

Techmax For Computer Engineering

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A Textbook of Engineering Mathematics-I John Wiley & Sons
The revised and updated second edition of this textbook teaches students to create computer codes used to engineer antennas, microwave circuits, and other critical technologies for wireless communications and other applications of electromagnetic fields and waves. Worked code examples are provided for MATLAB technical computing software.

Wind Energy Explained CRC Press

Secure Roaming in 802.11 Networks offers a comprehensive treatise on Wi-Fi 802.11 roaming by comparing/contrasting it to cellular roaming theory and techniques. The book explores the fundamental concepts, basic theory, and key principles of 802.11 networks with roaming capabilities. It helps ensure secure and constant connectivity of laptops, PDAs and other emerging mobile devices. Today, we increasingly expect to find public Wide Local Area Network (WLAN) 802.11 access in our airports, public spaces, and hotels, and we want to maintain our connections when we're mobile and using 802.11 WLANs. However, 802.11 was not originally designed with roaming capabilities and can't, in its "pure" form, support seamless roaming between different hotspots and other 802.11 access points. This book details the theory behind various 802.11 extensions to permit roaming and describes how these extensions can be successfully implemented in 802.11 WLANs. It reviews coverage of user authentication in 802.11, as well as roaming between 802.11 and other wireless technologies. It also discusses wireless technologies and application programming interfaces. This book will appeal to RF/wireless engineers and designers, computer/data network engineers, and graduate students. * Offers a comprehensive treatise on Wi-Fi 802.11 roaming by comparing/contrasting it to cellular roaming theory and techniques * Emerges as a "one stop" resource for design engineers charged with fulfilling the market need for seamless 802.11 device roaming capabilities * Builds upon the knowledge base of a professional audience without delving into long discussions of theory long since mastered

Computer Graphics for Java Programmers Cengage Learning

An introduction to a broad range of topics in deep learning, covering mathematical and conceptual background, deep learning techniques used in industry, and research perspectives. "Written by three experts in the field, Deep Learning is the only comprehensive book on the subject." —Elon Musk, cochair of OpenAI; cofounder and CEO of Tesla and SpaceX Deep learning is a form of machine learning that enables computers to learn from

experience and understand the world in terms of a hierarchy of concepts. Because the computer gathers knowledge from experience, there is no need for a human computer operator to formally specify all the knowledge that the computer needs. The hierarchy of concepts allows the computer to learn complicated concepts by building them out of simpler ones; a graph of these hierarchies would be many layers deep. This book introduces a broad range of topics in deep learning. The text offers mathematical and conceptual background, covering relevant concepts in linear algebra, probability theory and information theory, numerical computation, and machine learning. It describes deep learning techniques used by practitioners in industry, including deep feedforward networks, regularization, optimization algorithms, convolutional networks, sequence modeling, and practical methodology; and it surveys such applications as natural language processing, speech recognition, computer vision, online recommendation systems, bioinformatics, and videogames. Finally, the book offers research perspectives, covering such theoretical topics as linear factor models, autoencoders, representation learning, structured probabilistic models, Monte Carlo methods, the partition function, approximate inference, and deep generative models. Deep Learning can be used by undergraduate or graduate students planning careers in either industry or research, and by software engineers who want to begin using deep learning in their products or platforms. A website offers supplementary material for both readers and instructors.

Data Science and Machine Learning Rockridge Press

Master the fundamentals of discrete mathematics with **DISCRETE MATHEMATICS FOR COMPUTER SCIENCE** with Student Solutions Manual CD-ROM! An increasing number of computer scientists from diverse areas are using discrete mathematical structures to explain concepts and problems and this mathematics text shows you how to express precise ideas in clear mathematical language. Through a wealth of exercises and examples, you will learn how mastering discrete mathematics will help you develop important reasoning skills that will continue to be useful throughout your career.

Data Mining and Data Warehousing PHI Learning Pvt. Ltd.

