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Game Engine Architecture **Game Engine Architecture 3D Game Engine Architecture The Software Architect Elevator Game Programming Patterns** *Ultimate 3D Game Engine Design and Architecture* **3D Game Engine Architecture Game Engine Architecture, Third Edition** Game Engine Architecture, Second Edition Google Cloud Platform for Architects **3D Game Engine Architecture** *Game Coding Complete* **Towards a New Architecture 3D Game Engine Design** Fundamentals of Software Architecture *Alan Turing's Electronic Brain* **The Architecture of Computer Hardware, Systems Software, and Networking** *High Performance MySQL* **Architecture** *Trino: The Definitive Guide* The Art of SEO **Building Evolutionary Architectures** Zero Trust Networks **Practical Real-time Data Processing and Analytics** Ultimate 3D Game Engine Design & Architecture **Information Networking** The Blockchain and the New Architecture of Trust Microservice Architecture *Game Engine Black Book: DOOM Real-Time Collision Detection* Game Architecture and Design Internet of Things. IoT Infrastructures Designing Embedded Hardware **Game Physics Engine Development** *Beautiful Architecture Business Architecture* **Entertainment Computing - ICEC 2010 Real-Time Rendering, Fourth Edition Expert MySQL** The Art of SEO

Game Engine Architecture Sep 30 2022 Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game

Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model, world editor, event system, and scripting system. The text also touches on some aspects of gameplay programming, including player mechanics, cameras, and AI. An awareness-building tool and a jumping-off point for further learning, Game Engine Architecture, Second Edition gives readers a solid understanding of both the theory and common practices employed within each of the engineering disciplines covered. The book will help readers on their journey through this fascinating and multifaceted field.
The Art of SEO Feb 09 2021 Four acknowledged experts in search engine optimization share guidelines and innovative techniques

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that will help you plan and execute a comprehensive SEO strategy. This second edition brings you up to date on recent changes in search engine behavior—such as new ranking methods involving user engagement and social media—with an array of effective tactics, from basic to advanced. Comprehend SEO's many intricacies and complexities Explore the underlying theory and inner workings of search engines Understand the role of social media, user data, and links Discover tools to track results and measure success Recognize how changes to your site can confuse search engines Learn to build a competent SEO team with defined roles Glimpse the future of search and the SEO industry Visit www.artofseobook.com for late-breaking updates, checklists, worksheets, templates, and guides. "SEO expertise is a core need for today's online businesses. Written by some of the top SEO practitioners out there, this book can teach you what you need to know for your online business." —Tony Hsieh, CEO of Zappos.com, Inc., author of New York Times bestseller Delivering Happiness

The Architecture of Computer Hardware, Systems Software, and Networking Jun 15 2021 The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an

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overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

Game Coding Complete Nov 20 2021 Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technolog

Microservice Architecture Jul 05 2020 Have you heard about the tremendous success Amazon and Netflix have had by switching to a microservice architecture? Are you wondering how this can benefit your company? Or are you skeptical about how it might work? If you've answered yes to any of these questions, this practical book will benefit you. You'll learn how to take advantage of the microservice architectural style for building systems, and learn from the experiences of others to adopt and execute this approach most successfully.

Internet of Things. IoT Infrastructures Mar 01 2020 The two-volume set LNICST 169 and 170 constitutes the thoroughly refereed post-conference proceedings of the Second International Internet of Things Summit, IoT 360° 2015, held in Rome, Italy, in October 2015. The IoT 360° is an event bringing a 360 degree perspective on IoT-related projects in important sectors such as mobility, security, healthcare and urban spaces. The conference also aims to coach involved people on the whole path between research to innovation and the way through to commercialization in the IoT domain. This volume contains 62 revised full papers at the following four conferences: The International Conference

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Safety and Security in Internet of Things, SaSeIoT, the International Conference on Smart Objects and Technologies for Social Good, GOODTECHS, the International Conference on Cloud, Networking for IoT systems, CN4IoT, and the International Conference on IoT Technologies for HealthCare, HealthyIoT.

