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**Digital Logic and Computer Design** *Digital Design* *Digital Design Computer System Architecture* *Computer engineering* Digital Design **Logic and Computer Design Fundamentals** *Digital Design, Global Edition* Computer Logic Design **Advanced Digital Design with the Verilog HDL** **Digital Design (cd) 3rd Edition** *Computer Architecture* *Digital Design Media* **Computer Systems Architecture Designed for Digital** Digital Electronics Computer Systems Feedback Control for Computer Systems *Digital Communications* *Digital Design Techniques and Exercises* Fundamentals of Computer Engineering **Assembly Language Programming and Organization of the IBM PC** **Modern Digital Electronics 4E** **Computer Organization** **Digital Design with RTL Design, VHDL, and Verilog** **Modern Digital Electronics** Computer Organization & Architecture 7e Spoon **Advanced Computer Architecture** Desktop Guide *Microelectronics* **Design with PIC Microcontrollers** **Mathematics of Finance** **Fundamentals of Digital Logic with Verilog Design** **Digital Design with CPLD Applications and VHDL** *Electronic Devices and Circuits* **Fundamentals of Machine Elements** *Probability, Random Variables, and Random Signal Principles* **Microelectronic Circuits and Devices** **Microelectronic Circuit Design**

One of Forbes's Top Ten Technology Books of the Year How to redesign 'big, old' companies for digital success—featuring a survey of 300+ business leaders and 30+ global organizations, including Amazon, Uber, LEGO, Toyota North America, Philips, and USAA. Most established companies have deployed such digital technologies as the cloud, mobile apps, the internet of things, and artificial intelligence. But few established companies are designed for digital. This book offers an essential guide for retooling organizations for digital success through 5 key building blocks: • Shared Customer Insights • Operational Backbone • Digital Platform • Accountability Framework • External Developer Platform In the digital economy, rapid pace of change in technology capabilities and customer desires means that business strategy must be fluid. As a result, business design has become a critical management responsibility. Effective business design enables a company to quickly pivot in response to new competitive threats and opportunities. Most leaders today, however, rely on organizational structure to implement strategy, unaware that structure inhibits, rather than enables, agility. In companies that are designed for digital, people, processes, data, and technology are synchronized to identify and deliver innovative customer solutions—and redefine strategy. Digital design, not strategy, is what separates winners from losers in the digital economy. *Designed for Digital* offers practical advice on digital transformation, with examples that include Amazon, BNY Mellon, DBS Bank, LEGO, Philips, Schneider Electric, USAA, and many other global organizations. Drawing on 5 years of research and in-depth case studies, the book is an essential guide for companies that want to disrupt rather than be disrupted in the new digital landscape. *Computer Systems Architecture* provides IT professionals and students with the necessary understanding of computer hardware. It addresses the ongoing issues related to computer hardware and discusses the solutions supplied by the industry. The book describes trends in computing solutions that led to the current available infrastructures, tracing the initial need for computers to recent concepts such as the Internet of Things. It covers computers' data representation, explains how computer architecture and its underlying meaning changed over the years, and examines the implementations and performance enhancements of the central processing unit (CPU). It then discusses the organization, hierarchy, and performance considerations of computer memory as applied by the operating system and illustrates how cache memory significantly improves performance. The author proceeds to explore the bus system, algorithms for ensuring data integrity, input and output (I/O) components, methods for performing I/O, various aspects relevant to software engineering, and nonvolatile storage devices, such as hard drives and technologies for enhancing performance and reliability. He also describes virtualization and cloud computing and the emergence of software-based systems' architectures. Accessible to software engineers and developers

