Computer Science An Overview 11th Edition

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Statistics Robert S. Witte 2017

Computer Organization & Architecture 7e Stallings 2008-02

Computer Science Illuminated Nell B. Dale 2013 Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher.

Computer-Related Risks Peter G. Neumann 1994-10-18 "This sobering description of many computer-related failures throughout our world deflates the hype and hubris of the industry. Peter Neumann analyzes the failure modes, recommends sequences for prevention and ends his unique book with some broadening reflections on the future." —Ralph Nader, Consumer Advocate This book is much more than a collection of computer mishaps; it is a serious, technically oriented book written by one of the world's leading experts on computer risks. The book summarizes many real events involving computer technologies and the people who depend on those technologies, with widely ranging causes and effects. It considers problems attributable to hardware, software, people, and natural causes. Examples include disasters (such as the Black Hawk helicopter and Iranian Airbus shootdowns, the Exxon Valdez, and various transportation accidents); malicious hacker attacks; outages of telephone systems and computer networks; financial losses; and many other strange happenstances (squirrels downing power grids, and April Fool's Day pranks). Computer-Related Risks addresses problems involving reliability, safety, security, privacy, and human well-being. It includes analyses of why these cases happened and discussions of what might be done to avoid recurrences of similar events. It is readable by technologists as well as by people merely interested in the uses and limits of technology. It is

must reading for anyone with even a remote involvement with computers and communications—which today means almost everyone. Computer-Related Risks: Presents comprehensive coverage of many different types of risks Provides an essential system-oriented perspective Shows how technology can affect your life—whether you like it or not!

Using Information Technology Brian K. Williams 1999

Logic for Computer Science Steve Reeves 1990 An understanding of logic is essential to computer science. This book provides a highly accessible account of the logical basis required for reasoning about computer programs and applying logic in fields like artificial intelligence. The text contains extended examples, algorithms, and programs written in Standard ML and Prolog. No prior knowledge of either language is required. The book contains a clear account of classical first-order logic, one of the basic tools for program verification, as well as an introductory survey of modal and temporal logics and possible world semantics. An introduction to intuitionistic logic as a basis for an important style of program specification is also featured in the book.

Introduction to Probability Models Sheldon M. Ross 2006-12-11 Introduction to Probability Models, Tenth Edition, provides an introduction to elementary probability theory and stochastic processes. There are two approaches to the study of probability theory. One is heuristic and nonrigorous, and attempts to develop in students an intuitive feel for the subject that enables him or her to think probabilistically. The other approach attempts a rigorous development of probability by using the tools of measure theory. The first approach is employed in this text. The book begins by introducing basic concepts of probability theory, such as the random variable, conditional probability, and conditional expectation. This is followed by discussions of stochastic processes, including Markov chains and Poison processes. The remaining chapters cover queuing, reliability theory, Brownian motion, and simulation. Many examples are worked out throughout the text, along with exercises to be solved by students. This book will be particularly useful to those interested in learning how probability theory can be applied to the study of phenomena in fields such as engineering, computer science, management science, the physical and social sciences, and operations research. Ideally, this text would be used in a one-year course in probability models, or a one-

semester course in introductory probability theory or a course in elementary stochastic processes. New to this Edition: 65% new chapter material including coverage of finite capacity queues, insurance risk models and Markov chains Contains compulsory material for new Exam 3 of the Society of Actuaries containing several sections in the new exams Updated data, and a list of commonly used notations and equations, a robust ancillary package, including a ISM, SSM, and test bank Includes SPSS PASW Modeler and SAS JMP software packages which are widely used in the field Hallmark features: Superior writing style Excellent exercises and examples covering the wide breadth of coverage of probability topics Real-world applications in engineering, science, business and economics

Peter Norton's Introduction to Computers Peter Norton 1995 Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A 'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

Introduction to Computation and Programming Using Python, second edition John V. Guttag 2016-08-12 The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and

misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

Java Paul J. Deitel 2007 The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an extensive OOD/UML 2 case study on developing an automated teller machine. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release--Java Standard Edition (Java SE) 6.

