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Mathematical Foundations of Computer Science 1977 J. Gruska 1977-08

Databases Illuminated Catherine M. Ricardo 2015-08-31 Databases Illuminated, Third Edition Includes Navigate 2 Advantage Access combines database theory with a practical approach to database design and implementation. Strong pedagogical features, including accessible language, real-world examples, downloadable code, and engaging hands-on projects and lab exercises create a text with a unique combination of theory and student-oriented activities. Providing an integrated, modern approach to databases, Databases Illuminated, Third Edition is the essential text for students in this expanding field.

Popular Science 1987-03 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Focus on Computer Science Research Albert Tavidze 2004 The books in this series present leading-edge research in the field of computer research, technology and applications. Each contribution has been carefully selected for inclusion based on the significance of the research to the field. Summaries of all chapters are gathered at the beginning of the book and an in-depth index is presented to facilitate access.

Computer Science Handbook, Second Edition 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 chapters either new or significantly revised, the Computer Science Handbook, Second Edition is exactly the kind of reference you need. This rich collection of theory and practice fully characterizes the current state of the field and conveys the modern spirit, accomplishments, and direction of computer science. Highlights of the Second Edition: Coverage that reaches across all 11 subject areas of the discipline as defined in Computing Curricula 2001, now the standard taxonomy More than 70 chapters revised or replaced Emphasis on a more practical/applied approach to IT topics such as information management, net-centric computing, and human computer interaction More than 150 contributing authors--all recognized experts in their respective specialties New chapters on: cryptography computational chemistry computational astrophysics human-centered software development cognitive modeling transaction processing data compression scripting languages event-driven programming software architecture

Rechnerarchitektur : Von der digitalen Logik zum Parallelrechner Andrew S. Tanenbaum 2014

Algorithmen für Dummies John Paul Mueller 2017-09-18 Wir leben in einer algorithmenbestimmten Welt. Deshalb lohnt es sich zu verstehen, wie Algorithmen arbeiten. Das Buch präsentiert die wichtigsten Anwendungsgebiete für Algorithmen: Optimierung, Sortiervorgänge, Graphentheorie, Textanalyse, Hashfunktionen. Zu jedem Algorithmus werden jeweils Hintergrundwissen und praktische Grundlagen vermittelt sowie Beispiele für aktuelle Anwendungen gegeben. Für interessierte Leser gibt es Umsetzungen in Python, sodass die Algorithmen auch verändert und die

Auswirkungen der Veränderungen beobachtet werden können. Dieses Buch richtet sich an Menschen, die an Algorithmen interessiert sind, ohne eine Doktorarbeit zu dem Thema schreiben zu wollen. Wer es gelesen hat, versteht, wie wichtige Algorithmen arbeiten und wie man von dieser Arbeit beispielsweise bei der Entwicklung von Unternehmensstrategien profitieren kann.

Encyclopedia of Computer Science Edwin D. Reilly 1993 The reference of choice for everyone who works with computers, this manual has long been the only single-source volume reference to cover the entire field of computer science. The new edition will maintain this source as the #1 authority in the field, by providing valuable data on the most current computing systems, operating systems, and distributed computing environments. About 70 percent of the information has been revised--with nearly 175 completely new entries. The encyclopedia's renowned editorial board has made sure this databank encompasses everything from the history of electronic computing to the most current research in computer technology. 12-page color insert.

