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E2.1 Digital Electronics 2 (Oct - Dec 2019) Professor Peter Y. K. Cheung: Aims & Objectives ... Lecture 1 Introduction to digital logic (8 Oct - Panopto recording) (notes 2-per page) ... Past Examination Papers June 2017 (Paper,Solutions) June 2018 (Paper,Solutions)

**E2.1 Digital Electronics 2 - Peter Cheung**  
(d) Figure 1.4 shows a circuit with two D-flip-flops FF1 and FF2 with setup and hold times of 3 ns and 2 ns respectively, and a clock-to-Q output delay of 1 ns. The clock signal CLK has a 1:1 mark-space ratio. The D input of FF2 is driven by logic\_A, which has a propagation delay between 1 ns and 4 ns. The clock input to FF2 is

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1. (a) Figure 1.1 shows a circuit with two D flip-flops FF1 and FF2 with setup and hold times of 2 ns and 1 ns respectively, and a clock-to-Q output delay of 2 ns. The clock signal CLK has a 1:1 mark-space ratio. The signal path has two combinational circuits, LUT\_1 and LUT\_2, each having a propagation delay between 1 ns and 5 ns.

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DOI: 10.4108/trans.amsys.01-06.2013.e2 Maria K. Wolters 1 , Juan Martínez-Miranda 2 , Soraya Estevez 3 , Helen F. Hastie 4 , Colin Matheson 1 1: School of Informatics, 10 Crichton Street, Edinburgh EH8 9aB, University of Edinburgh Edinburgh, UK

**Managing Data in HelpWood - EMDL**  
We study how the introduction of a central bank-issued digital currency affects interest rates, the level of economic activity, and welfare in a model where both central bank money and private bank deposits are used in exchange. Banks in our model are financially constrained and the liquidity premium on bank deposits affects the level of aggregate investment.

**Managing Aggregate Liquidity : The Role of a Central Bank....**  
The Nyquist-Shannon sampling theorem is a theorem in the field of digital signal processing which serves as a fundamental bridge between continuous-time signals and discrete-time signals.It establishes a sufficient condition for a sample rate that permits a discrete sequence of samples to capture all the information from a continuous-time signal of finite bandwidth.

**Nyquist-Shannon sampling theorem - Wikipedia**  
This paper addresses the contemporary issue of newspaper paywalls. The paper aims to analyse different payroll models and how they impact on media corporations' revenues in the United States, the United Kingdom, Slovakia, Slovenia and Poland (Piano Media), Australia, New Zealand and Finland. The paper finds that newspaper paywalls provide roughly 10 per cent of media companies' publishing ...

**Newspaper Paywalls-the Hype and the Reality: A study of ...**  
A brain-computer interface (BCI), sometimes called a neural-control interface (NCI), mind-machine interface (MMI), direct neural interface (DNI), or brain-machine interface (BMI), is a direct communication pathway between an enhanced or wired brain and an external device. BCI differs from neuromodulation in that it allows for bidirectional information flow.

**Brain-computer interface - Wikipedia**  
**Lempel-Ziv-Welch (LZW)** is a universal lossless data compression algorithm created by Abraham Lempel, Jacob Ziv, and Terry Welch.It was published by Welch in 1984 as an improved implementation of the LZ78 algorithm published by Lempel and Ziv in 1978. The algorithm is simple to implement and has the potential for very high throughput in hardware implementations.

**Lempel-Ziv-Welch - Wikipedia**  
1958, H. A. Simon and Allen Newell: "Within ten years a digital computer will be the world's chess champion" and "within ten years a digital computer will discover and prove an important new mathematical theorem." 1965, H. A. Simon: "machines will be capable, within twenty years, of doing any work a man can do."

This book explores the ways in which the adoption of new paradigms, processes, and technologies can lead to greater revenue, cost efficiency and control, as well as improved business agility in the insurance industry.

This book provides a comprehensive review of the state-of-the-art of optical signal processing technologies and devices. It presents breakthrough solutions for enabling a pervasive use of optics in data communication and signal storage applications. It presents optical signal processing as solution to overcome the capacity crunch in communication networks. The book content ranges from the development of innovative materials and devices, such as graphene and slow light structures, to the use of nonlinear optics for secure quantum information processing and overcoming the classical Shannon limit on channel capacity and microwave signal processing. Although it holds the promise for a substantial speed improvement, today's communication infrastructure optics remains largely confined to the signal transport layer, as it lags behind electronics as far as signal processing is concerned. This situation will change in the near future as the tremendous growth of data traffic requires energy efficient and fully transparent all-optical networks. The book is written by leaders in the field.

This research-based book investigates the effects of digital transformation on the cultural and creative sectors. Through cases and examples, the book examines how artists and art institutions are facing the challenges posed by digital transformation, highlighting both positive and negative effects of the phenomenon. With contributions from an international range of scholars, the book examines how digital transformation is changing the way the arts are produced and consumed. As relative late adopters of digital technologies, the arts organizations are shown to be struggling to adapt, as issues of authenticity, legitimacy, control, trust, and co-creation arise. Leveraging a variety of research approaches, the book identifies managerial implications to render a collection that is valuable reading for scholars involved with arts and culture management, the creative industries and digital transformation more broadly.