Introduction to Computer Security Matthew A. Bishop 2005 Introduction to Computer Security draws upon Bishop's widely praised Computer Security: Art and Science, without the highly complex and mathematical coverage that most undergraduate students would find difficult or unnecessary. The result: the field's most concise, accessible, and useful introduction. Matt Bishop thoroughly introduces fundamental techniques and principles for modeling and analyzing security. Readers learn how to express security requirements, translate requirements into policies, implement mechanisms that enforce policy, and ensure that policies are effective. Along the way, the author explains how failures may be exploited by attackers--and how attacks may be discovered, understood, and countered. Supplements available including slides and solutions.

Cambridge IGCSE Computer Science David Watson 2015-01-30 Endorsed by Cambridge International Examinations. Develop your students computational thinking and programming skills with complete coverage of the latest syllabus from experienced examiners and teachers. - Follows the order of the syllabus exactly, ensuring complete coverage - Introduces students to self-learning exercises, helping them learn how to use their knowledge in new scenarios Accompanying animation files of the key concepts are available to download for free online. See the Quick Links to the left to access. This book covers the IGCSE (0478), O Level (2210) and US IGCSE entry (0473) syllabuses, which are for first examination 2015. It may also be a useful reference for students taking the new Computer Science AS level course (9608).

How to Solve it by Computer Dromey 2008

Introduction to Java Programming and Data Structures Y. Daniel Liang 2017 Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015.

Quantum Computation and Quantum Information Michael A. Nielsen 2000-10-23 First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

Graph Theory with Applications to Engineering and Computer Science Narsingh Deo 1974 Because of its inherent simplicity, graph theory has a

wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationship among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal Univerity of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorpo-rated with software design and optimization topics.

Introduction to Computer Security Michael Goodrich 2014-02-10 Introduction to Computer Security is appropriateforuse in computer-security courses that are taught at the undergraduate level and that have as their sole prerequisites an introductory computer science sequence. It is also suitable for anyone interested in a very accessible introduction to computer security. A Computer Security textbook for a new generation of IT professionals Unlike most other computer security textbooks available today, Introduction to Computer Security, does NOT focus on the mathematical and computational foundations of security, and it does not assume an extensive background in computer science. Instead it looks at the systems, technology, management, and policy side of security, and offers students fundamental security concepts and a working knowledge of threats and countermeasures with "just-enough" background in computer science. The result is a presentation of the material that is accessible to students of all levels. Teaching and Learning Experience This program will provide a better teaching and learning experience-for you and your students. It will help: Provide an Accessible Introduction to the General-knowledge Reader: Only basic prerequisite knowledge in computing is required to use this book. Teach General Principles of Computer Security from an Applied Viewpoint: As specific computer security topics are covered, the material on computing fundamentals needed to understand these topics is supplied. Prepare Students for Careers in a Variety of Fields: A practical introduction encourages students to think about security of software applications early. Engage Students with Creative, Hands-on Projects: An excellent collection of programming projects stimulate the student's creativity by challenging them to either break security or protect a system against attacks. Enhance Learning with Instructor and Student

Supplements: Resources are available to expand on the topics presented in the text.

Introduction to Programming Using Visual Basic 2015 David I. Schneider 2016-04-18 For courses in Visual Basic Programming From the Beginning: A Comprehensive Introduction to Visual Basic Programming Schneider's Introduction to Programming Using Visual Basic, Tenth Edition brings continued refinement to a textbook praised in the industry since 1991. A favorite for both instructors and students, Visual Basic 2015 is designed for readers with no prior computer programming experience. Schneider introduces a problem-solving strategy early in the book and revisits it throughout allowing you to fully develop logic and reasoning. A broad range of real-world examples, section-ending exercises, case studies and programming projects gives you a more hands-on experience than any other Visual Basic book on the market. The Tenth Edition keeps the pace with modern programming methodology while incorporating current content and practices. Each chapter is rich yet concise due to to the author's focus on developing chapters around crucial subjects rather than covering too many topics superficially. The amount and the range of projects provided in the text offer flexibility to adapt the course according to the interests and abilities of the readers. Some programming projects in later chapters can be assigned as end-of-the-semester projects. Also available with MyProgrammingLab (tm) . MyProgrammingLab is an online learning system designed to engage students and improve results. MyProgrammingLab consists of a set of programming exercises correlated to specific Pearson CS1/Intro to Programming textbooks. Through practice exercises and immediate, personalized feedback, MyProgrammingLab improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Interactive Practice providesfirst-hand programming experience in an interactive online environment. Error Messages for Incorrect Answers give studentsimmediate personalized feedback. The error messages include both the feedback from the compiler and plain English interpretations of likely causes for the incorrect answer. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroom-when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment provide auto-grading of student assignments, saving you time and offering students immediate learning opportunities: A dynamic roster tracks their

