Computer Architecture Behrooz Parhami Solutions

Wireless Security: Models, Threats, and SolutionsIntroduction to Parallel ProcessingExtended Mathematics Fof IgcseReliability of Computer Systems and NetworksIntroduction to Parallel Algorithms and ArchitecturesAdvances in Computer Science and EngineeringCoding TheoryIntroduction to Parallel ProcessingPARALLEL AND DISTRIBUTED COMPUTING : ARCHITECTURES AND ALGORITHMSComputer ArithmeticDigital ArithmeticOrganic ElectronicsDesign and Analysis of Fault-tolerant Digital SystemsQuantum OpticsMicroprocessors and InterfacingObject-Oriented Discrete-Event Simulation with JavaInstructor's Manual For Computer ArithmeticOrthogonal PolynomialsAdvances in Computer Science and EngineeringComputer Organization And ArchitectureComputer Organization & Architecture: Themes and VariationsSolving the Immigrant Church CrisisComputer Arithmetic AlgorithmsEncyclopedia of Big Data TechnologiesInstructor's Solutions Manual for Computer Architecture from Microprocessors to SupercomputersComputer ArithmeticCMOS analog circuit designAn Introduction to Quantum ComputingCOMPUTER ORGANIZATION AND ARCHITECTUREMicroelectronic CircuitsHands-On Introduction to LabVIEW for Scientists and EngineersBuilding Embedded SystemsYour Brain Is a Time Machine: The Neuroscience and Physics of TimeAnalog CommunicationComputer ArchitecturePhotonicsParallel ProgrammingSoftware Testing and Quality AssuranceQuantum OpticsThe Datacenter as a Computer

Wireless Security: Models, Threats, and Solutions

Ideal for graduate and senior undergraduate courses in computer arithmetic and advanced digital design, Computer Arithmetic: Algorithms and Hardware Designs, Second Edition, provides a balanced, comprehensive treatment of computer arithmetic. It covers topics in arithmetic unit design and circuit implementation that complement the architectural and algorithmic speedup techniques used in high-performance computer architecture and parallel processing. Using a unified and consistent framework, the text begins with number representation and proceeds through basic arithmetic operations, floating-point arithmetic, and function evaluation methods. Later chapters cover broad design and implementation topics-including techniques for high-throughput, low-power, fault-tolerant, and reconfigurable arithmetic. An appendix provides a historical view of the field and speculates on its future.An indispensable resource for instruction, professional development, and research, Computer Arithmetic: Algorithms and Hardware Designs, Second Edition, combines broad coverage of the underlying theories of computer arithmetic with numerous examples of practical designs, worked-out examples, and a large collection of meaningful problems. This second edition includes a new chapter on reconfigurable arithmetic, in order to address the fact that arithmetic functions are increasingly being implemented on field-programmable gate arrays (FPGAs) and FPGA-like configurable devices. Updated and thoroughly revised, the book offers new and expanded coverage of saturating adders and multipliers, truncated multipliers, fused multiply-add units, overlapped quotient digit selection, bipartite and multipartite tables, reversible logic, dot notation, modular arithmetic, Montgomery modular reduction, division

by constants, IEEE floating-point standard formats, and interval arithmetic.Readership: Graduate and senior undergraduate courses in computer arithmetic and advanced digital design.

Introduction to Parallel Processing

With computers becoming embedded as controllers in everything fromnetwork servers to the routing of subway schedules to NASAmissions, there is a critical need to ensure that systems continueto function even when a component fails. In this book, bestsellingauthor Martin Shooman draws on his expertise in reliabilityengineering and software engineering to provide a complete andauthoritative look at fault tolerant computing. He clearly explainsall fundamentals, including how to use redundant elements in systemdesign to ensure the reliability of computer systems andnetworks. Market: Systems and Networking Engineers, Computer Programmers, ITProfessionals.

Extended Mathematics Fof Igcse

This book develops the theoretical and experimental basis of quantum optics, i.e. the interaction of individual particles of light (photons) with matter, starting from elementary quantum theory. The self-contained exposition will be useful to graduate students in physics, engineering, chemistry, and senior undergraduates in physics.

