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9691 Computing November 2013 Principal Examiner Report for Teachers © 2013 Question 4 (a) Whilst about half of the candidates correctly identified CAD as the software for drawing the rides, it was very common to see imprecise answers, such as design software, or incorrect answers, such as desk top publishing or presentation software. However, those that correctly identified CAD also did well in answering

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18 January 2019 : October / November 2018 papers are updated. Feb / March and May / June 2019 papers will be updated after result announcements. 1 June 2019 : Feb - March Papers Updated.

12/01/2020 : A Level Computing 2019 October/November Past Papers are updated. Computing 9691 Yearly Past Papers

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COMPUTING Paper 9691/11 Written Paper General comments The standard of candidates' work was an improvement on last year in many areas. The format of the examination was similar to November 2013. The candidates seemed better prepared for this new style of paper than they were twelve months ago. The new format leads candidates and Centres

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COMPUTING 9691/31 Paper 3 October/November 2013 2 hours Candidates answer on the Question Paper. No additional materials are required. No calculators allowed. ... 7 Encryption of data is widely used in computing. (a) One application is the sending of payment data using a debit/credit card for an online

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Following this meeting, we published the first paper on this topic, in IEEE Pervasive Computing (November 1, 2009) titled: The Case for VM-based Cloudlets in Mobile Computing. The blog Why a Cloudlet Beats the Cloud for Mobile Apps (December 13, 2009) was the first article to cover our ideas. In it are described two projects, Cloudlets, a joint ...

Edge Computing - Microsoft Research

In this paper we identify two main barriers to research in this area - the lack of a common taxonomy and the scarceness of large, real-world, annotated data. To address these issues we present a taxonomy of urban sounds and a new dataset, UrbanSound, containing 27 hours of audio with 18.5 hours of annotated sound event occurrences across 10 ...

Provides guidance on tackling the different types of examination questions.

Cambridge International AS and A Level Computer Science offers a complete set of resources to accompany the 9608 syllabus. This revision guide helps students to prepare and practice skills for the Cambridge AS and A Level Computer Science examination. It contains clear explanations and key information to support learners, with additional practice questions to help students feel confident and reinforce their understanding of key concepts.

Includes index

Written for the AS/A-Level Computing syllabus, this coursebook follows the bullet points of the syllabus chronologically.

This book constitutes the thoroughly refereed proceedings of the 2012 ICSOC Workshops consisting of 6 scientific satellite events, organized in 3 main tracks including workshop track (ASC, DISA, PAASC, SCEB, SeMaPS and WESOA 2012), PhD symposium track, demonstration track; held in conjunction with the 10th International Conference on Service-Oriented Computing (ICSOC), in Shanghai, China, November 2012. The 53 revised papers presents a wide range of topics that fall into the general area of service computing such as business process management, distributed systems, computer networks, wireless and mobile computing, grid computing, networking, service science, management science, and software engineering.

A basic problem in computer vision is to understand the structure of a real world scene given several images of it. Techniques for solving this problem are taken from projective geometry and photogrammetry. Here, the authors cover the geometric principles and their algebraic representation in terms of camera projection matrices, the fundamental matrix and the trifocal tensor. The theory and methods of computation of these entities are discussed with real examples, as is their use in the reconstruction of scenes from multiple images. The new edition features an extended introduction covering the key ideas in the book (which itself has been updated with additional examples and appendices) and significant new results which have appeared since the first edition. Comprehensive background material is provided, so readers familiar with linear algebra and basic numerical methods can understand the projective geometry and estimation algorithms presented, and implement the algorithms directly from the book.

A graduate-level book demonstrating the application of Lévy statistics to understand laser cooling of atoms.

A comprehensive introduction to the foundations of model checking, a fully automated technique for finding flaws in hardware and software; with extensive examples and both practical and theoretical exercises. Our growing dependence on increasingly complex computer and software systems necessitates the development of formalisms, techniques, and tools for assessing functional properties of these systems. One such technique that has emerged in the last twenty years is model checking, which systematically (and automatically) checks whether a model of a given system satisfies a desired property such as deadlock freedom, invariants, and request-response properties. This automated technique for verification and debugging has developed into a mature and widely used approach with many applications. Principles of Model Checking offers a comprehensive introduction to model checking that is not only a text suitable for classroom use but also a valuable reference for researchers and practitioners in the field. The book begins with the basic principles for modeling concurrent and communicating systems, introduces different classes of properties (including safety and liveness), presents the notion of fairness, and provides automata-based algorithms for these properties. It introduces the temporal logics LTL and CTL, compares them, and covers algorithms for verifying these logics, discussing real-time systems as well as systems subject to random phenomena. Separate chapters treat such efficiency-improving techniques as abstraction and symbolic manipulation. The book includes an extensive set of examples (most of which run through several chapters) and a complete set of basic results accompanied by detailed proofs. Each chapter concludes with a summary, bibliographic notes, and an extensive list of exercises of both practical and theoretical nature.

This book provides a compelling account of the rigging of benchmarks during and after the financial crisis of 2007–08. Written in clear language accessible to the non-specialist, it provides the historical context necessary for understanding the benchmarks – LIBOR, FOREX and the Gold and Silver Fixes – and shows how and why they have to be reformed in the face of rapid technological changes in markets. Though banks have been fined and a few traders have been jailed, justice will not be done until senior bankers are made responsible for their actions. Provocative and rigorously argued, this book makes concrete recommendations for improving the security of the financial services industry and holding bankers to account.

This book constitutes the refereed proceedings of the 15th International Symposium on Experimental Algorithms, SEA 2016, held in St. Petersburg, Russia, in June 2016. The 25 revised full papers presented were carefully reviewed and selected from 54 submissions. The main theme of the symposium is the role of experimentation and of algorithm engineering techniques in the design and evaluation of algorithms and data structures. SEA covers a wide range of topics in experimental algorithmics, bringing together researchers from algorithm engineering, mathematical programming, and combinatorial optimization communities.

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