

Modeling, Dynamics, Optimization and Bioeconomics II

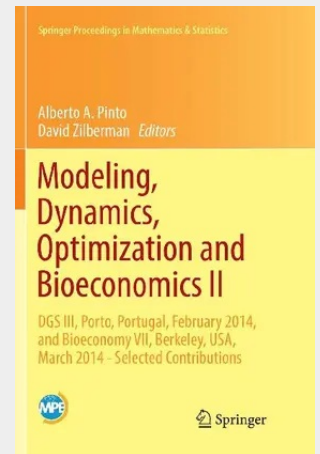
The concepts and techniques presented in this volume originated from the fields of dynamics, statistics, control theory, computer science and informatics, and are applied to novel and innovative real-world applications. Over the past few decades, the use of dynamic systems, control theory, computing, data mining, machine learning and simulation has gained the attention of numerous researchers from all over the world.

Admirable scientific projects using both model-free and model-based methods coevolved at today's research centers and are introduced in conferences around the world, yielding new scientific advances and helping to solve important real-world problems. One important area of progress is the bioeconomy, where advances in the life sciences are used to produce new products in a sustainable and clean manner. In this book, scientists from all over the world share their latest insights and important findings in the field.

The majority of the contributed papers for this volume were written by participants of the 3rd International Conference on Dynamics, Games and Science, DGSIII, held at the University of Porto in February 2014, and at the Berkeley Bioeconomy Conference at the University of California at Berkeley in March 2014.

The aim of the project of this book "Modeling, Dynamics, Optimization and Bioeconomics II" follows the same aim as its companion piece, "Modeling, Dynamics, Optimization and Bioeconomics I," namely, the exploration of emerging and cutting-edge theories and methods for modeling, optimization, dynamics and bioeconomy.

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