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Computer Organization & Architecture 7e- Stallings 2008-02
Computer Organization & Architecture: Themes and Variations-Alan Clements 2013-01-01 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.
The Essentials of Computer Organization and Architecture-Linda Null 2014-02-01 Updated and revised to reflect the most current data in the field, perennial bestseller The Essentials of Computer Organization and Architecture, Fourth Edition is comprehensive enough to address all necessary organization and architecture topics, but concise enough to be appropriate for a single-term course. Its focus on real-world examples and practical applications encourages students to develop a "big-picture" understanding of how essential organization and architecture concepts are applied in the computing world. In addition to direct correlation with the ACM/IEEE CS2013 guidelines for computer organization and architecture, the text exposes readers to the inner workings of a modern digital computer through an integrated presentation of fundamental concepts and principles. The fully revised and updated Fourth Edition includes the most up-to-the-minute data and resources available and reflects current technologies, including tablets and cloud computing. All-new exercises, expanded discussions, and feature boxes in every chapter implement even more real-world applications and current data, and many chapters include all-new examples. A full suite of student and instructor resources, including a secure companion website, Lecture Outlines in PowerPoint Format, and an Instructor Manual, complement the text. This award-winning, best-selling text is the most thorough, student-friendly, and accessible text on the market today.Key Features:* The Fourth Edition is in direct correlation with the ACM/IEEE CS2013 guidelines for computer organization and architecture, in addition to integrating material from additional knowledge units. * All-new material on a variety of topics, including zettabytes and yottabytes, automats, tablet computers, graphic processing units, and cloud computing* The MARIE Simulator package allows students to learn the essential concepts of computer organization and architecture, including assembly language, without getting caught up in unnecessary and confusing details.* Full suite of ancillary materials, including a secure companion website, PowerPoint lecture outlines, and an Instructor Manual* Bundled with an optional Intel supplement* Ideally suited for single-term courses
Computer Architecture-John L. Hennessy 2002-05-29 This best-selling title, considered for over a decade to be essential reading for every serious student and practitioner of computer design, has been updated throughout to address the most important trends facing computer designers today. In this edition, the authors bring their trademark method of quantitative analysis not only to high performance desktop machine design, but also to the design of embedded and server systems. They have illustrated their principles with designs from all three of these domains, including examples from consumer electronics, multimedia and web technologies, and high performance computing. The book retains its highly rated features: Fallacies and Pitfalls, which share the hard-won lessons of real designers; Historical Perspectives, which provide a deeper look at computer design history; Putting it all Together, which present a design example that illustrates the principles of the chapter; Worked Examples, which challenge the reader to apply the concepts, theories and methods in smaller scale problems; and Cross-Cutting Issues, which show how the ideas covered in one chapter interact with those presented in others. In addition, a new feature, Another View, presents brief design examples in one of the three domains other than the one chosen for Putting It All Together. The authors present a new organization of the material as well, reducing the overlap with their other text, Computer Organization and Design: A Hardware/Software Approach 2/e, and offering more in-depth treatment of advanced topics in multithreading, instruction level parallelism, VLIW architectures, memory hierarchies, storage devices and network technologies. Also new to this edition, is the adoption of the MIPS 64 as the instruction set architecture. In addition to several online appendixes, two new appendixes will be printed in the book: one contains a complete review of the basic concepts of pipelining, the other provides solutions a selection of the exercises. Both will be invaluable to the student or professional learning on her own or in the classroom. Hennessy and Patterson continue to focus on fundamental techniques for designing real machines and for maximizing their cost/performance. * Presents state-of-the-art design examples including: * IA-64 architecture and its first implementation, the Itanium * Pipeline designs for Pentium III and Pentium IV * The cluster that runs the Google search engine * EMC storage systems and their performance * Sony Playstation 2 * Infiniband, a new storage area and system area network * SunFire 6800 multiprocessor server and its processor the UltraSPARC III * Trimedia TM32 media processor and the Transmeta Crusoe processor * Examines quantitative performance analysis in the commercial server market and the embedded market, as well as the traditional desktop market. Updates all the examples and figures with the most recent benchmarks, such as SPEC 2000. * Expands coverage of instruction sets to include descriptions of digital signal processors, media processors, and multimedia extensions to desktop processors. * Analyzes capacity, cost, and performance of disks over two decades. Surveys the role of clusters in scientific computing and commercial computing. * Presents a survey, taxonomy, and the benchmarks of errors and failures in computer systems. * Presents detailed descriptions of the design of storage systems and of clusters. * Surveys memory hierarchies in modern microprocessors and the key parameters of modern disks. * Presents a glossary of networking terms.
