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Lec 1 | MIT 6.002 Circuits and Electronics, Spring 2007

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## Computation Structures Mit Electrical Engineering

This course introduces architecture of digital systems, emphasizing structural principles common to a wide range of technologies. It covers the topics including multilevel implementation strategies, definition of new primitives (e.g., gates, instructions, procedures, processes) and their mechanization using lower-level elements.

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Computation Structures is included in the MIT Electrical Engineering and Computer Science series.

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Starting with MOS transistors, the course develops a series of building blocks — logic gates, combinational and sequential circuits, finite-state machines, computers and finally complete systems. Both hardware and software mechanisms are explored through a series of design examples.

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Course Description This course offers an introduction to the engineering of digital systems. Starting with MOS transistors, the course develops a series of building blocks -- logic gates, combinational and sequential circuits, finite-state machines, computers and finally complete systems.

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This course makes use of Athena, MIT's UNIX-based computing environment. OCW does not provide access to this environment. Course Meeting Times. Lectures: 2 sessions / week, 1 hour / session. Recitations: 2 sessions / week, 1 hour / session. Course Description. 6.004 offers an introduction to the engineering of digital systems.

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Syllabus | Computation Structures | Electrical Engineering ...

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Labs | Computation Structures | Electrical Engineering and ...

Feedback, comments, and errata are welcome; please direct them to [6004x-notes-feedback@csail.mit.edu](mailto:6004x-notes-feedback@csail.mit.edu). Computation Structures is an introductory course about the design and implementation of digital systems, emphasizing structural principles common to a wide range of technologies. Starting at the device level, the course develops a hierarchical set of building blocks — logic gates, combinational and sequential circuits, finite-state machines, processors and finally complete systems.

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[computationstructures.org](http://computationstructures.org)

Computation Structures (MIT Electrical Engineering & Computer Science) (MIT Electrical Engineering and Computer Science) by Ward, Stephen A.; Halstead, Robert

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Computation Structures (MIT Electrical Engineering ...

Developed as the text for the basic computer architecture course at MIT, Computation Structures integrates a thorough coverage of digital logic design with a comprehensive presentation of computer architecture. It contains a wealth of information for those who design computers or work with computer systems, spanning the entire range of topics from analog circuit design to operating systems.

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Computation Structures | The MIT Press

Computation Structures focuses on computer architecture as a complicated problem in digital design. As such, the initial sections discuss the basic principles of designing digital circuits and systems. The context is subsequently used to discuss more and more advanced ideas without a lot of confusing structure.

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This computer science course is a bottom-up exploration of the abstractions, principles, and techniques used in the design of digital and computer systems. If you

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have a rudimentary knowledge of electricity and some exposure to programming, roll up your sleeves, join in and design a computer system! This is Part 1 of a 3-part series on digital systems, teaching the fundamentals of digital circuit design and is based on a course offered by the MIT Department of Electrical Engineering and ...

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Developed as the text for the basic computer architecture course at MIT, Computation Structures integrates a thorough coverage of digital logic design with a comprehensive presentation of computer architecture. It contains a wealth of information for those who design computers or work with computer systems, spanning the entire range of topics from analog circuit design to operating systems.

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Computer Systems Organization -- general.

Structure and Interpretation of Computer Programs has had a dramatic impact on computer science curricula over the past decade. This long-awaited revision contains changes throughout the text. There are new implementations of most of the major programming systems in the book, including the interpreters and compilers, and the authors have incorporated many small changes that reflect their experience teaching the course at MIT since the first edition was published. A new theme has been

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introduced that emphasizes the central role played by different approaches to dealing with time in computational models: objects with state, concurrent programming, functional programming and lazy evaluation, and nondeterministic programming. There are new example sections on higher-order procedures in graphics and on applications of stream processing in numerical programming, and many new exercises. In addition, all the programs have been reworked to run in any Scheme implementation that adheres to the IEEE standard.

