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Computer structure refers to the way in which the components of a computer are interrelated. Computer function refers to the operation of each individual component as part of the structure. 1.3 . Data processing; data storage; data movement; and control. 1.4 Central processing unit (CPU): Controls the operation of the computer and

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updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover. This edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks,

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reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones.

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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

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(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

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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

Annual meeting of UK HCI group; essential purchase for all researchers, designers and manufacturers.

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Tracing the story of computing from Babylonian counting boards to smartphones, this inspiring textbook provides a concise overview of the key events in the history of computing, together with discussion exercises to stimulate deeper investigation into this fascinating area. Features: provides chapter introductions, summaries, key topics, and review questions; includes an introduction to analogue and digital computers, and to the foundations of computing; examines the

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contributions of ancient civilisations to the field of computing; covers the first digital computers, and the earliest commercial computers, mainframes and minicomputers; describes the early development of the integrated circuit and the microprocessor; reviews the emergence of home computers; discusses the creation of the Internet, the invention of the smartphone, and the rise of social media; presents a short history of telecommunications, programming languages, operating systems, software engineering, artificial intelligence, and databases.

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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

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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

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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.

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Since the dawn of computing, the quest for a better understanding of Nature has been a driving force for technological development. Groundbreaking achievements by great scientists have paved the way from the abacus to the supercomputing power of today. When trying to replicate Nature in the computer's silicon test tube, there is need for precise and computable process descriptions. The scientific fields of Mathematics and Physics provide a powerful vehicle for such descriptions in terms of Partial Differential Equations (PDEs). Formulated as such equations, physical laws can become subject

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to computational and analytical studies. In the computational setting, the equations can be discretized for efficient solution on a computer, leading to valuable tools for simulation of natural and man-made processes. Numerical solution of PDE-based mathematical models has been an important research topic over centuries, and will remain so for centuries to come. In the context of computer-based simulations, the quality of the computed results is directly connected to the model's complexity and the number of data points used for the computations. Therefore, computational scientists tend to fill even the

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largest and most powerful computers they can get access to, either by increasing the size of the data sets, or by introducing new model terms that make the simulations more realistic, or a combination of both. Today, many important simulation problems can not be solved by one single computer, but calls for parallel computing.

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