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Business Rules and Information Systems Advanced Database Systems Morgan Kaufmann series in data management systems Systems of Consanguinity and Affinity of the Human Family Readings in Database Systems Rapport sur l'ouvrage de M. Morgan intitulé " Systems of consanguinity and affinity of the human family " Urban Political Analysis Relational Database Design Clearly Explained Probabilistic Reasoning in Intelligent Systems Management of Heterogeneous and Autonomous Database Systems Database Design: Know It All Virtual Machines Systems of Consanguinity and Affinity of the Human Family Creative Evolutionary Systems Computer Networks Agricultural Systems of Middle Europe. A symposium. Edited by O. S. Morgan The Toyota Product Development System Data Modeling Essentials (the Morgan Kaufmann Series in Data Management Systems) Information Modeling and Relational Databases Business Rules And Information Systems Migrating Legacy Systems Principles of Transaction Processing Applying Case-Based Reasoning Data Quality Architecture of Network Systems Agricultural Systems of Middle Europe Principles of Multimedia Database Systems Probabilistic Reasoning in Intelligent Systems Systems of Consanguinity and Affinity of the Human Family Data Mining: Concepts and Techniques Improving the Performance of Water Delivery Systems in the Dez and Morgan Irrigation Schemes in Iran Systems One Abstraction, Refinement and Proof for Probabilistic Systems Kinship and the Social Order : the Legacy of Lewis Henry Morgan Embedded Systems and Software Validation Data Preparation for Data Mining Computers as Components Design Methods for Reactive Systems Moving Objects Databases Component Database Systems

Design Methods for Reactive Systems describes methods and techniques for the design of software systems—particularly reactive software systems that engage in stimulus-response behavior. Such systems, which include information systems, workflow management systems, systems for e-commerce, production control systems, and embedded software, increasingly embody design aspects previously considered alone—such as complex information processing, non-trivial behavior, and communication between different components—aspects traditionally treated separately by classic software design methodologies. But, as this book illustrates, the software designer is better served by the ability to intelligently pick and choose from among a variety of techniques according to the particular demands and properties of the system under development. Design Methods for Reactive Systems helps the software designer meet today's increasingly complex challenges by bringing together specification techniques and guidelines proven useful in the design of a wide range of software systems, allowing the designer to evaluate and adapt different techniques for different projects. Written in an exceptionally clear and insightful style, Design Methods for Reactive Systems is a book that students, engineers, teachers, and researchers will undoubtedly find of great value. Shows how the techniques and design approaches of the three most popular design methods can be combined in a flexible, problem-driven manner. Pedagogical features include summaries, rehearsal questions, exercises, discussion questions, and numerous case studies. Probabilistic Reasoning in

Intelligent Systems is a complete and accessible account of the theoretical foundations and computational methods that underlie plausible reasoning under uncertainty. The author provides a coherent explication of probability as a language for reasoning with partial belief and offers a unifying perspective on other AI approaches to uncertainty, such as the Dempster-Shafer formalism, truth maintenance systems, and nonmonotonic logic. The author distinguishes syntactic and semantic approaches to uncertainty--and offers techniques, based on belief networks, that provide a mechanism for making semantics-based systems operational. Specifically, network-propagation techniques serve as a mechanism for combining the theoretical coherence of probability theory with modern demands of reasoning-systems technology: modular declarative inputs, conceptually meaningful inferences, and parallel distributed computation. Application areas include diagnosis, forecasting, image interpretation, multi-sensor fusion, decision support systems, plan recognition, planning, speech recognition--in short, almost every task requiring that conclusions be drawn from uncertain clues and incomplete information. Probabilistic Reasoning in Intelligent Systems will be of special interest to scholars and researchers in AI, decision theory, statistics, logic, philosophy, cognitive psychology, and the management sciences. Professionals in the areas of knowledge-based systems, operations research, engineering, and statistics will find theoretical and computational tools of immediate practical use. The book can also be used as an excellent text for graduate-level courses in AI, operations research, or applied probability. Information systems often fail because their requirements are poorly defined. This book shows IT professionals how to specify more precisely and more effectively what their systems need to do. The key lies in the discovery and application of what are called business rules. A business rule is a compact and simple statement that represents some important aspect of a business. By capturing the rules for your business--the logic that governs its operation--you will gain the ability to create systems fully aligned with your business needs. In this book, Tony Morgan provides a thorough introduction to business rules, as well as a practical framework for integrating them into information systems. He shows you how to identify and express business rules, offers practical strategies for their use, and explains the key elements of logic that underpin their application. Topics covered include: Understanding the role of business rules and models in information systems development Using models to structure and manage business activities, including e-commerce Defining and discovering business rules Controlling business rule quality Fitting business rules into varied technical architectures Implementing business rules using available technology Whether you are an analyst, designer, developer, or technical manager, the in-depth information and practical perspective in this valuable resource will guide you in your efforts to build rule-centered information systems that fully support the goals of your organization. Case-based reasoning (CBR) is an intelligent-systems method that enables information managers to increase efficiency and reduce cost by substantially automating processes such as diagnosis, scheduling and design. A case-based reasoner works by matching new problems to "cases" from a historical database and then adapting successful solutions from the past to current situations. Organizations as diverse as IBM, VISA International, Volkswagen, British Airways, and NASA have already made use of CBR in applications such as customer support, quality assurance, aircraft maintenance, process planning, and decision support, and many more applications are easily imaginable. It is relatively simple to add CBR components to existing information systems, as this book demonstrates. The author explains the principles of CBR by describing its origins and contrasting it with familiar information disciplines such as traditional data processing, logic programming, rule-based expert systems, and object-oriented