as well as students in IT disciplines, this book enhances readers' understanding of the hardware infrastructure used in software engineering projects. It enables readers to better optimize system usage by focusing on the principles used in hardware systems design and the methods for enhancing performance. The clear, easy-to-understand introduction to digital communications Completely updated coverage of today's most critical technologies Step-by-step implementation coverage Trellis-coded modulation, fading channels, Reed-Solomon codes, encryption, and more Exclusive coverage of maximizing performance with advanced "turbo codes" "This is a remarkably comprehensive treatment of the field, covering in considerable detail modulation, coding (both source and channel), encryption, multiple access and spread spectrum. It can serve both as an excellent introduction for the graduate student with some background in probability theory or as a valuable reference for the practicing communication system engineer. For both communities, the treatment is clear and well presented." - Andrew Viterbi, The Viterbi Group Master every key digital communications technology, concept, and technique. Digital Communications, Second Edition is a thoroughly revised and updated edition of the field's classic, best-selling introduction. With remarkable clarity, Dr. Bernard Sklar introduces every digital communication technology at the heart of today's wireless and Internet revolutions, providing a unified structure and context for understanding them -- all without sacrificing mathematical precision. Sklar begins by introducing the fundamentals of signals, spectra, formatting, and baseband transmission. Next, he presents practical coverage of virtually every contemporary modulation, coding, and signal processing technique, with numeric examples and step-by-step implementation guidance. Coverage includes: Signals and processing steps: from information source through transmitter, channel, receiver, and information sink Key tradeoffs: signal-to-noise ratios, probability of error, and bandwidth expenditure Trellis-coded modulation and Reed-Solomon codes: what's behind the math Synchronization and spread spectrum solutions Fading channels: causes, effects, and techniques for withstanding fading The first complete how-to guide to turbo codes: squeezing maximum performance out of digital connections Implementing encryption with PGP, the de facto industry standard Whether you're building wireless systems, xDSL, fiber or coax-based services, satellite networks, or Internet infrastructure, Sklar presents the theory and the practical implementation details you need. With nearly 500 illustrations and 300 problems and exercises, there's never been a faster way to master advanced digital communications. CD-ROM INCLUDED The CD-ROM contains a complete educational version of Elanix' SystemView DSP design software, as well as detailed notes for getting started, a comprehensive DSP tutorial, and over 50 additional communications exercises. Provides undergraduates and practicing engineers with an understanding of the theory and applications behind the fundamental concepts of machine elements. This text includes examples and homework problems designed to test student understanding and build their skills in analysis and design. The fourth edition of "Probability, Random Variables and Random Signal Principles" continues the success of previous editions with its concise introduction to probability theory for the junior-senior level course in electrical engineering. The book offers a careful, logical organization which stresses fundamentals and includes almost 900 student exercises and abundant practical applications for engineers to understand probability concepts. The most important new material in this edition relates to discrete-time random processes and sequences, and other topics in the general area of digital signal processing, such as the DT linear system. This introduction to the organization and programming of the 8086 family of microprocessors used in IBM microcomputers and compatibles is comprehensive and thorough. Includes coverage of I/O control, video/graphics control, text display, and OS/2. Strong pedagogy with numerous sample programs illustrates practical examples of structured programming. Zima and Brown continue to identify a generic approach to problem solving with a wide range of interest rates within the problems presented in the text. They also provided the following set of pedagogical and financial tools. This text emphasizes the point that the most important aspect for the student is to be able to visualize the problem. Timeline diagrams help the student to determine how to solve the problem from first principles. They emphasize the use of calculators and Excel spreadsheets (solutions provided where appropriate) in problem-solving techniques, and include Internet-based resources and tools. Exercises for each topic in the text are stratified into fundamental learning exercises in Part A, and more challenging and theoretical problems in Part B. Each chapter closes with the Summary and Review Exercises, and, in many chapters, the Review Exercises include one or more Case Studies presenting more complex real-world problems. How can you take advantage of feedback control for enterprise programming? With this book, author Philipp K. Janert demonstrates how the same principles that

govern cruise control in your car also apply to data center management and other enterprise systems. Through case studies and hands-on simulations, you'll learn methods to solve several control issues, including mechanisms to spin up more servers automatically when web traffic spikes. Feedback is ideal for controlling large, complex systems, but its use in software engineering raises unique issues. This book provides basic theory and lots of practical advice for programmers with no previous background in feedback control. Learn feedback concepts and controller design Get practical techniques for implementing and tuning controllers Use feedback "design patterns" for common control scenarios Maintain a cache's "hit rate" by automatically adjusting its size Respond to web traffic by scaling server instances automatically Explore ways to use feedback principles with queueing systems Learn how to control memory consumption in a game engine Take a deep dive into feedback control theory The perpetual challenge of all students of homoeopathy, whether beginner or experienced, is the overwhelming volume of detailed symptoms in our Material Medicas. We constantly strive to simplify the information, to sort out the clinically useful from the non-distinguishing and general symptoms, to grasp in a single picture the essential features of the remedy. Compounding this difficulty is the fact that most of our sources belong to another era in time, the rapid changes and unique pressures of modern society have brought forth new facets of our remedies, and even well known symptoms are expressed in a modern idiom which obscures their relationship to the material in older texts. This task of separating the truly essential from the common place and adapting the form to present day expression, has been approached by Roger Morrison with characteristic dedication.