Homo sapiens Ray Kurzweil 1999-01 Inhaltsübersicht: Teil I. Die Vergangenheit unter der Lupe, Teil II. Die Vorbereitung der Gegenwart, Teil III: Blick in die Zukunft

Universal Algebra and Applications in Theoretical Computer Science Klaus Denecke 2002-01-18 Over the past 20 years, the emergence of clone theory, hyperequational theory, commutator theory and tame congruence theory has led to a growth of universal algebra both in richness and in applications, especially in computer science. Yet most of the classic books on the subject are long out of print and, to date, no other book has integrated these theories with the long-established work that supports them. Universal Algebra and Applications in Theoretical Computer Science introduces the basic concepts of universal algebra and surveys some of the newer developments in the field. The first half of the book provides a solid grounding in the core material. A leisurely pace, careful exposition, numerous examples, and exercises combine to form an introduction to the subject ideal for beginning graduate students or researchers from other areas. The second half of the book focuses on applications in theoretical computer science and advanced topics, including Mal'cev conditions, tame congruence theory, clones, and commutators. The impact of the advances in universal algebra on computer science is just beginning to be realized, and the field will undoubtedly continue to grow and mature. Universal Algebra and Applications in Theoretical Computer Science forms an outstanding text and offers a unique opportunity to build the foundation needed for further developments in its theory and in its computer science applications.

Selective Guide to Literature on Computer Science 1985

American Book Publishing Record 2005

Integrating the Web into Everyday Library Services Elizabeth R. Leggett 2015-09-28 Integrating the Web into Everyday Library Services: A Practical Guide for Librarians is designed to introduce the reader to advanced online research techniques by explaining the concepts behind a variety of modern technological innovations. It is written with the idea that the reader will need to conduct advanced research, help patrons conduct research, or teach classes about a variety of Internet-related topics.

Logic Programming I. Balbin 1985 Logic Programming was effectively defined as a discipline in the early seventies. It is only during the early to mid eighties that books, conferences and journals devoted entirely to Logic Programming began to appear. Consequently, much of the work done during this first crucial decade in Marseilles, Edinburgh, London, Budapest and Stockholm (to name a few) is often overlooked or difficult to trace. There are now two main regular conferences on Logic Programming, and at least five journals: The Journal of Logic Programming, New Generation Computing, Automated Reasoning, The Journal of Symbolic Computation, and Future Generation Computer Systems. Logic Programming, however, has its roots in Automated Theorem Proving and via the expanding area of expert systems, strongly influences researchers in such varied fields as Civil Engineering, Chemistry, Law, etc. Consequently, many papers related to Logic Programming appear in a wide variety of journals and proceedings of conferences in other disciplines. This is particularly true of Computer Science where a revolution is taking place in hardware design, programming languages, and more recently databases. One cannot overestimate the importance of such a bibliography.

Data Organization in Parallel Computers Harry A.G. Wijshoff 1989-01-31 The organization of data is clearly of great importance in the design of high performance algorithms and architectures. Although there are several landmark papers on this subject, no comprehensive treatment has

appeared. This monograph is intended to fill that gap. We introduce a model of computation for parallel computer architectures, by which we are able to express the intrinsic complexity of data organization for specific architectures. We apply this model of computation to several existing parallel computer architectures, e.g., the CDC 205 and CRAY vector-computers, and the MPP binary array processor. The study of data organization in parallel computations was introduced as early as 1970. During the development of the ILLIAC IV system there was a need for a theory of possible data arrangements in interleaved memory systems. The resulting theory dealt primarily with storage schemes also called skewing schemes for 2-dimensional matrices, i.e., mappings from a d-dimensional array to a number of memory banks. By means of the model of computation we are able to apply the theory of skewing schemes to various kinds of parallel computer architectures. This results in a number of consequences for both the design of parallel computer architectures and for applications of parallel processing.

An Introduction to Computer Science Jean-Paul Tremblay 1989 General literature -- Introductory and Survey.

