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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 re-written 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.

Innovations in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Topics Covered: •Image and Pattern Recognition: Compression, Image processing, Signal Processing

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This is one of the most popular books we have ever published. It consists of over 200 simulated examination questions covering every aspect of architecture and is arranged alphabetically by subject. The questions are presented in the multiple-choice format, and a complete explanation and analysis of each answer is included. Also included are a discussion of question types, exam strategy, and other helpful information.

This volume contains the proceedings of the 2012 International Conference of Modern Computer Science and Applications (MCSA 2012) which was held on September 8, 2012 in Wuhan, China. The MCSA 2012 provides an excellent international forum for sharing knowledge and results in theory, methodology and applications of modern computer science and applications in theoretical and practical aspects.

Not only does almost everyone in the civilized world use a personal computer, smartphone, and/or tablet on a daily basis to communicate with others and access information, but virtually every other modern appliance, vehicle, or other device has one or more computers embedded inside it. One cannot purchase a current-model automobile, for example, without several computers on board to do everything from monitoring exhaust emissions, to operating the anti-lock brakes, to telling the transmission when to shift, and so on. Appliances such as clothes washers and dryers, microwave ovens, refrigerators, etc. are almost all digitally controlled. Gaming consoles like Xbox, PlayStation, and Wii are powerful computer systems with enhanced capabilities for user interaction. Computers are everywhere, even when we don't see them as such, and it is more important than ever for students who will soon enter the workforce to understand how they work. This book is completely updated and revised for a one-semester upper level undergraduate course in Computer Architecture, and suitable for use in an undergraduate CS, EE, or CE curriculum at the junior or senior level. Students should have had a course(s) covering introductory topics in digital logic and computer organization. While this is not a text for a programming course, the reader should be familiar with computer programming concepts in at least one language such as C, C++, or Java. Previous courses in operating systems,

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assembly language, and/or systems programming would be helpful, but are not essential.

This book constitutes the refereed proceedings of the 11th Asia-Pacific Computer Systems Architecture Conference, ACSAC 2006. The book presents 60 revised full papers together with 3 invited lectures, addressing such issues as processor and network design, reconfigurable computing and operating systems, and low-level design issues in both hardware and systems. Coverage includes large and significant computer-based infrastructure projects, the challenges of stricter budgets in power dissipation, and more.

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