Architettura Degli Elaboratori Organizzazione Dellhardware E Programmazione In Linguaggio Assembly

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Entropy and Information in Science and Philosophy - Libor Kubát 1975

Product Design and Life Cycle Assessment - Ireneusz Zbicinski 2006

Informed Architecture - Marco Hemmerling 2017-07-19
This book connects the different topics and professions involved in information technology approaches to architectural design, ranging from computer-aided design, building information modeling and programming to simulation, digital representation, augmented and virtual reality, digital fabrication and physical computation. The contributions include experts' academic and practical experiences and findings in research and advanced applications, covering the fields of architecture, engineering, design and mathematics. What are the conditions, constraints and opportunities of this digital revolution for architecture? How do processes change and influence the result? What does it mean for the collaboration and roles of the partners involved. And last but not least: how does academia reflect and shape this development and what does the future hold? Following the sequence of architectural production - from design to fabrication and construction up to the operation of buildings - the book discusses the impact of computational methods and technologies and its consequences for the education of future architects and designers. It offers detailed insights into the processes involved and considers them in the context of our technical, historical, social and cultural environment. Intended mainly for academic researchers, the book is also of interest to master's level students.
a2, 2010 - Daniele Giacomini 2010-01-01

Mind and Places - Anna Anzani 2020-05-12
This book explores the contributions of psychological, neuroscientific and philosophical perspectives to the design of contemporary cities. Pursuing an innovative and multidisciplinary approach, it addresses the need to re-launch knowledge and creativity as major cultural and institutional bases of human communities. Dwelling is a form of knowledge and re-invention of reality that involves both the tangible dimension of physical places and their mental representation. Findings in the neuroscientific field are increasingly opening

stimulating perspectives on the design of spaces, and highlight how our ability to understand other people is strongly related to our corporeity. The first part of the book focuses on the contributions of various disciplines that deal with the spatial dimension, and explores the dovetailing roles that science and art can play from a multidisciplinary perspective. In turn, the second part formulates proposals on how to promote greater integration between the aesthetic and cultural dimension in spatial design. Given its scope, the book will benefit all scholars, academics and practitioners who are involved in the process of planning, designing and building places, and will foster an international exchange of research, case studies, and theoretical reflections to confront the challenges of designing conscious places and enable the development of communities.

Advancing Wood Architecture - Achim Menges 2016-07-22

In light of environmental challenges architecture is facing, wood is no longer regarded as outmoded, nostalgic, and rooted in the past, but increasingly recognized as one of the most promising building materials for the future. Recent years have seen unprecedented innovation of new technologies for advancing wood architecture. Advancing Wood Architecture offers a comprehensive overview of the new architectural possibilities that are enabled by cutting-edge computational technologies in wood construction. It provides both an overarching architectural understanding and in-depth technological information through built projects and the works of four leading design research groups in Europe. The projects presented include large scale, permanent buildings such as the ETH Arch-Tec Lab Building in Zurich, the Landesgartenschau Exhibition Hall near Stuttgart and the Boiler House in Hooke Park, UK, as well as, built research prototypes investigating additive robotic fabrication, folded plate structures and meteorosensitive building skins. Illustrated in full colour, the book showcases the latest technological developments in design computation, simulation and digital fabrication together with an architectural, engineering and manufacturing perspective, offering an outlook towards novel spatial and constructional opportunities of a material with unrivalled ecological virtues.

Alta frequenza - 1979

Catalogo dei libri in commercio - 1993

a2, 2011 - Daniele Giacomini 2011-01-01

Operating System Concepts - Abraham Silberschatz 1988

This textbook provides coverage of the fundamental concepts which make up the foundation of operating systems and also gives practical experience with a fully functioning instructional operating system called NACHOS. This edition also features new chapters on the history of the operating systems and on computer ethics, as well as a further case study on WindowsNT. Memory management, including modern computer architectures and file system design and implementation are also covered. Common operating systems (MS-DOS, OS/2, Sun OS5 and Macintosh) are used throughout to illustrate concepts and provide examples of performance characteristics.