Ultimate 3D Game Engine Design & Architecture Oct 08 2020 Ultimate 3D Game Engine Design and Architecture is a complete reference for designing and creating a game engine from the ground up. The book covers the various systems and processes that go into a complete game engine, with an emphasis on the issues to consider when designing the architecture for the engine. Unlike other books that only focus on one aspect of the game engine, such as graphics or physics, this book focuses on a complete game engine from a cross-platform perspective. The depth of coverage this book provides gives programmers aspiring to get into game development and experienced game developers all the details they need to create a complete game engine, a sample of which is on the companion CD-ROM. The sample engine is called the Building Blocks 3D Engine, which allows users to build off of it to create their own engines and games. The technologies used will include OpenGL, DirectX, C++, and the Windows XP, Mac OS X, and Linux operating systems. This cross-platform approach makes the information and techniques easy to apply to any type of project. Ultimate 3D Game Engine Design and Architecture is a complete reference for designing and creating a game engine from the ground up. The book covers the various systems and processes that go into a complete game engine, with an emphasis on the issues to consider when designing the architecture for the engine. Unlike other books that only focus on one aspect of the game engine, such as graphics or physics, this book focuses on a complete game engine from a cross-platform perspective. The depth of coverage this book provides gives programmers aspiring to get into game development and experienced game developers all the details

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Game Engine Architecture, Second Edition Feb 21 2022 Hailed as a "must-have textbook" (CHOICE, January 2010), the first edition of Game Engine Architecture provided readers with a complete guide to the theory and practice of game engine software development. Updating the content to match today's landscape of game engine architecture, this second edition continues to thoroughly cover the major components that make up a typical commercial game engine. New to the Second Edition Information on new topics, including the latest variant of the C++ programming language, C++11, and the architecture of the eighth generation of gaming consoles, the Xbox One and PlayStation 4 New chapter on audio technology covering the fundamentals of the physics, mathematics, and technology that go into creating an AAA game audio engine Updated sections on multicore programming, pipelined CPU architecture and optimization, localization, pseudovectors and Grassman algebra, dual quaternions, SIMD vector math, memory alignment, and anti-aliasing Insight into the making of Naughty Dog's latest hit, The Last of Us The book presents the theory underlying various subsystems that comprise a commercial game engine as well as the data structures, algorithms, and software interfaces that are typically used to implement them. It primarily focuses on the engine itself, including a host of low-level foundation systems, the rendering engine, the collision system, the physics simulation, character animation, and audio. An in-depth discussion on the "gameplay foundation layer" delves into the game's object model,

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Practical Real-time Data Processing and Analytics Nov 08 2020 A practical guide to help you tackle different real-time data processing and analytics problems using the best tools for each scenario About This Book Learn about the various challenges in real-time data processing and use the right tools to overcome them This book covers popular tools and frameworks such as Spark, Flink, and Apache Storm to solve all your distributed processing problems A practical guide filled with examples, tips, and tricks to help you perform efficient Big Data processing in real-time Who This Book Is For If you are a Java developer who would like to be equipped with all the tools required to devise an end-to-end practical solution on real-time data streaming, then this book is for you. Basic knowledge of real-time processing would be helpful, and knowing the fundamentals of Maven, Shell, and Eclipse would be great. What You Will Learn Get an introduction to the established real-time stack Understand the key integration of all the components Get a thorough understanding of the basic building blocks for real-time solution designing Garnish the search and visualization aspects for your real-time solution Get conceptually and practically acquainted with real-time analytics Be well equipped to apply the knowledge and create your own solutions In Detail With the rise of Big Data, there is an increasing need to process large amounts of data continuously, with a shorter turnaround time. Real-time data processing involves continuous input, processing and output of data, with the condition that the time required for processing is

