



BEHROOZ PARHAMI,
University of California,
Santa Barbara.
2006 • 800 pp. • 381 illus.
• 9780195681437 • paper •
Rs 299

The Oxford Series in
Electrical and Computer
Engineering
* An *Instructor's Manual*
and *CD with PowerPoint®*
presentations are available
to adopters.
* Visit the companion
website at: [www.oup.com/
us/PARHAMI](http://www.oup.com/us/PARHAMI)

COMPUTER ARCHITECTURE

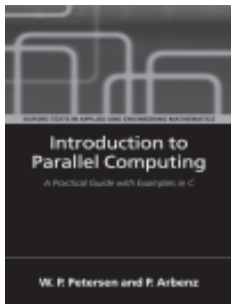
From Microprocessors to Supercomputers

new

Computer Architecture: From Microprocessors to Supercomputers provides a comprehensive introduction to this thriving and exciting field. Emphasizing both underlying theory and actual designs, the book covers a wide array of topics and links computer architecture to other subfields of computing. The material is presented in lecture-sized chapters that make it easy for students to understand the relationships between various topics and to see the "big picture." The short chapters also allow instructors to order topics in the course as they like. The text is divided into seven parts, each containing four chapters. Part I provides context and reviews prerequisite topics including digital computer technology and computer system performance. Part II discusses instruction-set architecture. The next two parts cover the central processing unit. Part III describes the structure of arithmetic / logic units and Part IV is devoted to data path and control circuits. Part V deals with the memory system. Part VI covers input/output and interfacing topics and Part VII introduces advanced architectures. *Computer Architecture: From Microprocessors to Supercomputers* is designed for introductory courses and is suitable for students majoring in electrical engineering, computer science, or computer engineering.

Contents

Each chapter ends with Problems, References, and Further Readings.
Preface; PART 1: BACKGROUND AND MOTIVATION; 1. Combinational Digital Circuits; 2. Digital Circuits with Memory; 3. Computer System Technology; 4. Computer Performance; PART 2: INSTRUCTION-SET ARCHITECTURE; 5. Instructions and Addressing; 6. Procedures and Data; 7. Assembly Language Programs; 8. Instruction-Set Variations; PART 3: THE ARITHMETIC/LOGIC UNIT; 9. Number Representation; 10. Adders and Simple ALUs; 11. Multipliers and Dividers; 12. Floating-Point Arithmetic; PART 4: DATA PATH AND CONTROL; 13. Instruction Execution Steps; 14. Control Unit Synthesis; 15. Pipelined Data Paths; 16. Pipeline Performance Limits; PART 5: MEMORY SYSTEM DESIGN; 17. Main Memory Concepts; 18. Cache Memory Organization; 19. Mass Memory Concepts; 20. Virtual Memory and Paging; PART 6: INPUT/OUTPUT AND INTERFACING; 21. Input/Output Devices; 22. Input/Output Programming; 23. Buses, Links, and Interfacing; 24. Context Switching and Interrupts; PART 7: ADVANCED ARCHITECTURES; 25. Road to Higher Performance; 26. Vector and Array Processing; 27. Shared-Memory Multiprocessing; 28. Distributed Multicomputing; Index



WESLEY PETERSEN and
PETER ARBENZ both at
ETHZ, Switzerland.
2004 • 278 pp. • paper •
9780198515777 • £ 37.00

INTRODUCTION TO PARALLEL COMPUTING

A practical guide with examples in C

This book, based on the author's lecture at ETH Zurich is an ideal practical student guide to scientific computing on parallel computers working up from a hardware instruction level, to shared memory machines and finally to distributed memory machines. Aimed at advanced undergraduate and graduate students in applied mathematics, computer science and engineering, subjects covered include linear algebra, fast Fourier transform, and Monte-Carlo simulations, including examples in C and in some cases Fortran. This book is also ideal for practitioners and programmers.

Features

- A practical student guide to scientific computing on parallel computers
- Explanation by clear and easy to follow examples in C and Fortran
- Includes theoretical background to examples
- Unique coverage of parallelism on microprocessors
- Appendix includes glossary of terms, and notations and symbols

Contents

1. Basic issues; 2. Applications; 3. SIMD, Single Instruction Multiple Data; 4. Shared Memory Parallelism; 5. MIMD, Multiple Instruction Multiple Data; A. SSE Intrinsics for Floating Point; B. AltiVec Intrinsics for Floating Point; C. OpenMP commands; D. Summary of MPI commands; E. Fortran and C communication; F. Glossary of terms; G. Notation and symbols

Oxford University Press is a department of the University of Oxford. It furthers the University's objective of excellence in research, scholarship, and education by publishing worldwide.





FREDRICK M. CADY,
Montana State University.
2007 • 736 pp. •
9780195308266 • paper •
\$ 85.00

SOFTWARE AND HARDWARE ENGINEERING, 2/e

Assembly and C Programming for the Freescale HCS12 Microcontroller

new

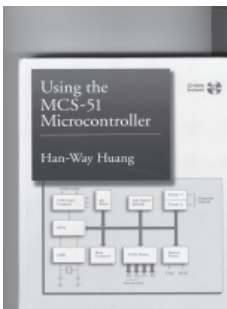
Software and Hardware Engineering: Assembly and C Programming for the Freescale HCS12 Microcontroller, Second Edition, provides a general-purpose view of software and hardware engineering in microcontroller systems and a comprehensive technical reference for the Freescale HCS12 microcontroller. It is ideal for a first undergraduate course in microcontrollers, microprocessors, or microcomputers.

