

Contemporary Logic Design 2nd Edition

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Contemporary Art: A Very Short Introduction Julian Stallabrass 2006-03-23 "First published in hardback as Art incorporated 2004"--T.p. verso.

Fuzzy Systems Engineering Witold Pedrycz 2007-10-12 A self-contained treatment of fuzzy systems engineering, offering conceptual fundamentals, design methodologies, development guidelines, and carefully selected illustrative material Forty years have passed since the birth of fuzzy sets, in which time a wealth of theoretical developments, conceptual pursuits, algorithmic environments, and other applications have emerged. Now, this reader-friendly book presents an up-to-date approach to fuzzy systems engineering, covering concepts, design methodologies, and algorithms coupled with interpretation, analysis, and underlying engineering knowledge. The result is a holistic view of fuzzy sets as a fundamental component of computational intelligence and human-centric systems. Throughout the book, the authors emphasize the direct applicability and limitations of the concepts being discussed, and historical and bibliographical notes are included in each chapter to help readers view the developments of fuzzy sets from a broader perspective. A radical departure from current books on the subject, Fuzzy Systems Engineering presents fuzzy sets as an enabling technology whose impact, contributions, and methodology stretch far beyond any specific discipline, making it applicable to researchers and practitioners in engineering, computer science, business, medicine, bioinformatics, and computational biology. Additionally, three appendices and classroom-ready electronic resources make it an ideal textbook for advanced undergraduate- and graduate-level courses in engineering and science.

Digital Electronics: A Primer - Introductory Logic Circuit Design Mark S Nixon 2015-01-27 This practical introduction explains exactly how digital circuits are designed, from the basic circuit to the advanced system. It covers combinational logic circuits, which collect logic signals, to sequential logic circuits, which embody time and memory to progress through sequences of states. The primer also highlights digital arithmetic and the integrated circuits that implement the logic functions.Based on the author's extensive experience in teaching digital electronics to undergraduates, the book translates theory directly into practice and presents the essential information in a compact, digestible style. Worked problems and examples are accompanied by abbreviated solutions, with demonstrations to ensure that the design material and the circuits' operation are fully understood.This is essential reading for any electronic or electrical engineering student new to digital electronics and requiring a succinct yet comprehensive introduction.

Computing Handbook, Third Edition Teofilo Gonzalez 2014-05-07 Computing Handbook, Third Edition: Computer Science and Software Engineering mirrors the modern taxonomy of computer science and software engineering as described by the Association for Computing Machinery (ACM) and the IEEE Computer Society (IEEE-CS). Written by established leading experts and influential young researchers, the first volume of this popular handbook examines the elements involved in designing and implementing software, new areas in which computers are being used, and ways to solve computing problems. The book also explores our current understanding of software engineering and its effect on the practice of software development and the education of software professionals. Like the second volume, this first volume describes what occurs in research laboratories, educational institutions, and public and private organizations to advance the effective development and use of computers and computing in today's world. Research-level survey articles provide deep insights into the computing discipline, enabling readers to understand the principles and practices that drive computing education, research, and development in the twenty-first century.

Embedded SoPC Design with Nios II Processor and VHDL Examples Pong P. Chu 2011-09-26 The book is divided into four major parts. Part I covers HDL/constructs and synthesis of basic digital circuits. Part II provides an overview of embedded software development with emphasis on low-level I/O access and drivers. Part III demonstrates the design and development of hardware and software for several complex I/O peripherals, including PS2 keyboard and mouse, a graphic video controller, an audio codec, and an SD (securedigital) card. Part IV provides three case studies of the integration of hardware accelerators, including a custom GCD(greatest common divisor) circuit, a Mandelbrot set fractal circuit, and an audio synthesizer based on DDFS (direct digital frequency synthesis) methodology. The book utilizes FPGA devices, Nios II soft-core processor, and development platform from Altera Co., which is one of the two main FPGA manufacturers. Altera has a generous university program that provides free software and discounted prototyping boards for educational institutions (details at <http://www.altera.com/university> "spanstyle="color: #284457;"http://www.altera.com/university/span/a). The two main educational prototyping boards are known as DE1 (\$99) and DE2 (\$269). All experiments can be implemented and tested with these boards. A board combined with this book becomes a "turn-key" solution for the SoPC design experiments and projects. Most HDL and C codes in the book are device independent and can be adapted by other prototyping boards as long as a board has similar I/O configuration.

