

# Encyclopedia Of Computer Science And Technology Volume 1 Abstract Algebra To Amplifiers Operational Computer Science And Technology Encyclopedia

Milestones in Computer Science and Information Technology  
 Encyclopedia of Computer Science and Technology  
 Encyclopedia of Computer Science and Technology  
 Encyclopedia of Information Systems and Technology - Two Volume Set  
 Encyclopedia of Computer Science and Technology  
 Encyclopedia of Internet Technologies and Applications  
 ABC of Bioinformatics  
 Encyclopedia of Machine Learning  
 Encyclopedia of Computer Science and Technology  
 Encyclopedia of Human Computer Interaction  
 Encyclopedia of Big Data Technologies  
 Encyclopedia of Bioinformatics and Computational Biology  
 Concise Encyclopedia of Computer Science  
 Volume 28 (Supplement 7)  
 Volume 38 - Supplement 23: Algorithms for Designing Multimedia Storage Servers to Models and Architectures  
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## RICE VANESSA

*Milestones in Computer Science and Information Technology*  
 Springer Science & Business Media  
 The Concise Encyclopedia of Computer Science has been adapted from the full Fourth Edition to meet the needs of students, teachers and professional computer users in science and industry. As an ideal desktop reference, it contains shorter versions of 60% of the articles found in the Fourth Edition, putting computer knowledge at your fingertips. Organised to work for you, it has several features that make it an invaluable and accessible reference. These include: Cross references to closely related articles to ensure that you don't miss relevant information  
 Appendices covering abbreviations and acronyms, notation and units, and a timeline of significant milestones in computing have been included to ensure that you get the most from the book. A comprehensive index containing article titles, names of persons cited, references to sub-categories and important words in general usage, guarantees that you can easily find the information you need. Classification of articles around the following nine main themes allows you to follow a self study regime in a particular area: Hardware Computer Systems Information and Data Software Mathematics of Computing Theory of Computation Methodologies Applications Computing Milieux. Presenting a wide ranging perspective on the key concepts and developments that define the discipline, the Concise Encyclopedia of Computer Science is a valuable reference for all computer users.  
*Encyclopedia of Computer Science and Technology* Springer Science & Business Media  
 "This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."  
*Encyclopedia of Computer Science and Technology* CRC Press  
 This second edition provides easy access to important concepts, issues and technology trends in the field of multimedia technologies, systems, techniques, and applications. Over 1,100 heavily-illustrated pages — including 80 new entries — present

concise overviews of all aspects of software, systems, web tools and hardware that enable video, audio and developing media to be shared and delivered electronically.

## *Encyclopedia of Information Systems and Technology - Two Volume Set* IGI Global

With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology.

## *Encyclopedia of Computer Science and Technology* IGI Global

This volume contains information about the automatic acquisition of biographic knowledge from encyclopedic texts, Web interaction and the navigation problem in hypertext.

## *Encyclopedia of Internet Technologies and Applications* CRC Press

Includes over 450 A to Z articles addressing the latest advances and findings in computer science and engineering, in addition to important topics of interest to computer scientists and engineers, including standards, electronic commerce, financial engineering, and computer education. Each article is written by an expert in his or her particular specialty and is peer-reviewed by two other experts to ensure that it is clear and precise. References and website of related interest accompany every article.

**ABC of Bioinformatics** Springer Science & Business Media  
 Containing over 300 entries in an A-Z format, the Encyclopedia of Parallel Computing provides easy, intuitive access to relevant information for professionals and researchers seeking access to any aspect within the broad field of parallel computing. Topics for this comprehensive reference were selected, written, and peer-reviewed by an international pool of distinguished researchers in

