Advanced Circuit Simulation Using Multisim Workbench

This book, Oscillators and Advanced Electronics Topics, is the final book of a larger, four-book set, Fundamentals of Electronics. It consists of five chapters that further develop practical electronic applications based on the fundamental principles developed in the first three books. This book begins by extending the principles of electronic feedback circuits to linear oscillator circuits. The second chapter explores non-linear oscillation, waveform generation, and waveshaping. The third chapter focuses on providing clean, reliable power for electronic applications where voltage regulation and transient suppression are the focus. Fundamentals of communication circuitry form the basis for the fourth chapter with voltage-controlled oscillators, mixers, and phase-lock loops being the primary focus. The final chapter expands upon early discussions of logic gate operation (introduced in Book 1) to explore gate speed and advanced gate topologies. Fundamentals of Electronics has been designed primarily for use in upper division courses in electronics for electrical engineering students and for working professionals. Typically such courses span a full academic year plus an additional semester or quarter. As such, Oscillators and Advanced Electronics Topics and the three companion book of Fundamentals of Electronics form an appropriate body of material for such courses.

A supplementary manual for use throughout the continuum of freshman/senior-level electronics courses in Engineering and Engineering Technology. The first text on the market that teaches how to use the Electronics Workbench MultiSIM software, this most in-depth manual contains step-by-step screen captures that show how to create a circuit, how to run different analyses, and how to obtain the results from those analyses, so that students can work on their own with limited instructor contact. It contains topics that will be useful throughout students' careers, making it an invaluable reference work; it features simulations of the same circuits using both the MultiSIM Virtual Lab and SPICE analyses to show students the connection between circuit operation, lab measurements, and SPICE simulation results. NOTE: This book does not include a CD

This book constitutes the proceedings of the 5th International Conference on e-Learning, e-Education, and Online Training, eLEOT 2019, held in Kunming, China, in August 2019. The 46 revised full papers presented were carefully reviewed and selected from 99 submissions. They focus on most recent and innovative trends in this broad area, ranging from distance education to collaborative learning, from interactive learning environments to the modelling of STEM (Science, Technology, Mathematics, Engineering) curricula.

Compared to binary switching functions, the multiple-valued functions (MV) offer more compact representations of the information content of signals modeled by logic functions and, therefore, their use fits very well in the general settings of data compression attempts and approaches. The first task in dealing with such signals is to provide mathematical methods for their representation in a way that will make their application in practice feasible. Representation of Multiple-Valued Logic Functions is aimed at providing an accessible introduction to these mathematical techniques that are necessary for application of related implementation methods and tools. This book presents in a uniform way different representations of multiple-valued logic functions, including functional expressions, spectral representations on finite Abelian groups, and their graphical counterparts (various related decision diagrams). Three-valued, or ternary functions, are traditionally used as the first extension from the binary case. They have a good feature that the ratio between the number of bits and the number of different values that can be encoded with the specified number of bits is favourable for ternary functions. Four-valued functions, also called quaternary functions, are particularly attractive, since in practical realization within today prevalent binary circuits environment, they may be easy coded by binary values and realized with two-stable state circuits. At the same time, there is much more considerable advent in design of four-valued logic circuits than for other p-valued functions. Therefore, this book is written using a hands-on approach such that after introducing the general and necessarily abstract background theory, the presentation is based on a large number of examples for ternary and quaternary functions that should provide an intuitive understanding of various representation methods and the interconnections among them. Table of Contents: Multiple-Valued Logic Functions / Functional Expressions for Multiple-Valued Functions / Spectral Representations of Multiple-Valued Functions / Decision Diagrams for Multiple-Valued Functions / Fast Calculation Algorithms

Amplifiers: Analysis and Design

Crafting Electronic Systems with BeagleBone Black, Second Edition

Arduino II

Arduino Microcontroller Processing for Everyone!

Applications of Zero-Suppressed Decision Diagrams

Fundamentals of Electronics: Book 2

The Boolean Differential Calculus (BDC) is a very powerful theory that extends the structure of a Boolean Algebra significantly. Based on a small number of definitions, many theorems have been proven. The available operations have been efficiently implemented in several software packages. There is a very wide field of applications. While a Boolean Algebra is focused on values of logic functions, the BDC allows the evaluation of changes of function values. Such changes can be explored for pairs of function values as well as for whole subspaces. Due to the same basic data structures, the BDC can be applied to any task described by logic functions and equations together with the Boolean Algebra. The BDC can be widely used for the analysis, synthesis, and testing of digital circuits. Generally speaking, a Boolean differential equation (BDE) is an equation in which elements of the BDC appear. It includes variables, functions, and derivative operations of these functions. The solution of such a BDE is a set of Boolean functions. This is a significant extension of Boolean equations, which have sets of Boolean vectors as solutions. In the simplest BDE a derivative operation of the BDC on the left-hand side is equal to a logic function on the right-hand side. The solution of such a simple BDE means to execute an operation which is inverse to the given derivative. BDEs can be applied in the same fields as the BDC, however, their possibility to express sets of Boolean functions extends the application field significantly.