"Microelectronic Circuit Design" is known for being a technically excellent text. The new edition has been revised to make the material more motivating and accessible to students while retaining a student-friendly approach. Jaeger has added more pedagogy and an emphasis on design through the use of design examples and design notes. Some pedagogical elements include chapter opening vignettes, chapter objectives, "Electronics in Action" boxes, a problem solving methodology, and "design note" boxes. The number of examples, including new design examples, has been increased, giving students more opportunity to see problems worked out. Additionally, some of the less fundamental mathematical material has been moved to the ARIS website. In addition this edition comes with a Homework Management System called ARIS, which includes 450 static problems. Featuring a strong emphasis on the fundamentals underlying contemporary logic design using hardware description languages, synthesis and verification, this text focuses on the ever-evolving applications of basic computer design concepts. This book describes digital design techniques with exercises. The concepts and exercises discussed are useful to design digital logic from a set of given specifications. Looking at current trends of miniaturization, the contents provide practical information on the issues in digital design and various design optimization and performance improvement techniques at logic level. The book explains how to design using digital logic elements and how to improve design performance. The book also covers data and control path design strategies, architecture design strategies, multiple clock domain design and exercises, low-power design strategies and solutions at the architecture and logic-design level. The book covers 60 exercises with solutions and will be useful to engineers during the architecture and logic design phase. The contents of this book prove useful to hardware engineers, logic design engineers, students, professionals and hobbyists looking to learn and use the digital design techniques during various phases of design. This book presents the basic concepts used in the design and analysis of digital systems and introduces the principles of digital computer organization and design. This book lays out the concepts necessary to understand how a computer works. For reasons of clarity, the authors have deliberately chosen examples that apply to machines from all eras, without having to water down the contents of the book. This choice helps to show how techniques, concepts and performances have evolved since the first computers. The book is divided into five parts. The first four, which are of increasing difficulty, are the core of the book: "Elements of a Basic Architecture", "Programming Model and Operation", "Memory Hierarchy", "Parallelism and Performance Enhancement". The final part provides hints and solutions to the exercises in the book as well as appendices. The reader may approach each part independently based on their prior knowledge and goals. This title builds on the student's background from a first course in logic design and focuses on developing, verifying, and synthesizing designs of digital circuits. The Verilog language is introduced in an integrated, but selective manner, only as needed to support design examples. A guide that uses programmable logic as the vehicle for instructing readers in the principles of digital design. Following discussion of digital fundamentals, the book introduces readers to Complex Programmable Logic Devices.

Graphic design files, VHDL files and simulation files are on the CD-ROM, so readers can run simulations or program CPLDs with error-free design files and use these files as templates for their own modifications.

Meet Spoon. He's always been a happy little utensil. But lately, he feels like life as a spoon just isn't cutting it. He thinks Fork, Knife, and The Chopsticks all have it so much better than him. But do they? And what do they think about Spoon? A book for all ages, Spoon serves as a gentle reminder to celebrate what makes us each special.

Fundamentals of Digital Logic With Verilog Design teaches the basic design techniques for logic circuits. It emphasizes the synthesis of circuits and explains how circuits are implemented in real chips. Fundamental concepts are illustrated by using small examples. Use of CAD software is well integrated into the book. A CD-ROM that contains Altera's Quartus CAD software comes free with every copy of the text. The CAD software provides automatic mapping of a design written in Verilog into Field Programmable Gate Arrays (FPGAs) and Complex Programmable Logic Devices (CPLDs). Students will be able to try, firsthand, the book's Verilog examples (over 140) and homework problems. Engineers use Quartus CAD for designing, simulating, testing and implementing logic circuits. The version included with this text supports all major features of the commercial product and comes with a compiler for the IEEE standard Verilog language. Students will be able to: enter a design into the CAD system compile the design into a selected device simulate the functionality and timing of the resulting circuit implement the designs in actual devices (using the school's laboratory facilities) Verilog is a complex language, so it is introduced gradually in the book. Each Verilog feature is presented as it becomes pertinent for the circuits being discussed. To teach the student to use the Quartus CAD, the book includes three tutorials. By helping students develop an intuitive understanding of the subject, Microelectronics teaches them to think like engineers. The second edition of Razavi's Microelectronics retains its hallmark emphasis on analysis by inspection and building students' design intuition, and it incorporates a host of new pedagogical features that make it easier to teach and learn from, including: application sidebars, self-check problems with answers, simulation problems with SPICE and MULTISIM, and an expanded problem set that is organized by degree of difficulty and more clearly associated with specific chapter sections. 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. This complete introduction to computer engineering includes the use of the microprocessor as a building block for digital logic design. The authors offer a top-down approach to designing digital systems, with consideration of both hardware and software. They emphasize structured design throughout, and the design methods, techniques, and notations are consistent with this theme. The first part of the book lays the foundation for structured design techniques; the second part provides the fundamentals of microprocessor and up-based design. Topics covered include mixed logic notation, the algorithm state machine, and structured programming techniques with well-documented programs. Contains an abundance of examples and end-of-chapter problems. This introduction to microelectronic circuits and devices views a circuit as an entire electronic system, rather than as a collection of individual devices. Providing students with the tools necessary to make intelligent choices in the design of analogue and digital systems, it introduces the MOSFET, BJT, and JFET in a single chapter on device properties; covers the non-ideal properties of op-amps using an approach that can be understood by those with little prior knowledge of transistor theory; and contains an optional discussion of photonic devices -