Reliability of Computer Systems and Networks

Analog Communication provides an exhaustive coverage of the fundamental concepts and recent developments in communication theory. "The book follows a bottom-up approach by building up the basic concepts of conventional modulation systems in the initial chapters and describing the latest trend in communication towards the end. After introducing the concepts of communication theory, it discusses amplitude modulation, angle modulation, and pulse modulation. It further covers the concept of time division multiplexing (TDM), frequency division multiplexing (FDM), and delta and adaptive delta modulation. The book also provides a chapter on digital communication, which briefly covers the concept of frequency shift keying (FSK), pulse shift keying (PSK), quadrature amplitude modulation (QAM), etc. A separate chapter on noise highlights the different types of noise encountered in communication systems and their effects on various types of modulation. Written in a lucid manner, the book includes a large number of circuit diagrams, worked-out examples, and MATLAB examples, thereby enabling the users to have a sound grasp of the concepts presented and their applications"

Introduction to Parallel Algorithms and Architectures

Nichols and Lekkas uncover the threats and vunerablilities unique to the wireless communication, telecom, broadband, and satellite markets. They provide an overview of current commercial security solutions available on the open market.

Advances in Computer Science and Engineering

Solving the Immigrant Church Crisis: The Biblical Solution of Parallel Ministry (Acts 6:1-7) addresses the crisis of the immigrant church in which complex cultural and linguistic factors create a reticence on the part of immigrants to transfer financial and decision-making authority to succeeding generations, and this results in a culturally irrelevant ministry to those generations, an exodus of believers from the church, a spiritually immature remnant, and an inability to reach the lost. The thesis of this book is that parallel ministry, based on Acts 6:1-7, is the biblical solution to the crisis in the immigrant church. While there are at least two main aspects of this crisis, a spiritual-relational and an ecclesiastical aspect, this book focuses on the ecclesiastical aspect of defining the biblical structure of church government. Specifically, this book is for immigrant churches primarily in the United States and offers them a biblical and practical solution to the problem plaguing them for over two centuries of how to minister effectively to the succeeding generations.

Coding Theory

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.

Introduction to Parallel Processing

This concise text is designed to present the recent advances in parallel and distributed architectures and algorithms within

an integrated framework. Beginning with an introduction to the basic concepts, the book goes on discussing the basic methods of parallelism exploitation in computation through vector processing, super scalar and VLIW processing, array processing, associative processing, systolic algorithms, and dataflow computation. After introducing interconnection networks, it discusses parallel algorithms for sorting, Fourier transform, matrix algebra, and graph theory. The second part focuses on basics and selected theoretical issues of distributed processing. Architectures and algorithms have been dealt in an integrated way throughout the book. The last chapter focuses on the different paradigms and issues of high performance computing making the reading more interesting. This book is meant for the senior level undergraduate and postgraduate students of computer science and engineering, and information technology. The book is also useful for the postgraduate students of computer science and computer application.

PARALLEL AND DISTRIBUTED COMPUTING : ARCHITECTURES AND ALGORITHMS

A superior primer on software testing and quality assurance, from integration to execution and automation This important new work fills the pressing need for a user-friendly text that aims to provide software engineers, software quality professionals, software developers, and students with the fundamental developments in testing theory and common testing practices. Software Testing and Quality Assurance: Theory and Practice equips readers with a solid understanding of: Practices that support the production of quality software Software testing techniques Life-cycle models for requirements, defects, test cases, and test results Process models for units, integration, system, and acceptance testing How to build test teams, including recruiting and retaining test engineers Quality Models, Capability Maturity Model, Testing Maturity Model, and Test Process Improvement Model Expertly balancing theory with practice, and complemented with an abundance of pedagogical tools, including test questions, examples, teaching suggestions, and chapter summaries, this book is a valuable, self-contained tool for professionals and an ideal introductory text for courses in software testing, quality assurance, and software engineering.

Computer Arithmetic

This book describes warehouse-scale computers (WSCs), the computing platforms that power cloud computing and all the great web services we use every day. It discusses how these new systems treat the datacenter itself as one massive computer designed at warehouse scale, with hardware and software working in concert to deliver good levels of internet service performance. The book details the architecture of WSCs and covers the main factors influencing their design, operation, and cost structure, and the characteristics of their software base. Each chapter contains multiple real-world examples, including detailed case studies and previously unpublished details of the infrastructure used to power Google's online services. Targeted at the architects and programmers of today's WSCs, this book provides a great foundation for

those looking to innovate in this fascinating and important area, but the material will also be broadly interesting to those who just want to understand the infrastructure powering the internet. The third edition reflects four years of advancements since the previous edition and nearly doubles the number of pictures and figures. New topics range from additional workloads like video streaming, machine learning, and public cloud to specialized silicon accelerators, storage and network building blocks, and a revised discussion of data center power and cooling, and uptime. Further discussions of emerging trends and opportunities ensure that this revised edition will remain an essential resource for educators and professionals working on the next generation of WSCs.

