

# Digital Electronics A Primer Introductory Logic Circuit Design Icp Primers In Electronics And Computer Science

This engaging work provides a concise introduction to the exciting world of computing, encompassing the theory, technology, history, and societal impact of computer software and computing devices. Spanning topics from global conflict to home gaming, international business, and human communication, this text reviews the key concepts unpinning the technology which has shaped the modern world. Topics and features: introduces the foundations of computing, the fundamentals of algorithms, and the essential concepts from mathematics and logic used in computer science; presents a concise history of computing, discussing the historical figures who made important contributions, and the machines which formed major milestones; examines the fields of human-computer interaction, and software engineering; provides accessible introductions to the core aspects of programming languages, operating systems, and databases; describes the Internet revolution, the invention of the smartphone, and the rise of social media, as well as the Internet of Things and cryptocurrencies; explores legal and ethical aspects of computing, including issues of hacking and cybercrime, and the nature of online privacy, free speech and censorship; discusses such innovations as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics and review questions in every chapter, and a helpful glossary. Offering an enjoyable overview of the fascinating and broad-ranging field of computing, this easy-to-understand primer introduces the general reader to the

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ideas on which the digital world was built, and the historical developments that helped to form the modern age.

The first introductory textbook in the emerging, fast-developing field of computational psychiatry. Computational psychiatry applies computational modeling and theoretical approaches to psychiatric questions, focusing on building mathematical models of neural or cognitive phenomena relevant to psychiatric diseases. It is a young and rapidly growing field, drawing on concepts from psychiatry, psychology, computer science, neuroscience, electrical and chemical engineering, mathematics, and physics. This book, accessible to nonspecialists, offers the first introductory textbook in computational psychiatry. After more than 100 years of psychological theories, psychopharmacological research, and clinical experience, the challenges of understanding and treating mental illness remain. Computational psychiatry seeks to explain how psychiatric dysfunction may emerge mechanistically, and how it may be classified, predicted, and clinically addressed. It has the potential to bridge advances in neuroscience and clinical applications, connecting low-level biological features with high-level cognitive features. After a survey of computational psychiatry methods, the book covers biologically detailed models of working memory and decision making and computational models of cognitive control. It then describes the application of computational approaches to schizophrenia, depression, anxiety, addiction, and Tourette's syndrome. Finally, the book briefly discusses additional disorders and offers guidelines for future research. Chapters also offer discussions of related issues, chapter summaries, and suggestions for further study. The book can be used as a textbook by students and as a reference for scientists and clinicians interested in applying computational models to diagnosis and treatment strategies.

DIGITAL ELECTRONICS offers a comprehensive, computer-supported introduction to digital electronics, from basic electrical theory and digital logic to hands-on, high-tech applications. Designed

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to support Project Lead the Way's (PLTW) innovative Digital Electronics (DE) curriculum, this dynamic text prepares students for college and career success in STEM (Science, Technology, Engineering, and Math). The text introduces core concepts such as electrical shop practices and electrical theory, enables students to gain confidence by exploring key principles and applying their knowledge, and helps develop sophisticated skills in circuit analysis, design, and troubleshooting. Many of the text's abundant examples and exercises support the use of Multisim, allowing students to visualize and analyze circuits including combinational and sequential circuits before constructing them. In addition, a variety of proven learning tools make mastering the material easier, including self-check problems in every chapter, Bring it Home questions to solidify core concepts, and challenging Extra Mile problems to help students deepen their understanding and hone their skills. As an integrated part of your PLTW program or a stand-alone classroom resource, DIGITAL ELECTRONICS is an ideal choice to support your students' STEM success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduction to Semiconductor Device Physics is a popular and established text that offers a thorough introduction to the underlying physics of semiconductor devices. It begins with a review of basic solid state physics, then goes on to describe the properties of semiconductors including energy bands, the concept of effective mass, carrier concentration, and conduction in more detail. Thereafter the book is concerned with the principles of operation of specific devices, beginning with the Gunn Diode and the p-n junction. The remaining chapters cover the on specific devices, including the LED, the bipolar transistor, the field-effect transistor, and the semiconductor laser. The book concludes with a chapter providing a brief introduction to quantum theory. Not overtly mathematical, Introduction to Semiconductor Device Physics introduces only those physical concepts required for an understanding of

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the semiconductor devices being considered. The author's intuitive style, coupled with an extensive set of worked problems, make this the ideal introductory text for those concerned with understanding electrical and electronic engineering, applied physics, and related subjects.

