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Scientific and Technical Books and Serials in Print - 1984

The Dynamics of the Computer Industry: Modeling the Supply of Workstations and their Components - Walid Rachid Touma 2012-12-06

Computers communicate globally via satellite or fiber optic links, wide area networks share resources thousands of miles away, and the average home can have the capacity of access information at the push of a button - the digital information age has arrived! Several technologies have made this computer age possible, helped it grow, and affected its dynamics over time. This book addresses the problem of formulating a model that interrelates the factors that drive the supply of these technologies over time to the attributes of the computers that are manufactured from them.

User Based Performance Evaluation of Simulation Languages - Juzar Motiwalla 1977

[Social systems and enterprise analysis](#) - Marco Remondino 2011

Transactions - American Institute of Mining, Metallurgical, and Petroleum Engineers 1995

Some vols., 1920-1949, contain collections of papers according to subject.

Automation - 1970

Ency of Library and Inform Sci 2e V4 (Print) - Miriam A. Drake 2003

A revitalized version of the popular classic, the Encyclopedia of Library and Information Science, Second Edition targets new and dynamic movements in the distribution, acquisition, and development of print and online media-compiling articles from more than 450 information specialists on topics including program planning in the digital era, recruitment, information management, advances in digital technology and encoding, intellectual property, and hardware, software, database selection and design, competitive intelligence, electronic records preservation, decision support systems, ethical issues in information, online library instruction, telecommuting, and digital library projects.

International Symposium on Systems Engineering and Analysis, Oct. 23-27, 1972 - 1972

The Application of GPSS V to Discrete System Simulation - Geoffrey Gordon 1975

Modeling and simulation. Discrete simulation programming techniques. GPSS concepts. Creating and moving transactions. Facilities and storages. Priority. Preempting facilities. Gathering statistics. Functions. Parameters and savevalues. Standard numerical attributes. Testing system conditions. Synchronization of events. Management of sets. Model controls. Modifying the GPSS program.

Computer Literature Bibliography - United States. National Bureau of Standards 1965

An Annotated Timeline of Operations Research - Saul I. Gass 2007-02-15

An Annotated Timeline of Operations Research: An Informal History recounts the evolution of Operations Research (OR) as a new science - the science of decision making. Arising from the urgent operational issues

of World War II, the philosophy and methodology of OR has permeated the resolution of decision problems in business, industry, and government. The Timeline chronicles the history of OR in the form of self-contained, expository entries. Each entry presents a concise explanation of the events and people under discussion, and provides key sources where further relevant information can be obtained. In addition, books and papers that have influenced the development of OR or helped to educate the first generations of OR academics and practitioners are cited throughout the book. Starting in 1564 with seminal ideas that form the precursors of OR, the Timeline traces the key ideas and events of OR through 2004. The Timeline should interest anyone involved in OR - researchers, practitioners, academics, and, especially, students - who wish to learn how OR came into being. Further, the scope and expository style of the Timeline should make it of value to the general reader interested in the development of science and technology in the last half of the twentieth century.

Management Science - K. Roscoe Davis 1986

[Conference on Applications of Simulation](#) - 1968

[Data management](#) - 1969

History of Programming Languages - Richard L. Wexelblat 2014-05-27

History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

Logistical Management - Donald J. Bowersox 1986

[AEDS Journal](#) - Association for Educational Data Systems 1970

[Electrical Computer Engineering](#) - University of Wisconsin--Madison. Department of Electrical and Computer Engineering 1980

Sustainable energy supply in Asia - Pradeep Chaturvedi 1997

Discrete Simulation and Animation for Mining Engineers - John R. Sturgul 2015-09-10

General Purpose Simulation System (GPSS) is a special computer programming language primarily used to simulate what can be classified as discrete systems. A discrete system is one where, at any given instant in time, a countable number of things can take place. The basic operation of a mine itself can be considered such a system. Discrete Simulation and Animation for Mining Engineers explains how to model mining systems using GPSS/H® and PROOF® by Wolverine Software Corporation. Employing a unique approach that encourages engagement from the start, the text discusses animation first, and then slowly introduces simulation language. As each new topic is covered, an animation is provided to illustrate the key concepts. Leveraging valuable insight gained from the author's extensive experience modeling mines around the world, the book: Describes how to apply discrete system simulation to mines Shows how to make those simulations come alive with animation Includes real-world examples and exercises that hone practical problem-solving skills Written by a mining engineer for mining engineers and students of mining, Discrete Simulation and Animation for Mining Engineers offers a comprehensive yet accessible treatment of mine simulation and animation useful in increasing the efficiency of industrial mining processes.