programming. Through case studies and step-by-step examples, he goes on to show how to design and implement a reliable, robust CBR system in a real-world environment. Additional resources are provided in a survey of commercially available CBR tools, a comprehensive bibliography, and a listing of companies providing CBR software and services. The latest edition of a popular text and reference on database research, with substantial new material and revision; covers classical literature and recent hot topics. Lessons from database research have been applied in academic fields ranging from bioinformatics to next-generation Internet architecture and in industrial uses including Web-based e-commerce and search engines. The core ideas in the field have become increasingly influential. This text provides both students and professionals with a grounding in database research and a technical context for understanding recent innovations in the field. The readings included treat the most important issues in the database area--the basic material for any DBMS professional. This fourth edition has been substantially updated and revised, with 21 of the 48 papers new to the edition, four of them published for the first time. Many of the sections have been newly organized, and each section includes a new or substantially revised introduction that discusses the context, motivation, and controversies in a particular area, placing it in the broader perspective of database research. Two introductory articles, never before published, provide an organized, current introduction to basic knowledge of the field; one discusses the history of data models and query languages and the other offers an architectural overview of a database system. The remaining articles range from the classical literature on database research to treatments of current hot topics, including a paper on search engine architecture and a paper on application servers, both written expressly for this edition. The result is a collection of papers that are seminal and also accessible to a reader who has a basic familiarity with database systems. Information systems that resist modification and don't support organizational requirements are a critical business problem. The authors present a step-by-step strategy for complete IS migration to a new environment and discuss the potential problems and alternatives that may arise in the process. Information Modeling and Relational Databases provides an introduction to ORM (Object Role Modeling)-and much more. In fact, it's the only book to go beyond introductory coverage and provide all of the in-depth instruction you need to transform knowledge from domain experts into a sound database design. Inside, ORM authority Terry Halpin blends conceptual information with practical instruction that will let you begin using ORM effectively as soon as possible. Supported by examples, exercises, and useful background information, his step-by-step approach teaches you to develop a natural-language-based ORM model and then, where needed, abstract ER and UML models from it. This book will quickly make you proficient in the modeling technique that is proving vital to the development of accurate and efficient databases that best meet real business objectives. The most in-depth coverage of Object Role Modeling available anywhere-written by a pioneer in the development of ORM. Provides additional coverage of Entity Relationship (ER) modeling and the Unified Modeling Language-all from an ORM perspective. Intended for anyone with a stake in the accuracy and efficacy of databases: systems analysts, information modelers, database designers and administrators, instructors, managers, and programmers. Explains and illustrates required concepts from mathematics and set theory. Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data

mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data Principles of Transaction Processing is a comprehensive guide to developing applications, designing systems, and evaluating engineering products. The book provides detailed discussions of the internal workings of transaction processing systems, and it discusses how these systems work and how best to utilize them. It covers the architecture of Web Application Servers and transactional communication paradigms. The book is divided into 11 chapters, which cover the following: Overview of transaction processing application and system structure Software abstractions found in transaction processing systems Architecture of multitier applications and the functions of transactional middleware and database servers Queued transaction processing and its internals, with IBM's Websphere MQ and Oracle's Stream AQ as examples Business process management and its mechanisms Description of the two-phase locking function, B-tree locking and multigranularity locking used in SQL database systems and nested transaction locking System recovery and its failures Two-phase commit protocol Comparison between the tradeoffs of replicating servers versus replication resources Transactional middleware products and standards Future trends, such as cloud computing platforms, composing scalable systems using distributed computing components, the use of flash storage to replace disks and data streams from sensor devices as a source of transaction requests. The text meets the needs of systems professionals, such as IT application programmers who construct TP applications, application analysts, and product developers. The book will also be invaluable to students and novices in application programming. Complete revision of the classic "non mathematical" transaction processing reference for systems professionals. Updated to focus on the needs of transaction processing via the Internet-- the main focus of business data processing investments, via web application servers, SOA, and important new TP standards. Retains the practical, non-mathematical, but thorough conceptual basis of the first edition. Modern embedded systems require high performance, low cost and low power consumption. Such systems typically consist of a heterogeneous collection of processors, specialized memory subsystems, and partially programmable or fixed-function components. This heterogeneity, coupled with issues such as hardware/software partitioning, mapping, scheduling, etc., leads to a large number of design possibilities, making performance debugging and validation of such systems a difficult problem. Embedded systems are used to control safety critical applications such as flight control, automotive electronics and healthcare monitoring. Clearly, developing reliable software/systems for such applications is of utmost importance. This book describes a host of debugging and verification methods which can help to achieve this goal. Covers the major abstraction levels of embedded systems design, starting

from software analysis and micro-architectural modeling, to modeling of resource sharing and communication at the system level Integrates formal techniques of validation for hardware/software with debugging and validation of embedded system design flows Includes practical case studies to answer the questions: does a design meet its requirements, if not, then which parts of the system are responsible for the violation, and once they are identified, then how should the design be suitably modified? Information systems often fail because their requirements are poorly defined. This book shows IT professionals how to specify more precisely and more effectively what their systems need to do. The key lies in the discovery and application of what are called business rules. A business rule is a compact and simple statement that represents some important aspect of a business. By capturing the rules for your business--the logic that governs its operation--you will gain the ability to create systems fully aligned with your business needs. In this book, Tony Morgan provides a thorough introduction. In this text, Smith and Nair take a new approach by examining virtual machines as a unified discipline and pulling together cross-cutting technologies. Topics include instruction set emulation, dynamic program translation and optimization, high level virtual machines (including Java and CLI), and system virtual machines for both single-user systems and servers. "Systems of Consanguinity and Affinity remains a towering monument... Morgan can never be ignored by the student of kinship." -Robert Lowie, early 20th century American anthropologist In *Systems of Consanguinity and Affinity of the Human Family* (1871), Lewis Morgan described his fieldwork among Native American and the kinship systems of over 100 cultures that he studied. Its key findings are that kinship is an important factor in understanding cultures, and they can be studied through systematic, scientific means. By undertaking the first major study of the effects of kinship, Morgan pioneered in introducing a new field of research, and this book is considered a foundational text for the discipline of anthropology. Illustrates by example the typical steps necessary in computer science to build a mathematical model of any programming paradigm . Presents results of a large and integrated body of research in the area of 'quantitative' program logics. *Computer Networks: A Systems Approach, Fifth Edition*, explores the key principles of computer networking, with examples drawn from the real world of network and protocol design. Using the Internet as the primary example, this best-selling and classic textbook explains various protocols and networking technologies. The systems-oriented approach encourages students to think about how individual network components fit into a larger, complex system of interactions. This book has a completely updated content with expanded coverage of the topics of utmost importance to networking professionals and students, including P2P, wireless, network security, and network applications such as e-mail and the Web, IP telephony and video streaming, and peer-to-peer file sharing. There is now increased focus on application layer issues where innovative and exciting research and design is currently the center of attention. Other topics include network design and architecture; the ways users can connect to a network; the concepts of switching, routing, and internetworking; end-to-end protocols; congestion control and resource allocation; and end-to-end data. Each chapter includes a problem statement, which introduces issues to be examined; shaded sidebars that elaborate on a topic or introduce a related advanced topic; What's Next? discussions that deal with emerging issues in research, the commercial world, or society; and exercises. This book is written for graduate or upper-division undergraduate classes in computer networking. It will also be useful for industry professionals retraining for network-related assignments, as well as for network practitioners seeking to understand the workings of network protocols and the big picture of networking. Completely updated content with expanded coverage of the topics of utmost