Arduino: A Technical Reference J. M. Hughes 2016-05-16 Rather than yet another project-based workbook, Arduino: A Technical Reference is a reference and handbook that thoroughly describes the electrical and performance aspects of an Arduino board and its software. This book brings together in one place all the information you need to get something done with Arduino. It will save you from endless web searches and digging through translations of datasheets or notes in project-based texts to find the information that corresponds to your own particular setup and question. Reference features include pinout diagrams, a discussion of the AVR microcontrollers used with Arduino boards, a look under the hood at the firmware and run-time libraries that make the Arduino unique, and extensive coverage of the various shields and add-on sensors that can be used with an Arduino. One chapter is devoted to creating a new shield from scratch. The book wraps up with detailed descriptions of three different projects: a programmable signal generator, a "smart" thermostat, and a programmable launch sequencer for model rockets. Each project highlights one or more topics that can be applied to other applications.

Fundamentals of Digital Logic and Microcomputer Design M. Rafiqzaman 2005-07-08 Fundamentals of Digital Logic and Microcomputer Design, has long been hailed for its clear and simple presentation of the principles and basic tools required to design typical digital systems such as microcomputers. In this Fifth Edition, the author focuses on computer design at three levels: the device level, the logic level, and the system level. Basic topics are covered, such as number systems and Boolean algebra, combinational and sequential logic design, as well as more advanced subjects such as assembly language programming and microprocessor-based system design. Numerous examples are provided throughout the text. Coverage includes: Digital circuits at the gate and flip-flop levels Analysis and design of combinational and sequential circuits Microcomputer organization, architecture, and programming concepts Design of computer instruction sets, CPU, memory, and I/O System design features associated with popular microprocessors from Intel and Motorola Future plans in microprocessor development An instructor's manual, available upon request Additionally, the accompanying CD-ROM, contains step-by-step procedures for installing and using Altera Quartus II software, MASM 6.11 (8086), and 68asm5m (68000), provides valuable simulation results via screen shots. Fundamentals of Digital Logic and Microcomputer Design is an essential reference that will provide you with the fundamental tools you need to design typical digital systems.

Digital Electronics, Volume 1 Tertulien Ndjountche 2016-06-20 The omnipresence of electronic devices in our everyday lives has been accompanied by the downsizing of chip feature sizes and the ever increasing complexity of digital circuits. This book is devoted to the analysis and design of digital circuits, where the signal can assume only two possible logic levels. It deals with the basic principles and concepts of digital electronics. It addresses all aspects of combinational logic and provides a detailed understanding of logic gates that are the basic components in the implementation of circuits used to perform functions and operations of Boolean algebra. Combinational logic circuits are characterized by outputs that depend only on the actual input values. Efficient techniques to derive logic equations are proposed together with methods of analysis and synthesis of combinational logic circuits. Each chapter is well structured and is supplemented by a selection of solved exercises covering logic design practices.

Logic Primer, second edition Colin Allen 2001-01-16 Logic Primer presents a rigorous introduction to natural deduction systems of sentential and first-order logic. Logic Primer presents a rigorous introduction to natural deduction systems of sentential and first-order logic. The text is designed to foster the student-instructor relationship. The key concepts are laid out in concise definitions and comments, with the expectation that the instructor will elaborate upon them. New to the second edition is the addition of material on the logic of identity in chapters 3 and 4. An innovative interactive Web site, consisting of a "Logic Daemon" and a "Quizmaster," encourages students to formulate their own proofs and links them to appropriate explanations in the book.

