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Tools for Teaching Computer Networking and Hardware Concepts - Sarkar, Nurul 2006-02-28
"This book offers concepts of the teaching and learning of computer networking and hardwar eby offering undamental theoretical concepts illustrated with the use of interactive practical exercises"--Provided by publisher.
Computer Books and Serials in Print - 1985

Computer Organization 5th Edition - Carl Hamacher

Software Studies - Matthew Fuller 2008
This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.
Computer Architecture and Organization - John Patrick Hayes 1998
Computer Architecture and Organization, 3rd edition, provides a comprehensive and up-to-date view of the architecture and internal organization of computers from a mainly hardware perspective. With a balanced treatment of qualitative and quantitative issues. Hayes focuses on the understanding of the basic principles while avoiding overemphasis on the arcane aspects of design. This approach best meets the needs of undergraduate or beginning graduate-level students.
Computer Fundamentals - B. Ram 2000

Digital Design (cd) 3rd Edition - Mano 2006-02-01

Knowledge-Based Intelligent Information and Engineering Systems - Rajiv Khosla 2005-08-30
The four volume set LNAI 3681, LNAI 3682, LNAI 3683, and LNAI 3684 constitute the refereed proceedings of the 9th International Conference on Knowledge-Based Intelligent Information and Engineering Systems, KES 2005, held in Melbourne, Australia in September 2005.The 716 revised papers presented were carefully reviewed and selected from nearly 1400 submissions. The papers present a wealth of original research results from the field of intelligent information processing in the broadest sense; topics covered in the first volume are intelligent design support systems, data engineering, knowledge engineering and ontologies, knowledge discovery and data mining, advanced network application, approaches and methods of security engineering, chance discovery, information hiding and multimedia signal processing, soft computing techniques and their applications, intelligent agent technology and applications, smart systems, knowledge - based interface systems, intelligent information processing for remote sensing, intelligent human computer interaction systems, experience management and knowledge management, network (security) real-time and fault tolerant systems, advanced network application and real-time systems, and intelligent watermarking algorithms.
COMPUTER ORGANIZATION AND ARCHITECTURE - V. RAJARAMAN 2007-06-01
Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes

the text is the special attention it pays to Cache and Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES ⬚ Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. ⬚ Systematic and logical organization of topics. ⬚ Large number of worked-out examples and exercises. ⬚ Contains basics of assembly language programming. ⬚ Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

The Essentials of Computer Organization and Architecture - Linda Null 2014-02-14
Updated and revised, The Essentials of Computer Organization and Architecture, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course.

American Book Publishing Record - 1992

The American Mathematical Monthly - 1977

Books in Print Supplement - 1982

Digital Design - M. Morris Mano 2002
For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

Intelligent Systems and Sustainable Computing - V. Sivakumar Reddy 2022-05-28
The book is a collection of best selected research papers presented at the International Conference on Intelligent Systems and Sustainable Computing (ICISSC 2021), held in School of Engineering, Malla Reddy University, Hyderabad, India, during 24–25 September 2021. The book covers recent research in intelligent systems, intelligent business systems, soft computing, swarm intelligence, artificial intelligence and neural networks, data mining & data warehousing, cloud computing, distributed computing, big data analytics, Internet of Things (IoT), machine learning, speech processing, sustainable high-performance systems, VLSI and embedded systems, image and video processing, and signal processing and communication.

Fault Tolerant Computer Architecture - Daniel Sorin 2009-07-08
For many years, most computer architects have pursued one primary goal: performance. Architects have translated the ever-increasing abundance of ever-faster transistors provided by Moore's law into remarkable increases in performance. Recently, however, the bounty provided by Moore's law has been accompanied by several challenges that have arisen as devices have become smaller, including a decrease in dependability due to physical faults. In this book, we focus on the dependability challenge and the fault tolerance solutions that architects are developing to overcome it. The two main purposes of this book are to explore the key ideas in fault-tolerant computer architecture and to present the current state-of-the-art - over approximately the past 10 years - in academia and industry. Table of Contents: Introduction / Error Detection / Error Recovery / Diagnosis / Self-Repair / The Future

Digital Design - M. Morris Mano 2013
For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

SWITCHING THEORY AND LOGIC DESIGN - A. ANAND KUMAR 2014-03-06
This comprehensive text on switching theory and logic design is designed for the undergraduate students of electronics and communication engineering, electrical and electronics engineering, electronics and instrumentation engineering, telecommunication engineering, computer science and engineering, and information technology. It will also be useful to AMIE, IETE and diploma students. Written in a student-friendly style, this book, now in its Second Edition, provides an in-depth knowledge of switching theory and the design techniques of digital circuits. Striking a balance between theory and practice, it covers topics ranging from number systems, binary codes, logic gates and Boolean algebra to minimization using K-maps and tabular method, design of combinational logic circuits, synchronous and asynchronous sequential circuits, and algorithmic state machines. The book discusses threshold gates and programmable logic devices (PLDs). In addition, it elaborates on flip-flops and shift registers. Each chapter includes several fully worked-out examples so that the students get a thorough grounding in related design concepts. Short questions with answers, review questions, fill in the blanks, multiple choice questions and problems are provided at the end of each chapter. These help the students test their level of understanding of the subject and prepare for examinations confidently. NEW TO THIS EDITION • VHDL programs at the end of each chapter • Complete answers with figures • Several new problems with