From discrete components, to linear integrated circuits, to programmable analog devices, this popular, up-to-date devices book takes a strong systems approach that identifies the circuits and components within a system, and helps learners see how the circuit relates to the overall system function. Floyd is well known for straightforward, understandable explanations of complex concepts, as well as for non-technical, on-target treatment of mathematics. Coverage is carefully balanced between discrete and integrated circuits, while extensive use of examples and graphical illustrations makes even complex concepts understandable. In-depth discussions involve programmable analog devices, advanced integrated circuits, optical topics, and enhanced system applications. Also included– strong coverage of troubleshooting; hundreds of full-color photographs, illustrations, and system schematics; over 160 worked examples; 1400 exercises; and extensive problems using Multisim circuit simulation. For electronic engineers.

A zero-suppressed decision diagram (ZDD) is a data structure to represent objects that typically contain many zeros. Applications include combinatorial problems, such as graphs, circuits, faults, and data mining. This book consists of four chapters on the applications of ZDDs. The first chapter by Alan Mishchenko introduces the ZDD. It compares ZDDs to BDDs, showing why a more compact representation is usually achieved in a ZDD. The focus is on sets of subsets and on sum-of-products (SOP) expressions. Methods to generate all the prime implicants (PIs), and to generate irredundant SOPs are shown. A list of papers on the applications of ZDDs is also presented. In the appendix, ZDD procedures in the CUDD package are described. The second chapter by Tsutomu Sasao shows methods to generate PIs and irredundant SOPs using a divide and conquer method. This chapter helps the reader to understand the methods presented in the first chapter. The third chapter by Shin-Ichi Minato introduces the ""frontier-based"" method that efficiently enumerates certain subsets of a graph. The final chapter by Shinobu Nagayama shows a method to match strings of characters. This is important in routers, for example, where one must match the address information of an internet packet to the proprer output port. It shows that ZDDs are more compact than BDDs in solving this important problem. Each chapter contains exercises, and the appendix contains their solutions. Table of Contents: Preface / Acknowledgments / Introduction to Zero-Suppressed Decision Diagrams / Efficient Generation of Prime Implicants and Irredundant Sum-of-Products Expressions / The Power of Enumeration--BDD/ZDD-Based Algorithms for Tackling Combinatorial Explosion / Regular Expression Matching Using Zero-Suppressed Decision Diagrams / Authors' and Editors' Biographies / Index

This book, Amplifiers: Analysis and Design, is the second of four books of a larger work, Fundamentals of Electronics. It is comprised of four chapters that describe the fundamentals of amplifier performance. Beginning with a review of two-port analysis, the first chapter introduces the modeling of the response of transistors to AC signals. Basic one-transistor amplifiers are extensively discussed. The next chapter expands the discussion to multiple transistor amplifiers. The coverage of simple amplifiers is concluded with a chapter that examines power amplifiers. This discussion defines the limits of small-signal analysis and explores the realm where these simplifying assumptions are no longer valid and distortion becomes present. The final chapter concludes the book with the first of two chapters in Fundamental of Electronics on the significant topic of feedback amplifiers. Fundamentals of Electronics has been designed primarily for use in an upper division course in electronics for electrical engineering students. Typically such a course spans a full academic years consisting of two semesters or three quarters. As such, Amplifiers: Analysis and Design, and two other books, Electronic Devices and Circuit Applications, and Active Filters and Amplifier Frequency Response, form an appropriate body of material for such a course. Secondary applications include the use with Electronic Devices and Circuit Applications in a one-semester electronics course for engineers or as a reference for practicing engineers.

A Concise, Conceptual Tutorial

Modeling Digital Switching Circuits with Linear Algebra

Fundamentals of Electronics: Book 4

Theory and Practice

Bad to the Bone

5th EAI International Conference, eLEOT 2019, Kunming, China, August 18–19, 2019, Proceedings

This textbook provides practicing scientists and engineers a primer on the Atmel AVR microcontroller. In this second edition we highlight the popular ATmega164 microcontroller and other pin-for-pin controllers in the family with a complement of flash memory up to 128 kbytes. The second edition also adds a chapter on embedded system design fundamentals and provides extended examples on two different autonomous robots. Our approach is to provide the fundamental skills to quickly get up and operating with this internationally popular microcontroller. We cover the main subsystems aboard the ATmega164, providing a theory section followed by a description of the related microcontroller subsystem with accompanying hardware and software to exercise the subsystem. In all examples, we use the C programming language. We include a detailed chapter describing how to interface the microcontroller to a wide variety of input and output devices and conclude with several system level examples. Table of Contents: Atmel AVR Architecture Overview / Serial Communication Subsystem / Analog-to-Digital Conversion / Interrupt Subsystem / Timing Subsystem / Atmel AVR Operating Parameters and Interfacing / Embedded Systems Design

Three chapters emphasize IC design, with SPICE simulations integrated into each one. * Concise, streamlined presentation of topics.