Digital Arithmetic

Microelectronic Circuits by Sedra and Smith has served generations of electrical and computer engineering students as the best and most widely-used text for this required course. Respected equally as a textbook and reference, "Sedra/Smith" combines a thorough presentation of fundamentals with an introduction to present-day IC technology. It remains the best text for helping students progress from circuit analysis to circuit design, developing design skills and insights that are essential to successful practice in the field. Significantly revised with the input of two new coauthors, slimmed down, and updated with the latest innovations, Microelectronic Circuits, Eighth Edition, remains the gold standard in providing the most comprehensive, flexible, accurate, and design-oriented treatment of electronic circuits available today.

Organic Electronics

It is our pleasure to welcome you to the proceedings of the 13th International C- puter Society of Iran Computer Conference (CSICC-2008). The conference has been held annually since 1995, except for 1998, when it transitioned from a year-end to first-quarter schedule. It has been moving in the direction of greater selectivity (see Fig.1) and broader international participation. Holding it in Kish Island this year represents an effort to further facilitate and encourage international contributions. We feel privileged to participate in further advancing this strong technical tradition. 60 50 40 30 20 10 0 Dec 23-26 Dec 23-25 Dec 23-25 Jan 26-28 Mar 8-10 Feb 21-23 Feb 28-30 Feb 23-26 Feb 16-19 Feb 15-18 Jan 24-26 Feb 20-22 Mar 9-11 1995 1996 1997 Iran 1999 2000 2001 U of 2002 Iran 2003 2004 2005 Iran 2006 IPM, 2007 2008 Sharif U Amirkabir U of Sharif U Shahid Isfahan, Telecom Ferdowsi Sharif U Telecom Tehran Shahid Sharif U of Tech, U of Tech, Sci/Tech, of Tech, Beheshti Isfahan Res. U, of Tech, Res. Beheshti of Tech, Tehran Tehran Tehran Tehran U, Tehran Center Mashhad Tehran Center U, Tehran Kish Island Dates, Year, Venue

Design and Analysis of Fault-tolerant Digital Systems

Quantum Optics

COMPUTER ORGANIZATION AND ARCHITECTURE: THEMES AND VARIATIONS stresses the structure of the complete system (CPU, memory, buses and peripherals) and reinforces that core content with an emphasis on divergent examples. This approach to computer architecture is an effective arrangement that provides sufficient detail at the logic and organizational levels appropriate for EE/ECE departments as well as for Computer Science readers. The text goes well beyond the minimal curriculum coverage and introduces topics that are important to anyone involved with computer architecture in a way that is both thought provoking and interesting to all. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Microprocessors and Interfacing

This text explains the fundamental principles of algorithms available for performing arithmetic operations on digital computers. These include basic arithmetic operations like addition, subtraction, multiplication, and division in fixed-point and floating-point number systems as well as more complex operations such as square root extraction and evaluation of exponential, logarithmic, and trigonometric functions. The algorithms described are independent of the particular technology employed for their implementation.

Object-Oriented Discrete-Event Simulation with Java

Ideal for graduate and senior undergraduate courses in computer arithmetic and advanced digital design, Computer Arithmetic: Algorithms and Hardware Designs, Second Edition, provides a balanced, comprehensive treatment of computer arithmetic. It covers topics in arithmetic unit design and circuit implementation that complement the architectural and algorithmic speedup techniques used in high-performance computer architecture and parallel processing. Using a unified and consistent framework, the text begins with number representation and proceeds through basic arithmetic operations, floating-point arithmetic, and function evaluation methods. Later chapters cover broad design and implementation topics-including techniques for high-throughput, low-power, fault-tolerant, and reconfigurable arithmetic. An appendix provides a historical view of the field and speculates on its future. An indispensable resource for instruction, professional development, and research, Computer Arithmetic: Algorithms and Hardware Designs, Second Edition, combines broad coverage of the underlying theories of computer arithmetic with numerous examples of practical designs, worked-out examples, and a large collection of meaningful problems. This second edition includes a new chapter on reconfigurable arithmetic, in order to address the fact that arithmetic functions are increasingly being implemented on field-programmable gate arrays (FPGAs) and FPGA-like configurable devices. Updated and thoroughly revised, the book offers new and expanded coverage of

