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Computer Architecture Oxford University Press
Written by high performance computing (HPC) experts, *Introduction to High Performance Computing for Scientists and Engineers* provides a solid introduction to current mainstream computer architecture, dominant parallel programming models, and useful optimization strategies for scientific HPC. From working in a scientific computing center, the author [Distributed and Cloud Computing](#) John Wiley & Sons

The first textbook to teach students how to build data analytic solutions on large data sets using cloud-based technologies. This is the first textbook to teach students how to build data analytic solutions on large data sets (specifically in Internet of Things applications) using cloud-based technologies for data storage, transmission and mashup, and AI techniques to analyze this data. This textbook is designed to train college students to master modern cloud computing systems in operating principles, architecture design, machine learning algorithms, programming models and software tools for big data mining, analytics, and cognitive applications. The book will be suitable for use in one-semester computer science or electrical engineering courses on cloud computing, machine learning, cloud programming, cognitive computing, or big data science. The book will also be very useful as a reference for professionals who want to work in cloud computing and data science. *Cloud and Cognitive Computing* begins with two introductory chapters on fundamentals of cloud computing, data science, and adaptive computing that lay the foundation for the rest of the book. Subsequent chapters cover topics including cloud architecture, mashup services, virtual machines, Docker containers, mobile clouds, IoT and AI, inter-cloud mashups, and cloud performance and benchmarks, with a focus on Google's Brain Project, DeepMind, and X-Lab programs, IBM SyNapse, Bluemix programs, cognitive initiatives, and neurocomputers. The book then covers machine learning algorithms and cloud programming software tools and application development, applying the tools in machine learning, social media, deep learning, and cognitive applications. All cloud systems are illustrated with big data and cognitive application examples.

Advanced Computer Architecture, 2E Springer
Practical Performance Modeling: Application of the MOSEL Language introduces the new and powerful performance and reliability modeling language MOSEL (MOdeling, Specification and Evaluation Language), developed at the University of Erlangen, Germany. MOSEL facilitates the performance and reliability modeling of a computer, communication, manufacturing or workflow management system in a very intuitive and simple way. The core of MOSEL consists of constructs to specify the possible states and state transitions of the system under consideration. This specification is very compact and easy to understand. With additional constructs, the interesting performance or reliability measures and

graphical representations can be specified. With some experience, it is possible to write down the MOSEL description of a system immediately only by knowing the behavior of the system under study. There are no restrictions, unlike models using, for example, queueing networks, Petri nets or fault trees. MOSEL fulfills all the requirements for a universal modeling language. It is high level, system-oriented, and usable. It is open and can be integrated with many tools. By providing compilers, which translate descriptions specified in MOSEL into the tool-specific languages, all previously implemented tools with their different methods and algorithms (including simulation) can be used. *Practical Performance Modeling: Application of the MOSEL Language* provides an easy to understand but nevertheless complete introduction to system modeling using MOSEL and illustrates how easily MOSEL can be used for modeling real-life examples from the fields of computer, communication, and manufacturing systems. *Practical Performance Modeling: Application of the MOSEL Language* will be of interest to professionals and students in the fields of performance and reliability modeling in computer science, communication, and manufacturing. It is also well suited as a textbook for university courses covering performance and reliability modeling with practical applications.

[PARLE Parallel Architectures and Languages Europe](#) CRC Press
An Introduction to Parallel Programming, Second Edition presents a tried-and-true tutorial approach that shows students how to develop effective parallel programs with MPI, Pthreads and OpenMP. As the first undergraduate text to directly address compiling and running parallel programs on multi-core and cluster architecture, this second edition carries forward its clear explanations for designing, debugging and evaluating the performance of distributed and shared-memory programs while adding coverage of accelerators via new content on GPU programming and heterogeneous programming. New and improved user-friendly exercises teach students how to compile, run and modify example programs. Takes a tutorial approach, starting with small programming examples and building progressively to more challenging examples Explains how to develop parallel programs using MPI, Pthreads and OpenMP programming models A robust package of online ancillaries for instructors and students includes lecture slides, solutions manual, downloadable source code, and an image bank New to this edition: New chapters on GPU programming and heterogeneous programming New examples and exercises related to parallel algorithms