as short as possible. This book covers the majority of the existing and evolving open source technology stack for real-time processing and analytics. You will get to know about all the real-time solution aspects, from the source to the presentation to persistence. Through this practical book, you'll be equipped with a clear understanding of how to solve challenges on your own. We'll cover topics such as how to set up components, basic executions, integrations, advanced use cases, alerts, and monitoring. You'll be exposed to the popular tools used in real-time processing today such as Apache Spark, Apache Flink, and Storm. Finally, you will put your knowledge to practical use by implementing all of the techniques in the form of a practical, real-world use case. By the end of this book, you will have a solid understanding of all the aspects of real-time data processing and analytics, and will know how to deploy the solutions in production environments in the best possible manner. Style and Approach In this practical guide to real-time analytics, each chapter begins with a basic high-level concept of the topic, followed by a practical, hands-on implementation of each concept, where you can see the working and execution of it. The book is written in a DIY style, with plenty of practical use cases, well-explained code examples, and relevant screenshots and diagrams.

Zero Trust Networks Dec 10 2020 The perimeter defenses guarding your network perhaps are not as secure as you think. Hosts behind the firewall have no defenses of their own, so when a host in the "trusted" zone is breached, access to your data center is not far behind. That's an all-too-familiar scenario today. With this practical book, you'll learn the principles behind zero trust architecture, along with details necessary to implement it. The Zero Trust Model treats all hosts as if they're internet-facing, and considers the entire network to be compromised and hostile. By taking this approach, you'll focus on building strong authentication, authorization, and encryption throughout, while providing compartmentalized access and better operational

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agility. Understand how perimeter-based defenses have evolved to become the broken model we use today Explore two case studies of zero trust in production networks on the client side (Google) and on the server side (PagerDuty) Get example configuration for open source tools that you can use to build a zero trust network Learn how to migrate from a perimeter-based network to a zero trust network in production

Architecture Apr 13 2021 A groundbreaking history of architecture told through the relationship between buildings and energy The story of architecture is the story of humanity. The buildings we live in, from the humblest pre-historic huts to today's skyscrapers, reveal our priorities and ambitions, our family structures and power structures. And to an extent that hasn't been explored until now, architecture has been shaped in every era by our access to energy, from fire to farming to fossil fuels. In this ground-breaking history of world architecture, Barnabas Calder takes us on a dazzling tour of some of the most astonishing buildings of the past fifteen thousand years, from Uruk, via Ancient Rome and Victorian Liverpool, to China's booming megacities. He reveals how every building - from the Parthenon to the Great Mosque of Damascus to a typical Georgian house - was influenced by the energy available to its architects, and why this matters. Today architecture consumes so much energy that 40% of the world's greenhouse gas emissions come from the construction and running of buildings. If we are to avoid catastrophic climate change then now, more than ever, we need beautiful but also intelligent buildings, and to retrofit - not demolish - those that remain. Both a celebration of human ingenuity and a passionate call for greater sustainability, this is a history of architecture for our times.

Game Programming Patterns Jun 27 2022 The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns

tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

3D Game Engine Architecture Apr 25 2022 Dave Eberly's 3D Game Engine Design was the first professional guide to the essential concepts and algorithms of real-time 3D engines and quickly became a classic of game development. Dave's new book 3D Game Engine Architecture continues the tradition with a comprehensive look at the software engineering and programming of 3D engines. This book is

Building Evolutionary Architectures Jan 11 2021 The software development ecosystem is constantly changing, providing a constant stream of new tools, frameworks, techniques, and paradigms. Over the past few years, incremental developments in core engineering practices for software development have created the foundations for rethinking how architecture changes over time, along with ways to protect important architectural characteristics as it evolves. This practical guide ties those parts together with a new way to think about architecture and time.