saturating adders and multipliers, truncated multipliers, fused multiply-add units, overlapped quotient digit selection, bipartite and multipartite tables, reversible logic, dot notation, modular arithmetic, Montgomery modular reduction, division by constants, IEEE floating-point standard formats, and interval arithmetic. Features: * Divided into 28 lecture-size chapters * Emphasizes both the underlying theories of computer arithmetic and actual hardware designs * Carefully links computer arithmetic to other subfields of computer engineering * Includes 717 end-of-chapter problems ranging in complexity from simple exercises to mini-projects * Incorporates many examples of practical designs * Uses consistent standardized notation throughout * Instructor's manual includes solutions to text problems * An author-maintained website http://www.ece.ucsb.edu/~parhami/text_comp_arit.htm contains instructor resources, including complete lecture slides

Instructor's Manual For Computer Arithmetic

THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable dev- opment costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user and application requirements on the other.

Orthogonal Polynomials

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.

Advances in Computer Science and Engineering

THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable dev- opment costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user and application requirements on the other.

Computer Organization And Architecture

Computer Organization & Architecture: Themes and Variations

"Beautifully written, eloquently reasoned…Mr. Buonomano takes us off and running on an edifying scientific journey." —Carol Tavris, Wall Street Journal In Your Brain Is a Time Machine, leading neuroscientist Dean Buonomano embarks on an "immensely engaging" exploration of how time works inside the brain (Barbara Kiser, Nature). The human brain, he argues, is a complex system that not only tells time, but creates it; it constructs our sense of chronological movement and enables "mental time travel"—simulations of future and past events. These functions are essential not only to our daily lives but to the evolution of the human race: without the ability to anticipate the future, mankind would never have crafted tools or invented agriculture. This virtuosic work of popular science will lead you to a revelation as strange as it is true: your brain is, at its core, a time machine.

Solving the Immigrant Church Crisis

Computer Arithmetic Algorithms

Encyclopedia of Big Data Technologies

Researches and developers of simulation models state that the Java program ming language presents a unique and significant opportunity for important changes in the way we develop simulation models today. The most important characteristics of the Java language that are advantageous for simulation are its multi-threading capabilities, its facilities for executing programs across the Web, and its graphics facilities. It is feasible to develop compatible and reusable simulation components that will facilitate the construction of newer and more complex models. This is possible with Java development environments. Another important trend that begun very recently is web-based simulation, i.e., and the execution of simulation models using Internet browser software. This book introduces the application of the Java programming language in discrete-event simulation. In addition, the fundamental concepts and prac tical simulation techniques for modeling different types of systems to study their general behavior and their performance are introduced. The approaches applied are the process interaction approach to discrete-event simulation and object-oriented modeling. Java is used as the implementation language and UML as the modeling language. The first offers several advantages compared to C++, the most important being: thread handling, graphical user interfaces (QUI) and Web computing. The second language, UML (Unified Modeling Language) is the standard notation used today for modeling systems as a collection of classes, class relationships, objects, and object behavior.

Instructor's Solutions Manual for Computer Architecture from Microprocessors to Supercomputers

"Introduction to LabView programming for scientists and engineers"--

Computer Arithmetic

Designed for senior undergraduate/first year graduate students in electrical engineering departments, this text covers key subjects in optical electronics and their applications in modern optical communications where optical waves are used as carriers of information.

CMOS analog circuit design

It is our pleasure to welcome you to the proceedings of the 13th International C- puter Society of Iran Computer Conference (CSICC-2008). The conference has been held annually since 1995, except for 1998, when it transitioned from a year-end to first-quarter schedule. It has been moving in the direction of greater selectivity (see Fig.1) and broader international participation. Holding it in Kish Island this year represents an effort to further facilitate and encourage international contributions. We feel privileged to participate in further advancing this strong technical tradition. 60 50 40 30 20 10 0 Dec 23-26 Dec 23-25 Dec 23-25 Jan 26-28 Mar 8-10 Feb 21-23 Feb 28-30 Feb 23-26 Feb 16-19 Feb 15-18 Jan 24-26 Feb 20-22 Mar 9-11 1995 1996 1997 Iran 1999 2000 2001 U of 2002 Iran 2003 2004 2005 Iran 2006 IPM, 2007 2008 Sharif U Amirkabir U of Sharif U Shahid Isfahan, Telecom Ferdowsi Sharif U Telecom Tehran Shahid Sharif U of Tech, U of Tech, Sci/Tech, of Tech, Beheshti Isfahan Res. U, of Tech, Res. Beheshti of Tech, Tehran Tehran Tehran Tehran U, Tehran Center Mashhad Tehran Center U, Tehran Kish Island Dates, Year, Venue

