

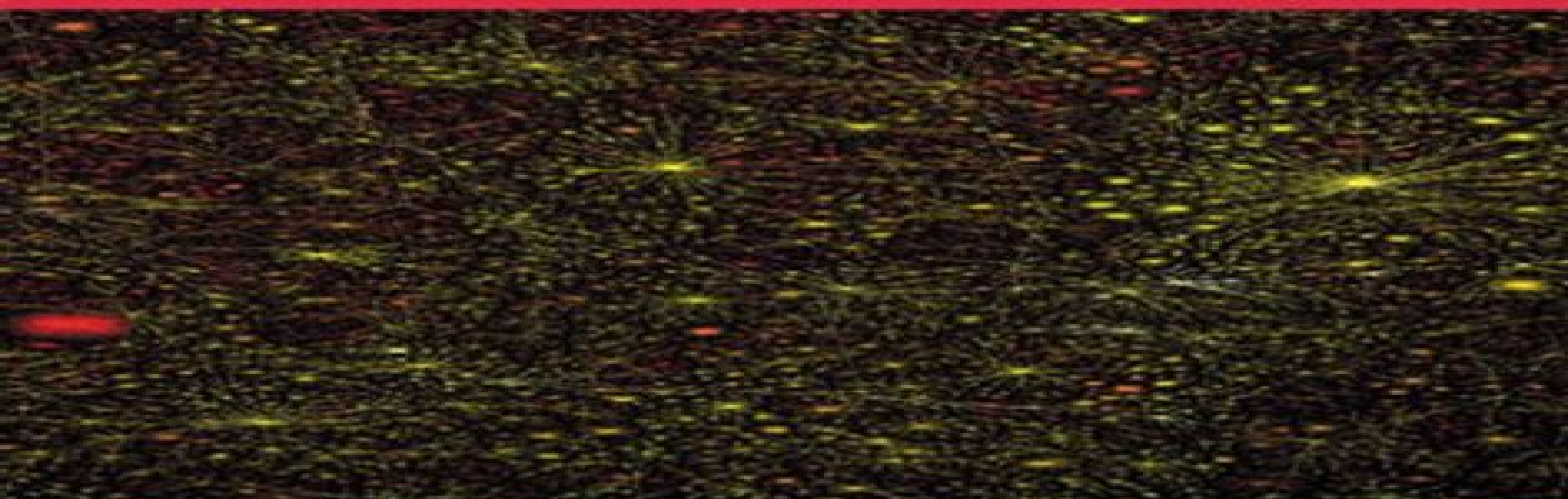


The Boost Graph Library

User Guide and Reference Manual

**Jeremy G. Siek
Lie-Quan Lee
Andrew Lumsdaine**

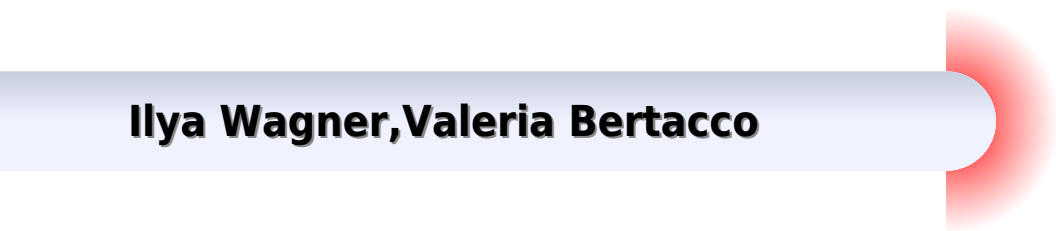
Foreword by Alexander Stepanov



C++ In-Depth Series • Bjarne Stroustrup

Boost Graph Library User Guide And Reference Manual The Lie Quan Lee

Ilya Wagner, Valeria Bertacco



Boost Graph Library User Guide And Reference Manual The Lie Quan Lee:

