

# Mathematics For Multimedia 1st Edition

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**Fundamentals of Multimedia** - Ze-Nian  
Li 2014-04-09  
This textbook introduces the

“Fundamentals of Multimedia”,  
addressing real issues commonly faced  
in the workplace. The essential

concepts are explained in a practical way to enable students to apply their existing skills to address problems in multimedia. Fully revised and updated, this new edition now includes coverage of such topics as 3D TV, social networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study

exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

**Global Perspectives and Practices for Reform-Based Mathematics Teaching** - Kartal, Ozgul 2022-04-22

Reform-based mathematics has become a popular topic in the education field as this teaching emphasizes classroom discourse and instructional goals related to student engagement and an understanding of mathematical reasoning, concepts, and procedures using instructional practices that build on students' informal knowledge of mathematics. It also connects mathematics with other disciplines and the real world and provides opportunities for students to contribute and invent their own methods during problem-solving.

Further study on the best practices, benefits, and challenges of implementing this teaching into education is required. *Global Perspectives and Practices for Reform-Based Mathematics Teaching* explores international perspectives on diverse reform-based practices in teaching and learning mathematics, describes challenges and issues for teachers and teacher educators, promotes reflection and academic discussion at various levels and in various educational systems, and raises questions for the field of mathematics education. Covering a range of topics such as teacher preparation programs and integrated learning spaces, this reference work is ideal for academicians, practitioners, researchers, instructors, educators, and students.

Computer Games - Blair Carter 2002  
Lists the most significant writings on computer games, including works that cover recent advances in gaming and the substantial academic research that goes into devising and improving computer games.

Catalog of NIE Education Products - National Institute of Education (U.S.) 1975

**Cambridge HSC Mathematics General 2** - Greg Powers 2013-06-19

Designed to cater for a wide range of learning styles and abilities, this student-friendly text prepares every student for their HSC exams and reinforces the skills you need to manage your personal finances and to effectively participate in an increasingly complex society.

**More Math Into LaTeX** - George Grätzer

2016-02-15

For over two decades, this comprehensive manual has been the standard introduction and complete reference for writing articles and books containing mathematical formulas. If the reader requires a streamlined approach to learning LaTeX for composing everyday documents, Grätzer's © 2014 Practical LaTeX may also be a good choice. In this carefully revised fifth edition, the Short Course has been brought up to date and reflects a modern and practical approach to LaTeX usage. New chapters have been added on illustrations and how to use LaTeX on an iPad. Key features: An example-based, visual approach and a gentle introduction with the Short Course A detailed exposition of multiline math formulas with a Visual Guide A

unified approach to TeX, LaTeX, and the AMS enhancements A quick introduction to creating presentations with formulas From earlier reviews: Grätzer's book is a solution. –European Mathematical Society Newsletter There are several LaTeX guides, but this one wins hands down for the elegance of its approach and breadth of coverage. –Amazon.com, Best of 2000, Editor's choice A novice reader will be able to learn the most essential features of LaTeX sufficient to begin typesetting papers within a few hours of time... An experienced TeX user, on the other hand, will find a systematic and detailed discussion of LaTeX features. –Report on Mathematical Physics A very helpful and useful tool for all scientists and engineers. –Review of Astronomical

Tools

**Getting Started Multimedia Design -**

Gary Olsen 1998-03-01

Olsen, a media designer specializing in the development of interactive CD-ROMs, covers everything from how to choose hardware and software to developing a multimedia concept from start to finish. Topics include the differences in design principles from print design; how to find a complete team of programmers, musicians and writers; how to organize information for an interactive program with multiple screens and navigation buttons; how to add music, sound and video; the need for an alpha prototype; and the best ways to reproduce, package, and price the design. Annotation copyrighted by Book News, Inc., Portland, OR  
*English Learners in the Mathematics*

