

Towards Hybrid And Adaptive Computing A Perspective Studies In Computational Intelligence

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A detailed description of different varieties of hybrid and adaptive computing systems is given, paying special attention towards conceptualization and motivation. Different evolutionary techniques are discussed that hold potential for generation of fairly complex systems.

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Conceptualization is a key element of the book, where emphasis is on visualizing the dynamics going inside the technique of use, and hence noting the shortcomings. A detailed description of different varieties of hybrid and adaptive computing systems is given, paying special attention towards conceptualization and motivation.

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Algorithms for mobile robotic systems are generally implemented on purely digital computing platforms. Developing alternative computational platforms may lead to more energy-efficient and responsive mobile robotics. Here, we report a hybrid analog-digital computing platform enabled by memristors on a mobile inverted pendulum robot. Our mobile robotic system can tune the conductance states of ...

A memristor-based hybrid analog-digital computing platform ...

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The independent company, which will be known initially as ' NewCo ' , will be created towards the end of 2021. " Today, hybrid cloud and AI are swiftly becoming the locus of commerce, transactions, and over time, of computing itself, " wrote Arvind Krishna, IBM CEO, in a blog announcing the news.

Soft Computing today is a very vast field whose extent is beyond measure. The boundaries of this magnificent field are spreading at an enormous rate making it possible to build computationally intelligent systems that can do virtually anything, even after considering the hostile practical limitations. Soft Computing, mainly comprising of Artificial Neural Networks, Evolutionary Computation, and Fuzzy Logic may itself be insufficient to cater to the needs of various kinds of complex problems. In such a scenario, we need to carry out amalgamation of same or different computing approaches, along with heuristics, to make fabulous systems for problem solving. There is further an attempt to make these computing systems as adaptable as possible, where the value of any parameter is set and continuously modified by the system itself. This book first presents the basic computing techniques, draws special attention towards their advantages and disadvantages, and then motivates their fusion, in a manner to maximize the advantages and minimize the disadvantages. Conceptualization is a key element of the book, where emphasis is on visualizing the dynamics going inside the technique of use, and hence noting the shortcomings. A detailed description of different varieties of hybrid and adaptive computing systems is given, paying special attention towards conceptualization and motivation. Different evolutionary techniques are discussed that hold potential for generation of fairly complex systems. The complete book is supported by the application of these techniques to biometrics. This not only enables better understanding of the techniques with the added application base, it also opens new dimensions of possibilities how multiple biometric modalities can be fused together to make effective and scalable systems.

Soft Computing today is a very vast field whose extent is beyond measure. This book offers a well structured presentation of the basic concepts of Artificial Neural Networks, Fuzzy Inference Systems and Evolutionary Algorithms.

This book includes introduction of several algorithms which are exclusively for graph based problems, namely combinatorial optimization problems, path formation problems, etc. Each chapter includes the introduction of the basic traditional nature inspired algorithm and discussion of the modified version for discrete algorithms including problems pertaining to discussed algorithms.

Over the last few decades, the constant developments in the IT field have expanded into nearly every discipline and aspect of life. Interdisciplinary Advances in Information Technology Research explores multiple fields and the research done as well as how they differentiate and relate to one another. This collection provides focused discussions from unique perspectives on the latest information technology research. Researchers, practitioners, and professionals will benefit from this publication's broad perspective.

This book describes bio-inspired models and applications of hybrid intelligent systems using soft computing techniques for image analysis and pattern recognition based on biometrics and other sources. Each section groups papers on a similar subject.

The 33 peer-reviewed contributions published in this book address a wide range of topics related to the theory and applications of intelligent distributed computing and multi-agent systems. They cover topics from bio-informatics to semantic web services.

