
COMPUTER ENGINEERING HANDBOOK

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PREFACE

After nearly 50 years of rapid development, modern computers are still experiencing a vigorous growth, and the trend will likely continue well into the twenty-first century. Building better and more powerful computers is certainly the main direction of the computer engineering field. Computer engineers, however, should be more knowledgeable about the many roles of computers in order to design computers more suitable to the expanding information-intensive society.

The area of computer engineering now encompasses so many topics that it is not possible to cover all of them in one handbook. This single-volume handbook focuses on the basics and new developments in computer engineering. The topics presented include digital logic and design, computer arithmetic, computer architecture, digital system design and reliability, and computer graphics. Topics on recent computer hardware development include VLSI systems and processors, vector processors, parallel computing systems, supercomputers, neural network computing, optical computing, and computer networks. A major emphasis is placed on intelligent processing of numeric and nonnumeric data and information by computers as reflected by Chapters 9 through 12 and 18 on artificial intelligence expert systems and neural networks as well as computer vision. It is now increasingly difficult to draw a fine line between computer hardware and computer software, and Chapter 2, which presents software issues in hardware development, is thus unique and important.

The book is written with computer professionals in both industry and academia as well as computer engineering students in mind, and should serve as a key reference book in the field. The composition of chapters reflects our view that computers will be playing an ever more dominant role in intelligent information processing in the next century, and thus future design of computer components and systems will emphasize meeting such demands.

In preparing this book it has been my great fortune to work with some of the leaders in computer engineering. I wish to thank all the contributors of the volume for their important work, and Daniel Gonneau for his continuous encouragement and insistence on publishing the highest quality book in the field.

C. H. Chen

CONTENTS

Contributors xv

Preface xvii

Chapter 1. Introduction *C. H. Chen* 1.1

- 1.1. Evolution of computer engineering education / 1.1
- 1.2. Organization of the book / 1.2
- References / 1.3

Chapter 2. Software Issues in Hardware Development *Hsi-Ho Liu* 2.1

- 2.1. Introduction / 2.1
- 2.2. Design process / 2.1
 - 2.2.1. Design entry / 2.2
 - 2.2.2. Design synthesis / 2.4
 - 2.2.3. Simulation and verification / 2.5
 - 2.2.4. VHDL-based design / 2.6
- 2.3. Test tools / 2.9
 - 2.3.1. Test pattern generation / 2.9
 - 2.3.2. Design for testability / 2.10
- 2.4. CAD framework / 2.11
- 2.5. Conclusions / 2.12
- References / 2.12

Chapter 3. Digital Logic and Design *Paul T. Hulina* 3.1

- 3.1. Introduction / 3.1
- 3.2. Boolean algebra / 3.1
- 3.3. Logic types / 3.2
- 3.4. Logic family characteristics / 3.4
 - 3.4.1. Operating speed / 3.4
 - 3.4.2. Noise / 3.6
 - 3.4.3. Power dissipation / 3.7
- 3.5. Combinational circuit design / 3.7
 - 3.5.1. Function specification / 3.8
 - 3.5.2. Algebraic simplification / 3.9
 - 3.5.3. Karnaugh map / 3.9
 - 3.5.4. Quine-McCluskey method / 3.9
- 3.6. Logic conventions / 3.10
- 3.7. Basic combinational functions / 3.12
 - 3.7.1. Decoding / 3.12
 - 3.7.2. Encoding / 3.13
 - 3.7.3. Multiplexing / 3.15
 - 3.7.4. Demultiplexing / 3.17

- 3.8. Integrated circuits / 3.18
- 3.9. Programmable logic devices / 3.20
 - 3.9.1. ROMs / 3.20
 - 3.9.2. PALs / 3.22
 - 3.9.3. PLAs / 3.22
 - 3.9.4. PGAs / 3.23
 - 3.9.5. Programming PLDs / 3.24
 - 3.9.6. Cost of PLDs / 3.25
- 3.10. Sequential circuits / 3.26
 - 3.10.1. Clocks / 3.27
 - 3.10.2. Memory devices / 3.28
 - 3.10.3. Sequential circuit definitions / 3.29
 - 3.10.4. Sequential circuit analysis procedure / 3.30
 - 3.10.5. Sequential circuit synthesis procedure / 3.32
- 3.11. Basic sequential functions / 3.34
 - 3.11.1. Binary counters / 3.35
 - 3.11.2. Decimal counters / 3.35
 - 3.11.3. Programmable counters / 3.35
 - 3.11.4. Ripple counters / 3.35
 - 3.11.5. Nonbinary counters / 3.37
 - 3.11.6. Data storing / 3.38
 - 3.11.7. Registers / 3.39
- 3.12. Concluding remarks / 3.41
 - References / 3.41