importance to networking professionals and students, including P2P, wireless, security, and applications Increased focus on application layer issues where innovative and exciting research and design is currently the center of attention Free downloadable network simulation software and lab experiments manual available The ability to bring new and innovative products to market rapidly is the prime critical competence for any successful consumer-driven company. All industries, especially automotive, are slashing product development lead times in the current hyper-competitive marketplace. This book is the first to thoroughly examine and analyze the truly effective product development methodology that has made Toyota the most forward-thinking company in the automotive industry. Winner of the 2007 Shingo Prize For Excellence In Manufacturing Research! In *The Toyota Product Development System: Integrating People, Process, and Technology*, James Morgan and Jeffrey Liker compare and contrast the world-class product development process of Toyota with that of a U.S. competitor. They use extensive examples from Toyota and the U.S. competitor to demonstrate value stream mapping as an extraordinarily powerful tool for continuous improvement. Through examples and case studies, this book illustrates specific techniques and proven practices for dealing with challenges associated with product development, such as synchronizing multiple disciplines, multiple function workload leveling, compound process variation, effective technology integration, and knowledge management. Readers of this book can focus on optimizing the entire product development value stream rather than focus on a specific tool or technology for local improvements. Written for computer scientists and students, and computer literate artists, designers and specialists in evolutionary computation, this text brings together the most advanced work in the use of evolutionary computation for creative results. Thought-provoking and accessible in approach, this updated and expanded second edition of the *Data Modeling Essentials* (The Morgan Kaufmann Series in Data Management Systems provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for advanced graduate-level students. We hope you find this book useful in shaping your future career. Feel free to send us your enquiries related to our publications to info@risepress.pw

Rise Press An Overview of Multidatabase Systems: Past and Present / Athman Bouguettaya, Boualem Benatallah, Ahmed Elmagarmid / - Local Autonomy and Its Effects on Multidatabase Systems / Ahmed Elmagarmid, Weimin Du, Rafi Ahmed / - Semantic Similarities Between Objects in Multiple Databases / Vipul Kashyap, Amit Sheth / - Resolution of Representational Diversity in Multidatabase Systems / Joachim Hammer, Dennis McLeod / - Schema Integration: Past, Present, and Future / Sudha Ram, V. Ramesh / - Schema and Language Translation / Bogdan Czejdo, Le Gruenwald / - Multidatabase Languages / Paolo Missier, Marek Rusinkiewicz, W. Jin / - Interdependent Database Systems / George Karabatis, Marek Rusinkiewicz, Amit Sheth / - Correctness Criteria and Concurrency Control / Panos K. Chrysanthis, Krithi Ramamritham / - Transaction Management in Multidatabase Systems: Current Technologies and Formalisms / Ken Barker, Ahmed Elmagarmid / - Transaction-Based Recovery / Jari Veijalainen. ... This book brings all of the elements of database design together in a single volume, saving the reader the time and expense of making multiple purchases. It consolidates both introductory and advanced topics, thereby covering the gamut of database design methodology ? from ER and UML techniques, to conceptual data modeling and table transformation, to storing XML and querying moving objects databases. The proposed book expertly combines the finest database design

