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Computer Science: The Hardware, Software and Heart of It focuses on the deeper aspects of the two recognized subdivisions of Computer Science, Software and Hardware. These subdivisions are shown to be closely interrelated as a result of the stored-program concept. Computer Science: The Hardware, Software and Heart of It includes certain classical theoretical computer science topics such as Unsolvability (e.g. the halting problem) and Undecidability (e.g. Godel's incompleteness theorem) that treat problems that exist under the Church-Turing thesis of computation. These problem topics explain inherent limits lying at the heart of software, and in effect define boundaries beyond which computer science professionals cannot go beyond. Newer topics such as Cloud Computing are also covered in this book. After a survey of traditional programming languages (e.g. Fortran and C++), a new kind of computer Programming for parallel/distributed computing is presented using the message-passing paradigm which is at the heart of large clusters of computers. This leads to descriptions of current hardware platforms for large-scale computing, such as clusters of as many as one thousand which are the new generation of supercomputers. This also leads to a consideration of future quantum computers and a possible escape from the Church-Turing thesis to a new computation paradigm. The book's historical context is especially helpful during this, the centenary of Turing's birth. Alan Turing is widely regarded as the father of Computer Science, since many concepts in both the hardware and software of Computer Science can be traced to his pioneering research. Turing was a multi-faceted mathematician-engineer and was able to work on both concrete and abstract levels. This book shows how these two seemingly disparate aspects of Computer Science are intimately related. Further, the book treats the theoretical side of Computer Science as well, which also derives from Turing's research. Computer Science: The Hardware, Software and Heart of It is designed as a professional book for practitioners and researchers working in the related fields of Quantum Computing, Cloud Computing, Computer Networking, as well as non-scientist readers. Advanced-level and undergraduate students concentrating on computer science, engineering and mathematics will also find this book useful.

An updated, innovative approach to data structures and algorithms Written by an author team of experts in their fields, this authoritative guide demystifies even the most difficult mathematical concepts so that you can gain a clear understanding of data structures and algorithms in C++. The unparalleled author team incorporates the object-oriented design paradigm using C++ as the implementation language, while also providing intuition and analysis of fundamental algorithms. Offers a unique multimedia format for learning the fundamentals of data structures and algorithms Allows you to visualize key analytic concepts, learn about the most recent insights in the field, and do data structure design Provides clear approaches for developing programs Features a clear, easy-to-understand writing style that breaks down even the most difficult mathematical concepts Building on the success of the first edition, this new version offers you an innovative approach to fundamental data structures and algorithms.

Advanced Data Structures presents a comprehensive look at the ideas, analysis, and implementation details of data structures as a specialized topic in applied algorithms. Data structures are how data is stored within a computer, and how one can go about searching for data within. This text examines efficient ways to search and update sets of numbers, intervals, or strings by various data structures, such as search trees, structures for sets of intervals or piece-wise constant functions, orthogonal range search structures, heaps, union-find structures, dynamization and persistence of structures, structures for strings, and hash tables. This is the first volume to show data structures as a crucial algorithmic topic, rather than relegating them as trivial material used to illustrate object-oriented programming methodology, filling a void in the ever-increasing computer science market. Numerous code examples in C and more than 500 references make Advanced Data Structures an indispensable text. topic. Numerous code examples in C and more than 500 references make Advanced Data Structures an indispensable text.

There are many books on data structures and algorithms, including some with useful libraries of C functions. Mastering Algorithms with C offers you a unique combination of theoretical background and working code. With robust solutions for everyday programming tasks, this book avoids the abstract style of most classic data structures and algorithms texts, but still provides all of the information you need to understand the purpose and use of common programming techniques. Implementations, as well as interesting, real-world examples of each data structure and algorithm, are included. Using both a programming style and a writing style that are exceptionally clean, Kyle Loudon shows you how to use such essential data structures as lists, stacks, queues, sets, trees, heaps, priority queues, and graphs. He explains how to use algorithms for sorting, searching, numerical analysis, data compression, data encryption, common graph problems, and computational geometry. And he describes the relative efficiency of all implementations. The compression and encryption chapters not only give you working code for reasonably efficient solutions, they offer explanations of concepts in an approachable manner for people who never have had the time or expertise to study them in depth. Anyone with a basic understanding of the C language can use this book. In order to provide maintainable and extendible code, an extra level of abstraction (such as pointers to functions) is used in examples where appropriate. Understanding that these techniques may be unfamiliar to some programmers, Loudon explains them clearly in the introductory chapters. Contents include: Pointers Recursion Analysis of algorithms Data structures (lists, stacks, queues, sets, hash tables, trees, heaps, priority queues, graphs) Sorting and searching Numerical methods Data compression Data encryption Graph algorithms Geometric algorithms

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