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Description Computers as Components: Principles of Embedded Computing System Design, Third Edition, presents essential knowledge on embedded systems technology and techniques. Updated for today's embedded systems design methods, this volume features new examples including digital signal processing, multimedia, and cyber-physical systems.

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Computers as components, 3rd edition: principles of embedded computing system design by Marilyn Wolf August 2013 ACM SIGSOFT Software Engineering Notes 38(5):67-68

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Computers as components - principles of embedded computing system design. @inproceedings {Wolf2005ComputersAC, title= {Computers as

components - principles of embedded computing system design}, author= {W. Wolf}, year= {2005} } W. Wolf. Published 2005. Computer Science. Chapter 1 - Embedded Computing Chapter 2 - Instruction Sets Chapter 3 - CPUs Chapter 4 - The Embedded Computing Platform Chapter 5 - Program Design and Analysis Chapter 6 - Processes and Operating Systems Chapter 7 - Hardware ...

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Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design) 4th Edition. by Marilyn Wolf Ph.D. Electrical Engineering Stanford University (Author) 1.7 out of 5 stars 4 ratings. ISBN-13: 978-0128053874.

Computers as Components: Principles of Embedded Computing ...

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The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary ...

Computers as Components (2nd ed.) by Wolf, Marilyn (ebook)

Editions for Computers as Components: Principles of Embedded Computing Systems Design: 155860541X (Hardcover published in 2000), 0123743974 (Paperback pu...

Computers as Components, Second Edition, updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover. This edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work.

Over the past several years, embedded systems have emerged as an integral though unseen part of many consumer, industrial, and military devices. The explosive growth of these systems has resulted in embedded computing becoming an increasingly important discipline. The need for designers of high-performance, application-specific computing systems has never been greater, and many universities and colleges in the US and worldwide are now developing advanced courses to help prepare their students for careers in embedded computing. High-Performance Embedded Computing: Architectures, Applications, and Methodologies is the first book designed to address the needs of advanced students and industry professionals. Focusing on the unique complexities of embedded system design, the book provides a detailed look at advanced topics in the field, including multiprocessors, VLIW and superscalar architectures, and power consumption. Fundamental challenges in embedded computing are described, together with design methodologies and models of computation. HPEC provides an in-depth and advanced treatment of all the components of embedded systems, with discussions of the current developments in the field and numerous examples of real-world applications. Covers advanced topics in embedded computing, including multiprocessors, VLIW and superscalar architectures, and power consumption Provides in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis Includes examples of many real-world embedded computing applications (cell phones, printers, digital video) and architectures (the Freescale Starcore, TI OMAP multiprocessor, the TI C5000 and C6000 series, and others)

Everything FPGA designers need to know about FPGAs and VLSI Digital designs once built in custom silicon are increasingly implemented in field programmable gate arrays (FPGAs). Effective FPGA system design requires a strong understanding of VLSI issues and constraints, and an understanding of the latest FPGA-specific techniques. In this book, Princeton University's Wayne Wolf covers everything FPGA designers need to know about all these topics: both the "how" and the "why." Wolf begins by introducing the essentials of VLSI: fabrication, circuits, interconnects, combinational and sequential logic design, system architectures, and more. Next, he demonstrates how to reflect this VLSI knowledge in a state-of-the-art design methodology that leverages FPGA's most valuable characteristics while mitigating its limitations. Coverage includes: How VLSI characteristics affect FPGAs and FPGA-based logic design How classical logic design techniques relate to FPGA-based logic design Understanding FPGA fabrics: the basic programmable structures of FPGAs Specifying and optimizing logic to address size, speed, and power consumption Verilog, VHDL, and software tools for optimizing logic and designs The structure of large digital systems, including register-transfer design methodology Building large-scale platform and multi-FPGA systems A start-to-finish DSP case study addressing a wide range of design problems PRENTICE HALL Professional Technical Reference Upper Saddle River, NJ 07458 www.phptr.com ISBN: 0-13-142461-0

