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Automation technology that makes it easier for the call center agent to work across multiple desktop tools. The automation would take the information entered into one tool and populate it across the others so it did not have to be entered more than once, for example. Automated voice solutions allow the agents to remain on the line while disclosures and other important information is provided to customers in the form of pre-recorded audio files. Specialized applications of these automated voice solutions enable the agents to process credit cards without ever seeing or hearing the credit card numbers or CVV codes.[114] See also Electronics portal Automated storage and retrieval system

Automation technician Cognitive computing Control engineering Cybernetics Critique of work Data-driven control system Dirty, dangerous and demeaning Feedforward control Futures studies Industrial Revolution Machine to machine Mobile manipulator Multi-agent system Post-work society Process control Productivity improving technologies Robot tax Robotic process automation Semi-automation Industry 4.0 Technological unemployment References Citations ^ Groover, Mikell (1994). Fundamentals of Modern Manufacturing: Materials, Processes, and Systems. ^ a b Rifkin, Jeremy (1995). The End of Work: The Decline of the Global Labor Force and the Dawn of the Post-Market Era. Putnam Publishing Group. pp. 66, 75. ISBN 978-0-87477-779-6. ^ Lyshevski, S.E. Electromechanical Systems and Devices 1st Edition. CRC Press, 2008. ISBN 1420069721. ^ Lamb, Frank. Industrial Automation: Hands On (English Edition). NC, McGraw-Hill Education, 2013. ISBN 978-0071816458 ^ The Changing Nature of Work (Report). The World Bank. 2019. ^ Dashevsky, Evan (8 November 2017). "How Robots Caused Brexit and the Rise of Donald Trump?". *PC Magazine*. Archived from the original on 8 November 2017. ^ Torrance, Jack (25 July 2017). "Robots for Trump: Did automation swing the US election?". *Management Today*. ^ Harris, John (29 December 2016). "The lesson of Trump and Brexit: a society too complex for its people risks everything | John Harris". *The Guardian*. ISSN 0261-3077. ^ Darrell West (18 April 2018). "Will robots and AI take your job? The economic and political consequences of automation". Brookings Institution. ^ Clare Byrne (7 December 2016). "People are lost: Voters in France's 'Trumplands' look to far right". *The Local.fr*. ^ a b Bennett 1993. ^ "Feedback and control systems" – JJ Di Stefano, AR Stubberud, J Williams. Schaums outline series, McGraw-Hill 1967 ^ a b Mayr, Otto (1970). The Origins of Feedback Control. Clinton, MA USA: The Colonial Press, Inc. ^ Bennett, Stuart (1992). A history of control engineering, 1930-1955. IET, p. 48.