An Introduction to Quantum Computing

Modern introduction to theory of coding and decoding with many exercises and examples.

COMPUTER ORGANIZATION AND ARCHITECTURE

This title provides a view of computer arithmetic, covering topics in arithmetic unit design and circuit implementation that complement the architectural and algorithmic speedup techniques used in high-performance computer architecture and parallel processing.

Microelectronic Circuits

The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

Hands-On Introduction to LabVIEW for Scientists and Engineers

This is the first book on constructive methods for, and applications of orthogonal polynomials, and the first available collection of relevant Matlab codes. The book begins with a concise introduction to the theory of polynomials orthogonal on the real line (or a portion thereof), relative to a positive measure of integration. Topics which are particularly relevant to computation are emphasized. The second chapter develops computational methods for generating the coefficients in the basic three-term recurrence relation. The methods are of two kinds: moment-based methods and discretization methods.

The former are provided with a detailed sensitivity analysis. Other topics addressed concern Cauchy integrals of orthogonal polynomials and their computation, a new discussion of modification algorithms, and the generation of Sobolev orthogonal polynomials. The final chapter deals with selected applications: the numerical evaluation of integrals, especially by Gauss-type quadrature methods, polynomial least squares approximation, moment-preserving spline approximation, and the summation of slowly convergent series. Detailed historic and bibliographic notes are appended to each chapter. The book will be of interest not only to mathematicians and numerical analysts, but also to a wide clientele of scientists and engineers who perceive a need for applying orthogonal polynomials.

Building Embedded Systems

Introduction to Parallel Algorithms and Architectures: Arrays Trees Hypercubes provides an introduction to the expanding field of parallel algorithms and architectures. This book focuses on parallel computation involving the most popular network architectures, namely, arrays, trees, hypercubes, and some closely related networks. Organized into three chapters, this book begins with an overview of the simplest architectures of arrays and trees. This text then presents the structures and relationships between the dominant network architectures, as well as the most efficient parallel algorithms for a wide variety of problems. Other chapters focus on fundamental results and techniques and on rigorous analysis of algorithmic performance. This book discusses as well a hybrid of network architecture based on arrays and trees called the mesh of trees. The final chapter deals with the most important properties of hypercubes. This book is a valuable resource for readers with a general technical background.

Your Brain Is a Time Machine: The Neuroscience and Physics of Time

Microprocessors and Interfacing is a textbook for undergraduate engineering students who study a course on various microprocessors, its interfacing, programming and applications.

Analog Communication

Innovations in hardware architecture, like hyper-threading or multicore processors, mean that parallel computing resources are available for inexpensive desktop computers. In only a few years, many standard software products will be based on concepts of parallel programming implemented on such hardware, and the range of applications will be much broader than that of scientific computing, up to now the main application area for parallel computing. Rauber and Rünger take up these recent developments in processor architecture by giving detailed descriptions of parallel programming techniques that are necessary for developing efficient programs for multicore processors as well as for parallel cluster systems and

supercomputers. Their book is structured in three main parts, covering all areas of parallel computing: the architecture of parallel systems, parallel programming models and environments, and the implementation of efficient application algorithms. The emphasis lies on parallel programming techniques needed for different architectures. For this second edition, all chapters have been carefully revised. The chapter on architecture of parallel systems has been updated considerably, with a greater emphasis on the architecture of multicore systems and adding new material on the latest developments in computer architecture. Lastly, a completely new chapter on general-purpose GPUs and the corresponding programming techniques has been added. The main goal of the book is to present parallel programming techniques that can be used in many situations for a broad range of application areas and which enable the reader to develop correct and efficient parallel programs. Many examples and exercises are provided to show how to apply the techniques. The book can be used as both a textbook for students and a reference book for professionals. The material presented has been used for courses in parallel programming at different universities for many years.