A Primer Companion for the Digital Age

Make: Electronics

Atmel AVR Microcontroller Primer

The Robotics Primer

Designing Embedded Hardware

Learning Through Discovery

***'The book under review is an interesting elaboration that fills the gaps in libraries for concisely written and student-friendly books about essentials in computer science ... I recommend this book for anyone who would like to study algorithms, learn a lot about computer science or simply would like to deepen their knowledge ... The book is written in very simple English and can be understood even by those with limited knowledge of the English language. It should be emphasized that, despite the fact that the book consists of many examples, mathematical formulas and theorems, it is very hard to find any mistakes, errors or typos.'***  
***zbMATH****In computer science, an algorithm is an unambiguous specification of how to solve a class of problems. Algorithms can perform calculation, data processing and automated reasoning tasks. As an effective method, an algorithm can be expressed within a finite amount of space and time and in a well-defined formal language for calculating a function. Starting from an initial state and initial input (perhaps empty), the instructions describe a computation that, when*

*executed, proceeds through a finite number of well-defined successive states, eventually producing 'output' and terminating at a final ending state. The transition from one state to the next is not necessarily deterministic; some algorithms, known as randomized algorithms, incorporate random input. This book introduces a set of concepts in solving problems computationally such as Growth of Functions; Backtracking; Divide and Conquer; Greedy Algorithms; Dynamic Programming; Elementary Graph Algorithms; Minimal Spanning Tree; Single-Source Shortest Paths; All Pairs Shortest Paths; Flow Networks; Polynomial Multiplication, to ways of solving NP-Complete Problems, supported with comprehensive, and detailed problems and solutions, making it an ideal resource to those studying computer science, computer engineering and information technology.*

*This textbook guides readers through their first steps into the challenging world of mimicking human vision with computational tools and techniques pertaining to the field of image processing and analysis. While today's theoretical and applied processing and analysis of images meet with challenging and complex problems, this primer is confined to a much simpler, albeit critical, collection of image-to-image transformations, including image normalisation, enhancement, and filtering. It serves as an introduction to beginners, a refresher for undergraduate and graduate students, as well as engineers and computer scientists confronted with a problem to solve in computer vision. The book covers basic image processing/computer vision pipeline techniques, which are widely used in today's computer vision, computer graphics, and image processing, giving the readers enough knowledge to successfully tackle a wide range of applied*

*problems.*

*This textbook for courses in Digital Systems Design introduces students to the fundamental hardware used in modern computers. Coverage includes both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). Using this textbook enables readers to design digital systems using the modern HDL approach, but they have a broad foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds foundational knowledge before moving onto advanced topics. The author has designed the presentation with learning goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to “do” after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome.*

*Obtain the fundamental background in electronics needed to succeed in today's increasingly digital world! The fifth edition continues to expose readers to the broad field of electronics at a level that can be easily understood, with all-new information on circuit board fabrication, assembly, and repair as well as practical applications and troubleshooting. Color has been added to all drawings and photos that supplement the descriptions of important concepts and techniques, making it even easier to master basic theory. Coverage is divided into six sections - DC Circuits, AC Circuits, Semiconductor Devices, Linear Circuits, Digital Circuits, and now, Practical*

***Applications - a new section providing hands-on opportunities to apply DC/AC principles.***

***With an Introduction to the Verilog HDL***

***Ones and Zeros***

***An Elementary Approach To Design And Analysis Of Algorithms  
Programming and Interfacing***

***A Practical Introduction to Analog and Digital Circuits***

***Digital Logic Circuit Analysis and Design (second Edition)***

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

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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. 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 short 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

Description: The book is an attempt to make Digital Logic Design easy and simple to understand. The book covers various features of Logic Design using lots of examples and relevant diagrams. The complete text is reviewed for its correctness. This book is an outcome of sincere effort and hard work to bring concepts of Digital Logic Design close to the audience of this book. The salient features of the book:--Easy explanation of Digital System and Binary Numbers with lots of solved

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examples-Detailed covering of Boolean Algebra and Gate-Level Minimization with proper examples and diagrammatic -representation.-Detailed analysis of different Combinational Logic Circuits-Complete Synchronous sequential Logic understanding-Deep understanding of Memory and Programmable Logic-Detailed analysis of different Asynchronous Sequential Logic  
Table Of Contents:Unit 1 : Digital System and Binary Numbers;Part 1: Digital System and Binary NumbersPart 2 : Boolean Algebra and Gate Level MinimizationUnit 2 : Combinational LogicUnit 3: Sequential CircuitsUnit 4 : Memory, Programmable Logic and DesignUnit 5 : Asynchronous Sequential Logic

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.

