

Advanced Computer Architecture Kai Hwang Second Edition

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

Practical Performance Modeling: Application of the MOSEL Language introduces the new and powerful performance and reliability modeling language MOSEL (MOdeling, Specification and Evaluation Language), developed at the University of Erlangen, Germany. MOSEL facilitates the performance and reliability modeling of a computer, communication, manufacturing or workflow management system in a very intuitive and simple way. The core of MOSEL consists of constructs to specify the possible states and state transitions. By providing compilers, which translate descriptions specified in MOSEL into the tool-specific languages, all previously implemented tools with their different methods and algorithms (including simulation) can be used. Practical Performance Modeling: Application of the MOSEL Language provides an easy to understand but nevertheless complete introduction to system modeling using MOSEL and illustrates how easily MOSEL can be used for modeling real-life examples from the fields of computer, communication, and manufacturing. The MOSEL Language will be of interest to professionals and students in the fields of performance and reliability modeling in computer science, communication, and manufacturing. It is also well suited as a textbook for university courses covering performance and reliability modeling with practical applications.

Written by high performance computing (HPC) experts, Introduction to High Performance Computing for Scientists and Engineers provides a solid introduction to current mainstream computer architecture, dominant parallel programming models, and useful optimization strategies for scientific HPC. From working in a scientific computing center, the author Despite the tremendous advances in performance enabled by modern architectures, there are always new applications and demands arising that require ever-increasing capabilities. Keeping up with these demands requires a deep-seated understanding of contemporary architectures in concert with a fundamental understanding of basic principles that allows one to anticipate what will be possible over the system's lifetime. Advanced Computer Architectures focuses on the design of high performance supercomputers and application characteristics. This book is a timeless distillation of underlying principles punctuated by real-world implementations in popular current and past commercially available systems. It briefly reviews the basics of uniprocessor architecture before outlining the most popular processing paradigms, performance evaluation, and cost factor considerations. This builds to a discussion of pipeline design and vector processors, data parallel architectures, and multiprocessor systems. Rounding out the book, the final chapter Dataflow, Grid, biology-inspired, and optical computing. More than 220 figures, tables, and equations illustrate the concepts presented. Based on the author's more than thirty years of teaching and research, Advanced Computer Architectures endows you with the tools necessary to reach the limits of existing technology, and ultimately, to break them.

From Parallel Processing to the Internet of Things

Distributed and Cloud Computing

Parallelism

Cloud Computing for Machine Learning and Cognitive Applications

Computer Organization and Design

Algorithms and Computation

THE CONTEXT OF PARALLEL PROCESSING The field of digital computer architecture has grown explosively in the past two decades. Through a steady stream of experimental research, tool-building efforts, and theoretical studies, the design of an instruction-set architecture, once considered an art, has been transformed into one of the most quantitative branches of computer technology. At the same time, better understanding of various forms of concurrency, from standard pipelining to massive parallelism, and invention of architectural structures to support a reasonably efficient and user-friendly programming model for such systems, has allowed hardware performance to continue its exponential growth. This trend is expected to continue in the near future. This explosive growth, linked with the expectation that performance will continue its exponential rise with each new generation of hardware and that (in stark contrast to software) computer hardware will function correctly as soon as it comes off the assembly line, has its down side. It has led to unprecedented hardware complexity and almost intolerable dev- opment costs. The challenge facing current and future computer designers is to institute simplicity where we now have complexity; to use fundamental theories being developed in this area to gain performance and ease-of-use benefits from simpler circuits; to understand the interplay between technological capabilities and limitations, on the one hand, and design decisions based on user and application requirements on the other.

The new edition of a bestseller, now revised and update throughout! This new edition of the unparalleled bestseller serves as a full training course all in one and as the world's largest data storage company, EMC is the ideal author for such a critical resource. They cover the components of a storage system and the different storage system models while also offering essential new material that explores the advances in existing technologies and the emergence of the "Cloud" as well as updates and vital information on new technologies. Features a separate section on emerging area of cloud computing Covers new technologies such as: data de-duplication, unified storage, continuous data protection technology, virtual provisioning, FCoE, flash drives, storage tiering, big data, and more Details storage models such as Network Attached Storage (NAS), Storage Area Network (SAN), Object Based Storage along with virtualization at various infrastructure components Explores Business Continuity and Security in physical and virtualized environment Includes an enhanced Appendix for additional information This authoritative guide is essential for getting up to speed on the newest advances in information storage and management.

