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Practices,
Crosscutting
Concepts, and
Core Ideas
Elsevier
Revised and
updated, this

third edition of Barbara Johnstone's Discourse Analysis encourages students to think about discourse analysis as an open-ended set of techniques. Exploring a variety of approaches, including critical discourse analysis, conversation analysis, interactional and variationist sociolinguistics, ethnography, corpus linguistics, social semiotics, and other qualitative and quantitative methods, the book balances its comprehensive coverage with extensive

practical examples, making it the ideal introductory text for students new to the subject. This new edition reflects the increased importance within the field of new media discourse, multi-modal discourse and the analysis of large corpora of discourse data. Updated material expands the discussion of stancetaking, whilst new material addresses recontextualization, precontextualization, and language and the body. Pedagogical features have been refreshed, including discussion

questions, exercises, and ideas for small research projects, with suggested supplementary readings at the end of each chapter to encourage further discovery. Chapters in this book are self-contained, so they can be handled in any order. Suggested supplementary readings are featured at the end of every chapter. Book is written specifically for a non-specialist, interdisciplinary audience. Examples of computer-aided corpus analysis (reflecting the improvements made to theories

and tools) supplement every chapter Discussion questions and ideas for small research projects are interspersed throughout The combination of breadth of coverage, practical examples, and student-friendly pedagogical features ensures Discourse Analysis remains the ideal textbook for students taking their first course in linguistic approaches to discourse. Discourse Analysis MAI DAO THANH 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

The Hardware Software

Interface: ARM Edition

Elsevier 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. Automata,

Languages and Computation PHI Learning Pvt. Ltd. This textbook provides a perfect amalgam of the basics of computer architecture, intricacies of modern assembly languages and advanced concepts such as multiprocessor memory systems and I/O technologies. It shows the design of a processor from first principles including its instruction set, assembly-language specification, functional units, microprogrammed implementation and 5-stage

pipeline. Computer Organisation and Architecture can serve as a textbook in both basic as well as advanced courses on computer architecture, systems programming, and microprocessor design. Additionally, it can also serve as a reference book for courses on digital electronics and communication. Salient Features: ? Balanced presentation of theoretical, qualitative and quantitative aspects of computer architecture ? Extensive coverage

of the ARM and x86 assembly languages ? Extensive software support: Instruction set emulators, assembler, Logisim and VHDL design of the SimpleRisc processor **Learn x86, ARM, and RISC-V architectures and the design of smartphones, PCs, and cloud servers** Packt Publishing Ltd Rust is a new systems programming language that combines the performance and low-level control of C and C++ with memory safety and thread

safety. Rust's safety, and how modern, you can take advantage of flexible types ensure your program is free of null pointer dereferences, double frees, dangling pointers, and similar bugs, all at compile time, without runtime overhead. In multi-threaded code, Rust catches data races at compile time, making concurrency much easier to use. Written by two experienced systems programmers, this book explains how Rust manages to bridge the gap between performance and safety. Rust's safety, and how you can take advantage of it. Topics include: How Rust represents values in memory (with diagrams) Complete explanations of ownership, moves, borrows, and lifetimes Cargo, rustdoc, unit tests, and how to publish your code on crates.io, Rust's public package repository High-level features like generic code, closures, collections, and iterators that make Rust productive and flexible Concurrency in Rust: threads, mutexes,

channels, and atomics, all much safer to use than in C or C++ Unsafe code, and how to preserve the integrity of ordinary code that uses it

Extended examples illustrating how pieces of the language fit together

Red Storm Rising Gulf Professional Publishing Concise volume for general students by prominent philosopher and mathematician explains what math is and does, and how

mathematicians guide to do it. "Lucid and cogent ... should delight you." – The New York Times. 1911 edition. McGraw-Hill Education

The superpowers hurtle towards global conflict, in this chillingly authentic vision of modern warfare.

