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Advanced Computer Architecture: Author: Hwang: Publisher: McGraw-Hill Education (India) Pvt Limited, 2003: ISBN: 007053070X, 9780070530706: Length: 770 pages : Export Citation: BiBTeX EndNote RefMan

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Computer Architecture, Parallel Processing, Cloud Computing and Network Security. Kai Hwang is presently a Presidential Chair Professor in Computer

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The salient features of the book are as follows:

- Hybrid Elements including topics like Memory organization, Binary representation of data, Computer arithmetic Software for parallel programming, tagged across some chapters through Quick Response (QR) Codes
- Learning objectives tagged across chapters:
- Emphasis on parallelism, scalability and programmability aspects of computer architecture. It presents the analysis of scalability
- Issues related to instruction level parallelism, processor clock speed, and power consumption defined according to the recent developments in processor design
- Inclusion of important topics like processor design, control unit, input and output, parallelis
- erial Bus, Real systems– IBM, Hitachi, Cray, Intel, UltraSparc, Blue Gene (from IBM), Cray XT series, XT5 and XMT, Fujitsu, DEC, MasPar, Tera, Stardent
- Topical inclusions include:
- Pipelining hazards, data hazards and control hazards
- PCI Bus and PCI Express
- Interconnection networks and cluster computers
- MPI, openMP, PVM, Pthreads
- Multicore processors
- Impact of technology
- Stream processing
- Programming language Chapel
- Updated coverage of recent processors and systems: Intel Pentium IV, Sun UltraSparc, Blue Gene (from IBM), Cray XT Series, XT5 and XMT

Useful pedagogical features include the following:

- Plenty of background material on OLC
- Diagrams illustrating the basic concepts: 320
- A good number of case studies and: 6
- Solved problems: 114
- Exercise and review problems at the end of chapters: 251
- Tables: 40
- Solved Examples: 114
- Exercise Problems: 251

This text presents the latest technologies for parallel processing and high performance computing. It deals with advanced computer architecture and parallel processing systems and techniques, providing an integrated study of computer hardware and software systems, and the material is suitable for use on courses found in computer science, computer engineering, or electrical engineering departments.

Computer Architecture/Software Engineering

Distributed and Cloud Computing: From Parallel Processing to the Internet of Things offers complete coverage of modern distributed computing technology including clusters, the grid, service-oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing. It is the first modern, up-to-date distributed systems textbook; it explains how to create high-performance, scalable, reliable systems, exposing the design principles, architecture, and innovative applications of parallel, distributed, and cloud computing systems. Topics covered by this book include: facilitating management, debugging, migration, and disaster recovery through virtualization; clustered systems for research or ecommerce applications; designing systems as web services; and social networking systems using peer-to-peer computing. The principles of cloud computing are discussed using examples from open-source and commercial applications, along with case studies from the leading distributed computing vendors such as Amazon, Microsoft, and Google. Each chapter includes exercises and further reading, with lecture slides and more available online. This book will be ideal for students taking a distributed systems or distributed computing class, as well as for professional system designers and engineers looking for a reference to the latest distributed technologies including cloud, P2P and grid computing. Complete coverage of modern distributed computing technology including clusters, the grid, service-

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oriented architecture, massively parallel processors, peer-to-peer networking, and cloud computing Includes case studies from the leading distributed computing vendors: Amazon, Microsoft, Google, and more Explains how to use virtualization to facilitate management, debugging, migration, and disaster recovery Designed for undergraduate or graduate students taking a distributed systems course—each chapter includes exercises and further reading, with lecture slides and more available online

Computer architecture deals with the physical configuration, logical structure, formats, protocols, and operational sequences for processing data, controlling the configuration, and controlling the operations over a computer. It also encompasses word lengths, instruction codes, and the interrelationships among the main parts of a computer or group of computers. This two-volume set offers a comprehensive coverage of the field of computer organization and architecture.

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