Wind energy's bestselling textbook- fully revised. This must-have second edition includes up-to-date data, diagrams, illustrations and thorough new material on: the fundamentals of wind turbine aerodynamics; wind turbine testing and modelling; wind turbine design standards; offshore wind energy; special purpose applications, such as energy storage and fuel production. Fifty additional homework problems and a new appendix on data processing make this comprehensive edition perfect for engineering students. This book offers a complete examination of one of the most promising sources of renewable energy and is a great introduction to this cross-disciplinary field for practising engineers. " provides a wealth of information and is an excellent reference book for people interested in the

subject of wind energy. ” (IEEE Power & Energy Magazine, November/December 2003) “ deserves a place in the library of every university and college where renewable energy is taught. ” (The International Journal of Electrical Engineering Education, Vol.41, No.2 April 2004) “ a very comprehensive and well-organized treatment of the current status of wind power. ” (Choice, Vol. 40, No. 4, December 2002)

Introduction to Embedded Systems, Second Edition Nova Science Publishers

How to implement effective event-processing solutions
Business people and IT professionals understand well the benefits of corporate agility and fast response to emerging threats and opportunities. However, many people are less familiar with the techniques now available to help accomplish those aspirations. Event processing has emerged as the key enabler for situation awareness and a set of guiding principles for systems that can adapt quickly to shifts in company and market conditions. Written by experts in the field, this prescriptive guide explains how to use event processing in the design of business processes and the systems that support them. Event Processing: Designing IT Systems for Agile Companies covers: The role of event processing in enabling business dashboards and situation awareness Types of event-processing applications and their costs and benefits How event-driven architecture (EDA) complements conventional request-driven SOA How to implement event processing without disrupting existing applications

Mathematics for Information Technology Springer Science & Business Media

About the Book: This book Engineering Mathematics-II is designed as a self-contained, comprehensive classroom text for the second semester B.E. Classes of Visveswaraiah Technological University as per the Revised new Syllabus. The topics included are Differential Calculus, Integral Calculus and Vector Integration, Differential Equations and Laplace Transforms. The book is written in a simple way and is accompanied with explanatory figures. All this make the students enjoy the subject while they learn. Inclusion of selected exercises and problems make the book educational in nature. It shou.

Fundamentals of Computer Programming with C# Newnes

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.

Computer Engineering Technology John Wiley & Sons

The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes: information on number systems, binary

codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers.

Coding for Kids: Python S. Chand Publishing

While writing the book,we have continuously kept in mind the examination requirments of the students preparing for U.P.S.C.(Engg. Services)and A.M.I.E.(I)examinations.In order to make this volume more useful for them,complete solutions of their examination papers up to 1975 have also been included.Every care has been taken to make this treatise as self-explanatory as possible.The subject matter has been amply illustrated by incorporating a good number of solved,unsolved and well graded examples of almost every variety.

Digital Systems Design Pearson Education India

The Book of R is a comprehensive, beginner-friendly guide to R, the world ' s most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you ' ll find everything you need to begin using R effectively for statistical analysis. You ' ll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You ' ll even learn how to create impressive data visualizations with R ' s basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: – The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops – Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R – How to access R ' s thousands of functions, libraries, and data sets – How to draw valid and useful conclusions from your data – How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R ' s functionality. Make The Book of R your doorway into the growing world of data analysis.

Computational Geometry SciTech Publishing

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

Data Communications and Networking Elsevier

A basic guide to learn Design and Programming of operating system in depth DESCRIPTION Ê An operating system is an essential component of computers, laptops, smartphones and any other devices that manages the computer hardware. This book is a complete textbook that includes theory, implementation, case studies, a lot of review questions, questions from GATE and some smart tips. Many examples

and diagrams are given in the book to explain the concepts. It will help increase the readability and understand the concepts. The book is divided into 11 chapters. It describe the basics of an operating system, how it manages the computer hardware, Application Programming interface, compiling, linking, and loading. It talks about how communication takes place between two processes, the different methods of communication, the synchronization between two processes, and modern tools of synchronization. It covers deadlock and various methods to handle deadlock. It also describes the memory and virtual memory organization and management, file system organization and implementation, secondary storage structure, protection and security. **KEY FEATURES** Easy to read and understand Covers the topic in-depth Good explanation of concepts with relevant diagrams and examples Contains a lot of review questions to understand the concepts Clarification of concepts using case studies The book will help to achieve a high confidence level and thus ensure high performance of the reader **WHAT WILL YOU LEARN** The proposed book will be very simple to read, understand and provide sound knowledge of basic concepts. It is going to be a complete book that includes the implementation, case studies, a lot of review questions, questions from GATE and some smart tips. **WHO THIS BOOK IS FOR** BCA, BSc (IT/CS), MTech (IT/CSE), BTech (CSE/IT), MBA (IT), MCA, BBA (CAM), DOEACC, MSc (IT/CS/SE), MPhil, PGDIT, PGDBM. **Table of Contents**

1. Introduction and Structure of an Operating System
2. Operating System Services
3. Process Management
4. Inter Process Communication and Process Synchronization
5. Deadlock
6. Memory Organization and Management
7. Virtual Memory Organization
8. File System Organization and Implementation
9. Secondary Storage Structure
10. Protection and Security
11. Case Study

