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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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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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