Boost Graph Library Jeremy Siek, 2002 *The Boost Graph Library* Jeremy G. Siek, Lie-Quan Lee, Andrew Lumsdaine, 2001-12-20 The Boost Graph Library BGL is the first C library to apply the principles of generic programming to the construction of the advanced data structures and algorithms used in graph computations Problems in such diverse areas as Internet packet routing molecular biology scientific computing and telephone network design can be solved by using graph theory This book presents an in depth description of the BGL and provides working examples designed to illustrate the application of BGL to these real world problems Written by the BGL developers The Boost Graph Library User Guide and Reference Manual gives you all the information you need to take advantage of this powerful new library Part I is a complete user guide that begins by introducing graph concepts terminology and generic graph algorithms This guide also takes the reader on a tour through the major features of the BGL all motivated with example problems Part II is a comprehensive reference manual that provides complete documentation of all BGL concepts algorithms and classes Readers will find coverage of Graph terminology and concepts Generic programming techniques in C Shortest path algorithms for Internet routing Network planning problems using the minimum spanning tree algorithms BGL algorithms with implicitly defined graphs BGL Interfaces to other graph libraries BGL concepts and algorithms BGL classes graph auxiliary and adaptor Groundbreaking in its scope this book offers the key to unlocking the power of the BGL for the C programmer looking to extend the reach of generic programming beyond the Standard Template Library **Applied C++** Philip Romanik, Amy Muntz, 2003 This is an insightful guide to efficient practical solutions to real world C problems Concrete case studies run throughout the book and show how to develop quality C software **C++ Network Programming, Volume I** Douglas Schmidt, Stephen D. Huston, 2001-12-10 As networks devices and systems continue to evolve software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments C Network Programming Volume 1 provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment ACE a revolutionary open source framework that runs on dozens of hardware platforms and operating systems This book guides software professionals through the traps and pitfalls of developing efficient portable and flexible networked applications It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them C Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications The book then provides the essential design dimensions patterns and principles needed to develop flexible and efficient concurrent networked applications The book s expert author team shows you how to enhance design skills while applying C and patterns effectively to develop object oriented networked applications Readers will find coverage of C network programming including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols message

exchange and message passing versus shared memory Implementation methods for reusable networked application services
Concurrency in object oriented network programming Design principles and patterns for ACE wrapper facades With this
book C developers have at their disposal the most complete toolkit available for developing successful multiplatform
concurrent networked applications with ease and efficiency Visualization and Mathematics III Hans-Christian
Hege, Konrad Polthier, 2013-11-11 Mathematical Visualization aims at an abstract framework for fundamen tal objects
appearing in visualization and at the application of the manifold visualization techniques to problems in geometry topology
and numerical mathematics The articles in this volume report on new research results in this field on the development of
software and educational material and on mathematical applications The book grew out of the third international workshop
Visualization and Mathematics which was held from May 22 25 2002 in Berlin Germany The workshop was funded by the
DFG Sonderforschungsbereich 288 Dif ferential Geometry and Quantum Physics at Technische Universitat Berlin and
supported by the Zuse Institute Berlin ZIB and the DFG research cen ter Mathematics for Key Technologies FZT 86 in Berlin
Five keynote lectures eight invited presentations and several contributed talks created a stimulating atmosphere with many
scientific discussions The themes of this book cover important recent developments in the fol lowing fields Geometry and
Combinatorics of Meshes Discrete Vector Fields and Topology Geometric Modelling Image Based Visualization Software
Environments and Applications Education and Communication We hope that the research articles of this book will stimulate
the readers own work and will further strenghten the development of the field of Mathe matical Visualization VI Preface We
appreciate the thorough work of the authors and reviewers on each of the individual articles and we thank you all

Modern C++ Design Andrei Alexandrescu, 2011-02-13 Modern C Design Andrei Alexandrescu opens new vistas for C
programmers Displaying extraordinary creativity and programming virtuosity Alexandrescu offers a cutting edge approach to
design that unites design patterns generic programming and C enabling programmers to achieve expressive flexible and
highly reusable code This book introduces the concept of generic components reusable design templates that produce
boilerplate code for compiler consumption all within C Generic components enable an easier and more seamless transition
from design to application code generate code that better expresses the original design intention and support the reuse of
design structures with minimal recoding The author describes the specific C techniques and features that are used in
building generic components and goes on to implement industrial strength generic components for real world applications
Recurring issues that C developers face in their day to day activity are discussed in depth and implemented in a generic way
These include Policy based design for flexibility Partial template specialization Typelists powerful type manipulation
structures Patterns such as Visitor Singleton Command and Factories Multi method engines For each generic component the
book presents the fundamental problems and design options and finally implements a generic solution In addition an
accompanying Web site http://www.awl.com/cseng/titles/0_201_70431_5 makes the code implementations available for the

generic components in the book and provides a free downloadable C library called Loki created by the author Loki provides out of the box functionality for virtually any C project Get a value added service Try out all the examples from this book at www.codesaw.com CodeSaw is a free online learning tool that allows you to experiment with live code from your book right in your browser

