference is well in line with the vision of the Government to build a new economy based on smart and collaborative systems and serve as a pioneering leader in the region by transforming the economy into a vibrant and prosperous one.

Build your own Internet of Things (IoT) projects for prototyping and proof-of-concept purposes. This book contains the tools needed to build a prototype of your design, sense the environment, communicate with the Internet (over the Internet and Machine to Machine communications) and display the results. Raspberry Pi IoT Projects provides several IoT projects and designs are shown from the start to the finish including an IoT Heartbeat Monitor, an IoT Swarm, IoT Solar Powered Weather Station, an IoT iBeacon Application and a RFID (Radio Frequency Identification) IoT Inventory Tracking System. The software is presented as reusable libraries, primarily in Python and C with full source code available. Raspberry Pi IoT Projects: Prototyping Experiments for Makers is also a valuable learning resource for classrooms and learning labs. What You'll Learn build IOT projects with the Raspberry Pi Talk to sensors with the Raspberry Pi Use iBeacons with the IOT Raspberry Pi Communicate your IOT data to the Internet Build security into your IOT device Who This Book Is For Primary audience are those with some technical background, but not necessarily engineers. It will also appeal to technical people wanting to learn about the Raspberry Pi in a project-oriented method.

Here is a programmer's guide to using and programming POSIX threads, commonly known as Pthreads. A "coder's book", this title tells how to use Pthreads in the real world, making efficient and portable applications. Pthreads are an important set of current tools programmers need to have in today's network-intensive climate.

As the concept of Big Data and Smart City is relatively new and unexplored, the conference will provide an opportunity to share and discuss the new knowledge for planning and creation of smart cities using the potential of Big Data The use of Smart City technologies results in cost efficiencies, resilient infrastructure, and an improved urban experience Big Data and Smart City attracts the attention of a number of research challenges to academia, practitioners and policy researchers The conference will address a range of critically important issues such as green information and communication technologies, sustainability, energy aware systems and technologies to realize smart communities of the future

Computational Performance Evaluation of Emerging Computing, Electrical, Electronics, Management, and Health Technologies Create advanced applications with Python and OpenCV, exploring the potential of facial recognition, machine learning, deep learning, web computing and augmented reality. Key Features Develop your computer vision skills by mastering algorithms in Open Source Computer Vision 4 (OpenCV 4) and Python Apply machine learning and deep learning techniques with TensorFlow and Keras Discover the modern design patterns you should avoid when developing efficient computer vision applications Book Description OpenCV is considered to be one of the best open source computer vision and machine learning software libraries. It helps developers build complete projects in relation to image processing, motion detection, or image segmentation, among many others. OpenCV for Python enables you to run computer vision algorithms smoothly in real time, combining the best of the OpenCV C++ API and the Python language. In this book, you'll get started by setting up OpenCV and delving into the key concepts of computer vision. You'll then proceed to study more advanced concepts and discover the full potential of OpenCV. The book will also introduce you to the creation of advanced applications using Python and OpenCV, enabling you to develop applications that include facial recognition, target tracking, or augmented reality. Next, you'll learn machine learning techniques and concepts, understand how to apply them in real-world examples, and also explore their benefits, including real-time data production and faster data processing. You'll also discover how to translate the functionality provided by OpenCV into optimized application code projects using Python bindings. Toward the concluding chapters, you'll explore the application of artificial intelligence and deep learning techniques using the popular Python libraries TensorFlow, and Keras. By the end of this book, you'll be able to develop advanced computer vision applications to meet your customers' demands. What you will learn Handle files and images, and explore various image processing techniques Explore image transformations, including translation, resizing, and cropping Gain insights into building histograms Brush up on contour detection, filtering, and drawing Work with Augmented Reality to build marker-based and markerless applications Work with the main machine learning algorithms in OpenCV Explore the deep learning Python libraries and OpenCV deep learning capabilities Create computer vision and deep learning web applications Who this book is for This book is designed for computer vision developers, engineers, and researchers who want to develop modern computer vision applications. Basic experience of OpenCV and Python programming is a must.