Chapter 4. Computer Arithmetic *Earl E. Swartzlander, Jr.*

4.1

- 4.1. Introduction / 4.1
- 4.2. Fixed-point number systems / 4.1
- 4.3. Fixed-point arithmetic operations / 4.3
 - 4.3.1. Fixed-point addition and subtraction / 4.4
 - 4.3.2. Fixed-point multiplication / 4.10
 - 4.3.3. Fixed-point division / 4.14
- 4.4. Floating-point arithmetic / 4.16
- 4.5. Conclusions / 4.18
 - References / 4.19

Chapter 5. Computer Architecture *Robert B. K. Dewar*

5.1

- 5.1. Data representation / 5.2
 - 5.1.1. Representation of character data / 5.2
 - 5.1.2. Representation of integer data / 5.3
 - 5.1.3. Representation of floating-point data / 5.4
- 5.2. Memory organization / 5.5
 - 5.2.1. Virtual memory / 5.5
 - 5.2.2. Big-endian versus little-endian ordering / 5.6
 - 5.2.3. Partial word accesses / 5.7
 - 5.2.4. Alignment requirements / 5.8
 - 5.2.5. Segmented addressing / 5.8
- 5.3. Register organization / 5.9
 - 5.3.1. Length of registers / 5.10
 - 5.3.2. Register windows / 5.12
 - 5.3.3. Condition code flags / 5.13
- 5.4. Instruction sets / 5.13
 - 5.4.1. Memory reference and addressing modes / 5.14
 - 5.4.2. Integer arithmetic instructions / 5.15

- 5.4.3. Logical and shift instructions / 5.16
- 5.4.4. Branch instructions / 5.16
- 5.4.5. Subroutine call instructions / 5.17
- 5.4.6. Floating-point instructions / 5.17
- 5.4.7. System control instructions / 5.18
- 5.4.8. Specialized instructions / 5.18
- 5.5. Pipelining / 5.19
 - 5.5.1. Dealing with memory references / 5.20
 - 5.5.2. Dealing with jump instructions / 5.20
 - 5.5.3. Programming considerations / 5.20
 - 5.5.4. Pipelining CISC processors / 5.21
- 5.6. Caches / 5.21
- 5.7. Interrupts and exceptions / 5.22
- 5.8. Increasing instruction throughput / 5.23
 - 5.8.1. Very-long-instruction-word (VLIW) approach / 5.23
 - 5.8.2. Superscalar approach / 5.23
 - 5.8.3. Superpipelining / 5.25
- 5.9. Multiprocessing / 5.26
- 5.10. Summary / 5.27