performance and maintains a record of submissions. The color-coded gradebook gives you a quick glance of your class' progress. Easily drill down to receive information on a single student's performance or a specific problem. Gradebook results can be exported to Excel to use with your LMS.

A Programmer's Guide to Computer Science William M Springer II 2020-01-03 You know how to code..but is it enough? Do you feel left out when other programmers talk about asymptotic bounds? Have you failed a job interview because you don't know computer science? The author, a senior developer at a major software company with a PhD in computer science, takes you through what you would have learned while earning a four-year computer science degree. Volume one covers the most frequently referenced topics, including algorithms and data structures, graphs, problem-solving techniques, and complexity theory. When you finish this book, you'll have the tools you need to hold your own with people who have - or expect you to have - a computer science degree.

Web Development and Design Foundations with Html5 Terry Felke-Morris 2016-02-12 For courses in web development and design. A Comprehensive, Well-Rounded Intro to Web Development and Design Updated and expanded in this Eighth Edition, Web Development and Design Foundations with HTML5 presents a comprehensive introduction to the development of effective web sites. Intended for beginning web developers, the text relates both the necessary hard skills (such as HTML5, CSS, and JavaScript) and soft skills (design, e-commerce, and promotion strategies) considered fundamental to contemporary web development. An emphasis on hands-on practice guides readers, as the text introduces topics ranging from configuration and layout to accessibility techniques and ethical considerations. The Eighth Edition contains updated coverage of HTML5 and CSS, expanded coverage of designing for mobile devices, and more.

Invitation To Computer Science 4/e G. Michael Schneider 2007

Oxford Handbook of Clinical Specialties – Mini Edition Andrew Baldwin 2016-11-24 Covering the core clinical specialties, the Oxford Handbook of Clinical Specialties contains a comprehensive chapter on each of the clinical areas you will encounter through your medical school and Foundation Programme rotations. Now updated with the latest guidelines, and developed by a new and trusted author team who have contemporary experience of life on the wards, this unique resource presents the content in a concise and logical way, giving clear advice on clinical management and offering insight into holistic care. Packed full of high-quality illustrations, boxes, tables, and classifications, this handbook is ideal for use at direct point of care, whether on the ward or in the community, and for study and revision. Each chapter is easy to read and filled with digestible information, with features including ribbons to mark your most-used pages and mnemonics to help you memorize and retain key facts, while quotes from patients help the reader understand each problem

better, enhancing the doctor/patient relationship. With reassuring and friendly advice throughout, this is the ultimate guide for every medical student and junior doctor for each clinical placement, and as a revision tool. This tenth edition of the Oxford Handbook of Clinical Specialties remains the perfect companion to the Oxford Handbook of Clinical Medicine, together encompassing the entire spectrum of clinical medicine and helping you to become the doctor you want to be.

Small Gas Engines Alfred C. Roth 2000 The text element in a teaching package that includes a teacher's manual, a workbook, and videos. Provides information about engines with one, two, or three cylinders; two-cycle and four-cycle engines; and diesel and LPG engines. The course is designed to prepare readers to work in the field and/or obtain certification. The illustrations are excelle

The Architecture of Computer Hardware, Systems Software, and Networking Irv Englander 2021-04-06 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.