The Primer for Getting Started in Digital Forensics  
Getting Started in Electronics

Electronics for Beginners

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Primer on Engineering Standards

Introduction to VLSI Systems

Advanced undergraduate and beginning graduate students, faculty, researchers and practitioners in signal processing, telecommunications, and computer science, and applied mathematics. It assumes a background of Fourier series and transforms and of linear algebra and matrix methods. This primer presents a well balanced blend of the mathematical theory underlying wavelet techniques and a discussion that gives insight into why wavelets are successful in signal analysis, compression, dection, numerical analysis, and a wide variety of other theoretical and practical applications. It fills a gap in the existing wavelet literature with its unified view of expansions of signals into bases and frames, as well as the use of filter banks as descriptions and algorithms.

A Clear, Comprehensive Introduction to Standards in the Engineering Professions

Standards supplement the design process by guiding the designer toward consistency, safety, and reliability. As daily life involves increasingly complex and sophisticated instruments, standards become indispensable engineering tools to ensure user safety and product quality. Primer on Engineering Standards: Expanded Textbook Edition delves into standards creation and compliance to provide students and engineers with a comprehensive reference. The different types of standards are dissected and discussed in terms of development, value, impact, interpretation, and compliance, and options are

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provided for situations where conformance is not possible. The process of standards creation is emphasized in terms of essential characteristics and common pitfalls to avoid, with detailed guidance on how, where, and with whom one may get involved in official development. Organized for both quick reference and textbook study, this new Expanded Textbook Edition provides a quick, clear understanding of critical concepts, ramifications, and implications as it: Introduces the concepts, history, and classification of standards, rules, and regulations Discusses the federal, state, and local government's role in standards development and enforcement Distinguishes voluntary consensus standards, limited consensus standards, and jurisdictional versus non-jurisdictional government standards Covers the need for and process of exemptions to existing standards Examines the characteristics of a good standard, and discusses opportunities for involvement in development Includes case studies to demonstrate standards applications, and extensive appendices to direct further inquiry The successful design, fabrication, and operation of any product relies on foundational understanding of pertinent standards; indeed, standards and guidelines form a central pillar of the engineering profession. This helpful resource goes beyond a list of rules to help students and practitioners gain a better understanding of the creation, import, and use of standards.

Outstanding features include: a history of mathematical logic, an explanation of the logic of digital circuits, and hands-on exercises and examples.

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Packed full of real circuits to build and test, Hands-On Electronics is a unique introduction to analog and digital electronics theory and practice. Ideal both as a college textbook and for self-study, the friendly style, clear illustrations and construction details included in the book encourage rapid and effective learning of analog and digital circuit design theory. All the major topics for a typical one semester course are covered including RC circuits, diodes, transistors, op-amps, oscillators, TTL logic, counters, D/A converters and more. There are also chapters explaining how to use the equipment needed for the examples (oscilloscope, multimeter and breadboard) together with pin-out diagrams and manufacturers' specifications for all the key components referred to in the book.

Antiques Roadshow Primer

D'oh! Fourier: Theory, Applications, And Derivatives

A Practical Introduction to Schematics, Circuits, and Microcontrollers

A German Primer

An Introduction to Quantum Computing

Hands-On Electronics

Have you ever wanted to learn how to program but never found quite the right book to get you started? Programming: A Primer gets you going straight away with the fundamentals of what programming is, basic programming with Python and the

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fundamental aspects of practical web development. In this book, you'll learn about: What programming is and how it can benefit you. Variables and operations as the building blocks of a program. If statements, For loops and Methods in Python. Classes, Objects and Inheritance in Python. Web development using HTML, CSS, JavaScript, PHP and SQL. A basic introduction to some of the most important algorithms in programming. The programming languages and frameworks that are available to developers. The future of technology and opportunities for developers and entrepreneurs. Where you can take programming further to learn and create more amazing applications. Programming: A Primer offers an easy way into coding for anyone with an interest in using technology to solve problems, whether a school or new undergraduate computer science student or a working professional. It gives everyone, regardless of background, the ideal foundations and motivation needed to get to grips with programming. A companion website can be found here: <http://www.codingforbeginners.co.uk/>.