This book was the first to bring essential knowledge on embedded systems technology and techniques under a single cover. This second edition has been updated to the state-of-the-art by reworking and expanding performance analysis with more examples and exercises, and coverage of electronic systems now focuses on the latest applications. Researchers, students, and savvy professionals schooled in hardware or software design, will value Wayne Wolf's integrated engineering design approach. The second edition gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption. There is also more advanced treatment of all the components of the system as well as in-depth coverage of networks, reconfigurable systems, hardware-software co-design, security, and program analysis. It presents an updated discussion of current industry development software including Linux and Windows CE. The new edition's case studies cover SHARC DSP with the TI C5000 and C6000 series, and real-world applications such as DVD players and cell phones. * Uses real processors (ARM processor and TI C55x DSP) to demonstrate both technology and techniques...Shows readers how to apply principles to actual design practice. * Covers all necessary topics with emphasis on actual design practice...Realistic introduction to the state-of-the-art for both students and practitioners. * Stresses necessary fundamentals which can be applied to evolving technologies...helps readers gain facility to design large, complex embedded systems that actually work.

For Electrical Engineering and Computer Engineering courses that cover the design and technology of very large scale integrated (VLSI) circuits and systems. May also be used as a VLSI reference for professional VLSI design engineers, VLSI design managers, and VLSI CAD engineers. Modern VLSI Design provides a comprehensive "bottom-up" guide to the design of VLSI systems, from the physical design of circuits through system architecture with focus on the latest solution for system-on-chip (SOC) design. Because VLSI system designers face a variety of challenges that include high performance, interconnect delays, low power, low cost, and fast design turnaround time, successful designers must understand the entire design process. The Third Edition also provides a much more thorough discussion of hardware description languages, with introduction to both Verilog and VHDL. For that reason, this book presents the entire VLSI design process in a single volume.

This title serves as an introduction and reference for the field, with the papers that have shaped the hardware/software co-design since its inception in the early 90s.

Everything FPGA designers need to know about FPGAs and VLSI Digital designs once built in custom silicon are increasingly implemented in field programmable gate arrays (FPGAs). Effective FPGA system design requires a strong understanding of VLSI issues and constraints, and an understanding of the latest FPGA-specific techniques. In this book, Princeton University's Wayne Wolf covers everything FPGA designers need to know about all these topics: both the "how" and the "why." Wolf begins by introducing the essentials of VLSI: fabrication, circuits, interconnects, combinational and sequential logic design, system architectures, and more. Next, he demonstrates how to reflect this VLSI knowledge in a state-of-the-art design methodology that leverages FPGA's most valuable characteristics while mitigating its limitations. Coverage includes: How VLSI characteristics affect FPGAs and FPGA-based logic design How classical logic design techniques relate to FPGA-based logic design Understanding FPGA fabrics: the basic programmable structures of FPGAs Specifying and optimizing logic to address size, speed, and power consumption Verilog, VHDL, and software tools for optimizing logic and designs The structure of large digital systems, including register-transfer design methodology Building large-scale platform and multi-FPGA systems A start-to-finish DSP case study addressing a wide range of design problems PRENTICE HALL Professional Technical Reference Upper Saddle River, NJ 07458 www.phptr.com ISBN: 0-13-142461-0

The first book to survey this emerging field in digital system design.

Introduction to Hardware-Software Co-Design presents a number of issues of fundamental importance for the design of integrated hardware software products such as embedded, communication, and multimedia systems. This book is a comprehensive introduction to the fundamentals of hardware/software co-design. Co-design is still a new field but one which has substantially matured over the past few years. This book, written by leading international experts, covers all the major topics including: fundamental issues in co-design; hardware/software co-synthesis algorithms; prototyping and emulation; target architectures; compiler techniques; specification and verification; system-level specification. Special chapters describe in detail several leading-edge co-design systems including Cosyma, LYCOS, and Cosmos. Introduction to Hardware-Software Co-Design contains sufficient material for use by teachers and students in an advanced course of hardware/software co-design. It also contains extensive explanation of the fundamental concepts of the subject and the necessary background to bring practitioners up-to-date on this increasingly important topic.

Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed "big picture" for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

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