

Computer Architecture And Security Fundamentals Of

This authoritative Java security book is written by the architect of the Java security model. It chronicles J2EE v1.4 security model enhancements that will allow developers to build safer, more reliable, and more impenetrable programs.

This book is a comprehensive text on basic, undergraduate-level computer architecture. It starts from theoretical preliminaries and simple Boolean algebra. After a quick discussion on logic gates, it describes three classes of assembly languages: a custom RISC ISA called SimpleRisc, ARM, and x86. In the next part, a processor is designed for the SimpleRisc ISA from scratch. This includes the combinational units, ALUs, processor, basic 5-stage pipeline, and a microcode-based design. The last part of the book discusses caches, virtual memory, parallel programming, multiprocessors, storage devices and modern I/O systems. The book's website has links to slides for each chapter and video lectures hosted on YouTube. Computers at Risk presents a comprehensive agenda for developing nationwide policies and practices for computer security. Specific recommendations are provided for industry and for government agencies engaged in computer security activities. The volume also outlines problems and opportunities in computer security research, recommends ways to improve the research infrastructure, and suggests topics for investigators. The book explores the diversity of the field, the need to engineer countermeasures based on speculation of what experts think computer attackers may do next, why the technology community has failed to respond to the need for enhanced security systems, how innovators could be encouraged to bring more options to the marketplace, and balancing the importance of security against the right of privacy.

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Computer Architecture

An Illustrated Introduction to Microprocessors and Computer Architecture

Computer Architecture and Security

Data Center Fundamentals

The Essentials of Computer Organization and Architecture

Learn x86, ARM, and RISC-V architectures and the design of smartphones, PCs, and cloud servers

A no-nonsense, practical guide to current and future processor and computer architectures, enabling you to design computer systems and develop better software applications across a variety of domains Key FeaturesUnderstand digital circuitry with the help of transistors, logic gates, and sequential logicExamine the architecture and instruction sets of x86, x64, ARM, and RISC-V processorsExplore the architecture of modern devices such as the iPhone X and high-performance gaming PCsBook Description Are you a software developer, systems designer, or computer architecture student looking for a methodical introduction to digital device architectures but overwhelmed by their complexity? This book will help you to learn how modern computer systems work, from the lowest level of transistor switching to the macro view of collaborating multiprocessor servers. You'll gain unique insights into the internal behavior of processors that execute the code developed in high-level languages and enable you to design more efficient and scalable software systems. The book will teach you the fundamentals of computer systems including transistors, logic gates, sequential logic, and instruction operations. You will learn details of modern processor architectures and instruction sets including x86, x64, ARM, and RISC-V. You will see how to implement a RISC-V processor in a low-cost FPGA board and how to write a quantum computing program and run it on an actual quantum computer. By the end of this book, you will have a thorough understanding of modern processor and computer architectures and the future directions these architectures are likely to take. What you will learnGet to grips with transistor technology and digital circuit principlesDiscover the functional elements of computer processorsUnderstand pipelining and superscalar executionWork with floating-point data formatsUnderstand the purpose and operation of the supervisor modeImplement a complete RISC-V processor in a low-cost FPGAExplore the techniques used in virtual machine implementationWrite a quantum computing program and run it on a quantum computerWho this book is for This book is for software developers, computer engineering students, system designers, reverse engineers, and anyone looking to understand the architecture and design principles underlying modern computer systems from tiny embedded devices to warehouse-size cloud server farms. A general understanding of computer processors is helpful but not required.

One-volume coverage of all the core concepts, terminology, issues, and practical skills modern computer security professionals need to know * *The most up-to-date computer security concepts text on the market. *Strong coverage and comprehensive analysis of key attacks, including denial of service, malware, and viruses. *Covers oft-neglected subject areas such as cyberterrorism, computer fraud, and industrial espionage. *Contains end-of-chapter exercises, projects, review questions, and plenty of realworld tips. Computer Security Fundamentals, Second Edition is designed to be the ideal one volume gateway into the entire field of computer security. It brings together thoroughly updated coverage of all basic concepts, terminology, and issues, along with the practical skills essential to security. Drawing on his extensive experience as both an IT professional and instructor, Chuck Easttom thoroughly covers core topics such as vulnerability assessment, virus attacks, buffer overflow, hacking, spyware, network defense, firewalls, VPNs, Intrusion Detection Systems, and passwords. Unlike many other authors, however, he also fully addresses more specialized issues, including cyber terrorism, industrial espionage and encryption - including public/private key systems, digital signatures, and certificates. This edition has been extensively updated to address the latest issues and technologies, including cyberbullying/cyberstalking, session hijacking, steganography, and more. Its examples have been updated to reflect the current state-of-the-art in both attacks and defense. End-of-chapter exercises, projects, and review questions guide readers in applying the knowledge they've gained, and Easttom offers many tips that readers would otherwise have to discover through hard experience.