Java: The Complete Reference, Eleventh Edition Herbert Schildt 2018-12-14 The Definitive Java Programming Guide Fully updated for Java SE 11, Java: The Complete Reference, Eleventh Edition explains how to develop, compile, debug, and run Java programs. Best-selling programming author Herb Schildt covers the entire Java language, including its syntax, keywords, and fundamental programming principles. You'll also find information on key portions of the Java API library, such as I/O, the Collections Framework, the stream library, and the concurrency utilities. Swing, JavaBeans, and servlets are examined and numerous examples demonstrate Java in action. Of course, the very important module system is discussed in detail. This Oracle Press resource also

offers an introduction to JShell, Java's interactive programming tool. Best of all, the book is written in the clear, crisp, uncompromising style that has made Schildt the choice of millions worldwide. Coverage includes: •Data types, variables, arrays, and operators•Control statements•Classes, objects, and methods•Method overloading and overriding•Inheritance•Local variable type inference•Interfaces and packages•Exception handling•Multithreaded programming•Enumerations, autoboxing, and annotations•The I/O classes•Generics•Lambda expressions•Modules•String handling•The Collections Framework•Networking•Event handling•AWT•Swing •The Concurrent API•The Stream API•Regular expressions•JavaBeans•Servlets•Much, much more Code examples in the book are available for download at www.OraclePressBooks.com.

Introduction to Programming Using Java David Eck 2009-09-01

Introduction to Java Programming, Brief Version Y. Daniel Liang 2017-03-02 This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches you concepts of problem-solving and object-orientated programming using a fundamentals-first approach. As beginner programmers, you learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. Also available with MyLab Programming. MyLab Programming(tm) is an online learning system designed to engage students and improve results. MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. Note: You are purchasing a standalone product; MyLab Programming does not come packaged with this content. Students, if interested in purchasing this title with MyLab Programming, ask your instructor to confirm the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134694503 / 9780134694504 Introduction to Java Programming and Data Structures, Brief Version plus MyLab Programming with Pearson eText --

Access Card Package, 11/e Package consists of: 0134611039 /9780134611037 Introduction to Java Programming and Data Structures, Brief Version, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e **Introduction to Java Programming** Y. Daniel Liang 2005 For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Introduction To Design And Analysis Of Algorithms, 2/E Anany Levitin 2008-09

The Computing Universe Tony Hey 2014-12-08 Computers now impact almost every aspect of our lives, from our social interactions to the safety and performance of our cars. How did this happen in such a short time? And this is just the beginning. In this book, Tony Hey and Gyuri Pápay lead us on a journey from the early days of computers in the 1930s to the cutting-edge research of the present day that will shape computing in the coming decades. Along the way, they explain the ideas behind hardware, software, algorithms, Moore's Law, the birth of the personal computer, the Internet and the Web, the Turing Test, Jeopardy's Watson, World of Warcraft, spyware, Google, Facebook and quantum computing. This book also introduces the fascinating cast of dreamers and inventors who brought these great technological developments into every corner of the modern world. This exciting and accessible introduction will open up the universe of computing to anyone who has ever wondered where his or her smartphone came from.

Computer Science J. Glenn Brookshear 2013 Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith – Indiana Univ.

Mathematics for Computer Science Eric Lehman 2017-03-08 This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural

induction; state machines and invariants; recurrences; generating functions.

Computer Science J. Glenn Brookshear 2012 Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith − Indiana University of PA; Dennis Brylow − Marquette University), new, modern examples, and updated coverage based on current technology.

The Architect in Practice David Chappell 2016-01-26 Throughout its many editions, The Architect in Practice has remained a leading textbook used in the education of architects. While the content of the book has developed, the message and philosophy has remained constant: to provide students of architecture and young practitioners with a readable guide to the profession, outlining an architect's duties to their client and contractor, the key aspects of running a building contract, and the essentials of management, finance and drawing office procedure. The eleventh edition follows in that tradition. The text has been brought up to date to ensure it follows the new RIBA Plan of Work 2013 as the guide to the architect's workflow. In addition, a number of changes to standard forms of contract were made with the publication of the JCT 2011 suite of contracts, and the RIBA Standard Form for the Appointment of an Architect 2010 (2012 Revision). These new forms are fully covered. In addition, the opportunity has been taken to reorganise the layout so that the content flows in a way that is more consistent with current architectural practice, and to deal with the increasing use of BIM. The eleventh edition of The Architect in Practice continues to provide the guidance and advice all students and practising architects need in the course of their studies and in their profession.

