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Advanced Computer Architecture
Special Computer Architectures for Pattern Processing
Advanced Computer Architecture
Introduction to High Performance Computing for Scientists and Engineers
A Hardware/software Approach
Cloud Computing for Machine Learning and Cognitive Applications
Fundamentals of Superscalar Processors
Computer Systems
Technology, Architecture, Programming
High-performance Computer Architecture
Advanced Computer Architectures: A Design Space Approach
An Information Technology Approach
From Parallel Processing to the Internet of Things
Algorithms and Architectures
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The Architecture of Computer Hardware, Systems Software, and Networking
OBJECT-ORIENTED SOFTWARE ENGINEERING
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Computer Organization and Design
Digital Design, Fundamentals of Computer Architecture and Assembly Language

*Advanced Computer
Architecture Kai Hwang
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*OMB No.
0635172063799 edited
by*

BUCK RODERICK

Advanced Computer Architecture

Gulf Professional Publishing

Cryptography is a vital technology that underpins the security of information in computer networks. This book presents a comprehensive introduction to the role that cryptography plays in providing information security for everyday

technologies such as the Internet, mobile phones, Wi-Fi networks, payment cards, Tor, and Bitcoin. This book is intended to be introductory, self-contained, and widely accessible. It is suitable as a first read on cryptography. Almost no prior knowledge of mathematics is required since the book deliberately avoids the details of the mathematics techniques underpinning cryptographic mechanisms. Instead our focus will be on what a normal user or practitioner of information security

needs to know about cryptography in order to understand the design and use of everyday cryptographic applications. By focusing on the fundamental principles of modern cryptography rather than the technical details of current cryptographic technology, the main part of this book is relatively timeless, and illustrates the application of these principles by considering a number of contemporary applications of cryptography. Following the revelations of former NSA contractor Edward Snowden, the book considers the wider societal impact of use of cryptography and strategies for addressing this. A reader of this book will not only be able to understand the everyday use of cryptography, but also be able to interpret future developments in this

fascinating and crucially important area of technology.

Special Computer Architectures for Pattern Processing McGraw-Hill Companies

This text presents the latest technologies for parallel processing and high performance computing. It deals with advanced computer architecture and parallel processing systems and techniques, providing an integrated study of computer hardware and software systems, and the material is suitable for use on courses found in computer science, computer engineering, or electrical engineering departments.

Advanced Computer Architecture Waveland Press

The salient features of the book are as

follows: • Hybrid Elements including topics like Memory organization, Binary representation of data, Computer arithmetic Software for parallel programming, tagged across some chapters through Quick Response (QR) Codes • Learning objectives tagged across chapters: • Emphasis on parallelism, scalability and programmability aspects of computer architecture. It presents the analysis of scalability • Issues related to instruction level parallelism, processor clock speed, and power consumption defined according to the recent developments in processor design • Inclusion of important topics like processor design, control unit, input and output, parallelis • erial Bus, Real systems- IBM, Hitachi, Cray, Intel, UltraSparc, Blue Gene (from IBM), Cray

XT series, XT5 and XMT, Fujitsu, DEC, MasPar, Tera, Stardent Topical inclusions include: • Pipelining hazards, data hazards and control hazards • PCI Bus and PCI Express • Interconnection networks and cluster computers • MPI, openMP, PVM, Pthreads • Multicore processors • Impact of technology • Stream processing • Programming language Chapel • Updated coverage of recent processors and systems: Intel Pentium IV, Sun UltraSparc, Blue Gene (from IBM), Cray XT Series, XT5 and XMT Useful pedagogical features include the following: • Plenty of background material on OLC • Diagrams illustrating the basic concepts: 320 • A good number of case studies and: 6 • Solved problems: 114 • Exercise and review problems at the end of chapters: 251 •

Tables: 40 • Solved Examples: 114 •
Exercise Problems: 251

*Introduction to High Performance
Computing for Scientists and Engineers*

PHI Learning Pvt. Ltd.