*Classroom* - Debra Coggins 2014-08-19  
Research-based strategies to reach English learners – now aligned with the Common Core! Enable your English learners to build higher-level math skills and gain greater fluency in their new language—all while achieving the goals of the Common Core. Now in its second edition, this trusted resource includes:  
Mathematics lesson scenarios in every chapter, directly connected to Common Core Standards and the Standards for Mathematical Practice Instructional approaches that promote participation, hands-on learning, and true comprehension of mathematics concepts that benefit ALL students  
Sample lessons, visuals, and essential vocabulary that connect mathematical concepts with language development

**Children's Books in Print, 2007 - 2006**

*CD-ROMs in Print - 2003*

**Multimedia Signal Processing** - Saeed V. Vaseghi 2007-10-22

Multimedia Signal Processing is a comprehensive and accessible text to the theory and applications of digital signal processing (DSP). The applications of DSP are pervasive and include multimedia systems, cellular communication, adaptive network management, radar, pattern recognition, medical signal processing, financial data forecasting, artificial intelligence, decision making, control systems and search engines. This book is organised in to three major parts making it a coherent and structured

presentation of the theory and applications of digital signal processing. A range of important topics are covered in basic signal processing, model-based statistical signal processing and their applications. Part 1: Basic Digital Signal Processing gives an introduction to the topic, discussing sampling and quantization, Fourier analysis and synthesis, Z-transform, and digital filters. Part 2: Model-based Signal Processing covers probability and information models, Bayesian inference, Wiener filter, adaptive filters, linear prediction hidden Markov models and independent component analysis. Part 3: Applications of Signal Processing in Speech, Music and Telecommunications explains the topics of speech and music processing, echo cancellation,

deconvolution and channel equalization, and mobile communication signal processing. Covers music signal processing, explains the anatomy and psychoacoustics of hearing and the design of MP3 music coder Examines speech processing technology including speech models, speech coding for mobile phones and speech recognition Covers single-input and multiple-inputs denoising methods, bandwidth extension and the recovery of lost speech packets in applications such as voice over IP (VoIP) Illustrated throughout, including numerous solved problems, Matlab experiments and demonstrations Companion website features Matlab and C++ programs with electronic copies of all figures. This book is ideal for researchers, postgraduates and

senior undergraduates in the fields of digital signal processing, telecommunications and statistical data analysis. It will also be a valuable text to professional engineers in telecommunications and audio and signal processing industries.

Technology Leadership in Teacher Education: Integrated Solutions and Experiences - Yamamoto, Junko  
2010-06-30

"This book presents international authors, who are teacher educators, and their best practices in their environments, discussing topics such as the online learning environment, multimedia learning tools, inter-institutional collaboration, assessment and accreditation, and the effective use of Web 2.0 in classrooms"--Provided by publisher.

The SAGE Handbook of Social Anthropology - Richard Fardon  
2012-07-25

In two volumes, the SAGE Handbook of Social Anthropology provides the definitive overview of contemporary research in the discipline. It explains the what, where, and how of current and anticipated work in Social Anthropology. With 80 authors, contributing more than 60 chapters, this is the most comprehensive and up-to-date statement of research in Social Anthropology available and the essential point of departure for future projects. The Handbook is divided into four sections: -Part I: Interfaces examines Social Anthropology's disciplinary connections, from Art and Literature to Politics and Economics, from Linguistics to Biomedicine, from

History to Media Studies. -Part II: Places examines place, region, culture, and history, from regional, area studies to a globalized world - Part III: Methods examines issues of method; from archives to war zones, from development projects to art objects, and from ethics to comparison -Part IV: Futures anticipates anthropologies to come: in the Brain Sciences; in post-Development; in the Body and Health; and in new Technologies and Materialities Edited by the leading figures in social anthropology, the Handbook includes a substantive introduction by Richard Fardon, a think piece by Jean and John Comaroff, and a concluding last word on futures by Marilyn Strathern. The authors - each at the leading edge of the discipline - contribute in-depth



chapters on both the foundational ideas and the latest research. Comprehensive and detailed, this magisterial Handbook overviews the last 25 years of the social anthropological imagination. It will speak to scholars in Social Anthropology and its many related disciplines.

