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A. M. Turing Award Recipient

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In fact, we see more and more application-specific SoCs for mobile applications, audio and video-based multimedia products ... Scalable

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multistage networks for multiprocessor
system-on-chip design. In ...

Systems

MpNoC Design: Modeling and
Simulation

Monitored systems ... reference design
that supports the i.MX31. Freescale's

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MPC5121e is a 32-bit system-on-chip that combines Power Architecture technology with 3-D graphics and multimedia ...

Telematics catches a WAVE
e-MDT to offer turnkey SH-4 based

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SoC design ... and will offer a multiprocessor-based system, based on the SH4-501S. “The industry standard SuperH family perfectly complements our IP library and ...

Korean design company e-MDT

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licenses SuperH 32-bit SH-4 CPU core
His MTech thesis - "A Multimedia Data
Management Embedded
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order to position India as a global hub
for Electronics System Design and
Manufacturing (ESDM), MeitY has
designed and ...

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MeitY Gets 'Mightier': India's IT
Ministry Gets A Reboot With 2
Accomplished Technocrat-
Entrepreneurs At The Helm

We will admit it: mostly when we see a
homebrew CPU design on an FPGA, it
is a simple design that wouldn't raise

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any eyebrows in the 1970s or 1980s.
Not so with [Henry Wong's] design ...

Systems

FPGA Soft CPU Is Superscalar

The SHF program seeks proposals
addressing foundational computer
science and engineering research and

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education to enable and advance the design, analysis, use and evolution of software and hardware.

CISE - CCF

This means that companies will be able to “customize features for

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cameras, displays, graphics, artificial intelligence (AI) processing units (APUs), sensors and connectivity sub-systems within t ...

MediaTek announces Dimensity 5G
Open Resource Architecture

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The Data Science Laboratory is devoted to the extraction of knowledge from data and to the theory, design, and implementation of information systems to manage ... and genomics and proteomics data. The ...

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Department of Computer Science and
Engineering

The recent component shortage has highlighted the fragility of current supply chains, asserted Siemens, as it announced the acquisition of electronics Design-to-Source platform ... Electronic Board ...

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Programmable Logic and Asic

CR-5000 offers highly sophisticated functionality for the design of multi-layer and high-speed boards, addressing design challenges such as signal integrity and EMC, while

File Type PDF Multimedia Multiprocessor Systems ensuring manufacturability. Management Embedded Systems

Modern multimedia systems are becoming increasingly multiprocessor and heterogeneous to match the high performance and low power demands

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placed on them by the large number of applications. The concurrent execution of these applications causes interference and unpredictability in the performance of these systems. In Multimedia Multiprocessor Systems, an analysis mechanism is presented to accurately predict the performance of

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multiple applications executing concurrently. With high consumer demand the time-to-market has become significantly lower. To cope with the complexity in designing such systems, an automated design-flow is needed that can generate systems from a high-level architectural

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description such that they are not error-prone and consume less time. Such a design methodology is presented for multiple use-cases -- combinations of active applications. A resource manager is also presented to manage the various resources in the system, and to achieve the goals of

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performance prediction, admission control and budget enforcement.

As a graduate student at Ohio State in the mid-1970s, I inherited a unique computer vision laboratory from the doctoral research of previous students. They had designed and built an early

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frame-grabber to deliver digitized color video from a (very large) electronic video camera on a tripod to a mini-computer (sic) with a (huge!) disk drive—about the size of four washing machines. They had also - signed a binary image array processor and programming language, complete with

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a user's guide, to facilitate designing software for this one-of-a-kind processor. The overall system enabled programmable real-time image processing at video rate for many operations. I had the whole lab to myself. I designed software that detected an object in the eudofview, tra

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ckreditsmovementsinrealtime,anddispla
yedarunningdescription of the events
in English. For example: “An object
has appeared in the upper right corner
...Itismovingdownandtotheleft...Nowthe
objectisgettingcloser...The object
moved out of sight to the left”—about
like that. The algorithms were simple,

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relying on a sufficient image intensity difference to separate the object from the background (a plain wall). From computer vision papers I had read, I knew that vision in general imaging conditions is much more sophisticated. But it worked, it was great fun, and I was hooked.