material from the Morgan Kaufmann portfolio. Individual chapters are derived from a select group of MK books authored by the best and brightest in the field. These chapters are combined into one comprehensive volume in a way that allows it to be used as a reference work for those interested in new and developing aspects of database design. This book represents a quick and efficient way to unite valuable content from leading database design experts, thereby creating a definitive, one-stop-shopping opportunity for customers to receive the information they would otherwise need to round up from separate sources. Chapters contributed by various recognized experts in the field let the reader remain up to date and fully informed from multiple viewpoints. Details multiple relational models and modeling languages, enhancing the reader's technical expertise and familiarity with design-related requirements specification. Coverage of both theory and practice brings all of the elements of database design together in a single volume, saving the reader the time and expense of making multiple purchases. Architecture of Network Systems explains the practice and methodologies that will allow you to solve a broad range of problems in system design, including problems related to security, quality of service, performance, manageability, and more. Leading researchers Dimitrios Serpanos and Tilman Wolf develop architectures for all network sub-systems, bridging the gap between operation and VLSI. This book provides comprehensive coverage of the technical aspects of network systems, including system-on-chip technologies, embedded protocol processing and high-performance, and low-power design. It develops a functional approach to network system architecture based on the OSI reference model, which is useful for practitioners at every level. It also covers both fundamentals and the latest developments in network systems architecture, including network-on-chip, network processors, algorithms for lookup and classification, and network systems for the next-generation Internet. The book is recommended for practicing engineers designing the architecture of network systems and graduate students in computer engineering and computer science studying network system design. This is the first book to provide comprehensive coverage of the technical aspects of network systems, including processing systems, hardware technologies, memory managers, software routers, and more. Develops a systematic approach to network architectures, based on the OSI reference model, that is useful for practitioners at every level. Covers both the important basics and cutting-edge topics in network systems architecture, including Quality of Service and Security for mobile, real-time P2P services, Low-Power Requirements for Mobile Systems, and next generation Internet systems. The database field has experienced a rapid and incessant growth since the development of relational databases. The progress in database systems and applications has produced a diverse landscape of specialized technology areas that have often become the exclusive domain of research specialists. Examples include active databases, temporal databases, object-oriented databases, deductive databases, imprecise reasoning and queries, and multimedia information systems. This book provides a systematic introduction to and an in-depth treatment of these advanced database areas. It supplies practitioners and researchers with authoritative coverage of recent technological advances that are shaping the future of commercial database systems and intelligent information systems. Advanced Database Systems was written by a team of six leading specialists who have made significant contributions to the development of the technology areas covered in the book. Benefiting from the authors' long experience teaching graduate and professional courses, this book is designed to provide a gradual introduction to advanced research topics and includes many examples and exercises to support its use for individual study, desk reference, and graduate classroom teaching. This book focuses on the importance of clean, well-structured

data as the first step to successful data mining. It shows how data should be prepared prior to mining in order to maximize mining performance. *Computers as Components, Second Edition*, updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover. This edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work. Fully revised and updated, *Relational Database Design, Second Edition* is the most lucid and effective introduction to relational database design available. Here, you'll find the conceptual and practical information you need to develop a design that ensures data accuracy and user satisfaction while optimizing performance, regardless of your experience level or choice of DBMS. Supporting the book's step-by-step instruction are three case studies illustrating the planning, analysis, and design steps involved in arriving at a sound design. These real-world examples include object-relational design techniques, which are addressed in greater detail in a new chapter devoted entirely to this timely subject. * Concepts you need to master to put the book's practical instruction to work. * Methods for tailoring your design to the environment in which the database will run and the uses to which it will be put. * Design approaches that ensure data accuracy and consistency. * Examples of how design can inhibit or boost database application performance. * Object-relational design techniques, benefits, and examples. * Instructions on how to choose and use a normalization technique. * Guidelines for understanding and applying Codd's rules. * Tools to implement a relational design using SQL. * Techniques for using CASE tools for database design. This text represents a breakthrough in the process underlying the design of the increasingly common and important data-driven Web applications. The current trends in consumer electronics--including the use of GPS-equipped PDAs, phones, and vehicles, as well as the RFID-tag tracking and sensor networks--require the database support of a specific flavor of spatio-temporal databases. These we call *Moving Objects Databases*. Why do you need this book? With current systems, most data management professionals are not able to smoothly integrate spatio-temporal data from moving objects, making data from, say, the path of a hurricane very difficult to model, design, and query. Whether your field is geology, national security, urban planning, mobile computing, or almost anything in between, this book's concepts and techniques will help you solve the data management problems associated with this kind of data. + Focuses on the modeling and design of data from moving objects--such as people, animals, vehicles, hurricanes, forest fires, oil