Advanced Computer and Communication Engineering Technology - Hamzah

Asyrani Sulaiman 2014-11-01

This book covers diverse aspects of advanced computer and communication engineering, focusing specifically on industrial and manufacturing theory and applications of electronics, communications, computing and information technology. Experts in research, industry, and academia present the latest developments in technology, describe applications

involving cutting-edge communication and computer systems and explore likely future directions. In addition, access is offered to numerous new algorithms that assist in solving computer and communication engineering problems. The book is based on presentations delivered at ICOCOE 2014, the 1st International Conference on Communication and Computer Engineering. It will appeal to a wide range of professionals in the field, including telecommunication engineers, computer engineers and scientists, researchers, academics and students.

PC Mag - 1995-06-27

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical

solutions help you make better buying decisions and get more from technology.

*Gaming and Cognition: Theories and Practice from the Learning Sciences* -

Van Eck, Richard 2010-05-31

"This book applies the principles of research in the study of human cognition to games, with chapters representing 15 different disciplines in the learning sciences (psychology, serious game design, educational technology, applied linguistics, instructional design, eLearning, computer engineering, educational psychology, cognitive science, digital media, human-computer interaction, artificial intelligence, computer science, anthropology, education)"--Provided by publisher.

*An Introduction to Tensors and Group Theory for Physicists* - Nadir

Jeevanjee 2015-03-11

The second edition of this highly praised textbook provides an introduction to tensors, group theory, and their applications in classical and quantum physics. Both intuitive and rigorous, it aims to demystify tensors by giving the slightly more abstract but conceptually much clearer definition found in the math literature, and then connects this formulation to the component formalism of physics calculations. New pedagogical features, such as new illustrations, tables, and boxed sections, as well as additional "invitation" sections that provide accessible introductions to new material, offer increased visual engagement, clarity, and motivation for students. Part I begins with linear algebraic

foundations, follows with the modern component-free definition of tensors, and concludes with applications to physics through the use of tensor products. Part II introduces group theory, including abstract groups and Lie groups and their associated Lie algebras, then intertwines this material with that of Part I by introducing representation theory. Examples and exercises are provided in each chapter for good practice in applying the presented material and techniques. Prerequisites for this text include the standard lower-division mathematics and physics courses, though extensive references are provided for the motivated student who has not yet had these. Advanced undergraduate and beginning graduate students in physics and applied mathematics will find this

textbook to be a clear, concise, and engaging introduction to tensors and groups. Reviews of the First Edition “[P]hysicist Nadir Jeevanjee has produced a masterly book that will help other physicists understand those subjects [tensors and groups] as mathematicians understand them... From the first pages, Jeevanjee shows amazing skill in finding fresh, compelling words to bring forward the insight that animates the modern mathematical view... [W]ith compelling force and clarity, he provides many carefully worked-out examples and well-chosen specific problems... Jeevanjee’s clear and forceful writing presents familiar cases with a freshness that will draw in and reassure even a fearful student. [This] is a masterpiece of exposition and explanation that would win credit

for even a seasoned author.” –Physics Today "Jeevanjee’s [text] is a valuable piece of work on several counts, including its express pedagogical service rendered to fledgling physicists and the fact that it does indeed give pure mathematicians a way to come to terms with what physicists are saying with the same words we use, but with an ostensibly different meaning. The book is very easy to read, very user-friendly, full of examples...and exercises, and will do the job the author wants it to do with style.”

–MAA Reviews

### **Symmetric Functionals on Random Matrices and Random Matchings Problems**

- Grzegorz Rempala

2007-12-06

This superb explication of a complex subject presents the current state of

the art of the mathematical theory of symmetric functionals on random matrices. It emphasizes its connection with the statistical non-parametric estimation theory. The book provides a detailed description of the approach of symmetric function decompositions to the asymptotic theory of symmetric functionals, including the classical theory of U-statistics. It also presents applications of the theory.