This easy to read textbook provides an introduction to computer architecture, while focusing on the essential aspects of hardware that programmers need to know. The topics are explained from a programmer's point of view, and the text emphasizes consequences for programmers. Divided in five parts, the book covers the basics of digital logic, gates, and data paths, as well as the three primary aspects of architecture: processors, memories, and I/O systems. The book also covers advanced topics of parallelism, pipelining, power and energy, and performance. A hands-on lab is also included. The second edition contains three new chapters as well as changes and updates throughout.

A new advanced textbook/reference providing a comprehensive survey of hardware and software architectural principles and methods of computer systems organization and design. The book is suitable for a first course in computer organization. The style is similar to that of the author's book on assembly language in that it strongly supports self-study by students. This organization facilitates compressed presentation of material. Emphasis is also placed on related concepts to practical designs/chips. Topics: material presentation suitable for self- study; concepts related to practical designs and implementations; extensive examples and figures; details provided on several digital logic simulation packages; free MASM download instructions provided; and end-of-chapter exercises.

Fundamentals of Digital and Computer Design with VHDL

Basic Computer Architecture

The Architecture of Computer Hardware, Systems Software, and Networking

Digital Design, Fundamentals of Computer Architecture and Assembly Language

Fundamentals of Computer Architecture and Design

The Hardware Software Interface

Conceptual and precise, Modern Processor Design brings together numerous microarchitectural techniques in a clear, understandable framework that is easily accessible to both graduate and undergraduate students. Complex practices are distilled into foundational principles to reveal the authors insights and hands-on experience in the effective design of contemporary high-performance micro-processors for mobile, desktop, and server markets. Key theoretical and foundational principles are presented in a systematic way to ensure comprehension of important implementation issues. The text presents fundamental concepts and foundational techniques such as processor design, pipelined processors, memory and I/O systems, and especially superscalar organization and implementations. Two case studies and an extensive survey of actual commercial superscalar processors reveal real-world developments in processor design and performance. A thorough overview of advanced instruction flow techniques, including developments in advanced branch predictors, is incorporated. Each chapter concludes with homework problems that will institute the groundwork for emerging techniques in the field and an introduction to multiprocessor systems.

Little prior knowledge is needed to use this long-needed reference. Computer professionals and software engineers will learn how to design secure operating systems, networks and applications.

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles, routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines. • Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly • Covers basic number system and coding, basic knowledge in digital design, and components of a computer • Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

Updated and revised, The Essentials of Computer Organization and Architecture, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course.

Computer Organization and Design

Modern Processor Design

Computer Organization & Architecture 7e

Computer Systems

Inside the Machine

The Fundamentals

Computer Architecture and SecurityFundamentals of Designing Secure Computer SystemsJohn Wiley & Sons

For some small businesses, the security of their information, systems, and networks might not be a high priority, but for their customers, employees, and trading partners it is very important. The size of a small business varies by type of business, but typically is a business or organization with up to 500 employees. In the U.S., the number of small businesses totals to over 95% of all businesses. The small business community produces around 50% of our nation's GNP and creates around 50% of all new jobs in our country. Small businesses, therefore, are a very important part of our nation's economy. This report will assist small business management to understand how to provide basic security for their information, systems, and networks. Illustrations.

This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace.

Written for students taking their first course in computer systems architecture, this is an introductory textbook that meets syllabus requirements in a simple manner without being a weighty tome. The project is based around the simulation of a typical simple microprocessor so that students gain an understanding of the fundamental concepts of computer architecture on which they can build to understand the more advanced facilities and techniques employed by modern day microprocessors. Each chapter includes a worked exercise, end-of-chapter exercises, and definitions of key words in the margins.

