Computer Science

An Overview

THIRTEENTH EDITION

J. Glenn Brookshear

Dennis Brylow

Computer Science An Overview 10th International Edition

Arthur James Wells

Computer Science An Overview 10th International Edition:

Computer Science J. Glenn Brookshear,1994 Now in its eighth edition this book continues to provide a comprehensive accessible and up to date introduction to the dynamic field of computer science using a breadth first approach The table of contents and the text itself have been revised and expanded to reflect changes in the field including the trend toward using Web and Internet Technology the evolution of Objects and the important growth in the field of databases Specifically chapter three from the previous edition has been expanded into two chapters Chapter three will now only cover Operating Systems and the new chapter four will focus on Networks and the Internet Anyone interested in gaining a thorough introduction to Computer Science   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   SOFSEM 2011: Theory and Practice of Computer Science Ivana Cerná,Tibor Gyimóthy,Juraj Hromkovič,Keith Jeffery,Rastislav Kralovic,Marko Vukolic,Stefan Wolf,2011-01-10 This book constitutes the refereed proceedings of the 37th Conference on Current Trends in Theory and Practice of Computer Science SOFSEM 2011 held in Nov Smokovec Slovakia in January 2011 The 41 revised full papers presented together with 5 invited contributions were carefully reviewed and selected from 122 submissions SOFSEM 2011 was organized around the following

four tracks foundations of computer science software systems and services processing large datasets and cryptography security and trust **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 **A Practical Introduction to PSL** Cindy Eisner,Dana Fisman,2007-06-19 Functional veri cation is hard Period No disagreement here But why is this so Consider today s design ow 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 di cult for a veri cation 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 veri cation di cult 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 c ponents in the design over time In fact until recently we lacked e ective languages to describe concurrent behaviors The IEEE 1850 Property Speci cation Language PSL is a language for the formal speci cation of concurrent systems The language is particularly applicable for writing assertions about hardware designs PSL supports m tiple veri cation paradigms including formal analysis simulation and acc eration emulation *Research in Computer Science in the Bulgarian Academy of Sciences* Krassimir T. Atanassov,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 **Computer Science – CACIC 2023** Patricia Pesado,Walter Panessi,Juan Manuel Fernández,2024-06-22 This book constitutes the refereed proceedings of the 29th Argentine Congress of Computer Science on Computer Science CACIC 2023 held in Luj n Argentina during October 9 12 2023 The 27 full papers included in this book were carefully reviewed and selected from 142 submissions They were organized in topical sections as follows agents and systems distributed and parallel processing technology applied to education graphic computation images and visualization software engineering databases and data mining hardware architectures networks and operating systems innovation in software systems signal processing and real time systems innovation in computer science education computer security digital governance and smart cities **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   *Cybersecurity in Cloud Computing* Akula Achari,2025-01-23 Cybersecurity in Cloud Computing delves into the security challenges and solutions in the rapidly evolving world of cloud technology We explore key concepts such as data protection threat detection and risk management within cloud environments The book highlights how cloud services can enhance scalability and flexibility while also presenting new security risks that need to be addressed Readers will gain insights into the latest cybersecurity practices including encryption methods identity management and multi factor authentication We also discuss the importance of developing a comprehensive security policy to safeguard cloud infrastructure Whether you are an IT professional or a business owner this book equips you with the tools to secure your digital assets and maintain data integrity in the cloud   *A Graduate Introduction to Numerical Methods* Robert M. Corless,Nicolas Fillion,2013-12-12 This book provides an extensive introduction to numerical computing from the viewpoint of backward error analysis The intended audience includes students and researchers in science engineering and mathematics The approach taken is somewhat informal owing to the wide variety of backgrounds of the readers but the central ideas of backward error and sensitivity conditioning are systematically emphasized The book is divided into four parts Part I provides the background preliminaries including floating point arithmetic polynomials and computer evaluation of functions Part II covers numerical linear algebra Part III covers interpolation the FFT and quadrature and Part IV covers numerical solutions of differential equations including initial value problems boundary value problems delay differential equations and a brief chapter on partial differential equations The book contains detailed illustrations chapter summaries and a variety of exercises as well some Matlab codes provided online as supplementary material I really like the focus on backward error analysis and condition This is novel in a textbook and a practical approach that will bring welcome attention Lawrence F Shampine A Graduate Introduction to Numerical Methods and Backward Error Analysis has been selected by Computing Reviews as a notable book