Chapter 6. Reliability of Digital Systems *Arden R. Helland*

6.1

- 6.1. Reliability definitions / 6.1
 - 6.1.1. Examples / 6.1
 - 6.1.2. Environmental conditions / 6.2
- 6.2. The Arrhenius principle / 6.2
 - 6.2.1. Defect acceleration / 6.3
 - 6.2.2. Accelerated life test / 6.3
 - 6.2.3. Performance margin / 6.4
 - 6.2.4. Design margin / 6.4
 - 6.2.5. ESS for margin verification / 6.5
- 6.3. The Poisson model / 6.5
 - 6.3.1. Addition of defect rates / 6.6
 - 6.3.2. Normal limit of the Poisson model / 6.6
- 6.4. Design and production quality / 6.6
 - 6.4.1. The complexity challenge / 6.7
 - 6.4.2. Production yield / 6.7
 - 6.4.3. Screening effectiveness / 6.8
 - 6.4.4. Test integration issues / 6.8
- 6.5. Estimation / 6.9
- 6.6. Design of experiments / 6.11
 - 6.6.1. Undesirable methods / 6.11
 - 6.6.2. Analysis of binary combinations / 6.12
 - 6.6.3. Fractions of binary combinations / 6.14
 - 6.6.4. Half fractions of binary combinations / 6.14
 - 6.6.5. Analysis of data with center values / 6.17
 - 6.6.6. Resolution of fractions of binary combinations / 6.20
 - 6.6.7. Alias patterns of fractions / 6.20
 - 6.6.8. Saturated fraction designs / 6.24
- 6.7. Design techniques / 6.25
 - 6.7.1. Digital processing / 6.25
 - 6.7.2. Noise margin / 6.29
 - 6.7.3. Synchronous design / 6.30
 - 6.7.4. Static inputs / 6.32
 - 6.7.5. Design derating and verification / 6.34
 - 6.7.6. Design models / 6.40
- References / 6.41

Chapter 7. Digital System Design *James E. Buchanan***7.1**

- 7.1. Introduction / 7.1
- 7.2. Power distribution / 7.1
 - 7.2.1. Logic device chip metallization, bond wires, and package power and ground connections / 7.2
 - 7.2.2. Logic device power and ground pin connections to board power and ground planes / 7.7
 - 7.2.3. Voltage loss across circuit boards and motherboards / 7.7
 - 7.2.4. Circuit board–motherboard connections / 7.9
 - 7.2.5. Power supply–motherboard connections / 7.11
 - 7.2.6. Overvoltage protection / 7.14
 - 7.2.7. Decoupling capacitors / 7.14
- 7.3. Signal interconnections / 7.16
 - 7.3.1. Signal interconnection categories / 7.16
 - 7.3.2. Physical means of interconnecting signals / 7.16
 - 7.3.3. Interconnection impedance / 7.20
 - 7.3.4. Transmission-line effects / 7.27
 - 7.3.5. Crosstalk / 7.33
 - References / 7.40

Chapter 8. Computer Graphics *Edward Angel***8.1**

- 8.1. Overview / 8.1
- 8.2. Applications of computer graphics / 8.1
 - 8.2.1. Display of information / 8.2
 - 8.2.2. Design / 8.2
 - 8.2.3. Simulation / 8.2
 - 8.2.4. User interfaces / 8.3
- 8.3. A basic graphics system / 8.3
 - 8.3.1. Output devices / 8.4
 - 8.3.2. Color / 8.5
 - 8.3.3. The processor / 8.5
 - 8.3.4. Display processors / 8.6
 - 8.3.5. Memory / 8.7
 - 8.3.6. Input devices / 8.7
- 8.4. Image formation / 8.9
 - 8.4.1. The synthetic camera / 8.10
 - 8.4.2. Device independence / 8.11
 - 8.4.3. Three-dimensional viewing / 8.12
 - 8.4.4. Rendering / 8.13
- 8.5. Primitives / 8.15
 - 8.5.1. Points, lines, and curves / 8.16
 - 8.5.2. Extending planar primitives / 8.17
 - 8.5.3. Hierarchical models / 8.18
- 8.6. Mathematical foundations / 8.18
 - 8.6.1. Points and coordinate systems / 8.18
 - 8.6.2. Vectors / 8.19
 - 8.6.3. Coordinate systems and frames / 8.20
 - 8.6.4. Changes of coordinate systems and frames / 8.21
 - 8.6.5. Homogeneous coordinates / 8.21
 - 8.6.6. Transformations / 8.22
 - 8.6.7. Modeling and viewing / 8.23
- 8.7. Software / 8.24
 - 8.7.1. Graphics standards / 8.24
 - 8.7.2. A graphics library / 8.25
 - 8.7.3. Networked graphics / 8.26

- 8.8. Conclusion / 8.27
- References / 8.27

Chapter 9. Rule-Based Expert Systems *George F. Luger and William A. Stubblefield*

