

Worterbuch Industrielle Elektrotechnik Energie Und Automatisierungstechnik Dictionary Of Electrical Engineering Power Engineering And Automationthe Illustrated Dictionary Of Electronics

[#electrical engineering dictionary](#) [#power engineering terms](#) [#automation technology glossary](#) [#industrial electronics definitions](#) [#illustrated electronics dictionary](#)

This comprehensive dictionary serves as an invaluable resource for understanding key terminology across industrial electrical engineering, power engineering, and automation technology. It provides precise, illustrated definitions for concepts ranging from fundamental electronics to advanced systems, making it essential for professionals, students, and enthusiasts in these critical fields.

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Smart Product Engineering

The collection of papers in this book comprises the proceedings of the 23rd CIRP Design Conference held between March 11th and March 13th 2013 at the Ruhr-Universität Bochum in Germany. The event was organized in cooperation with the German Academic Society for Product Development – WiGeP. The focus of the conference was on »Smart Product Engineering«, covering two major aspects of modern product creation: the development of intelligent (“smart”) products as well as the new (“smart”) approach of engineering, explicitly taking into account consistent systems integration. Throughout the 97 papers contained in these proceedings, a range of topics are covered, amongst them the different facets and aspects of what makes a product or an engineering solution “smart”. In addition, the conference papers investigate new ways of engineering for production planning and collaboration towards Smart Product Engineering. The publications provide a solid insight into the pressing issues of modern digital product creation facing increasing challenges in a rapidly changing industrial environment. They also give implicit advice how a “smart” product or engineering solution (processes, methods and tools) needs to be designed and implemented in order to become successful.

Driver Acceptance of New Technology

This book collects into a single, edited volume the accumulating body of thinking and research on driver and operator acceptance of new technology. Bringing together contributions from international experts from around the world, the editors have shaped a book that covers the theory behind acceptance, how it can be measured and how it can be improved. Case studies are presented that provide data on driver acceptance of a wide range of new and emerging vehicle technology.

Human Factors in Aviation

This edited textbook is a fully updated and expanded version of the highly successful first edition of Human Factors in Aviation. Written for the widespread aviation community - students, engineers,

scientists, pilots, managers, government personnel, etc., HFA offers a comprehensive overview of the topic, taking readers from the general to the specific, first covering broad issues, then the more specific topics of pilot performance, human factors in aircraft design, and vehicles and systems. The new editors offer essential breath of experience on aviation human factors from multiple perspectives (i.e. scientific research, regulation, funding agencies, technology, and implementation) as well as knowledge about the science. The contributors are experts in their fields. Topics carried over from the first edition are fully updated, several by new authors who are now at the fore of the field. New material - which represents 50% of the volume - focuses on the challenges facing aviation specialists today. One of the most significant developments in this decade has been NextGen, the Federal Aviation Administration's plan to modernize national airspace and to address the impact of air traffic growth by increasing airspace capacity and efficiency while simultaneously improving safety, environmental impacts and user access. NextGen issues are covered in full. Other new topics include: High Reliability Organizational Perspective, Situation Awareness & Workload in Aviation, Human Error Analysis, Human-System Risk Management, LOSA, NOSS and Unmanned Aircraft System. Comprehensive text with up-to-date synthesis of primary source material that does not need to be supplemented New edition thoroughly updated with 50% new material and full coverage of NexGen and other modern issues Instructor website with test bank and image collection makes this the only text offering ancillary support Liberal use of case examples exposes readers to real-world examples of dangers and solutions

Blockchain Technology Applications in Education

Blockchain relies on distributed databases that give an alterable and semipublic record of digital transactions. Blockchain in learning should address theoretical, practical, and technical issues, but it must also consider the philosophy behind interactive blockchain in learning. While the applications of blockchain have been the subject of serious academic research, there must be more continuous and multicultural attention paid to the impact of the latest management, communication, pedagogy, technology, and evaluation-based developments of blockchain in learning. Blockchain Technology Applications in Education is an essential scholarly publication that scrutinizes how open universities establish a blockchain network for decentralized learning. This book will explore a variety of new management models, communicational actions, pedagogical approaches, new technologies, and evaluation models. There will be new trends, patterns, and customs of blockchain in learning drawn from the distinctive improvements in learning milieus. Highlighting a range of topics such as corporate education, lifelong learning, and social media, this book is essential for academicians, curriculum designers, instructional designers, IT consultants, administrators, researchers, and students.