Computer Science Illuminated Nell B. Dale 2013 This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

The Biology of Computer Life Geoffrey Leslie Simons 1985 The doctrine of computer life is not congenial to many people. Often they have not thought in any depth about the idea, and it necessarily disturbs their psychological and intellectual frame of reference: it forces a reappraisal of what it is to be alive, what it is to be human, and whether there are profound, yet unexpected, implications in the development of modern computers. There is abundant evidence to suggest that we are witnessing the emergence of a vast new family of life-forms on earth, organisms that are not based on the familiar metabolic chemistries yet whose manifest 'life credentials' are accumulating year by year. It is a mistake to regard biology as a closed science, with arbitrarily limited categories; and we should agree with Jacob (1974) who observed that 'Contrary to what is imagined, biology is not a unified science'. Biology is essentially concerned with living things, and we should be reluctant to assume that at anyone time our concept and understanding of life are complete and incapable of further refinement. And it seems clear that much of the continuing refinement of biological categories will be stimulated by advances in systems theory, and in particular by those advances that relate to the rapidly expanding world of computing and robotics. We should also remember what Pantin (1968) said in a different context: 'the biological sciences are unrestricted . . . and their investigator must be prepared to follow their problems into any other science whatsoever.

Optik Eugene Hecht 2009 Leser schätzen dieses Lehrbuch vor allem wegen seines ausgewogenen didaktischen Konzepts. Leicht verständlich erklärt es die Mathematik der Wellenbewegung und behandelt ausführlich sowohl klassische, als auch moderne Methoden der Optik. Ziel des Autors ist dabei, die Optik im Rahmen einiger weniger, übergreifender Konzepte zu vereinheitlichen, so dass Studierende ein in sich geschlossenes, zusammenhängendes Bild erhalten."

Great Ideas in Computer Science Alan W. Biermann 1990-01-01 Covers programming, text manipulation, computation, software engineering, circuits, transistors, machine architecture, language translation, program execution, parallel computation, noncomputability, and artificial intelligence.

JavaScript-Programmierung von Kopf bis Fuß Eric Freeman 2014-10 JavaScript-Programmierung von Kopf bis Fuß zeigt Ihnen alles — von den JavaScript-Grundlagen bis hin zu fortgeschrittenen Themen, wie Objekten, Funktionen und dem Document Object Model des Browsers. Sie werden nicht nur lesen. Sie werden spielen, Rätsel lösen, über Geheimnisse nachdenken und mit JavaScript

auf unvorstellbare Weise interagieren. Und Sie werden echten Code schreiben, sehr viel sogar, damit Sie bald anfangen können, Ihre eigenen Web-Applikationen zu bauen. In diesem Buch sind die neuesten Erkenntnisse der Kognitionswissenschaft und der Lerntheorie eingeflossen, um Ihnen das Lernen so einfach wie möglich zu machen. Statt einschläfernder Bleiwüsten verwendet dieses Buch eine Vielzahl von Abbildungen und Textstilen, die Ihnen das Wissen direkt ins Hirn spielen — und zwar so, dass es sitzt.

Intelligent Multimedia Computing Science Cyrus F. Nourani 2005 Intelligent Multimedia Computing Science is an interdisciplinary field combining the arts, sciences, artificial intelligence, computer science, mathematics, and the humanities. The field presented is deeply rooted in AI, mathematical logic and models, modern communications, computer, and human sciences. Academic digital media studies are at times a partnership among Arts and Sciences, Computer Science, and Mathematics. The new fields encompass the intelligent and cognitive aspects of media arts and sciences, exploring the technical, cognitive, and aesthetic bases to human multimedia intelligence and its computation, the applications to business intelligence, model discovery, data mines and intelligent data bases, and IT. The monograph is a technical and practical book to the popular audience, to the business minded professionals, and to all groups wanting to be on an intelligent bearing to the new field.

The Illustrated London News 1858

Image Processing for Computer Graphics Jonas Gomes 1997 Image processing is a central theme in computer graphics. This book provides a modern introduction to both the underlying mathematics and the main concepts and techniques of the subject. It covers important modern techniques such as morphing and warping images as well as dithering, compositing, and other operations on images.

