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In the decade since the first edition of this book was published, the technologies of digital design have continued to evolve. The evolution has run along two related tracks: the underlying physical technology and the software tools that facilitate the application of new devices. The trends identified in the first edition have continued and promise to continue to do so. Programmable logic is virtually the norm for digital designers and the art of digital design now requires the software skills to deal with hardware description languages. Hardware designers now spend the majority of their time dealing with software. Specifically, the tools needed to efficiently map digital designs onto the emerging programmable devices that are growing more sophisticated. They capture their design specifications in software with language appropriate for describing the parallelism of hardware; they use software tools to simulate their designs and then to synthesize it into the implementation technology of choice. Design time is radically reduced, as market pressures require products to be introduced quickly at the right price and performance. Although the complexity of designs is necessitating ever more powerful abstractions, the fundamentals remain unchanged. The contemporary digital designer must have a much broader understanding of the discipline of computation, including both hardware and software. This broader perspective is present in this second edition.

Starting Out with Programming Logic and Design, Third Edition, is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. In the successful, accessible style of Tony Gaddis' best-selling texts, useful examples and detail-oriented explanations allow students to become comfortable with fundamental concepts and logical thought processes used in programming without the complication of language syntax. Students gain confidence in their program design skills to transition into more comprehensive programming courses. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.

Based on the book Computer Engineering Hardware Design (1988), which presented the same combined treatment of logic design, digital system design and computer design basics. Because of its broad coverage of both logic and computer design, this text can be used to provide an overview of logic and computer hardware for computer science, computer engineering, electrical engineering, or engineering students in general. Annotation copyright by Book News, Inc., Portland, OR.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

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.

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

This gentle introduction to logic and model theory is based on a systematic use of three important games in logic: the semantic game; the Ehrenfeucht–Fraïssé game; and the model existence game. The third game has not been isolated in the literature before but it underlies the concepts of Beth tableaux and consistency properties. Jouko Väänänen shows that these games are closely related and in turn govern the three interrelated concepts of logic: truth, elementary equivalence and proof. All three methods are developed not only for first order logic but also for infinitary logic and generalized quantifiers. Along the way, the author also proves completeness theorems for many logics, including the cofinality quantifier logic of Shelah, a fully compact extension of first order logic. With over 500 exercises this book is ideal for graduate courses, covering the basic material as well as more advanced applications.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

This book is designed to facilitate a thorough understanding of the fundamental principles of design without requiring readers to memorize an excess of confusing technological details. It integrates fundamentals with state-of-the-art techniques in computer design to demonstrate the complete design process, from specification to manufacturing. FEATURES: Presents clear connections between principles and practice. (Throughout) Progresses naturally and patiently through the design process, ranging in complexity from logic and sequential levels to the levels of RISC processors and complete ASICs. (Throughout) Introduces a generic component library that reflects practical design constraints to help explain concepts and implement worked-out examples. (Ch. 5, 7) Takes a contemporary approach to logic and sequential design, emphasizing a coherent design process instead of manual design techniques. (Throughout) Introduces an ASIC design process based on the sequential and behavioral synthesis used in modern CAD tools. (Ch. 8) De-mystifies the art of processor design by extending synthesis techniques to microprocessor design. (Ch. 9) Demonstrates processor design on CISC and RISC processors including instruction set design and datapath design with data-forwarding and branch prediction. (Ch. 9) The book features: Step-by-step design procedures in each chapter. Comprehensive worked examples that demonstrate designer's options and choices. (Throughout) Over 300 color illustrations that use color to enhance learning and material retention.

Advances in the study of dynamical systems have revolutionized the way that classical mechanics is taught and understood. Classical Dynamics, first published in 1998, is a comprehensive textbook that provides a complete description of this fundamental branch of physics. The authors cover all the material that one would expect to find in a standard graduate course: Lagrangian and Hamiltonian dynamics, canonical transformations, the Hamilton-Jacobi equation, perturbation methods, and rigid bodies. They also deal with more advanced topics such as the relativistic Kepler problem, Liouville and Darboux theorems, and inverse and chaotic scattering. A key feature of the book is the early introduction of geometric (differential manifold) ideas, as well as detailed treatment of topics in nonlinear dynamics (such as the KAM theorem) and continuum dynamics (including solitons). The book contains many worked examples and over 200 homework exercises. It will be an ideal textbook for graduate students of physics, applied mathematics, theoretical chemistry, and engineering, as well as a useful reference for researchers in these fields. A solutions manual is available exclusively for instructors.

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