This book is about the Arduino microcontroller and the Arduino concept. The visionary Arduino team of Massimo Banzi, David Cuartielles, Tom Igoe, Gianluca Martino, and David Mellis launched a new innovation in microcontroller hardware in 2005, the concept of open-source hardware. Their approach was to openly share details of microcontroller-based hardware design platforms to stimulate the sharing of ideas and promote innovation. This concept has been popular in the software world for many years. In June 2019, Joel Claypool and I met to plan the fourth edition of Arduino Microcontroller Processing for Everyone! Our goal has been to provide an accessible book on the rapidly evolving world of Arduino for a wide variety of audiences including students of the fine arts, middle and senior high school students, engineering design students, and practicing scientists and engineers. To make the book even more accessible to better serve our readers, we decided to change our approach and provide a series of smaller volumes. Each volume is written to a specific audience. This book, Arduino III: Internet of Things, explores Arduino applications in the fascinating and rapidly evolving world of the Internet of Things. Arduino I: Getting Started provides an introduction to the Arduino concept. Arduino II: Systems, is a detailed treatment of the ATmega328 processor and an introduction to C programming and microcontroller-based systems design.

This book, Active Filters and Amplifier Frequency Response, is the third of four books of a larger work, Fundamentals of Electronics. It is comprised of three chapters that describe the frequency dependent response of electronic circuits. This book begins with an extensive tutorial on creating and using Bode Diagrams that leads to the modeling and design of active filters using operational amplifiers. The second chapter starts by focusing on bypass and coupling capacitors and, after introducing high-frequency modeling of bipolar and field-effect transistors, extensively develops the high- and low-frequency response of a variety of common electronic amplifiers. The final chapter expands the frequency-dependent discussion to feedback amplifiers, the possibility of instabilities, and remedies for good amplifier design. Fundamentals of Electronics has been designed primarily for use in an upper division course in electronics for electrical engineering students and for working professionals. Typically such a course spans a full academic year consisting of two semesters or three quarters. As such, Active Filters and Amplifier Frequency Response, and the first two books in the series, Electronic Devices and Circuit Applications, and Amplifiers: Analysis and Design, form an appropriate body of material for such a course.

Programming the ARM® Cortex®-M4-based STM32F4 Microcontrollers with Simulink®

Synthesis of Quantum Circuits vs. Synthesis of Classical Reversible Circuits

Microcontroller Programming and Interfacing with Texas Instruments MSP430FR2433 and MSP430FR5994

Proceedings of the International Conference on Advanced Materials and Engineering Structural Technology (ICAMEST 2015), April 25-26, 2015, Qingdao, China

Programming and Interfacing, Third Edition

Second Edition

While most texts focus on how and why electric circuits work, The Analysis and Design of Linear Circuits taps into engineering students' desire to explore, create, and put their learning into practice. Students from across disciplines will gain a practical, in-depth understanding of the fundamental principles underlying so much of modern, everyday technology. Early focus on the analysis, design, and evaluation of electric circuits promotes the development of design intuition by allowing students to test their designs in the context of real-world constraints and practical situations. This updated Ninth Edition features an emphasis on the use of computer software, including Excel, MATLAB, and Multisim, building a real-world problem-solving style that reflects that of practicing engineers. Software skills are integrated with examples and exercises throughout the text, and coverage of circuit design and evaluation, frequency response, mutual inductance, ac power circuits, and other central topics has been revised for clarity and ease of understanding. With an overarching goal of instilling smart judgement surrounding design problems and innovative solutions, this unique text provides inspiration and motivation alongside an essential knowledge base.

This volume presents the main results of 2011 International Conference on Electronic Engineering, Communication and Management (EECM2011) held December 24-25, 2011, Beijing China. The EECM2011 is an integrated conference providing a valuable opportunity for researchers, scholars and scientists to exchange their ideas face to face together. The main focus of the EECM 2011 and the present 2 volumes "Advances in Electronic Engineering, Communication and Management" is on Power Engineering, Electrical engineering applications, Electrical machines, as well as Communication and Information Systems Engineering. This volume presents the main results of 2011 International Conference on Electronic Engineering, Communication and Management (EECM2011) held December 24-25, 2011, Beijing China. The EECM2011 is an integrated conference providing a valuable opportunity for researchers, scholars and scientists to exchange their ideas face to face together. The main focus of the EECM 2011 and the present 2 volumes "Advances in Electronic Engineering, Electrical engineering applications, Electrical machines, as well as Communication and Information Systems Engineering.