This textbook for courses in Digital Systems Design introduces students to the fundamental hardware used in modern computers. Coverage includes both the classical approach to digital system design (i.e., pen and paper) in addition to the modern hardware description language (HDL) design approach (computer-based). Using this textbook enables readers to design digital systems using the modern HDL approach, but they have a broad foundation of knowledge of the underlying hardware and theory of their designs. This book is designed to match the way the material is actually taught in the classroom. Topics are presented in a manner which builds

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foundational knowledge before moving onto advanced topics. The author has designed the presentation with learning Goals and assessment at its core. Each section addresses a specific learning outcome that the student should be able to “do” after its completion. The concept checks and exercise problems provide a rich set of assessment tools to measure student performance on each outcome.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a





the most important topics in cognitive and computer science, this volume should interest a wide range of readers, both students and professionals, in cognitive science, psychology, computer science and electrical engineering.

Electricity -- Electronic components -- Semiconductors -- Photonic semiconductors -- Integrated circuits -- Digital integrated circuits -- Linear integrated circuits -- Circuit assembly tips -- 100 electronic circuits.

"This is teaching at its best!" --Hans Camenzind, inventor of the 555 timer (the world's most successful integrated circuit), and author of *Much Ado About Almost Nothing: Man's Encounter with the Electron* (Booklocker.com) "A fabulous book: well written, well paced, fun, and informative. I also love the sense of humor. It's very good at disarming the fear. And it's gorgeous. I'll be recommending this book highly." --Tom Igoe, author of *Physical Computing and Making Things Talk* Want to learn the fundamentals of electronics in a fun, hands-on way? With

**Make: Electronics**, you'll start working on real projects as soon as you crack open the book. Explore all of the key components and essential principles through a series of fascinating experiments. You'll build the circuits first, then learn the theory behind them! Build working devices, from simple to complex You'll start with the basics and then move on to more complicated projects. Go from switching circuits to integrated circuits, and from simple alarms to programmable microcontrollers. Step-by-step instructions and more than 500 full-color photographs and illustrations will help you use -- and understand -- electronics concepts and techniques. Discover by breaking things: experiment with components and learn from failure Set up a tricked-out project space: make a work area at home, equipped with the tools and parts you'll need Learn about key electronic components and their functions within a circuit Create an intrusion alarm, holiday lights, wearable electronic jewelry, audio processors, a reflex tester, and a combination lock Build an autonomous robot

**cart that can sense its environment and avoid obstacles Get clear, easy-to-understand explanations of what you're doing and why**

**Understanding Boolean Algebra, Digital Circuits, and the Logic of Sets**

**Image Processing And Analysis: A Primer**

**Digital Signal Processing Using MATLAB**

**A Logic, Circuit, and System Perspective**

**Introduction to Embedded Systems, Second Edition**

**A Primer for the LHC Era**

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

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modules

Tells how to investigate the history of furniture, silver, jewelry, clocks, toys, and books, and how to select an appraiser

With the advance of semiconductors and ubiquitous computing, the use of system-on-a-chip (SoC) has become an essential technique to reduce product cost. With this progress and continuous reduction of feature sizes, and the development of very large-scale integration (VLSI) circuits, addressing the harder problems requires fundamental understanding of circuit and layout design issues. Furthermore, engineers can often develop their physical intuition to estimate the behavior of circuits rapidly without relying predominantly on computer-aided design (CAD) tools. Introduction to VLSI Systems: A Logic, Circuit, and System Perspective addresses the need for teaching such a topic in terms of a logic, circuit, and system design perspective. To achieve the above-mentioned goals, this classroom-tested book focuses on:  
Implementing a digital system as a full-custom integrated

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circuit Switch logic design and useful paradigms that may apply to various static and dynamic logic families The fabrication and layout designs of complementary metal-oxide-semiconductor (CMOS) VLSI Important issues of modern CMOS processes, including deep submicron devices, circuit optimization, interconnect modeling and optimization, signal integrity, power integrity, clocking and timing, power dissipation, and electrostatic discharge (ESD) Introduction to VLSI Systems builds an understanding of integrated circuits from the bottom up, paying much attention to logic circuit, layout, and system designs. Armed with these tools, readers can not only comprehensively understand the features and limitations of modern VLSI technologies, but also have enough background to adapt to this ever-changing field. The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

Introduction to Electronics

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Coding for Beginners

Introduction to Wavelets and Wavelet Transforms

The Black Book of Quantum Chromodynamics

An Introduction to Neural Networks

Digital Logic Design

For courses on digital design in an Electrical Engineering, Computer Engineering, or Computer Science department. Digital Design, fifth edition is a modern update of the classic authoritative text on digital design. This book teaches the basic concepts of digital design in a clear, accessible manner. The book presents the basic tools for the design of digital circuits and provides procedures suitable for a variety of digital applications.