[Everyday Cryptography](#) CRC Press
Cluster Computing
Advanced Computer Architecture and Parallel Processing Jones & Bartlett Learning
Conceptual and precise, *Modern Processor Design* brings together numerous microarchitectural techniques in a clear, understandable framework that is easily accessible to both graduate and undergraduate students. Complex practices are distilled into foundational principles to

reveal the authors insights and hands-on experience in the effective design of contemporary high-performance micro-processors for mobile, desktop, and server markets. Key theoretical and foundational principles are presented in a systematic way to ensure comprehension of important implementation issues. The text presents fundamental concepts and foundational techniques such as processor design, pipelined processors, memory and I/O systems, and especially superscalar organization and implementations. Two case studies and an extensive survey of actual commercial superscalar processors reveal real-world developments in processor design and performance. A thorough overview of advanced instruction flow techniques, including developments in advanced branch predictors, is incorporated. Each chapter concludes with homework problems that will institute the groundwork for emerging techniques in the field and an introduction to multiprocessor systems.

ADVANCED COMPUTER ARCHITECTURE CHANGDER OUTLINE

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.

Modern Processor Design McGraw Hill Professional

THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable development costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user and application requirements on the other.

Advanced Computer Architectures Springer Science & Business Media

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.

The Architecture of Computer Hardware, Systems Software, and Networking Prentice Hall

This book covers the syllabus of GGSIPU, DU, UPTU, PTU, MDU, Pune University and many other universities. It is useful for B.Tech(CSE/IT), M.Tech(CSE), MCA(SE) students. Many solved problems have been added to make this book more fresh. It has been divided in three parts :Parallel Algorithms, Parallel Programming and Super Computers.

Parallel Programming S. Chand Publishing

This volume is the proceedings of the fifth International Symposium on Algorithms and Computation, ISAAC '94, held in Beijing, China in August 1994. The 79 papers accepted for inclusion in the volume after a careful reviewing process were selected from a total of almost 200 submissions. Besides many internationally renowned experts, a number of excellent Chinese researchers present their results to the international scientific community for the first time here. The volume covers all relevant theoretical and many applicational aspects of algorithms and computation.

An Introduction to Parallel Programming Springer Science & Business Media

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

Algorithms and Computation Tata McGraw-Hill Education

This accessible text covers the techniques of parallel programming in a practical manner that enables readers to write and evaluate their parallel programs. Supported by the National Science Foundation and exhaustively class-tested, it is the first text of its kind that does not require access to a special multiprocessor system, concentrating instead on parallel programs that can be executed on networked computers using freely available parallel software tools. The book covers the timely topic of cluster programming, interesting to many programmers due to the recent availability of low-cost computers. Uses MPI pseudocodes to describe algorithms and allows different programming tools to be implemented, and provides readers with thorough coverage of shared memory programming, including Pthreads and OpenMP. Useful as a professional reference for programmers and system administrators.

Introduction to Parallel Processing MIT Press

New design architectures in computer systems have surpassed industry expectations. Limits, which were once thought of as fundamental, have now been broken. Digital Systems and Applications details these innovations in systems design as well as cutting-edge applications that are emerging to take advantage of the fields increasingly sophisticated capabilities. This book features new chapters on parallelizing iterative heuristics, stream and wireless processors, and lightweight embedded systems. This fundamental text— Provides a clear focus on computer systems, architecture, and applications Takes a top-level view of system organization before moving on to architectural and organizational concepts such as superscalar and vector processor, VLIW architecture, as well as new trends in multithreading and multiprocessing. includes an entire section dedicated to embedded systems and their applications Discusses topics such as digital signal processing applications, circuit implementation aspects, parallel I/O algorithms, and operating systems Concludes with a look at new and future directions in computing Features articles that describe diverse aspects of computer usage and potentials for use Details implementation and performance-enhancing techniques such as branch prediction, register renaming, and virtual memory Includes a section on new directions in computing and their penetration into many new fields and aspects of our daily lives