Virtual Product Creation in Industry - Rainer Stark 2022-01-01

Today, digital technologies represent an absolute must when it comes to creating new products and factories. However, day-to-day product development and manufacturing engineering operations have still only unlocked roughly fifty percent of the "digital potential". The question is why? This book provides compelling answers and remedies to that question. Its goal is to identify the main strengths and weaknesses of today's set-up for digital engineering working solutions, and to outline important trends and developments for the future. The book concentrates on explaining the critical basics of the individual technologies, before going into deeper analysis of the virtual solution interdependencies and guidelines on how to best align them for productive deployment in industrial and collaborative networks. Moreover, it addresses the changes needed in both, technical and management skills, in order to avoid fundamental breakdowns in running information technologies for virtual product creation in the future.

Computer Decisions - 1970

Miscellaneous Publication - National Bureau of Standards - United States. National Bureau of Standards 1965

System Modeling and Simulation - V. P. Singh 2009

Understanding Decision Support Systems and Expert Systems - Efreem Mallach 1994

Real-time Business Systems - Robert V. Head 1964

Traffic Engineering - 1971

Computer Literature Bibliography: 1946-1963 - W. W. Youden 1965

Data Processing Digest - 1974

Quantum Robotics - Prateek Tandon 2017-01-17

Quantum robotics is an emerging engineering and scientific research discipline that explores the application of quantum mechanics, quantum computing, quantum algorithms, and related fields to robotics. This work broadly surveys advances in our scientific understanding and engineering of quantum mechanisms and how these developments are expected to impact the technical capability for robots to sense, plan, learn, and act in a dynamic environment. It also discusses the new technological potential that quantum approaches may unlock for sensing and control, especially for exploring and manipulating

quantum-scale environments. Finally, the work surveys the state of the art in current implementations, along with their benefits and limitations, and provides a roadmap for the future.

The Development of a Dynamic Simulation Model Used for Expanding Discrepancy Information Generated as a Result of Vocational Education Program Operation - Paul Duane Gunderson 1975

NBS Special Publication - 1965

Instructional Simulation Systems, an Annotated Bibliography - Oregon State System of Higher Education. Teaching Research Division. Simulation Systems Program 1969

Current Issues in Computer Simulation - Nabil R. Adam 2014-05-09

Current Issues in Computer Simulation is a collection of papers dealing with computer simulation languages, statistical aspects of simulation, linkage with optimization and analytical models, as well as theory and application of simulation methodology. Some papers explain the General Purpose Simulation System (GPSS), a programming package incorporating a language to simulate discrete systems; and the SIMSCRIPT, a general-purpose simulation language using English commands, for example, FORTRAN. Another simulation language is the General Activity Simulation Program (GASP), providing for an organizational structure to build models to simulate the dynamic performance of systems on a digital computer. Other papers discuss simulation models of real systems, including corporate simulation models, multistage consumer choice process, determination of maximum occupancy for hospital facilities, and the juvenile court system. Many computer simulations are statistical sampling experiments performed on a model of the system under investigation. Other papers discuss some of the variables involved in the statistical design and analysis of simulation experiments such as variance reduction techniques, generation of random variates, and experimental layout. For example, one application simulates inventory systems when many items are stocked in various locations. The collection is suitable for programmers, computer engineers, businessmen, hospital administrators, schools officials, and depositories of huge volumes of information or data.

System Simulation - Geoffrey Gordon 1989

Systems Modeling and Simulation - Koji Koyamada 2007-07-05

The Asia Simulation Conference 2006 (JSST 2006) was aimed at exploring challenges in methodologies for modeling, control and computation in simulation, and their applications in social, economic, and financial fields as well as established scientific and engineering solutions. The conference was held in Tokyo from October 30 to November 1, 2006, and included keynote speeches presented by technology and industry leaders, technical sessions, organized sessions, poster sessions, and vendor exhibits. It was the seventh annual international conference on system simulation and scientific computing, which is organized by the Japan Society for Simulation Technology (JSST), the Chinese Association for System Simulation (CASS), and the Korea Society for Simulation (KSS). For the conference, all submitted papers were refereed by the international technical program committee, each paper receiving at least two independent reviews. After careful reviews by the committee, 65 papers from 143 submissions were selected for oral presentation. This volume includes the keynote speakers' papers along with the papers presented at the oral sessions and the organized sessions. As a result, we are publishing 87 papers for the conference in this volume. In addition to the scientific tracts presented, the conference featured keynote presentations by five invited speakers. We are grateful to them for accepting our invitation and for their presentations. We also would like to express our gratitude to all contributors, reviewers, technical program committee members, and organizing committee members who made the conference very successful.

National Bureau of Standards Miscellaneous Publication - 1965

Catalog of Copyright Entries. Third Series - Library of Congress. Copyright Office 1972

Operations and Systems Analysis: a Simulation Approach - Gordon Chen 1974

