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Encyclopedia of Computer Science and Technology - Allen Kent 1994-02-08

"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as

Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."

MVS Systems Programming - David Elder-Vass 1993
This book provides a detailed look at the specialized skills and knowledge required to become a MVS systems programmer. It reveals practical tips and guidelines for installing, running, and maintaining an MVS System, and adds a wealth of commonsense advice and rules of good practice from a seasoned MVS pro.

The British National Bibliography - Arthur James Wells 1990

Compiler Technology - Derek Beng Kee Kiong 2012-12-06
Compiler technology is fundamental to computer science since it provides the means to implement many other tools. It is interesting that, in fact, many tools have a compiler framework - they accept input in a particular format, perform some processing and present output in another format. Such tools support the abstraction process and are crucial to productive systems development. The focus of Compiler Technology: Tools, Translators and Language Implementation is to enable quick development of analysis tools. Both lexical scanner and parser generator tools are provided as supplements to this book, since a hands-on approach to experimentation with a toy implementation aids in understanding abstract topics such as parse-trees and parse conflicts. Furthermore, it is through hands-on exercises that one discovers the particular intricacies of language implementation. Compiler Technology: Tools, Translators and Language Implementation is suitable as a textbook for an undergraduate or graduate level course on compiler technology, and as a reference for researchers and practitioners interested in compilers and language implementation.

Datamation - 1974

Introduction to Computing Systems - Yale N. Patt 2019

Introduction to Modern Information Retrieval - Gerard Salton 1983

Examines Concepts, Functions & Processes of Information Retrieval Systems

Programming in Ada 95 - John Barnes 1998

Ada 95 is the first fully object-oriented programming language to be internationally standardized. John Barnes was a key member of the language's design team, and this is a new edition of his definitive text and reference for the Ada 95 language.

Software - Kim W. Tracy 2021-09-20

Software history has a deep impact on current software designers, computer scientists, and technologists. System constraints imposed in the past and the designs that responded to them are often unknown or poorly understood by students and practitioners, yet modern software systems often include “old” software and “historical” programming techniques. This work looks at software history through specific software areas to develop student-consumable practices, design principles, lessons learned, and trends useful in current and future software design. It also exposes key areas that are widely used in modern software, yet infrequently taught in computing programs. Written as a textbook, this book uses specific cases from the past and present to explore the impact of software trends and techniques. Building on concepts from the history of science and technology, software history examines such areas as fundamentals, operating systems, programming languages, programming environments, networking, and databases. These topics are covered from their earliest beginnings to their modern variants. There are focused case studies on UNIX, APL, SAGE, GNU Emacs, Autoflow, internet protocols, System R, and others. Extensive problems and suggested projects enable readers to deeply delve into the history of software in areas that interest them most.

Advances in Computer Graphics Hardware II - Alphonsus A.M. Kuijk 1988-09-30

The Set Theory and Applications meeting at York University, Ontario, featured both contributed talks and a series of invited lectures on topics central to set theory and to general topology. These proceedings contain a selection of the resulting papers, mostly announcing new unpublished results.

Intel's SL Architecture - Desmond Yuen 1993

The first and only book to explain the architecture, function, and application of the Intel i386SL microprocessor. Both engineers and programmers will discover comprehensive coverage of system internals and programming techniques with an eye towards implementing this advanced microprocessor.

Book catalog of the Library and Information Services Division - Environmental Science Information Center. Library and Information Services Division 1977

Fundamental Algorithms for Computer Graphics - Rae Earnshaw 2012-12-06

Algorithms provide the basic foundation for all computational processes. This volume presents algorithms at the foundational level and also at the various levels between this level and the user application. Some of these algorithms are classical and have become well established in the field. This material is therefore a rich source of information and is still relevant and up to date. The basic primitives of computer graphics have remained unchanged: lines, circles, conics, curves and characters. This volume contains reference material in all these areas. The higher levelsof contouring and surface drawing are also well covered. Developments in hardware architectures have continued since the first printing, but the basic principles of hardware/software trade-offs remain valid. This reprint is being published as a Study Edition to make the material more accessible to students and researchers in the field of computer graphics andits applications. The continuing popularity of the original book demonstrates the value and timeliness of its contents.