Features

- Covers both Assembly and C programming languages, and provides examples in both formats
- Utilizes CodeWarrior Integrated Development Environment, which supports both Assembly and C, the Freescale background debugging mode, and also has an input/output simulator
- Contains numerous application examples—everything from a remote control to a computer—even a car
- Emphasizes good program design with design comments in all examples
- Includes programming hints and recommended practices for debugging
- References all homework problems to ABET outcomes a – k

Contents

Preface 1. Introduction; 2. General Principles of Microcontrollers; 3. Structured Program Design; 4. Introduction to the HCS12 Hardware; 5. An Assembler Program; 6. The Linker; 7. The HCS12 Instruction Set; 8. Programs for the HCS12; 9. Debugging HCS12 Programs; 10. Program Development Using C; 11. HCS12 Parallel I/O; 12. HCS12 Interrupts; 13. HCS12 Memories; 14. HCS12 Timer; 15. HCS12 Serial I/O - SCI and SPI; 16. HCS12 Serial I/O - MSCAN; 17. HCS12 Analog Input; 18. Single-chip Microcontroller Interfacing Techniques; 19. Fuzzy Logic; 20. Debugging Systems; 21. Advanced HCS12 Hardware; Appendixes - A. Binary Codes; B. HCS12 Instruction Set; C. Freescale Assembler; D. HCS12 I/O Registers; E. Include File Listings; F. HCS12 Interrupt Vector



HAN-WAY HUANG,
Minnesota State University.
1999 • 560 pp. •
9780195125139 • \$ 76.95

USING THE MCS-51 MICROCONTROLLER

The book is an ideal introduction to microcontroller and microprocessor based design, while containing enough rigor and depth to provide in depth knowledge of the MCS-51 microcontroller. It is intended as a textbook for a first course on microprocessors or microcontrollers, but is also suitable for anyone who needs to learn about the MCS-51 microcontroller. It will be accompanied by a supplemental CD and will also have a solutions manual available only to adopters of the text.

Features

- Pedagogical strength. This book first outlines background issues to give students the motivation before every topic is discussed and then progresses toward the details and specifics of each topic of the MCS-51.
- Provides very complete coverage of I/O functions of the MCS-51 family microcontrollers.
- Development tools and lab projects. Several lab projects are provided in most chapters. An evaluation version of MCS-51 development tools is included in a CD for readers to test their program. A tutorial is provided for using one of the evaluation boards and the included software tools.
- Emphasizes design analysis. Wherever appropriate, electrical analysis and timing analysis are provided. Examples include memory design timing analysis, Centronics interface timing analysis, i8255 interfacing timing verification, LED and seven-segment display electrical load analysis, etc.
- Extensive examples - keypad scanning debouncing, Centronics printer interface, memory system design verification, A/D conversion, D/A conversion, motor control, RS-232 standard, etc.

Contents

1. Introduction to the Intel MCS-51; 2. MCS-51 Assembly Programming; 3. Advanced Assembly Programming; 4. Bus Cycles and Memory Expansion; 5. Interrupts, Resets, and Exception Processing; 6. Parallel I/O Ports; 7. Timer Function; 8. Analog to Digital Converter; 9. Serial Communication; 10. Serial Expansion Port
Lab Exercises and Assignments; Appendix A. Instruction Execution Time Appendix; B. Special Function Registers (SFR) Appendix; C. Interrupt Vector Addresses Appendix; D. Standard Resistors Appendix; E. MCS-51 Software and Hardware Vendors Appendix; F. MCS-51 Variants Appendix; G. MCS-51 Instruction Set Appendix; H. Dallas DS87C520 Datasheet References Glossary Index.



PRINCIPLES OF COMPUTER HARDWARE, 4/e new

Principles of Computer Hardware explores the fundamentals of computer structure, architecture, and programming that underpin the array of computerized technologies around which our lives are now built. The book opens with an introduction to the fundamental concepts upon which computers are constructed - gates, circuits, logic - and computer arithmetic, the 'language' through which computers communicate. It then reveals how computers are structured and how they operate, taking us step-wise from the instruction set architecture, the bringing together of instructions through assembly language programming, and on to the heart of the computer, the central processing unit. The book then builds on these foundations to consider how the hardware interfaces with its surroundings, introducing us to topics such as computer memory; operating systems and the interface between hardware and software; and computer peripherals and computer communications - the interface with the outside world.

Always putting educational value first, *Principles of Computer Hardware* uses the 68K processor as a powerful teaching and learning tool, putting substance firmly before style.

ALAN CLEMENTS, University of Teesside.

2006 • 672 pp. • 9780195685268 • paper • Rs 595

Features

- New online resource centre featuring figures from the book available to download, and a downloadable solutions manual
- New boxes throughout, to augment the content of the main text, and relate key concepts to familiar contexts, such as the PC
- Advanced topics from chapter 12 integrated throughout the book, offering deeper insights into key topics
- Revised structure, featuring four new chapters (5, 8, 9, 11): The Instruction Set Architecture; Peripherals for computers; ARM and RISC now split across two new chapters: Accelerating Performance; Processor Architectures.
- New coverage within existing chapters includes: History of computing in Chapter 1; Error detecting codes and data compressing codes in Chapter 4; The Bus in Chapter 10; A summary of the latest optical memory technology in Chapter 9.

Contents

1. Introduction to computer hardware; 2. Gates, Circuits, and Combinational Logic; 3. Sequential logic; 4. Computer arithmetic; 5. The Instruction Set Architecture; 6. Assembly language programming; 7. Structure of the CPU; 8. Accelerating Performance; 9. Processor Architectures; 10. Buses and Input/Output Mechanisms; 11. Peripherals for Computers; 12. Computer memory; 13. The CPU, memory and the operating system; 14. Computer communications; Appendices; Bibliography; Index.



MICROCONTROLLERS AND MICROCOMPUTERS

Principles of Software and Hardware Engineering

Microcontrollers and Microcomputers: Principles of Software and Hardware Engineering is a top-down introductory treatment of microprocessors that provides students with an accessible and thorough overview of today's key hardware and software engineering issues.

