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Computer Science

An Overview

THIRTEENTH EDITION

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Computer Science An Overview 10th International Edition

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Computer Science Glenn Brookshear, Dennis Brylow, 2014-12-10 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book *Computer Science An Overview* is intended for use in the Introduction to Computer Science course It is also suitable for all readers interested in a breadth first introduction to computer science *Computer Science* uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field Accessible to students from all backgrounds Glenn Brookshear and Dennis Brylow encourage the development of a practical realistic understanding of the field An overview of each of the important areas of Computer Science provides students with a general level of proficiency for future courses This new edition incorporates an introduction to the Python programming language into key chapters Teaching and Learning Experience This program will provide a better teaching and learning experience for you and your students It will help Develop a Practical Realistic Understanding of Computer Science An overview of each of the important areas of Computer Science prepares students for future courses Fit your Course Preferences Individual chapters are independent and can be covered in an order that suits your course Use Python to prepare students for future courses A new focus on Python provides programming tools for exploration and experimentation Reinforce Core Concepts More than 1000 Questions and Exercises Chapter Review Problems and Social Issues questions give students the opportunity to apply concepts Support Learning with Student Resources The Companion Website www.pearsonhighered.com/brookshear features resources that enhance learning

Intensional Programming Ii Ian T Jolliffe, Manolis Gergatsoulis, Panos Rondogiannis, 2000-03-23 There is a growing interest in programming languages and systems based on nonclassical logics such as temporal logics interval logics modal and intuitionistic logics In fact a whole new programming paradigm called intensional programming has been created with applications in a wide range of areas including parallel programming dataflow computation temporal reasoning scientific computation real time programming temporal and multidimensional databases spreadsheets attribute grammars and Internet programming This volume presents ongoing research as well as future directions of this new and fascinating area of research

Handbook of Weighted Automata Manfred Droste, Werner Kuich, Heiko Vogler, 2009-09-18 The purpose of this Handbook is to highlight both theory and applications of weighted automata Weighted finite automata are classical nondeterministic finite automata in which the transitions carry weights These weights may model e g the cost involved when executing a transition the amount of resources or time needed for this or the probability or reliability of its successful execution The behavior of weighted finite automata can then be considered as the function suitably defined associating with each word the weight of its execution Clearly weights can also be added to classical automata with infinite state sets like pushdown automata this extension constitutes the general concept of weighted automata To illustrate the diversity of weighted automata let us consider the following scenarios Assume that a quantitative system is modeled by a classical

automaton in which the transitions carry as weights the amount of resources needed for their execution Then the amount of resources needed for a path in this weighted automaton is obtained simply as the sum of the weights of its transitions Given a word we might be interested in the minimal amount of resources needed for its execution i e for the successful paths realizing the given word In this example we could also replace the resources by profit and then be interested in the maximal profit realized correspondingly by a given word

Introduction to Description Logic Franz Baader,Ian Horrocks,Carsten Lutz,Uli Sattler,2017-04-20 The first introductory textbook on description logics relevant to computer science knowledge representation and the semantic web

An Introduction to Knowledge Graphs Umutcan Serles,Dieter Fensel,2024-06-08 This textbook introduces the theoretical foundations of technologies essential for knowledge graphs It also covers practical examples applications and tools Knowledge graphs are the most recent answer to the challenge of providing explicit knowledge about entities and their relationships by potentially integrating billions of facts from heterogeneous sources The book is structured in four parts For a start Part I lays down the overall context of knowledge graph technology Part II Knowledge Representation then provides a deep understanding of semantics as the technical core of knowledge graph technology Semantics is covered from different perspectives such as conceptual epistemological and logical Next Part III Knowledge Modelling focuses on the building process of knowledge graphs The book focuses on the phases of knowledge generation knowledge hosting knowledge assessment knowledge cleaning knowledge enrichment and knowledge deployment to cover a complete life cycle for this process Finally Part IV simply called Applications presents various application areas in detail with concrete application examples as well as an outlook on additional trends that will emphasize the need for knowledge graphs even stronger This textbook is intended for graduate courses covering knowledge graphs Besides students in knowledge graph Semantic Web database or information retrieval classes also advanced software developers for Web applications or tools for Web data management will learn about the foundations and appropriate methods

Research in Computer Science in the Bulgarian Academy of Sciences Krassimir T. Atanasov,2021-07-19 This book is a collection of papers devoted to the emergence and development in Bulgarian Academy of Sciences of some of the areas of informatics including artificial intelligence The papers are prepared by specialists from the Academy some of whom are among the founders of these scientific and application areas in Bulgaria and in some cases in the world The book is interesting for specialists in informatics and computer science and researchers in history of sciences

A Practical Introduction to PSL Cindy Eisner,Dana Fisman,2007-06-19 Functional verification is hard Period No disagreement here But why is this so Consider today's design how much of it is more or less automated from RTL to netlist to layout to silicon But all this automation depends upon having correct RTL input to start with and there is little or no automation to help with RTL creation It is hard enough for a designer to decide what RTL model he wants to build and then to describe that RTL model correctly in a hardware description language It is even more difficult for a verification engineer who can't read the designer's

mind to verify that what the designer created not only represents the RTL model he had conceived but also that the RTL model is an appropriate one for the problem at hand What makes RTL modeling and verification difficult is concurrency It is easy to teach an engineer how to write procedural code that conforms to the synthesizable subset of a hardware description language What is hard is understanding how the engineer's procedural code interacts with other components in the design over time In fact until recently we lacked effective languages to describe concurrent behaviors The IEEE 1850 Property Specification Language PSL is a language for the formal specification of concurrent systems The language is particularly applicable for writing assertions about hardware designs PSL supports multiple verification paradigms including formal analysis simulation and acceleration emulation

Languages and Compilers for Parallel Computing Lawrence Rauchwerger, 2004-05-13 This book constitutes the thoroughly refereed post proceedings of the 16th International Workshop on Languages and Compilers for Parallel Computing LCPC 2003 held in College Station Texas USA in October 2003 The 35 revised full papers presented were selected from 48 submissions during two rounds of reviewing and improvement upon presentation at the workshop The papers are organized in topical sections on adaptive optimization data locality parallel languages high level transformations embedded systems distributed systems software low level transformations compiling for novel architectures and optimization infrastructure

Intelligent Computing Kohei Arai, 2024-06-13 Explore the forefront of computing with the proceedings of the Computing Conference 2024 Featuring 165 carefully selected papers from a pool of 457 submissions this collection encapsulates the cutting edge research and innovation presented during the conference Delve into a diverse range of topics insights and methodologies that shape the future of computing Whether you're an academic researcher or enthusiast this concise volume offers a snapshot of the dynamic and collaborative spirit defining the Computing Conference 2024

Employing Recent Technologies for Improved Digital Governance Ponnusamy, Vasaki, Rafique, Khalid, Jhanjhi, Noor Zaman, 2019-12-27 The digital divide caused by several factors such as poverty and slow communication technologies has offset the progression of many developing countries However with rapid changes in technology a better collaboration among communities and governance based on the latest research in ICT and technology has begun to emerge Employing Recent Technologies for Improved Digital Governance is an essential reference source that provides research on recent advances in the development application and impact of technologies for the initiative of digital governance The book has a dual objective with the first objective being to encourage more research in deploying recent trends in the internet for deploying a collaborative digital governance The second objective is to explore new possibilities using internet of things IoT and cloud fog based solutions for creating a collaboration between the governance and IT infrastructure Featuring research on topics such as intelligent systems social engineering and cybersecurity this book is ideally designed for policymakers government officials ICT specialists researchers academicians industry professionals and students

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