in computing in 2013 Computing Reviews Best of 2013 list consists of book and article nominations from reviewers CR category editors the editors in chief of journals and others in the computing community *Intelligent Support for Computer Science Education* Barbara Di Eugenio,Davide Fossati,Nick Green,2021-09-23 Intelligent Support for Computer Science Education presents the authors research journey into the effectiveness of human tutoring with the goal of developing educational technology that can be used to improve introductory Computer Science education at the undergraduate level Nowadays Computer Science education is central to the concerns of society as attested by the penetration of information technology in all aspects of our lives consequently in the last few years interest in Computer Science at all levels of schooling especially at the college level has been flourishing However introductory concepts in Computer Science such as data structures and recursion are difficult for novices to grasp Key Features Includes a comprehensive and succinct overview of the Computer Science education landscape at all levels of education Provides in depth analysis of one on one human tutoring dialogues in introductory Computer Science at college level Describes a scalable plug in based Intelligent Tutoring System architecture portable to different topics and pedagogical strategies Presents systematic controlled evaluation of different versions of the system in ecologically valid settings 18 actual classes and their laboratory sessions Provides a time series analysis of student behavior when interacting with the system This book will be of special interest to the Computer Science education community specifically instructors of introductory courses at the college level and Advanced Placement AP courses at the high school level Additionally all the authors work is relevant to the Educational Technology community especially to those working in Intelligent Tutoring Systems their interfaces and Educational Data Mining in particular as applied to human human pedagogical interactions and to user interaction with educational software Pervasive Computing and the Networked World Qiaohong Zu,Maria Vargas-Vera,Bo Hu,2014-07-01 This book constitutes the thoroughly refereed post conference proceedings of the Joint International Conference on Pervasive Computing and Web Society ICPCA SWS 2013 held in Vina de Mar Chile in December 2013 The 56 revised full papers presented together with 29 poster papers were carefully reviewed and selected from 156 submissions The papers are organized in topical sections on infrastructure and devices service and solution data and knowledge as well as community **An Introduction to Practical Formal Methods Using Temporal Logic** Michael Fisher,2011-03-16 The name temporal logic may sound complex and daunting but while they describe potentially complex scenarios temporal logics are often based on a few simple and fundamental concepts highlighted in this book An Introduction to Practical Formal Methods Using Temporal Logic provides an introduction to formal methods based on temporal logic for developing and testing complex computational systems These methods are supported by many well developed tools techniques and results that can be applied to a wide range of systems Fisher begins with a full introduction to the subject covering the basics of temporal logic and using a variety of examples exercises and pointers to more advanced work to help clarify and illustrate the topics discussed He goes on to describe how this logic can

