

Efficient C Performance Programming Techniques

Efficient C++ Techniques for Optimizing Applications C++ High-Performance Programming Evaluating Mathematical Programming Techniques Parallel Computer Architecture Professional SharePoint 2007 Web Content Management Development Advanced CICS Design Techniques, Concepts, and Guidelines Programming Techniques for the Automatic Monitoring of Human Performance CICS Programmer's Guide Computerworld InfoWorld Proceedings of the 5th World Congress on Genetics Applied to Livestock Production: Computing strategies and software AMRL-TR. 5th World Congress on Genetics Applied to Livestock Production Power Graphics Programming Performance Content for Job Training: Stating the tasks of the job The ... International Conference on Distributed Computing Systems Techniques of System Engineering Proceedings of the 15th International Conference on Distributed Computing Systems Proceedings of the 2005 ACM Symposium on Document Engineering Dov Bulka Rajat P. Garg Amara Hawthorn J. M. Mulvey David Culler Andrew Connell Joseph E. Summerville Patricia A. Knoop Kelvin Kostohryz Michael Abrash Ohio State University. Center for Vocational Education Stanley M. Shinnars IEEE Computer Society. TC on Distributed Processing Peter R. King

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far too many programmers and software designers consider efficient c to be an oxymoron they regard c as inherently slow and inappropriate for performance critical applications consequently c has had little success penetrating domains such as networking operating system kernels device drivers and others efficient c explodes that myth written by two authors with first hand experience wringing the last ounce of performance from commercial c applications this book demonstrates the

potential of c to produce highly efficient programs the book reveals practical everyday object oriented design principles and c coding techniques that can yield large performance improvements it points out common pitfalls in both design and code that generate hidden operating costs this book focuses on combining c s power and flexibility with high performance and scalability resulting in the best of both worlds specific topics include temporary objects memory management templates inheritance virtual functions inlining reference counting stl and much more with this book you will have a valuable compendium of the best performance techniques at your fingertips 0201379503b04062001

software programming techniques

unleash the true power of c to build blazing fast low latency applications trusted in high frequency trading real time systems and mission critical software c high performance programming is your definitive guide to mastering performance oriented design and optimization techniques tailored for modern hardware and concurrency models whether you re building ultra low latency financial engines or real time gaming systems this book dives deep into practical patterns memory layout strategies and lock free programming that push c to its limits learn how to leverage cache friendly data structures fine tune cpu and memory performance and write scalable concurrent code that thrives under pressure packed with hands on examples advanced compiler tuning and real world case studies this book empowers developers to write code that s not only correct but fast efficient and production ready highlights include advanced memory management numa awareness and cache optimization simd and instruction level parallelism lock free and wait free algorithms for concurrency real time profiling and benchmarking strategies tuning c code for modern cpu architectures and compilers minimizing latency in critical path execution zero allocation and pool based designs for performance critical systems if speed is non negotiable this book is your tactical arsenal ideal for seasoned developers system engineers and performance obsessed architects looking to squeeze every last cycle out of c

2 apl 3 5 dyadic functions such as x r max 8 l min and e log operate on scalars and 3 4 2 5 1 7 extend to arrays in a systematic manner two 8 5 9 array arguments of a function must have the same 3 5 1 7 shape ie vectors must have the same number of 8 4 10 elements matrices must have the same number of 3r5 1 7 rows and columns if one argument of a function 5 3 7 is a scalar it is applied to each element of the 1 2 3 2 other argument 4 1 9 2e1 2 4 8 16 0 2 3 4 1 m 1 2 3 4 5 6 mx2 2 4 6 8 10 12 m m 2 4 6 8 10 12 5 3 0 2 monadia funations such as i x 3 5 0 2 signum r ceiling le small x3 5 0 2 est integer greater or equal to o 1 1 1 number l floor i e largest 2 1 r3 5 2 integer less than or equal to 2 4 2 nullwer and 0 pi times operate 2 1 l3 5 2 on arrays and produce results 3 3 2 with the same shape as the argu 01 2 3 ment 3 1416 6 2832 9 4248 3 3 r qtionqi functions follow the same rules the 1 result is 1 for true 0 for false

this book outlines a set of issues that are critical to all of parallel architecture communication latency communication bandwidth and coordination of cooperative work across modern designs it describes the set of techniques available in hardware and in software to address each issues and explore how the various techniques