### **Handbook of Image and Video**

**Processing** - Alan Conrad Bovik 2000

The Handbook of Image and Video Processing contains a comprehensive and highly accessible presentation of all essential mathematics, techniques, and algorithms for every type of image and video processing used by scientists and engineers. The timely volume will provide both the

novice and the seasoned practitioner with the necessary information and skills to be able to develop algorithms and applications for multimedia, digital imaging, digital video, telecommunications, and World Wide Web industries. Handbook of Image and Video Processing will also serve as a textbook for courses such as digital image processing, digital image analysis, digital video, video communications, multimedia, and biomedical image processing in the departments of electrical and computer engineering and computer science. \* No other resource contains the same breadth of up-to-date coverage \* Contains over 100 example algorithm illustrations \* Contains a series of extremely accessible tutorial chapters \* Indispensable for researchers in telecommunications,

internet applications, multimedia, and nearly every branch of science  
*Mathematics for Multimedia* - Mladen Victor Wickerhauser 2009-10-30  
This textbook presents the mathematics that is foundational to multimedia applications. Featuring a rigorous survey of selected results from algebra and analysis, the work examines tools used to create application software for multimedia signal processing and communication. Replete with exercises, sample programs in Standard C, and numerous illustrations, *Mathematics for Multimedia* is an ideal textbook for upper undergraduate and beginning graduate students in computer science and mathematics who seek an innovative approach to contemporary mathematics with practical applications. The work may also serve

as an invaluable reference for multimedia applications developers and all those interested in the mathematics underlying multimedia design and implementation.

**Readings in Multimedia Computing and Networking** - Kevin Jeffay 2002

Compiled for professionals working in designing, building and implementing multimedia-related hardware and applications, this volume examines media and content processing, systems-based solutions and networking support for multimedia data types.

*New Directions in Intelligent Interactive Multimedia* - George A Tsihrintzis 2008-06-18

This book summarizes the works and new research results presented at the First International Symposium on Intelligent Interactive Multimedia

Systems and Services (KES-IIMSS 2008), organized by the University of Piraeus and its Department of Informatics in conjunction with KES International (Piraeus, Greece, July 9–11, 2008). The aim of the symposium was to provide an internationally respected forum for scientific research into the technologies and applications of intelligent interactive multimedia systems and services. Besides the Preface, the book contains sixty four (64) chapters. The first four (4) chapters in the book are printed versions of the keynote addresses of the invited speakers of KES-IIMSS 2008. Besides the invited speaker chapters, the book contains fifteen (15) chapters on recent Advances in Multimedia Data Analysis, eleven (11) chapters on Reasoning Approaches, nine (9)

chapters on Infrastructure of Intelligent Interactive Multimedia Systems and Services, fourteen (14) chapters on Multimedia Applications, and eleven (11) chapters on Quality of Interactive Multimedia Services.  
**American Book Publishing Record - 2005**

*ICONESS 2021* - Subuh Anggoro  
2021-11-26

This book constitutes the thoroughly refereed proceedings of the 1st International Conference on Social Sciences, ICONESS 2021, held in Purwokerto, Indonesia, in July 2021. The 60 full papers presented were carefully reviewed and selected from 100 submissions. The papers reflect the conference sessions as follows: Education (Curriculum and Instruction, Education and

Development, Educational Psychology, Mathematic Education, Science Education, Social Science Education, Measurement and Evaluation, Primary Education, and Higher Education); Religion (Islamic Education, Fiqh, Science and Technology, Halal Science, Islamic Civilization, Shariah Economic), and Literation (Teaching English as a Second Language/TESL, Language and Communication, Literacy).

**Multimedia Messaging Service -**

Gwenaël Le Bodic 2003-11-21

The Multimedia Messaging Service (MMS) is regarded as the best-of-the breed of proven messaging technologies, surpassing SMS and electronic mail to offer a truly multimedia experience to mobile users. The first commercial solutions appeared on the market in 2002 and

the penetration rate of MMS is now quickly approaching the required level for mass-market adoption. By leveraging accessible technologies, MMS has gained wide acceptance from major market players and provides great business opportunities for the whole telecommunications industry. Introduces usage scenarios and provides a comprehensive description of enabling technologies for MMS, from version 1.0 to version 1.2 (featuring message content classes, video support, online message boxes, digital rights management, etc.) Demystifies MMS standards by clearly illustrating technical explanations with numerous practical examples, from the design of multimedia messages to the interfacing of applications with MMS centres Sheds light on common implementation

pitfalls and known interoperability issues Based on the author's own experience as a standardization expert and software architect for one of the major handset vendors, Multimedia Messaging Service provides a stimulating practical reference book for network operators, content designers, device manufacturers and developers of messaging applications, and will also appeal to researchers and students.