Computer Organization and Programming - Charles William Gear 1980

High-Integrity System Specification and Design - Jonathan P. Bowen 2012-12-06 Errata, detected in Taylor's Logarithms. London: 4to, 1792. [sic] 14.18.3 6 Kk Co-sine of 3398 3298 - Nautical Almanac (1832) In the list of ERRATA detected in Taylor's Logarithms, for cos. 4° 18'3", read cos. 14° 18'2". - Nautical Almanac (1833) ERRATUM ofthe ERRATUM ofthe ERRATA of TAYLOR'S Logarithms. For cos. 4° 18'3", read cos. 14° 18' 3". - Nautical Almanac (1836) In the 1820s, an Englishman named Charles Babbage designed and partly built a calculating machine originally intended for use in deriving and printing logarithmic and other tables used in the shipping industry. At that time, such tables were often inaccurate, copied carelessly, and had been instrumental in causing a number of maritime disasters. Babbage's machine, called a 'Difference Engine' because it performed its cal culations using the principle of partial differences, was intended to substantially reduce the number of errors made by humans calculating the tables. Babbage had also designed (but never built) a forerunner of the modern printer, which would also reduce the number of errors admitted during the transcription of the results. Nowadays, a system implemented to perform the function of Babbage's engine would be classed as safety-critical. That is, the failure of the system to produce correct results could result in the loss of human life, mass destruction of property (in the form of ships and cargo) as well as financial losses and loss of competitive advantage for the shipping firm.

Systems Programming - John J. Donovan 1972

American Book Publishing Record - 1990

A First Course in Computer Programming Using PASCAL - Arthur M. Keller 1982

Computational Error and Complexity in Science and Engineering - Vangipuram Lakshmikantham 2005-03-04 The book “Computational Error and Complexity in Science and Engineering pervades all the science and engineering disciplines where computation occurs. Scientific and engineering computation happens to be the interface between the mathematical model/problem and the real world application. One needs to obtain good quality numerical values for any real-world implementation. Just mathematical quantities symbols are of no use to engineers/technologists. Computational complexity of the numerical method to solve the mathematical model, also computed along with the solution, on the other hand, will tell us how much computation/computational effort has been spent to achieve that quality of result. Anyone who wants the specified physical problem to be solved has every right to know the quality of the solution as well as the resources spent for the solution. The computed error as well as the complexity provide the scientific convincing answer to these questions. Specifically some of the disciplines in which the book will be readily useful are (i) Computational Mathematics, (ii) Applied Mathematics/Computational Engineering, Numerical and Computational Physics, Simulation and Modelling. Operations Research (both deterministic and stochastic), Computing Methodologies, Computer Applications, and Numerical Methods in Engineering. Key Features: - Describes precisely ready-to-use computational error and complexity - Includes simple easy-to-grasp examples wherever necessary. - Presents error and complexity in error-free, parallel, and probabilistic methods. - Discusses deterministic and probabilistic methods with error and complexity. - Points out the scope and limitation of mathematical error-bounds. - Provides a comprehensive up-to-date bibliography after each chapter. · Describes precisely ready-to-use computational error and complexity · Includes simple easy-to-grasp examples wherever necessary. · Presents error and complexity in error-free, parallel, and probabilistic methods. · Discusses deterministic and probabilistic methods with error and complexity. · Points out the scope and limitation of mathematical error-bounds. · Provides a comprehensive up-to-date bibliography after each chapter.

Real-time Systems - C. M. Krishna 1997

This work covers all the major issues that go into designing a real-time system, including task allocation, synchronization, fault-tolerance and reliability. Also included are exercises, performance measures, scheduling, real-time architectures and algorithms.

