
Embedded Computing A Vliw Approach To Architecture Compilers And Tools 1st Edition By Fisher Joseph A Faraboschi Paolo Young Cliff 2004 Hardcover

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2024-02-23

NADIA ELLISON

*Computer Systems: An
Embedded Approach*
Springer Science &
Business Media
Embedded Computing for
High Performance: Design

Exploration and
Customization Using High-
level Compilation and
Synthesis Tools provides a
set of real-life example
implementations that
migrate traditional
desktop systems to

embedded systems. Working with popular hardware, including Xilinx and ARM, the book offers a comprehensive description of techniques for mapping computations expressed in programming languages such as C or MATLAB to high-performance embedded architectures consisting of multiple CPUs, GPUs, and reconfigurable hardware (FPGAs). The authors demonstrate a domain-specific language (LARA) that facilitates retargeting to multiple computing

systems using the same source code. In this way, users can decouple original application code from transformed code and enhance productivity and program portability. After reading this book, engineers will understand the processes, methodologies, and best practices needed for the development of applications for high-performance embedded computing systems. Focuses on maximizing performance while managing energy consumption in

embedded systems Explains how to retarget code for heterogeneous systems with GPUs and FPGAs Demonstrates a domain-specific language that facilitates migrating and retargeting existing applications to modern systems Includes downloadable slides, tools, and tutorials
Instruction Level Parallelism John Wiley & Sons
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 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 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 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

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 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.

SOPC Edition CRC Press
The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R&D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI and LNBI,

spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. In parallel to the printed book, each new volume is published electronically in LNCS Online.
VLSI-SoC: At the Crossroads of Emerging Trends Springer Science & Business Media
This book provides design methods for Digital Signal Processors and Application Specific Instruction set Processors, based on the author's

extensive, industrial design experience. Top-down and bottom-up design methodologies are presented, providing valuable guidance for both students and practicing design engineers. Coverage includes design of internal-external data types, application specific instruction sets, micro architectures, including designs for datapath and control path, as well as memory sub systems. Integration and verification of a DSP-ASIP processor are discussed

and reinforced with extensive examples. FOR INSTRUCTORS: To obtain access to the solutions manual for this title simply register on our textbook website (textbooks.elsevier.com) and request access to the Computer Science or Electronics and Electrical Engineering subject area. Once approved (usually within one business day) you will be able to access all of the instructor-only materials through the "Instructor Manual"; link on this book's full web page. * Instruction set

design for application specific processors based on fast application profiling * Micro architecture design methodology * Micro architecture design details based on real examples * Extendable architecture design protocols * Design for efficient memory sub systems (minimizing on chip memory and cost) * Real example designs based on extensive, industrial experiences. Customizable Embedded Processors Springer Science & Business Media

This book explores breakthrough approaches to tackling and mitigating the well-known problems of compiler optimization using design space exploration and machine learning techniques. It demonstrates that not all the optimization passes are suitable for use within an optimization sequence and that, in fact, many of the available passes tend to counteract one another. After providing a comprehensive survey of currently available methodologies, including many experimental

comparisons with state-of-the-art compiler frameworks, the book describes new approaches to solving the problem of selecting the best compiler optimizations and the phase-ordering problem, allowing readers to overcome the enormous complexity of choosing the right order of optimizations for each code segment in an application. As such, the book offers a valuable resource for a broad readership, including researchers interested in Computer Architecture,

Electronic Design Automation and Machine Learning, as well as computer architects and compiler developers. *Application Specific Instruction Set Processors* Springer
This book contains extended and revised versions of the best papers presented at the 21st IFIP WG 10.5/IEEE International Conference on Very Large Scale Integration, VLSI-SoC 2013, held in Istanbul, Turkey, in October 2013. The 11 papers included in the book were carefully

reviewed and selected from the 48 full papers presented at the conference. An extended version of a previously unpublished high-quality paper from VLSI-SoC 2012 is also included. The papers cover a wide range of topics in VLSI technology and advanced research. They address the current trend toward increasing chip integration and technology process advancements bringing about stimulating new challenges both at the physical and system-

design levels, as well as in the test of these systems.

20th IFIP WG 10.5/IEEE International Conference on Very Large Scale Integration, VLSI-SoC 2012, Santa Cruz, CA, USA, October 7-10, 2012, Revised Selected Papers Springer

This book presents a novel approach for Architecture Description Language (ADL)-based instruction-set description that enables the automatic retargeting of the complete software toolkit from a single ADL

processor model.

Embedded DSP Processor Design

Cengage Learning

This volume introduces innovative power estimation and optimization methodologies to support the design of low power embedded systems based on high-performance VLIW microprocessors. A VLIW processor is a (generally) pipelined processor that can execute, in each clock cycle, a set of explicitly parallel operations.
VLSI-SoC: From

Algorithms to Circuits and System-on-Chip Design

Newnes

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both

create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware.

Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of

embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers

(internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

13th International Symposium, ARC 2017, Delft, The Netherlands, April 3-7, 2017, Proceedings Springer 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
Ultra-Low Energy Domain-

Specific Instruction-Set Processors Springer
Modern consumers carry many electronic devices, like a mobile phone, digital camera, GPS, PDA and an MP3 player. The functionality of each of these devices has gone through an important evolution over recent years, with a steep increase in both the number of features as in the quality of the services that they provide. However, providing the required compute power to support (an uncompromised

combination of) all this functionality is highly non-trivial. Designing processors that meet the demanding requirements of future mobile devices requires the optimization of the embedded system in general and of the embedded processors in particular, as they should strike the correct balance between flexibility, energy efficiency and performance. In general, a designer will try to minimize the energy consumption (as far as needed) for a given performance, with a

sufficient flexibility. However, achieving this goal is already complex when looking at the processor in isolation, but, in reality, the processor is a single component in a more complex system. In order to design such complex system successfully, critical decisions during the design of each individual component should take into account effect on the other parts, with a clear goal to move to a global Pareto optimum in the complete multi-dimensional exploration

space. In the complex, global design of battery-operated embedded systems, the focus of Ultra-Low Energy Domain-Specific Instruction-Set Processors is on the energy-aware architecture exploration of domain-specific instruction-set processors and the co-optimization of the datapath architecture, foreground memory, and instruction memory organisation with a link to the required mapping techniques or compiler steps at the early stages of the design. By

performing an extensive energy breakdown experiment for a complete embedded platform, both energy and performance bottlenecks have been identified, together with the important relations between the different components. Based on this knowledge, architecture extensions are proposed for all the bottlenecks.

6th International Workshop, SAMOS 2006, Samos, Greece, July 17-20, 2006, Proceedings Springer

This two-volume-set constitutes the refereed proceedings of the 6th International Conference on Future Information Technology, FutureTech 2011, held in Crete, Greece, in June 2011. The 123 revised full papers presented in both volumes were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on future information technology, IT service and cloud computing; social computing, network, and

services; forensics for future generation communication environments; intelligent transportation systems and applications; multimedia and semantic technologies; information science and technology. 9th International Symposium, ARC 2013, Los Angeles, CA, USA, March 25-27, 2013, Proceedings Springer This book constitutes the refereed proceedings of the 6th International Workshop on Systems, Architectures, Modeling, and Simulation, SAMOS

2006, held in Samos, Greece on July 2006. The 47 revised full papers presented together with 2 keynote talks were thoroughly reviewed and selected from 130 submissions. The papers are organized in topical sections on system design and modeling, wireless sensor networks, processor design, dependable computing, architectures and implementations, and embedded sensor systems. *A Comprehensive Guide for Engineers and*

Programmable Architectures Springer
 The extreme flexibility of reconfigurable architectures and their performance potential have made them a vehicle of choice in a wide range of computing domains, from rapid circuit prototyping to high-performance computing. The increasing availability of transistors on a die has allowed the emergence of reconfigurable architectures with a large number of computing resources and interconnection topologies. To exploit the

potential of these reconfigurable architectures, programmers are forced to map their applications, typically written in high-level imperative programming languages, such as C or MATLAB, to hardware-oriented languages such as VHDL or Verilog. In this process, they must assume the role of hardware designers and software programmers and navigate a maze of program transformations, mapping, and synthesis steps to produce efficient

reconfigurable computing implementations. The richness and sophistication of any of these application mapping steps make the mapping of computations to these architectures an increasingly daunting process. It is thus widely believed that automatic compilation from high-level programming languages is the key to the success of reconfigurable computing. This book describes a wide range of code transformations and mapping techniques for

programs described in high-level programming languages, most - tably imperative languages, to recon?gurable architectures.

Applications in Cyber-Physical Systems and Mobile Computing Elsevier

Here is an extremely useful book that provides insight into a number of different flavors of processor architectures and their design, software tool generation, implementation, and verification. After a brief introduction to processor architectures and how

processor designers have sometimes failed to deliver what was expected, the authors introduce a generic flow for embedded on-chip processor design and start to explore the vast design space of on-chip processing. The authors cover a number of different types of processor core.

Logical Approaches to Computational Barriers
Springer Science & Business Media

The present book includes extended and revised versions of papers

presented during the 2018 International Computer Symposium (ICS 2018), held in Yunlin, Republic of China (Taiwan), on December 20-22, 2018. The 86 papers presented were carefully reviewed and selected from 263 submissions from 11 countries. The variety of the topics include machine learning, sensor devices and platforms, sensor networks, robotics, embedded systems, networks, operating systems, software system structures, database

design and models, multimedia and multimodal retrieval, object detection, image processing, image compression, mobile and wireless security.

[A VLIW Approach to Architecture, Compilers and Tools](#) Morgan Kaufmann

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for

human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded

systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate

computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals

and systems. *Principles of Embedded Computing System Design* Springer Science & Business Media
This book constitutes the refereed proceedings of the 13th International Symposium on Applied Reconfigurable Computing, ARC 2017, held in Delft, The Netherlands, in April 2017. The 17 full papers and 11 short papers presented in this volume were carefully reviewed and selected from 49 submissions. They are organized in topical

sections on adaptive architectures, embedded computing and security, simulation and synthesis, design space exploration, fault tolerance, FPGA-based designs, neural networks, and languages and estimation techniques.
Embedded Systems Architecture River Publishers
Embedded ComputingA VLIW Approach to Architecture, Compilers and ToolsElsevier
Applied Reconfigurable Computing Embedded ComputingA VLIW

Approach to Architecture,
Compilers and Tools
This book constitutes the
second part of the
refereed proceedings of

the Third International
Conference, IC3 2010,
held in Noida, India, in
August 2010. The 23

revised full papers
presented were carefully
reviewed and selected
from numerous
submissions.