BeagleBone Black is a low-cost, open hardware computer uniquely suited to interact with sensors and actuators directly and over the Web. Introduced in April 2013 by BeagleBoard.org, a community of developers first established in early 2008, BeagleBone Black is used frequently to build vision-enabled robots, home automation systems, artistic lighting systems, and countless other do-it-yourself and professional projects. BeagleBone variants include the original BeagleBone and the newer BeagleBone Black, both hosting a powerful 32-bit, super-scalar ARM Cortex A8 processor capable of running numerous mobile and desktop-capable operating systems, typically variants of Linux including Debian, Android, and Ubuntu. Yet, BeagleBone is small enough to fit in a small mint tin box. The "Bone" may be used in a wide variety of projects from middle school science fair projects to senior design projects to first prototypes of very complex systems. Novice users may access the power of the Bone through the user-friendly BoneScript software, experienced through a Web browser in most major operating systems, including Microsoft Windows, Apple Mac OS X, or the Linux operating systems. Seasoned users may take full advantage of the Bone's power using the underlying Linux-based operating system, a host of feature extension boards (Capes) and a wide variety of Linux community open source libraries. This book provides an introduction to this powerful computer and has been designed for a wide variety of users including the first time novice through the seasoned embedded system design professional. The book contains background theory on system operation coupled with many well-documented, illustrative examples. Examples for novice users are centered on motivational, fun robot projects while advanced projects follow the theme of assistive technology and image-processing applications.

This book is about the Arduino microcontroller and the Arduino concept. The visionary Arduino team of Massimo Banzi, David Cuartielles, Tom Igoe, Gianluca Martino, and David Mellis launched a new innovation in microcontroller hardware in 2005, the concept of open-source hardware. Their approach was to openly share details of microcontroller-based hardware design platforms to stimulate the sharing of ideas and promote innovation. This concept has been popular in the software world for many years. In June 2019, Joel Claypool and I met to plan the fourth edition of Arduino Microcontroller Processing for Everyone! Our goal has been to provide an accessible book on the rapidly evolving world of Arduino for a wide variety of audiences including students of the fine arts, middle and senior high school students, engineering design students, and practicing scientists and engineers. To make the book even more accessible to better serve our readers, we decided to change our approach and provide a series of smaller volumes. Each volume is written to a specific audience. This book, Arduino II: Systems, is a detailed treatment of the ATmega328 processor and an introduction to C programming and microcontroller-based systems design. Arduino I: Getting Started provides an introduction to the Arduino concept. Arduino III: the Internet of Things explores Arduino applications in the Internet of Things (IoT).

Advanced Materials and Structural Engineering

Fundamentals of Electronic Circuit Design, Getting Started: MultiSim Textbook Edition

Electron Flow Version

Introduction to Noise-Resilient Computing

Advanced Circuit Simulation using Multisim Workbench

Computer Simulated Experiments for Electronic Devices Using Electronics Workbench Multisim

At first sight, quantum computing is completely different from classical computing. Nevertheless, a link is provided by reversible computation. Whereas an arbitrary quantum circuit, acting on ?? qubits, is described by an ?? × ?? unitary matrix with ??=2??, a reversible classical circuit, acting on ?? bits, is described by a 2?? × 2?? permutation matrix. The permutation matrices are studied in group theory of finite groups (in particular the symmetric group ????); the unitary matrices are discussed in group theory of continuous groups (a.k.a. Lie groups, in particular the unitary group U(??)). Both the synthesis of a reversible logic circuit and the synthesis of a quantum logic circuit take advantage of the decomposition of a matrix: the former of a permutation matrix, the latter of a unitary matrix. In both cases the decomposition is into three matrices. In both cases the decomposition is not unique.

This book provides a thorough introduction to the Texas Instruments MSP430TM microcontroller. The MSP430 is a 16-bit reduced instruction set (RISC) processor that features ultra-low power consumption and integrated digital and analog hardware. Variants of the MSP430 microcontroller have been in production since 1993. This provides for a host of MSP430 products including evaluation boards, compilers, software examples, and documentation. A thorough introduction to the MSP430 line of microcontrollers, programming techniques, and interface concepts are provided along with considerable tutorial information with many illustrated examples. Each chapter provides laboratory exercises to apply what has been presented in the chapter. The book is intended for an upper level undergraduate course in microcontrollers or mechatronics but may also be used as a reference for capstone design projects. Also, practicing engineers already familiar with another microcontroller, who require a quick tutorial on the microcontroller, will find this book very useful. This second edition introduces the MSP–EXP430FR5994 and the MSP430–EXP430FR2433 LaunchPads. Both LaunchPads are equipped with a variety of peripherals and Ferroelectric Random Access Memory (FRAM). FRAM is a nonvolatile, low-power memory with functionality similar to flash memory.