Embedded System Design - Peter Marwedel 2010-11-16

Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at http://ls12-www.cs.tu-dortmund.de/~marwedel.

Australian National Bibliography: 1992 - National Library of Australia 1988

Encyclopedia of Microcomputers - Allen Kent 1987-10-01

"The Encyclopedia of Microcomputers serves as the ideal companion reference to the popular Encyclopedia of Computer Science and Technology. Now in its 10th year of publication, this timely reference work details the broad spectrum of microcomputer technology, including microcomputer history; explains and illustrates the use of microcomputers throughout academe, business, government, and society in general; and assesses the future impact of this rapidly changing technology."

Operating Systems - Stuart E. Madnick 1974

Organized as a course in operating systems and advanced software engineering, with case studies, relevant theories, and practical and theoretical approaches to programming, management, and evaluation

Computer Vision and Information Technology - R. R. Manza 2010

Spread in 133 articles divided in 20 sections the present treatises broadly discusses: Part 1: Image Processing Part 2: Radar and Satellite Image Processing Part 3: Image Filtering Part 4: Content Based Image Retrieval Part 5: Color Image Processing and Video Processing Part 6: Medical Image Processing Part 7: Biometric Part 8: Network Part 9: Mobile Computing Part 10: Pattern Recognition Part 11: Pattern Classification Part 12: Genetic Algorithm Part 13: Data Warehousing and Mining Part 14: Embedded System Part 15: Wavelet Part 16: Signal Processing Part 17: Neural Network Part 18: Nanotechnology and Quantum Computing Part 19: Image Analysis Part 20: Human Computer Interaction

Programming Language Pragmatics - Michael L. Scott 2005-11-21

The innovative approach of the first edition of Programming Language Pragmatics provided students with an integrated view of programming language design and implementation, while offering a solid teaching text on timely language topics in a rigorous yet accessible style. The new edition carries on these distinctive features as well as the signature tradition of illustrating the most recent developments in programming language design with a variety of modern programming languages. Addresses the most recent developments in programming language design, including C99, C#, and Java 5 Introduces and discusses scripting languages throughout the book as well as in an entire new chapter Includes a comprehensive chapter on concurrency, with coverage of the new Java concurrency package (JSR 166) and the comparable mechanisms in C# Updates many sections and topics, including iterators, exceptions, polymorphism, templates/generics, scope rules and declaration ordering, separate compilation, garbage collection, and threads and synchronization Highlights the interaction and tradeoffs inherent in language design and language implementation decisions with over 100 "Design and Implementation" call-out boxes Adds end-of-chapter "Exploration" exercises—open-ended, research-type activities Provides review questions after sections for quick self-assessment Includes over 800 numbered examples to help the reader quickly cross-reference and access content

Book Catalog of the Library and Information Services Division: Shelf List catalog - Environmental Science Information Center. Library and Information Services Division 1977

Ideas That Created the Future - Harry R. Lewis 2021-02-02

Classic papers by thinkers ranging from from Aristotle and Leibniz to Norbert Wiener and Gordon Moore that chart the evolution of computer science. Ideas That Created the Future collects forty-six classic papers in computer science that map the evolution of the field. It covers all aspects of computer science: theory and practice, architectures and algorithms, and logic and software systems, with an emphasis on the period of 1936-1980 but also including important early work. Offering papers by thinkers ranging from Aristotle and Leibniz to Alan Turing and Nobert Wiener, the book documents the discoveries and inventions that created today's digital world. Each paper is accompanied by a brief essay by Harry Lewis, the volume's editor, offering historical and intellectual context.