Algorithmen in C Robert Sedgewick 1992

Mathematical Logic for Computer Science Zhongwan Lu 1998 Mathematical logic is essentially related to computer science. This book describes the aspects of mathematical logic that are closely related to each other, including classical logic, constructive logic, and modal logic. This book is intended to attend to both the peculiarities of logical systems and the requirements of computer science. In this edition, the revisions essentially involve rewriting the proofs, increasing the explanations, and adopting new terms and notations.

User-designed Computing Louis Schlueter 1982 This book examines the term 'real-time information' and distinguishes it as 'real-control information' while looking at the problems associated with computerizing real-control information, and making the end-user the architect of their own systems. This book explains how data-processing management can deliver large-scale, user-oriented computer services and yet effectively manage the related computer resources and provide system safety.

Current Issues in Parsing Technology Masaru Tomita 1990-12-31

Elements of Finite Model Theory Leonid Libkin 2004-07-02 Emphasizes the computer science aspects of the subject. Details applications in databases, complexity theory, and formal languages, as well as other branches of computer science.

Rechnerorganisation und Rechnerentwurf David Patterson 2016-05-24 Mit der deutschen Übersetzung zur fünfter Auflage des amerikanischen Klassikers Computer Organization and Design - The Hardware/Software Interface ist das Standardwerk zur Rechnerorganisation wieder auf dem neusten Stand - David A. Patterson und John L. Hennessy gewähren die gewohnten Einblicke in das Zusammenwirken von Hard- und Software, Leistungseinschätzungen und zahlreicher Rechnerkonzepte in einer Tiefe, die zusammen mit klarer Didaktik und einer eher lockeren Sprache den Erfolg dieses weltweit anerkannten Standardwerks begründen. Patterson und Hennessy achten darauf, nicht nur auf das "Wie" der dargestellten Konzepte, sondern auch auf ihr "Warum" einzugehen und zeigen damit Gründe für Veränderungen und neue Entwicklungen auf. Jedes der Kapitel steht für einen deutlich umrissenen Teilbereich der Rechnerorganisation und ist jeweils gleich aufgebaut: Eine Einleitung, gefolgt von immer tiefgreifenderen Grundkonzepten mit steigender Komplexität. Darauf eine aktuelle Fallstudie, "Fallstricke und Fehlschlüsse", Zusammenfassung und Schlussbetrachtung, historische Perspektiven und Literaturhinweise sowie Aufgaben. In der neuen Auflage sind die Inhalte in den Kapiteln 1-5 an vielen Stellen punktuell verbessert und aktualisiert, mit der Vorstellung neuerer Prozessoren worden, und der Kapitel 6... from Client to Cloud wurde stark überarbeitet Umfangreiches Zusatzmaterial (Werkzeuge mit

Tutorien etc.) steht Online zur Verfügung.

Catalog of Copyright Entries. Third Series Library of Congress. Copyright Office 1967 Includes Part 1, Number 1: Books and Pamphlets, Including Serials and Contributions to Periodicals (January - June)