Google Cloud Platform for Architects Jan 23 2022 Get acquainted with GCP and manage robust, highly available, and dynamic solutions to drive business objective Key Features Identify the strengths, weaknesses and ideal use-cases for individual services offered on the Google Cloud Platform Make intelligent choices about which cloud technology works best for your use-case Leverage Google Cloud Platform to analyze and optimize technical and business processes Book Description Using a capable

cloud platform was considered risky a decade ago, and unconventional even just a few years ago. Today, however, use of the public cloud is completely mainstream - the norm, rather than the exception. Several leading technology firms, including Google, have built sophisticated cloud platforms, and are locked in a fierce competition for market share. The main goal of this book is to enable you to get the best out of the GCP, and to use it with confidence and competence. You will learn why cloud architectures take the forms that they do, and this will help you become a skilled high-level cloud architect. You will also learn how individual cloud services are configured and used, so that you are never intimidated at having to build it yourself. You will also learn the right way and the right situation in which to use the important GCP services. By the end of this book, you will be able to make the most out of Google Cloud Platform design. What you will learn Set up GCP account and utilize GCP services using the cloud shell, web console, and client APIs Harness the power of App Engine, Compute Engine, Containers on the Kubernetes Engine, and Cloud Functions Pick the right managed service for your data needs, choosing intelligently between Datastore, BigTable, and BigQuery Migrate existing Hadoop, Spark, and Pig workloads with minimal disruption to your existing data infrastructure, by using Dataproc intelligently Derive insights about the health, performance, and availability of cloud-powered applications with the help of monitoring, logging, and diagnostic tools in Stackdriver Who this book is for If you are a Cloud architect who is responsible to design and manage robust cloud solutions with Google Cloud Platform, then this book is for you. System engineers and Enterprise architects will also find this book useful. A basic understanding of distributed applications would be helpful, although not strictly necessary. Some working experience on other public cloud platforms would help too.
The Blockchain and the New Architecture of Trust Aug 06 2020 How the blockchain—a system built on foundations of mutual

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mistrust—can become trustworthy The blockchain entered the world on January 3, 2009, introducing an innovative new trust architecture: an environment in which users trust a system—for example, a shared ledger of information—without necessarily trusting any of its components. The cryptocurrency Bitcoin is the most famous implementation of the blockchain, but hundreds of other companies have been founded and billions of dollars have been invested in similar applications since Bitcoin's launch. Some see the blockchain as offering more opportunities for criminal behavior than benefits to society. In this book, Kevin Werbach shows how a technology resting on foundations of mutual mistrust can become trustworthy. The blockchain, built on open software and decentralized foundations that allow anyone to participate, seems like a threat to any form of regulation. In fact, Werbach argues, law and the blockchain need each other. Blockchain systems that ignore law and governance are likely to fail, or to become outlaw technologies irrelevant to the mainstream economy. That, Werbach cautions, would be a tragic waste of potential. If, however, we recognize the blockchain as a kind of legal technology that shapes behavior in new ways, it can be harnessed to create tremendous business and social value.
Game Architecture and Design Apr 01 2020 A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an overview of game development software.
Ultimate 3D Game Engine Design and Architecture May 27 2022
Real-Time Rendering, Fourth Edition Aug 25 2019 Thoroughly updated, this fourth edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and o

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Game Physics Engine Development Dec 30 2019 Physics is really important to game programmers who need to know how to add physical realism to their games. They need to take into account the laws of physics when creating a simulation or game engine, particularly in 3D computer graphics, for the purpose of making the effects appear more real to the observer or player.The game engine needs to recognize the physical properties of objects that artists create, and combine them with realistic motion. The physics ENGINE is a computer program that you work into your game that simulates Newtonian physics and predict effects under different conditions. In video games, the physics engine uses real-time physics to improve realism. This is the only book in its category to take readers through the process of building a complete game-ready physics engine from scratch. The Cyclone game engine featured in the book was written specifically for this book and has been utilized in iPhone application development and Adobe Flash projects. There is a good deal of master-class level information available, but almost nothing in any format that teaches the basics in a practical way. The second edition includes NEW and/or revised material on collision detection, 2D physics, casual game physics for Flash games, more references, a glossary, and end-of-chapter exercises. The companion website will include the full source code of the Cyclone physics engine, along with example applications that show the physics system in operation.