Advanced Circuit Simulation using Multisim WorkbenchMorgan & Claypool Publishers

This book provides a thorough introduction to the Texas Instruments MPS432TM microcontroller. The MPS432 is a 32-bit processor with the ARM Cortex M4F architecture and a built-in floating point unit. At the core, the MSP432 features a 32-bit ARM Cortex-M4F CPU, a RISC-architecture processing unit that includes a built-in DSP engine and a floating point unit. As an extension of the ultra-low-power MSP microcontroller family, the MSP432 features ultra-low power consumption and integrated digital and analog hardware peripherals. The MSP432 is a new member to the MSP family. It provides for a seamless transition to applications requiring 32-bit processing at an operating frequency of up to 48 MHz. The processor may be programmed at a variety of levels with different programming languages including the user-friendly Energia rapid prototyping platform, in assembly language, and in C. A number of C programming options are also available to developers, starting with register-level access code where developers can directly configure the device's registers, to Driver Library, which provides a standardized set of application program interfaces (APIs) that enable software developers to quickly manipulate various peripherals available on the device. Even higher abstraction layers are also available, such as the extremely user-friendly Energia platform, that enables even beginners to quickly prototype an application on MSP432. The MSP432 LaunchPad is supported by a host of technical data, application notes, training modules, and software examples. All are encapsulated inside one handy package called MSPWare, available as both a stand-alone download package as well as on the TI Cloud development site: dev.ti.com The features of the MSP432 may be extended with a full line of BoosterPack plug-in modules. The MSP432 is also supported by a variety of third party modular sensors and software compiler companies. In the back, a thorough introduction to the MPS432 line of microcontrollers, programming techniques, and interface concepts are provided along with considerable tutorial information with many illustrated examples. Each chapter provides laboratory exercises to apply what has been presented in the chapter. The book is intended for an upper level undergraduate course in microcontrollers or mechatronics but may also be used as a reference for capstone design projects. Practicing engineers already familiar with another microcontroller, who require a quick tutorial on the microcontroller, will also find this book very useful. Finally, middle school and high school students will find the MSP432 highly approachable via the Energia rapid prototyping system.

Microcontroller Programming and Interfacing with Texas Instruments MSP430FR2433 and MSP430FR5994 – Part I

Systems

Advances in Chaos Theory and Intelligent Control

Advanced Circuit Simulation Using Multisim Workbench

Circuit Analysis with Multisim

Microchip AVR® Microcontroller Primer

This textbook provides a compact but comprehensive treatment that guides students through the analysis of circuits, using NI MultisimTM and MATLAB®. Ideal as a hands-on source for courses in Circuits, Electronics, Digital Logic and Power Electronics this text focuses on solving problems using market-standard software, corresponding to all key concepts covered in the classroom. The author uses his extensive classroom experience to guide students toward deeper understanding of key concepts, while they gain facility with software they will need to master for later studies and practical use in their engineering careers.

The book reports on the latest advances in and applications of chaos theory and intelligent control. Written by eminent scientists and active researchers and using a clear, matter-of-fact style, it covers advanced theories, methods, and applications in a variety of research areas, and explains key concepts in modeling, analysis, and control of chaotic and hyperchaotic systems. Topics include fractional chaotic systems, chaos control, chaos synchronization, memristors, jerk circuits, chaotic systems with hidden attractors, mechanical and biological chaos, and circuit realization of chaotic systems. The book further covers fuzzy logic controllers, evolutionary algorithms, swarm intelligence, and petri nets among other topics. Not only does it provide the readers with chaos fundamentals and intelligent control-based algorithms; it also discusses key applications of chaos as well as multidisciplinary solutions developed via intelligent control. The book is a timely and comprehensive reference guide for graduate students, researchers, and practitioners in the areas of chaos theory and intelligent control.

Modeling Digital Switching Circuits with Linear Algebra describes an approach for modeling digital information and circuitry that is an alternative to Boolean algebra. While the Boolean algebraic model has been wildly successful and is responsible for many advances in modern information technology, the approach described in this book offers new insight and different ways of solving problems. Modeling the bit as a vector instead of a scalar value in the set {0, 1} allows digital circuits to be characterized with transfer functions in the form of a linear transformation matrix. The use of transfer functions is ubiquitous in many areas of engineering and their rich background in linear systems theory and signal processing is easily applied to digital switching circuits with this model. The common tasks of circuit simulation and justification are specific examples of the application of the linear algebraic model and are described in detail. The advantages offered by the new model as compared to traditional methods are emphasized throughout the book. Furthermore, the new approach is easily generalized to other types of information processing circuits such as those based upon multiple-valued or quantum logic; thus providing a unifying mathematical framework common to each of these areas. Modeling Digital Switching Circuits with Linear Algebra provides a blend of theoretical concepts and practical issues involved in implementing the method for circuit design tasks. Data structures are described and are shown to not require any more resources for representing the underlying matrices and vectors than those currently used in modern electronic design automation (EDA) tools based on the Boolean model. Algorithms are described that perform simulation, justification, and other common EDA tasks in an efficient manner that are competitive with conventional design tools. The linear algebraic model can be used to implement common EDA tasks directly upon a structural netlist thus avoiding the intermediate step of transforming a circuit description into a representation of a set of switching functions as is commonly the case when conventional Boolean techniques are used. Implementation results are provided that empirically demonstrate the practicality of the linear algebraic model.