the field. The Encyclopedia is broad in scope, covering machine organization, programming languages, algorithms, and applications. Within each area, concepts, designs, and specific implementations are presented. The highly-structured essays in this work comprise synonyms, a definition and discussion of the topic, bibliographies, and links to related literature. Extensive cross-references to other entries within the Encyclopedia support efficient, user-friendly searchers for immediate access to useful information. Key concepts presented in the Encyclopedia of Parallel Computing include; laws and metrics; specific numerical and non-numerical algorithms; asynchronous algorithms; libraries of subroutines; benchmark suites; applications; sequential consistency and cache coherency; machine classes such as clusters, shared-memory multiprocessors, special-purpose machines and dataflow machines; specific machines such as Cray supercomputers, IBM's cell processor and Intel's multicore machines; race detection and auto parallelization; parallel programming languages, synchronization primitives, collective operations, message passing libraries, checkpointing, and operating systems. Topics covered: Speedup, Efficiency, Isoefficiency, Redundancy, Amdahls law, Computer Architecture Concepts, Parallel Machine Designs, Benchmarks, Parallel Programming concepts & design, Algorithms, Parallel applications. This authoritative reference will be published in two formats: print and online. The online edition features hyperlinks to cross-references and to additional significant research. Related Subjects: supercomputing, high-performance computing, distributed computing  
*Encyclopedia of Machine Learning* IGI Global  
 "This two volume set includes 213 entries with over 4,700 references to additional works on gender and information technology"--Provided by publisher.  
*Encyclopedia of Computer Science and Technology* Oxford University Press  
 Previously named A Dictionary of Computing, this bestselling dictionary has been renamed A Dictionary of Computer Science, and fully revised by a team of computer specialists, making it the most up-to-date and authoritative guide to computing available. Containing over 6,500 entries and with expanded coverage of multimedia, computer applications, networking, and personal computer science, it is a comprehensive reference work encompassing all aspects of the subject and is as valuable for home and office users as it is indispensable for students of computer science. Terms are defined in a jargon-free and concise manner with helpful examples where relevant. The dictionary contains approximately 150 new entries including cloud

computing, cross-site scripting, iPad, semantic attack, smartphone, and virtual learning environment. Recommended web links for many entries, accessible via the Dictionary of Computer Science companion website, provide valuable further information and the appendices include useful resources such as generic domain names, file extensions, and the Greek alphabet. This dictionary is suitable for anyone who uses computers, and is ideal for students of computer science and the related fields of IT, maths, physics, media communications, electronic engineering, and natural sciences.

**Encyclopedia of Human Computer Interaction** IGI Global Snippet Wiley Encyclopedia of Computer Science and Engineering, 5-volume set, includes over 450 A to Z articles addressing the latest advances and findings in computer science and engineering, in addition to important topics of interest to computer scientists and engineers, including standards, electronic commerce, financial engineering, and computer education. Each article is written by an expert in his or her particular specialty and is peer-reviewed by two other experts to ensure that it is clear and precise. References and website of related interest accompany every article.

**Encyclopedia of Big Data Technologies** CRC Press

This comprehensive encyclopedia, in A-Z format, provides easy access to relevant information for those seeking entry into any aspect within the broad field of Machine Learning. Most of the entries in this preeminent work include useful literature references.

**Encyclopedia of Bioinformatics and Computational Biology**

John Wiley & Sons

The Computer Technology Encyclopedia is a handy reference for students and professionals. Going beyond basic definitions, this comprehensive reference provides descriptions of computer technology terms, as well as including numerous tables, photos and illustrations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Concise Encyclopedia of Computer Science** Springer Science & Business Media

Provides the most thorough examination of Internet technologies and applications for researchers in a variety of related fields. For the average Internet consumer, as well as for experts in the field of networking and Internet technologies.

**Volume 28 (Supplement 7)** Infobase Publishing

Over the past century, educational psychologists and researchers have posited many theories to explain how individuals learn, i.e. how they acquire, organize and deploy knowledge and skills. The 20th century can be considered the century of psychology on learning and related fields of interest (such as motivation, cognition, metacognition etc.) and it is fascinating to see the various mainstreams of learning, remembered and forgotten over the 20th century and note that basic assumptions of early theories survived several paradigm shifts of psychology and epistemology. Beyond folk psychology and its naïve theories of learning, psychological learning theories can be grouped into