High Performance MySQL May 15 2021 How can you realize MySQL's full power? With High Performance MySQL, you'll learn advanced techniques for everything from setting service-level objectives to designing schemas, indexes, and queries to tuning your server, operating system, and hardware to achieve your platform's full potential. This guide also teaches database administrators safe and practical ways to scale applications through replication, load balancing, high availability, and failover. Updated to reflect recent advances in cloud- and self-hosted

MySQL, InnoDB performance, and new features and tools, this revised edition helps you design a relational data platform that will scale with your business. You'll learn best practices for database security along with hard-earned lessons in both performance and database stability. Dive into MySQL's architecture, including key facts about its storage engines Learn how server configuration works with your hardware and deployment choices Make query performance part of your software delivery process Examine enhancements to MySQL's replication and high availability Compare different MySQL offerings in managed cloud environments Explore MySQL's full stack optimization from application-side configuration to server tuning Turn traditional database management tasks into automated processes

Information Networking Sep 06 2020 This book constitutes the thoroughly refereed post-proceedings of the International Conference on Information Networking, ICOIN 2003, held at Cheju Island, Korea in February 2003. The 100 revised full papers presented were carefully selected during two rounds of reviewing and revision. The papers are organized in topical sections on high-speed network technologies, enhanced Internet protocols, QoS in the Internet, mobile Internet, network security, network management, and network performance.

The Art of SEO Jun 23 2019 Four acknowledged experts in search engine optimization share guidelines and innovative techniques that will help you plan and execute a comprehensive SEO strategy. This second edition brings you up to date on recent changes in search engine behavior—such as new ranking methods involving user engagement and social media—with an array of effective tactics, from basic to advanced. Comprehend SEO's many intricacies and complexities Explore the underlying theory and inner workings of search engines Understand the role of social media, user data, and links Discover tools to track results and measure success Recognize how changes to your site

confuse search engines Learn to build a competent SEO team with defined roles Glimpse the future of search and the SEO industry Visit www.artofseobook.com for late-breaking updates, checklists, worksheets, templates, and guides.

Alan Turing's Electronic Brain Jul 17 2021 The mathematical genius Alan Turing, now well known for his crucial wartime role in breaking the ENIGMA code, was the first to conceive of the fundamental principle of the modern computer-the idea of controlling a computing machine's operations by means of a program of coded instructions, stored in the machine's 'memory'. In 1945 Turing drew up his revolutionary design for an electronic computing machine-his Automatic Computing Engine ('ACE'). A pilot model of the ACE ran its first program in 1950 and the production version, the 'DEUCE', went on to become a cornerstone of the fledgling British computer industry. The first 'personal' computer was based on Turing's ACE. Alan Turing's Automatic Computing Engine describes Turing's struggle to build the modern computer. The first detailed history of Turing's contributions to computer science, this text is essential reading for anyone interested in the history of the computer and the history of mathematics. It contains first hand accounts by Turing and by the pioneers of computing who worked with him. As well as relating the story of the invention of the computer, the book clearly describes the hardware and software of the ACE-including the very first computer programs. The book is intended to be accessible to everyone with an interest in computing, and contains numerous diagrams and illustrations as well as original photographs. The book contains chapters describing Turing's path-breaking research in the fields of Artificial Intelligence (AI) and Artificial Life (A-Life). The book has an extensive system of hyperlinks to The Turing Archive for the History of Computing, an on-line library of digital facsimiles of typewritten documents by Turing and the other scientists who pioneered the electronic computer.

3D Game Engine Design Sep 18 2021 A major revision of the international bestseller on game programming!Graphics hardware has evolved enormously in the last decade. Hardware can now be directly controlled through techniques such as shader programming, which requires an entirely new thought process of a programmer. 3D Game Engine Design, Second Edition shows step-by-step how to make