Computer Architecture

This textbook provides a basic understanding of the principles of the field of organic electronics, through to their applications in organic devices. Useful for both students and practitioners, it is a teaching text as well as an invaluable resource that serves as a jumping-off point for those interested in learning, working and innovating in this rapidly growing field. Organics serve as a platform for very low cost and high performance optoelectronic and electronic devices that cover large areas, are lightweight, and can be both flexible and conformable to fit onto irregularly shaped surfaces such as foldable smart phones. Organic electronics is at the core of the global organic light emitting device (OLED) display industry. OLEDs also have potential uses as lighting sources. Other emerging organic electronic applications include organic solar cells, and organic thin film transistors useful in medical and a range of other sensing, memory and logic applications. This book is a product of both one and two semester courses that have been taught over a period of more than two decades. It is divided into two sections. Part I, Foundations, lays down the fundamental principles of the field of organic electronics. It is assumed that the reader has an elementary knowledge of quantum mechanics, and electricity and magnetism. A background knowledge of organic chemistry is not required. Part II, Applications, focuses on organic electronic devices. It begins with a discussion of organic thin film deposition and patterning, followed by chapters on organic light emitters, detectors, and thin film transistors. The last chapter describes several devices and phenomena that are not covered in the previous chapters, since they lie somewhat outside of the current mainstream of the field, but are nevertheless important.

Photonics

Develop the software and hardware you never think about. We're talking about the nitty-gritty behind the buttons on your

microwave, inside your thermostat, inside the keyboard used to type this description, and even running the monitor on which you are reading it now. Such stuff is termed embedded systems, and this book shows how to design and develop embedded systems at a professional level. Because yes, many people quietly make a successful career doing just that. Building embedded systems can be both fun and intimidating. Putting together an embedded system requires skill sets from multiple engineering disciplines, from software and hardware in particular. Building Embedded Systems is a book about helping you do things in the right way from the beginning of your first project: Programmers who know software will learn what they need to know about hardware. Engineers with hardware knowledge likewise will learn about the software side. Whatever your background is, Building Embedded Systems is the perfect book to fill in any knowledge gaps and get you started in a career programming for everyday devices. Author Changyi Gu brings more than fifteen years of experience in working his way up the ladder in the field of embedded systems. He brings knowledge of numerous approaches to embedded systems design, including the System on Programmable Chips (SOPC) approach that is currently growing to dominate the field. His knowledge and experience make Building Embedded Systems an excellent book for anyone wanting to enter the field, or even just to do some embedded programming as a side project. What You Will Learn Program embedded systems at the hardware level Learn current industry practices in firmware development Develop practical knowledge of embedded hardware options Create tight integration between software and hardware Practice a work flow leading to successful outcomes Build from transistor level to the system level Make sound choices between performance and cost Who This Book Is For Embedded-system engineers and intermediate electronics enthusiasts who are seeking tighter integration between software and hardware. Those who favor the System on a Programmable Chip (SOPC) approach will in particular benefit from this book. Students in both Electrical Engineering and Computer Science can also benefit from this book and the real-life industry practice it provides.

Parallel Programming

This is a new edition of an existing textbook, with updated content for the 2006 syllabus. It is designed to be a student main text, and contains all you need to pass the IGCSE Extended exam.

Software Testing and Quality Assurance

Written primarily for advanced undergraduate and masters level students in physics, this text includes a broad range of topics in applied quantum optics such as laser cooling, Bose-Einstein condensation and quantum information processing.

Quantum Optics

The Encyclopedia of Big Data Technologies provides researchers, educators, students and industry professionals with a comprehensive authority over the most relevant Big Data Technology concepts. With over 300 articles written by worldwide subject matter experts from both industry and academia, the encyclopedia covers topics such as big data storage systems, NoSQL database, cloud computing, distributed systems, data processing, data management, machine learning and social technologies, data science. Each peer-reviewed, highly structured entry provides the reader with basic terminology, subject overviews, key research results, application examples, future directions, cross references and a bibliography. The entries are expository and tutorial, making this reference a practical resource for students, academics, or professionals. In addition, the distinguished, international editorial board of the encyclopedia consists of well-respected scholars, each developing topics based upon their expertise.

The Datacenter as a Computer

The authoritative reference on the theory and design practice of computer arithmetic.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION