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Architecture, Software, and Interfacing Techniques

AVTAR SINGH / WALTER A. TRIEBEL

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Foundations of Computer Technology Alexander John Anderson,2020-10-25 Foundations of Computer Technology is an easily accessible introduction to the architecture of computers and peripherals This textbook clearly and completely explains modern computer systems through an approach that integrates components systems software and design It provides a succinct systematic and readable guide to computers providing a springboard for students to pursue more detailed technology subjects This volume focuses on hardware elements within a computer system and the impact of software on its architecture It discusses practical aspects of computer organization structure behavior and design delivering the necessary fundamentals for electrical engineering and computer science students The book not only lists a wide range of terms but also explains the basic operations of components within a system aided by many detailed illustrations Material on modern technologies is combined with a historical perspective delivering a range of articles on hardware architecture and software programming methodologies and the nature of operating systems It also includes a unified treatment on the entire computing spectrum ranging from microcomputers to supercomputers Each section features learning objectives and chapter outlines Small glossary entries define technical terms and each chapter ends with an alphabetical list of key terms for reference and review Review questions also appear at the end of each chapter and project questions inspire readers to research beyond the text Short annotated bibliographies direct students to additional useful reading   **Standards for Engineering Design and Manufacturing** Wasim Ahmed Khan,Abdul Raouf S.I.,2005-12-15 Most books on standardization describe the impact of ISO and related organizations on many industries While this is great for managing an organization it leaves engineers asking questions such aswhat are the effects of standards on my designs andhow can I use standardization to benefit my work Standards for Engineering Design and Manuf   **Computer Architecture and Organization: From 8085 to core2Duo & beyond** Subrata Ghoshal,2011 The book uses microprocessors 8085 and above to explain the various concepts It not only covers the syllabi of most Indian universities but also provides additional information about the latest developments like Intel Core II Duo making it one of the most updated textbook in the market The book has an excellent pedagogy sections like food for thought and quicksand corner make for an interesting read   **Microprocessor-Based Parallel Architecture for Reliable Digital Signal Processing Systems** Alan D. George,2018-01-18 This book presents a distributed multiprocessor architecture that is faster more versatile and more reliable than traditional single processor architectures It also describes a simulation technique that provides a highly accurate means for building a prototype system in software The system prototype is studied and analyzed using such DSP applications as digital filtering and fast Fourier transforms The code is included as well which allows others to build software prototypes for their own research systems The design presented in Microprocessor

Based Parallel Architecture for Reliable Digital Signal Processing Systems introduces the concept of a dual mode architecture that allows users a dynamic choice between either a conventional or fault tolerant system as application requirements dictate This volume is a must have for all professionals in digital signal processing parallel and distributed computer architecture and fault tolerant computing **Encyclopedia of Computer Science and Technology** Allen Kent,James G. Williams,Albert G. Holzman,1987-03-19 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 Software Defined Chips Shaojun Wei,Leibo Liu,Jianfeng Zhu,Chenchen Deng,2022-10-20 This is the first book of a two volume book set which introduces software defined chips In this book it introduces the conceptual evolution of software defined chips from the development of integrated circuits and computing architectures Technical principles characteristics and key issues of software defined chips are systematically analyzed The hardware architecture design methods are described involving architecture design primitives hardware design spaces and agile design methods From the perspective of the compilation system the complete process from high level language to configuration contexts is introduced in detail This book is suitable for scientists and researchers in the areas of electrical and electronic engineering and computer science Postgraduate students practitioners and professionals in related areas are also potentially interested in the topic of this book DSP Software Development Techniques for Embedded and Real-Time Systems Robert Oshana,2006-01-09 Today s embedded and real time systems contain a mix of processor types off the shelf microcontrollers digital signal processors DSPs and custom processors The decreasing cost of DSPs has made these sophisticated chips very attractive for a number of embedded and real time applications including automotive telecommunications medical imaging and many others including even some games and home appliances However developing embedded and real time DSP applications is a complex task influenced by many parameters and issues DSP Software Development Techniques for Embedded and Real Time Systems is an introduction to DSP software development for embedded and real time developers giving details on how to use digital signal processors efficiently in embedded and real time systems The book covers software and firmware design principles from processor architectures and basic theory to the selection of appropriate languages and basic algorithms The reader will find practical guidelines diagrammed techniques tool descriptions and code templates for developing and optimizing DSP software and firmware The book also covers integrating and testing DSP systems as well as managing the DSP development effort Digital signal processors DSPs are the future of microchips Includes practical guidelines diagrammed techniques tool descriptions and code templates to aid in the development and optimization of DSP software and firmware **The Mathematical-Function Computation Handbook**

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