2021 International Conference on Content Based Multimedia Indexing (CBMI)

CBMI 2020 aims at bringing together the various communities involved in all aspects of content based multimedia indexing for retrieval, browsing, visualization and analytics In addition to multimedia and social media search and retrieval, we wish to highlight related and equally important issues that build on content based indexing, such as multimedia content management, user interaction and visualization, media analytics, etc Additional special sessions are planned in areas such as deep learning, medical image retrieval, big data and e Learning

Anisotropy Across Fields and Scales

This open access book focuses on processing, modeling, and visualization of anisotropy information, which are often addressed by employing sophisticated mathematical constructs such as tensors and other higher-order descriptors. It also discusses adaptations of such constructs to problems encountered in seemingly dissimilar areas of medical imaging, physical sciences, and engineering. Featuring original research contributions as well as insightful reviews for scientists interested in handling anisotropy information, it covers topics such as pertinent geometric and algebraic properties of tensors and tensor fields, challenges faced in processing and visualizing different types of data, statistical techniques for data processing, and specific applications like mapping white-matter fiber tracts in the brain. The book helps readers grasp the current challenges in the field and provides information on the techniques devised to address them. Further, it facilitates the transfer of knowledge between different disciplines in order to advance the research frontiers in these areas. This multidisciplinary book presents, in part, the outcomes of the seventh in a series of Dagstuhl seminars devoted to visualization and processing of tensor fields and higher-order descriptors, which was held in Dagstuhl, Germany, on October 28-November 2, 2018.

Contemporary Empirical Methods in Software Engineering

This book presents contemporary empirical methods in software engineering related to the plurality of research methodologies, human factors, data collection and processing, aggregation and synthesis of evidence, and impact of software engineering research. The individual chapters discuss methods that impact the current evolution of empirical software engineering and form the backbone of future research. Following an introductory chapter that outlines the background of and developments in empirical software engineering over the last 50 years and provides an overview of the subsequent contributions, the remainder of the book is divided into four parts: Study Strategies (including e.g. guidelines for surveys or design science); Data Collection, Production, and Analysis (highlighting approaches from e.g. data science, biometric measurement, and simulation-based studies); Knowledge Acquisition and Aggregation (highlighting literature research, threats to validity, and evidence aggregation); and Knowledge Transfer (discussing open science and knowledge transfer with industry). Empirical methods like experimentation have become a powerful means of advancing the field of software engineering by providing scientific evidence on software development, operation, and maintenance, but also by supporting practitioners in their decision-making and learning processes. Thus the book is equally suitable for academics aiming to expand the field and for industrial researchers and practitioners looking for novel ways to check the validity of their assumptions and experiences. Chapter 17 is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

2021 8th Swiss Conference on Data Science (SDS)

SDS2021 The most important Swiss conference for applied data science Held for the 8th time We connect data scientists, developers, opinion leaders, decision makers and pioneers We create and exchange ideas for innovative products and services, with a non exclusive focus on the Swiss market We foster the community of data scientists in Switzerland and beyond Meet innovators, scientists as well as business insiders and get access to emerging trends, cutting edge technologies and research results Get inspired and use the input from SDS2021 directly for the improvement and development of your data based products, solutions and applications Further expand your network and discuss with experts on applied data science during our breaks and social events

Engineering the Transformation of the Enterprise

The topics in this book cover a broad range of research interests: from business engineering and its application in corporate and business networking contexts to design science research as well as applied topics, where those research methods have been employed for modeling, data warehousing, information systems management, enterprise architecture management, management of large and complex projects, and enterprise transformation. The book is a Festschrift for Robert Winter in order to appreciate his work and to honor him as a personality with a high reputation in the information systems community. To this end, many professional colleagues or long-time companions both from the Institute of Information Management at the University of St. Gallen as well as from the international research community dedicated articles on topics related to Robert's research. They reflect his ambition to uncompromisingly conduct high-class research that fuels the research community and at the same time contributes to improved industrial practice. The book is organized in three major parts: Part I "Business Engineering and Beyond" focuses on the methodology strongly shaped by Robert in St. Gallen with a focus on research being applied in corporate contexts. Part II "Design Science Research" spans from reflections on the practice of design science research to perspectives on design science research methodologies and eventually up to considerations to teach design science research methodology. Part III "Applied Fields" combines various applications of design science and related research methodologies with practical problems and future research topics.