Encyclopedia of Computer Science and Technology - Harry Henderson 2009
Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

Mathematics of the Decision Sciences - George Bernard Dantzig 1968-12-31

Perspectives of System Informatics - International Andrei Ershov Memorial Conference 1996-12-04
This book constitutes the refereed post-conference proceedings of the Second International Andrei Ershov Memorial Conference on System Informatics, held in Akademgorodok, Novosibirsk, Russia, in June 1996. The 27 revised full papers presented together with 9 invited contributions were thoroughly refereed for inclusion in this volume. The book is divided in topical sections on programming methodology, artificial intelligence, natural language processing, machine learning, dataflow and concurrency models, parallel programming, supercompilation, partial evaluation, object-oriented programming, semantics and abstract interpretation, programming and graphical interfaces, and logic programming.

Introduction to Computing Systems: From Bits & Gates to C & Beyond - Yale N. Patt 2003-08-05
Introduction to Computing Systems: From bits & gates to C & beyond, now in its second edition, is designed to give students a better understanding of computing early in their college careers in order to give them a stronger foundation for later courses.

The book is in two parts: (a) the underlying structure of a computer, and (b) programming in a high level language and programming methodology. To understand the computer, the authors introduce the LC-3 and provide the LC-3 Simulator to give students hands-on access for testing what they learn. To develop their understanding of programming and programming methodology, they use the C programming language. The book takes a "motivated" bottom-up approach, where the students first get exposed to the big picture and then start at the bottom and build their knowledge bottom-up. Within each smaller unit, the same motivated bottom-up approach is followed. Every step of the way, students learn new things, building on what they already know. The authors feel that this approach encourages deeper understanding and downplays the need for memorizing. Students develop a greater breadth of understanding, since they see how the various parts of the computer fit together.

Books for Occupational Education Programs - Edward Mapp 1971

C Programming for Engineering and Computer Science - H. H. Tan 1999

Choice - Richard K. Gardner 1976

Books in Series - 1985
Vols. for 1980- issued in three parts: Series, Authors, and Titles.

Introduction to Knowledge Systems - Mark Stefik 2014-06-28
Focusing on fundamental scientific and engineering issues, this book communicates the principles of building and using knowledge systems from the conceptual standpoint as well as the practical. Previous treatments of knowledge systems have focused on applications within a particular field, or on symbol-level representations, such as the use of frame and rule representations. Introduction

to Knowledge Systems presents fundamentals of symbol-level representations including representations for time, space, uncertainty, and vagueness. It also compares the knowledge-level organizations for three common knowledge-intensive tasks: classification, configuration, and diagnosis. The art of building knowledge systems incorporates computer science theory, programming practice, and psychology. The scope of this book is appropriately broad, ranging from the design of hierarchical search algorithms to techniques for acquiring the task-specific knowledge needed for successful applications. Each chapter proceeds from concepts to applications, and closes with a brief tour of current research topics and open issues. Readers will come away with a solid foundation that will enable them to create real-world knowledge systems using whatever tools and programming languages are most current and appropriate.

American Book Publishing Record Cumulative, 1950-1977 - R.R. Bowker Company. Dept. of Bibliography 1978

The Design and Analysis of Instruction Set Processors - Mario R. Barbacci 1982

This book is designed to present the student with a computer description notation, ISP, and a methodology for the analysis of computer architectures. The overall motivation is to present the space of architecture features spanned by a collection of representative machines rather than presenting yet another paper machine, designed solely for pedagogical reasons. Each chapter of this book is meant to illustrate some aspect of the architecture space. Each feature is presented and discussed in terms of the same set of machines. The student is assumed to have some background in digital logic, assembly language programming, numeric representation in different bases and conversion between bases.

Computer Science Source Book

- Sybil P. Parker 1988

A spinoff volume derived entirely from the McGraw-Hill Encyclopedia of Science & Technology (6th edition, 1987) with articles arranged by chapter within section-not alphabetically. This book is one of the titles in our new Science Reference Series, a series designed to serve the educational & professional needs of individuals who do not have access to the parent 20-volume set. A comprehensive, topical treatment of computer science & data processing-includes artificial intelligence, LANs & WANs, operating systems, programming languages, electronic mail, & supercomputers. The topics are covered in approximately 60 "articles."