9.1

- 9.1. Overview of expert-system technology / 9.3
 - 9.1.1. Design of rule-based expert systems / 9.3
 - 9.1.2. Selecting a problem for expert-system development / 9.5
 - 9.1.3. Overview of knowledge engineering / 9.6
- 9.2. A framework for organizing human knowledge / 9.9
 - 9.2.1. Production systems, rules, and the expert-system architecture / 9.9
 - 9.2.2. Explanation and transparency / 9.13
 - 9.2.3. Heuristics and control in expert systems / 9.15
- 9.3. Using uncertainty measures in expert systems / 9.15
 - 9.3.1. Introduction / 9.15
 - 9.3.2. Bayesian probability theory / 9.17
 - 9.3.3. A theory for certainty / 9.18
 - 9.3.4. Other approaches to uncertainty / 9.20
- 9.4. MYCIN: A case study / 9.22
 - 9.4.1. Introduction / 9.22
 - 9.4.2. Representation of rules and facts / 9.23
 - 9.4.3. MYCIN diagnosing an illness / 9.24
 - 9.4.4. Evaluation of expert systems / 9.29
 - 9.4.5. Knowledge acquisition and the Teiresias knowledge-base editor / 9.30
- 9.5. Epilogue / 9.35
- References / 9.35

Chapter 10. Computer Architectures for Artificial Intelligence and Neural Networks *José G. Delgado-Frias*

10.1

- 10.1. AI overview / 10.1
 - 10.1.1. AI areas of application / 10.2
 - 10.1.2. AI processing features / 10.3
 - 10.1.3. Design approaches for AI machines / 10.3
- 10.2. Functional-programming-oriented architectures / 10.5
 - 10.2.1. Functional programming languages and LISP / 10.5
 - 10.2.2. Requirements for LISP machines / 10.7
 - 10.2.3. Uniprocessor machines for LISP / 10.7
 - 10.2.4. Multiprocessor machines for LISP / 10.9
- 10.3. Garbage collection / 10.12
 - 10.3.1. Garbage collection analysis / 10.13
 - 10.3.2. Garbage collection approaches / 10.14
 - 10.3.3. Hardware for garbage collection / 10.15
- 10.4. Logic-oriented architectures / 10.16
 - 10.4.1. Predicate calculus / 10.16
 - 10.4.2. Uniprocessor for logic programming / 10.16
 - 10.4.3. Parallelism in logic programming / 10.19
- 10.5. Knowledge-oriented architectures / 10.21
 - 10.5.1. Rule-based systems / 10.21
 - 10.5.2. Semantic networks / 10.26
- 10.6. Neurocomputing architectures / 10.29
 - 10.6.1. Historical overview / 10.30
 - 10.6.2. Neural network requirements / 10.30
 - 10.6.3. Architectures for neural network applications / 10.31
- References / 10.34

Chapter 11. Computer Vision Principles and Applications

Giovanni Garibotto and Stefano Masciangelo

11.1

- 11.1. Introduction / 11.1
 - 11.1.1. The reconstructive school / 11.2
 - 11.1.2. The purposive school / 11.3
- 11.2. Reference applications / 11.4
 - 11.2.1. Optical measurements / 11.4
 - 11.2.2. Character segmentation and recognition / 11.4
 - 11.2.3. Model-based recognition in industrial robotics / 11.5
 - 11.2.4. Image segmentation and classification / 11.5
 - 11.2.5. Target tracking / 11.5
 - 11.2.6. Vision support to autonomous navigation / 11.5
 - 11.2.7. Event detection and scene understanding in service robotics / 11.6
- 11.3. Functional architectures of a vision system / 11.8
 - 11.3.1. The reconstructive vision system / 11.8
 - 11.3.2. The purposive system / 11.10
- 11.4. Visual sensory model and camera calibration / 11.11
 - 11.4.1. The image formation model / 11.11
 - 11.4.2. Calibration methods / 11.13
- 11.5. Early processing tools / 11.13
 - 11.5.1. 2D iconic image processing / 11.13
 - 11.5.2. 2D geometric reasoning / 11.16
- 11.6. 3D vision / 11.19
 - 11.6.1. Passive stereo vision / 11.19
 - 11.6.2. 3D information from a single view / 11.21
 - 11.6.3. Structure from motion / 11.24
 - 11.6.4. Qualitative motion analysis: The focus of expansion / 11.24
- 11.7. 3D representation schemes / 11.26
 - 11.7.1. Wire-frame representation / 11.26
 - 11.7.2. Surface boundary representation / 11.27
 - 11.7.3. Volumetric representation / 11.28
 - 11.7.4. The Delaunay triangulation / 11.28
- 11.8. High-level vision / 11.29
 - 11.8.1. 3D model-based object recognition / 11.29
 - 11.8.2. Navigation / 11.30
- 11.9. Concluding remarks: Experimental computer vision / 11.32
 - References / 11.33

