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An entire computer could (just about) be described by drawing a circuit diagram. Initially, such d- grams consisted mostly of analogue components before later moving toward d- ital logic gates. The advent of digital electronics led to more complex cells, such as half-adders, ip- ops, and decoders being recognised as useful building blocks.

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~~A Practical Introduction~~

This easy-to-follow A Practical Introduction to Computer Architecture blends traditional teaching approaches with the use of mathematics, together with the use of a hardware description language (Verilog) and a concrete processor (MIPS32) as vehicles for "hands-on" modelling and experimenting with digital logic and processor design.

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It is a heavily illustrated, practical introduction to an exciting field, the applications of which are becoming ubiquitous. Key features: Offers an introduction to computer vision, with enough theory to make clear how the various. algorithms work but with an emphasis on practical programming issues.

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The mathematical aspects are complemented by a basic introduction to wave physics, discretization, meshes, parallel programming, computing models. The course targets anyone who aims at developing or using numerical methods applied to partial differential equations and is seeking a practical introduction at a basic level.

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A Practical Introduction to Python Programming Brian Heinold Department of Mathematics and Computer Science Mount St. Mary ' s University. ii ©2012 Brian Heinold Licensed under aCreative Commons Attribution-Noncommercial-Share Alike 3.0 Unported Li-cense.

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Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries Offers an introduction to computer vision, with enough theory to make clear how the various algorithms work but with an emphasis on practical programming issues Provides enough material for a one semester course in computer vision at senior undergraduate and Masters levels Includes the basics of cameras and images and image processing ...

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Elements of the quantum circuit model. Introduction to the IBM Quantum Experience === Biography of the speaker. Elías F. Combarro holds degrees from the University of Oviedo (Spain) in both Mathematics (1997, award for second highest grades in the country) and Computer Science (2002, award for highest grades in the country).

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This textbook is a heavily illustrated, practical introduction to an exciting field, the applications of which are becoming almost ubiquitous. We are now surrounded by cameras, for example cameras on computers & tablets/ cameras built into our mobile phones/ cameras in games consoles cameras imaging difficult modalities (such as ultrasound, X-ray, MRI) in hospitals, and surveillance cameras.

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