The Black Book of Quantum Chromodynamics is an in-depth introduction to the particle physics of current and future experiments at particle accelerators. The book offers the reader an overview of practically all aspects of the strong interaction necessary to understand and appreciate modern particle phenomenology at the energy frontier. It assumes a working knowledge of quantum field theory at the level of introductory textbooks used for advanced undergraduate or in standard postgraduate lectures. The book expands this knowledge with an intuitive understanding of relevant physical concepts, an introduction to modern techniques

and their application to the phenomenology of the strong interaction at the high energies. Aimed at graduate students and researchers, it also serves as a comprehensive reference for LHC experimenters and theorists. This book offers an exhaustive presentation of the technologies developed and used by practitioners in the field of fixed-order perturbation theory and an overview of results relevant for the ongoing research programme at the LHC. It includes an in-depth description of various analytic resummation techniques, which form the basis for our understanding of the QCD radiation pattern and how strong production processes manifest themselves in data, and a concise discussion of numerical resummation through parton showers, which form the basis of event generators for the simulation of LHC physics, and their matching and merging with fixed-order matrix elements. It also gives a detailed presentation of the physics behind the parton distribution functions, which are a necessary ingredient for every calculation relevant for physics at hadron colliders such as the LHC, and an introduction to non-perturbative aspects of the strong interaction, including inclusive observables such as total and elastic cross sections, and non-trivial effects such as multiple parton interactions and hadronization. The book concludes with a useful overview contextualising data from previous experiments such as the Tevatron and the Run 1 of the LHC which have shaped our understanding of QCD at hadron colliders.

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A broadly accessible introduction to robotics that spans the most basic concepts to the most novel applications; for students, teachers, and hobbyists. The Robotics Primer offers a broadly accessible introduction to robotics for students at pre-university and university levels, robot hobbyists, and anyone interested in this burgeoning field. The text takes the reader from the most basic concepts (including perception and movement) to the most novel and sophisticated applications and topics (humanoids, shape-shifting robots, space robotics), with an emphasis on what it takes to create autonomous intelligent robot behavior. The core concepts of robotics are carried through from fundamental definitions to more complex explanations, all presented in an engaging, conversational style that will appeal to readers of different backgrounds. The Robotics Primer covers such topics as the definition of robotics, the history of robotics ("Where do Robots Come From?"), robot components, locomotion, manipulation, sensors, control, control architecture, representation, behavior ("Making Your Robot Behave"), navigation, group robotics, learning, and the future of robotics (and its ethical implications). To encourage further engagement, experimentation, and course and lesson design, The Robotics Primer is accompanied by a free robot programming exercise workbook that implements many of the ideas on the book on iRobot platforms. The Robotics Primer is unique as a principled, pedagogical treatment of the topic that is

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accessible to a broad audience; the only prerequisites are curiosity and attention can be used effectively in an educational setting or more informally for self-instruction. The Robotics Primer is a springboard for readers of all backgrounds—including students taking robotics as an elective outside the major graduate students preparing to specialize in robotics, and K-12 teachers who bring robotics into their classrooms.

Digital Electronics: A Primer - Introductory Logic Circuit Design World Scientific Publishing Company

Digital Electronics: A Primer - Introductory Logic Circuit Design  
World of Computing

A Cyber-Physical Systems Approach

Programming: A Primer

Hyperelasticity Primer

A Primer : Introductory Logic Circuit Design

***Jump start your journey with electronics! If you've thought about getting into electronics, but don't know where to start, this book gives you the information you need. Starting with the basics of electricity and circuits, you'll be introduced to digital electronics and microcontrollers, capacitors and inductors, and amplification***

