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This classic textbook aims to provide a fundamental understanding of the principles that underlie the design of data networks, which form the backbone of the modern internet. It was developed through classroom use at MIT in the 1980s, and continues to be used as a textbook in MIT classes. The present edition also contains detailed high-quality solutions to all the end-of-chapter exercises. Among its major features the book: 1) Describes the principles of layered architectures. 2) Explains the principles of data link control, with many examples and insights into distributed algorithms and protocols. 3) Provides an intuitive coverage of queueing, and its applications in delay and performance analysis of networks. 4) Covers the theory of multiaccess communications and local data networks. 5) Discusses in-depth theoretical and practical aspects of routing and topological design. 6) Covers the theory of flow control, emphasizing issues of congestion and delay in integrated high-speed networks.

This volume is designed to develop an understanding of data networks and evolving integrated networks, and to explore evolving integrated networks and the various analysis and design tools. It begins with an overview of the principles behind data networks, then develops an understanding of the modelling issues and mathematical analysis needed to compare the effectiveness of different networks.

An insightful, comprehensive, and up-to-date treatment of linear, nonlinear, and discrete/combinatorial network optimization problems, their applications, and their analytical and algorithmic methodology. It covers extensively theory, algorithms, and applications, and it aims to bridge the gap between linear and nonlinear network optimization on one hand, and integer/combinatorial network optimization on the other. It complements several of our books: Convex Optimization Theory (Athena Scientific, 2009), Convex Optimization Algorithms (Athena Scientific, 2015), Introduction to Linear Optimization (Athena Scientific, 1997), Nonlinear Programming (Athena Scientific, 1999), as well as our other book on the subject of network optimization Network Flows and Monotropic Optimization (Athena Scientific, 1998).

This is the 3rd edition of a research monograph providing a synthesis of old research on the foundations of dynamic programming (DP), with the modern theory of approximate DP and new research on semicontractive models. It aims at a unified and economical development of the core theory and algorithms of total cost sequential decision problems, based on the strong connections of the subject with fixed point theory. The analysis focuses on the abstract mapping that underlies DP and defines the mathematical character of the associated problem. The discussion centers on two fundamental properties that this mapping may have: monotonicity and (weighted sup-norm) contraction. It turns out that the nature of the analytical and algorithmic DP theory is determined primarily by the presence or absence of these two properties, and the rest of the problem's structure is largely inconsequential. New research is focused on two areas: 1) The ramifications of

these properties in the context of algorithms for approximate DP, and 2) The new class of semicontractive models, exemplified by stochastic shortest path problems, where some but not all policies are contractive. The 3rd edition is very similar to the 2nd edition, except for the addition of a new chapter (Chapter 5), which deals with abstract DP models for sequential minimax problems and zero-sum games. The book is an excellent supplement to several of our books: Neuro-Dynamic Programming (Athena Scientific, 1996), Dynamic Programming and Optimal Control (Athena Scientific, 2017), Reinforcement Learning and Optimal Control (Athena Scientific, 2019), and Rollout, Policy Iteration, and Distributed Reinforcement Learning (Athena Scientific, 2020).

The purpose of this book is to develop in greater depth some of the methods from the author's Reinforcement Learning and Optimal Control recently published textbook (Athena Scientific, 2019). In particular, we present new research, relating to systems involving multiple agents, partitioned architectures, and distributed asynchronous computation. We pay special attention to the contexts of dynamic programming/policy iteration and control theory/model predictive control. We also discuss in some detail the application of the methodology to challenging discrete/combinatorial optimization problems, such as routing, scheduling, assignment, and mixed integer programming, including the use of neural network approximations within these contexts. The book focuses on the fundamental idea of policy iteration, i.e., start from some policy, and successively generate one or more improved policies. If just one improved policy is generated, this is called rollout, which, based on broad and consistent computational experience, appears to be one of the most versatile and reliable of all reinforcement learning methods. In this book, rollout algorithms are developed for both discrete deterministic and stochastic DP problems, and the development of distributed implementations in both multiagent and multiprocessor settings, aiming to take advantage of parallelism. Approximate policy iteration is more ambitious than rollout, but it is a strictly off-line method, and it is generally far more computationally intensive. This motivates the use of parallel and distributed computation. One of the purposes of the monograph is to discuss distributed (possibly asynchronous) methods that relate to rollout and policy iteration, both in the context of an exact and an approximate implementation involving neural networks or other approximation architectures. Much of the new research is inspired by the remarkable AlphaZero chess program, where policy iteration, value and policy networks, approximate lookahead minimization, and parallel computation all play an important role.

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

Global Optimization has emerged as one of the most exciting new areas of mathematical programming. Global optimization has received a wide attraction from many fields in the past few years, due to the success of new algorithms for addressing previously intractable problems from diverse areas such as computational chemistry and biology, biomedicine, structural optimization, computer sciences, operations research, economics, and engineering design and control. This book contains refereed invited papers submitted at the 4th international conference on Frontiers in Global Optimization held at Santorini, Greece during June 8-12, 2003. Santorini is one of the few sites of Greece, with wild beauty created by the explosion of a volcano which is in the middle of the gulf of the island. The mystic landscape with its numerous multi-extrema, was an inspiring location particularly for researchers working on global optimization. The three previous conferences on "Recent Advances in Global Optimization", "State-of-the-Art in Global Optimization", and "Optimization in Computational Chemistry and Molecular Biology: Local and Global approaches" took place at Princeton University in 1991, 1995, and 1999, respectively. The papers in this volume focus on deterministic methods for global optimization, stochastic methods for global optimization, distributed computing methods in global optimization, and applications of global optimization in several branches of applied science and engineering, computer science, computational chemistry, structural biology, and bio-informatics.

This is the sixth conference in the series which started in 1981 in Paris, followed by conferences held in Zurich (1984), Rio de Janeiro (1987), Barcelona (1991), and Raleigh (1993). The main objective of this IFIP conference series is to provide a platform for the exchange of recent and original contributions in communications systems in the areas of performance analysis, architectures, and applications. There are many exciting trends and developments in the communications industry, several of which are related to advances in Asynchronous Transfer Mode (ATM), multimedia services, and high speed protocols. It is commonly believed in the communications industry that ATM represents the next generation of networking. Yet, there are a number of issues that has been worked on in various standards bodies, government and industry research and development labs, and universities towards enabling high speed networks in general and ATM networks in particular. Reflecting these trends, the technical program of the Sixth IFIP W.G. 6.3 Conference on Performance of Computer Networks consists of papers addressing a wide range of technical challenges and proposing various state of the art solutions to a subset of them. The program includes 25 papers selected by the program committee out of 57 papers submitted.

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