Enciclopedia europea - Livio Garzanti 1976

Software Engineer's Reference Book - John A McDermid 2013-10-22

Software Engineer's Reference Book provides the fundamental principles and general approaches, contemporary information, and applications for developing the software of computer systems. The book is comprised of three main parts, an epilogue, and a comprehensive index. The first part covers the theory of computer science and relevant mathematics. Topics under this section include logic, set theory, Turing machines, theory of computation, and computational complexity. Part II is a discussion of software development methods, techniques and technology primarily based around a conventional view of the software life cycle. Topics discussed include methods such as CORE, SSADM, and SREM, and formal methods including VDM and Z. Attention is also given to other technical activities in the life cycle including testing and prototyping. The final part describes the techniques and standards which are relevant in producing particular classes of application. The text will be

of great use to software engineers, software project managers, and students of computer science.

C Programming - k. N. King 2017-07-13

C++ was written to help professional C# developers learn modern C++ programming. The aim of this book is to leverage your existing C# knowledge in order to expand your skills. Whether you need to use C++ in an upcoming project, or simply want to learn a new language (or reacquaint yourself with it), this book will help you learn all of the fundamental pieces of C++ so you can begin writing your own C++ programs.This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject .We hope you find this book useful in shaping your future career & Business.

Research-based Web Design & Usability Guidelines - 2006

Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design.

Software & hardware - Roberto Lesina 1991

Lessico universale italiano - 1968

Information Systems for eGovernment - Gianluigi Viscusi 2010-09-14

Written from a data-centric perspective, Information Systems for eGovernment presents a methodology that is grounded in computer science, but leveraged by sociological, organizational, economical, juridical analyses and methods. Examples and case studies are included, which illustrate the relevance of the approach.

Architettura degli elaboratori. Organizzazione dell'hardware e programmazione in linguaggio assembly - Sergio Congiu 2012

The Mathematical Analysis of Logic - George Boole 1847

Fundamentals of Software Engineering - Carlo Ghezzi 2003

Provides coverage of fundamentals of software engineering by stressing principles and methods through formal and informal approaches. This book emphasizes, identifies, and applies fundamental principles that are applicable throughout the software lifecycle, in contrast to other texts which are based in the lifecycle model of software development.

Biblioteche oggi - 1985

Judicial Applications of Artificial Intelligence - Giovanni Sartor 1998-12-31

The judiciary is in the early stages of a transformation in which AI (Artificial Intelligence) technology will help to make the judicial process faster, cheaper, and more predictable without compromising the integrity of judges' discretionary reasoning. Judicial decision-making is an area of daunting complexity, where highly sophisticated legal expertise merges with cognitive and emotional competence. How can AI contribute to a process that encompasses such a wide range of knowledge, judgment, and experience? Rather than aiming at the impossible dream (or nightmare) of building an automatic judge, AI research has had two more practical goals:

producing tools to support judicial activities, including programs for intelligent document assembly, case retrieval, and support for discretionary decision-making; and developing new analytical tools for understanding and modeling the judicial process, such as case-based reasoning and formal models of dialectics, argumentation, and negotiation. Judges, squeezed between tightening budgets and increasing demands for justice, are desperately trying to maintain the quality of their decision-making process while coping with time and resource limitations. Flexible AI tools for decision support may promote uniformity and efficiency in judicial practice, while supporting rational judicial discretion. Similarly, AI may promote flexibility, efficiency and accuracy in other judicial tasks, such as drafting various judicial documents. The contributions in this volume exemplify some of the directions that the AI transformation of the judiciary will take.

Adult Learning in the Social Context - Peter Jarvis 2012-04-27

This book is a logical progression from The Sociology of Adult and Continuing Education. The author takes a completely new approach to the subject and puts forward a model of adult learning which is analysed in depth. This model arises from the results of a research project in which adults analysed their own learning experiences.

Organizing Business Knowledge - Thomas W. Malone 2003

The vision of the MIT Process Handbook Project is the creation of a systematic and powerful method of organizing and sharing business knowledge. This text presents the key findings of a multidisciplinary research group at MIT's Sloan School of Management.

Hardware Security and Trust - Nicolas Sklavos 2017-01-11

This book provides a comprehensive introduction to hardware security, from specification to implementation. Applications discussed include embedded systems ranging from small RFID tags to satellites orbiting the earth. The authors describe a design and synthesis flow, which will transform a given circuit into a secure design incorporating counter-measures against fault attacks. In order to address the conflict between testability and security, the authors describe innovative design-for-testability (DFT) computer-aided design (CAD) tools that support security challenges, engineered for compliance with existing, commercial tools. Secure protocols are discussed, which protect access to necessary test infrastructures and enable the design of secure access controllers.