answers

Forthcoming Books - Rose Arny 1996-06

Computer Organization and Design RISC-V Edition - David A. Patterson 2017-05-12

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

Technical Book Review Index - 1983

Basic Computer Architecture - Smruti R. Sarangi 2021-09

This book is a comprehensive text on basic, undergraduate-level computer architecture. It starts from theoretical preliminaries and simple Boolean algebra. After a quick discussion on logic gates, it describes three classes of assembly languages: a custom RISC ISA called SimpleRisc, ARM, and x86. In the next part, a processor is designed for the SimpleRisc ISA from scratch. This includes the combinational units, ALUs, processor, basic 5-stage pipeline, and a microcode-based design. The last part of the book discusses caches, virtual memory, parallel programming, multiprocessors, storage devices and modern I/O systems. The book's website has links to slides for each chapter and video lectures hosted on YouTube.

Computer Organization - V. Carl Hamacher 1990

Computer Organization and Design - David A. Patterson 2011-10-26

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"-- Fundamentals of Computer Organization and

Architecture - Mostafa Abd-El-Barr 2005-02-22

This is the first book in the two-volume set offering comprehensivecoverage of the field of computer organization and architecture.This book provides complete coverage of the subjects pertaining tointroductory courses in computer organization and

architecture,including: * Instruction set architecture and design * Assembly language programming * Computer arithmetic * Processing unit design * Memory system design * Input-output design and organization * Pipelining design techniques * Reduced Instruction Set Computers (RISCs) The authors, who share over 15 years of undergraduate and graduatelevel instruction in computer architecture, provide real worldapplications, examples of machines, case studies and practicalexperiences in each chapter.

Structured Parallel Programming - Michael McCool 2012-06-25

Programming is now parallel programming. Much as structured programming revolutionized traditional serial programming decades ago, a new kind of structured programming, based on patterns, is relevant to parallel programming today. Parallel computing experts and industry insiders Michael McCool, Arch Robison, and James Reinders describe how to design and implement maintainable and efficient parallel algorithms using a pattern-based approach. They present both theory and practice, and give detailed concrete examples using multiple programming models. Examples are primarily given using two of the most popular and cutting edge programming models for parallel programming: Threading Building Blocks, and Cilk Plus. These architecture-independent models enable easy integration into existing applications, preserve investments in existing code, and speed the development of parallel applications. Examples from realistic contexts illustrate patterns and themes in parallel algorithm design that are widely applicable regardless of implementation technology. The patterns-based approach offers structure and insight that developers can apply to a variety of parallel programming models Develops a composable, structured, scalable, and machine-independent approach to parallel computing Includes detailed examples in both Cilk Plus and the latest Threading Building Blocks, which support a wide variety of computers

Digital Electronics - Anil K. Maini 2007-09-27

The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for

each chapter, Digital Electronics includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

Digital Logic Design - Brian Holdsworth 2002-11-01
New, updated and expanded topics in the fourth edition include: EBCDIC, Grey code, practical applications of flip-flops, linear and shaft encoders, memory elements and FPGAs. The section on fault-finding has been expanded. A new chapter is dedicated to the interface between digital components and analog voltages. *A highly accessible, comprehensive and fully up to date digital systems text *A well known and respected text now revamped for current courses *Part of the Newnes suite of texts for HND/1st year modules
Computer engineering - Moshe Morris Mano 1988

Digital Logic and Computer Design - M. Morris Mano 2017
This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design.
Logic and Computer Design Fundamentals - M. Morris Mano 2004
Featuring a strong emphasis on the fundamentals underlying contemporary logic design using hardware description languages, synthesis and verification, this text focuses on the ever-evolving applications of basic computer design concepts.
Computer System Architecture - M. Morris Mano 2005-04-07

Digitaltechnik - Eine praxisnahe Einf⟨?⟩hrung Armin Biere 2008-02-21
Speziell f⟨?⟩r Bachelor-Studenten entwickelt, enth⟨?⟩lt das Lehrbuch viele praktische Anwendungen, die auf Anf⟨?⟩nger zugeschnitten sind. Als einziges einf⟨?⟩hrendes Werk in diesem Bereich werden auch nur sehr geringe mathematische Kenntnisse vorausgesetzt. Die Anwendungen st⟨?⟩tzen sich auf Tools wie XILINX ISE und MentorGraphics ModelSim, die in der Industrie eingesetzt werden. Anstelle des veralteten VHDL wird die Hardwarebeschreibungssprache Verilog verwendet. Eine Internet-Plattform bietet weitere ⟨?⟩bungen und Beispiele sowie Folien f⟨?⟩r Dozenten.
Digital Systems and Applications - Vojin G. Oklobdzija 2017-12-19

