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11th International Workshop Lausanne, Switzerland, September 6-9, 2009 Proceedings
"O'Reilly Media, Inc."

This volume originates from the School on Embedded Systems held in Veldhoven, The Netherlands, in November 1996 as the first event organized by the European Educational Forum. Besides thoroughly reviewed and revised chapters based on lectures given during the school, additional papers have been solicited for inclusion in the present book in order to complete coverage of the relevant topics. The authors address professionals involved in the design and management of embedded systems in industry as well as researchers and students interested in a competent survey. The book will convince the reader that many architectural and algorithmic problems in the area of embedded systems have well documented optimal or correct solutions, notably in the fields of real-time computing, distributed computing, and fault-tolerant computing.

Chapter 21. Agile Development for Embedded Systems Springer

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PRICAI 2012: Trends in Artificial Intelligence CRC Press

This volume contains the proceedings of the ACM SIGPLAN Workshop on Languages, Compilers, and Tools for Embedded Systems (LCTES 2000), held June 18, 2000, in Vancouver, Canada. Embedded systems have developed considerably in the past decade and we expect this technology to become even more important in computer science and engineering in the new millennium. Interest in the workshop has been confirmed by the submission of papers from all over the world. There were 43 submissions representing more than 14 countries. Each submitted paper was reviewed by at least three members of the program committee. The expert opinions of many outside reviewers were invaluable in making the selections and ensuring the high quality of the program, for which, we express our sincere gratitude. The final program features one invited talk,

twelve presentations, and five poster presentations, which reflect recent advances in formal systems, compilers, tools, and hardware for embedded systems. We owe a great deal of thanks to the authors, reviewers, and the members of the program committee for making the workshop a success. Special thanks to Jim Larus, the General Chair of PLDI 2000 and Julie Goetz of ACM for all their help and support. Thanks should also be given to Sung-Soo Lim at Seoul National University for his help in coordinating the paper submission and review process. We also thank Professor Gaetano Borriello of the University of Washington for his invited talk on Chinook, a hardware-software co-synthesis CAD tool for embedded systems.

Information Technology - New Generations Springer Science & Business Media

Since its first volume in 1960, *Advances in Computers* has presented detailed coverage of innovations in computer hardware, software, theory, design, and applications. It has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow. As a result, many articles have become standard references that continue to be of significant, lasting value in this rapidly expanding field. In-depth surveys and tutorials on new computer technology Well-known authors and researchers in the field Extensive bibliographies with most chapters Many of the volumes are devoted to single themes or subfields of computer science

Embedded System Design Springer Science & Business Media

Owing to the rapid developments and growth in the telecommunications industry, the need to develop relevant skills in this field are in high demand. Wireless technology helps to exchange the information between portable devices situated globally. In order to fulfil the demands of this developing field, a unified approach between fundamental concepts and advanced topics is required. The book bridges the gap with a focus on key concepts along with the latest developments including turbo coding, smart antennas, multiple input multiple output (MIMO) system, and software defined radio. It also underpins the design requirements of wireless systems and provides comprehensive coverage of the cellular system and its generations: 3G and 4G (Long Term Evolution). With numerous solved examples, numerical questions, open book exam questions, and illustrations, undergraduates and graduate students will find this to be a readable and highly useful text.

System-Level Design of GPU-Based Embedded Systems 20000 MCQ - General Studies Previous Paper Based Question Bank for UPSC & State PSC Exams

This book constitutes the refereed proceedings of the 11th International Conference on Model Driven Engineering Languages and Systems, MoDELS 2008, held in Toulouse, France, during September 28–October 3, 2008. The 58 revised full papers presented were carefully reviewed and selected from 271 submissions. The book also contains three keynote speeches and contributions to workshops, symposia, tutorials and panels at the conference. The papers are organized in topical sections on Model Transformation: Foundations; Requirements Modeling; Domain-Specific Modeling; Model Transformation: Techniques, Composition and Analysis of Behavioral Models; Model Comprehension; Model Management; Behavioral Conformance and Refinement; Metamodeling and Modularity; Constraints; Model Analysis; Service-Oriented Architectures; Adaptive and Autonomic Systems; Empirical Studies; Evolution and Reverse Engineering; Modeling Language Semantics; Dependability Analysis and Testing; Aspect-Oriented Modeling; Structural Modeling; and Embedded Systems.

International Conference, Seoul, Korea, June 29--July 2, 2009, Proceedings, Part II Springer

The volume includes a set of selected papers extended and revised from the 2011 International Conference on Computers and Advanced Technology in Education. With the development of computers and advanced technology, the human social activities are changing basically. Education, especially the education reforms in different countries, has been experiencing the great help from the computers and advanced technology. Generally speaking, education is a field which needs more information, while the computers, advanced technology and internet are a good information provider. Also, with the aid of the computer and advanced technology, persons can make the education an effective combination. Therefore, computers and advanced technology should be regarded as an important media in the modern education. Volume Advanced Information Technology in Education is to provide a forum for researchers, educators, engineers, and government officials involved in the general areas of computers and advanced technology in education to disseminate their latest research results and exchange views on the future research directions of these fields.