Computer Organization, Design, and Architecture, Fourth Edition - Solutions Manual-Sajjan G. Shiva 2007-10
Computer Organization and Design-David A. Patterson 2004-08-07 This best selling text on computer organization has been thoroughly updated to reflect the newest technologies. Examples highlight the latest processor designs, benchmarking standards, languages and tools. As with previous editions, a MIPS processor is the core used to present the fundamentals of hardware technologies at work in a computer system. The book presents an entire MIPS instruction set—instruction by instruction—the fundamentals of assembly language, computer arithmetic, pipelining, memory hierarchies and I/O. A new aspect of the third edition is the explicit connection between program performance and CPU performance. The authors show how hardware and software components—such as the specific algorithm, programming language, compiler, ISA and processor implementation—impact program performance. Throughout the book a new feature focusing on program performance describes how to search for bottlenecks and improve performance in various parts of the system. The book digs deeper into the hardware/software interface, presenting a complete view of the function of the programming language and compiler—crucial for understanding computer organization. A CD provides a toolkit of simulators and compilers along with tutorials for using them. For instructor resources click on the grey "companion site" button found on the right side of this page. This new edition represents a major revision. New to this edition: * Entire Text has been updated to reflect new technology * 70% new exercises. * Includes a CD loaded with software, projects and exercises to support courses using a number of tools * A new interior design presents defined terms in the margin for quick reference * A new feature, "Understanding Program Performance" focuses on performance from the programmer's perspective * Two sets of exercises and solutions, "For More Practice" and "In More Depth," are included on the CD * "Check Yourself" questions help students check their understanding of major concepts * "Computers In the Real World" feature illustrates the diversity of uses for information technology *More detail below...
Computer Systems-Ata Elahi 2017-11-08 This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter
Digital Design and Computer Architecture-Sarah Harris 2015-04-09 Digital Design and Computer Architecture: ARM Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Combining an engaging and humorous writing style with an updated and hands-on approach to digital design, this book takes the reader from the fundamentals of digital logic to the actual design of an ARM processor. By the end of this book, readers will be able to build their own microprocessor and will have a top-to-bottom understanding of how it works. Beginning with digital logic gates and progressing to the design of combinational and sequential circuits, this book uses these fundamental building blocks as the basis for designing an ARM processor. SystemVerilog and VHDL are integrated throughout the text in examples illustrating the methods and techniques for CAD-based circuit design. The companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. This book will be a valuable resource for students taking a course that combines digital logic and computer architecture or students taking a two-quarter sequence in digital logic and computer organization/architecture. Covers the fundamentals of digital logic design and reinforces logic concepts through the design of an ARM microprocessor. Features side-by-side examples of the two most prominent Hardware Description Languages (HDLs)—SystemVerilog and VHDL—which illustrate and compare the ways each can be used in the design of digital systems. Includes examples throughout the text that enhance the reader's understanding and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs, Bluetooth radios, and motors. The Companion website also includes appendixes covering practical digital design issues and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises.
Designing Security Architecture Solutions-Jay Ramachandran 2002-10-01 The first guide to tackle security architecture at the softwareengineering level Computer security has become a critical business concern, and, as such, the responsibility of all IT professionals. In thisgroundbreaking book, a security expert with AT&T Business'srenowned Network Services organization explores system securityarchitecture from a software engineering perspective. He explainswhy strong security must be a guiding principle of the developmentprocess and identifies a common set of features found in mostsecurity products, explaining how they can and should impact thedevelopment cycle. The book also offers in-depth discussions ofsecurity technologies, cryptography, database security, applicationand operating system security, and more.