Mathematical Software - ICMS 2006 -

Andres Iglesias 2006-08-24

This book constitutes the refereed proceedings of the Second International Congress on Mathematical Software, ICMS 2006. The book presents 45 revised full papers, carefully reviewed and selected for presentation. The papers are organized in topical sections on new



developments in computer algebra packages, interfacing computer algebra in mathematical visualization, software for algebraic geometry and related topics, number-theoretical software, methods in computational number theory, free software for computer algebra, and general issues.

### **Bibliographic Guide to Education 2003**

- GK Hall 2004-10

The "Bibliographic Guide to Education" lists recent publications cataloged during the past year by Teachers College, Columbia University, supplemented by publications in the field of education cataloged by The Research Libraries of The New York Public Library, selected on the basis of subject headings. Non-book materials, including theses, are included in

this "Guide," with the exception of serials. All aspects and levels of education are represented in this "Guide," including such areas as: American elementary and secondary education, higher and adult education, early childhood education, history and philosophy of education, applied pedagogy, international and comparative education, educational administration, education of the culturally disadvantaged and physically handicapped, nursing education and education of minorities and women. Also well covered are the administrative reports of departments of education for various countries and for U.S. states and large cities. The Teachers College collection covers over 200 distinct educational systems. Works in all languages are included. The "Bibliographic Guide to

Education" serves in part as an annual supplement to the "Dictionary Catalog of the Teachers College Library, Columbia University" (G.K. Hall & Co., 1970) and Supplements ("First Supplement," 1971; "Second Supplement," 1973; "Third Supplement," 1977).

**Human-Computer Interaction** - Julie A. Jacko 2003-09-01

This four volume set provides the complete proceedings of the 10th International Conference on Human-Computer Interaction held June, 2003 in Crete, Greece. A total of 2,986 individuals from industry, academia, research institutes, and governmental agencies from 59 countries submitted their work for presentation at the conference. The papers address the latest research and development efforts, as well as highlight the

human aspects of design and use of computing systems. Those accepted for presentation thoroughly cover the entire field of human-computer interaction, including the cognitive, social, ergonomic, and health aspects of work with computers. The papers also address major advances in knowledge and effective use of computers in a variety of diversified application areas, including offices, financial institutions, manufacturing, electronic publishing, construction, health care, and disabled and elderly people.

**Calculus** - 2016

Computer Graphics - Patricia A. Egerton 1998

Computer Graphics - First Mathematical Steps will help students to master basic Computer Graphics and

the mathematical concepts which underlie this subject. They will be led to develop their own skills, and appreciate Computer Graphics techniques in both two and three dimensions. The presentation of the text is methodical, systematic and gently paced - everything translates into numbers and simple ideas. Sometimes students experience difficulty in understanding some of the mathematics in standard Computer Graphics books; this book can serve as a good introduction to more advanced texts. It starts from first principles and is sympathetically written for those with a limited mathematical background. Computer Graphics - First Mathematical Steps is suitable for supporting undergraduate programmes in Computers and also the newer areas of Computer

Graphics and Visualization. It is appropriate for post-graduate conversion courses which develop expertise in Computer Graphics and CAD. It can also be used for enrichment topics for high-flying pre-college students, and for refresher/enhancement courses for computer graphics technicians. **Computation and Applied Mathematics** - 1996

**The Cambridge Handbook of Multimedia Learning** - Richard E. Mayer  
2014-07-28

The updated second edition of the only handbook to offer a comprehensive analysis of research and theory in the field of multimedia learning, or learning from words and images. It examines research-based principles to determine the most

effective methods of multimedia instruction and uses cognitive theory to explain how these methods work.