The ICAMEST 2015 Conference covered new developments in advanced materials and engineering structural technology. Applications in civil, mechanical, industrial and material science are covered in this book. Providing high-quality, scholarly research, addressing developments, applications and implications in the field of structural health monitoring, construction safety and management, sensors and measurements. This volume contains new models for nonlinear structural analysis and applications of modeling identification. Furthermore, advanced chemical materials are discussed with applications in mechanical and civil engineering and for the maintenance of new materials. In addition, a new system of pressure regulating and water conveyance based on small and middle hydropower stations is discussed. An experimental investigation of the ultimate strength and behavior of the three types of steel tubular K-joints was presented. Furthermore, real-time and frequency linear and nonlinear modeling performance of materials of structures contents were concluded with the notion of a fully brittle material, and this approach is implemented in the book by outlining a finite-element method for the prediction of the construction performance and cracking patterns of arbitrary structural concrete forms. This book is an ideal reference for practicing engineers in material, mechanical and civil engineering and consultants (design, construction, maintenance), and can also be used as a reference for students in mechanical and civil engineering courses.

Getting Started

Boolean Differential Equations

Boolean Differential Calculus

Fundamentals of Electronics

Arduino I

Oscillators and Advanced Electronics Topics

The Boolean Differential Calculus (BDC) is a very powerful theory that extends the basic concepts of Boolean Algebras significantly. Its applications are based on Boolean spaces and n, Boolean operations, and basic structures such as Boolean Algebras and Boolean Rings, Boolean functions, Boolean equations, Boolean inequalities, incompletely specified Boolean functions, and Boolean lattices of Boolean functions. These basics, sometimes also called switching theory, are widely used in many modern information processing applications. The BDC extends the known concepts and allows the consideration of changes of function values. Such changes can be explored for pairs of function values as well as for whole subspaces. The BDC defines a small number of derivative and differential operations. Many existing theorems are very welcome and allow new insights due to possible transformations of problems. The available operations of the BDC have been efficiently implemented in several software packages. The common use of the basic concepts and the BDC opens a very wide field of applications. The roots of the BDC go back to the practical problem of testing digital circuits. The BDC deals with changes of signals which are very important in applications of the analysis and the synthesis of digital circuits. The comprehensive evaluation and utilization of properties of Boolean functions allow, for instance, to decompose Boolean functions very efficiently; this can be applied not only in circuit design, but also in data mining. Other examples for the use of the BDC are the detection of hazards or cryptography. The knowledge of the BDC gives the scientists and engineers an extended insight into Boolean problems leading to new applications, e.g., the use of Boolean lattices of Boolean functions.

This textbook provides practicing scientists and engineers a primer on the Microchip AVR® microcontroller. The revised title of this book reflects the 2016 Microchip Technology acquisition of Atmel Corporation. In this third edition we highlight the popular ATmega164 microcontroller and other pin-for-pin controllers in the family with a complement of flash memory up to 128 KB. The third edition also provides an update on Atmel Studio, programming with a USB pod, the gcc compiler, the ImageCraft JumpStart C for AVR compiler, the Two-Wire Interface (TWI), and multiple examples at both the subsystem and system level. Our approach is to provide readers with the fundamental skills to quickly set up and operate with this internationally popular microcontroller. We cover the main subsystems aboard the ATmega164, providing a short theory section followed by a description of the related microcontroller subsystem with accompanying hardware and software to operate the subsystem. In all examples, we use the C programming language. We include a detailed chapter describing how to interface the microcontroller to a wide variety of input and output devices and conclude with several system level examples including a special effects light-emitting diode cube, autonomous robots, a multi-function weather station, and a motor speed control system.

Noise abatement is the key problem of small-scaled circuit design. New computational paradigms are needed -- as these circuits shrink, they become very vulnerable to noise and soft errors. In this lecture, we present a probabilistic computation framework for improving the resiliency of logic gates and circuits under random conditions induced by voltage or current fluctuation. Among many probabilistic techniques for modeling such devices, only a few models satisfy the requirements of efficient hardware implementation -- specifically, Boltzman machines and Markov Random Field (MRF) models. These models have similar built-in noise-immunity characteristics based on feedback mechanisms. In probabilistic models, the values 0 and 1 of logic functions are replaced by degrees of beliefs that these values occur. An appropriate metric for degree of belief is probability. We discuss various approaches for noise-resilient logic gate design, and propose a novel design taxonomy based on implementation of the MRF model by a new type of binary decision diagram (BDD), called a cyclic BDD. In this approach, logic gates and circuits are designed using 2-to-1 bi-directional switches. Such circuits are often modeled using Shannon expansions with the corresponding graph-based implementation, BDDs. Simulation experiments are reported to show the noise immunity of the proposed structures. Audiences who may benefit from this lecture include graduate students taking classes on advanced computing device design, and academic and industrial researchers. Table of Contents: Introduction to probabilistic computation models / Nanoscale circuits and fluctuation problems / Estimators and Metrics / MRF Models of Logic Gates / Neuromorphic models / Noise-tolerance via error correcting / Conclusion and future work