Computer Architecture and Parallel Processing Morgan Kaufmann

Embedded systems are usually composed of several interacting components such as custom or application specific processors, ASICs, memory blocks, and the associated communication infrastructure. The development of tools to support the design of such systems requires a further step from high-level synthesis towards a higher abstraction level. The lack of design tools accepting a system-level specification of a complete system, which may include both hardware and software components, is one of the major bottlenecks in the design of embedded systems. Thus, more and more research efforts have been spent on issues related to system-level synthesis. This book addresses the two most active research areas of design automation today: high-level synthesis and system-level synthesis. In particular, a transformational approach to synthesis from VHDL specifications is described. System Synthesis with VHDL provides a coherent view of system synthesis which includes the high-level and the system-level synthesis tasks. VHDL is used as a specification language and several issues concerning the use of VHDL for high-level and system-level synthesis are discussed. These include aspects from the compilation of VHDL into an internal design representation to the synthesis of systems specified as interacting VHDL processes. The book emphasizes the use of a transformational approach to system synthesis. A Petri net based design representation is rigorously defined and used throughout the book as a basic vehicle for illustration of transformations and other design concepts. Iterative improvement heuristics, such as tabu search, simulated annealing and genetic algorithms, are discussed and illustrated as strategies which are used to guide the optimization process in a transformation-based design environment. Advanced topics, including hardware/software partitioning, test synthesis and low power synthesis are discussed from the perspective of a transformational approach to system synthesis. System Synthesis with VHDL can be used for advanced undergraduate or graduate courses in the area of design automation and, more specifically, of high-level and system-level synthesis. At the same time the book is intended for CAD developers and researchers as well as industrial designers of digital systems who are interested

in new algorithms and techniques supporting modern design tools and methodologies.

Computer Architecture and Parallel Processing McGraw-Hill Science, Engineering & Mathematics

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

John Wiley & Sons

Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Computer Arithmetic Springer Science & Business Media

The definitive guide to successfully integrating social, mobile, Big-Data analytics, cloud and IoT principles and technologies The main goal of this book is to spur the development of effective big-data computing operations on smart clouds that are fully supported by IoT sensing, machine learning and analytics systems. To that end, the authors draw upon their original research and proven track record in the field to describe a practical approach integrating big-data theories, cloud design principles, Internet of Things (IoT) sensing, machine learning, data analytics and Hadoop and Spark programming. Part 1 focuses on data science, the roles of clouds and IoT devices and frameworks for big-data computing. Big data analytics and cognitive machine learning, as well as cloud architecture, IoT and cognitive systems are explored, and mobile cloud-IoT-interaction frameworks are illustrated with concrete system design examples. Part 2 is devoted to the principles of and algorithms for machine learning, data analytics and deep learning in big data applications. Part 3 concentrates on cloud programming software libraries from MapReduce to Hadoop, Spark and TensorFlow and describes business, educational, healthcare and social media applications for those tools. The first book describing a practical approach to integrating social, mobile, analytics, cloud and IoT (SMACT) principles and technologies Covers theory and computing techniques and technologies, making it suitable for use in both computer science and electrical engineering programs Offers an extremely well-informed vision of future intelligent and cognitive computing environments integrating SMACT technologies Fully illustrated throughout with examples, figures and approximately 150 problems to support and reinforce learning Features a companion website with an instructor manual and PowerPoint slides www.wiley.com/go/hwangIOT Big-Data Analytics for Cloud, IoT and Cognitive Computing satisfies the demand among university faculty and students for cutting-edge information on emerging intelligent and cognitive computing systems and technologies. Professionals working in data science,

cloud computing and IoT applications will also find this book to be an extremely useful working resource.

Schaum's Outline of Computer Architecture Morgan Kaufmann

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Advanced Computer Architecture McGraw-Hill Science,
Engineering & Mathematics

Computer Architecture/Software Engineering