Software Evolution

This book focuses on novel trends in software evolution research and its relations with other emerging disciplines. Mens and Demeyer, both authorities in the field of software evolution, do not restrict themselves to the evolution of source code but also address the evolution of other, equally important software artifacts. This book is the indispensable source for researchers and professionals looking for an introduction and comprehensive overview of the state-of-the-art.

Advances in Bias and Fairness in Information Retrieval

This book constitutes refereed proceedings of the Second International Workshop on Algorithmic Bias in Search and Recommendation, BIAS 2021, held in April, 2021. Due to the COVID-19 pandemic BIAS

2021 was held virtually. The 11 full papers and 3 short papers were carefully reviewed and selected from 37 submissions. The papers cover topics that go from search and recommendation in online dating, education, and social media, over the impact of gender bias in word embeddings, to tools that allow to explore bias and fairness on the Web.

Becoming a Platform in Europe

Emerging out of the collaborative work conducted within the Working Group "Mechanisms to activate and support the collaborative economy" of the COST Action "From Sharing to Caring: Examining Socio-Technical Aspects of the Collaborative Economy"

Advances in Information Retrieval

This two-volume set LNCS 12035 and 12036 constitutes the refereed proceedings of the 42nd European Conference on IR Research, ECIR 2020, held in Lisbon, Portugal, in April 2020.* The 55 full papers presented together with 8 reproducibility papers, 46 short papers, 10 demonstration papers, 12 invited CLEF papers, 7 doctoral consortium papers, 4 workshop papers, and 3 tutorials were carefully reviewed and selected from 457 submissions. They were organized in topical sections named: Part I: deep learning I; entities; evaluation; recommendation; information extraction; deep learning II; retrieval; multimedia; deep learning III; queries; IR – general; question answering, prediction, and bias; and deep learning IV. Part II: reproducibility papers; short papers; demonstration papers; CLEF organizers lab track; doctoral consortium papers; workshops; and tutorials. *Due to the COVID-19 pandemic, this conference was held virtually.

Visual Navigation

All biological systems with vision move about their environments and successfully perform many tasks. The same capabilities are needed in the world of robots. To that end, recent results in empirical fields that study insects and primates, as well as in theoretical and applied disciplines that design robots, have uncovered a number of the principles of navigation. To offer a unifying approach to the situation, this book brings together ideas from zoology, psychology, neurobiology, mathematics, geometry, computer science, and engineering. It contains theoretical developments that will be essential in future research on the topic -- especially new representations of space with less complexity than Euclidean representations possess. These representations allow biological and artificial systems to compute from images in order to successfully deal with their environments. In this book, the barriers between different disciplines have been smoothed and the workings of vision systems of biological organisms are made clear in computational terms to computer scientists and engineers. At the same time, fundamental principles arising from computational considerations are made clear both to empirical scientists and engineers. Empiricists can generate a number of hypotheses that they could then study through various experiments. Engineers can gain insight for designing robotic systems that perceive aspects of their environment. For the first time, readers will find: * the insect vision system presented in a way that can be understood by computational scientists working in computer vision and engineering; * three complete, working robotic navigation systems presented with all the issues related to their design analyzed in detail; * the beginning of a computational theory of direct perception, as advocated by Gibson, presented in detail with applications for a variety of problems; and * the idea that vision systems could compute space representations different from perfect metric descriptions -- and be used in robotic tasks -- advanced for both artificial and biological systems.

Experimental IR Meets Multilinguality, Multimodality, and Interaction

This book constitutes the refereed proceedings of the 11th International Conference of the CLEF Association, CLEF 2020, held in Thessaloniki, Greece, in September 2020.* The conference has a clear focus on experimental information retrieval with special attention to the challenges of multimodality, multilinguality, and interactive search ranging from unstructured to semi structures and structured data. The 5 full papers and 2 short papers presented in this volume were carefully reviewed and selected from 9 submissions. This year, the contributions addressed the following challenges: a large-scale evaluation of translation effects in academic search, advancement of assessor-driven aggregation methods for efficient relevance assessments, and development of a new test dataset. In addition to this, the volume presents 7 "best of the labs" papers which were reviewed as full paper submissions with the same review criteria. The 12 lab overview papers were accepted out of 15 submissions and

represent scientific challenges based on new data sets and real world problems in multimodal and multilingual information access. * The conference was held virtually due to the COVID-19 pandemic.

