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[Computers as Components: Principles of Embedded Computing](#)

[Wolf, Wayne Hendrix.](#) [Computers as components:principles of embedded computing system design/byWayneWolf-2nd ed.](#) p. cm. Includes bibliographical references and index. ISBN 978-0-12-374397-8 (pbk. :alk. paper) 1. System design. 2. Embedded computer systems. I.Title. QA76.9.S88W64 2001 004 16--dc22 2008012300 ISBN 978-0-12-374397-8

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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 \(ebook\)](#)

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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 ans reference for the field, with the papers that have shaped the hardware/software co-design since its inception in the early 90s.

This comprehensive textbook provides a broad and in-depth overview of embedded systems architecture for engineering students and embedded systems professionals. The book is well-suited for undergraduate embedded systems courses in electronics/electrical engineering and engineering technology (EET) departments in universities and colleges, and for corporate training of employees. The book is a readable and practical guide covering embedded hardware, firmware, and applications. It clarifies all concepts with references to current embedded technology as it exists in the industry today, including many diagrams and applicable computer code. Among the topics covered in detail are: hardware components, including processors, memory, buses, and I/O system software, including device drivers and operating systems use of assembly language and high-level languages such as C and Java interfacing and networking case studies of real-world embedded designs applicable standards grouped by system application The CD-ROM accompanying the text contains source code for the design examples and numerous design tools useful to both students and professionals. A detailed laboratory manual suitable for a lab course in embedded systems design is also provided. Ancillaries also include a solutions manual and technical slides. * without a doubt the most accessible, comprehensive yet comprehensible book on embedded systems ever written! * leading companies and universities have been involved in the development of the content * an instant classic!

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.

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The time has come for high-level synthesis. When research into synthesizing hardware from abstract, program-like descriptions started in the early 1970' s, there was no automated path from the register transfer design produced by high-level synthesis to a complete hardware implementation. As a result, it was very difficult to measure the effectiveness of high level synthesis methods; it was also hard to justify to users the need to automate architecture design when low-level design had to be completed manually. Today's more mature CAD techniques help close the gap between an automatically synthesized design and a manufacturable design. Market pressures encourage designers to make use of any and all automated tools. Layout synthesis, logic synthesis, and specialized datapath generators make it feasible to quickly implement a register-transfer design in silicon,leaving designers more time to consider architectural improvements. As IC design becomes more automated, customers are increasing their demands; today's leading edge designers using logic synthesis systems are training themselves to be tomorrow's consumers of high-level synthesis systems. The need for very fast turnaround, a competitive fabrication market which makes small-quantity ASIC manufacturing possible, and the ever growing complexity of the systems being designed, all make higher-level design automation inevitable.

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

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)

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