Fundamentals of Logic Design, Enhanced Edition Charles H. Roth, Jr. 2020-01-01 Master the principles of logic design with the exceptional balance of theory and application found in Roth/Kinney/John's FUNDAMENTALS OF LOGIC DESIGN, ENHANCED, 7th Edition. This edition introduces you to today's latest advances. The authors have carefully developed a clear presentation that introduces the fundamental concepts of logic design without overwhelming you with the mathematics of switching theory. Twenty engaging, easy-to-follow study units present basic concepts, such as Boolean algebra, logic gate design, flip-flops and state machines. You learn to design counters, adders, sequence detectors and simple digital systems. After mastering the basics, you progress to modern design techniques using programmable logic devices as well as VHDL hardware description language. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Electrical Engineering Ralf Kories 2003-07-09 This is a superb source of quickly accessible information on the whole area of electrical engineering and electronics. It serves as a concise and quick reference, with self-contained chapters comprising all important expressions, formulas, rules and theorems, as well as many examples and applications.

Digital Electronics 2 Tertulien Ndjountche 2016-08-29 As electronic devices become increasingly prevalent in everyday life, digital circuits are becoming even more complex and smaller in size. This book presents the basic principles of digital electronics in an accessible manner, allowing the reader to grasp the principles of combinational and sequential logic and the underlying techniques for the analysis and design of digital circuits. Providing a hands-on approach, this work introduces techniques and methods for establishing logic equations and designing and analyzing digital circuits. Each chapter is supplemented with practical examples and well-designed exercises with worked solutions. This second of three volumes focuses on sequential and arithmetic logic circuits. It covers various aspects related to the following topics: latch and flip-flop; binary counters; shift registers; arithmetic and logic circuits; digital integrated circuit technology; semiconductor memory; programmable logic circuits. Along with the two accompanying volumes, this book is an indispensable tool for students at a bachelors or masters level seeking to improve their understanding of digital electronics, and is detailed enough to serve as a reference for electronic, automation and computer engineers.

Fundamentals of Logic Design Charles H. Roth, Jr. 2013-03-01 Updated with modern coverage, a streamlined presentation, and excellent companion software, this seventh edition of FUNDAMENTALS OF LOGIC DESIGN achieves yet again an unmatched balance between theory and application. Authors Charles H. Roth, Jr. and Larry L. Kinney carefully present the theory that is necessary for understanding the fundamental concepts of logic design while not overwhelming students with the mathematics of switching theory. Divided into 20 easy-to-grasp study units, the book covers such fundamental concepts as Boolean algebra, logic gates design, flip-flops, and state machines. By combining flip-flops with networks of logic gates, students will learn to design counters, adders, sequence detectors, and simple digital systems. After covering the basics, this text presents modern design techniques using programmable logic devices and the VHDL hardware description language. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Designing Embedded Hardware John Catsoulis 2002 Intelligent readers who want to build their own embedded computer systems--installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (Internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Logic and Computer Design Fundamentals M. Morris Mano 2004 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.

Bio-Inspired Artificial Intelligence Dario Floreano 2008-08-22 A comprehensive introduction to new approaches in artificial intelligence and robotics that are inspired by self-organizing biological processes and structures. New approaches to artificial intelligence spring from the idea that intelligence emerges as much from cells, bodies, and societies as it does from evolution, development, and learning. Traditionally, artificial intelligence has been concerned with reproducing the abilities of human brains; newer approaches take inspiration from a wider range of biological structures that are capable of autonomous self-organization. Examples of these new approaches include evolutionary computation and evolutionary electronics, artificial neural networks, immune systems, biorobotics, and swarm intelligence--to mention only a few. This book offers a comprehensive introduction to the emerging field of biologically inspired artificial intelligence that can be used as an upper-level text or as a reference for researchers. Each chapter presents computational approaches inspired by a different biological system; each begins with background information about the biological system and then proceeds to develop computational models that make use of biological concepts. The chapters cover evolutionary computation and electronics; cellular systems; neural systems, including neuromorphic engineering; developmental systems; immune systems; behavioral systems--including several approaches to robotics, including behavior-based, bio-mimetic, epigenetic, and evolutionary robots; and collective systems, including swarm robotics as well as cooperative and competitive co-evolving systems. Chapters end with a concluding overview and suggested reading.

Social Epidemiology Lisa F. Berkman 2014 "Eleven fully updated chapters include entries on the links between health and discrimination, income inequality, social networks and emotion, while four all-new chapters examine the role of policies in shaping health, including how to translate evidence into action with multi-level interventions."