The Hardware/software Interface, ARM Edition

Inside Java 2 Platform Security

Security Basics for Computer Architects

Building Secure Systems in Untrusted Networks

Fundamentals of Information Systems Security

Designing Embedded Hardware

Not only does almost everyone in the civilized world use a personal computer, smartphone, and/or tablet on a daily basis to communicate with others and access information, but virtually every other modern appliance, vehicle, or other device has one or more computers embedded inside it. One cannot purchase a current-model automobile, for example, without several computers on board to do everything from monitoring exhaust emissions, to operating the anti-lock brakes, to telling the transmission when to shift, and so on. Appliances such as clothes washers and dryers, microwave ovens, refrigerators, etc. are almost all digitally controlled. Gaming consoles like Xbox, PlayStation, and Wii are powerful computer systems with enhanced capabilities for user interaction. Computers are everywhere, even when we don't see them as such, and it is more important than ever for students who will soon enter the workforce to understand how they work. This book is completely updated and revised for a one-semester upper level undergraduate course in Computer Architecture, and suitable for use in an undergraduate CS, EE, or CE curriculum at the junior or senior level. Students should have had a course(s) covering introductory topics in digital logic and computer organization. While this is not a text for a programming course, the reader should be familiar with computer programming concepts in at least one language such as C, C++, or Java. Previous courses in operating systems, assembly language, and/or systems programming would be helpful, but are not essential.

Although multicore is now a mainstream architecture, there are few textbooks that cover parallel multicore architectures. Filling this gap, Fundamentals of Parallel Multicore Architecture provides all the material for a graduate or senior undergraduate course that focuses on the architecture of multicore processors. The book is also useful as a ref Design for security is an essential aspect of the design of future computers. However, security is not well understood by the computer architecture community. Many important security aspects have evolved over the last several decades in the cryptography, operating systems, and networking communities. This book attempts to introduce the computer architecture student, researcher, or practitioner to the basic concepts of security and threat-based design. Past work in different security communities can inform our thinking and provide a rich set of technologies for building architectural support for security into all future computers and embedded computing devices and appliances. I have tried to keep the book short, which means that many interesting topics and applications could not be included. What the book focuses on are the fundamental security concepts, across different security communities, that should be understood by any computer architect trying to design or evaluate security-aware computer architectures.

Cybersecurity Fundamentals: A Real-World Perspective explains detailed concepts within computer networks and computer security in an easy-to-understand way, making it the perfect introduction to the topic. This book covers fundamental issues using practical examples and real-world applications to give readers a rounded understanding of the subject and how it is applied. The first three chapters provide a deeper perspective on computer networks, cybersecurity, and different types of cyberattacks that hackers choose to unleash on cyber environments. It then goes on to cover the types of major computer malware and cybersecurity attacks that shook the cyber world in the recent years, detailing the attacks and analyzing their impact on the global economy. The details of the malware codes that help the hacker initiate the hacking attacks on networks are fully described. It then covers high-tech cybersecurity programs, devices, and mechanisms that are extensively adopted in modern security systems. Examples of those systems include intrusion detection systems (IDS), intrusion prevention systems (IPS), and security firewalls. It demonstrates how modern technologies can be used to create and manage passwords for secure data. This book also covers aspects of wireless networks and their security mechanisms. The details of the most commonly used Wi-Fi routers are provided with step-by-step procedures to configure and secure them more efficiently. Test questions are included throughout the chapters to ensure comprehension of the material. Along with this book's step-by-step approach, this will allow undergraduate students of cybersecurity, network security, and related disciplines to gain a quick grasp of the fundamental topics in the area. No prior knowledge is needed to get the full benefit of this book.

Computer Architecture and Organization

Computers at Risk

Fundamentals of Security in Computer Systems

Small Business Information Security

Fundamentals and Architecture Security

Computer Organization and Design RISC-V Edition

This is the must-have book for a must-know field. Today, general security knowledge is mandatory, and, if you who need to understand the fundamentals, Computer Security Basics 2nd Edition is the book to consult. The new edition builds on the well-established principles developed in the original edition and thoroughly updates that core knowledge. For anyone involved with computer security, including security administrators, system administrators, developers, and IT managers, Computer Security Basics 2nd Edition offers a clear overview of the security concepts you need to know, including access controls, malicious software, security policy, cryptography, biometrics, as well as government regulations and standards. This handbook describes complicated concepts such as trusted systems, encryption, and mandatory access control in simple terms. It tells you what you need to know to understand the basics of computer security, and it will help you persuade your employees to practice safe computing. Topics include: Computer security concepts Security breaches, such as viruses and other malicious programs Access controls Security policy Web attacks Communications and network security Encryption Physical security and biometrics Wireless network security Computer security and requirements of the Orange Book OSI Model and TEMPEST

