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1.1.1 About the Author

Andrew Butterfield holds an honours degree in Engineering and a PhD in Computer Science and is currently Head of the Foundation and Methods Group at Trinity College Dublin, as well as Director of Undergraduate Teaching and Learning in the School of Computer Science and Statistics. His research interests include the formal aspects of computing and pure lazy functional programming languages, and he has published in various specialist journals (Formal Aspects of Computing, Science of Programming), has edited a number of conference proceedings (Implementing Functional Languages, Unifying Theories of Programming) and has been guest editor for an issue of Formal Methods in System Design.

Gerard Ekembe Ngondi holds a Bachelor of Engineering degree in Telecommunications obtained at the National Advanced School of Post and Telecommunications (Yaounde, Cameroon) and an MSc in Computing obtained at the University of York (UK). He is currently doing a PhD in Computer Science at the University of York. His research work is on formal reasoning about the concept of 'mobility' in the UTP (Unifying Theories of Programming) framework.

1.2 *Product details*

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if c_2 then s_2

Ambiguous grammar. Two derivation trees in an ambiguous grammar

amplitude *See* SIGNAL.

amplitude modulation (AM) *See* MODULATION.

amplitude quantization *See* DISCRETE AND CONTINUOUS SYSTEMS, QUANTIZATION.

analogue computer A computer that performs computations (such as summation, multiplication, integration, and other operations) by manipulating continuous physical variables that are analogues of the quantities being subjected to computation. The most commonly used physical variables are voltage and time. Some analogue computers use mechanical components: the physical variables become, for example, angular rotations and linear displacements. *See also* DISCRETE AND CONTINUOUS SYSTEMS.

analogue signal A signal, often a voltage or current, whose amplitude may have any value between limits defined by the associated circuitry. It may represent a measured physical quantity, such as temperature or position, or may carry information as audio or video waveforms, etc. *See also* A/D CONVERTER, D/A CONVERTER, DISCRETE AND CONTINUOUS SYSTEMS.