*Resources in Education* - 1998

Teaching, Learning and Scaffolding in CLIL Science Classrooms - Yuen Yi Lo

2021-05-15

This edited volume presents a collection of empirical studies examining the teaching and learning processes in science classrooms in Content and Language Integrated Learning (CLIL) contexts. It is a timely contribution to the rapidly growing body of CLIL research in response to scholars' consistent calls for more classroom-based research on the issues in integration of content and language teaching in lessons. With the dual goal of content and language learning,

students in CLIL programmes are also facing double challenges – mastery of abstract, cognitively demanding content knowledge and unfamiliar academic language. Focusing on the notion of “scaffolding”, this edited volume demonstrates how science teachers can provide appropriate and timely scaffolding for their students to overcome the challenges in CLIL science classrooms. With studies from different educational settings (Hong Kong, Mainland China, Singapore and Australia) and epistemological paradigms, and adopting a variety of research designs, this volume will provide key insights into CLIL pedagogy and teacher education. Originally published as special issue of *Journal of Immersion and Content-Based Language Education* 7:2 (2019).  
Research in Education - 1973

*Measuring Professional Competence for the Teaching of Mathematical*

*Modelling* - Raphael Wess 2021-07-14

This open access book presents a structural model and an associated test instrument designed to provide a detailed analysis of professional competences for teaching mathematical modelling. The conceptualisation is based on the COACTIV model, which describes aspects, areas and facets of professional competences of teachers. The manual provides an overview of the essential teaching skills in application-related contexts and offers the tools needed to capture these aspects. It discusses the objectives and application areas of the instrument, as well as the development of the test. In addition, it describes the implementation and evaluates the

quality and results of the structural equation analysis of the model.

Teaching mathematical modelling is a cognitively challenging activity for (prospective) teachers. Thus, teacher education requires a detailed analysis of professional competence for teaching mathematical modelling. Measuring this competence requires theoretical models that accurately describe requirements placed upon teachers, as well as appropriate evaluation tools that adequately capture skills and abilities in this field. This book presents an instrument that measures the professional competences in a sample of 349 prospective teachers.

*Mathematical Practices, Mathematics for Teachers: Activities, Models, and Real-Life Examples* - Ron Larson

2014-01-03

To become a successful mathematics teacher, you must first become a successful mathematics student. Ron Larson and Robyn Silbey's first edition of MATHEMATICAL PRACTICES, MATHEMATICS FOR TEACHERS: ACTIVITIES, MODELS, AND REAL-LIFE EXAMPLES helps students aspire to be the best educators they can be. Peruse the book and you'll find Classroom Activities integrated into each section; modeling Examples that ask students how to model math concepts in the classroom; real-life Examples that model math concepts students will encounter in their everyday lives; and finally, to frame Ron and Robyn's approach, Common Core State Standards relevant to each lesson to provide future teachers with the knowledge of what their students should know at various grade levels.

Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Interactive Multimedia Learning Environments** - Max Giardina

2012-12-06

Multimedia environments suggest to us a new perception of the state of changes in and the integration of new technologies that can increase our ability to process information. Moreover, they are obliging us to change our idea of knowledge. These changes are reflected in the obvious synergetic convergence of different types of access, communication and information exchange. The multimedia learning environment should not represent a passive object that only contains or assembles information but

should become, on one side, the communication medium of the pedagogical intentions of the professor/designer and, on the other side, the place where the learner reflects and where he or she can play with, test and access information and try to interpret it, manipulate it and build new knowledge. The situation created by such a new learning environments that give new powers to individuals, particularly with regard to accessing and handling diversified dimensions of information, is becoming increasingly prevalent in the field of education. The old static equilibrium, in which fixed roles are played by the teacher

(including the teaching environment) and the learner, is shifting to dynamic equilibrium where the nature of information and its processing change, depending on the situation, the learning context and the individual's needs.

**Harcourt Multimedia Math Glossary - 2000\***

Harcourt School Publishers presents a glossary of terms related to mathematics. The glossary is divided by grade levels and includes entries for grades 1-8.

**Squeak** - Mark Guzdial 2002

CD-ROM contains: Tutorials -- Demos --  
- Links to related Web pages --  
Squeak version 2.9 virtual image.