Contents

Preface; 1. Introduction; 2. The Picoprocessor: An Introduction to Computer Architecture; 3. Introduction to the CPU: Registers and Condition Codes; 4. Addressing Modes; 5. Assembly Language Programming and Debugging; 6. Top-Down Software Design; 7. Computer Buses and Parallel Input/Output; 8. Interrupts and Real-Time Events; 9. Computer Memories; 10. Serial Input/Output; 11. Analog Input and Output; Appendix A. Binary Codes; Solutions to Chapter Problems; Index.

FREDRICK M. CADY, Montana State University, Bozeman.

1997 • 272 pp. • 163 illus. • 9780195681451 • paper • Rs 250

* A companion website is available at: www.coe.montana.edu/ee/cady/cadyhmpg.htm

* An *Instructor's Manual* is available.



ALI BEHFOROZ and
FREDERICK J. HUDSON,
both at *Towson State
University*.
1996 • 688 pp. • 90 illus. •
9780195681468 • paper •
Rs 325

SOFTWARE ENGINEERING FUNDAMENTALS

Designed to introduce readers to the environment where software products are developed, this book elaborates the concept of software development as an engineering process. Software metrics (attributes) are defined and utilized to measure the properties of software products and manage their manufacturing. Software production is described in full detail, and many of the interim products of this process are described with enough specifications to permit the creation of a fine draft by the reader.

The use of models for estimating size, cost, and reliability, scheduling, and risk assessment is encouraged, and explicit guidelines are provided for virtually any task a software engineer may be assigned.

Features

- Offers extensive coverage of software metrics, reliability, resource estimations, risk management, planning, text and integration process, and technical management.
- Introduces the notion of using software metrics (attributes) as a management tool to evaluate and control the development process.
- Provides explicit guidance for virtually every task that a software engineer may be assigned.
- Uses realistic case studies and examples extensively to reinforce conceptual material.
- Encourages the use of modeling techniques while emphasizing the need to calibrate models with actual data and includes separate chapters on real-time software and human factors.
- Each chapter begins with Objectives and ends with a Summary and Exercises. Each Unit ends with a Summary.

Contents

UNIT ONE: INTRODUCTION; 1. Overview of System and Software Development Life Cycles; 2. Case Studies; 3. Technical Planning; UNIT TWO: ANALYSIS AND DESIGN; 4. Software Specifications and Requirement Analysis; 5. Software Specification Tools; 6. Software Development Environment; 7. Software Design; 8. Object-Oriented Analysis and Design; UNIT THREE: IMPLEMENTATION AND MAINTENANCE; 9. Fundamentals of Coding; 10. Software System Test and Integration; 11. Module Level Testing; 12. Debugging; 13. Software Maintenance and Maintainability; UNIT FOUR: SOFTWARE METRICS OR ATTRIBUTES; 14. Software Attributes and Their Estimation; 15. Software Development Resource Estimation; 16. Software Development Risk Assessment and Containment; 17. Reliability; 18. Software Quality and Quality Assurance; UNIT FIVE: SPECIAL TOPICS; 19. Real-Time Software; 20. Human Factors in Software Engineering; APPENDIXES; A. Communication Skills; B. Cost Benefit Analysis; C. Decisions and Trade-Offs; D. Reviews; Index



PRADIP DEY & MANAS
GHOSH, both at RCC
Institute of Information
Technology, Kolkata.
2007 • 776 pages •
9780195687910 • paper •
Rs 265

PROGRAMMING IN C

new

Programming in C is designed to serve as a textbook for students of engineering (BE/B Tech), computer applications (BCA/MCA), and computer science (B Sc) for an introductory course on programming in C. It provides a thorough understanding of the fundamentals of C and its applications. This will help readers to learn the art of writing programs in C.

Beginning with the basic concept of programming, the book gives an exhaustive coverage of arrays, strings, functions, pointers, and data structures. A separate chapter on linked lists with their implementation in C has been provided to simplify the learning of complex concepts. Some advanced features of C such as memory models, command-line arguments, and bitwise operators have also been included. Case studies demonstrating the use of C in solving mathematical as well as real-life problems have also been presented.

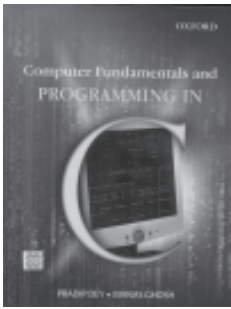
The book is easy-to-understand and student-friendly with plenty of programs complete with source codes and test cases. Readers will find this book an excellent companion for self study owing to its numerous examples, review questions, and programming exercises.

Features

- Provides the fundamental concepts of programming in C
- Illustrates widely used library functions with program codes and test cases
- Highlights the common mistakes to indicate the possible problem areas
- Includes a separate chapter on linked lists and their implementation in C
- Provides numerous review questions and programming exercises at the end of each chapter
- Includes frequently asked questions and small case studies at the end of the book

Contents

Preface; 1. Introduction to Programming: Algorithms and Flowcharts; 2. Basics of C; 3. Input and Output; 4. Control Statements; 5. Arrays and Strings; 6. Functions; 7. Pointers in C; 8. User-defined Data Types and Variables: Structures, Unions, Enumerations, and Bitfields; 9. Files in C; 10. Linked Lists; 11. Advanced C; *Frequently Asked Questions*; *Appendices*



COMPUTER FUNDAMENTALS AND PROGRAMMING IN C

The book begins with an introduction to the number systems, binary arithmetic, logic gates, and basic concepts of operating systems. A major part of the book provides a detailed coverage of programming in C for the reader to acquire the skills of writing programs in C. Concepts such as compilers, linkers, loaders, data types, functions, arrays, strings, pointers, and file systems have been explained exhaustively. The book also includes case studies demonstrating the use of C in solving mathematical as well as real-life problems. Memory models, command-line arguments, and bitwise operators have been included to demonstrate the variety of problems that C can address. Interspersed with numerous solved examples based on daily life, the theory is also well supported by plenty of review questions and programming exercises at the end of each chapter. Written in a clear and lucid style, the book encourages self-study and motivates the student towards independent problem solving.