Basics of Computer Organisation and Architecture-S. S. S. P. Rao 2014-08-15 BASICS OF COMPUTER ORGANIZATION AND ARCHITECTURE: Problems and Solutions is the result of several years of teaching, laboratory experience and evaluating the performance of the students. This book starts with a brief history of electronic computers and covers all units of digital computers including history of computers, number systems and codes, fixed point arithmetic, floating point arithmetic, decimal arithmetic, ALU Design, control unit, hardwired and micro-programmed control unit configurations and design, memories, memory interfacing, buses, examples of standard serial and parallel buses, input and output devices and I/O modes, introduction to 8 bit microprocessors and microcontrollers, etc. The problems are in graded form starting from simple to a reasonably complex level. Even though this book deals with problems and solutions, if one looks at the book in its totality it also serves as a text book on this topic. Hardware and Computer Organization-Arnold S. Berger 2005-06-08 Hardware and Computer Organization is a practical introduction to the architecture of modern microprocessors. This book from the bestselling author explains how PCs work and how to make them work for you. It is designed to take students "under the hood" of a PC and provide them with an understanding of the complex machine that has become such a pervasive part of everyday life. It clearly explains how hardware and software cooperatively interact to accomplish real-world tasks. Unlike other textbooks on this topic, Dr. Berger's book takes the software developer's point-of-view. Instead of simply demonstrating how to design a computer's hardware, it provides an understanding of the total machine, highlighting strengths and weaknesses, explaining how to deal with memory and how to write efficient assembly code that interacts directly with, and takes best advantage of the underlying hardware. The book is divided into three major sections: Part 1 covers hardware and computer fundamentals, including logical gates and simple digital design. Elements of hardware development such as instruction set architecture, memory and I/O organization and analog to digital conversion are examined in detail, within the context of modern operating systems. Part 2 discusses the software at the lowest level, assembly language, while Part 3 introduces the reader to modern computer architectures and reflects on future trends in reconfigurable hardware. This book is an ideal reference for ECE/software engineering students as well as embedded systems designers, professional engineers needing to understand the fundamentals of computer hardware, and hobbyists. The renowned author's many years in industry provide an excellent basis for the inclusion of extensive real-world references and insights Several modern processor architectures are covered, with examples taken from each, including Intel, Motorola, MIPS, and ARM
Computer Systems Organization & Architecture-John D. Carpinelli 2001 This book provides up-to-date coverage of fundamental concepts for the design of computers and their subsystems. It presents material with a serious but easy-to-understand writing style that makes it accessible to readers without sacrificing important topics. The book emphasizes a finite state machine approach to CPU design, which provides a strong background for reader understanding. It forms a solid basis for readers to draw upon as they study this material and in later engineering and computer science practice. The book also examines the design of computer systems, including such topics as memory hierarchies, input/output processing, interrupts, and direct memory access, as well as advanced architectural aspects of parallel processing. To make the material accessible to beginners, the author has included two running examples of increasing complexity: the Very Simple CPU, which contains four instruction sets and shows very simple CPU design; and the Relatively Simple CPU which contains 16 instruction sets and adds enough complexity to illustrate more advanced concepts. Each chapter features a real-world machine on which the discussed organization and architecture concepts are implemented. This book is designed to teach computer organization/architecture to engineers and computer scientists.
The Essentials of Computer Organization and Architecture-Linda Null 2006 Computer Architecture/Software Engineering
Computer Organization-
COMPUTER ORGANIZATION AND DESIGN-P. PAL CHAUDHURI 2008-04-15 The merging of computer and communication technologies with consumer electronics has opened up new vistas for a wide variety of designs of computing systems for diverse application areas. This revised and updated third edition on Computer Organization and Design strives to make the students keep pace with the changes, both in technology and pedagogy in the fast growing discipline of computer science and engineering. The basic principles of how the intended behaviour of complex functions can be realized with the interconnected network of digital blocks are explained in an easy-to-understand style. WHAT IS NEW TO THIS EDITION: • Includes a new chapter on Computer Networking, Internet, and Wireless Networks. Introduces topics such as wireless input-output devices, RAID technology built around disk arrays, USB, SCSI, etc. Key Features Provides a large number of design problems and their solutions in each chapter. Presents state-of-the-art memory technology which includes EEPROM and Flash Memory apart from Main Storage, Cache, Virtual Memory, Associative Memory, Magnetic Bubble, and Charged Couple Device. Shows how the basic data types and data structures are supported in hardware. Besides students, practising engineers should find reading this design-oriented text both useful and rewarding.