Post-Silicon and Runtime Verification for Modern Processors Ilya Wagner,Valeria Bertacco,2010-11-25 The purpose of this book is to survey the state of the art and evolving directions in post silicon and runtime verification The authors start by giving an overview of the state of the art in verification particularly current post silicon methodologies in use in the industry both for the domain of processor pipeline design and for memory subsystems They then dive into the presentation of several new post silicon verification solutions aimed at boosting the verification coverage of modern processors dedicating several chapters to this topic The presentation of runtime verification solutions follows a similar approach This is an area of processor design that is still in its early stages of exploration and that holds the promise of accomplishing the ultimate goal of achieving complete correctness guarantees for microprocessor based computation The authors conclude the book with a look towards the future of late stage verification and its growing role in the processor life cycle

C++ Template Metaprogramming David Abrahams,Aleksey Gurtovoy,2004-12-10 C Template Metaprogramming sheds light on the most powerful idioms of today s C at long last delivering practical metaprogramming tools and techniques into the hands of the everyday programmer A metaprogram is a program that generates or manipulates program code Ever since generic programming was introduced to C programmers have discovered myriad template tricks for manipulating programs as they are compiled effectively eliminating the barrier between program and metaprogram While excitement among C experts about these capabilities has reached the community at large their practical application remains out of reach for most programmers This book explains what metaprogramming is and how it is best used It provides the foundation you ll need to use the template metaprogramming effectively in your own work This book is aimed at any programmer who is comfortable with idioms of the Standard Template Library STL C power users will gain a new insight into their existing work and a new fluency in the domain of metaprogramming Intermediate level programmers who have learned a few advanced template techniques will see where these tricks fit in the big picture and will gain the conceptual foundation to use them with discipline Programmers who have caught the scent of metaprogramming but for whom it is still mysterious will finally gain a clear understanding of how when and why it works All readers will leave with a new tool of unprecedented power at their disposal the Boost Metaprogramming Library Note CD materials are only available with the print edition

Perspectives of Systems Informatics Manfred Broy,Alexandre V. Zamulin,2004-01-13 This book constitutes the thoroughly refereed postconference proceedings of the 5th International Andrei Ershov Memorial Conference PSI 2003 held in Akademgorodok Novosibirsk Russia in July 2003 The 55 revised full papers presented were carefully reviewed and selected from 110 submissions during two rounds of evaluation and improvement The papers are organized in topical sections on

programming software engineering software education program synthesis and transformation graphical interfaces partial evaluation and supercompilation verification logic and types concurrent and distributed systems reactive systems program specification verification and model checking constraint programming documentation and testing databases and natural language processing

C++ Coding Standards Herb Sutter, Andrei Alexandrescu, 2004-10-25

Consistent high quality coding standards improve software quality reduce time to market promote teamwork eliminate time wasted on inconsequential matters and simplify maintenance Now two of the world's most respected C experts distill the rich collective experience of the global C community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards The authors cover virtually every facet of C programming design and coding style functions operators class design inheritance construction destruction copying assignment namespaces modules templates genericity exceptions STL containers and algorithms and more Each standard is described concisely with practical examples From type definition to error handling this book presents C best practices including some that have only recently been identified and standardized techniques you may not know even if you've used C for years Along the way you'll find answers to questions like What's worth standardizing and what isn't What are the best ways to code for scalability What are the elements of a rational error handling policy How and why do you avoid unnecessary initialization cyclic and definitional dependencies When and how should you use static and dynamic polymorphism together How do you practice safe overriding When should you provide a no fail swap Why and how should you prevent exceptions from propagating across module boundaries Why shouldn't you write namespace declarations or directives in a header file Why should you use STL vector and string instead of arrays How do you choose the right STL search or sort algorithm What rules should you follow to ensure type safe code Whether you're working alone or with others *C Coding Standards* will help you write cleaner code and write it faster with fewer hassles and less frustration

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