Computer Fundamentals and Programming in C is designed to serve as a textbook for an introductory core course on computers and programming in C.

P. DEY and M. GHOSH both at the RCC Institute of Information Technology, Kolkata.

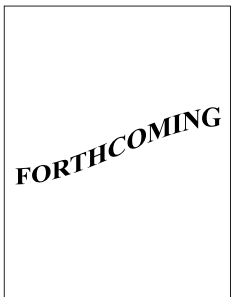
2006 • 824 pp. •
9780195676846 • paper •
Rs 245

Features

- Includes separate chapters on number systems, binary arithmetic, logic gates, and basic concepts of operating systems.
- Provides plenty of solved examples based on daily life.
- Highlights the common mistakes to point out the possible problem areas.
- Provides numerous review questions and programming exercises in each chapter.
- Includes appendices containing special notes on C and case studies.

Contents

Preface; 1. Computer Fundamentals; 2. Number System; 3. Binary Arithmetic; 4. Boolean Algebra; 5. Logic Gates and Boolean Simplification; 6. Basic Concepts of Operating Systems; 7. Introduction to Programming: Algorithms and Flowcharts; 8. Basics of C; 9. Input and Output; 10. Control Statements; 11. Arrays and Strings 12. Functions; 13. Pointers in C; 14. User-defined Data Types and Variables: Structures, Unions, Enumerations, and Bitfields; 15. Files in C; Advanced C; Appendices



PROGRAMMING WITH ANSI C++

Designed to serve as a textbook for undergraduate engineering, BCA, and MCA students, *Programming with ANSI C++* provides an in-depth coverage of elementary as well as advanced topics of the language. The theory is well supported with plenty of application-oriented programs, complete with their source codes and test cases, and exercises in each chapter.

Features

- Uses simple language and lucid style of presentation of concepts
- Refers to ANSI C++ throughout the book
- Covers both elementary as well as advanced C++
- Incorporates more than 400 examples to illustrate various aspects of ANSI C++
- Includes large number of programming exercises at the end of each chapter

Contents

1: Introduction to C++; 2: Overview of Core C++ Language; 3: Classes and Objects ; 4: Functions ; 5: Constructors and Destructors ; 6: Operator Overloading and User-defined Conversions; 7: Templates ; 8: Exception Handling; 9: Inheritance; 10: Runtime polymorphism by virtual functions; 11: Run Time Type Information and Different Casting Operators; 12: Streams and Formatted IO; 13: Using Files for IO; 14: Namespaces; 15: ANSI String Objects; 16: The Standard Template Library.

BHUSHAN TRIVEDI, GLS
Institute of Computer
Technology

2007 • 544 pp. •
9780195690378 • paper •
Forthcoming



SOURAV SAHAY, Cognizant Technology Solutions.
2006 • 488 pp. •
9780195681529 • paper •
Rs 225

OBJECT-ORIENTED PROGRAMMING WITH C ++

Designed to serve as a textbook for students pursuing B.Tech. or BE program in information technology and computers, *Object-Oriented Programming with C++* imparts a clear understanding of objects and the method of modeling them in the Object-Oriented Programming System. The book would also be suitable for undergraduate as well as postgraduate students of computer applications.

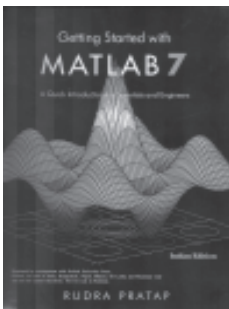
The various topics in the book are presented in a systematic manner to ease understanding of concepts. Beginning with an explanation of the Procedure-Oriented Programming System, the role played by structures in this system, and the reasons that led to the creation of OOPS, the book provides a systematic discussion of features such as classes, objects, dynamic memory management, constructors, destructors, inheritance, dynamic polymorphism, and operator overloading. The concepts of stream handling, templates (including the Standard Template Library), and exception handling have been covered in detail to provide more control and convenience to programmers. The appendices in the book include a case study, comparison of C++ with C, comparison of C++ with Java, an overview of Object-Oriented Analysis and Design, and self tests. To reinforce the understanding of concepts, diagrams, tables, and program listings have been included wherever appropriate. With plenty of solved examples and exercises in each chapter, the text provides the right balance between explanation of fundamentals and demonstration of good programming.

Features

- Simple and concise language eases the understanding of complex concepts that have made C++ powerful but enigmatic.
- Plenty of solved examples with complete program listings and test cases to reinforce learning .
- Review questions and program writing exercises at the end of each chapter to provide additional practice.
- Self-tests at the end of the book to prepare the students for examinations.

Contents

Preface; 1. Introduction to C++; 2. Classes and Objects; 3. Dynamic Memory Management; 4. Constructors and Destructors; 5. Inheritance; 6. Virtual Functions and Dynamic Polymorphism; 7. Stream Handling; 8. Operator Overloading, Type Conversion, New Style Casts, and RTTI; 9. Templates; Exception Handling; Appendices



RUDRA PRATAP, Indian Institute of Science in Bangalore.
2005 • 256 pp. •
9780195680010 • Rs 145

GETTING STARTED WITH MATLAB 7

A Quick Introduction for Scientists and Engineers

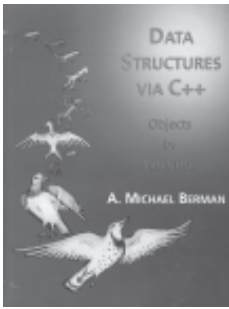
MATLAB, a software package for high-performance numerical computation and visualization, is one of the most widely used tools in the engineering field today. Its broad appeal lies in its interactive environment with hundreds of built-in functions for technical computation, graphics, and animation. In addition, it provides easy extensibility with its own high-level programming language. Enhanced by fun and appealing illustrations, *Getting Started with MATLAB 7: A Quick Introduction for Scientists and Engineers* employs a casual, accessible writing style that shows users how to enjoy using MATLAB.