Sweet Reason James M. Henle 2011-10-07 Sweet Reason: A Field Guide to Modern Logic, 2nd Edition offers an innovative, friendly, and effective introduction to logic. It integrates formal first order, modal, and non-classical logic with natural language reasoning, analytical writing, critical thinking, set theory, and the philosophy of logic and mathematics. An innovative introduction to the field of logic designed to entertain as it informs Integrates formal first order, modal, and non-classical logic with natural language reasoning, analytical writing, critical thinking, set theory, and the philosophy of logic and mathematics Addresses contemporary applications of logic in fields such as computer science and linguistics A web-site (www.wiley.com/go/henle) linked to the text features numerous supplemental exercises and examples, enlightening puzzles and cartoons, and insightful essays

EBOOK: Fundamentals of Digital Logic Stephen Brown 2008-07-16 Fundamentals of Digital Logic with VHDL Design teaches the basic design techniques for logic circuits. The text provides a clear and easily understandable discussion of logic circuit design without the use of unnecessary formalism. It emphasizes the synthesis of circuits and explains how circuits are implemented in real chips. Fundamental concepts

are illustrated by using small examples, which are easy to understand. Then, a modular approach is used to show how larger circuits are designed. VHDL is a complex language so it is introduced gradually in the book. Each VHDL feature is presented as it becomes pertinent for the circuits being discussed. While it includes a discussion of VHDL, the book provides thorough coverage of the fundamental concepts of logic circuit design, independent of the use of VHDL and CAD tools. A CD-ROM containing all of the VHDL design examples used in the book, as well as Altera's Quartus II CAD software, is included free with every text.

The Engineering Handbook Richard C. Dorf 2018-10-03 First published in 1995, The Engineering Handbook quickly became the definitive engineering reference. Although it remains a bestseller, the many advances realized in traditional engineering fields along with the emergence and rapid growth of fields such as biomedical engineering, computer engineering, and nanotechnology mean that the time has come to bring this standard-setting reference up to date. New in the Second Edition 19 completely new chapters addressing important topics in bioinstrumentation, control systems, nanotechnology, image and signal processing, electronics, environmental systems, structural systems 131 chapters fully revised and updated Expanded lists of engineering associations and societies The Engineering Handbook, Second Edition is designed to enlighten experts in areas outside their own specialties, to refresh the knowledge of mature practitioners, and to educate engineering novices. Whether you work in industry, government, or academia, this is simply the best, most useful engineering reference you can have in your personal, office, or institutional library.

FPGA Prototyping by VHDL Examples Pong P. Chu 2018-01-25 A hands-on introduction to FPGA prototyping and SoC design This Second Edition of the popular book follows the same "learning-by-doing" approach to teach the fundamentals and practices of VHDL synthesis and FPGA prototyping. It uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow strict design guidelines and coding practices used for large, complex digital systems. The new edition is completely updated. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software "programmability" and develop complex and interesting embedded system projects. The revised edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelop generator. Expands the original video controller into a complete stream-based video subsystem that incorporates a video synchronization circuit, a test pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Introduces basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Introduces basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. The FPGA Prototyping by VHDL Examples, Second Edition makes a natural companion text for introductory and advanced digital design courses and embedded system course. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

Introduction to Computer-based Imaging Systems Divyendu Sinha 1998 The authors have designed a tutorial text to provide scientists with a technical understanding of computer-based imaging systems and how these systems interact with digital image processing algorithms. Contents include Boolean logic, image processing, image compression, basic computer architecture, advanced architectures, image processors, operating systems, error detection and correction, local area networks, object-oriented design paradigms, and software engineering. Contains numerous figures and case studies. Annotation copyrighted by Book News, Inc., Portland, OR

Computer Science Handbook Allen B. Tucker 2004-06-28 When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

Designing Public Policies Department of Political Science Michael Howlett 2010-12-17 This textbook provides a concise and accessible introduction to the principles and elements of policy design in contemporary governance. Howlett seeks to examine in detail the range of substantive and procedural policy instruments that together comprise the toolbox from which governments select specific tools expected to resolve policy problems. Guiding students through the study of the instruments used by governments in carrying out their tasks, adapting to, and altering, their environments, this book: Discusses several current trends in instrument use often linked to factors such as globalization and the increasingly networked nature of modern society. Considers the principles behind the selection and use of specific types of instruments in contemporary government. Evaluates in detail the merits, demerits and rationales for the use of specific organization, regulatory, financial and information-based tools and the trends visible in their use Addresses the issues of instrument mixes and their (re)design in a discussion of the future research agenda of policy design. Providing a comprehensive overview of this essential component of modern governance and featuring helpful definitions of key concepts and further reading, this book is essential reading for all students of public policy, administration and management.