Solutions Manual to Accompany Computer Organization, Second Edition-V. Carl Hamacher 1985
Computer Architecture-Joseph D. Dumas II 2016-11-25 Not only does almost everyone in the civilized world use a personal computer, smartphone, and/or tablet on a daily basis to communicate with others and access information, but virtually every other modern appliance, vehicle, or other device has one or more computers embedded inside it. One cannot purchase a current-model automobile, for example, without several computers on board to do everything from monitoring exhaust emissions, to operating the anti-lock brakes, to telling the transmission when to shift, and so on. Appliances such as clothes washers and dryers, microwave ovens, refrigerators, etc. are almost all digitally controlled. Gaming consoles like Xbox, PlayStation, and Wii are powerful computer systems with enhanced capabilities for user interaction. Computers are everywhere, even when we don't see them as such, and it is more important than ever for students who will soon enter the workforce to understand how they work. This book is completely updated and revised for a one-semester upper level undergraduate course in Computer Architecture, and suitable for use in an undergraduate CS, EE, or CE curriculum at the junior or senior level. Students should have had a course(s) covering introductory topics in digital logic and computer organization. While this is not a text for a programming course, the reader should be familiar with computer programming concepts in at least one language such as C, C++, or Java. Previous courses in operating systems, assembly language, and/or systems programming would be helpful, but are not essential.
STRUCTURED COMPUTER ORGANIZATION- 1996
Computer Organization And Architecture-A.P.Godse 2010
Essentials of Computer Architecture, Second Edition-Douglas Comer 2017-01-06 This easy to read textbook provides an introduction to computer architecture, while focusing on the essential aspects of hardware that programmers need to know. The topics are explained from a programmer's point of view, and the text emphasizes consequences for programmers. Divided in five parts, the book covers the basics of digital logic, gates, and data paths, as well as the three primary aspects of architecture: processors, memories, and I/O systems. The book also covers advanced topics of parallelism, pipelining, power and energy, and performance. A hands-on lab is also included. The second edition contains three new chapters as well as changes and updates throughout.
Computer Organization, Design, and Architecture, Fifth Edition-Sajjan G. Shiva 2013-12-20 Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What's New in the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the "Architecture and Organization" part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organization deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems' architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects.
Computer System Architecture-M. Morris Mano 2005-04-07
Computer Architecture and Implementation-Harvey G. Cragon 2000 "The author begins by describing the classic von Neumann architecture and then presents in detail a number of performance models and evaluation techniques. He goes on to cover user instruction set design, including RISC architecture. A unique feature of the book is its memory-centric approach - memory systems are discussed before processor implementations. The author also deals with pipelined processors, input/output techniques, queuing modes, and extended instruction set architectures. Each topic is illustrated with reference to actual IBM and Intel architectures."--Jacket.
Computer Organisation and Architecture-B. S. Chalk 2017-03-14 This book describes how a computer works and explains how the various hardware components are organized and interconnected to provide a platform upon which programs can be executed. It takes a simple, step-by-step approach suitable for first year undergraduates coming to the subject for the first time. The second edition of this book has been thoroughly updated to cover new developments in the field and includes new diagrams and end-of-chapter exercises. It will also be accompanied by a lecturer and student web site which will contain solutions to exercises, further exercises, PowerPoint slides and all the source code used in the book.
MIPS RISC Architecture-Gerry Kane 1989 Computer Systems Organization -- Processor Architectures.
Computer Systems-J. Stanley Warford 2009-06-23 Completely revised and updated, Computer Systems, Fourth Edition offers a clear, detailed, step-by-step introduction to the central concepts in computer organization, assembly language, and computer architecture. Important Notice: The digital edition of this book is missing some of the images or content found in the physical edition.
Parallel Computer Organization and Design-Michel Dubois 2012-08-30 Teaching fundamental design concepts and the challenges of emerging technology, this textbook prepares students for a career designing the computer systems of the future. In-depth coverage of complexity, power, reliability and performance, coupled with treatment of parallelism at all levels, including ILP and TLP, provides the state-of-the-art training that students need. The whole gamut of parallel architecture design options is explained, from core microarchitecture to chip multiprocessors to large-scale multiprocessor systems. All the chapters are self-contained, yet concise enough that the material can be taught in a single semester, making it perfect for use in senior undergraduate and graduate computer architecture courses. The book is also teeming with practical examples to aid the learning process, showing concrete applications of definitions. With simple models and codes used throughout, all material is made open to a broad range of computer engineering/science students with only a basic knowledge of hardware and software.