This book describes in a detailed fashion the application of hybrid intelligent systems using soft computing techniques for intelligent control and mobile robotics. Soft Computing (SC) consists of several intelligent computing paradigms, including fuzzy logic, neural networks, and bio-inspired optimization algorithms, which can be used to produce powerful hybrid intelligent systems. The prudent combination of SC techniques can produce powerful hybrid intelligent systems that are capable of solving real-world problems. This is illustrated in this book with a wide range of applications, with particular emphasis in intelligent control and mobile robotics. The book is organized in five main parts, which contain a group of papers around a similar subject. The first part consists of papers with the main theme of theory and algorithms, which are basically papers that propose new models and concepts, which can be the basis for achieving intelligent control and mobile robotics. The second part contains papers with the main theme of intelligent control, which are basically papers using bio-inspired techniques, like evolutionary algorithms and neural networks, for achieving intelligent control of non-linear plants. The third part contains papers with the theme of optimization of fuzzy controllers, which basically consider the application of bio-inspired optimization methods to automate the design process of optimal type-1 and type-2 fuzzy controllers. The fourth part contains papers that deal with the application of SC techniques in times series prediction and intelligent agents. The fifth part contains papers with the theme of computer vision and robotics, which are papers considering soft computing methods for applications related to vision and robotics.

Reconfigurable computing techniques and adaptive systems are some of the most promising architectures for microprocessors. Reconfigurable and Adaptive Computing: Theory and Applications explores the latest research activities on hardware architecture for reconfigurable and adaptive computing systems. The first section of the book covers reconfigurable systems. The book presents a software and hardware codesign flow for coarse-grained systems-on-chip, a video watermarking algorithm for the H.264 standard, a solution for regular expressions matching systems, and a novel field programmable gate array (FPGA)-based acceleration solution with MapReduce framework on multiple hardware accelerators. The second section discusses network-on-chip, including an implementation of a multiprocessor system-on-chip platform with shared memory access, end-to-end quality-of-service metrics modeling based on a multi-application environment in network-on-chip, and a 3D ant colony routing (3D-ACR) for network-on-chip with three different 3D topologies. The final section addresses the methodology of system codesign. The book introduces a new software-hardware codesign flow for embedded systems that models both processors and intellectual property cores as services. It also proposes an efficient algorithm for dependent task software-hardware codesign with the greedy partitioning and insert scheduling method (GPISM) by task graph.

The Adaptive Computing in Design and Manufacture Conference series is now in its tenth year and has become a well-established, application-oriented meeting recognised by several UK Engineering Institutions and the International Society of Genetic and Evolutionary Computing. The main theme of the conference again relates to the integration of evolutionary and adaptive computing technologies with design and manufacturing processes whilst also taking into account complementary advanced computing technologies. Evolutionary and adaptive computing techniques continue to increase their penetration of industrial and commercial practice as their powerful search, exploration and optimisation capabilities become ever more apparent. The last two years have seen a very significant increase in the development of commercial software tools utilising adaptive computing technologies and the emergence of related commercial research and consultancy organisations supporting the introduction of best practice in terms of industrial utilisation. Adaptive Computing in Design and Manufacture V is comprised of selected papers that cover a diverse set of industrial application areas including: engineering design and design environments, manufacturing process design, scheduling and control, electronic circuit design, fault detection. Various aspects of search and optimisation such as multi-objective and constrained optimisation are also investigated in the context of integration with industrial processes. In addition to evolutionary computing techniques, both neural-net and agent-based technologies play a role in a number of contributions. This collection of papers will be of particular interest to both industrial researchers and practitioners in addition to the academic research communities of engineering, operational research and computer science.

Cognitive Informatics (CI) is the science of cognitive information processing and its applications in cognitive computing. CI is a transdisciplinary enquiry of computer science, information science, cognitive science, and intelligence science that investigates into the internal information processing mechanisms and processes of the brain. Advances and engineering applications of CI have led to the emergence of cognitive computing and the development of Cognitive Computers (CCs) that reason and learn. As initiated by Yingxu Wang and his colleagues, CC has emerged and developed based on the transdisciplinary research in CI, abstract intelligence (ai), and denotational mathematics after the inauguration of the series of IEEE International Conference on Cognitive Informatics since 2002 at Univ. of Calgary, Stanford Univ., and Tsinghua Univ., etc. This volume in LNCS (subseries of Computational Intelligence), LNCS 323, edited by Y. Wang, D. Zhang, and W. Kinsner, presents the latest development in cognitive informatics and cognitive computing. The book focuses on the explanation of cognitive models of the brain, the layered reference model of the brain, the fundamental mechanisms of abstract intelligence, and the implementation of computational intelligence by autonomous inference and learning engines based on CCs.

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