Supporting the Design of Technology-Mediated Sharing Practices

This two-volume set LNICST 398 and 399 constitutes the post-conference proceedings of the 17th International Conference on Security and Privacy in Communication Networks, SecureComm 2021, held in September 2021. Due to COVID-19 pandemic the conference was held virtually. The 56 full papers were carefully reviewed and selected from 143 submissions. The papers focus on the latest scientific research results in security and privacy in wired, mobile, hybrid and ad hoc networks, in IoT technologies, in cyber-physical systems, in next-generation communication systems in web and systems security and in pervasive and ubiquitous computing.

Security and Privacy in Communication Networks

Blockchain and other trustless systems have gone from being relatively obscure technologies, which were only known to a small community of computer scientists and cryptologists, to mainstream phenomena that are now considered powerful game changers for many industries. This book explores and assesses real-world use cases and case studies on blockchain and related technologies. The studies describe the respective applications and address how these technologies have been deployed, the rationale behind their application, and finally, their outcomes. The book shares a wealth of experiences and lessons learned regarding financial markets, energy, SCM, healthcare, law and compliance. Given its scope, it is chiefly intended for academics and practitioners who want to learn more about blockchain applications.

Blockchain and Distributed Ledger Technology Use Cases

This book showcases new empirical findings on the conceptualization, design, and evaluation of land management interventions and addresses two crucial aspects: how and under which conditions such interventions are responsible, and how such interventions can be supported by smart technologies. Responsible and Smart Land Management Interventions is for all types of actors in land management. Although primarily based on cases from Africa, it addresses land management issues from practical and theoretical perspectives relevant for land managers worldwide. It brings the discourse up to date and helps all practitioners designing new policies and those looking for new instruments to do so. Aimed at land academics, including students, teachers, and researchers, as well as practitioners, including those working within international organizations, donor organizations, NGOs, and land independent consultants, this book Delivers innovative methodologies for land management for professionals involved in land administration projects Explores land management from a geodetic and spatial planning perspective Includes real cases, empirical data, and analysis in contemporary and alternative land management developments in Africa Addresses important land issues which contribute to national development and achieving United Nations' SDGs Discusses contemporary research findings related to societal needs in land administration which are equally valid for non-African contexts Acts as a new teaching resource for land management and land administration courses, and land-related disciplines in geodesy, human geography, development studies, and environmental planning

Responsible and Smart Land Management Interventions

The Encyclopedia of Robotics addresses the existing need for an easily accessible yet authoritative and granular knowledge resource in robotic science and engineering. The encyclopedia is a work that comprehensively explains the scientific, application-based, interactive and socio-ethical parameters of robotics. It is the first work that explains at the concept and fact level the state of the field of robotics and its future directions. The encyclopedia is a complement to Springer's highly successful Handbook of Robotics that has analyzed the state of robotics through the medium of descriptive essays. Organized in an A-Z format for quick and easy understanding of both the basic and advanced topics across a broad spectrum of areas in a self-contained form. The entries in this Encyclopedia will be a comprehensive description of terms used in robotics science and technology. Each term, when useful, is described concisely with online illustrations and enhanced user interactivity (on SpringerReference.com).

Encyclopedia of Robotics

The 19th IEEE CIC International Conference on Communications in China (ICCC 2020) will be held in Chongqing, China, 10-12 August 2020. This conference will feature world class plenary speakers, major technical symposiums, industry and academic panels, workshops, tutorials and invited tracks. The technical program chairs invite the submission of original papers to following symposia for presentation and publication in the conference proceedings and IEEE Xplore. Best paper awards will be selected from accepted papers.

2021 IEEE/ACM 43rd International Conference on Software Engineering (ICSE).

This book presents the current state of research in information systems and digital transformation. Due to the global trend of digitalization and the impact of the Covid 19 pandemic, the need for innovative, high-quality research on information systems is higher than ever. In this context, the book covers a wide range of topics, such as digital innovation, business analytics, artificial intelligence, and IT strategy, which affect companies, individuals, and societies. This volume gathers the revised and peer-reviewed papers on the topic "Technology" presented at the International Conference on Information Systems, held at the University of Duisburg-Essen in 2021.