Schaum's Outline of Computer Architecture-Nick Carter 2001-12-21 A problem/solution manual, integrating general principles and laboratory exercises, that provides students with the hands-on experience needed to master the basics of modern computer system design Features more than 200 detailed problems, with step-by-step solutions; many detailed graphics and charts; chapter summaries with additional "rapid-review" questions; and expert sidebar tips Describes analytical methods for quantifying real-world design choices regarding instruction sets, pipelining, cache, memory, I/O, and other critical hardware and software elements involved in building computers An ideal educational resource for the more than 70,000 undergraduate and graduate students who, each year, enroll in computer architecture and related courses
Computer Systems Architecture-Aharon Yadin 2016-08-19 Computer Systems Architecture provides IT professionals and students with the necessary understanding of computer hardware. It addresses the ongoing issues related to computer hardware and discusses the solutions supplied by the industry. The book describes trends in computing solutions that led to the current available infrastructures, tracing the initial need for computers to recent concepts such as the Internet of Things. It covers computers' data representation, explains how computer architecture and its underlying meaning changed over the years, and examines the implementations and performance enhancements of the central processing unit (CPU). It then discusses the organization, hierarchy, and performance considerations of computer memory as applied by the operating system and illustrates how cache memory significantly improves performance. The author proceeds to explore the bus system, algorithms for ensuring data integrity, input and output (I/O) components, methods for performing I/O, various aspects relevant to software engineering, and nonvolatile storage devices, such as hard drives and technologies for enhancing performance and reliability. He also describes virtualization and cloud computing and the emergence of software-based systems' architectures. Accessible to software engineers and developers as well as students in IT disciplines, this book enhances readers' understanding of the hardware infrastructure used in software engineering projects. It enables readers to better optimize system usage by focusing on the principles used in hardware systems design and the methods for enhancing performance.
Computer Organization 5th Edition-Carl Hamacher
Computer Organization and Architecture-William Stallings 2010 KEY BENEFIT : Learn the fundamentals of processor and computer design from the newest edition of this award winning text. KEY TOPICS : Introduction; Computer Evolution and Performance; A Top-Level View of Computer Function and Interconnection; Cache Memory; Internal Memory Technology; External Memory; I/O; Operating System Support; Computer Arithmetic; Instruction Sets; Characteristics and Functions; Characteristic and Functions; Instruction Sets; Addressing Modes and Formats; CPU Structure and Function; RISCs; Instruction-Level Parallelism and Superscalar Processors; Control Unit Operation; Microprogrammed Control; Parallel Processing; Multicore Architecture. Online Chapters: Number Systems; Digital Logic; Assembly Language, Assemblers, and Compilers; The IA-64 Architecture. MARKET : Ideal for professionals in computer science, computer engineering, and electrical engineering.
An Introduction to Intel Assembly Language-Linda Null 2006-06 Computer Architecture/Software Engineering
Fundamentals of Computer Organization and Architecture-Mostafa Abd-El-Barr 2005-02-22 This is the first book in the two-volume set offering comprehensivecoverage of the field of computer organization and architecture.This book provides complete coverage of the subjects pertaining tointroductory courses in computer organization and architecture,including: * Instruction set architecture and design * Assembly language programming * Computer arithmetic * Processing unit design * Memory system design * Input-output design and organization * Pipelining design techniques * Reduced Instruction Set Computers (RISCs) The authors, who share over 15 years of undergraduate and graduatelevel instruction in computer architecture, provide real worldapplications, examples of machines, case studies and practicelexperiences in each chapter.