be used to specify a variety of computational systems looking at issues of linking specifications concurrency communication and composition ability He then analyses temporal specification techniques such as deductive verification algorithmic verification and direct execution to develop and verify computational systems The final chapter on case studies analyses the potential problems that can occur in a range of engineering applications in the areas of robotics railway signalling hardware design ubiquitous computing intelligent agents and information security and explains how temporal logic can improve their accuracy and reliability Models temporal notions and uses them to analyze computational systems Provides a broad approach to temporal logic across many formal methods including specification verification and implementation Introduces and explains freely available tools based on temporal logics and shows how these can be applied Presents exercises and pointers to further study in each chapter as well as an accompanying website providing links to additional systems based upon temporal logic as well as additional material related to the book **Fundamentals of Data Warehouses** Matthias Jarke,Maurizio Lenzerini,Yannis Vassiliou,Panos Vassiliadis,2013-03-09 Data warehouses have captured the attention of practitioners and researchers alike But the design and optimization of data warehouses remains an art rather than a science This book presents the first comparative review of the state of the art and best current practice of data warehouses It covers source and data integration multidimensional aggregation query optimization update propagation metadata management quality assessment and design optimization Also based on results of the European Data Warehouse Quality project it offers a conceptual framework by which the architecture and quality of data warehouse efforts can be assessed and improved using enriched metadata management combined with advanced techniques from databases business modeling and artificial intelligence For researchers and database professionals in academia and industry the book offers an excellent introduction to the issues of quality and metadata usage in the context of data warehouses *Human-Computer Interaction* Constantine Stephanidis,Gavriel Salvendy,2024-09-28 The pervasive influence of technology continuously shapes our daily lives From smartphones to smart homes technology is revolutionizing the way we live work and interact with each other Human computer interaction HCI is a multidisciplinary research field focusing on the study of people interacting with information technology and plays a critical role in the development of computing systems that work well for the people using them ensuring the seamless integration of interactive systems into our technologically driven lifestyles The book series contains six volumes providing extensive coverage of the field wherein each one addresses different theoretical and practical aspects of the HCI discipline Readers will discover a wealth of information encompassing the foundational elements state of the art review in established and emerging domains analysis of contemporary advancements brought about by the evolution of interactive technologies and artificial intelligence as well as the emergence of diverse societal needs and application domains These books Showcase the pivotal role of HCI in designing interactive applications across a diverse array of domains Explore the dynamic relationship between humans and intelligent environments with a specific emphasis on the role of Artificial

Intelligence AI and the Internet of Things IoT Provide an extensive exploration of interaction design by examining a wide range of technologies interaction techniques styles and devices Discuss user experience methods and tools for the design of user friendly products and services Bridge the gap between software engineering and human computer interaction practices for usability inclusion and sustainability These volumes are an essential read for individuals interested in human computer interaction research and applications *Proceedings of International Conference on Computational Intelligence, Data Science and Cloud Computing* Lopa Mandal,Joao Manuel R. S. Tavares,Valentina E. Balas,2022-08-17 This book includes selected papers presented at International Conference on Computational Intelligence Data Science and Cloud Computing IEM ICDC 2021 organized by the Department of Information Technology Institute of Engineering and Management Kolkata India during December 22 24 2021 It covers substantial new findings about AI and robotics image processing and NLP cloud computing and big data analytics as well as in cyber security blockchain and IoT and various allied fields The book serves as a reference resource for researchers and practitioners in academia and industry *Distributed Database Systems* Chhanda Ray,Ray,2009 Distributed Database Systems discusses the recent and emerging technologies in the field of distributed database technology The material is up to date highly readable and illustrated with numerous practical examples The mainstream areas of distributed database technology such as distributed database design distributed DBMS architectures distributed transaction management distributed concurrency control deadlock handling in distributed systems distributed recovery management distributed query processing and optimization data security and catalog management have been covered in detail The popular distributed database systems SDD 1 and R have also been included **Human-Computer Interaction in Various Application Domains** Constantine Stephanidis,Gavriel Salvendy,2024-08-23 Human Computer Interaction HCI is a multidisciplinary research and applied field targeted to studying people interacting with information technology and designing usable and efficient systems for them This book outlines the state of the art of HCI research in the respective domain such as health games transportation industry and entertainment This book Bridges the gap between theory and practice by presenting how to apply HCI methods and tools in specific domains Offers concrete examples of HCI use in real world situations Presents case specific best practices tips and tricks Includes chapters that are well studied and purposefully selected representing important theoretical practical and research areas in HCI Includes domains ranging from the roots and the classic approaches of human computer interaction to contemporary advancements This book is a fascinating read for individuals interested in Human Computer Interaction research and applications *The British National Bibliography* Arthur James Wells,2006

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