2020 IEEE CIC International Conference on Communications in China (ICCC)

The two-volume set LNCS 11961 and 11962 constitutes the thoroughly refereed proceedings of the 25th International Conference on MultiMedia Modeling, MMM 2020, held in Daejeon, South Korea, in January 2020. Of the 171 submitted full research papers, 40 papers were selected for oral presentation and 46 for poster presentation; 28 special session papers were selected for oral presentation and 8 for poster presentation; in addition, 9 demonstration papers and 6 papers for the Video Browser Showdown 2020 were accepted. The papers of LNCS 11961 are organized in the following topical sections: audio and signal processing; coding and HVS; color processing and art; detection and classification; face; image processing; learning and knowledge representation; video processing; poster papers; the papers of LNCS 11962 are organized in the following topical sections: poster papers; AI-powered 3D vision; multimedia analytics: perspectives, tools and applications; multimedia datasets for repeatable experimentation; multi-modal affective computing of large-scale multimedia data; multimedia and multimodal analytics in the medical domain and pervasive environments; intelligent multimedia security; demo papers; and VBS papers.

Innovation Through Information Systems

The IEEE IFIP NOMS is one of the world's most important conferences providing a forum for technical exchange on management of information and communication technology focusing on research, development, integration, standards, service provisioning, and user communities.

MultiMedia Modeling

Artificial Intelligence is driving a new revolution in domains ranging from manufacturing, automotive, healthcare, robotics, entertainment, and many others. New computing platforms are required to support the emerging AI algorithms and applications, from cloud servers to edge devices, from system level to circuit level. AICAS facilitates research, innovation and development activities at the frontiers of circuits and systems for AI. It allows academia to meet industry from the international community to exchange experiences, demonstrate their studies and further advance AI technologies. AICAS is the major conference for AI that stands between theory, applications, and ASICs. The theme of AICAS2020 is Circuits and systems for efficient embedded AI, revolving around the development of hardware and computational strategies towards an increase in system efficiency that supports efficient, embedded, smart applications (such as mobile, robotics, automotive).

IEEE International Conference on Blockchain and Cryptocurrency, 2-6 June 2020, Virtual Conference

This conference will cover theory, platforms, applications of blockchain technology and cryptocurrency.

NOMS 2020 2020 IEEE IFIP Network Operations and Management Symposium

This book presents the latest findings and ongoing research in the field of environmental informatics. It addresses a wide range of cross-cutting activities, such as efficient computing, virtual reality, disruption management, big data, open science and the internet of things, and showcases how these green information & communication technologies (ICT) can be used to effectively address environmental

and societal challenges. Presenting a selection of extended contributions to the 32nd edition of the International Conference EnviroInfo 2018, at the Leibniz Supercomputing Centre in Garching near Munich, it is essential reading for anyone looking to expand their expertise in the area.

2020 2nd IEEE International Conference on Artificial Intelligence Circuits and Systems (AICAS)

The chapter “An Efficient Index for Reachability Queries in Public Transport Networks” is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

2019 IEEE International Conference on Blockchain and Cryptocurrency (ICBC)

This book is an outcome of the 33rd International Conference EnviroInfo 2019, held at the University of Kassel, Germany. It presents a selection of papers that describe innovative scientific approaches and ongoing research in environmental informatics and the emerging field of computational sustainability. The respective articles cover a broad range of scientific aspects including advances in core technologies such as earth observation, environmental modelling, big data and machine learning, as well as applications of ICT solutions intended to support societal transformation processes toward the more sustainable management of resource use, transportation and the energy supply. Given its scope, the book is essential reading for scientists, experts and students in these fields of research.

Advances and New Trends in Environmental Informatics

SANER is a research conference on the theory and practice of recovering information from existing software and systems. It explores innovative methods of extracting the many kinds of information that can be recovered from software, software engineering documents, and systems artifacts, and examines innovative ways of using this information in system renovation and program understanding. SANER promotes discussion and interaction among researchers and practitioners about the development of maintainable systems, and the improvement, evolution, migration, and reengineering of existing systems. It also explores innovative methods of extracting information from existing systems and designs, and examines innovative ways of using this information in system renovation and program understanding. SANER closes in its 27th year of offerings, and has contributed over these years significantly to the advancement of the field of Software Maintenance and Reengineering.