Features

- Familiarizes users with MATLAB in just a few hours through self-guided lessons Discusses new features and applications in MATLAB 7 Covers elementary, advanced, and special functions
- Includes numerous new examples and problems Supplements any course that uses MATLAB Works as a stand-alone tutorial and reference

Contents

Preface; 1. Introduction; 2. Tutorial Lessons; 3. Interactive Computation; 4. Programming in MATLAB: Scripts and Functions; 5. Applications; 6. Graphics; 7. Errors; 8. What Else is There?; Appendix: The MATLAB Language Reference; Bibliography; Index.



A. MICHAEL BERMAN,
California State Polytechnic
University, Pomona.
1997 • 496 pp. • 124 line
illus. • paper •
9780195108439 • Rs 310

DATA STRUCTURES VIA C++

Objects by Evolution

This book is designed as a survey of CS2 data structures using C++ as the base programming language. The author introduces Object-Oriented Programming concepts in the context of traditional data structures and algorithms, emphasizing encapsulation from the beginning and gradually bringing in generics, inheritance and polymorphism as the book progresses. Real-world examples illustrate the material in a way that makes it accessible to readers with no more than a basic background in the subject. All supporting materials, including source code, will be available to interested individuals via the World Wide Web.

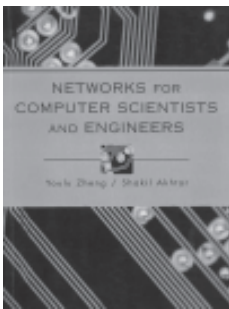
Features

- An appendix covering the basics of the C++ language makes this text accessible to students with little or no background in C++
- Excellent ancillary materials for the text include:
 - Java-based animations of key algorithms from the book
 - Complete source code transparency masters
 - Solutions to exercises and labs
 - Sample exam questions

Please visit <http://www.amberman.org/evolve/home.html>

Contents

Preface; 1. Software Engineering and Computer Programming; 2. Designing Software: Two Approaches; 3. Software Reliability; 4. Abstract Data Types, Classes, and Objects; 5. Efficiency; 6. Recursion; 7. Lists; 8. Stacks; 9. Queues; 10. Tables; 11. Trees; 12. Graphs; Appendix A: A Brief Review of C; Appendix B: C++ for the Pascal Programmer; Appendix C: C++ for the Programmer; Bibliography; Index.



YOU LU ZHENG, *University of Montana*, and SHAKIL AKHTAR, *Central Michigan University*.
2001 • 592 pp. • 215 illus. •
9780195685756 • paper •
Rs 355
* A *Solutions CD and Lab Manual* is available.

NETWORKS FOR COMPUTER SCIENTISTS AND ENGINEERS

Networks for Computer Scientists and Engineers is a data communications and networks textbook with a unique software projects and laboratory-based approach. Designed for undergraduate students, it covers both fundamental theory and modern technologies. The Instructor's Manual and CD (available to adopters) provide step-by-step instructions for configuring client/server computers, hubs, routers, and switches to construct a cost-effective prototype network lab with implementation of web (http), email, VPN, and other servers. This prototype lab is based on Linux and other popular platforms, demonstrates how different protocols and components are integrated into a heterogeneous network, and provides an ideal environment for troubleshooting and experimental network management. The book's accompanying software projects—included on the instructor's CD—are not merely samples but complete software packages with real applications and utilities written in Java, C, C++, assembly language, and thoroughly tested by professors and students at several universities.

Contents

Most chapters end with a Summary, Problems, References, and a list of related Articles and Websites.

Preface; 1. Introduction; 2. Data Communications; 3. The OSI Seven-Layer Network Model; 4. LAN Technologies; 5. TCP/IP and the Internet; 6. Networking Technologies; 7. Switching and Virtual LAN; 8. Network Performance; 9. Network Management; 10. Communication and Network Security; 11. Network Programming; Index.

FORTHCOMING

RAJ KAMAL DEVI AHILYA,
Vishwa Vidyalaya (DAVV).
2007 • 512 pp. •
9780195686777 • paper •
Forthcoming

MOBILE COMPUTING

Mobile Computing describes basic concepts and technical information about all aspects of mobile computing as also the latest technologies that are currently being deployed in this field. In an attempt to present a balanced view of mobile computing as well as mobile communication, the first few chapters in the book describe the important aspects of mobile communication.

Features

- Detailed coverage of basic engineering principles that make mobile computing work
- Solved examples and practical projects that demonstrate how the various technologies are used and integrated
- Updated coverage of recent trends and developments in mobile computing
- Includes end-chapter exercises and multiple choice questions to test understanding of concepts
- Provides Glossary, Acronyms, and bibliographies of books and published research in the appendices

Contents

1. Overview of mobile and pervasive computing; 2. Mobile devices, computers, sensors and systems; 3. Communication Systems 1_GSM and Similar Architectures; 4. Communication Systems 2 _ Wireless Medium Access Control and CDMA based Architectures; 5. Mobile IP at network layer; 6. Mobile transport layer; 7. Database; 8. Computing and Servicing; 9. Data dissemination and broadcasting ; 10. Device and Data security; 11. Data Synchronization; 12. Mobile Ad-hoc and sensor networks; 13. Protocols-WLAN, Wireless application protocol (version 2.0) and Bluetooth systems; 14. Tools- Java, J2ME, JavaCard, Symbian WindowCE-PalmOS



PATTERN RECOGNITION

Techniques and Applications
(Includes CD)

Pattern Recognition: Techniques and Applications is a textbook designed to meet the requirements of undergraduate and postgraduate students of computer science and electrical engineering.