Event Processing: Designing IT Systems for Agile Companies Springer

MATHEMATICS FOR INFORMATION TECHNOLOGY delivers easy-to-understand and balanced mathematical instruction. Each chapter begins with an application, goes on to present the material with examples, and closes with a summary of the relevant concepts and practice exercises. With numerous illustrations included, students can understand the content from a number of different angles. Whether used in a classroom or an online distance-learning format, students majoring in electronics, computer programming, and information technology will find Mathematics for Information Technology an extremely valuable resource. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

Computer Organization and Architecture Cambridge University Press

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

Discrete Mathematics for Computer Science Cambridge University Press

This Third Edition, in response to the enthusiastic reception given by academia and students to the previous edition, offers a cohesive presentation of all aspects of theoretical computer science, namely automata, formal languages, computability, and complexity. Besides, it includes coverage of mathematical preliminaries. **NEW TO THIS EDITION**

- Expanded sections on pigeonhole principle and the principle of induction (both in Chapter 2)
- A rigorous proof of Kleene's theorem (Chapter 5)
- Major changes in the chapter on Turing machines (TMs) – A new section on high-level description of TMs – Techniques for the construction of TMs – Multitape TM and nondeterministic TM
- A new chapter (Chapter 10) on decidability and recursively enumerable languages
- A new chapter (Chapter 12) on complexity theory and NP-complete problems
- A section on quantum computation in Chapter 12.

KEY FEATURES

- Objective-type questions in each chapter—with answers provided at the end of the book.
- Eighty-three additional solved examples—added as Supplementary Examples in each chapter.
- Detailed solutions at the end of the book to chapter-end exercises. The book is designed to meet the needs of the undergraduate and postgraduate students of computer science and engineering as well as those of the students offering courses in computer applications.

Material Science & Engineering No Starch Press

This third edition covers fundamental concepts in creating and manipulating 2D and 3D graphical objects, including topics from classic graphics algorithms to color and shading models. It maintains the style of the two previous editions, teaching each graphics topic in a sequence of concepts, mathematics, algorithms, optimization techniques, and Java coding. Completely revised and updated according to years of classroom teaching, the third edition of this highly popular textbook contains a large number of ready-to-run Java programs and an algorithm animation and demonstration open-source software also in Java. It includes exercises and examples making it ideal for classroom use or self-study, and provides a perfect foundation for programming computer graphics using Java. Undergraduate and graduate students majoring specifically in computer science, computer engineering, electronic engineering, information systems, and related disciplines will use this textbook for their courses. Professionals and industrial practitioners who wish to learn and explore basic computer graphics techniques will also find this book a valuable resource.

Numerical Methods for Engineering Oxford University Press, USA

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts

underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Introduction to Information Retrieval Technical Publications

Be prepared for exam day with Barron's. Trusted content from AP experts! Barron's AP Computer Science A: 2020-2021 includes in-depth content review and online practice. It's the only book you'll need to be prepared for exam day. Written by Experienced Educators Learn from Barron's--all content is written and reviewed by AP experts Build your understanding with comprehensive review tailored to the most recent exam Get a leg up with tips, strategies, and study advice for exam day--it's like having a trusted tutor by your side Be Confident on Exam Day Sharpen your test-taking skills with 6 full-length practice tests--3 in the book, including a diagnostic test to target your studying, and 3 more online Strengthen your knowledge with in-depth review covering all Units on the AP Computer Science A Exam Reinforce your learning with multiple-choice practice questions at the end of each chapter Interactive Online Practice Continue your practice with 3 full-length practice tests on Barron's Online Learning Hub Simulate the exam experience with a timed test option Deepen your understanding with detailed answer explanations and expert advice Gain confidence with automated scoring to check your learning progress Basic Electrical and Electronics Engineering: Pearson Education India

Written in lucid language, this valuable textbook brings together fundamental concepts of data mining and data warehousing in a single volume. Important topics including information theory, decision tree, Naïve Bayes classifier, distance metrics, partitioning clustering, associate mining, data marts and operational data store are discussed comprehensively. The textbook is written to cater to the needs of undergraduate students of computer science, engineering and information technology for a course on data mining and data warehousing. The text simplifies the understanding of the concepts through exercises and practical examples. Chapters such as classification, associate mining and cluster analysis are discussed in detail with their practical implementation using Weka and R language data mining tools. Advanced topics including big data analytics, relational data models and NoSQL are discussed in detail. Pedagogical features including unsolved problems and multiple-choice questions are interspersed throughout the book for better understanding.