Reflecting the latest trends and developments from the information security field, best-selling Security+ Guide to Network Security Fundamentals, Fourth Edition, provides a complete introduction to practical network and computer security and maps to the CompTIA Security+ SY0-301 Certification Exam. The text covers the fundamentals of network security, including compliance and operational security; threats and vulnerabilities; application, data, and host security; access control and identity management; and cryptography. The updated edition includes new topics, such as psychological approaches to social engineering attacks, Web application attacks, penetration testing, data loss prevention, cloud computing security, and application programming development security. The new edition features activities that link to the Information Security Community Site, which offers video lectures, podcats, discussion

boards, additional hands-on activities and more to provide a wealth of resources and up-to-the minute information. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
Master the basics of data centers to build server farms that enhance your Web site performance Learn design guidelines that show how to deploy server farms in highly available and scalable environments Plan site performance capacity with discussions of server farm architectures and their real-life applications to determine your system needs Today's market demands that businesses have an Internet presence through which they can perform e-commerce and customer support, and establish a presence that can attract and increase their customer base. Underestimated hit ratios, compromised credit card records, perceived slow Web site access, or the infamous "Object Not Found" alerts make the difference between a successful online presence and one that is bound to fail. These challenges can be solved in part with the use of data center technology. Data centers switch traffic based on information at the Network, Transport, or Application layers. Content switches perform the "best server" selection process to direct users' requests for a specific service to a server in a server farm. The best server selection process takes into account both server load and availability, and the existence and consistency of the requested content. Data Center Fundamentals helps you understand the basic concepts behind the design and scaling of server farms using data center and content switching technologies. It addresses the principles and concepts needed to take on the most common challenges encountered during planning, implementing, and managing Internet and intranet IP-based server farms. An in-depth analysis of the data center technology with real-life scenarios make Data Center Fundamentals an ideal reference for understanding, planning, and designing Web hosting and e-commerce environments. Well-known security experts decipher the most challenging aspect of cloud computing-security Cloud computing allows for both large and small organizations to have the opportunity to use Internet-based services so that they can reduce start-up costs, lower capital expenditures, use services on a pay-as-you-use basis, access applications only as needed, and quickly reduce or increase capacities. However, these benefits are accompanied by a myriad of security issues, and this valuable book tackles the most common security challenges that cloud computing faces. The authors offer you years of unparalleled expertise and knowledge as they discuss the extremely challenging topics of data ownership, privacy protections, data mobility, quality of service and service levels, bandwidth costs, data protection, and support. As the most current and complete guide to helping you find your way through a maze of security minefields, this book is mandatory reading if you are involved in any aspect of cloud computing. Coverage Includes: Cloud Computing Fundamentals Cloud Computing Architecture Cloud Computing Software Security Fundamentals Cloud Computing Risks Issues Cloud Computing Security Challenges Cloud Computing Security Architecture Cloud Computing Life Cycle Issues Useful Next Steps and Approaches

**Fundamentals of Computer Organization and Design
Trusted Computer Architecture and Organization
Zero Trust Networks**

Computer Security Basics

Essentials of Computer Architecture, Second Edition

Modern Computer Architecture and Organization

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

The perimeter defenses guarding your network perhaps are not as secure as you think. Hosts behind the firewall have no defenses of their own, so when a host in the "trusted" zone is breached, access to your data center is not far behind. That's an all-too-familiar scenario today. With this practical book, you'll learn the principles behind zero trust architecture, along with details necessary to implement it. The Zero Trust Model treats all hosts as if they're internet-facing, and considers the entire network to be compromised and hostile. By taking this approach, you'll focus on building strong authentication, authorization, and encryption throughout, while providing compartmentalized access and better operational agility. Understand how perimeter-based defenses have evolved to become the broken model we use today Explore two case studies of zero trust in production networks on the client side (Google) and on the server side (PagerDuty) Get example configuration for open source tools that you can use to build a zero trust network Learn how to migrate from a perimeter-based network to a zero trust network in production

Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Computer Security Threats

Computer Security Fundamentals

The Elements of Computing Systems

Fundamentals of Superscalar Processors

Building a Secure Computer System

This book on computer security threats explores the computer security threats and includes a broad set of solutions to defend the computer systems from these threats. The book is triggered by the understanding that digitalization and growing dependence on the Internet poses an increased risk of computer security threats in the modern world. The chapters discuss different research frontiers in computer security with algorithms and implementation details for use in the real world. Researchers and practitioners in areas such as statistics, pattern recognition, machine learning, artificial intelligence, deep learning, data mining, data analytics and visualization are contributing to the field of computer security. The intended audience of this book will mainly consist of researchers, research students, practitioners, data analysts, and business professionals who seek information on computer security threats and its defensive measures.

