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This book introduces a holistic approach to ship design and its optimisation for life-cycle operation. It deals with the scientific background of the adopted approach and the associated synthesis model, which follows modern computer aided engineering (CAE) procedures. It integrates techno-economic databases, calculation and multi-objective optimisation modules and s/w tools with a well-established Computer-Aided Design (CAD) platform, along with a Virtual Vessel Framework (VVF), which will allow virtual testing before the building phase of a new vessel. The resulting graphic user interface (GUI) and information exchange systems enable the exploration of the huge design space to a much larger extent and in less time than is currently possible, thus leading to new insights and promising new design alternatives. The book not only covers the various stages of the design of the main ship system, but also addresses relevant major onboard systems/components in terms of life-cycle performance to offer readers a better understanding of suitable outfitting details, which is a key aspect when it comes the outfitting-intensive products of international shipyards. The book disseminates results of the EU funded Horizon 2020 project HOLISHIP.

Gaining public attention due, in part, to their potential application as energy storage devices in cars, Lithium-ion batteries have encountered widespread demand, however, the understanding of lithium-ion technology has often lagged behind production. This book defines the most commonly encountered challenges from the perspective of a high-end lithium-ion manufacturer with two decades of experience with lithium-ion batteries and over six decades of experience with batteries of other chemistries. Authors with years of experience in the applied science and engineering of lithium-ion batteries gather to share their view on where lithium-ion technology stands now, what are the main challenges, and their possible solutions. The book contains real-life examples of how a subtle change in cell components can have a considerable effect on cell’s performance. Examples are supported with approachable basic science commentaries. Providing a unique combination of practical know-how with an in-depth perspective, this book will appeal to graduate students, young faculty members, or others interested in the current research and development trends in lithium-ion technology.

This book deals with ship design and in particular with methodologies of the preliminary design of ships. The book is complemented by a basic bibliography and five appendices with useful updated charts for the selection of the main dimensions and other basic characteristics of different types of ships (Appendix A), the determination of hull form from the data of systematic hull form series (Appendix B), the detailed description of the relational method for the preliminary estimation of ship weights (Appendix C), a brief review of the historical evolution of shipbuilding science and technology from the prehistoric era to date (Appendix D) and finally a historical review of regulatory developments of ship's damage stability to date (Appendix E). The book can be used as textbook for ship design courses or as additional reading for university or college students of naval architecture courses and related disciplines; it may also serve as a reference book for naval architects, practicing

engineers of related disciplines and ship officers, who like to enter the ship design field systematically or to use practical methodologies for the estimation of ship's main dimensions and of other ship main properties and elements of ship design.

This book constitutes the refereed proceedings of the 4th International Conference on Recent Developments in Science, Engineering and Technology, REDSET 2017, held in Gurgaon, India, in October 2017. The 66 revised full papers presented were carefully reviewed and selected from 329 submissions. The papers are organized in topical sections on big data analysis, data centric programming, next generation computing, social and web analytics, security in data science analytics.

Focuses on the process by which manually crafting interactive, hypertextual maps clarifies one’s own understanding, communicates it to others, and enables collective intelligence. The authors see mapping software as visual tools for reading and writing in a networked age. In an information ocean, the challenge is to find meaningful patterns around which we can weave plausible narratives. Maps of concepts, discussions and arguments make the connections between ideas tangible - and critically, disputable. With 22 chapters from leading researchers and practitioners (5 of them new for this edition), the reader will find the current state-of-the-art in the field. Part 1 focuses on knowledge maps for learning and teaching in schools and universities, before Part 2 turns to knowledge maps for information analysis and knowledge management in professional communities, but with many cross-cutting themes: · reflective practitioners documenting the most effective ways to map · conceptual frameworks for evaluating representations · real world case studies showing added value for professionals · more experimental case studies from research and education · visual languages, many of which work on both paper and with software · knowledge cartography software, much of it freely available and open source · visit the companion website for extra resources: books.kmi.open.ac.uk/knowledge-cartography Knowledge Cartography will be of interest to learners, educators, and researchers in all disciplines, as well as policy analysts, scenario planners, knowledge managers and team facilitators. Practitioners will find new perspectives and tools to expand their repertoire, while researchers will find rich enough conceptual grounding for further scholarship.

This is volume 1 of a 2-volume set. Marine Design XIII collects the contributions to the 13th International Marine Design Conference (IMDC 2018, Espoo, Finland, 10-14 June 2018). The aim of this IMDC series of conferences is to promote all aspects of marine design as an engineering discipline. The focus is on key design challenges and opportunities in the area of current maritime technologies and markets, with special emphasis on: • Challenges in merging ship design and marine applications of experience-based industrial design • Digitalisation as technological enabler for stronger link between efficient design, operations and maintenance in future • Emerging technologies and their impact on future designs • Cruise ship and icebreaker designs including fleet compositions to meet new market demands To reflect on the conference focus, Marine Design XIII covers the following research topic series: •State of art ship design principles - education, design methodology, structural design, hydrodynamic design; •Cutting edge ship designs and operations - ship concept design, risk and safety, arctic design, autonomous ships; •Energy efficiency and propulsions - energy efficiency, hull form design, propulsion equipment design; •Wider marine designs and practices - navy ships, offshore and wind farms and production. Marine Design XIII contains 2 state-of-the-art

reports on design methodologies and cruise ships design, and 4 keynote papers on new directions for vessel design practices and tools, digital maritime traffic, naval ship designs, and new tanker design for arctic. Marine Design XIII will be of interest to academics and professionals in maritime technologies and marine design.

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Finally a comprehensive overview of speech quality in VoIP from the user's perspective! Speech Quality of VoIP is an essential guide to assessing the speech quality of VoIP networks, whilst addressing the implications for the design of VoIP networks and systems. This book bridges the gap between the technical network-world and the psychoacoustic world of quality perception. Alexander Raake’s unique perspective combines awareness of the technical characteristics of VoIP networks and original research concerning the perception of speech transmitted across them. Starting from the network designer’s point of view, the different characteristics of the network are addressed, and then linked to features perceived by users. This book provides an overview of the available knowledge on the principal, relevant aspects of speech and speech quality perception, of speech quality assessment, and of transmission properties of telephone and VoIP networks, and of the related perceptual features and resulting speech quality. Discussing new research into the specific time-varying degradations VoIP brings along, but also the considerable potential of quality improvement to be achieved with wideband speech transmission, Alexander Raake demonstrates how network and service characteristics impact on the users perception of quality. Speech Quality of VoIP: Offers an insight into speech quality of VoIP from a user's perspective. Presents an overview of different modelling approaches and a parametric network-planning model for quality prediction in VoIP networks. Draws on innovative new research on the quality degradation characteristic of VoIP. Explains in detail how telephone speech quality can be greatly enhanced with VoIP’s wideband speech transmission capability. Assesses the vast collection of references into the technical and scientific literature related to VoIP quality. Illustrates concepts throughout with mathematical models, algorithms and simulations. Speech Quality of VoIP is the definitive guide for researchers, engineers and network planners working in the field of VoIP, Quality of Service, and speech communication processing in telecommunications. Advanced

undergraduate and graduate students on telecommunication and networking courses will also find this text an invaluable resource.

Based around a core of design activities, this book presents the design function as a systematic and disciplined process, the objective of which is to create innovative products that satisfy customer needs. The author is widely regarded as a foremost authority on an integrated approach to product engineering. Highly suitable for all students in engineering, industrial design, architecture and computer science, as well as for the professional engineer and designer who will find in it a very useful framework to assist their design practice.