Computer Science Glenn Brookshear 2018-03-13 For the Introduction to Computer Science course. A broad exploration of computer science-with the depth needed to understand concepts Computer Science: An Overview provides a bottom-up, concrete-to-abstract foundation that students can build upon to see the relevance and interrelationships of future computer science courses. Its comprehensive coverage and clear language are accessible to students from all backgrounds, encouraging a practical and realistic understanding. More than 1,000 questions and exercises, Chapter Review Problems, and Social Issues questions reinforce core concepts. The 13th Edition continues its focus on Python to provide programming tools for exploration and experimentation. A new full-color design reflects the use of color in most modern programming interfaces to aid the programmer's understanding of code. Syntax coloring is now used more effectively for clarifying code and pseudocode segments in the text, and many figures and diagrams are now rendered more descriptively.

Concepts Of Programming Languages Sebesta 2008

Tensors for Data Processing Yipeng Liu 2021-10-21 Tensors for Data Processing: Theory, Methods and Applications presents both classical and state-of-the-art methods on tensor computation for data processing, covering computation theories, processing methods, computing and engineering applications, with an emphasis on techniques for data processing. This reference is ideal for students, researchers and industry developers who want to understand and use tensor-based data processing theories and methods. As a higher-order generalization of a matrix, tensor-based processing can avoid multi-linear data structure loss that occurs in classical matrix-based data processing methods. This move from matrix to tensors is beneficial for many diverse application areas, including signal processing, computer science, acoustics, neuroscience, communication, medical engineering, seismology, psychometric, chemometrics, biometric, quantum physics and quantum chemistry. Provides a complete reference on classical and state-of-the-art tensor-based methods for data processing Includes a wide range of applications from different disciplines Gives guidance for their application

ICT Services Management (Custom Edition) Brookshear 2015-12-07 This custom edition is published for Central Queensland University.

Introduction to PSpice Manual for Electric Circuits James W. Nilsson 2001-12-01 The fourth edition of this work continues to provide a thorough perspctive of the subject, communicated through a clear explanation of the concepts and techniques of electric circuits. This edition was developed with keen attention to the learning needs of students. It includes illustrations that have been redesigned for clarity, new problems and new worked examples. Margin notes in the text point out the option of integrating PSpice with the provided Introduction to PSpice; and an instructor's roadmap (for instructors only) serves to classify homework problems by approach. The author has also given greater attention to the importance of circuit memory in electrical engineering, and to the role of electronics in the electrical engineering curriculum.

Programming Language Concepts Peter Sestoft 2017-08-31 This book uses a functional programming language (F#) as a metalanguage to present all concepts and examples, and thus has an operational flavour, enabling practical experiments and exercises. It includes basic concepts such as abstract syntax, interpretation, stack machines, compilation, type checking, garbage collection, and real machine code. Also included are more advanced topics on polymorphic types, type inference using unification, co- and contravariant types, continuations, and backwards code generation with on-the-fly peephole optimization. This second edition includes two new chapters. One describes compilation and type checking of a full functional language, tying together the previous chapters. The other describes how to compile a C subset to real (x86) hardware, as a smooth

extension of the previously presented compilers.The examples present several interpreters and compilers for toy languages, including compilers for a small but usable subset of C, abstract machines, a garbage collector, and ML-style polymorphic type inference. Each chapter has exercises.

Programming Language Concepts covers practical construction of lexers and parsers, but not regular expressions, automata and grammars, which are well covered already. It discusses the design and technology of Java and C# to strengthen students' understanding of these widely used languages.