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Principles of Computer Hardware by Alan Clements ISBN 13: 9780199273133 ISBN 10: 0199273138 Paperback; Book, And 1-sealed Cd,: Oxford University Press, 2006-03; ISBN-13: 978-0199273133

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The fourth edition of this work provides a readable, tutorial based introduction to the subject of computer hardware for undergraduate computer scientists and engineers and includes a companion website to give lecturers additional notes.

The Principles of Computer Hardware, now in its third edition, provides a readable, tutorial based introduction to the subject for undergraduate computer scientists and engineers.

Principles of Computer Hardware, now in its third edition, provides a first course in computer architecture or computer organization for undergraduates. The book covers the core topics of such a course, including Boolean algebra and logic design; number bases and binary arithmetic; the CPU;assembly language; memory systems; and input/output methods and devices. It then goes on to cover the related topics of computer peripherals such as printers; the hardware aspects of the operating system; and data communications, and hence provides a broader overview of the subject. Its readable,tutorial-based approach makes it an accessible introduction to the subject. The book has extensive in-depth coverage of two microprocessors, one of which (the 68000) is widely used in education. All chapters in the new edition have been updated. Major updates include: * powerful softwaresimulations of digital systems to accompany the chapters on digital design; * a tutorial-based introduction to assembly language, including many examples; * a completely rewritten chapter on RISC, which now covers the ARM computer.

Written in a highly accessible style, this introduction covers the entire range of hardware-related topics. Exhaustive in scope, it covers material usually found only by consulting several volumes, and includes advanced or new topics (such as local area networks) not found in conventional introductory texts. Where appropriate, hardware is related to software considerations, and day-to-day engineering practice is emphasized. Numerous worked examples provide students with hands-on experience. Undergraduate computer science and electronics students will benefit from Clement's informal yet challenging approach.

This book thoroughly explains how computers work. It starts by fully examining a NAND gate, then goes on to build every piece and part of a small, fully operational computer. The necessity and use of codes is presented in parallel with the apprioriate pieces of hardware. The book can be easily understood by anyone whether they have a technical background or not. It could be used as a textbook.

Principles of Computer System Design is the first textbook to take a principles-based approach to the computer system design. It identifies, examines, and illustrates fundamental concepts in computer system design that are common across operating systems, networks, database systems, distributed systems, programming languages, software engineering, security, fault tolerance, and architecture. Through carefully analyzed case studies from each of these disciplines, it demonstrates how to apply these concepts to tackle practical system design problems. To support the focus on design, the text identifies and explains abstractions that have proven successful in practice such as remote procedure call, client/service organization, file systems, data integrity, consistency, and authenticated messages. Most computer systems are built using a handful of such abstractions. The text describes how these abstractions are implemented, demonstrates how they are used in different systems, and prepares the reader to apply them in future designs. The book is recommended for junior and senior undergraduate students in Operating Systems, Distributed Systems, Distributed Operating Systems and/or Computer Systems Design courses; and professional computer systems designers. Features: Concepts of computer system design guided by fundamental principles. Cross-cutting approach that identifies abstractions common to networking, operating systems, transaction systems, distributed systems, architecture, and software engineering. Case studies that make the abstractions real: naming (DNS and the URL); file systems (the UNIX file system); clients and services (NFS); virtualization (virtual machines); scheduling (disk arms); security (TLS). Numerous pseudocode fragments that provide concrete examples of abstract concepts. Extensive support. The authors and MIT OpenCourseWare provide on-line, free of charge, open educational resources, including additional chapters, course syllabi, board layouts and slides, lecture videos, and an archive of lecture schedules, class assignments, and design projects.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

Computers as Components, Second Edition, 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, 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. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work.

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.