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Unsourced material may be challenged and removed.Find sources: "8-bit computing" – news – newspapers – books – scholar - JSTOR (October 2009) (Learn how and when to remove this template message) This article relies too much on references to primary sources. Please improve this by adding secondary or tertiary sources. Find sources: "8-bit computing" – news – newspapers – books – scholar - JSTOR (August 2012) (Learn how and when to remove this template message) This article possibly contains original research. Please improve it by verifying the claims made and adding inline citations. Statements consisting only of original research should be removed. (May 2019) (Learn how and when to remove this template message) (Learn how and when to remove this template message) Computer architecture bit widths Bit 1248112161812426283031323640445486064128256512bit slicing Application 1616x2432 Binary floating-point precision 16 (x/y)2432 (x1)046 (x2)80128 (x4)256 (x8) Decimal floating-point precision 3264128 vte In computer architecture, 8-bit integers or other data units are those that are 8 bits wide (1 octet). Also, 8-bit central processing unit (CPU) and arithmetic logic unit (ALU) architectures are those that are based on registers or data buses of that size. Memory addresses (and thus address buses) for 8-bit CPUs are generally larger than 8-bit, usually 16-bit. 8-bit microcomputers are microcomputers that use 8-bit microprocessors. The term '8-bit' is also applied to the character sets that could be used on computers with 8-bit bytes, the best known being various forms of extended ASCII, including the ISO/IEC 8859 series of national character sets – especially Latin 1 for English and Western European languages. The IBM System/360 introduced byte-addressable memory with 8-bit bytes, as opposed to bit-addressable or decimal digit-addressable or word-addressable memory, although its general-purpose registers were 32 bits wide, and addresses were contained in the lower 24 bits of those addresses. Different models of System/360 had different internal data path widths; the IBM System/360 Model 30 (1965) implemented the 32-bit System/360 architecture, but had an 8-bit native path width, and performed 32-bit arithmetic 8 bits at a time.[1] The first widely adopted 8-bit microprocessor was the Intel 8080, being used in many hobbyist computers of the late 1970s and early 1980s, often running the CPM operating system; it had 8-bit data words and 16-bit addresses. The Zilog Z80 (compatible with the 8080) and the Motorola 6800 were also used in similar computers. The Z80 and the MOS Technology 6502 8-bit CPUs were widely used in home computers and second- and third-generation game consoles of the 1970s and 1980s. Many 8-bit CPUs or microcontrollers are the basis of today's ubiquitous embedded systems. Details An 8-bit register can store 28 different values. The range of integer values that can be stored in 8 bits depends on the integer representation used. With the two most common representations, the range is 0 through 255 (28 – 1) for representation as an (unsigned) binary number, and –128 (–1 × 27) through 127 (27 – 1) for representation as two's complement. 8-bit CPUs use an 8-bit data bus and can therefore access 8 bits of data in a single machine instruction. The address bus is typically a double octet (16 bits) wide, due to practical and economical considerations. This implies a direct address space of 64 KB (65,536 bytes) on most 8-bit processors. Most home computers from the 8-bit era fully exploited the address space, such as the BBC Micro (Model B) with 32 KB of RAM plus 32 KB of ROM. Others like the very popular Commodore 64 had full 64 KB RAM, plus 20 KB ROM, meaning with 16-bit addressing, you could not use all of the RAM by default (e.g. from the included BASIC language interpreter in ROM).[2] without exploiting bank switching, which allows for breaking the 64 KB (RAM) limit in some systems. Other computers would have as low as 1 KB (plus 4 KB ROM), such as the Spectrum ZX80 (while the later very popular Sinclair ZX Spectrum had more memory), or even only 128 bytes of RAM (plus storage from a ROM cartridge), as in an early game console Atari 2600 and thus 8-bit addressing would have been enough for the RAM, if it wouldn't have needed to cover ROM too). The Commodore 128, and other 8-bit systems, meaning still with 16-bit addressing, could use more than 64 KB, i.e. 128 KB RAM, also the BBC Master with it expandable to 512 KB of RAM. Further information: Zero page While in general 8-bit CPUs have 16-bit addressing, in some architectures you have both, such as in the MOS Technology 6502 CPU, where the zero page is used extensively, saving one byte in the instructions accessing that page, and also having 16-bit addressing instructions that take 2 bytes for the address plus 1 for the opcode. Commonly index registers are 8-bit (while other "8-bit" CPUs, such as Motorola 6800 had 16-bit index registers), such as the 6502 CPU, and then the size of the arrays addressed using indexed addressing instructions are at most 256 bytes, without needing longer code, i.e. meaning 8-bit addressing to each individual array. Notable 8-bit CPUs Main article: Microprocessor chronology The first commercial 8-bit processor was the Intel 8008 (1972) which was originally intended for the Datapoint 2200 intelligent terminal. Most competitors to Intel started off with such character oriented 8-bit microprocessors. Modernized variants of these 8-bit machines are still one of the most common types of processor in embedded systems. Another notable 8-bit CPU is the MOS Technology 6502. It, and variants of it, were used in a number of personal computers, such as the Apple I and Apple II, the Atari 8-bit family, the BBC Micro, and the Commodore PET and Commodore VIC-20, and in a number of video game consoles, such as the Atari 2600 and the Nintendo Entertainment System. Early or popular 8-bit processors (incomplete) Manufacturer Processor Year Comment Intel 8008 1972 Datapoint 2200 compatible Signetics 2650 1973 Intel 8080 1974 8008 source compatible Motorola 6800 1974 Fairchild F8 1975 MOS 6502 1975 Similar to 6800, but incompatible Microchip PIC 1975 Harvard architecture microcontroller Electronic Arrays EA9002 1976 8-bit data, 12-bit addressing RCA 1802 1976 Zilog Z80 1976 8080 binary compatible Intel 8085 1977 8080 binary compatible Zilog Z8 1978 Harvard architecture microcontroller Motorola 6809 1978 6800 source compatible Intel 8051 1980 Harvard architecture microcontroller Motorola 68008 1982 32-bit registers, 20-bit or 22-bit addressing, three 16-bit ALUs, 8-bit data bus; Motorola 68000 software-compatible, 6809 hardware-compatible MOS 6510 1982 Enhanced 6502 custom-made for use in the Commodore 64 Ricoh 2A03 1982 6502 clone minus BCD instructions for the Nintendo Entertainment System Zilog Z180 1985 Z80 binary compatible Motorola 68HC11 1985 Hudson HuC6280 1987 65C02 binary compatible Atmel AVR 1996 Zilog EZ80 1998 Z80 binary compatible Infineon XC800 2005 Freescale 68HC08 Motorola 6803 NEC 78K0[3] Use for training, prototyping, and general hardware education 8-bit processors continue to be designed today for general education about computer hardware, as well as for hobbyists' interests. One such CPU was designed and implemented using 7400-series integrated circuits on a breadboard.[4][5] Designing 8-bit CPU's and their respective assemblers is a common training exercise for engineering students, engineers, and hobbyists. FPGA's are used for this purpose. See also Konbak | References ^ Amdahl, G. M.; Blaauw, G. A.; Brooks, F. P. (1964). "Architecture of the IBM System/360" (PDF). *IBM Journal of Research and Development*. 8 (2): 87–101. doi:10.1147/rj.82.0087. Archived (PDF) from the original on 2017-08-10. ^ "Bank Switching - C64-Wiki". www.c64-wiki.com. Retrieved 2021-04-08. ^ "NEC 78K0". NEC. Archived from the original on 2008-10-28. Retrieved 2009-02-10. ^ Oberhaus, Daniel (February 9, 2019). "This Guy Designed and Built an 8-bit CPU from Scratch". Motherboard. Retrieved November 4, 2021. ^ Constantino, Paulo. Homebuilt 8-bit CPU + Computer with graphics and sound made from scratch using 74HC Logic. Retrieved from "







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