Today all computers, from tablet/desktop computers to super computers, work in parallel. A basic knowledge of the architecture of parallel computers and how to program them, is thus, essential for students of computer science and IT professionals. In its second edition, the book retains the lucidity of the first edition and has added new material to reflect the advances in parallel computers. It is designed as text for the final year undergraduate students of computer science and engineering and information technology. It describes the principles of designing parallel

computers and how to program them. This second edition, while retaining the general structure of the earlier book, has added two new chapters, 'Core Level Parallel Processing' and 'Grid and Cloud Computing' based on the emergence of parallel computers on a single silicon chip popularly known as multicore processors and the rapid developments in Cloud Computing. All chapters have been revised and some chapters are rewritten to reflect the emergence of multicore processors and the use of MapReduce in processing vast amounts of data. The new edition begins with an introduction to how to solve problems in parallel and describes how parallelism is used in improving the performance of computers. The topics discussed include instruction level parallel processing,

architecture of parallel computers, multicore processors, grid and cloud computing, parallel algorithms, parallel programming, compiler transformations, operating systems for parallel computers, and performance evaluation of parallel computers.

A Hardware/software Approach John Wiley & Sons

• 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
Cloud Computing for Machine Learning and Cognitive Applications Tata McGraw-Hill Education
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.

Fundamentals of Superscalar Processors Pearson Education India
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

Computer Systems McGraw-Hill Education

It has been recognized for a long time that a conventional sequential processor is inefficient for operations on pictorial data where relatively simple operations need to be performed on a large number of data elements (pixels). Though many parallel processing architectures for picture processing have been proposed in the past, very few have actually been implemented due to the costs involved. With LSI technology, it is becoming possible to realize parallel architectures

at a modest cost. In the following the authors review some of the proposed architectures for pattern recognition and image processing.

Technology, Architecture, Programming
Elsevier

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

Addison Wesley Publishing Company
Advanced Computer Architecture,
3eMcGraw-Hill Education

**High-performance Computer
Architecture** MIT Press

This comprehensive new text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

**ADVANCED COMPUTER
ARCHITECTURES: A DESIGN SPACE
APPROACH**

Springer Science & Business Media
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.

AN INFORMATION TECHNOLOGY APPROACH

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.

FROM PARALLEL PROCESSING TO THE INTERNET OF THINGS

Newnes

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ALGORITHMS AND ARCHITECTURES

CRC Press

Despite the tremendous advances in performance enabled by modern architectures, there are always new applications and demands arising that require ever-increasing capabilities. Keeping up with these demands requires a deep-seated understanding of contemporary architectures in concert with a fundamental understanding of basic principles that allows one to anticipate what will be possible over the system's lifetime. *Advanced Computer Architectures* focuses on the design of high performance supercomputers with balanced coverage of the hardware, software structures, and application

characteristics. This book is a timeless distillation of underlying principles punctuated by real-world implementations in popular current and past commercially available systems. It briefly reviews the basics of uniprocessor architecture before outlining the most popular processing paradigms, performance evaluation, and cost factor considerations. This builds to a discussion of pipeline design and vector processors, data parallel architectures, and multiprocessor systems. Rounding out the book, the final chapter explores some important current and emerging trends such as Dataflow, Grid, biology-inspired, and optical computing. More than 220 figures, tables, and equations illustrate the concepts presented. Based on the author's more than thirty years of

teaching and research, Advanced Computer Architectures endows you with the tools necessary to reach the limits of existing technology, and ultimately, to break them.

ADVANCED COMPUTER ARCHITECTURES

McGraw Hill Professional

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.

ADVANCED COMPUTER ARCHITECTURE, 2E

John Wiley & Sons

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.

ADVANCED COMPUTER ARCHITECTURE

McGraw-Hill Education

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

The Architecture of Computer Hardware, Systems Software, and Networking 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

OBJECT-ORIENTED SOFTWARE

ENGINEERING S. Chand Publishing

Computer architecture deals with the physical configuration, logical structure, formats, protocols, and operational sequences for processing data, controlling the configuration, and controlling the operations over a computer. It also encompasses word lengths, instruction codes, and the interrelationships among the main parts of a computer or group of computers. This two-volume set offers a comprehensive coverage of the field of computer organization and architecture.

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