Multisim is now the de facto standard for circuit simulation. It is a SPICE-based circuit simulator which combines analog, discrete-time, and mixed-mode circuits. In addition, it is the only simulator which incorporates microcontroller simulation in the same environment. It also includes a tool for printed circuit board design. Advanced Circuit Simulation Using Multisim Workbench is a companion book to Circuit Analysis Using Multisim, published by Morgan & Claypool in 2011. This new book covers advanced analyses and the creation of models and subcircuits. It also includes coverage of transmission lines, the special elements which are used to connect components in PCBs and integrated circuits. Finally, it includes a description of Ultiboard, the tool for PCB creation from a circuit description in Multisim. Both books completely cover most of the important features available for a successful circuit simulation with Multisim. Table of Contents: Models and Subcircuits / Transmission Lines / Other Types of Analyses / Simulating Microcontrollers / PCB Design With Ultiboard

Representations of Multiple-Valued Logic Functions

Index Generation Functions

Embedded Systems Design with the Texas Instruments MSP432 32-bit Processor

Internet of Things

Active Filters and Amplifier Frequency Response

Electric Circuits

This book is about the Arduino microcontroller and the Arduino concept. The visionary Arduino team of Massimo Banzi, David Cuartielles, Tom Igoe, Gianluca Martino, and David Mellis launched a new innovation in microcontroller hardware in 2005, the concept of open source hardware. Their approach was to openly share details of microcontroller-based hardware design platforms to stimulate the sharing of ideas and promote innovation. This concept has been popular in the software world for many years. This book is intended for a wide variety of audiences including students of the fine arts, middle and senior high school students, engineering design students, and practicing scientists and engineers. To meet this wide audience, the book has been divided into sections to satisfy the need of each reader. The book contains many software and hardware examples to assist the reader in developing a wide variety of systems. The book covers two different Arduino products: the Arduino UNO R3 equipped with the Atmel ATmega328 and the Arduino Mega 2560 equipped with the Atmel ATmega2560. The third edition has been updated with the latest on these two processing boards, changes to the Arduino Development Environment and multiple extended examples.

Simulation of Software Tools for Electrical Systems: Theory and Practice offers engineers and students what they need to update their understanding of software tools for electric systems, along with guidance on a variety of tools on which to model electrical systems—from device level to system level. The book uses MATLAB, PSIM, Pspice and PSCAD to discuss how to build simulation models of electrical systems that assist in the practice or implementation of simulation software tools in switches, circuits, controllers, instruments and automation system design. In addition, the book covers power electronic switches and FACTS controller device simulation model building with the use of Labview and PLC for industrial automation, process control, monitoring and measurement in electrical systems and hybrid optimization software HOMER is presented for researchers in renewable energy systems. Includes interactive content for numerical computation, visualization and programming for learning the software tools related to electrical sciences Identifies complex and difficult topics illustrated by useable examples Analyzes the simulation of electrical systems, hydraulic, and pneumatic systems using different software, including MATLAB, LABVIEW, MULTISIM, AUTOSIM and PSCAD

This book is about the Arduino microcontroller and the Arduino concept. The visionary Arduino team of Massimo Banzi, David Cuartielles, Tom Igoe, Gianluca Martino, and David Mellis launched a new innovation in microcontroller hardware in 2005, the concept of open-source hardware. Their approach was to openly share details of microcontroller-based hardware design platforms to stimulate the sharing of ideas and promote innovation. This concept has been popular in the software world for many years. In June 2019, Joel Claypool and I met to plan the fourth edition of Arduino Microcontroller Processing for Everyone! Our goal has been to provide an accessible book on the rapidly changing world of Arduino for a wide variety of audiences including students of the fine arts, middle and senior high school students, engineering design students, and practicing scientists and engineers. To make the book more accessible to better serve our readers, we decided to change our approach and provide a series of smaller volumes. Each volume is written to a specific audience. This book, Arduino I: Getting Started is written for those looking for a quick tutorial on the Arduino environment, platforms, interface techniques, and applications. Arduino II will explore advanced techniques, applications, and systems design. Arduino III will explore Arduino applications in the Internet of Things (IoT). Arduino I: Getting Started covers three different Arduino products: the Arduino UNO R3 equipped with the Microchip ATmega328, the Arduino Mega 2560 equipped with the Microchip ATmega2560, and the wearable Arduino LilyPad.

A microcontroller is a compact, integrated circuit designed to govern a specific operation in an embedded system. A typical microcontroller includes a processor, memory, and input/output (I/O) peripherals on a single chip. When they first became available, microcontrollers solely used Assembly language. Today, the C programming language (and some other high-level languages) can be used as well. Some of advanced microcontrollers support another programming technique as well: Graphical programming. In graphical programming, the user does not write any code but draws the block diagram of the system he wants. Then a software converts the drawn block diagram into a suitable code for the target device. Programming microcontrollers using graphical programming is quite easier than programming in C or Assembly. You can implement a complex system within hours with graphical programming while its implementation in C may take months. These features make the graphical programming an important option for engineers. This book study the graphical programming of STM32F4 high-performance microcontrollers with the aid of Simulink\textregistered\ and Waijung blockset. Students of engineering (for instance, electrical, biomedical, mechatronics and robotic to name a few), engineers who work in industry, and anyone who want to learn the graphical programming of STM32F4 can benefit from this book. Prerequisite for this book is the basic knowledge of MATLABi\textregistered/Simulink\textregistered.