High Performance Computing. Parallel Processing Models and Architectures - Marco Vanneschi 2014

Linear Control System Analysis and Design with MATLAB®, Sixth Edition - Constantine H. Houpis 2013-10-30

Thoroughly classroom-tested and proven to be a valuable self-study companion, Linear Control System Analysis and Design: Sixth Edition provides an intensive overview of modern control theory and conventional control system design using in-depth explanations, diagrams, calculations, and tables. Keeping mathematics to a minimum, the book is designed with the undergraduate in mind, first building a foundation, then bridging the gap between control theory and its real-world application. Computer-aided design accuracy checks (CADAC) are used throughout the text to enhance computer literacy. Each CADAC uses fundamental concepts to ensure the viability of a computer solution. Completely updated and packed with student-friendly features, the sixth edition presents a range of updated examples using MATLAB®, as well as an appendix listing MATLAB functions for optimizing control system analysis and design. Over 75 percent of the problems presented in the previous edition have been revised or replaced.

2021 International Conference on Hardware Software Codesign and System Synthesis (CODES ISSS) - IEEE Staff 2021-10-10

The International Conference on Hardware Software Codesign and System Synthesis is the premier event in system level design, modeling, analysis, and implementation of modern embedded and cyber physical systems, from system level specification and optimization down to system synthesis of multi processor hardware software implementations

Cyber Warfare - Jason Andress 2011-07-13

Cyber Warfare Techniques, Tactics and Tools for

Security Practitioners provides a comprehensive look at how and why digital warfare is waged. This book explores the participants, battlefields, and the tools and techniques used during today's digital conflicts. The concepts discussed will give students of information security a better idea of how cyber conflicts are carried out now, how they will change in the future, and how to detect and defend against espionage, hacktivism, insider threats and non-state actors such as organized criminals and terrorists. Every one of our systems is under attack from multiple vectors - our defenses must be ready all the time and our alert systems must detect the threats every time. This book provides concrete examples and real-world guidance on how to identify and defend a network against malicious attacks. It considers relevant technical and factual information from an insider's point of view, as well as the ethics, laws and consequences of cyber war and how computer criminal law may change as a result. Starting with a definition of cyber warfare, the book's 15 chapters discuss the following topics: the cyberspace battlefield; cyber doctrine; cyber warriors; logical, physical, and psychological weapons; computer network exploitation; computer network attack and defense; non-state actors in computer network operations; legal system impacts; ethics in cyber warfare; cyberspace challenges; and the future of cyber war. This book is a valuable resource to those involved in cyber warfare activities, including policymakers, penetration testers, security professionals, network and systems administrators, and college instructors. The information provided on cyber tactics and attacks can also be used to assist in developing improved and more efficient procedures and technical defenses. Managers will find the text useful in improving the overall risk management strategies for their organizations. Provides concrete examples and real-world guidance on how to identify and defend your network against malicious attacks Dives deeply into relevant technical and factual information from an insider's point of view Details the ethics, laws and consequences of cyber war and how computer criminal law may change as a result

Think Python - Allen B. Downey 2015-12-02

If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Operating Systems - Thomas Anderson 2014

Over the past two decades, there has been a huge amount of innovation in both the principles and practice of operating systems Over the same period, the core ideas in a modern operating system - protection, concurrency, virtualization, resource allocation, and reliable storage - have become widely applied throughout computer science. Whether you get a job at Facebook, Google, Microsoft, or any other leading-edge technology company, it is impossible to build resilient, secure, and flexible computer systems without the ability to apply operating systems concepts in a variety of settings. This book examines the both the principles and practice of modern operating systems, taking important, high-level concepts all the way down to the level of working code. Because operating systems concepts are among the most difficult in computer science, this top to bottom approach is the only way to really understand and master this important material.

Introduction to Modeling in Physiology and Medicine - Claudio Cobelli 2008-02-06

This unified modeling textbook for students of biomedical engineering provides a complete

course text on the foundations, theory and practice of modeling and simulation in physiology and medicine. It is dedicated to the needs of biomedical engineering and clinical students, supported by applied BME applications and examples. Developed for biomedical engineering and related courses: speaks to BME students at a level and in a language appropriate to their needs, with an interdisciplinary clinical/engineering approach, quantitative basis, and many applied examples to enhance learning Delivers a quantitative approach to modeling and also covers simulation: the perfect foundation text for studies across BME and medicine Extensive case studies and engineering applications from BME, plus end-of-chapter exercises

Cognition, Education, and Multimedia - Rand J. Spiro 2012-10-12

Computers have become a topic of concern, debate, argument, dogmatism, and inquiry among a variety of people who are interested in the fate and effectiveness of the educational system. This book presents working hypotheses of ways in which computers may fit into and/or transform classroom education. Through the exploration of learning and cognitive theory as it infuses technological developments, this volume promises to illuminate a number of important issues, including experiential learning and nontraditional computer-based instruction.