Beautiful Architecture Nov 28 2019 What are the ingredients of robust, elegant, flexible, and maintainable software architecture? Beautiful Architecture answers this question through a collection of intriguing essays from more than a dozen of today's leading software designers and architects. In each essay, contributors present a notable software architecture, and analyze what makes it innovative and ideal for its purpose. Some of the engineers in this book reveal how they developed a specific project, including decisions they faced and tradeoffs they made. Others take a step back to investigate how certain architectural aspects have influenced computing as a whole. With this book, you'll discover: How Facebook's architecture is the basis for a data-centric application ecosystem The effect of Xen's well-designed architecture on the way operating systems evolve How community processes within the KDE project help software architectures evolve from rough sketches to beautiful systems How creeping featurism has helped GNU Emacs gain unanticipated functionality The magic behind the Jikes RVM self-optimizable, self-hosting runtime Design choices and building blocks that made Tandem the choice platform in high-availability environments for over two decades Differences and similarities between object-oriented and functional architectural views How architectures can affect the software's evolution and the developers' engagement Go behind the scenes to learn what it takes to design elegant software architecture, and how it can shape the way you approach your own projects, with Beautiful Architecture.

Fundamentals of Software Architecture Aug 18 2021 Salary surveys worldwide regularly place software architect in the top 10 best jobs, yet no real guide exists to help developers become architects. Until now. This book provides the first comprehensive overview of software architecture's many aspects. Aspiring and existing architects alike will examine architectural characteristics, architectural patterns, component determination, diagramming and presenting architecture, evolutionary architecture, and many other topics. Mark Richards and Neal Ford—hands-on practitioners who have taught software architecture classes professionally for years—focus on architecture principles that apply across all technology stacks. You'll explore software architecture in a modern light, taking into account all the innovations of the past decade. This book examines: Architecture patterns: The technical basis for many architectural decisions Components: Identification, coupling, cohesion, partitioning, and granularity Soft skills: Effective team management, meetings, negotiation, presentations, and more Modernity: Engineering practices and operational approaches that have changed radically in the past few years Architecture as an engineering discipline: Repeatable results, metrics, and concrete valuations that add rigor to software architecture

Expert MySQL Jul 25 2019 MySQL remains one of the hottest open source database technologies. As the database has evolved into a product competitive with proprietary counterparts like Oracle and IBM DB2, MySQL has found favor with large scale corporate users who require high-powered features and performance. Expert MySQL is the first book to delve deep into the MySQL architecture, showing users how to make the most of the database through creation of custom storage handlers, optimization of MySQL's query execution, and use of the embedded server product. This book will interest users deploying MySQL in high-traffic environments and in situations requiring minimal resource allocation.

Real-Time Collision Detection May 03 2020 Written by an expert in the game industry, Christer Ericson's new book is a comprehensive guide to the components of efficient real-time collision detection systems. The book provides the tools and know-how needed to implement industrial-strength collision detection for the highly detailed dynamic environments of applications such as 3D games, virtual reality applications, and physical simulators. Of the many topics covered, a key focus is on spatial and object partitioning through a wide variety of grids, trees, and sorting methods. The author also presents a large collection of intersection and distance tests for both simple and complex geometric shapes. Sections on vector and matrix algebra provide the background for advanced topics such as Voronoi regions, Minkowski sums, and linear and quadratic programming. Of utmost importance to programmers but rarely discussed in this much detail in other books are the chapters covering numerical and geometric robustness, both essential topics for collision detection systems. Also unique are the chapters discussing how graphics hardware can assist in collision detection computations and on advanced optimization for modern computer architectures. All in all, this comprehensive book will become the industry standard for years to come.

Designing Embedded Hardware Jan 29 2020 Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior

experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Trino: The Definitive Guide Mar 13 2021 Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino

Game Engine Black Book: DOOM Jun 03 2020 It was early 1993 and id Software was at the top of the PC gaming industry. Wolfenstein 3D had established the First Person Shooter genre and sales of its sequel Spear of Destiny were skyrocketing. The technology and tools id had taken years to develop were no match for their many competitors. It would have been easy for id to coast on their success, but instead they made the audacious decision to throw away everything they had built and start from scratch. Game Engine Black Book: Doom is the story of how they did it. This is a book about history and engineering. Don't expect much prose (the author's English has improved since the first book but is still broken). Instead you will find inside extensive descriptions and drawings to better understand all the challenges id Software had to overcome. From the hardware -- the Intel 486 CPU, the Motorola 68040 CPU, and the NeXT workstations -- to the game engine's revolutionary design, open up to learn how DOOM changed the gaming industry and became a legend among video games.