This book is a printed edition of the Special Issue "Raspberry Pi Technology" that was published in Electronics

"It is stunningly thorough and takes readers meticulously through the design, con?guration and operation of IPv6-based, low-power, potentially mobile radio-based networking." Vint Cerf, Vice President and Chief Internet Evangelist, Google This book provides a complete overview of IPv6 over Low Power Wireless Area Network (6LoWPAN) technology In this book, the authors provide an overview of the 6LoWPAN family of standards, architecture, and related wireless and Internet technology. Starting with an overview of the IPv6 'Internet of Things', readers are offered an insight into how these technologies fit together into a complete architecture. The 6LoWPAN format and related standards are then covered in detail. In addition, the authors discuss the building and operation of 6LoWPAN networks, including bootstrapping, routing, security, Internet ingration, mobility and application protocols. Furthermore, implementation aspects of 6LoWPAN are covered. Key Features: Demonstrates how the 6LoWPAN standard makes the latest Internet protocols available to even the most minimal embedded devices over low-rate wireless networks Provides an overview of the 6LoWPAN standard, architecture and related wireless and Internet technology, and explains the 6LoWPAN protocol format in detail Details operational topics such as bootstrapping, routing, security, Internet integration, mobility and application protocols Written by expert authors with vast experience in the field (industrial and academic) Includes an accompanying website containing tutorial slides, course material and open-source code with examples

(http://6lowpan.net) 6LoWPAN: The Wireless Embedded Internet is an invaluable reference for professionals working in fields such as telecommunications, control, and embedded systems. Advanced students and teachers in electrical engineering, information technology and computer science will also find this book useful.

This book presents chapters from diverse range of authors on different aspects of how Blockchain and IoT are converging and the impacts of these developments. The book provides an extensive cross-sectional and multi-disciplinary look into this trend and how it affects artificial intelligence, cyber-physical systems, and robotics with a look at applications in aerospace, agriculture, automotive, critical infrastructures, healthcare, manufacturing, retail, smart transport systems, smart cities, and smart healthcare. Cases include the impact of Blockchain for IoT Security; decentralized access control systems in IoT; Blockchain architecture for scalable access management in IoT; smart and sustainable IoT applications incorporating Blockchain, and more. The book presents contributions from international academics, researchers, and practitioners from diverse perspectives. Presents how Blockchain and IoT are converging and the impacts of these developments on technology and its application; Discusses IoT and Blockchain from cross-sectional and multi-disciplinary perspectives; Includes contributions from researchers, academics, and professionals from around the world.

Industrial Electronics, Power Electronics, Automation, Signal Processing, Artificial Intelligence & Applications

The Raspberry Pi is deceptively simple. Plug it in, boot it up, and use it as a personal computer, or attach a million gizmos and modules and invent something new and amazing. Either way, what it can actually do is not simple, and you should know exactly what the Raspberry Pi hardware is all about. Raspberry Pi Hardware Reference, from Mastering the Raspberry Pi, is the hardware guide you need on your desk or workbench. Every detail is covered: from power to memory, from the CPU to working with USB. You'll find all the details about working with both wired and wireless Ethernet, SD cards, and the UART interface. The GPIO chapter is invaluable, covering power budgeting, access, and even small but important details like the correct usage of sudo when working with GPIO pins. You'll also find details about the 1-Wire driver, the I2C bus, and the SPI bus. If you need to know anything about your Raspberry Pi's hardware, you will find it here, in Raspberry Pi Hardware Reference.

From past decades, Computational intelligence embraces a number of nature-inspired computational techniques which mainly encompasses fuzzy sets, genetic algorithms, artificial neural networks and hybrid neuro-fuzzy systems to address the computational complexities such as uncertainties, vagueness and stochastic nature of various computational problems practically. At the same time, Intelligent Control systems are emerging as an innovative methodology which is inspired by various computational intelligence process to promote a control over the systems without the use of any mathematical models. To address the effective use of intelligent control in Computational intelligence systems, International Conference on Intelligent Computing, Information and Control Systems (ICICCS 2019) is initiated to encompass the various research works that helps to develop and advance the next-generation intelligent computing and control systems. This book integrates the computational intelligence and intelligent control systems to provide a powerful methodology for a wide range of data analytics issues in industries and societal applications. The recent research advances in computational intelligence and control systems are addressed, which provide very promising results in various industry, business and societal studies. This book also presents the new algorithms and methodologies for promoting advances in common intelligent computing and control methodologies including evolutionary computation, artificial life, virtual infrastructures, fuzzy logic, artificial immune systems, neural networks and various neuro-hybrid methodologies. This book will be pragmatic for researchers, academicians and students dealing with mathematically intransigent problems. It is intended for both academicians and researchers in the field of Intelligent Computing, Information and Control Systems, along with the distinctive readers in the fields of computational and artificial intelligence to gain more knowledge on Intelligent computing and control systems and their real-world applications.

This book provides an introduction to data science and offers a practical overview of the concepts and techniques that readers need to get the most out of their large-scale data mining projects and research studies. It discusses data-analytical thinking, which is essential to extract useful knowledge and obtain commercial value from the data. Also known as data-driven science, soft computing and data mining disciplines cover a broad interdisciplinary range of scientific methods and processes. The book provides readers with sufficient knowledge to tackle a wide range of issues in complex systems, bringing together the scopes that integrate soft computing and data mining in various combinations of applications and practices, since to thrive in these data-driven ecosystems, researchers, data analysts and practitioners must understand the design choice and options of these approaches. This book helps readers to solve complex benchmark problems and to better appreciate the concepts, tools and techniques used.