Advanced Computer Architecture, 2E Tata McGraw-Hill EducationComputer Architecture and Parallel ProcessingAdvanced Computer ArchitectureParallelism, Scalability, ProgrammabilityMcGraw-Hill Science, Engineering & Mathematics

This comprehensive text from author Kai Hwang covers four important aspects of parallel and distributed computing -- principles, technology, architecture, and programming -- and can be used for several upper-level courses.

Programming Language Pragmatics

Parallel Programming

DIMACS Workshop, April 28-29, 1994

The Architecture of Computer Hardware, Systems Software, and Networking

Advanced Computer Architecture, 2E

Digital Design, Fundamentals of Computer Architecture and Assembly Language

Massive, disruptive change is coming to IT as software as a service (SaaS), SOA, mashups, Web 2.0, and cloud computing truly come of age. Now, one of the world's leading IT innovators explains what it all means--coherently, thoroughly, and authoritatively. Writing for IT executives, architects, and developers alike, world-renowned expert David S. Linthicum explains why the days of managing IT organizations as private fortresses will rapidly disappear as IT inevitably becomes a global community. He demonstrates how to run IT when critical elements of customer, product, and business data and processes extend far beyond the firewall--and how to use all that information to deliver real-time answers about everything from an individual customer's credit to the location of a specific cargo container. Cloud Computing and SOA Convergence in Your Enterprise offers a clear-eyed assessment of the challenges associated with this new world--and offers a step-by-step program for getting there with maximum return on investment and minimum risk. Using multiple examples, Linthicum Reviews the powerful cost, value, and risk-related drivers behind the move to cloud computing--and explains why the shift will accelerate Explains the technical underpinnings, supporting technologies, and best-practice methods you'll need to make the transition Helps you objectively assess the promise of cloud computing and SOA for your organization, quantify value, and make the business case Walks you through evaluating your existing IT infrastructure and finding your most cost-effective, safest path to the "cloud" Shows how to choose the right candidate data, services, and processes for your cloud computing initiatives Guides you through building disruptive infrastructure and next-generation process platforms Helps you bring effective, high-level design to the clouds If you're ready to begin driving real competitive advantage from cloud computing, this book is the start-to-finish roadmap you need to make it happen.

This book contains papers presented at the Workshop on Parallel Processing of Discrete Optimization Problems held at DIMACS in April 1994. The contents cover a wide spectrum of the most recent algorithms and applications in parallel processing of discrete optimization and related problems. Topics include parallel branch and bound algorithms, scalability, load balancing, parallelism and irregular data structures and scheduling task graphs on parallel machines. Applications include parallel algorithms for solving satisfiability problems, location problems, linear programming, quadratic and linear assignment problems. This book would be suitable as a textbook in advanced courses on parallel algorithms and combinatorial optimization.