Digital Design and Computer Organization-Hassan A. Farhat 2003-12-29 Digital Design and Computer Organization introduces digital design as it applies to the creation of computer systems. It summarizes the tools of logic design and their mathematical basis, along with in depth coverage of combinational and sequential circuits. The book includes an accompanying CD that includes the majority of circuits highlig
Digital Logic Design and Computer Organization with Computer Architecture for Security-Nikrouz Faroughi 2014-09-08 A COMPREHENSIVE GUIDE TO THE DESIGN & ORGANIZATION OF MODERN COMPUTING SYSTEMS Digital Logic Design and Computer Organization with Computer Architecture for Security provides practicing engineers and students with a clear understanding of computer hardware technologies. The fundamentals of digital logic design as well as the use of the Verilog hardware description language are discussed. The book covers computer organization and architecture, modern design concepts, and computer security through hardware. Techniques for designing both small and large combinational and sequential circuits are thoroughly explained. This detailed reference addresses memory technologies, CPU design and techniques to increase performance, microcomputer architecture, including "plug and play" device interface, and memory hierarchy. A chapter on security engineering methodology as it applies to computer architecture concludes the book. Sample problems, design examples, and detailed diagrams are provided throughout this practical resource. COVERAGE INCLUDES: Combinational circuits: small designs Combinational circuits: large designs Sequential circuits: core modules Sequential circuits: small designs Sequential circuits: large designs Memory Instruction set architecture Computer architecture: interconnection Memory system Computer architecture: security
Advanced Computer Organization & Architecture-Ikinderpal Singh 2015 Describes the introduction of advanced computer architecture and parallel processing. Covers the paradigms of computing like synchronous and asynchronous. Detailed explanation of the Flynn's classification, kung's taxonomy and reduction paradigm. provides a detailed treatment of abstract parallel computational models like combination circuits, sorting network, PRAM models, interconnection RAMs. Covers the parallelism in uni processor systems. Provides an extensive treatment of parallel computer structures like pipeline computers, array computers and multiprocessor systems. Covers the concepts of pipeline and classification of pipeline processors. Give description of super scalar, super pipeline design and VLIW processors. Explains the design structures and algorithms for array processors.
Solutions Architect's Handbook-Saurabh Shrivastava 2020-03-21 From fundamentals and design patterns to the different strategies for creating secure and reliable architectures in AWS cloud, learn everything you need to become a successful solutions architect Key Features Create solutions and transform business requirements into technical architecture with this practical guide Understand various challenges that you might come across while refactoring or modernizing legacy applications Delve into security automation, DevOps, and validation of solution architecture Book Description Becoming a solutions architect gives you the flexibility to work with cutting-edge technologies and define product strategies. This handbook takes you through the essential concepts, design principles and patterns, architectural considerations, and all the latest technology that you need to know to become a successful solutions architect. This book starts with a quick introduction to the fundamentals of solution architecture design principles and attributes that will assist you in understanding how solution architecture benefits software projects across enterprises. You'll learn what a cloud migration and application modernization framework looks like, and will use microservices, event-driven, cache-based, and serverless patterns to design robust architectures. You'll then explore the main pillars of architecture design, including performance, scalability, cost optimization, security, operational excellence, and DevOps. Additionally, you'll also learn advanced concepts relating to big data, machine learning, and the Internet of Things (IoT). Finally, you'll get to grips with the documentation of architecture design and the soft skills that are necessary to become a better solutions architect. By the end of this book, you'll have learned techniques to create an efficient architecture design that meets your business requirements. What you will learn Explore the various roles of a solutions architect and their involvement in the enterprise landscape Approach big data processing, machine learning, and IoT from an architect's perspective and understand how they fit into modern architecture Discover different solution architecture patterns such as event-driven and microservice patterns Find ways to keep yourself updated with new technologies and enhance your skills Modernize legacy applications with the help of cloud integration Get to grips with choosing an appropriate strategy to reduce cost Who this book is for This book is for software developers, system engineers, DevOps engineers, architects, and team leaders working in the information technology industry who aspire to become solutions architect professionals. A good understanding of the software development process and general programming experience with any language will be useful.
Structured Computer Organization-Andrew S. Tanenbaum 2016 Structured Computer Organization is a bestselling text that provides an accessible introduction to computer hardware and architecture. The book takes a modern structured, layered approach to understanding computer systems.
Business Data Communications-William Stallings 2009 Business Data Communications, 6/e, is ideal for use in Business Data Communications, Data Communications, and introductory Networking for Business courses. Business Data Communications, 6/e,covers the fundamentals of data communications, networking, distributed applications, and network management and security. Stallings presents these concepts in a way that relates specifically to the business environment and the concerns of business management and staff, structuring his text around requirements, ingredients, and applications. While making liberal use of real-world case studies and charts and graphs to provide a business perspective, the book also provides the student with a solid grasp of the technical foundation of business data communications. Throughout the text, references to the interactive, online animations supply a powerful tool in understanding complex protocol mechanisms. The Sixth Edition maintains Stallings' superlative support for either a research projects or modeling projects component in the course. The diverse set of projects and student exercises enables the instructor to use the book as a component in a rich and varied learning experience and to tailor a course plan to meet the specific needs of the instructor and students.
Microprocessor Architecture-Jean-Loup Baer 2010 This book describes the architecture of microprocessors from simple in-order short pipeline designs to out-of-order superscalars.

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