The book begins by introducing the concept of inductive learning and provides an exhaustive coverage of pattern recognition procedures such as those used by decision trees, evolutionary approaches, Bayes, nearest neighbour, neural nets, and linear classifiers. This is followed by discussions on topics of syntactic pattern recognition, attribute selection, and clustering. The book ends with a comparison of the results of classification of a given set of patterns using some of the different procedures discussed. The appendices present two projects: one on medical prognostication, and the other on optical character recognition.

Written in an easy-to-understand and student-friendly manner, the book provides ample practical applications and is well supported by exercises at the end of each chapter. The lucid treatment of the subject encourages self-study and instills working knowledge of pattern recognition in a student. The book would also serve as a useful reference for engineers practising in industrial and research organizations that apply pattern recognition techniques in diverse areas such as optical character recognition and medical diagnosis.

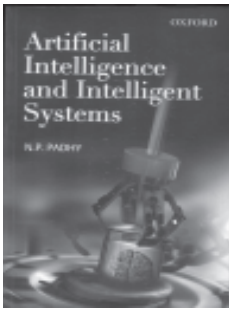
Features

- Includes separate chapters on decision trees, evolutionary approach, Bayes, nearest neighbour, neural nets, linear classifier, attribute selection, clustering, and syntactic pattern recognition
- Emphasizes the practical applications of all the theory presented
- Provides programming as well as non-programming exercises for each chapter
- Proposes projects for medical prognostication and optical character recognition
- Includes a separate CD containing data files for the project on optical character recognition

Contents

Preface; 1. Learning to Recognize Patterns; 2. Decision Trees: Basics; 3. Decision Trees: Extensions; 4. Obtaining Prules by Evolution; 5. Bayes Classification; 6. Nearest Neighbour Classification; 7. Multilayer Neural Nets; 8. Linear Classification; 9. Cross Validation and Attribute Selection; 10. Clustering; 11. Syntatic Pattern Recognition; 12. Summing Up; Appendices

RAJJAN SHINGHAL retired as Professor of computer science from Concordia University, Montreal. He has published research papers in many conference proceedings and journals. He has authored a book, *Formal Concepts in Artificial Intelligence*, published by Chapman & Hall, London, and co-published with Van Nostrand, New York. He has also co-edited a book, *Operational Expert System Applications in Canada*, published by Pergamon Press.
2005 • 300 pp. •
9780195676853 • paper •
Rs 250



N.P. PADHY, IIT Roorkee.
2005 • 614 pp. •
9780195671544 • paper •
Rs 265

ARTIFICIAL INTELLIGENCE AND INTELLIGENT SYSTEMS

Artificial Intelligence and Intelligent Systems provides a comprehensive coverage of the fundamental concepts and techniques in artificial intelligence. The book discusses current trends in AI and its application to various fields.

Intelligent systems such as expert systems, fuzzy systems, artificial neural networks, genetic algorithms, and swarm intelligent systems are discussed in detail with examples to facilitate in-depth understanding of AI. The text emphasizes the solution of real-world problems using the latest AI techniques. Since the ultimate goal of AI is the construction of programs to solve problems, an entire chapter has been devoted to the programming languages used in AI problem solving.

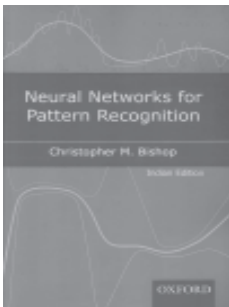
Written in a clear and lucid style, this student-friendly book has been specially designed for undergraduate engineering students. With its application-oriented approach and inclusion of recent topics, the book would also be useful to postgraduate students and researchers in this field.

Features

- Includes real-world examples to illustrate concepts
- Contains a separate chapter on programming languages in AI
- Includes new topics such as swarm intelligent systems
- Explains genetic algorithms and swarm intelligence using examples
- Provides numerous illustrations, examples, and end-chapter exercises

Contents

Preface; 1. Artificial Intelligence: History and Applications; 2. Knowledge Representation: Reasoning, Issues, and Acquisition; 3. Heuristic Search; 4. State Space Search: Implementation and Applications; 5. Artificial Intelligence Problem-solving Languages; 6. Expert Systems; 7. Fuzzy Systems; 8. Artificial Neural Networks; 9. Genetic Algorithms and Evolutionary Programming; 10. Swarm Intelligent Systems



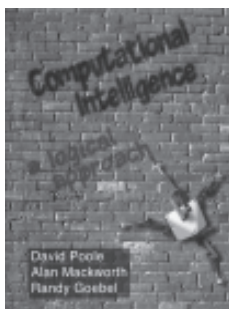
C.M. BISHOP
2003 • 500 pp. •
9780195667998 • paper •
Rs 295

NEURAL NETWORKS FOR PATTERN RECOGNITION

This is the first comprehensive treatment of feed-forward neural networks from the perspective of statistical pattern recognition. After introducing the basic concepts, the text examines techniques for modeling probability density functions and discusses the properties and merits of the multi-layer perceptron and radial basis function network models. Also covered are various forms of error functions, principal algorithms for error function minimization, learning and generalization in neural networks, and Bayesian techniques and their applications. With more than 100 exercises, this work will benefit anyone involved in the fields of neural computation and pattern recognition.

Contents

1. Statistical Pattern Recognition; 2. Probability Density Estimation; 3. Single-Layer Networks; 4. The Multi-Layer Perceptron; 5. Radial Basis Functions; 6. Error Functions; 7. Parameter Optimization Algorithms; 8. Pre-processing and Feature Extraction; 9. Learning and Generalization; 10. Bayesian Techniques; Appendixes; A. Symmetric Matrices; B. Gaussian Integrals; C. Lagrange Multipliers; D. Calculus of Variations; E. Principal Components; References; Index



DAVID POOLE, ALAN MACKWORTH, both at *University of British Columbia*, and RANDY GOEBEL, *University of Alberta*.