?McGraw-Hill?????? Embedded systems are usually composed of several interacting components such as custom or application specific processors, ASICs, memory blocks, and the associated communication infrastructure. The development of tools to support the design of such systems requires a further step from high-level synthesis towards a higher abstraction level. The lack of design tools accepting a system-level specification of a complete system, which may include both hardware and software components, is one of the major bottlenecks in the design of embedded systems. Thus, more and more research efforts have been spent on issues related to system-level synthesis. This book addresses the two most active research areas of design automation today: high-level synthesis and system-level synthesis. In particular, a transformational approach to synthesis from VHDL specifications is described. System Synthesis with VHDL provides a coherent view of system synthesis which includes the high-level and the system-level synthesis tasks. VHDL is used as a specification language and several issues concerning the use of VHDL for high-level and system-level synthesis are discussed. These include aspects from the compilation of VHDL into an internal design representation to the synthesis of systems specified as interacting VHDL processes. The book emphasizes the use of a transformational approach to system synthesis. A Petri net based design representation is rigorously defined and used throughout the book as a basic vehicle for illustration of transformations and other design concepts. Iterative improvement heuristics, such as tabu search, simulated annealing and genetic algorithms, are discussed and illustrated as strategies which are used to guide the optimization process in a transformation-based design environment. Advanced topics, including hardware/software partitioning, test synthesis and low power synthesis are discussed from the perspective of a transformational approach to system synthesis. System Synthesis with VHDL can be used for advanced undergraduate or graduate courses in the area of design automation and, more specifically, of high-level and system-level synthesis. At the same time the book is intended for CAD developers and researchers as well as industrial designers of digital systems who are interested in new algorithms and techniques supporting modern design tools and methodologies.

Advanced Computer Architecture

An Information Technology Approach

System Synthesis with VHDL

Application of the MOSEL Language

Schaum's Outline of Computer Architecture

The Hardware/Software Interface

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Modern Processor Design

Principles, Architecture, and Design

Fundamentals of Parallel Processing

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Scalable Parallel Computing

Fundamentals of Web Development Advanced Computer Architecture and Parallel Processing An Introduction to Parallel Programming, Second Edition presents a tried-and-true tutorial approach that shows students how to develop effective parallel programs with MPI, Pthreads and OpenMP. As the first undergraduate text to directly address compiling and running parallel programs on multi-core and cluster architecture, this second edition carries forward its clear explanations for designing, debugging and evaluating the performance of distributed and shared-memory programs while adding coverage of accelerators via new content on GPU programming and heterogeneous programming. New and improved user-friendly exercises teach students how to compile, run and modify example programs. Takes a tutorial approach, starting with small programming examples and building progressively to more challenging examples Explains how to develop parallel programs using MPI, Pthreads and OpenMP programming models A robust package of online ancillaries for instructors and students includes lecture slides, solutions manual, downloadable source code, and an image bank New to this edition: New chapters on GPU programming and heterogeneous programming New examples and exercises related to parallel algorithms This book covers the syllabus of GGSIPU, DU, UPTU, PTU, MDU, Pune University and many other universities. It is useful for B.Tech(CSE/IT), M.Tech(CSE), MCA(SE) students. Many solved problems have been added to make this book more fresh. It has been divided in three parts :Parallel Algorithms, Parallel Programming and Super Computers.

This book deals with advanced computer architecture and parallel programming techniques. The material is suitable for use as a textbook in a one-semester graduate or senior course, offered by Computer Science, Computer Engineering, Electrical Engineering, or Industrial Engineering programs. The first textbook to teach students how to build data analytic solutions on large data sets using cloud-based technologies. This is the first textbook to teach students how to build data analytic solutions on large data sets (specifically in Internet of Things applications) using cloud-based technologies for data storage, transmission and mashup, and AI techniques to analyze this data. This textbook is designed to train college students to master modern cloud computing systems in operating principles, architecture design, machine learning algorithms, programming models and software tools for big data mining, analytics, and cognitive applications. The book will be suitable for use in one-semester computer science or electrical engineering courses on cloud computing, machine learning, cloud programming, cognitive computing, or big data science. The book will also be very useful as a reference for professionals who want to work in cloud computing and data science. Cloud and Cognitive Computing begins with two introductory chapters on fundamentals of cloud computing, data science, and adaptive computing that lay the foundation for the rest of the book. Subsequent chapters cover topics including cloud architecture, mashup services, virtual machines, Docker containers, mobile clouds, IoT and AI, inter-cloud mashups, and cloud performance and benchmarks, with a focus on Google's Brain Project, DeepMind, and X-Lab programs, IBMKai HwangM SyNapse, Bluemix programs, cognitive initiatives, and neurocomputers. The book then covers machine learning algorithms and cloud programming software tools and application development, applying the tools in machine learning, social media, deep learning, and cognitive applications. All cloud systems are illustrated with big data and cognitive application examples.

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