including the photodiode, phototransistor, light-emitting diode, and laser diode. For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. In Digital Design Media, Second Edition, architects and related design professionals will find a complete conceptual guide to the multidimensional world of computer-aided design. In contrast to the many books that describe how to use particular programs (and which therefore go out of date very quickly), Digital Design Media constructs a lasting theoretical framework, which will make it easier to understand a great number of programs—existing and future—as a whole. Clear structure, numerous historical references, and hundreds of illustrations make this framework both accessible to the nontechnical professional and broadening for the experienced computer-aided designer. The book will be especially valuable to anyone who is ready to expand their work in CAD beyond production drafting systems. The new second edition adds chapters on merging technologies, such as the Internet, but the book's original content is as valid as ever. Thousands of design students and practitioners have made this book a standard. Part of the McGraw-Hill Core Concepts Series, Modern Digital Electronics is an ideal textbook for a course on digital electronics at the undergraduate level. The text introduces digital systems and techniques through a bottom-up approach that allows users to start out with the basics of integrated circuits/circuit design and delve into topics such as digital design, flip flops, A/D and D/A. The book then moves on to explore elements of complex digital circuits with material like FPGAs, PLDs, PLAs, and more. Rich pedagogical features include review questions with answers, a glossary of key terms, a large number of solved examples, and numerous practice problems. This is a concise, less expensive alternative to other digital logic designs. This series is edited by Dick Dorf. This popular volume provides a solid foundation in the elements of basic digital electronics and switching theory that are used in most practical digital design today -- and builds on that theory with discussions of real-world digital components, design methodologies, and tools. Covers a full range of topics -- number systems and codes, digital circuits, combinational logic design principles and practices, combinational logic design with PLDs, sequential logic design principles and practices, sequential logic design with PLDs, memory, and additional real-world topics (e.g., computer-aided engineering tools, design for testability, estimating digital system reliability, and transmission lines, reflections, and termination). This edition introduces PLDs as soon as possible, emphasizes CMOS logic families and introduces digital circuits in a strongly technology-independent fashion, covers the latest Generic Array Logic (GAL) devices, offers expanded coverage of ROM and RAM system-level design, and provides additional design examples. For those needing a solid introduction or review of the principles and practices of modern digital design. Previously announced in Oct. 1992 PTR Catalogue. For introductory courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. A clear and accessible approach to teaching the basic tools, concepts, and applications of digital design. A modern update to a classic, authoritative text, Digital Design, 6th Edition teaches the fundamental concepts of digital design in a clear, accessible manner. The text presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Like the previous editions, this edition of Digital Design supports a multimodal approach to learning, with a focus on digital design, regardless of language. Recognising that three public-domain languages—Verilog, VHDL, and SystemVerilog—all play a role in design flows for today's digital devices, the 6th Edition offers parallel tracks of presentation of multiple languages, but allows concentration on a single, chosen language. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you will receive via email the code and instructions on how to access this product. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. 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 An eagerly anticipated, up-to-date guide to essential digital design fundamentals Offering a modern, updated approach to digital design, this much-needed book reviews basic design fundamentals before diving into specific details of design optimization. You begin with an examination of the low-levels of design, noting a clear distinction between design and gate-level minimization. The author then progresses to the key uses of digital design today, and how it is used to build high-performance alternatives to software. Offers a fresh, up-to-date approach to digital design, whereas most literature available is sorely outdated Progresses through low levels of design, making a clear distinction between design and gate-level minimization Addresses the various uses of digital design today Enables you to gain a clearer understanding of applying digital design to your life With this book by your side, you'll gain a better understanding of how to apply the material in the book to real-world scenarios. For sophomore courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. & Digital Design, fourth edition is a modern update of the classic authoritative text on digital design.& This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications. Peatman uses detailed block diagrams to illustrate all control bits, status bits and registers associated with assorted functions. He also uses examples throughout to illustrate points and to show readers how issues can be handled.

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