Chapter 12. Architectures for Image Processing and Computer Vision

Giovanni Garibotto

12.1

- 12.1. Introduction / 12.1
- 12.2. Image acquisition units / 12.2
- 12.3. Low-level image processing architectures / 12.4
 - 12.3.1. Dedicated hardware boards and VLSI technology / 12.4
 - 12.3.2. Parallelism of instruction (pipeline implementation) / 12.5
 - 12.3.3. Parallelism of data (SIMD) / 12.6
 - 12.3.4. Multiprocessing MIMD / 12.7
- 12.4. Intermediate list processing / 12.7
- 12.5. High-level processing and system supervision / 12.7
 - 12.5.1. Hierarchical distributed system / 12.8
 - 12.5.2. Pipeline connection / 12.9
 - 12.5.3. Regular mesh of high-level processors / 12.11
 - 12.5.4. Fine-grain parallel machines / 12.11
- 12.6. A reference example: Real-time 3D vision system / 12.12

- 12.7. Conclusions / 12.14
- References / 12.16

Chapter 13. VLSI Systems Design *Donald W. Bouldin*

13.1

- 13.1. Introduction / 13.1
- 13.2. Microelectronic fabrication / 13.1
- 13.3. Technological choices / 13.5
 - 13.3.1. Standard, off-the-shelf ICs / 13.6
 - 13.3.2. ASICs / 13.7
- 13.4. Design methodology / 13.9
- 13.5. Future developments / 13.10
- References / 13.11

Chapter 14. Application-Specific VLSI Processors *Earl E. Swartzlander, Jr.*

14.1

- 14.1. Introduction / 14.1
- 14.2. Circuit technology / 14.2
 - 14.2.1. History of circuit technology / 14.2
 - 14.2.2. Chip complexity metrics / 14.3
 - 14.2.3. Current limitations / 14.3
 - 14.2.4. The design challenge / 14.5
- 14.3. VLSI architecture / 14.5
 - 14.3.1. Hierarchical chip design and layout / 14.5
 - 14.3.2. Use of metrics / 14.6
 - 14.3.3. Examples of VLSI designs / 14.6
- 14.4. Multiplier-accumulator design example / 14.9
 - 14.4.1. Performance requirements / 14.9
 - 14.4.2. Modular array / 14.10
 - 14.4.3. Merged arithmetic multiterm multiplier-adder / 14.13
 - 14.4.4. Commercial VLSI multiplier-accumulator / 14.16
 - 14.4.5. Comparison of implementations / 14.16
- 14.5. Processor architecture / 14.17
 - 14.5.1. Computer architecture / 14.17
 - 14.5.2. Array processor architecture / 14.19
- 14.6. Development of an application-specific processor / 14.22
 - 14.6.1. Application-specific processor development approach / 14.22
 - 14.6.2. FFT processor implementation / 14.22
- 14.7. Conclusions / 14.29
- References / 14.30

Chapter 15. Attached Vector Processors in Signal Processing *Richard C. Borgioli*

15.1

- 15.1. Introduction / 15.1
- 15.2. System description / 15.2
 - 15.2.1. An attached processor / 15.2
 - 15.2.2. A vector processor / 15.4
 - 15.2.3. A scaleable processor / 15.7
- 15.3. Architecture / 15.7
 - 15.3.1. Pipelining / 15.8
 - 15.3.2. Memory partitioning / 15.9
 - 15.3.3. Parallel computation / 15.9