* A website is available: www.cs.ubc.ca/spider/poole/ci.html
1998 • 576 pp. • 101 illus. • 9780195685725 • paper • Rs 350

COMPUTATIONAL INTELLIGENCE

A Logical Approach

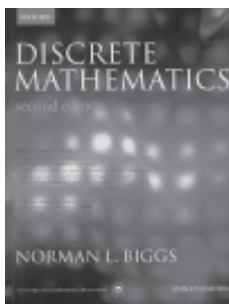
Computational Intelligence: A Logical Approach provides a unique and integrated introduction to artificial intelligence. It weaves a unifying theme—an intelligent agent acting in its environment—through the core issues of AI, placing them into a coherent framework. Rather than giving a surface treatment of an overwhelming number of topics, it covers fundamental concepts in depth, providing a foundation on which students can build an understanding of modern AI. This logical approach clarifies and integrates representation and reasoning fundamentals, effectively leading students from simple to complex ideas. The authors develop AI representation schemes and describe their uses for diverse applications, from autonomous robots to diagnostic assistants to infobots that find information in rich information sources. The authors' website offers extensive support for the text, including source code, interactive Java scripts, various pedagogical aids, and an interactive environment for developing and debugging knowledge bases. Ideal for upper-level undergraduate and introductory graduate courses in artificial intelligence, *Computational Intelligence* encourages students to explore, implement, and experiment with a series of progressively richer representations that capture the essential features of more and more demanding tasks and environments.

Features

- Adopts a "logical" approach: the entire book presents a consistent evolution of representation and reasoning. It leads students from simple to complex ideas by presenting basic information as integrated representation schemes and then building these schemes into more specific topics
- Focuses on an intelligent agent acting in an environment
- World Wide Web Site available at http://www.cs.ubc.ca/spider/poole/ci_code.html, which contains source code, interactive Java scripts, various pedagogical aids, and an interactive environment for developing and debugging knowledge bases
- Each chapter ends with References and Further Reading, and Exercises.

Contents

Preface; 1. Computational Intelligence and Knowledge; 2. A Representation and Reasoning System; 3. Using Definite Knowledge; 4. Searching; 5. Representing Knowledge; 6. Knowledge Engineering; 7. Beyond Definite Knowledge; 8. Actions and Planning; 9. Assumption-Based Reasoning; 10. Using Uncertain Knowledge; 11. Learning; 12. Building Situated Robots; Appendixes; A. Glossary; B. The Prolog Programming Language; C. Some More Implemented Systems; Bibliography; Index.



NORMAN L. BIGGS, London School of Economics, University of London.
2003 • 440 pp. • 9780195667523 • paper • Rs 250

DISCRETE MATHEMATICS, 2/e

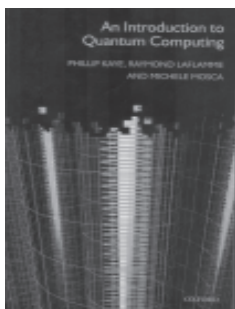
The book is carefully structured, coherent and comprehensive, and is the ideal text for students seeking a clear introduction to discrete mathematics, graph theory, combinatorics, number theory, coding theory and abstract algebra.

Features

- New edition of a best-selling undergraduate textbook
- Contains nine new introductory chapters, in addition to updated chapters from the previous edition
- Contains over 1000 individual exercises and selected solutions
- Companion website www.oup.com/mathematics/discretemath contains hints and solutions to all exercises

Contents

The Language of Mathematics: 1. Statements and proofs; 2. Set notation; 3. The logical framework; 4. Natural numbers; 5. Functions; 6. How to count; 7. Integers; 8. Divisibility and prime numbers; 9. Fractions and real numbers; **Techniques:** 10. Principles of counting; 11. Subsets and designs; 12. Partition, classification and distribution; 13. Modular arithmetic; **Algorithms and Graphs:** 14. Algorithms and their efficiency; 15. Graphs; 16. Trees, sorting and searching; 17. Bipartite graphs and matching problems; 18. Digraphs, networks and flows; 19. Recursive techniques; **Algebraic Methods:** 20. Groups; 21. Groups of permutations; 22. Rings, fields and polynomials; 23. Finite fields and some applications; 24. Error-correcting codes; 25. Generating functions; 26. Partitions of a positive integer; 27. Symmetry and counting



AN INTRODUCTION TO QUANTUM COMPUTING **new**

This concise, accessible text provides a thorough introduction to quantum computing - an exciting emergent field at the interface of the computer, engineering, mathematical and physical sciences. Aimed at advanced undergraduate and beginning graduate students in these disciplines, the text is technically detailed and is clearly illustrated throughout with diagrams and exercises. Some prior knowledge of linear algebra is assumed, including vector spaces and inner products. However, prior familiarity with topics such as quantum mechanics and computational complexity is not required.

Features

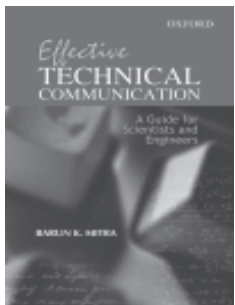
- Assumes basic background in mathematics and computer science
- Emphasis on pedagogical presentation of concepts
- Clear, explanatory diagrams are provided throughout
- Contains numerous integrated exercises

Contents

Preface; 1. Introduction and background; 2. Linear algebra and the Dirac notation; 3. Qubits and the framework of quantum mechanics; 4. A quantum model of computation; 5. Superdense coding and quantum teleportation; 6. Introductory quantum algorithms; 7. Algorithms with super-polynomial speed-up; 8. Algorithms based on amplitude amplification; 9. Quantum computational complexity theory and lower bounds; 10. Quantum error correction; Appendices; Bibliography; Index

PHILLIP KAYE, RAYMOND LAFLAMME, and MICHELE MOSCA, all at Institute for Quantum Computing, University of Waterloo, Ontario, Canada.