3D Game Engine Architecture Aug 30 2022

Game Engine Architecture Nov 01 2022 In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. ...This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of:computer and CPU hardware and memory caches,compiler optimizations,C++ language standardization,the IEEE-754 floating-point representation,2D user interfaces,plus an entirely new chapter on hardware parallelism and concurrent programming.This book is intended to

serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process.

Towards a New Architecture Oct 20 2021 Pioneering manifesto by founder of "International School." Technical and aesthetic theories, views of industry, economics, relation of form to function, "mass-production split," and much more. Profusely illustrated.

Business Architecture Oct 27 2019 Build a Business Architecture Framework to enable your organization to grow and gracefully accommodate change. The practical approach described in this book can help you as a business architect, analyst, or manager, create reusable, adaptable, and manageable knowledge of your organization. Apply the full lifecycle from business strategy through implementation, and identify the required knowledge domains. Convert business strategy into usable and effective business designs which optimize investment decisions. Articulate what domain knowledge (the dots) needs to be collected, how these are connected, and which combinations provide the greatest opportunity if corrected. The book covers the main business architecture stages of 'Define the Business', 'Design the Business', 'Build the Business', and 'Operate the Business'. Build models of the external ecosystem, business stakeholders, business information, business processes, business capabilities, change prioritization, and performance management systems to support your change journey. This book is an essential companion guide for new business architects and analysts, and a valuable reference for experienced architects to enhance their practice.

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new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated. New to the Third Edition This third edition offers the same comprehensive coverage of game engine architecture provided by previous editions, along with updated coverage of: computer and CPU hardware and memory caches, compiler optimizations, C++ language standardization, the IEEE-754 floating-point representation, 2D user interfaces, plus an entirely new chapter on hardware parallelism and concurrent programming. This book is intended to serve as an introductory text, but it also offers the experienced game programmer a useful perspective on aspects of game development technology with which they may not have deep experience. As always, copious references and citations are provided in this edition, making it an excellent jumping off point for those who wish to dig deeper into any particular aspect of the game development process. Key Features Covers both the theory and practice of game engine software development Examples are grounded in specific technologies, but discussion extends beyond any particular engine or API. Includes all mathematical background needed. Comprehensive text for beginners and also has content for senior engineers.

The Software Architect Elevator Jul 29 2022 As the digital economy changes the rules of the game for enterprises, the role of software and IT architects is also transforming. Rather than focus on technical decisions alone, architects and senior technologists need to combine organizational and technical knowledge to effect change in their company's structure and processes. To accomplish that, they need to connect the

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room to the penthouse, where the business strategy is defined. In this guide, author Gregor Hohpe shares real-world advice and hard-learned lessons from actual IT transformations. His anecdotes help architects, senior developers, and other IT professionals prepare for a more complex but rewarding role in the enterprise. This book is ideal for: Software architects and senior developers looking to shape the company's technology direction or assist in an organizational transformation Enterprise architects and senior technologists searching for practical advice on how to navigate technical and organizational topics CTOs and senior technical architects who are devising an IT strategy that impacts the way the organization works IT managers who want to learn what's worked and what hasn't in large-scale transformation

Entertainment Computing - ICEC 2010 Sep 26 2019 This book constitutes the thoroughly refereed proceedings of the 9th International Conference on Entertainment Computing, ICEC 2010, held in Seoul, Korea, in August 2010, under the auspices of IFIP. The 19 revised long papers, 27 short papers and 33 poster papers and demos presented were carefully reviewed and selected from numerous submissions for inclusion in the book. The papers cover all main domains of entertainment computing, from interactive music to games, taking a wide range of scientific domains from aesthetic to computer science.