Embedded and Real-Time Operating Systems K.C. Wang 2017-03-21 This book covers the basic concepts and principles of operating systems, showing how to apply them to the design and implementation of complete operating systems for embedded and real-time systems. It includes all the foundational and background information on ARM architecture, ARM instructions and programming, toolchain for developing programs, virtual machines for software implementation and testing, program execution image, function call conventions, run-time stack usage and link C programs with assembly code. It describes the design and implementation of a complete OS for embedded systems in incremental steps, explaining the design principles and implementation techniques. For Symmetric Multiprocessing (SMP) embedded systems, the author examines the ARM MPCore processors, which include the SCU and GIC for interrupts routing and interprocessor communication and synchronization by Software Generated Interrupts (SGIs). Throughout the book, complete working sample systems demonstrate the design principles and implementation techniques. The content is suitable for advanced-level and graduate students working in software engineering, programming, and systems theory.

The Atmel AVR Microcontroller: MEGA and XMEGA in Assembly and C Han-Way Huang 2013-01-14 Offering comprehensive, cutting-edge coverage, THE ATMEAL AVR MICROCONTROLLER: MEGA AND XMEGA IN ASSEMBLY AND C delivers a systematic introduction to the popular Atmel 8-bit AVR microcontroller with an emphasis on the MEGA and XMEGA subfamilies. It begins with a concise and complete introduction to the assembly language programming before progressing to a review of C language syntax that helps with programming the AVR microcontroller. Emphasis is placed on a wide variety of peripheral functions useful in embedded system design. Vivid examples demonstrate the applications of each peripheral function, which are programmed using both the assembly and C languages. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

FPGA Prototyping by SystemVerilog Examples Pong P. Chu 2018-05-30 A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same "learning-by-doing" approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which "absorbs" the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software "programmability" and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

Computers, Software Engineering, and Digital Devices Richard C. Dorf 2018-10-03 In two editions spanning more than a decade, The Electrical Engineering Handbook stands as the definitive reference to the multidisciplinary field of electrical engineering. Our knowledge continues to grow, and so does the Handbook. For the third edition, it has expanded into a set of six books carefully focused on a specialized area or field of study. Each book represents a concise yet definitive collection of key concepts, models, and equations in its respective domain, thoughtfully gathered for convenient access. Computers, Software Engineering, and Digital Devices examines digital and logical devices, displays, testing, software, and computers, presenting the fundamental concepts needed to ensure a thorough understanding of each field. It treats the emerging fields of programmable logic, hardware description languages, and parallel computing in detail. Each article includes defining terms, references, and sources of further information. Encompassing the work of the world's foremost experts in their respective specialties, Computers, Software Engineering, and Digital Devices features the latest developments, the broadest scope of coverage, and new material on secure electronic commerce and parallel computing.

Contemporary Logic Design(2nd)(Paperback) Katz 2012-08-20

Fundamentals of Digital Logic and Microcontrollers M. Rafiqzaman 2014-09-15 Updated to reflect the latest advances in the field, the Sixth Edition of Fundamentals of Digital Logic and Microcontrollers further enhances its reputation as the most accessible introduction to the basic principles and tools required in the design of digital systems. Features updates and revision to more than half of the material from the previous edition Offers an all-encompassing focus on the areas of computer design, digital logic, and digital systems, unlike other texts in the marketplace Written with clear and concise explanations of fundamental topics such as number system and Boolean algebra, and simplified examples and tutorials utilizing the PIC18F4321 microcontroller Covers an enhanced version of both combinational and sequential logic design, basics of computer organization, and microcontrollers