Programming with Visual C++: Concepts and Projects James Allert 2008-02-20 Visual, interactive, and engaging projects are the hallmark of this innovative book that marks a rapid departure from traditional computer science texts. Programming in Visual C++: Concepts and Projects uses a graphical user interface (GUI) approach instead of the traditional console (plain text) mode, to provide a thorough introduction to computer science and C++ concepts that is highly visual and enjoyable for the reader. Because Visual C++ no longer requires advanced skills to produce GUIs, even beginning readers are able to produce attractive and functional GUIs within the first few chapters. Coverage includes a comprehensive introduction to programming basics, including control and data structures, as well as object-oriented programming. Straightforward and easy to understand, this is a valuable resource for anyone interested in a computer science book that is as fun as it is informative. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Neuropsychologische Begutachtung Wolfgang Hartje 2004-07 Die Begutachtung von Personen, die durch Unfälle oder Krankheiten eine Hirnschädigung erlitten haben, ist eine wichtige praxisrelevante Aufgabe der klinischen Neuropsychologie. Oft kann erst eine neuropsychologische Begutachtung die kognitiven und psychischen Funktionsstörungen aufklären und in ihrem Ausmaß richtig erfassen. Die neuropsychologische Begutachtung trägt hierdurch wesentlich zur Sachaufklärung und Entscheidungsfindung in den Verfahren der gesetzlichen oder privaten Unfallversicherungen, der Haftpflichtversicherungen, der Versorgungsämter, der gesetzlichen Rentenversicherung oder in Streitfällen zwischen den Versicherten und den Versicherungsträgern vor Gericht bei. Die Aufgabe der Begutachtung bereitet aber den in der klinischen Neuropsychologie Tätigen immer noch Schwierigkeiten. Das liegt vor allem daran, dass die für die Begutachtung notwendigen Kenntnisse und Fertigkeiten im Studium und in der praktischen Berufstätigkeit bisher meist nur beiläufig, wenn überhaupt, vermittelt werden. Dieser Band vermittelt als praxisorientierter Leitfaden die allgemeinen rechtlichen Rahmenbedingungen sowie Grundsätze der Begutachtungstätigkeit und legt die Besonderheiten der neuropsychologischen Begutachtung dar. Das Vorgehen bei der Begutachtung wird durch drei unterschiedliche Fallbeispiele aus der Gutachtenpraxis des Autors in einzelnen Schritten verdeutlicht. Der Band eignet sich auch für die Vermittlung der Begutachtungsaufgabe in der klinisch-neuropsychologischen Ausbildung.

Computer-Netzwerke Andrew S. Tanenbaum 1992-01

Physics for Computer Science Students Narciso Garcia 1991 This text is the product of several years' effort to fill an educational gap, namely, to teach computer scientists the fundamental physics of how a computer works. The book starts with many of the topics of a standard introductory physics course, but with the topics selected and presented in a way to be of use in the second half, which develops the physics of electronic devices. In particular, these chapters cover the fundamentals of quantum mechanics, multi-electron systems, crystal structure, semiconductor devices, and logic circuits. The mathematical complexities are alleviated by intuitive physical arguments. Students are encouraged to use their own programming skills to solve problems. An instructor's manual is available from the authors.

Logic for Computer Scientists Uwe Schöning 1994-07-15 This book introduces the notions and methods of formal logic from a computer science standpoint, covering propositional logic, predicate logic, and foundations of logic programming. The classic text is replete with illustrative examples and exercises. It presents applications and themes of computer science research such as resolution, automated deduction, and logic programming in a rigorous but readable way. The style and scope of the work, rounded out by the inclusion of exercises, make this an excellent textbook for an advanced undergraduate course in logic for computer scientists.

Dictionary of Computer Science, Engineering and Technology Philip A. Laplante 2000-12-21 A complete lexicon of technical information, the Dictionary of Computer Science, Engineering, and Technology provides workable definitions, practical information, and enhances general computer science and engineering literacy. It spans various disciplines and industry sectors such as: telecommunications, information theory, and software and hardware systems. If you work with, or

write about computers, this dictionary is the single most important resource you can put on your shelf. The dictionary addresses all aspects of computing and computer technology from multiple perspectives, including the academic, applied, and professional vantage points. Including more than 8,000 terms, it covers all major topics from artificial intelligence to programming languages, from software engineering to operating systems, and from database management to privacy issues. The definitions provided are detailed rather than concise. Written by an international team of over 80 contributors, this is the most comprehensive and easy-to-read reference of its kind. If you need to know the definition of anything related to computers you will find it in the Dictionary of Computer Science, Engineering, and Technology.

Java Illuminated Anderson 2018-01-15 Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest.

Introduction to Computer Science Thomas C. Bartee 1975

The Art and Science of Computer Animation Stuart Mealing 1998 Computer animation is presented in a different, stimulating form. An introduction is provided to specialised techniques that draws on an audience from among students and practitioners in animation, graphic design and computer science.