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Principles of Computer Hardware Alan Clements, 2006-02-09 The fourth edition of this work provides a readable tutorial based introduction to the subject of computer hardware for undergraduate computer scientists and engineers and includes a companion website to give lecturers additional notes

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Computer Organization and Design, Revised Printing David A. Patterson, John L. Hennessy, 2007-06-06 What's New in the Third Edition Revised Printing The same great book gets better This revised printing features all of the original content along with these additional features Appendix A Assemblers Linkers and the SPIM Simulator has been moved from the CD ROM into the printed book Corrections and bug fixes Third Edition features New pedagogical features Understanding Program Performance Analyzes key performance issues from the programmer's perspective Check Yourself Questions Helps students assess their understanding of key points of a section Computers In the Real World Illustrates the diversity of applications of computing technology beyond traditional desktop and servers For More Practice Provides students with additional problems they can tackle In More Depth Presents new information and challenging exercises for the advanced student New reference features Highlighted glossary terms and definitions appear on the book page as bold faced entries in the index and as a separate and searchable reference on the CD A complete index of the material in the book and on the CD appears in the printed index and the CD includes a fully searchable version of the same index Historical Perspectives and Further Readings have been updated and expanded to include the history of software R D CD Library provides materials collected from the web which directly support the text In addition to thoroughly updating every aspect of the text to reflect the most current computing technology the third edition Uses standard 32 bit MIPS 32 as the primary teaching ISA Presents the assembler to HLL translations in both C and Java Highlights the latest developments in architecture in Real Stuff sections Intel IA 32 Power PC 604 Google's PC cluster Pentium P4 SPEC CPU2000 benchmark suite for processors SPEC Web99 benchmark for

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Subject Guide to Books in Print, 2001

Game Based Organization Design Jeroen van Bree, 2013-11-06 There is a widening gap between the current organizational reality and the tools and methods available to managers for addressing its challenges Game Based Organization Design shows that one of the ways to bridge this gap is to introduce insights and approaches from video game design into the design of organizational systems

Computer-aided Design of Microelectronic Circuits and Systems: General introduction and analog-circuit aspects A. F. Schwarz, 1987

Computer Systems Design and Architecture Vincent P. Heuring, Harry Frederick Jordan, 1997 This text serves as an introduction to and a survey of the common commercial architectures It was created with a strong electrical and computer engineering perspective including current topics such as pipelined processor design memory hierarchy and in

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