- 15.4. Software / 15.12
 - 15.4.1. Development software / 15.12
 - 15.4.2. Run-time software / 15.12
- 15.5. Performance in signal processing / 15.13
 - 15.5.1. I/O considerations / 15.14
 - 15.5.2. Algorithm speed / 15.14
 - 15.5.3. Multiple-AVP configurations / 15.15
- 15.6. Conclusion / 15.16
 - References / 15.17

Chapter 16. Parallel Computing Systems *Tse-yun Feng, A. R. Hurson, and Chuan-lin Wu*

16.1

- 16.1. Introduction / 16.1
- 16.2. Organizations and classifications / 16.2
- 16.3. Architecture classification / 16.4
 - 16.3.1. Control flow / 16.5
 - 16.3.2. Data flow / 16.5
 - 16.3.3. Reduction model / 16.5
 - 16.3.4. Actor model / 16.6
 - 16.3.5. Logic / 16.7
 - 16.3.6. Neural networks / 16.9
- 16.4. Specific parallel computing systems / 16.11
 - 16.4.1. Parallel SIMD systems / 16.11
 - 16.4.2. Multiprocessor systems / 16.15
 - 16.4.3. Pipeline systems / 16.16
 - 16.4.4. Special-purpose architectures / 16.19
- 16.5. Utilization and shortcomings / 16.24
 - 16.5.1. System utilization / 16.24
 - 16.5.2. Shortcomings of conventional parallel systems / 16.26
 - References / 16.27

Chapter 17. Parallel Supercomputers *Geoffrey C. Fox*

17.1

- 17.1. Introduction and goals / 17.1
- 17.2. Architecture issues in concurrent supercomputing / 17.2
- 17.3. Application issues / 17.6
- 17.4. Software issues / 17.18
 - 17.4.1. Overview / 17.18
 - 17.4.2. Applications software environment / 17.18
 - 17.4.3. Systems software / 17.21
- 17.5. Hardware and concurrent computer performance issues / 17.22
 - 17.5.1. Introduction / 17.22
 - 17.5.2. Node properties / 17.23
 - 17.5.3. Node communications / 17.25
 - 17.5.4. I/O subsystems / 17.28
- 17.6. A teracube design / 17.29
 - 17.6.1. Node / 17.29
 - 17.6.2. Communication / 17.29
 - 17.6.3. Reliability and fault tolerance / 17.30
 - 17.6.4. Power / 17.30
- 17.7. Conclusion / 17.31
 - References / 17.31

Chapter 18. Neural Network Computing *Pietro G. Morasso***18.1**

- 18.1. Introduction / 18.1
- 18.2. The basic components of neural network models / 18.2
 - 18.2.1. Processing elements / 18.2
 - 18.2.2. Connection topology and network dynamics / 18.5
 - 18.2.3. Learning / 18.6
- 18.3. Computational paradigms of neural networks / 18.8
- 18.4. Memorization: CAM versus RAM / 18.8
 - 18.4.1. Linear static CAMs / 18.9
 - 18.4.2. Relaxation CAMs / 18.9
 - 18.4.3. Representation of I/O variables / 18.11
- 18.5. Association: Multilayer feedforward networks / 18.11
 - 18.5.1. Perceptrons / 18.12
 - 18.5.2. MLNs with semilinear units / 18.14
 - 18.5.3. Speed / 18.16
 - 18.5.4. Representational power / 18.16
 - 18.5.5. Generalization / 18.17
 - 18.5.6. Ill-posed mappings—Identity mappings / 18.18
 - 18.5.7. Representation of time / 18.20
- 18.6. Relaxation / 18.21
- 18.7. Self-organization / 18.25
 - 18.7.1. Distribution of weights to the winner / 18.25
 - 18.7.2. The cognitron and neocognitron / 18.26
 - 18.7.3. Self-organizing maps / 18.28
 - 18.7.4. Counterpropagation networks / 18.30
 - 18.7.5. Adaptive resonance theory / 18.32
 - 18.7.6. RCE / 18.33
 - 18.7.7. Neural Darwinism / 18.35
- 18.8. Control and robotic applications / 18.35
 - 18.8.1. Stereo matching / 18.37
 - 18.8.2. Visual-motor coordination / 18.38
 - 18.8.3. Path planning and robot control / 18.39
- References / 18.42