spills, armies, or other objects--as well as the storage, retrieval, and querying of that very voluminous data. + Demonstrates through many practical examples and illustrations how new concepts and techniques are used to integrate time and space in database applications. + Provides exercises and solutions in each chapter to enable the reader to explore recent research results in practice. [Click here to view more details on Moving Objects Databases \(Preface, TOC, Chapter 1, References, etc.\)](#). Until recently, databases contained easily indexed numbers and text. Today, in the age of powerful, graphically based computers, and the world wide web, databases are likely to contain a much greater variety of data forms, including images, sound, video clips, and even handwritten documents. When multimedia databases are the norm, traditional methods of working with databases no longer apply. How do you query a video library, or an image database containing x-rays, or sounds in an audio database? *Principles of Multimedia Database Systems* explains how to work with these new multimedia data forms. It is the first comprehensive treatment of the skills and techniques required to build, maintain, and query multimedia databases. This book presents the mix of techniques necessary for working with multimedia databases, including synthetic solutions for the design and deployment of multimedia database systems. Because rapid technological developments are constantly changing the landscape of multimedia databases, the book teaches basic theoretical principles applicable to any database. * Covers the major issues of multimedia database design, with a strong focus on distributed multimedia databases. * Discusses important topics including how to organize the vast data types, storage and retrieval, and creation and delivery of multimedia presentations. * Organized around the lively scenario of a crime-fighting database that evolves as new concepts are introduced. * Includes numerous exercises and suggestions for programming projects. * Additional materials on the web include updates, on-line supplements, and links to downloadable software. *Data Quality: The Accuracy Dimension* is about assessing the quality of corporate data and improving its accuracy using the data profiling method. Corporate data is increasingly important as companies continue to find new ways to use it. Likewise, improving the accuracy of data in information systems is fast becoming a major goal as companies realize how much it affects their bottom line. Data profiling is a new technology that supports and enhances the accuracy of databases throughout major IT shops. Jack Olson explains data profiling and shows how it fits into the larger picture of data quality. * Provides an accessible, enjoyable introduction to the subject of data accuracy, peppered with real-world anecdotes. * Provides a framework for data profiling with a discussion of analytical tools appropriate for assessing data accuracy. * Is written by one of the original developers of data profiling technology. * Is a must-read for any data management staff, IT management staff, and CIOs of companies with data assets. *Component Database Systems* is a collection of invited chapters by the researchers making the most influential contributions in the database industry's trend toward componentization. This book represents the sometimes-divergent, sometimes-convergent approaches taken by leading database vendors as they seek to establish commercially viable componentization strategies. Together, these contributions form the first book devoted entirely to the technical and architectural design of component-based database systems. In addition to detailing the current state of their research, the authors also take up many of the issues affecting the likely future directions of component databases. If you have a stake in the evolution of any of today's leading database systems, this book will make fascinating reading. It will also help prepare you for the technology that is likely to become widely available over the next several years. * Is comprised of contributions from the field's most highly respected researchers, including key figures at IBM, Oracle, Informix, Microsoft, and

*POET. * Represents the entire spectrum of approaches taken by leading software companies working on DBMS componentization strategies. * Covers component-focused architectures, methods for hooking components into an overall system, and support for component development. * Examines the component technologies that are most valuable to Web-based and multimedia databases. * Presents a thorough classification and overview of component database systems. Probabilistic Reasoning in Intelligent Systems is a complete and accessible account of the theoretical foundations and computational methods that underlie plausible reasoning under uncertainty. The author provides a coherent explication of probability as a language for reasoning with partial belief and offers a unifying perspective on other AI approaches to uncertainty, such as the Dempster-Shafer formalism, truth maintenance systems, and nonmonotonic logic. The author distinguishes syntactic and semantic approaches to uncertainty--and offers techniques, based on belief networks, that provide a mechanism for making semantics-based systems operational. Specifically, network-propagation techniques serve as a mechanism for combining the theoretical coherence of probability theory with modern demands of reasoning-systems technology: modular declarative inputs, conceptually meaningful inferences, and parallel distributed computation. Application areas include diagnosis, forecasting, image interpretation, multi-sensor fusion, decision support systems, plan recognition, planning, speech recognition--in short, almost every task requiring that conclusions be drawn from uncertain clues and incomplete information. Probabilistic Reasoning in Intelligent Systems will be of special interest to scholars and researchers in AI, decision theory, statistics, logic, philosophy, cognitive psychology, and the management sciences. Professionals in the areas of knowledge-based systems, operations research, engineering, and statistics will find theoretical and computational tools of immediate practical use. The book can also be used as an excellent text for graduate-level courses in AI, operations research, or applied probability.*

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