An Illustrated Introduction to Microprocessor s and Computer Architecture Prentice Hall A no-nonsense, practical

current and future processor and computer architectures, enabling you to design computer systems and develop better software applications across a variety of domains

Key Features Understand digital circuitry with the help of transistors, logic gates, and sequential logic

Examine the architecture and instruction sets of x86, x64, ARM, and RISC-V processors

Explore the architecture of

modern devices multiprocessor architectures such as the servers. You'll and instruction iPhone X and hi gain unique sets including gh-performance insights into x86, x64, ARM, gaming PCs Book the internal and RISC-V. You Description Are behavior of will see how to you a software processors that implement a developer, execute the RISC-V systems code developed processor in a designer, or in high-level low-cost FPGA computer languages and board and how architecture enable you to to write a student looking design more quantum for a efficient and computing methodical scalable program and run introduction to software it on an actual digital device systems. The quantum architectures book will teach computer. By but overwhelmed you the the end of this by their fundamentals of book, you will complexity? computer have a thorough This book will systems understanding help you to including of modern learn how transistors, processor and modern computer logic gates, computer systems work, sequential architectures from the lowest logic, and and the future level of instruction directions transistor operations. You these switching to will learn architectures the macro view details of are likely to of modern take. What you collaborating processor will learn Get

to grips with it on a quantum Fundamentals
transistor computer Who of Computer
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principles is for software Morgan
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Understand the principles underlying
purpose and operation of modern computer
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mode Implement systems from all of the
a complete RISC-tiny embedded necessary
V processor in devices to organization
a low-cost FPGA warehouse-size and
Explore the cloud server architecture
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machine understanding of computer
implementation of computer appropriate
Write a quantum processors is for the one-
computing helpful but not term course.
program and run required.

An Information Technology Approach Vision 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 appendices covering practical digital design

issues and C programming as well as links to CAD tools, lecture slides, laboratory projects, and solutions to exercises. **The Hardware Software Interface** Pearson Education India 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 practising engineers should find reading this design-oriented text both useful and rewarding.

The Hardware /Software Interface
Elsevier
A one-semester, undergraduate course stressing the use of information

transfer concepts necessary to analysis and design of modern digital systems. It is organized to provide an integrated overview of the various classes of digital information-processing systems and devices and the interrelationship between the hardware and software techniques that can be used to

solve problems. An Open Architecture Atlas John Wiley & Sons In addition to thoroughly updating every aspect of the text to reflect the most current computing technology, the third edition *Uses standard 32-bit MIPS 32 as the primary teaching ISA. *Presents the assembler-to-HLL translations in both C and Java. *Highlights

the latest developments in architecture in Real Stuff sections: + Intel IA-32 + Power PC 604 + Google's PC cluster + Pentium P4 + SPEC CPU2000 benchmark suite for processors + SPEC Web99 benchmark for web servers + EEMBC benchmark for embedded systems + AMD Opteron memory hierarchy + AMD vs. IA-64 New support for distinct course goals Many of the

adopters who have used our book throughout its two editions are refining their courses with a greater hardware or software focus. We have provided new material to support these course goals: New material to support a Hardware Focus +Using logic design conventions +Designing with hardware description languages +Advanced pipelining

+Designing with FPGAs +HDL simulators and tutorials +Xilinx CAD tools New material to support a Software Focus +How compilers Work +How to optimize compilers +How to implement object oriented languages +MIPS simulator and tutorial +History sections on programming languages, compilers, operating systems and

databases
What's New in the Third Edition New pedagogical features
Understanding Program Performance
-Analyzes key performance issues from the programmer's perspective
Check Yourself Questions
-Helps students assess their understanding of key points of a section
Computers In the Real World
-Illustrates the diversity of

applications of computing technology beyond traditional desktop and servers For More Practice -Provides students with additional problems they can tackle In More Depth -Presents new information and challenging exercises for the advanced student New reference features Highlighted glossary terms and definitions appear on the book page, as bold-faced entries in the R&D. CD-index, and as a separate and searchable reference on the CD. A complete index of the material in the book and on the CD appears in the printed index and the CD includes a fully searchable version of the same index. Historical Perspectives and Further Readings have been updated and expanded to include the history of software entries in the R&D. CD-Library provides materials collected from the web which directly support the text. On the CD CD-Bars: Full length sections that are introduced in the book and presented on the CD CD-Appendixes: The entire set of appendixes CD-Library: Materials collected from the web which directly support the text CD-