This second edition of Digital Optical Communications provides a comprehensive treatment of the modern aspects of coherent homodyne and self-coherent reception techniques using algorithms incorporated in digital signal processing (DSP) systems and DSP-based transmitters to overcome several linear and nonlinear transmission impairments and frequency mismatching between the local oscillator and the carrier, as well as clock recovery and cycle slips. These modern transmission systems have emerged as the core technology for Tera-bits per second (bps) and Peta-bps optical internet for the near future. Featuring extensive updates to all existing chapters, Advanced Digital Optical Communications, Second Edition: Contains new chapters on optical fiber structures and propagation, optical coherent receivers, DSP equalizer algorithms, and high-order spectral DSP receivers Examines theoretical foundations, practical case studies, and MATLAB® and Simulink® models for simulation transmissions Includes new end-of-chapter practice problems and useful appendices to supplement technical information Downloadable content available with qualifying course adoption Advanced Digital Optical Communications, Second Edition supplies a fundamental understanding of digital communication applications in optical communication technologies, emphasizing operation principles versus heavy mathematical analysis. It is an ideal text for aspiring engineers and a valuable professional reference for those involved in optics, telecommunications, electronics, photonics, and digital signal processing.

"Science is art," said Regina Dugan, senior executive at Google and former director of DARPA. "It is the process of creating something that never exists before. ... It makes us ask new questions about ourselves, others; about ethics, the future." This second volume of the Digital Da Vinci book series leads the discussions on the world's first computer art in the 1950s and the actualization of Star Trek's holodeck in the future with the help of artificial intelligence and cyborgs. In this book, Gavin Sade describes experimental creative practices that bring together arts, science and technology in imaginative ways; Mine Öskar expounds visual computation for good designs based on repetition and variation; Raffaella Folgieri, Claudio Lucchiari, Marco Granato and Daniele Grechi introduce BrainArt, a brain-computer interface that allows users to create drawings using their own cerebral rhythms; Nathan Cohen explores artificially created spaces that enhance spatial awareness and challenge our perception of what we encounter; Keith Armstrong discusses embodied experiences that define the mind and body of participating audiences; Diomidis Spinellis uses Etoys and Squeak in a scientific experiment to teach the concept of physical computing; Benjamin Cowley explains the massively multiplayer online game "Green My Place" aimed at achieving behavior transformation in energy awareness; Robert Niewiadomski and Dennis Anderson portray 3-D manufacturing as the beginning of common creativity revolution; Stephen Barrasa takes 3-D printing to another dimension by fabricating an object from a sound recording; Mari Velonaki examines the element of surprise and touch sensing in human-robot interaction; and Roman Danylyak surveys the media machines in light of Marshall McLuhan's dictum "the medium is the message." Digital Da Vinci: Computers in the Arts and Sciences is dedicated to polymathic education and interdisciplinary studies in the digital age empowered by computer science. Educators and researchers ought to encourage the new generation of scholars to become as well rounded as a Renaissance man or woman.

Parallaxic Praxis is a research framework utilized by interdisciplinary teams to collect, interpret, transmediate, analyze, and mobilize data generatively. The methodology leverages the researchers' personal strengths and the collective expertise of the team including the participants and community when possible. Benefits include the use of multi-perspective analyses, multi-modal investigations, informal and directed dialogic conversations, innovative knowledge creation, and models of residual and reparative research. Relying on difference, dialogue, and creativity propulsion processes; and drawing on post-qualitative, new materiality, multiliteracies, and combinatorial, even juxtaposing theoretical frames; this model offers extensive research possibilities across disciplines and content areas to mobilize knowledge to broad audiences. This book explains methods, theories, and perspectives, and provides examples for developing creative research design in order to innovate new understandings. This model is especially useful for interdisciplinary partnerships or cross-sector collaborations. This book specifically addresses issues of research design, methodology, knowledge generation, knowledge mobilization, and dissemination for academics, students, and community partners. Examples include possibilities for scholars interested in doing projects in social justice, community engagement, teacher education, Indigenous research, and health and wellness.

New York Times columnist, Thomas Friedman declared the modern age in which we live as the 'age of distraction' in 2006. The basis of his argument was that technology has changed the ways in which our minds function and our capacity to dedicate ourselves to any particular task. Others assert that our attention spans and ability to learn have been changed and that the use of media devices has become essential to many people's daily lives and indeed the impulse to use technology is harder to resist than unwanted urges for eating, alcohol or sex. This book seeks to portray the see-saw like relationship that we have with technology and how that relationship impacts upon our lived lives. Drawing on a range of theoretical perspectives that cross traditional subject boundaries we examine the ways in which we both react to and are, to an extent, shaped by the technologies we interact with and how we construct the relationships with others that we facilitate via the use of Information Communication Technologies (ICTs) be it as discreet online only relationships or the blending of ICTs enabled communication with real life co present interactions.

The International Conference on Communications, Management, and Information Technology (ICCMIT'16) provides a discussion forum for scientists, engineers, educators and students about the latest discoveries and realizations in the foundations, theory, models and applications of systems inspired on nature, using computational intelligence methodologies, as well as in emerging areas related to the three tracks of the conference: Communication Engineering, Knowledge, and Information Technology. The best 25 papers to be included in the book will be carefully reviewed and selected from numerous submissions, then revised and expanded to provide deeper insight into trends shaping future ICT.

This book constitutes late breaking papers from the 22nd International Conference on Human-Computer Interaction, HCI 2020, which was held in July 2020. The conference was planned to take place in Copenhagen, Denmark, but had to change to a virtual conference mode due to the COVID-19 pandemic. From a total of 6326 submissions, a total of 1439 papers and 238 posters have been accepted for publication in the HCI 2020 proceedings before the conference took place. In addition, a total of 333 papers and 144 posters are included in the volumes of the proceedings published after the conference as "Late Breaking Work" (papers and posters). These contributions address the latest research and development efforts in the field and highlight the human aspects of design and use of computing systems. The 54 late breaking papers presented in this volume were organized in two topical sections named: User Experience Design and Evaluation Methods and Tools; Design Case Studies; User Experience Case Studies.

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