PART OF THE JONES & BARTLETT LEARNING INFORMATION SYSTEMS SECURITY & ASSURANCE SERIES Revised and updated with the latest information from this fast-paced field, Fundamentals of Information System Security, Second Edition provides a comprehensive overview of the essential concepts readers must know as they pursue careers in information systems security. The text opens with a discussion of the new risks, threats, and vulnerabilities associated with the transformation to a digital world, including a look at how business, government, and individuals operate today. Part 2 is adapted from the Official (ISC)2 SSCP Certified Body of Knowledge and presents a high-level overview of each of the seven domains within the System Security Certified Practitioner certification. The book closes with a resource for readers who desire additional material on information security standards, education, professional certifications, and compliance laws. With its practical, conversational writing style and step-by-step examples, this text is a must-have resource for those entering the world of information systems security. New to the Second Edition: - New material on cloud computing, risk analysis, IP mobility, OMNIBus, and Agile Software Development. - Includes the most recent updates in Information Systems Security laws, certificates, standards, amendments, and the proposed Federal Information Security Amendments Act of 2013 and HITECH Act. - Provides new cases and examples pulled from real-world scenarios. - Updated data, tables, and sidebars provide the most current information in the field.

Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the Raspberry Pi is your gateway to the world of computer system design.

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

Safe Computing in the Information Age

Fundamentals of Designing Secure Computer Systems

A Real-World Perspective

An Information Technology Approach

Cloud Security

Digital Logic Design and Computer Organization with Computer Architecture for Security

This textbook provides semester-length coverage of computer architecture and design, providing a strong foundation for students to understand modern computer system architecture and to apply these insights and principles to future computer designs. It is based on the author's decades of industrial experience with computer architecture pursuing careers in computer engineering. Unlike a number of existing textbooks for this course, this one focuses not only on CPU architecture, but also covers in great detail in system buses, peripherals and memories. This book teaches every element in a computing system in two steps. First, it introduces the functionality of each topic a particular digital block from its architectural specifications using timing diagrams. The author describes how the data-path of a certain digital block is generated using timing diagrams, a method which most textbooks do not cover, but is valuable in actual practice. In the end, the user is ready to use both the design methodology and the be able to produce industrial-strength designs.

The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT) and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic technological practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth edition features a wealth of technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in the computer, hardware architecture and operational concepts, the basics of computer networking, system software systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

A COMPREHENSIVE GUIDE TO THE DESIGN & ORGANIZATION OF MODERN COMPUTING SYSTEMS Digital Logic Design and Computer Organization with Computer Architecture for Security provides practicing engineers and students with a clear understanding of computer hardware technologies. The fundamentals of digital logic design as well as description language are discussed. The book covers computer organization and architecture, modern design concepts, and computer security through hardware. Techniques for designing both small and large combinational and sequential circuits are thoroughly explained. This detailed reference addresses memory technologies, CPU design and microcomputer architecture, including "plug and play" device interface, and memory hierarchy. A chapter on security engineering methodology as it applies to computer architecture concludes the book. Sample problems, design examples, and detailed diagrams are provided throughout this practical resource. COVERAGE INCLUDES: Combinational circuits: large designs Sequential circuits: core modules Sequential circuits: small designs Sequential circuits: large designs Memory Instruction set architecture Computer architecture: interconnection Memory system Computer architecture: security

In today's workplace, computer and cybersecurity professionals must understand both hardware and software to deploy effective security solutions. This book introduces readers to the fundamentals of computer architecture and organization for security, and provides them with both theoretical and practical solutions to design and implement innovative introduction to modern computer systems and patent-pending technologies in computer security, the text integrates design considerations with hands-on lessons learned to help practitioners design computer systems that are immune from attacks. Studying computer architecture and organization from a security perspective is and many others on computer security. However, books introducing computer architecture and organization with security as the main focus are still rare. This book addresses not only how to secure computer components (CPU, Memory, I/O, and network) but also how to secure data and the computer system as a whole. It also incorporates teaching and research. The book also introduces the latest technologies, such as trusted computing, RISC-V, QEMU, cache security, virtualization, cloud computing, IoT, and quantum computing, as well as other advanced computing topics into the classroom in order to close the gap in workforce development. The book is chiefly intended for architecture and computer organization, as well as engineers, researchers, cybersecurity professionals, and middleware designers.

Learning Computer Architecture with Raspberry Pi

Fundamentals of Computer Architecture

Architecture, API Design, and Implementation

Fundamentals of Parallel Multicore Architecture

A Comprehensive Guide to Secure Cloud Computing

Security+ Guide to Network Security Fundamentals