The conference is focused on emerging trends in various types of sensors, interface electronics, modules, systems and its applications The theme of the conference is Intelligent Computing for Smart World The aim and objective of the conference is to bring together academicians, researchers, professionals, executives and practicing engineers, from various industries, research institutes and educational bodies to share and exchange ideas and information on the theme of the conference The authors who wish to contribute to the conference are solicited to submit their papers that illustrate research results, projects, surveying works and industrial experiences addressing state of the art research and development in the areas related to computing, communication , control and Instrumentation This conference will offer a real opportunity to discuss new issues, tackle complex problems and find advanced enabling solutions which are able to shape new trends in Engineering and Technology for the development of human mankind being as a whole

This book provides a structured treatment of the key principles and techniques for enabling efficient processing of deep neural networks (DNNs). DNNs are currently widely used for many artificial intelligence (AI) applications, including computer vision, speech recognition, and robotics. While DNNs deliver state-of-the-art accuracy on many AI tasks, it comes at the cost of high computational complexity. Therefore, techniques that enable efficient processing of deep neural networks to improve metrics—such as energy-efficiency, throughput, and latency—without sacrificing accuracy or increasing hardware costs are critical to enabling the wide deployment of DNNs in AI systems. The book includes background on DNN processing; a description and taxonomy of hardware architectural approaches for designing DNN

accelerators; key metrics for evaluating and comparing different designs; features of the DNN processing that are amenable to hardware/algorithm co-design to improve energy efficiency and throughput; and opportunities for applying new technologies. Readers will find a structured introduction to the field as well as a formalization and organization of key concepts from contemporary works that provides insights that may spark new ideas.

This book is published open access under a CC BY 4.0 license. Over the past decades, rapid developments in digital and sensing technologies, such as the Cloud, Web and Internet of Things, have dramatically changed the way we live and work. The digital transformation is revolutionizing our ability to monitor our planet and transforming the way we access, process and exploit Earth Observation data from satellites. This book reviews these megatrends and their implications for the Earth Observation community as well as the wider data economy. It provides insight into new paradigms of Open Science and Innovation applied to space data, which are characterized by openness, access to large volume of complex data, wide availability of new community tools, new techniques for big data analytics such as Artificial Intelligence, unprecedented level of computing power, and new types of collaboration among researchers, innovators, entrepreneurs and citizen scientists. In addition, this book aims to provide readers with some reflections on the future of Earth Observation, highlighting through a series of use cases not just the new opportunities created by the New Space revolution, but also the new challenges that must be addressed in order to make the most of the large volume of complex and diverse data delivered by the new generation of satellites.

The 2020 IEEE International Conference on Advances in Electrical Engineering and Computer Applications (AEECA 2020) will be held in Dalian, China during August 25 27, 2020 It is organized by Zhengzhou University with an objective to serve as a platform for scientists, researchers, engineers and developers from a wide range of electrical engineering and computer applications to exchange ideas and applications This will enable us to solve challenging problems in our society so that we may contribute to our world

Offers a step-by-step guide to building autonomous vehicles and robots, with source code and accompanying videos The first book of its kind on the detailed steps for creating an autonomous vehicle or robot, this book provides an overview of the technology and introduction of the key elements involved in developing autonomous vehicles, and offers an excellent introduction to the basics for someone new to the topic of autonomous vehicles and the innovative, modular-based engineering approach called DragonFly. Engineering Autonomous Vehicles and Robots: The DragonFly Modular-based Approach covers everything that technical professionals need to know about: CAN bus, chassis, sonars, radars, GNSS, computer vision, localization, perception, motion planning, and more. Particularly, it covers Computer Vision for active perception and localization, as well as mapping and motion planning. The book offers several case studies on the building of an autonomous passenger pod, bus, and vending robot. It features a large amount of supplementary material, including the standard protocol and sample codes for chassis, sonar, and radar. GPSD protocol/NMEA protocol and GPS deployment methods are also provided. Most importantly, readers will learn the philosophy behind the DragonFly modular-based design approach, which empowers readers to design and build their own autonomous vehicles and robots with flexibility and affordability. Offers progressive guidance on building autonomous vehicles and robots Provides detailed steps and codes to create an autonomous machine, at affordable cost, and with a modular approach Written by one of the pioneers in the field building autonomous vehicles Includes case studies, source code, and state-of-the art research results Accompanied by a website with supplementary material, including sample code for chassis/sonar/radar; GPS deployment methods; Vision Calibration methods Engineering Autonomous Vehicles and Robots is an excellent book for students, researchers, and practitioners in the field of autonomous vehicles and robots.