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Nowadays, the prevalence of computing systems in our lives is so ubiquitous that we live in a cyber-physical world dominated by computer systems, from pacemakers to cars and

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airplanes. These systems demand for more computational performance to process large amounts of data from multiple data sources with guaranteed processing times. Actuating outside of the required timing bounds may cause the failure of the system, being vital for systems like planes, cars, business

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Monitoring, e-trading, etc. High-Performance and Time-Predictable Embedded Computing presents recent advances in software architecture and tools to support such complex systems, enabling the design of embedded computing devices which are able to deliver high-performance

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whilst guaranteeing the application required timing bounds. Technical topics discussed in the book include:

Parallel embedded
platforms
Programming
models
Mapping and scheduling of
parallel computations
Timing and
schedulability analysis
Runtimes and

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operating systems The work reflected in this book was done in the scope of the European project P?SOCRATES, funded under the FP7 framework program of the European Commission. High-performance and time-predictable embedded computing is ideal for personnel in

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computer/communication/embedded industries as well as academic staff and master/research students in computer science, embedded systems, cyber-physical systems and internet-of-things.

This book presents the methodologies

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and for embedded systems design, using field programmable gate array (FPGA) devices, for the most modern applications. Coverage includes state-of-the-art research from academia and industry on a wide range of topics, including applications, advanced electronic design automation (EDA),

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novel system architectures, embedded processors, arithmetic, and dynamic reconfiguration.

The Architecture of Computer Hardware, Systems Software and Networking is designed help students majoring in information technology (IT)

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and information systems (IS) understand the structure and operation of computers and computer-based devices. Requiring only basic computer skills, this accessible textbook introduces the basic principles of system architecture and explores current technological

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practices and trends using clear, easy-to-understand language. Throughout the text, numerous relatable examples, subject-specific illustrations, and in-depth case studies reinforce key learning points and show students how important concepts are applied in the real world. This fully-updated sixth

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edition features a wealth of new and revised content that reflects today's technological landscape. Organized into five parts, the book first explains the role of the computer in information systems and provides an overview of its components. Subsequent sections discuss the representation of data in

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the computer, hardware architecture and operational concepts, the basics of computer networking, system software and operating systems, and various interconnected systems and components. Students are introduced to the material using ideas already familiar to them, allowing them to

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gradually build upon what they have learned without being overwhelmed and develop a deeper knowledge of computer architecture.

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Acknowledgments. Basic Real-Time
Concepts. Computer Hardware.

Languages Issues. The Software Life

Cycle. Real-Time Specification and

Design Techniques. Real-Time

Kernels. Intertask Communication and

Synchronization. Real-Time Memory

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Management. System Performance
Analysis and Optimization. Queuing
Models. Reliability, Testing, and Fault
Tolerance. Multiprocessing Systems.
Hardware/Software Integration. Real-
Time Applications. Glossary.
Bibliography. Index.

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This is a practical book for computer engineers who want to understand or implement hardware/software systems. It focuses on problems that require one to combine hardware design with software design – such problems can be solved with hardware/software codesign. When

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Used properly, hardware/software co-design works better than hardware design or software design alone: it can improve the overall performance of digital systems, and it can shorten their design time. Hardware/software codesign can help a designer to make trade-offs between the flexibility and

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the performance of a digital system. To achieve this, a designer needs to combine two radically different ways of design: the sequential way of decomposition in time, using software, with the parallel way of decomposition in space, using hardware. Intended Audience This book assumes that you

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Have a basic understanding of hardware that you are familiar with standard digital hardware components such as registers, logic gates, and components such as multiplexers and arithmetic operators. The book also assumes that you know how to write a program in C. These

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Topics are usually covered in an introductory course on computer engineering or in a combination of courses on digital design and software engineering.

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