Handbook of Granular Computing Witold Pedrycz 2008-07-31 Although the notion is a relatively recent one, the notions and principles of Granular Computing (GrC) have appeared in a different guise in many related fields including granularity in Artificial Intelligence, interval computing, cluster analysis, quotient space theory and many others. Recent years have witnessed a renewed and expanding interest in the topic as it begins to play a key role in bioinformatics, e-commerce, machine learning, security, data mining and wireless mobile computing when it comes to the issues of effectiveness, robustness and uncertainty. The Handbook of Granular Computing offers a comprehensive reference source for the granular computing community, edited by and with contributions from leading experts in the field. Includes chapters covering the foundations of granular computing, interval analysis and fuzzy set theory; hybrid methods and models of granular computing; and applications and case studies. Divided into 5 sections: Preliminaries, Fundamentals, Methodology and Algorithms, Development of Hybrid Models and Applications and Case Studies. Presents the flow of ideas in a systematic, well-organized manner, starting with the concepts and motivation and proceeding to detailed design that materializes in specific algorithms, applications and case studies. Provides the reader with a self-contained reference that includes all pre-requisite knowledge, augmented with step-by-step explanations of more advanced concepts. The Handbook of Granular Computing represents a significant and valuable contribution to the literature and will appeal to a broad audience including researchers, students and practitioners in the fields of Computational Intelligence, pattern recognition, fuzzy sets and neural networks, system modelling, operations research and bioinformatics.

Foundations of Digital Logic Design Gideon Langholz 1998-08-11 This text is intended for a first course in digital logic design, at the sophomore or junior level, for electrical engineering, computer engineering and computer science programs, as well as for a number of other disciplines such as physics and mathematics. The book can also be used for self-study or for review by practicing engineers and computer scientists not intimately familiar with the subject. After completing this text, the student should be prepared for a second (advanced) course in digital design, switching and automata theory, microprocessors or computer organization. Request Inspection Copy

Digital Electronics, Volume 3 Tertulien Ndjountche 2016-11-21 This third volume in the comprehensive Digital Electronics series, which explores the basic principles and concepts of digital circuits, focuses on finite state machines. These machines are characterized by a behavior that is determined by a limited and defined number of states, the holding conditions for each state, and the branching conditions from one state to another. They only allow one transition at a time and can be divided into two components: a combinational logic circuit and a sequential logic circuit. The approach is gradual and relatively independent of each other chapters. To facilitate the assimilation and practical implementation of various concepts, the book is complemented by a selection of practical exercises.

Embedded SoPC Design with Nios II Processor and Verilog Examples Pong P. Chu 2012-05-14 Explores the unique hardware programmability of FPGA-based embedded systems, using a learn-by-doing approach to introduce the concepts and techniques for embedded SoPC design with Verilog An SoPC (system on a programmable chip) integrates a processor, memory modules, I/O peripherals, and custom hardware accelerators into a single FPGA (field-programmable gate array) device. In addition to the customized software, customized hardware can be developed and incorporated into the embedded system as well--allowing us to configure the soft-core processor, create tailored I/O interfaces, and develop specialized hardware accelerators for computation-intensive tasks. Utilizing an Altera FPGA prototyping board and its Nios II soft-core processor, Embedded SoPC Design with Nios II Processor and Verilog Examples takes a "learn by doing" approach to illustrate the hardware and software design and development process by including realistic projects that can be implemented and tested on the board. Emphasizing hardware design and integration throughout, the book is divided into four major parts: Part I covers HDL and synthesis of custom hardware Part II introduces the Nios II processor and provides an overview of embedded software development Part III demonstrates the design and development of hardware and software of several complex I/O peripherals, including a PS2 keyboard and mouse, a graphic video controller, an audio codec, and an SD (secure digital) card Part IV provides several case studies of the integration of hardware accelerators, including a custom GCD (greatest common divisor) circuit, a Mandelbrot set fractal circuit, and an audio synthesizer based on DDFS (direct digital frequency synthesis) methodology While designing and developing an embedded SoPC can be rewarding, the learning can be a long and winding journey. This book shows the trail ahead and guides readers through the initial steps to exploit the full potential of this

emerging methodology.