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Architecture
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this dramatic
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exploring the
ways in which

software and technology in the cloud are accessed by cell phones, tablets, laptops, and other mobile computing devices. Each chapter includes two real-world examples, one mobile and one datacenter, to illustrate this revolutionary change. Updated to cover the mobile computing revolution. Emphasizes the two most important topics in architecture today: memory hierarchy and parallelism in all its forms. Develops common

themes throughout each chapter: power, performance, cost, dependability, protection, programming models, and emerging trends ("What's Next") Includes three review appendices in the printed text. Additional reference appendices are available online. Includes updated Case Studies and completely new exercises. Computer Organization and Design RISC-V Edition John Wiley & Sons

The newest addition to the Harris and Harris family of Digital Design and Computer Architecture books, this RISC-V Edition covers the fundamentals of digital logic design and reinforces logic concepts through the design of a RISC-V 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 a processor. By the end of this book, readers will be able to build their own RISC-V 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 a RISC-V 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 SparkFun's RED-V RedBoard 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-processor and with practical
quarter program the examples that
sequence in RISC-V show how to
digital logic processor in use
and computer hardware SparkFun's
organization/ simulation, RED-V
architecture. software RedBoard to
Covers the simulation, communicate
fundamentals and in with
of digital hardware peripheral
logic design Includes both devices such
and SystemVerilog as LCDs,
reinforces and VHDL Bluetooth
logic designs of radios, and
concepts fundamental motors The
through the building companion
design of a blocks as website also
RISC-V well as of includes
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r Gives multicycle, covering
students a and pipelined practical
full versions of digital
understanding the RISC-V design issues
of the RISC-V architecture and C
instruction Features a programming
set companion as well as
architecture, website with links to CAD
enabling them a bonus tools,
to build a chapter on lecture
RISC-V I/O systems slides,

laboratory projects, and solutions to exercises See the companion EdX MOOCs ENGR85A and ENGR85B with video lectures and interactive problems Lessons from My Journey Morgan Kaufmann Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi

to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that

caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository

that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more.

This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications. Build your inventory of parts so you can always "make it work". Understand

interfacing, controlling, and communicating with almost any component. Explore advanced applications with video, audio, real-world interactions, and more. Be free to adapt and create with Exploring Raspberry Pi. Computer Organization and Design, 3th Edition: The Hardware /Software Interface (The Morgan Kaufmann Series in

Computer Architecture and Design)
Computer Organization and Design
The Hardware/Software Interface,
Third Edition
Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.
Computer Architecture
No Starch Press
In Leading Matters,

current Chairman of Alphabet (Google's parent company), former President of Stanford University, and "Godfather of Silicon Valley," John L. Hennessy shares the core elements of leadership that helped him become a successful tech entrepreneur, esteemed academic, and venerated administrator. Hennessy's approach to leadership is laser-focused on the journey rather than the destination. Each chapter in

Leading Matters looks at valuable elements that have shaped Hennessy's career in practice and philosophy. He discusses the pivotal role that humility, authenticity and trust, service, empathy, courage, collaboration, innovation, intellectual curiosity, storytelling, and legacy have all played in his prolific, interdisciplinary career. Hennessy takes these elements and applies them to instructive stories, such

as his education, highlight the
encounters with commerce, and latest
other Silicon non-profits, processor
Valley leaders the need for designs,
including Jim effective benchmarking
Clark, founder leadership standards,
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developers; and A Novel system. The
Phil Knight, "O'Reilly book presents
founder of Nike Media, Inc." an entire MIPS
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