Advances in Databases and Information Systems

The two-volume set LNCS 12572 and 1273 constitutes the thoroughly refereed proceedings of the 27th International Conference on MultiMedia Modeling, MMM 2021, held in Prague, Czech Republic, in June 2021. Of the 211 submitted regular papers, 40 papers were selected for oral presentation and 33 for poster presentation; 16 special session papers were accepted as well as 2 papers for a demo presentation and 17 papers for participation at the Video Browser Showdown 2021. The papers cover topics such as: multimedia indexing; multimedia mining; multimedia abstraction and summarization; multimedia annotation, tagging and recommendation; multimodal analysis for retrieval applications; semantic analysis of multimedia and contextual data; multimedia fusion methods; multimedia hyper-linking; media content browsing and retrieval tools; media representation and algorithms; audio, image, video processing, coding and compression; multimedia sensors and interaction modes; multimedia privacy, security and content protection; multimedia standards and related issues; advances in multimedia networking and streaming; multimedia databases, content delivery and transport; wireless and mobile multimedia networking; multi-camera and multi-view systems; augmented and virtual reality, virtual environments; real-time and interactive multimedia applications; mobile multimedia applications; multimedia web applications; multimedia authoring and personalization; interactive multimedia and interfaces; sensor networks; social and educational multimedia applications; and emerging trends.

Advances and New Trends in Environmental Informatics

The four-volume set LNCS 11746–11749 constitutes the proceedings of the 17th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2019, held in Paphos, Cyprus, in September 2019. The total of 111 full papers presented together with 55 short papers and 48 other papers in these books was carefully reviewed and selected from 385 submissions. The contributions are organized in topical sections named: Part I: accessibility design principles; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; co-design and design methods; crowdsourcing and collaborative

work; cyber security and e-voting systems; design methods; design principles for safety/critical systems. Part II: e-commerce; education and HCI curriculum I; education and HCI curriculum II; eye-gaze interaction; games and gamification; human-robot interaction and 3D interaction; information visualization; information visualization and augmented reality; interaction design for culture and development I. Part III: interaction design for culture and development II; interaction design for culture and development III; interaction in public spaces; interaction techniques for writing and drawing; methods for user studies; mobile HCI; personalization and recommender systems; pointing, touch, gesture and speech-based interaction techniques; social networks and social media interaction. Part IV: user modelling and user studies; user experience; users' emotions, feelings and perception; virtual and augmented reality I; virtual and augmented reality II; wearable and tangible interaction; courses; demonstrations and installations; industry case studies; interactive posters; panels; workshops. The chapter 'Experiencing Materialized Reading: Individuals' Encounters with Books' is open access under a CC BY 4.0 license at link.springer.com. The chapter 'What Is Beautiful Continues to Be Good: People Images and Algorithmic Inferences on Physical Attractiveness' is open access under a CC BY 4.0 license at link.springer.com.

2020 IEEE 27th International Conference on Software Analysis, Evolution and Reengineering (SAN-ER)

This book constitutes the refereed proceedings of the 18th International Conference on Economics of Grids, Clouds, Systems, and Services, GECON 2021, in September 2021. Due to COVID-19 pandemic the conference was held virtually hosted by the Libera Università Maria SS. Assunta (LUMSA), Rome, Italy. The 7 full papers and 2 short papers presented in this book were carefully reviewed and selected from 41 submissions. In addition, this book includes 8 work-in-progress papers and 2 extended abstracts. Chapters "AI Technologies and Motives for AI Adoption by Countries and Firms: A Systematic Literature Review"; "Knowledge Management Framework for Cloud Federation"; "Architecture for Orchestrating Containers in Cloud" and "Towards Software Compliance Specification and Enforcement using TOSCA" are available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

MultiMedia Modeling

This book constitutes the refereed proceedings of the 15th International Conference on Economics of Grids, Clouds, Systems, and Services, GECON 2018, held in Pisa, Italy, in September 2018. The 21 full papers and 9 short papers presented together with 1 invited talk were carefully reviewed and selected from 40 submissions. This GECON 2018 proceedings was structured in three special sessions on selected topics, namely: IT service ecosystems enabled through emerging digital technologies; machine learning, cognitive systems and data science for system management; and blockchain technologies and economics.

Human-Computer Interaction – INTERACT 2019

Economics of Grids, Clouds, Systems, and Services