

BYTE QUEST

Vasavi College Of Engineering

Department Of Computer Science and Engineering



July 15, 2017

Volume 39

Contents:

*BLOCK CHAIN TECHNOLOGY

Byte Quest is the article published by the CSE dept of Vasavi College of Engineering regarding the latest innovative Technologies and Software that have been emerged in the competitive world. The motto of this article is to update the people regarding the improvement in technology. The article is designed by the active participation of students under the guidance of faculty coordinators.

*MEMRISTOR

- Good ,bad or indifferent if you are not investing in new technology , you are going to be left behind.

-Philip Green

* SIXTH SENSE TECHNOLOGY

- Once a new technology rolls over you, if you're not part of the steamroller, you're part of the road.

-Stewart Brand.

FACULTY COORDINATORS

M.SUNDARI (ASST. PROFESSOR)

T.NISHITHA (ASST. PROFESSOR)

STUDENT COORDINATORS

M ADARSH(4/4 CSE-A)

RAHUL(4/4 CSE-B)

NIKITHA(3/4 CSE-A)

ABHINAV(3/4 CSE-B)

ESHWAR(2/4 CSE-A)

SREEJA(2/4 CSE-B)

BLOCK CHAIN TECHNOLOGY

Blockchain (BC), the technology behind the Bitcoin crypto-currency system, is considered to be both alluring and critical for ensuring enhanced security and (in some implementations, non-traceable) privacy for diverse applications in many other domains - including in the Internet of Things (IoT) eco-system.

A Blockchain comprises of two different components, as follows:

1. **Transaction:** A transaction, in a Blockchain, represents the action triggered by the participant.
2. **Block:** A block, in a Blockchain, is a collection of data recording the transaction and other associated details such as the correct sequence, etc



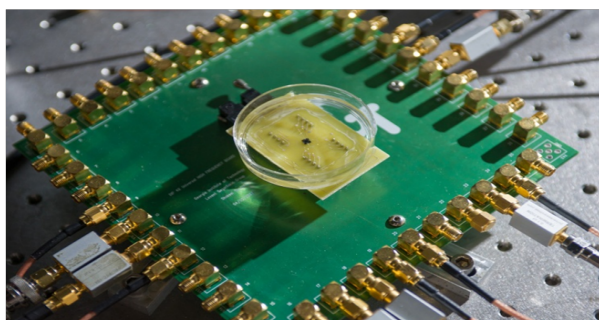
The properties of block chain's security, privacy, traceability, inherent data provenance and time-stamping has seen its adoption beyond its initial application areas.

PAVAN(CSE-B 2/4)

MEMRISTOR

Memristor is an electrical component that limits or regulates the flow of electrical current in a circuit and remembers the amount of charge that has previously flowed through it.

It is often compared to an imaginary pipe that carries water.



Memristors, which are considered to be a sub-category of resistive RAM, are one of several storage technologies that have been predicted to replace flash memory. Scientists at HP Labs built the first working memristor in 2008 and since that time, researchers in many large IT companies have explored how memristors can be used to create smaller, faster, low-power computers that do not require data to be transferred between volatile and non-volatile memory.

POOJITHA(CSE-B 2/4)

SIXTH SENSE TECHNOLOGY



Sixth Sense is a wearable gestural interface device developed by Pranav Mistry, a PhD student in the Fluid Interfaces Group at the MIT Media Lab. It is similar to Tele pointer. The Sixth Sense prototype comprises a pocket projector, a mirror and a camera contained in a pendant like, wearable device. Both the projector and the camera are connected to a mobile computing device in the user's pocket. The projector projects visual information enabling surfaces, walls and physical objects around us to be used as interfaces; while the camera recognizes and tracks user's hand gestures and physical objects using computer vision based techniques. The software program processes the video stream data captured by the camera and tracks the locations of the colored markers (visual tracking fiducially) at the tip of the user's fingers.

The hardware that makes Sixth Sense work is a pendant like mobile wearable interface. It has a camera, a mirror and a projector and is connected wirelessly to a Bluetooth smart phone that can slip comfortably into one's pocket. The camera recognizes individuals, images, pictures, gestures one makes with their hands. Information is sent to the Smartphone for processing. The downward facing projector projects the output image on to the mirror. Mirror reflects image on to the desired surface. Thus, digital information is freed from its confines and placed in the physical world.

ADVANTAGES

- Ø Portable
- Ø Supports multi-touch and multiuser interaction
- Ø Connectedness between world and information
- Ø Cost effective
- Ø Data access directly from machine in real time
- Ø Mind map the idea anywhere
- Ø It is an open source

RAVITEJA(CSE-B 2\4)