Python for Everybody - Charles R. Severance 2016-04-09

Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

The Encyclopedia of Game.machines - Winnie Forster 2005

From Atari to Sega, from Apple to Nintendo DS, this full colour book takes not a regional, or European, but a global view on 33 years of onscreen fun and interaction and presents hardware from Japan, USA, UK, France, Germany and Korea, along with classic software in its authentic, pixellated glory. Including over 600 pictures, exclusively shot for Game.Machines, the book contains extensive indices, as well as 20 pages of technical data and explanations. This greatly enhanced and revised edition provides a time journey across the video game era: from the 4-bit beginnings to the broadband future. More than 400 dream machines and million sellers, bizarre slip-ups and exotic variants are profiled in full colour chapters with extensive appendixes.

Cryptography's Role in Securing the Information Society - National Research Council 1996-10-29

For every opportunity presented by the information age, there is an opening to invade the privacy and threaten the security of the nation, U.S. businesses, and citizens in their private lives. The more information that is transmitted in computer-readable form, the more vulnerable we become to automated spying. It's been estimated that some 10 billion words of computer-readable data can be searched for as little as $1. Rival companies can glean proprietary secrets . . . anti-U.S. terrorists can research targets . . . network hackers can do anything from charging purchases on someone else's credit card to accessing military installations. With patience and persistence, numerous pieces of data can be assembled into a revealing mosaic. Cryptography's Role in Securing the Information Society addresses the urgent need for a strong national policy on cryptography that promotes and encourages the widespread use of this powerful tool for protecting of the information interests of individuals, businesses, and the nation as a whole, while respecting legitimate national needs of law enforcement and intelligence for national security and foreign policy purposes. This book presents a comprehensive

examination of cryptography--the representation of messages in code--and its transformation from a national security tool to a key component of the global information superhighway. The committee enlarges the scope of policy options and offers specific conclusions and recommendations for decision makers. Cryptography's Role in Securing the Information Society explores how all of us are affected by information security issues: private companies and businesses; law enforcement and other agencies; people in their private lives. This volume takes a realistic look at what cryptography can and cannot do and how its development has been shaped by the forces of supply and demand. How can a business ensure that employees use encryption to protect proprietary data but not to conceal illegal actions? Is encryption of voice traffic a serious threat to legitimate law enforcement wiretaps? What is the systemic threat to the nation's information infrastructure? These and other thought-provoking questions are explored. Cryptography's Role in Securing the Information Society provides a detailed review of the Escrowed Encryption Standard (known informally as the Clipper chip proposal), a federal cryptography standard for telephony promulgated in 1994 that raised nationwide controversy over its "Big Brother" implications. The committee examines the strategy of export control over cryptography: although this tool has been used for years in support of national security, it is increasingly criticized by the vendors who are subject to federal export regulation. The book also examines other less well known but nevertheless critical issues in national cryptography policy such as digital telephony and the interplay between international and national issues. The themes of Cryptography's Role in Securing the Information Society are illustrated throughout with many examples -- some alarming and all instructive -- from the worlds of government and business as well as the international network of hackers. This book will be of critical importance to everyone concerned about electronic security: policymakers, regulators, attorneys, security officials, law enforcement agents, business leaders, information managers, program developers, privacy advocates, and Internet users.

Giornale di fisica - 1983

Computer Science - National Research Council 2004-10-06

Computer Science: Reflections on the Field, Reflections from the Field provides a concise characterization of key ideas that lie at the core of computer science (CS) research. The book offers a description of CS research recognizing the richness and diversity of the field. It brings together two dozen essays on diverse aspects of CS research, their motivation and results. By describing in accessible form computer science's intellectual character, and by conveying a sense of its vibrancy through a set of examples, the book aims to prepare readers for what the future might hold and help to inspire CS researchers in its creation.

Programming Languages: Principles and Paradigms - Maurizio Gabbrielli 2010-03-23

This excellent addition to the UTiCS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div

Java - Walter J. Savitch 2004

Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and

exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.