Digital Logic M. Rafiqzaman 2019-09-11 Digital Logic with an Introduction to Verilog and FPGA-Based Design provides basic knowledge of field programmable gate array (FPGA) design and implementation using Verilog, a hardware description language (HDL) commonly used in the design and verification of digital circuits. Emphasizing fundamental principles, this student-friendly textbook is an ideal resource for introductory digital logic courses. Chapters offer clear explanations of key concepts and step-by-step procedures that illustrate the real-world application of FPGA-based design. Designed for beginning students familiar with DC circuits and the C programming language, the text begins by describing of basic terminologies and essential concepts of digital integrated circuits using transistors. Subsequent chapters cover device level and logic level design in detail, including combinational and sequential circuits used in the design of microcontrollers and microprocessors. Topics include Boolean algebra and functions, analysis and design of sequential circuits using logic gates, FPGA-based implementation using CAD software tools, and combinational logic design using various HDLs with focus on Verilog.

International Encyclopedia of the Social & Behavioral Sciences James D. Wright 2015-03-26 Fully revised and updated, the second edition of the International Encyclopedia of the Social and Behavioral Sciences, first published in 2001, offers a source of social and behavioral sciences reference material that is broader and deeper than any other. Available in both print and online editions, it comprises over 3,900 articles, commissioned by 71 Section Editors, and includes 90,000 bibliographic references as well as comprehensive name and subject indexes. Provides authoritative, foundational, interdisciplinary knowledge across the wide range of behavioral and social sciences fields Discusses history, current trends and future directions Topics are cross-referenced with related topics and each article highlights further reading

RTL Hardware Design Using VHDL Pong P. Chu 2006-04-20 The skills and guidance needed to master RTL hardware design This book teaches readers how to systematically design efficient, portable, and scalable Register Transfer Level (RTL) digital circuits using the VHDL hardware description language and synthesis software. Focusing on the module-level design, which is composed of functional units, routing circuit, and storage, the book illustrates the relationship between the VHDL constructs and the underlying hardware components, and shows how to develop codes that faithfully reflect the module-level design and can be synthesized into efficient gate-level implementation. Several unique features distinguish the book:

- * Coding style that shows a clear relationship between VHDL constructs and hardware components
- * Conceptual

diagrams that illustrate the realization of VHDL codes

- * Emphasis on the code reuse
- * Practical examples that demonstrate and reinforce design concepts, procedures, and techniques
- * Two chapters on realizing sequential algorithms in hardware
- * Two chapters on scalable and parameterized designs and coding
- * One chapter covering the synchronization and interface between multiple clock domains

Although the focus of the book is RTL synthesis, it also examines the synthesis task from the perspective of the overall development process. Readers learn good design practices and guidelines to ensure that an RTL design can accommodate future simulation, verification, and testing needs, and can be easily incorporated into a larger system or reused. Discussion is independent of technology and can be applied to both ASIC and FPGA devices. With a balanced presentation of fundamentals and practical examples, this is an excellent textbook for upper-level undergraduate or graduate courses in advanced digital logic. Engineers who need to make effective use of today's synthesis software and FPGA devices should also refer to this book.

Contemporary Logic Design Randy H. Katz 1994 This text demonstrates state-of-the-art technologies for the design of modern logic circuits, including CAD tools, rapid prototyping and programmable logic devices. It provides practice in traditional techniques of logic design and includes examples of implementations from many CAD tools.

Digital Systems Design Using VHDL Charles H. Roth, Jr. 2016-12-05 Written for advanced study in digital systems design, Roth/John's DIGITAL SYSTEMS DESIGN USING VHDL, 3E integrates the use of the industry-standard hardware description language, VHDL, into the digital design process. The book begins with a valuable review of basic logic design concepts before introducing the fundamentals of VHDL. The book concludes with detailed coverage of advanced VHDL topics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Digital Logic Design Brian Holdsworth 2002-11-01 New, updated and expanded topics in the fourth edition include: EBCDIC, Grey code, practical applications of flip-flops, linear and shaft encoders, memory elements and FPGAs. The section on fault-finding has been expanded. A new chapter is dedicated to the interface between digital components and analog voltages. *A highly accessible, comprehensive and fully up to date digital systems text *A well known and respected text now revamped for current courses *Part of the Newnes suite of texts for HND/1st year modules