interact

this book is for sharepoint developers working with publishing sites sites that leverage moss 2007 wcm capabilities it does not cover administrative topics in any great detail only where absolutely necessary for the most part no two chapters are dependent upon each other so each chapter can be used as a reference independently of the others readers need not have any development experience with sharepoint but they should have some experience with and a working knowledge of asp net 2 0 development practices and topics of course it is beneficial if the reader does have at least a working knowledge of what sharepoint is all about this book covers moss 2007 wcm publishing sites you will find some chapters that seem to cover general wss 3 0 topics but everything is treated in the context of a publishing site while the chapters are arranged in a logical order it is not necessary to read the book from cover to cover in a linear fashion the following is a brief description of each chapter chapter 1 embarking on content management projects this chapter explains what this book is all about who the target audience is and who will benefit most from the book it also details what the reader needs in terms of a local development environment in order to implement the solutions in addition each of the subsequent chapters is explained very briefly to provide an overview and clarify how each chapter fits in chapter 2 windows sharepoint services 3 0 development primer this chapter covers the fundamentals of wss including definitions of terms such as farm application site collection site list and document library and the general architecture of wss some basic object model techniques are demonstrated in this chapter chapter 3 overview of office sharepoint server 2007 and content management this chapter briefly explains each of the various components that make up moss in addition while the book is development focused the abcs of content centric internet sites is covered chapter 4 sharepoint features and the solution framework both new to wss 3 0 the sharepoint feature and solution frameworks are covered in great detail in this chapter as well as a process for automatically creating wss solution packages on every project build chapter 5 minimal publishing site definition many users create new wcm sites by using the publishing portal template unfortunately this adds quite a bit of unnecessary content to the site this chapter picks apart the publishing portal template and publishing features and demonstrates how to create a minimal publishing portal template chapter 6 site columns content types and lists three core components to every wss 3 0 site site columns content types and lists are covered in this chapter chapter 7 master pages and page layouts this chapter covers everything you need to know about creating editing and leveraging master pages and page layouts within publishing sites chapter 8 navigation while wss 3 0 s navigation is founded on the asp net 2 0 navigation provider framework there are a few sharepoint specific topics which are covered in this chapter chapter 9 accessibility if it s not already accessibility is becoming an increasingly important topic with regard to sites this chapter explains the different levels of accessibility and discusses some techniques and tools developers can leverage to create sites for users with disabilities chapter 10 field types and field controls although it s a wss 3 0 concept field types and field controls are covered in this chapter in the context of a publishing site this includes creating custom field types with custom values types and controls as well as custom field controls that leverage existing field types chapter 11 parts this chapter covers creating custom parts and some advanced topics related to custom part development such as editor parts customizing the verbs menu and leveraging asynchronous programming techniques this chapter also covers the three publishing specific parts and some advanced customization and styling options of the content query part chapter 12 leveraging

workflow the windows workflow foundation part of the net framework 3.0 is fully leveraged by wss 3.0 and moss 2007 this chapter explains how to create custom workflows using visual studio and leveraging infopath rendered forms chapter 13 search every content centric site needs a robust search offering this chapter explains the different components of moss search as well as many customization opportunities such as modifying the search results chapter 14 authoring experience extensibility while the authoring experience in publishing sites is quite robust at times developers need to extend this offering for specific content owner requirements this chapter covers this including customizing the page editing toolbar and the rich text editor html field control chapter 15 authentication and authorization this chapter covers everything you need to know about the asp.net 2.0 authentication provider model sharepoint fully leverages chapter 16 implementing sites with multiple languages and devices this chapter covers the topic of maintaining sites that need to offer their content in multiple languages as well as developing custom parts that are multilingual aware chapter 17 contentdeployment a common request for larger content centric sites is to have an internal authoring environment for content and then push the changed content out to a destination site either in an organization's dmz or at a co location facility this chapter describes the content deployment capability in moss designed to handle such business requirements chapter 18 offline authoring with document converters while moss 2007 publishing sites offer a very robust based content authoring experience sharepoint provides a way to author content offline using tools such as microsoft word or infopath this chapter explains what you need to know about configuring the document converter infrastructure and creating custom document converters chapter 19 performance tips tricks and traps internet facing content centric sites built on the sharepoint platform need to be designed and developed with performance in mind this chapter provides numerous guidelines and tips that developers can leverage to create the most performant sites chapter 20 incorporating asp.net 2.0 applications sharepoint both wss 3.0 and moss 2007 is not an end to end solution but an application platform while it provides a significant amount of functionality out of the box developers can leverage this platform in building custom applications this chapter discusses some techniques that can be used for such tasks one approach book takes is not to dwell on the more common minutia of creating projects in visual studio or the huge topics of core windows sharepoint services wss 3.0 development or sharepoint administration these topics warrant their own books and throughout this book you will find recommended resources for these topics this book does cover some subjects that have their roots in wss but they are presented within the context of a publishing site finally this book approaches every topic of implementation from the perspective of sharepoint customization and sharepoint development while one implementation may seem to be better than the other it takes no position on either as the goal is to simply educate readers about the advantages and disadvantages of each these concepts are defined in chapter 2 windows sharepoint services 3.0 development primer this book is also available as part of the 4 book sharepoint 2007 wrox box isbn 0470431946 with these 4 books professional sharepoint 2007 development isbn 0470117567 real world sharepoint 2007 isbn 0470168358 professional microsoft sharepoint 2007 design isbn 047028580x professional sharepoint 2007 content management development isbn 0470224754

this introduction to the cics environment can be easily used by the novice or as a reference for the advanced user includes coverage of underlying facilities the constraints and concepts of cics and much more

the report describes the organizational and operational design of a digital computer program for the automatic monitoring of human performance during simulated training missions the computer program now in its developmental stage is designed to serve the dual and interdependent purposes of 1 assisting in the analysis and determination of meaningful performance measures and performance criteria and 2 using these criteria to automatically monitor human performance including performance evaluation scoring adaptive task sequencing and the automatic initiation of simulated system malfunctions for training in emergency procedures a description is provided of a criteria format that aids the user of the automatic monitoring program in defining criteria with variable tolerances for conceivably any aerospace task or mission some projections are made about possible uses of the research oriented automatic monitoring program to a vary criteria as the skill level of a particular student increases b hold selected flight variables constant to allow the teaching of isolated skills on a progressive basis c effect overlearning of selected skills by controlling the outputs to the cockpit and d aid in debugging simulation programs a topical flow chart is provided for the entire automatic monitoring program author

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