The Analysis and Design of Linear Circuits

Programming and Interfacing
Advances in Electronic Engineering, Communication and Management Vol.2
Book 4 Oscillators and Advanced Electronics Topics
Schematic Capture with Electronics Workbench Multisim

This book, Electronic Devices and Circuit Application, is the first of four books of a larger work, Fundamentals of Electronics. It is comprised of four chapters describing the basic operation of each of the four fundamental building blocks of modern electronics: operational amplifiers, semiconductor diodes, bipolar junction transistors, and field effect transistors. Attention is focused on the reader obtaining a clear understanding of each of the devices when it is operated in equilibrium. Ideas fundamental to the study of electronic circuits are also developed in the book at a basic level to lessen the possibility of misunderstandings at a higher level. The difference between linear and non-linear operation is explored through the use of a variety of circuit examples including amplifiers constructed with operational amplifiers as the fundamental component and elementary digital logic gates constructed with various transistor types. Fundamentals of Electronics has been designed primarily for use in an upper division course in electronics for electrical engineering students. Typically such a course spans a full academic years consisting of two semesters or three quarters. As such, Electronic Devices and Circuit Applications, and the following two books, Amplifiers: Analysis and Design and Active Filters and Amplifier Frequency Response, form an appropriate body of material for such a course. Secondary applications include the use in a one-semester electronics course for engineers or as a reference for practicing engineers.
Created to provide a safer and more cost effective lab environment, these innovative manuals introduce new methods to learning and understanding circuit analysis concepts by using Electronics Workbench to simulate actual lab experiments on the computer. Using the latest circuit simulation software, they allow for easy circuit modification, more extensive troubleshooting experiments, and more powerful computational tools. Readers work with circuits drawn on the computer screen and with simulated instruments that act like actual laboratory instruments. Circuits can be modified easily with on-screen editing, and analysis results provide fast, accurate feedback. The manuals provide extensive technical preparation for each interactive experiment, and a series of questions about the results of each experiment requires users to think about and to analyze the results of the experiments in more depth than is customary in other lab manuals. The manual examines diodes, bipolar transistors, field-effect transistors, operational amplifiers, amplifier frequency response, active filters, and oscillators. For individuals interested in fine tuning their knowledge of electronic devises using Electronics Workbench.
This textbook serves as a tutorial for engineering students. Fundamental circuit analysis methods are presented at a level accessible to students with minimal background in engineering. The emphasis of the book is on basic concepts, using mathematical equations only as needed. Analogies to everyday life are used throughout the book in order to make the material easier to understand. Even though this book focuses on the fundamentals, it reveals the authors' deep insight into the relationship between the phasor, Fourier transform, and Laplace transform, and explains to students why these transforms are employed in circuit analysis.
Index generation functions are binary-input integer valued functions. They represent functions of content addressable memories (CAMs). Applications include: IP address tables; terminal controllers; URL lists; computer virus scanning circuits; memory patch circuits; list of English words; code converters; and pattern matching circuits. This book shows memory-based realization of index generation functions. It shows: methods to implement index generation functions by look-up table (LUT) cascades and index generation units (IGU), methods to reduce the number of variables using linear transformations, and methods to estimate the sizes of memories, with many illustrations, tables, examples, exercises, and their solutions.
Third Edition
Electronic Devices
Book 1 Electronic Devices and Circuit Applications
Fundamentals of Electronics: Book 3
Essential Circuit Analysis using NI MultisimTM and MATLAB®
e-Learning, e-Education, and Online Training
This book is concerned with circuit simulation using National Instruments Multisim. It focuses on the use and comprehension of the working techniques for electrical and electronic circuit simulation. The first chapters are devoted to basic circuit analysis. It starts by describing in detail how to perform a DC analysis using only resistors and independent and controlled sources. Then, it introduces capacitors and inductors to make a transient analysis. In the case of transient analysis, it is possible to have an initial condition either in the capacitor voltage or in the inductor current, or both. Fourier analysis is discussed in the context of transient analysis. Next, we make a treatment of AC analysis to simulate the frequency response of a circuit. Then, we introduce diodes, transistors, and circuits composed by them and perform DC, transient, and AC analyses. The book ends with simulation of digital circuits. A practical approach is followed through the chapters, using step-by-step examples to introduce new Multisim circuit elements, tools, analyses, and virtual instruments for measurement. The examples are clearly commented and illustrated. The different tools available on Multisim are used when appropriate so readers learn which analyses are available to them. This is part of the learning outcomes that should result after each set of end-of-chapter exercises is worked out. Table of Contents: Introduction to Circuit Simulation / Resistive Circuits / Time Domain Analysis -- Transient Analysis / Frequency Domain Analysis -- AC Analysis / Semiconductor Devices / Digital Circuits
Atmel AVR Microcontroller Primer
Part I & II
Software Tools for the Simulation of Electrical Systems
Arduino III
Proceedings of the EECM 2011 International Conference on Electronic Engineering, Communication and Management, held December 24-25, 2011, Beijing, China