2007 • 288 pp. •
9780199236770 • paper •
Rs 350



EFFECTIVE TECHNICAL COMMUNICATION

Effective Technical Communication is designed to serve as a practical guide and useful resource for scientists, engineers, and researchers. It addresses the need of practitioners engaged in the exchange of technical information to effectively share their ideas with, and make an impact on, their peers.

The book provides guidelines, technical conventions, and graphical and visual aids for communicating effectively. It discusses the use of scientific vocabulary and various forms of writing, starting from simple forms such as paragraph and précis writing to more advanced forms such as scientific and engineering reports and papers. Written in an easy-to-understand style, the text is supported with numerous illustrative examples. The correct use of language, the dos and don'ts of communication, and the effective use of speech communication have also been discussed in detail.

Features

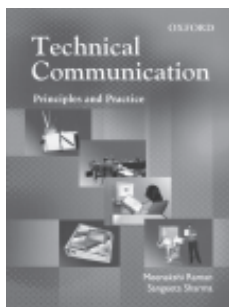
- Acquaints readers with key communication techniques
- Includes all forms of communication including technical papers, reports, and proposals
- Provides illustrative examples of concepts and forms of communication
- Explores emerging trends in communication, including email and voice mail

Contents

Preface; Introduction; 1. Principles of Scientific Vocabulary; 2. Techniques of Sentence and Paragraph Construction; 3. Writing Scientific and Engineering Papers; 4. Technical Guidelines for Communication; 5. Effective Use of Charts, Graphs, and Tables; 6. Writing Technical Reports; 7. Précis of Science and Engineering Related Topics; 8. Speech Communication: Effective Presentation Techniques; 9. The Role of E-mail in the Communication Process; 10. Observing the Code of Gender Neutral Language; 11. Look Before You Write: Avoiding the Pitfalls; Conclusion; Appendices

BARUN K. MITRA,
formerly Professor of
English, Indian
Institute of Technology
Kharagpur.

2006 • 232 pp. •
9780195682915 • paper •
Rs 175



MEENAKSHI RAMAN and
SANGEETA SHARMA,
both at *Birla Institute of
Technology and Science,
India.*

2004 • 608 pp.
9780195668049 • paper •
Rs 250

TECHNICAL COMMUNICATION

Principles and Practice

This book presents a comprehensive treatment of the basics of technical communication, both oral and written. The text covers contemporary topics such as technical proposals, research papers, technical theses, dissertations, and instruction manuals. It demonstrates attractive presentation styles and layouts, contains numerous exhibits specific to technical applications, and includes appendices on common errors, punctuation, spelling, and proofreading symbols.

Features

- Contains a separate module on English usage
- Includes checklists, point-wise listings, do's and don'ts
- Discusses PowerPoint, LaTeX, ChiWriter, and other contemporary software for presentation of documents
- Demonstrates attractive presentation styles and layouts for written communication
- Contains numerous exhibits specific to technical applications
- Includes appendices on common errors, punctuation and capitalization, commonly misspelled words, foreign words and phrases, and proofreading symbols

Contents

PART I: OVERVIEW; 1. Basics of Technical Communication; 2. Barriers to Communication; 3. Technology in Communication; PART II: ORAL FORMS; 4. Active Listening; 5. Effective Presentation Strategies; 6. Interviews; 7. Group Communication; PART III: CONSTITUENTS OF EFFECTIVE WRITING; 8. Words and Phrases; 9. Sentence Construction; 10. Paragraph Development; 11. The Art of Condensation; 12. Reading Comprehension; PART IV: WRITTEN FORMS; 13. Letters, Memos, and E-mails; 14. Reports; 15. Technical Proposals; 16. Research Papers, Dissertations, and Theses; 17. Instruction Manuals and Technical Descriptions; *Appendices*



KENNETH W. HOUP,
THOMAS E. PEARSALL,
ELIZABETH TEBEAUX and
SAM DRAGGA
2005 • 832 pp.
9780195178791 • paper •
Rs 1245

REPORTING TECHNICAL INFORMATION

Eleventh Edition

One of the leading texts in technical writing, *Reporting Technical Information* introduces students to all aspects of technical communication, including letters, proposals and progress reports, recommendation reports, research reports, instructions, and oral reports.

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- Resources for instructors: an Instructor's Manual (also available on CD), downloadable PowerPoint files for use as lecture aids, links to online resources including an outline of—and links to—available WebCT and Blackboard functions and content, and more
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- New chapters on content management, versatility creativity for reports, and using design and format to achieve clarity in documents
- More end-of-chapter exercises, including projects that encourage student interaction and collaboration, several of which are linked to an online component on the companion website

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Preface; PART ONE. FOUNDATIONS; 2. Composing; 3. Writing for Your Readers; 4. Achieving a Readable Style; 5. Writing Ethically; PART TWO. TECHNIQUES; 6. Writing for International Readers; 7. Gathering, Evaluating, and Documenting Information; 8. Designing and Formatting Documents; 9. Creating and Managing Text; 10. Developing the Main Elements of Reports; 11. Creating Tables and Figures; PART THREE. APPLICATIONS; 12. Planning Correspondence and E-mail; 13. Creating Reports for Any Occasion; 14. Developing Analytical Reports: Recommendation Reports and Feasibility Studies; 15. Developing Empirical Research Reports; 16. Writing Proposals and Progress Reports; 17. Formulating Instructions, Procedures, and Policies; 18. Writing Collaboratively; 19. Preparing Oral Reports: The Basics; 20. Understanding the Strategies and Communications of the Job Search; Appendix A. Handbook; Index

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