Chapter 19. Optics in Computers *Henri H. Arsenault and Yunlong Sheng* **19.1**

- 19.1. Introduction / 19.1
 - 19.1.1. What is optical computing? / 19.1
 - 19.1.2. Optics versus electronics / 19.2
 - 19.1.3. Optical systems and components / 19.4
 - 19.1.4. Optical computers / 19.6
- 19.2. Optical computer architectures / 19.8
 - 19.2.1. Introduction / 19.8
 - 19.2.2. General architectures / 19.9
 - 19.2.3. The Bell Laboratories architecture / 19.9
 - 19.2.4. Correlation-based architectures / 19.10
 - 19.2.5. Vector-matrix-based systems / 19.10
 - 19.2.6. Optical-disk-based architectures / 19.11
 - 19.2.7. Optical cellular processors / 19.12
 - 19.2.8. Optical symbolic substitution / 19.12
 - 19.2.9. Symbolic computing / 19.14
 - 19.2.10. Programmable optoelectronic multiprocessors / 19.14
 - 19.2.11. DOC-II / 19.16
 - 19.2.12. Optical bit-serial architectures / 19.16

- 19.2.13. Optical array logic / 19.16
- 19.2.14. Optical lookup tables / 19.17
- 19.2.15. Arithmetic logic unit based on optical crossbar / 19.17
- 19.3. Components and technologies / 19.17
 - 19.3.1. Spatial light modulators / 19.18
 - 19.3.2. Symmetric self-electrooptic-effect devices / 19.21
 - 19.3.3. Holograms / 19.23
 - 19.3.4. Binary or diffractive optics / 19.24
 - 19.3.5. Planar optics / 19.25
 - 19.3.6. Microoptics / 19.25
 - 19.3.7. Integrated optoelectronic processor arrays / 19.26
 - 19.3.8. Microlaser array / 19.26
 - 19.3.9. Optoelectronic VLSI chips / 19.27
 - 19.3.10. GaAs/AlGaAs optical neuron / 19.27
 - 19.3.11. SRS inverter / 19.28
- 19.4. Optical interconnects / 19.29
 - 19.4.1. Optical versus electrical interconnections / 19.31
 - 19.4.2. Free-space interconnects / 19.32
 - 19.4.3. Dynamic interconnects / 19.33
 - 19.4.4. Massively parallel dynamic holographic interconnections / 19.35
- 19.5. The future of optical computing / 19.36
- 19.6. Conclusion / 19.37
- References / 19.38

Chapter 20. Computer Networks (LAN, MAN, and WAN): An Overview *Gurdeep S. Hura*

20.1

- 20.1. Introduction / 20.1
 - 20.1.1. Network goals / 20.1
 - 20.1.2. Network structure / 20.2
 - 20.1.3. Communication system / 20.2
 - 20.1.4. Data communication networks / 20.3
 - 20.1.5. Advantages of data communication networks / 20.4
 - 20.1.6. Applications of data communication networks / 20.4
 - 20.1.7. Network evolution / 20.5
- 20.2. Standards organization / 20.5
 - 20.2.1. International standards organizations / 20.6
 - 20.2.2. National standards organizations / 20.8
- 20.3. Analog and digital transmission system basics / 20.10
 - 20.3.1. Analog transmission / 20.10
 - 20.3.2. Digital transmission / 20.12
 - 20.3.3. Baseband and broadband signals / 20.12
 - 20.3.4. Transmission circuits / 20.13
 - 20.3.5. Modes of transmission / 20.13
 - 20.3.6. Transmission configurations / 20.14
 - 20.3.7. Multiplexing / 20.14
 - 20.3.8. Telephone system / 20.16
 - 20.3.9. Bell System's T1 carrier / 20.16
 - 20.3.10. Switching techniques / 20.17
- 20.4. Local-area networks / 20.18
 - 20.4.1. Evolution of LAN / 20.18
 - 20.4.2. LAN architecture / 20.19
 - 20.4.3. Protocols, layers, and interfacing in LAN / 20.20
 - 20.4.4. OSI reference model / 20.21
 - 20.4.5. Data communication in the OSI reference model / 20.15
 - 20.4.6. LAN characterization / 20.26