The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as

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exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

The Parallel Programming Guide for Every Software Developer From grids and

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clusters to next-generation game consoles, parallel computing is going mainstream. Innovations such as Hyper-Threading Technology, HyperTransport Technology, and multicore microprocessors from IBM, Intel, and Sun are accelerating the movement's growth. Only one thing is missing: programmers with the skills to meet the soaring demand for parallel software. That's where *Patterns for Parallel Programming* comes in. It's the first parallel programming guide written specifically to serve working software developers, not just computer scientists. The authors introduce a complete, highly accessible pattern language that will help any experienced developer "think parallel"-and start writing effective parallel code almost immediately. Instead of formal theory, they deliver proven solutions to the challenges faced by parallel programmers, and pragmatic guidance for using today's parallel APIs in the real world. Coverage includes:

- Understanding the parallel computing landscape and the challenges faced by parallel developers
- Finding the concurrency in a software design problem and decomposing it into concurrent tasks
- Managing the use of data across tasks
- Creating an algorithm structure that effectively exploits the concurrency you've identified
- Connecting your algorithmic structures to the APIs needed to implement them
- Specific software constructs for implementing parallel programs
- Working with today's leading parallel programming environments: OpenMP, MPI, and Java

*Patterns for Parallel Programming* has helped thousands of programmers master object-oriented development and other complex programming technologies. With this book, you will learn that they're the best way to master parallel programming too.

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Describes the LISP programming language, and covers basic procedures, data, and modularity

In *Distributed Algorithms*, Nancy Lynch provides a blueprint for designing, implementing, and analyzing distributed algorithms. She directs her book at a wide audience, including students, programmers, system designers, and researchers. *Distributed Algorithms* contains the most significant algorithms and impossibility results in the area, all in a simple automata-theoretic setting. The algorithms are proved correct, and their complexity is analyzed according to precisely defined complexity measures. The problems covered include resource allocation, communication, consensus among distributed processes, data consistency, deadlock detection, leader election, global snapshots, and many others. The material is organized according to the system model—first by the timing model and then by the interprocess communication mechanism. The material on system models is isolated in separate chapters for easy reference. The presentation is completely rigorous, yet is intuitive enough for immediate comprehension. This book familiarizes readers with important problems, algorithms, and impossibility results in the area: readers can then recognize the problems when they arise in practice, apply the algorithms to solve them, and use the impossibility results to determine whether problems are unsolvable. The book also provides readers with the basic mathematical tools for designing new algorithms and proving new impossibility results. In addition, it teaches readers how to reason carefully about distributed algorithms—to model them

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formally, devise precise specifications for their required behavior, prove their correctness, and evaluate their performance with realistic measures.

Unlike books currently on the market, this book attempts to satisfy two goals: combine circuits and electronics into a single, unified treatment, and establish a strong connection with the contemporary world of digital systems. It will introduce a new way of looking not only at the treatment of circuits, but also at the treatment of introductory coursework in engineering in general. Using the concept of "abstraction," the book attempts to form a bridge between the world of physics and the world of large computer systems. In particular, it attempts to unify electrical engineering and computer science as the art of creating and exploiting successive abstractions to manage the complexity of building useful electrical systems. Computer systems are simply one type of electrical systems. +Balances circuits theory with practical digital electronics applications. +Illustrates concepts with real devices. +Supports the popular circuits and electronics course on the MIT OpenCourse Ware from which professionals worldwide study this new approach. +Written by two educators well known for their innovative teaching and research and their collaboration with industry. +Focuses on contemporary MOS technology.

The new edition of a classic text that concentrates on developing general methods for studying the behavior of classical systems, with extensive use of computation. We now know that there is much more to classical mechanics than previously

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suspected. Derivations of the equations of motion, the focus of traditional presentations of mechanics, are just the beginning. This innovative textbook, now in its second edition, concentrates on developing general methods for studying the behavior of classical systems, whether or not they have a symbolic solution. It focuses on the phenomenon of motion and makes extensive use of computer simulation in its explorations of the topic. It weaves recent discoveries in nonlinear dynamics throughout the text, rather than presenting them as an afterthought. Explorations of phenomena such as the transition to chaos, nonlinear resonances, and resonance overlap to help the student develop appropriate analytic tools for understanding. The book uses computation to constrain notation, to capture and formalize methods, and for simulation and symbolic analysis. The requirement that the computer be able to interpret any expression provides the student with strict and immediate feedback about whether an expression is correctly formulated. This second edition has been updated throughout, with revisions that reflect insights gained by the authors from using the text every year at MIT. In addition, because of substantial software improvements, this edition provides algebraic proofs of more generality than those in the previous edition; this improvement permeates the new edition.

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