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This book constitutes the proceedings of the 21st International Conference on Web Information Systems Engineering, WISE 2020, held in Amsterdam, The Netherlands, in October 2020. The 81 full papers presented were carefully reviewed and selected from 190 submissions. The papers are organized in the following topical sections:

Computer Engineering: A DEC View of Hardware Systems Design focuses on the principles, progress, and concepts in the design of hardware systems. The selection first elaborates on the seven views of computer systems, technology progress in logic and memories, and packaging and manufacturing. Concerns cover power supplies, DEC computer packaging generations, general packaging, semiconductor logic technology, memory technology, measuring (and creating) technology progress, structural levels of a computer system, and packaging levels-of -integration. The manuscript then examines transistor circuitry in the Lincoln TX-2, digital modules, PDP-1 and other 18-bit computers, PDP-8 and other 12-bit computers, and structural levels of the PDP-8. The text takes a look at cache memories for PDP-11 family computers, buses, DEC LSI-11, and design decisions for the PDP-11/60 mid-range minicomputer. Topics include reliability and maintainability, price/performance balance, advances in memory technology, synchronization of data transfers, error control strategies, PDP-11/45, PDP-11/20, and cache organization. The selection is a fine reference for practicing computer designers, users, programmers, designers of peripherals and memories, and students of computer engineering and computer science.

Computers are increasingly the enabling devices of the information revolution, and computing is becoming ubiquitous in every corner of society, from manufacturing to telecommunications to pharmaceuticals to entertainment. Even more importantly, the face of computing is changing rapidly, as even traditional rivals such as IBM and Apple Computer begin to cooperate and new modes of computing are developed. Computing the Future presents a timely assessment of academic computer science and engineering (CS&E), examining what should be done to ensure continuing progress in making discoveries that will carry computing into the twenty-first century. Most importantly, it advocates a broader research and educational agenda that builds on the field's impressive accomplishments. The volume outlines a framework of priorities for CS&E, along with detailed recommendations for education, funding, and leadership. A core research agenda is outlined for these areas: processors and multiple-processor systems, data communications and networking, software engineering, information storage and retrieval, reliability, and user interfaces. This highly readable volume examines Computer science and engineering as a discipline--how computer scientists and engineers are pushing back the frontiers of their field. How CS&E must change to meet the challenges of the future. The influence of strategic investment by federal agencies in CS&E research. Recent structural changes that affect the interaction of academic CS&E and the business environment. Specific examples of interdisciplinary and applications research in four areas: earth sciences and the environment, computational biology, commercial computing, and the long-term goal of a national electronic library. The volume provides a detailed look at undergraduate CS&E education, highlighting the limitations of four-year programs, and discusses the emerging importance of a master's degree in CS&E and the prospects for broadening the scope of the Ph.D. It also includes a brief look at continuing education.

The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering

This book provides comprehensive insights into the field of computer engineering and information technology. Some of the diverse topics covered in this book are data processing, data analysis techniques, software engineering, multimedia, etc. Those with an interest in the field of computer engineering and information technology would find this book helpful as it contains contributions by internationally renowned scientists and experts that bring forth new frontiers for further research.

This book includes the proceedings of the second International Conference on Advances in Computer Science and Engineering (CES 2012), which was held during January 13-14, 2012 in Sanya, China. The papers in these proceedings of CES 2012 focus on the researchers ' advanced works in their fields of Computer Science and Engineering mainly organized in four topics, (1) Software Engineering, (2) Intelligent Computing, (3) Computer Networks, and (4) Artificial Intelligence Software.

This text introduces the discipline of computer engineering to engineering students. It discusses the principle issues of data representation and develops the basic logic circuits for data manipulation. It closely examines a conventional though simple computer, along with an assembler language suitable to its architecture and close to the IEEE-694 standard. The interplay of hardware design and software structure is stressed throughout, and is illustrated by examples ranging from string manipulation to input-output management. The text is distinguished by its clear, straightforward writing style, and is accompanied by an MS-DOS disk containing a logic circuit simulator, an assembler, and a computer simulator. The disk includes copies of all examples in the book, allowing further exploration of logic circuits and step-by-step examination of central processor operation.

This complete introduction to computer engineering includes the use of the microprocessor as a building block for digital logic design. The authors offer a top-down approach to designing digital systems, with consideration of both hardware and software. They emphasize structured design throughout, and the design methods, techniques, and notations are consistent with this theme. The first part of the book lays the foundation for structured design techniques; the second part provides the fundamentals of microprocessor and up-based design. Topics covered include mixed logic notation, the algorithm state machine, and structured programming techniques with well-documented programs. Contains an abundance of examples and end-of-chapter problems.

A one-semester, undergraduate course stressing the use of information transfer concepts necessary to analysis and design of modern digital systems. It is organized to provide an integrated overview of the various classes of digital information-processing systems and devices and the interrelationship between the hardware and software techniques that can be used to solve problems.