New design architectures in computer systems have surpassed industry expectations. Limits, which were once thought of as fundamental, have now been broken. Digital Systems and Applications details these innovations in systems design as well as cutting-edge applications that are emerging to take advantage of the fields increasingly sophisticated capabilities. This book features new chapters on parallelizing iterative heuristics, stream and wireless processors, and lightweight embedded systems. This fundamental text— Provides a clear focus on computer systems, architecture, and applications Takes a top-level view of system organization before moving on to architectural and organizational concepts such as superscalar and vector processor, VLIW architecture, as well as new trends in multithreading and multiprocessing. includes an entire section dedicated to embedded systems and their applications Discusses topics such as digital signal processing applications, circuit implementation aspects, parallel I/O algorithms, and operating systems Concludes with a look at new and future directions in computing Features articles that describe diverse aspects of computer usage and potentials for use Details implementation and performance-enhancing techniques such as branch prediction, register renaming, and virtual memory Includes a section on new directions in computing and their penetration into many new fields and aspects of our daily lives
Computer Organization & Architecture 7e - Stallings 2008-02

COMPUTER ORGANIZATION AND DESIGN - P. PAL CHAUDHURI 2008-04-15
The merging of computer and communication technologies with consumer electronics has opened up new vistas for a wide variety of designs of computing systems for diverse application areas. This revised and updated third edition on Computer Organization and Design strives to make the students keep pace with the changes, both in technology and pedagogy in the fast growing discipline of computer science and engineering. The basic principles of how the intended behaviour of complex functions can be realized with the interconnected network of digital blocks are explained in an easy-to-understand style. WHAT IS NEW TO THIS EDITION : Includes a new chapter on Computer Networking, Internet, and Wireless Networks. Introduces topics such as wireless input-output devices, RAID technology built around disk arrays, USB, SCSI, etc. Key Features Provides a large number of design problems and their solutions in each chapter. Presents state-of-the-art memory technology which includes EEPROM and Flash Memory apart from Main Storage, Cache, Virtual Memory, Associative Memory, Magnetic Bubble, and Charged Couple Device. Shows how the basic data types and data structures are supported in hardware. Besides students, practising engineers should find reading this

design-oriented text both useful and rewarding.

Essentials of Computer Architecture, Second Edition - Douglas Comer 2017-01-06

This easy to read textbook provides an introduction to computer architecture, while focusing on the essential aspects of hardware that programmers need to know. The topics are explained from a programmer's point of view, and the text emphasizes consequences for programmers. Divided in five parts, the book covers the basics of digital logic, gates, and data paths, as well as the three primary aspects of architecture: processors, memories, and I/O systems. The book also covers advanced topics of parallelism, pipelining, power and energy, and performance. A hands-on lab is also included. The second edition contains three new chapters as well as changes and updates throughout.

Computer Architecture - Behrooz Parhami 2005-03-17

This textbook is designed for the first course in Computer Architecture, usually offered at the junior/senior (3rd, 4th year) level in electrical engineering, computer science or computer engineering departments. This course is required of all electrical engineering and computer science/computer engineering majors specializing in the design of computer systems. This text provides a comprehensive introduction to computer architecture, covering topic from design of simple microprocessors to techniques used in the most advanced supercomputers.

Embedded Core Design with FPGAs - Zainalabedin Navabi 2006-09-13

A Complete Toolkit for Designing Embedded Cores and Utilizing Those Cores in an Embedded System A landmark guide in digital system design, Embedded Core Design with FPGAs equips today's computer engineers with everything they need to design embedded cores and apply those cores in a state-of-the-art embedded system. This practical resource brings together logic design, computer architecture, Verilog, FPGAs, Hardware/Software design, and SoCs, explaining how engineers can draw on their computer engineering background to achieve cutting-edge embedded designs. Renowned design expert and educator Zainalabedin Navabi first covers the basics of logic design, RT Level Verilog, computer architectures, and the architecture of modern field programmable devices. He then explores the design of utility cores that are used for high-level core-based designs, with specific focus on existing Altera cores. Finally, he describes higher-end design methodologies, including design of hardware/software systems, CPU configurations, embedded systems, and the utilization of various

Altera Nios II processors. Embedded Core Design with FPGAs features: A full array of design aids, including Verilog, FPLD structures, design and programming environments, and software and hardware tools The latest embedded system design techniques, including use of high-level integrated environments, SOPC development tools, utilizing existing processor cores, and developing your own customized processor A clear focus on utilizing Altera's new DE series and UP3 development boards and design software, including SOPC Builder and IDE software design environment Master Every Aspect of Embedded Core Design-- High-Level Hardware/Software Design Concepts: High-Level System Design Methodology RT Level Logic Design RT Level Verilog Computer Hardware and Software Programming Languages FPGA Architecture and Utilization FPGA-Based Design of Embedded Cores: Implementation of Basic Interface Components Configurable Cores Custom Cores CPU Cores Core-Based System Design Using Development Boards for Prototyping System Design with Processor Cores: Design with a Customer Embedded CPU Embedded Core DSP Application Embedded Microcontroller with Keyboard and Display Interfaces Using Embedded Design Hardware and Software Tools Nios II Processor Nios II-Based Hardware/Software System Design

Computer Systems - Ata Elahi 2017-11-08

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter