

Hardware Software Co Design And Co Verification

Concurrent design, or co-design of hardware and software is extremely important for meeting design goals, such as high performance, that are the key to commercial competitiveness. Hardware/Software Co-Design covers many aspects of the subject, including methods and examples for designing: (1) general purpose and embedded computing systems based on instruction set processors; (2) telecommunication systems using general purpose digital signal processors as well as application specific instruction set processors; (3) embedded control systems and applications to automotive electronics. The book also surveys the areas of emulation and prototyping systems with field programmable gate array technologies, hardware/software synthesis and verification, and industrial design trends. Most contributions emphasize the design methodology, the requirements and state of the art of computer aided co-design tools, together with current design examples.

This handbook presents fundamental knowledge on the hardware/software (HW/SW) codesign methodology. Contributing expert authors look at key techniques in the design flow as well as selected codesign tools and design environments, building on basic knowledge to consider the latest techniques. The book enables readers to gain real benefits from the HW/SW codesign methodology through explanations and case studies which demonstrate its usefulness. Readers are invited to follow the progress of design techniques through this work, which assists readers in following current research directions and learning about state-of-the-art techniques. Students and researchers will appreciate the wide spectrum of subjects that belong to the design methodology from this handbook.

The design process of embedded systems has changed substantially in recent years. One of the main reasons for this change is the pressure to shorten time-to-market when designing digital systems. To shorten the product cycles, programmable processes are used to implement more and more functionality of the embedded system. Therefore, nowadays, embedded systems are very often implemented by heterogeneous systems consisting of ASICs, processors, memories and peripherals. As a consequence, the research topic of hardware/software co-design, dealing with the problems of designing these heterogeneous systems, has gained great importance. Hardware/Software Co-design for Data Flow Dominated Embedded Systems introduces the different tasks of hardware/software co-design including system specification, hardware/software partitioning, co-synthesis and co-simulation. The book summarizes and classifies state-of-the-art co-design tools and methods for these tasks. In addition, the co-design tool COOL is presented which solves the co-design tasks for the class of data-flow dominated embedded systems. In Hardware/Software Co-design for Data Flow Dominated Embedded Systems the primary emphasis has been put on the hardware/software partitioning and the co-synthesis phase and their coupling. In contrast to many other publications in this area, a mathematical formulation of the hardware/software partitioning problem is given. This problem formulation supports target architectures consisting of multiple processors and multiple ASICs. Several novel approaches are presented and compared for solving the partitioning problem, including an MILP approach, a heuristic solution and an approach based on genetic algorithms. The co-synthesis phase is based on the idea of controlling the system by means of a static run-time scheduler implemented in hardware. New algorithms are introduced which generate a complete set of hardware and software specifications required to implement heterogeneous systems. All of these techniques are described in detail and exemplified. Hardware/Software Co-design for Data Flow Dominated Embedded Systems is intended to serve students and researchers working on hardware/software co-design. At the same time the variety of presented techniques automating the design tasks of hardware/software systems will be of interest to industrial engineers and designers of digital systems. From the foreword by Peter Marwedel: Niemann's method should be known by all persons working in the field. Hence, I recommend this book for everyone who is interested in hardware/software co-design.

This textbook is written for junior/senior undergraduate and first-year graduate students in the electrical and computer engineering departments. Using PSoC mixed-signal array design, the authors define the characteristics of embedd design, embedded mixed-signal architectures, and top-down design. Optimized implementations of these designs are included to illustrate the theory. Exercises are provided at the end of each chapter for practice. Topics covered include the hardware and software used to implement analog and digital interfaces, various filter structures, amplifiers and other signal-conditioning circuits, pulse-width modulators, timers, and data structures for handling multiple similar peripheral devices. The practical exercises contained in the companion laboratory manual, which was co-authored by Cypress Staff Applications Engineer Dave Van Ess, are also based on PSoC. PSoC's integrated microcontroller, highly configurable analog/digital peripherals, and a full set of development tools make it an ideal learning tool for developing mixed-signal embedded design skills.

Embedded and Networking Systems: Design, Software, and Implementation explores issues related to the design and synthesis of high-performance embedded computer systems and networks. The emphasis is on the fundamental concepts and analytical techniques that are applicable to a range of embedded and networking applications, rather than on specific embedded architectures, software development, or system-level integration. This system point of view guides designers in dealing with the trade-offs to optimize performance, power, cost, and other system-level non-functional requirements. The book brings together contributions by researchers and experts from around the world, offering a global view of the latest research and development in embedded and networking systems. Chapters highlight the evolution and trends in the field and supply a fundamental and analytical understanding of some underlying technologies. Topics include the co-design of embedded systems, code optimization for a variety of applications, power and performance trade-offs, benchmarks for evaluating embedded systems and their components, and mobile sensor network systems. The book also looks at novel applications such as mobile sensor systems and video networks. A comprehensive review of groundbreaking technology and applications, this book is a timely resource for system designers, researchers, and students interested in the possibilities of embedded and networking systems. It gives readers a better understanding of an emerging technology evolution that is helping drive telecommunications into the next decade.

This book introduces a modern approach to embedded system design, presenting software design and hardware design in a unified manner. It covers trends and challenges, introduces the design and use of single-purpose processors ("hardware") and general-purpose processors ("software"), describes memories and buses, illustrates hardware/software tradeoffs using a digital camera example, and discusses advanced computation models, controls systems, chip technologies, and modern design tools. For courses found in EE, CS and other engineering

departments.

As the complexity of modern embedded systems increases, it becomes less practical to design monolithic processing platforms. As a result, reconfigurable computing is being adopted widely for more flexible design. Reconfigurable Computers offer the spatial parallelism and fine-grained customizability of application-specific circuits with the postfabrication programmability of software. To make the most of this unique combination of performance and flexibility, designers need to be aware of both hardware and software issues. FPGA users must think not only about the gates needed to perform a computation but also about the software flow that supports the design process. The goal of this book is to help designers become comfortable with these issues, and thus be able to exploit the vast opportunities possible with reconfigurable logic.

Hierarchical design methods were originally introduced for the design of digital ICs, and they appeared to provide for significant advances in design productivity, Time-to-Market, and first-time right design. These concepts have gained increasing importance in the semiconductor industry in recent years. In the course of time, the supportive quality of hierarchical methods and their advantages were confirmed. System Level Hardware/Software Co-design: An Industrial Approach demonstrates the applicability of hierarchical methods to hardware / software codesign, and mixed analogue / digital design following a similar approach. Hierarchical design methods provide for high levels of design support, both in a qualitative and a quantitative sense. In the qualitative sense, the presented methods support all phases in the product life cycle of electronic products, ranging from requirements analysis to application support. Hierarchical methods furthermore allow for efficient digital hardware design, hardware / software codesign, and mixed analogue / digital design, on the basis of commercially available formalisms and design tools. In the quantitative sense, hierarchical methods have prompted a substantial increase in design productivity. System Level Hardware/Software Co-design: An Industrial Approach reports on a six year study during which time the number of square millimeters of normalized complexity an individual designer contributed every week rose by more than a factor of five. Hierarchical methods therefore enabled designers to keep track of the ever increasing design complexity, while effectively reducing the number of design iterations in the form of redesigns. System Level Hardware/Software Co-design: An Industrial Approach is the first book to provide a comprehensive, coherent system design methodology that has been proven to increase productivity in industrial practice. The book will be of interest to all managers, designers and researchers working in the semiconductor industry.

Embedded systems are informally defined as a collection of programmable parts surrounded by ASICs and other standard components, that interact continuously with an environment through sensors and actuators. The programmable parts include micro-controllers and Digital Signal Processors (DSPs). Hardware-Software Co-Design of Embedded Systems: The POLIS Approach is intended to give a complete overview of the POLIS system including its formal and algorithmic aspects, and will be of interest to embedded system designers (automotive electronics, consumer electronics and telecommunications), micro-controller designers, CAD developers and students.

This textbook introduces the concept of embedded systems with exercises using Arduino Uno. It is intended for advanced undergraduate and graduate students in computer science, computer engineering, and electrical engineering programs. It contains a balanced discussion on both hardware and software related to embedded systems, with a focus on co-design aspects. Embedded systems have applications in Internet-of-Things (IoT), wearables, self-driving cars, smart devices, cyberphysical systems, drones, and robotics. The hardware chapter discusses various microcontrollers (including popular microcontroller hardware examples), sensors, amplifiers, filters, actuators, wired and wireless communication topologies, schematic and PCB designs, and much more. The software chapter describes OS-less programming, bitmath, polling, interrupt, timer, sleep modes, direct memory access, shared memory, mutex, and smart algorithms, with lots of C-code examples for Arduino Uno. Other topics discussed are prototyping, testing, verification, reliability, optimization, and regulations. Appropriate for courses on embedded systems, microcontrollers, and instrumentation, this textbook teaches budding embedded system programmers practical skills with fun projects to prepare them for industry products. Introduces embedded systems for wearables, Internet-of-Things (IoT), robotics, and other smart devices; Offers a balanced focus on both hardware and software co-design of embedded systems; Includes exercises, tutorials, and assignments. 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.

Co-Synthesis of Hardware and Software for Digital Embedded Systems, with a Foreword written by Giovanni De Micheli, presents techniques that are useful in building complex embedded systems. These techniques provide a competitive advantage over purely hardware or software implementations of time-constrained embedded systems. Recent advances in chip-level synthesis have made it possible to synthesize application-specific circuits under strict timing constraints. This work advances the state of the art by formulating the problem of system synthesis using both application-specific as well as reprogrammable components, such as off-the-shelf processors. Timing constraints are used to determine what part of the system functionality must be delegated to dedicated application-specific hardware while the rest is delegated to software that runs on the

processor. This co-synthesis of hardware and software from behavioral specifications makes it possible to realize real-time embedded systems using off-the-shelf parts and a relatively small amount of application-specific circuitry that can be mapped to semi-custom VLSI such as gate arrays. The ability to perform detailed analysis of timing performance provides the opportunity of improving the system definition by creating better phototypes. Co-Synthesis of Hardware and Software for Digital Embedded Systems is of interest to CAD researchers and developers who want to branch off into the expanding field of hardware/software co-design, as well as to digital system designers who are interested in the present power and limitations of CAD techniques and their likely evolution.

The new RISC-V Edition of Computer Organization and Design features the RISC-V open source instruction set architecture, the first open source architecture designed to be used in modern computing environments such as cloud computing, mobile devices, and other embedded systems. With the post-PC era now upon us, Computer Organization and Design moves forward to explore this generational change with examples, exercises, and material highlighting the emergence of mobile computing and the Cloud. Updated content featuring tablet computers, Cloud infrastructure, and the x86 (cloud computing) and ARM (mobile computing devices) architectures is included. An online companion Web site provides advanced content for further study, appendices, glossary, references, and recommended reading. Features RISC-V, the first such architecture designed to be used in modern computing environments, such as cloud computing, mobile devices, and other embedded systems Includes relevant examples, exercises, and material highlighting the emergence of mobile computing and the cloud

Cyber-physical systems are the natural extension of the so-called "Internet of Things". They are "systems of collaborating computational elements controlling physical entities." Cyber Physical Systems of Systems (CPSoS) are considered "The Next Computing Revolution" after Mainframe computing (60's-70's), Desktop computing & Internet (80's-90's) and Ubiquitous computing (00's); because all aspects of daily life are rapidly evolving towards humans interacting among themselves as well as their environment via computational devices (often mobile), and because in most cases systems will employ their computational capabilities to interact among themselves. CPSoS enable the physical world to merge with the cyber one. Using sensors, the embedded systems monitor and collect data from physical processes, such as the steering of a vehicle, energy consumption, or human health functions. The systems are networked making the data globally available. CPSoS make it possible for software applications to directly interact with events in the physical world, for example to measure and react to changes in blood pressure or peaks in energy consumption. Embedded hardware and software systems crucially expand the functionality and competitiveness of vehicles, aircraft, medical equipment, production plants and household appliances. Connecting these systems to a virtual environment of globally networked services and information systems opens completely new areas of innovation and novel business platforms. Future CPSoS will have many sophisticated, interconnected parts that must instantaneously exchange, parse, and act on detailed data in a highly coordinated manner. Continued advances in science and engineering will be necessary to enable advances in design and development of these complex systems. Multi-scale, multi-layer, multi-domain, and multi-system integrated infrastructures will require new foundations in system science and engineering. Scientists and engineers with an understanding of otherwise physical systems will need to work in tandem with computer and information scientists to achieve effective, workable designs. In this tutorial, basic and advanced issues on the design of the future heterogeneous CPSoS are presented including relevant Blockchain technologies, reconfigurable systems, advanced sensor interfaces and human-centered design processes. Certain advanced tools for the design and implementation of the cyber parts of the CPSoS (i.e. FPGA design tools from Xilinx) are also covered.

The complexity of modern embedded systems has increased rapidly in the recent past. Introducing models of computation into the design flow has significantly raised the abstraction in system level design of embedded systems. Establishing such high abstraction levels in common hardware /software co-design flows is still in its infancy. H. Gregor Molter develops a hardware / software co-design flow based on the Discrete Event System Specification model of computation. He advocates that such a system level design flow should exploit a timed model of computation to allow a broad application field. The presented design flow will transform timed DEVS models to both synthesizable VHDL source code and embeddable C++ source code. This entertaining and readable book provides a solid, comprehensive introduction to contemporary electronics. It's not a "how-to-do" electronics book, but rather an in-depth explanation of how today's integrated circuits work, how they are designed and manufactured, and how they are put together into powerful and sophisticated electronic systems. In addition to the technical details, it's packed with practical information of interest and use to engineers and support personnel in the electronics industry. It even tells how to pronounce the alphabet soup of acronyms that runs rampant in the industry. Written in conversational, fun style that has generated a strong following for the author and sales of over 14,000 copies for the first two editions The Third Edition is even bigger and better, with lots of new material, illustrations, and an expanded glossary Ideal for training incoming engineers and technicians, and for people in marketing or other related fields or anyone else who needs to familiarize themselves with electronics terms and technology

The recent evolution of digital technology has resulted in the design of digital processors with increasingly complex capabilities. The implementation of hardware/software co-design methodologies provides new opportunities for the development of low power, high speed DSPs and processor networks. Dedicated digital processors are digital processors with an application specific computational task. Dedicated Digital Processors presents an integrated and accessible approach to digital processor design principles, processes, and implementations based upon the author's considerable experience in teaching digital systems design and digital signal processing. Emphasis is placed on presentation of hardware/software co-design methods, with examples and illustrations provided throughout the text. System-on-a-chip and embedded systems are described and examples of high speed real-time processing are given. Coverage of standard and emerging DSP architectures enable the reader to make an informed selection when undertaking their own designs. Presents readers with the elementary building blocks for the design of digital hardware systems and processor networks Provides a unique evaluation of standard DSP architectures whilst providing up-to-date information on the latest architectures,

including the TI 55x and TigerSharc chip families and the Virtex FPGA (field-programmable gate array) Introduces the concepts and methodologies for describing and designing hardware VHDL is presented and used to illustrate the design of a simple processor A practical overview of hardware/software codesign with design techniques and considerations illustrated with examples of real-world designs Fundamental reading for graduate and senior undergraduate students of computer and electronic engineering, and Practicing engineers developing DSP applications.

Co-Design is the set of emerging techniques which allows for the simultaneous design of Hardware and Software. In many cases where the application is very demanding in terms of various performances (time, surface, power consumption), trade-offs between dedicated hardware and dedicated software are becoming increasingly difficult to decide upon in the early stages of a design. Verification techniques - such as simulation or proof techniques - that have proven necessary in the hardware design must be dramatically adapted to the simultaneous verification of Software and Hardware. Describing the latest tools available for both Co-Design and Co-Verification of systems, Hardware/Software Co-Design and Co-Verification offers a complete look at this evolving set of procedures for CAD environments. The book considers all trade-offs that have to be made when co-designing a system. Several models are presented for determining the optimum solution to any co-design problem, including partitioning, architecture synthesis and code generation. When deciding on trade-offs, one of the main factors to be considered is the flow of communication, especially to and from the outside world. This involves the modeling of communication protocols. An approach to the synthesis of interface circuits in the context of co-design is presented. Other chapters present a co-design oriented flexible component data-base and retrieval methods; a case study of an ethernet bridge, designed using LOTOS and co-design methodologies and finally a programmable user interface based on monitors. Hardware/Software Co-Design and Co-Verification will help designers and researchers to understand these latest techniques in system design and as such will be of interest to all involved in embedded system design.

Current practice dictates the separation of the hardware and software development paths early in the design cycle. These paths remain independent with very little interaction occurring between them until system integration. In particular, hardware is often specified without fully appreciating the computational requirements of the software. Also, software development does not influence hardware development and does not track changes made during the hardware design phase. Thus, the ability to explore hardware/software tradeoffs is restricted, such as the movement of functionality from the software domain to the hardware domain (and vice-versa) or the modification of the hardware/software interface. As a result, problems that are encountered during system integration may require modification of the software and/or hardware, resulting in potentially significant cost increases and schedule overruns. To address the problems described above, a cooperative design approach, one that utilizes a unified view of hardware and software, is described. This approach is called hardware/software codesign. The Codesign of Embedded Systems develops several fundamental hardware/software codesign concepts and a methodology that supports them. A unified representation, referred to as a decomposition graph, is presented which can be used to describe hardware or software using either functional abstractions or data abstractions. Using a unified representation based on functional abstractions, an abstract hardware/software model has been implemented in a common simulation environment called ADEPT (Advanced Design Environment Prototyping Tool). This model permits early hardware/software evaluation and tradeoff exploration. Techniques have been developed which support the identification of software bottlenecks and the evaluation of design alternatives with respect to multiple metrics. The application of the model is demonstrated on several examples. A unified representation based on data abstractions is also explored. This work leads to investigations regarding the application of object-oriented techniques to hardware design. The Codesign of Embedded Systems: A Unified Hardware/Software Representation describes a novel approach to a topic of immense importance to CAD researchers and designers alike.

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.

Hardware/Software Co-Design Principles and Practice Springer Science & Business Media

Hardware/software co-verification is how to make sure that embedded system software works correctly with the hardware, and that the hardware has been properly designed to run the software successfully -before large sums are spent on prototypes or manufacturing. This is the first book to apply this verification technique to the rapidly growing field of embedded systems-on-a-chip(SoC). As traditional embedded system design evolves into single-chip design, embedded engineers must be armed with the necessary information to make educated decisions about which tools and methodology to deploy. SoC verification requires a mix of expertise from the disciplines of microprocessor and computer architecture, logic design and simulation, and C and Assembly language embedded software. Until now, the relevant information on how it all fits together has not been available. Andrews, a recognized expert, provides in-depth information about how co-verification really works, how to be successful using it, and pitfalls to avoid. He illustrates these concepts using concrete examples with the ARM core - a technology that has the dominant market share in embedded system product design. The companion CD-ROM contains all source code used in the design examples, a searchable e-book version, and useful design tools. * The only book on verification for systems-on-a-chip (SoC) on the market *

Will save engineers and their companies time and money by showing them how to speed up the testing process, while still avoiding costly mistakes * Design examples use the ARM core, the dominant technology in SoC, and all the source code is included on the accompanying CD-Rom, so engineers can easily use it in their own designs

An FPGA-based experiment platform for hardware-software codesign experiments was developed. The proposed platform would be used by an engineer who can be affiliated with academia, research or industry for codesign experiments or hardware emulation. The platform utilizes a combination of a microcontroller and a FPGA device to enable sufficient flexibility in exploring the design space to implement codesign experiments. The FPGA device operation is integrated with that of the microcontroller to provide an overall embedded solution for codesign experimentations. It is anticipated that the platform will be used in academia for educating the students the concepts of computer architecture and microprocessor design. Future work suggested includes development of performance metrics of hardware and software solutions, and in the partitioning stage of the codesign flow.

Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example, they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>.

Embedded Systems: A Contemporary Design Tool, Second Edition Embedded systems are one of the foundational elements of today's evolving and growing computer technology. From operating our cars, managing our smart phones, cleaning our homes, or cooking our meals, the special computers we call embedded systems are quietly and unobtrusively making our lives easier, safer, and more connected. While working in increasingly challenging environments, embedded systems give us the ability to put increasing amounts of capability into ever-smaller and more powerful devices. Embedded Systems: A Contemporary Design Tool, Second Edition introduces you to the theoretical hardware and software foundations of these systems and expands into the areas of signal integrity, system security, low power, and hardware-software co-design. The text builds upon earlier material to show you how to apply reliable, robust solutions to a wide range of applications operating in today's often challenging environments. Taking the user's problem and needs as your starting point, you will explore each of the key theoretical and practical issues to consider when designing an application in today's world. Author James Peckol walks you through the formal hardware and software development process covering: Breaking the problem down into major functional blocks; Planning the digital and software architecture of the system; Utilizing the hardware and software co-design process; Designing the physical world interface to external analog and digital signals; Addressing security issues as an integral part of the design process; Managing signal integrity problems and reducing power demands in contemporary systems; Debugging and testing throughout the design and development cycle; Improving performance. Stressing the importance of security, safety, and reliability in the design and development of embedded systems and providing a balanced treatment of both the hardware and the software aspects, Embedded Systems: A Contemporary Design Tool, Second Edition gives you the tools for creating embedded designs that solve contemporary real-world challenges.

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. This Open Access book introduces readers to many new techniques for enhancing and optimizing reliability in embedded systems, which have emerged particularly within the last five years. This book introduces the most prominent reliability concerns from today's points of view and roughly recapitulates the progress in the community so far. Unlike other books that focus on a single abstraction level such circuit level or system level alone, the focus of this book is to deal with the different reliability challenges across different levels starting from the physical level all the way to the system level (cross-layer approaches). The book aims at demonstrating how new hardware/software co-design solution can be proposed to effectively mitigate reliability degradation such as transistor aging, processor variation, temperature effects, soft errors, etc. Provides readers with latest insights into novel, cross-layer methods and models with respect to dependability of embedded systems; Describes cross-layer approaches that can leverage reliability through techniques that are pro-actively designed with respect to techniques at other layers; Explains run-time adaptation and concepts/means of self-organization, in order to achieve

error resiliency in complex, future many core systems.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

"Presents the fundamentals of hardware technologies, assembly language, computer arithmetic, pipelining, memory hierarchies and I/O"--

Hardware Software Co-Design of a Multimedia SOC Platform is one of the first of its kinds to provide a comprehensive overview of the design and implementation of the hardware and software of an SoC platform for multimedia applications. Topics covered in this book range from system level design methodology, multimedia algorithm implementation, a sub-word parallel, single-instruction-multiple data (SIMD) processor design, and its virtual platform implementation, to the development of an SIMD parallel compiler as well as a real-time operating system (RTOS). Hardware Software Co-Design of a Multimedia SOC Platform is written for practitioner engineers and technical managers who want to gain first hand knowledge about the hardware-software design process of an SoC platform. It offers both tutorial-like details to help readers become familiar with a diverse range of subjects, and in-depth analysis for advanced readers to pursue further.

Embedded computer systems use both off-the-shelf microprocessors and application-specific integrated circuits (ASICs) to implement specialized system functions. Examples include the electronic systems inside laser printers, cellular phones, microwave ovens, and an automobile anti-lock brake controller. Embedded computing is unique because it is a co-design problem - the hardware engine and application software architecture must be designed simultaneously. Hardware-Software Co-Synthesis of Distributed Embedded Systems proposes new techniques such as fixed-point iterations, phase adjustment, and separation analysis to efficiently estimate tight bounds on the delay required for a set of multi-rate processes preemptively scheduled on a real-time reactive distributed system. Based on the delay bounds, a gradient-search co-synthesis algorithm with new techniques such as sensitivity analysis, priority prediction, and idle-processing elements elimination are developed to select the number and types of processing elements in a distributed engine, and determine the allocation and scheduling of processes to processing elements. New communication modeling is also presented to analyze communication delay under interaction of computation and communication, allocate interprocessor communication links, and schedule communication. Hardware-Software Co-Synthesis of Distributed Embedded Systems is the first book to describe techniques for the design of distributed embedded systems, which have arbitrary hardware and software topologies. The book will be of interest to: academic researchers for personal libraries and advanced-topics courses in co-design as well as industrial designers who are building high-performance, real-time embedded systems with multiple processors.

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 used properly, hardware/software co- sign 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 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 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 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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