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*circuits - all while gaining the basic tools and information you need to start working with low-power electronics. Electronics for Beginners walks the fine line of focusing on projects-based learning, while still keeping electronics front and center. You'll learn the mathematics of circuits in an uncomplicated fashion and see how schematics map on to actual breadboards. Written for the absolute beginner, this book steers clear of being too math heavy, giving readers the key information they need to get started on their electronics journey. What You'll Learn Review the basic "patterns" of resistor usage—pull up, pull down, voltage divider, and current limiter Understand the requirements for circuits and how they are put together Read and differentiate what various parts of the schematics do Decide what considerations to take when choosing components Use all battery-powered circuits, so projects are safe Who This Book Is For Makers, students, and beginners of any age interested in getting started with electronics.*

*This supplement to any standard DSP text is one of the first books to successfully integrate the use of MATLAB® in the study of DSP concepts. In this book, MATLAB® is used as a computing tool to explore traditional DSP topics, and solve problems to gain insight. This greatly expands the range and complexity of problems that students can effectively study in the course. Since DSP applications are primarily*

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*algorithms implemented on a DSP processor or software, a fair amount of programming is required. Using interactive software such as MATLAB® makes it possible to place more emphasis on learning new and difficult concepts than on programming algorithms. Interesting practical examples are discussed and useful problems are explored. This updated second edition includes new homework problems and revises the scripts in the book, available functions, and m-files to MATLAB® V7.*

*Human Identification Based on Gait is the first book to address gait as a biometric. Biometrics is now in a unique position where it affects most people's lives. This is especially true of "gait", which is one of the most recent biometrics. Recognizing people by the way they walk and run implies analyzing movement which, in turn, implies analyzing sequences of images, thus requiring memory and computational performance that became available only recently. Human Identification Based on Gait introduces developments from distinguished researchers within this relatively new area of biometrics. This book clearly establishes how human gait is biometric. Human Identification Based on Gait is structured to meet the needs of professionals in industry, as well as advanced-level students in computer science.*

*Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary*

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*world of digital systems. It will introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of 'abstraction,' the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems. +Balances circuits theory with practical digital electronics applications. +Illustrates concepts with real devices. +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach. +Written by two educators well known for their innovative teaching and research and their collaboration with industry. +Focuses on contemporary MOS technology.*

*Human Identification Based on Gait*

*Computational Psychiatry*

*DIGITAL LOGIC DESIGN*

*Introduction to Logic Circuits & Logic Design with Verilog*

*A Primer*

*Introductory Semiconductor Device Physics*

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Make: Electronics explores the properties and applications of discrete components that are the fundamental building blocks of circuit design. Understanding resistors, capacitors, transistors, inductors, diodes, and integrated circuit chips is essential even when using microcontrollers.

Make: Electronics teaches the fundamentals and also provides advice on the tools and supplies that are necessary. Component kits are available, specifically developed for the third edition.

The Basics of Digital Forensics provides a foundation for people new to the digital forensics field. This book teaches you how to conduct examinations by discussing what digital forensics is, the methodologies used, key tactical concepts, and the tools needed to perform examinations. Details on digital forensics for computers, networks, cell phones, GPS, the cloud and the Internet are discussed. Also, learn how to collect evidence, document the scene, and how deleted data can be recovered. The new Second Edition of this book provides you with completely up-to-date real-world examples and all the key technologies used in digital forensics, as well as new coverage of network intrusion response, how hard drives are organized, and electronic discovery. You'll also learn how to incorporate quality assurance into an investigation, how to prioritize evidence items to examine (triage), case processing, and what goes into making an expert witness. The Second Edition also features expanded resources and references, including online resources that keep you current, sample legal documents, and suggested further reading. Learn what Digital Forensics entails Build a toolkit and prepare an investigative plan Understand the common artifacts to look for in an exam Second Edition features all-new coverage of hard drives, triage, network intrusion response, and electronic discovery; as well as updated case studies, expert interviews, and expanded

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resources and references

D'oh! Fourier introduces the Fourier transform and is aimed at undergraduates in Computer Science, Mathematics, and Applied Sciences, as well as for those wishing to extend their education. Formulated around ten key points, this accessible book is light-hearted and illustrative, with many applications. The basis and deployment of the Fourier transform are covered applying real-world examples throughout inductively rather than the theoretical approach deductively. The key components of the textbook are continuous signals analysis, discrete signals analysis, image processing, applications of Fourier analysis, together with the origin and nature of the transform itself. D'oh! Fourier is reproducible via MATLAB/Octave and is supported by a comprehensive website which provides the code contained within the book.