some basic categories, such as behaviorist learning theories, connectionist learning theories, cognitive learning theories, constructivist learning theories, and social learning theories. Learning theories are not limited to psychology and related fields of interest but rather we can find the topic of learning in various disciplines, such as philosophy and epistemology, education, information science, biology, and – as a result of the emergence of computer technologies – especially also in the field of computer sciences and artificial intelligence. As a consequence, machine learning struck a chord in the 1980s and became an important field of the learning sciences in general. As the learning sciences became more specialized and complex, the various fields of interest were widely spread and separated from each other; as a consequence, even presently, there is no comprehensive overview of the sciences of learning or the central theoretical concepts and vocabulary on which researchers rely. The Encyclopedia of the Sciences of Learning provides an up-to-date, broad and authoritative coverage of the specific terms mostly used in the sciences of learning and its related fields, including relevant areas of instruction, pedagogy, cognitive sciences, and especially machine learning and knowledge engineering. This modern compendium will be an indispensable source of information for scientists, educators, engineers, and technical staff active in all fields of learning. More specifically, the Encyclopedia provides fast access to the most relevant theoretical terms provides up-to-date, broad and authoritative coverage of the most important theories within the various fields of the learning sciences and adjacent sciences and communication technologies; supplies clear and precise explanations of the theoretical terms, cross-references to related entries and up-to-date references to important research and publications. The Encyclopedia also contains biographical entries of individuals who have substantially contributed to the sciences of learning; the entries are written by a distinguished panel of researchers in the various fields of the learning sciences.

**Volume 38 - Supplement 23: Algorithms for Designing Multimedia**

**Storage Servers to Models and Architectures** Cengage Learning

Esta enciclopedia presenta numerosas experiencias y discernimientos de profesionales de todo el mundo sobre discusiones y perspectivas de la la interacción hombre-computadoras

CRC Press

"This comprehensive reference work provides immediate, fingertip access to state-of-the-art technology in nearly 700 self-contained articles written by over 900 international authorities. Each article in the Encyclopedia features current developments and trends in computers, software, vendors, and applications...extensive bibliographies of leading figures in the field, such as Samuel Alexander, John von Neumann, and Norbert Wiener...and in-depth analysis of future directions."

**Encyclopedia of Algorithms** Wiley

"Addresses the evolution of database management, technologies and applications along with the progress and endeavors of new research areas."--P. xiii.

**Volume 19 - Supplement 4: Access Technoogy: Inc. to Symbol Manipulation Packages** IGI Global

NetLibrary named the Encyclopedia of Information Communication Technology as their September 2008 e-book of the month! CLICK HERE to view the announcement. The Encyclopedia of Information Communication Technology (ICT) is a comprehensive resource describing the influence of information communication technology in scientific knowledge construction, with emphasis on the roles of product technologies, process technologies, and context technologies. Through 111 authoritative contributions by 93 of the world's leading experts this reference covers the materials and instruments of information technology: from ICT in education to software engineering; the influence of ICT on different environments, including e-commerce, decision support systems, knowledge management, and more; and the most pervasive presence of information technology, including studies and research on knowledge management, the human side of ICT, ICT in healthcare, and virtual organizations, among many others. Addressing many of the fundamental issues of information communication technology, the Encyclopedia of Information Communication Technology will be a top-shelf resource for any reference library.

**Encyclopedia of Computer Science** Springer Science & Business Media

A book and CD-ROM package provides a Mosaic navigating browser and a collection of hard-to-find resources from such vendors as Adobe, Apple, IBM, Microsoft, and Silicon Graphics, as well as test images and code examples. Original. (Advanced).

**Encyclopedia of Computer Science** Springer Science & Business Media

Encyclopedia of Bioinformatics and Computational Biology: ABC of Bioinformatics combines elements of computer science, information technology, mathematics, statistics and biotechnology, providing the methodology and in silico solutions to mine biological data and processes. The book covers Theory, Topics and Applications, with a special focus on Integrative -omics and Systems Biology. The theoretical, methodological underpinnings of BCB, including phylogeny are covered, as are more current areas of focus, such as translational bioinformatics, cheminformatics, and environmental informatics. Finally, Applications provide guidance for commonly asked questions. This major reference work spans basic and cutting-edge methodologies authored by leaders in the field, providing an invaluable resource for students, scientists, professionals in research institutes, and a broad swath of researchers in biotechnology and the biomedical and pharmaceutical industries. Brings together information from computer science, information technology, mathematics, statistics and biotechnology Written and reviewed by leading experts in the field, providing a unique and authoritative resource Focuses on the main theoretical and methodological concepts before expanding on specific topics and applications Includes interactive images, multimedia tools and crosslinking to further resources and databases

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