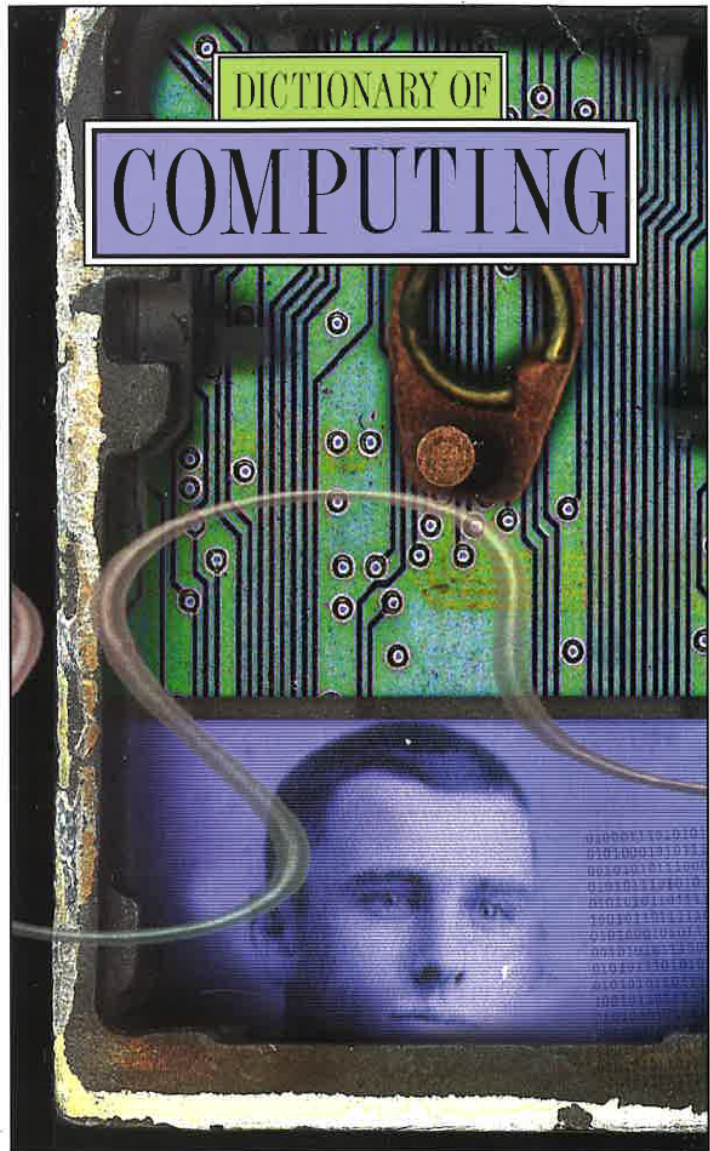


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FOURTH EDITION

A Dictionary of  
**Computing**

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FOURTH EDITION

Oxford New York

**OXFORD UNIVERSITY PRESS**

1997

Oxford University Press, Great Clarendon Street, Oxford OX2 6DP  
Oxford New York  
Athens Auckland Bangkok Bogota Bombay Buenos Aires  
Calcutta Cape Town Dar es Salaam Delhi Florence Hong Kong  
Istanbul Karachi Kuala Lumpur Madras Madrid Melbourne  
Mexico City Nairobi Paris Singapore Taipei Tokyo Toronto Warsaw  
and associated companies in  
Berlin Ibadan

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First published 1983  
Second edition 1986  
Third edition 1990  
Fourth edition 1996

First issued (with corrections) as an Oxford University Press paperback 1997

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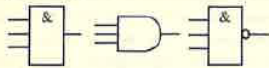
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Data available

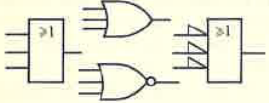
Library of Congress Cataloguing in Publication Data  
Data available  
ISBN 0-19-280046-9

1 3 5 7 9 10 8 6 4 2

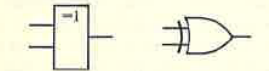
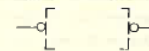
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Combinational logic symbols:  
AND function

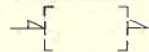
## OR function



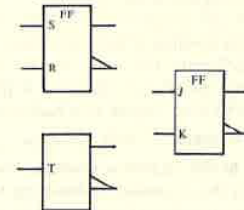
## exclusive-OR function

Indicator symbols  
negation indicator

## polarity indicator



## Flip-flops



## Commonly used logic symbols

as verbs: log off, log out, or *sign off*. By logging off, the user ensures that all the system resources that have been used during the session are accounted for, and any temporary files created during the session are deleted.

**logon 1.** (or log on) *See* login.

2. A unit of information, equal to the product of one unit of \*bandwidth by one unit of time, in Denis Gabor's physical theory of communication. In contrast, Shannon's mathematical theory of communication uses the concept of \*entropy.

**logout** (or log out) *See* logoff.**longitudinal redundancy check (LRC)** *See* cyclic redundancy check.**lookahead** *Short for* carry lookahead.

**lookahead unit** A unit forming part of an instruction unit pipeline in computers such as \*Stretch.

**lookup table** *See* table lookup.

**loop 1.** A sequence of instructions that is repeated until a prescribed condition, such as agreement with a data element or completion of a count, is satisfied. *See also* do loop.

2. A configuration of a \*local area network

that consists of nodes connected serially in a ring topology. *See* ring network.

**3. (local loop)** The (twisted pair) connection from a switching exchange to the subscriber terminal.

**loop invariant** *See* invariant.

**lossless coding** Coding in which no \*information whatsoever is lost during the \*encoding (or \*decoding) process. Generally, \*encryption and \*decryption are lossless, as is \*channel coding. Strictly, \*data compaction is lossless, while \*data compression is not, but the latter term is often used for the former. The decoding of (i.e. recovery from) compression and compaction are lossless. But the decoding of a signal received from a \*channel is usually lossy (strictly not lossless) by design, since the \*noise at least must be lost; the message entering the channel will usually have been prepared so as to permit this loss by the use of an \*error-correcting code.

**lossless compression** Any method of \*compression that allows the original data to be recovered from the compressed data. *See also* lossless coding.