IFIP WG10.3/WG10.5 International Workshop on Distributed and Parallel Embedded Systems (DIPES'98) October 5-6, 1998, Schloß Eringerfeld, Germany Springer

Agile software development is a set of software development techniques based on iterative development. Requirements and software systems evolve through collaboration between self-organizing, cross-functional teams. Agile development supports adaptive planning, evolutionary development and delivery, and a time-boxed iterative approach. The goal of agile is rapid and flexible response to change. Agile is a conceptual framework

which promotes interactions throughout the development cycle. Applying agile to embedded software projects introduces some unique challenges, such as more difficulty effectively testing evolving software features, because the corresponding hardware may not be available in time, less freedom to make changes, due to the fact that the corresponding hardware change may have an unacceptably high cost, and less ability for "learn as you go" approaches, considering the hardware construction may demand a more upfront style of planning and design. This chapter will introduce agile software development and show how to apply these techniques to an embedded system.

Design Patterns for Great Software by Mocktime Publication

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.

Making Embedded Systems Springer Science & Business Media

Modern embedded systems deploy several hardware accelerators, in a heterogeneous manner, to deliver high-performance computing. Among such devices, graphics processing units (GPUs) have earned a prominent position by virtue of their immense computing power. However, a system design that relies on sheer throughput of GPUs is often incapable of satisfying the strict power- and time-related constraints faced by the embedded systems. This thesis presents several system-level software techniques to optimize the design of GPU-based embedded systems under various graphics and non-graphics applications. As compared to the conventional application-level optimizations, the system-wide view of our proposed techniques brings about several advantages: First, it allows for fully incorporating the limitations and requirements of the various system parts in the design process. Second, it can unveil optimization opportunities through exposing the information flow between the processing components. Third, the techniques are generally applicable to a wide range of applications with similar characteristics. In addition, multiple system-level techniques can be combined together or with application-level techniques to further improve the performance. We begin by studying some of the unique attributes of GPU-based embedded systems and discussing several factors that distinguish the design of these systems from that of the conventional high-end GPU-based systems. We then proceed to develop two techniques that address an important challenge in the design of GPU-based embedded systems from different perspectives. The challenge arises from the fact that GPUs require a large amount of workload to be present at runtime in order to deliver a high throughput. However, for some embedded applications, collecting large batches of input data requires an unacceptable waiting time, prompting a trade-off between

throughput and latency. We also develop an optimization technique for GPU-based applications to address the memory bottleneck issue by utilizing the GPU L2 cache to shorten data access time. Moreover, in the area of graphics applications, and in particular with a focus on mobile games, we propose a power management scheme to reduce the GPU power consumption by dynamically adjusting the display resolution, while considering the user's visual perception at various resolutions. We also discuss the collective impact of the proposed techniques in tackling the design challenges of emerging complex systems. The proposed techniques are assessed by real-life experimentations on GPU-based hardware platforms, which demonstrate the superior performance of our approaches as compared to the state-of-the-art techniques.

Embedded Software and Systems Academic Press

A unique feature of this open access textbook is to provide a comprehensive introduction to the fundamental knowledge in embedded systems, with applications in cyber-physical systems and the Internet of things. It starts with an introduction to the field 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, including real-time operating systems. The author also discusses evaluation and validation techniques for embedded systems and provides an overview of techniques for mapping applications to execution platforms, including multi-core platforms. Embedded systems have to operate under tight constraints and, hence, the book also contains a selected set of optimization techniques, including software optimization techniques. The book closes with a brief survey on testing. This fourth edition has been updated and revised to reflect new trends and technologies, such as the importance of cyber-physical systems (CPS) and the Internet of things (IoT), the evolution of single-core processors to multi-core processors, and the increased importance of energy efficiency and thermal issues.

First International Conference, ICSS 2004, Hangzhou, China, December 9-10, 2004, Revised Selected Papers Springer

This volume presents the technical program of the 2007 International Embedded Systems Symposium held in Irvine, California. It covers timely topics, techniques and trends in embedded system design, including design methodology, networks-on-chip, distributed and networked systems, and system verification. It places emphasis on automotive and medical applications and includes case studies and special aspects in embedded system design.

20000 MCQ - General Studies Previous Paper Based Question Bank for UPSC & State PSC Exams World Scientific

20000 MCQ - General Studies Previous Paper Based Question Bank for UPSC & State PSC Exams by Mocktime Publication

Cryptographic Hardware and Embedded Systems - CHES 2002 Technical Publications

This book comprises select proceedings of the international conference

ETAEERE 2020. This volume covers latest research in advanced approaches in automation, control based devices, and adaptive learning mechanisms. The contents discuss the complex operations and behaviors of different systems or machines in different environments. Some of the areas covered include control of linear and nonlinear systems, intelligent systems, stochastic control, knowledge-based systems applications, fault diagnosis and tolerant control, and real-time control applications. The contents of this volume can be useful for researchers as well as professionals working in control and automation.

IFIP 18th World Computer Congress, TC10 Working Conference on Distributed and Parallel, Embedded Systems (DIPES 2004), 22-27 August, 2004 Toulouse, France Springer Nature

This book constitutes the proceedings of the 15th International Workshop on Cryptographic Hardware and Embedded Systems, CHES 2013, held in Santa Barbara, CA, USA, in August 2013. The 27 papers presented were carefully reviewed and selected from 132 submissions. The papers are organized in the following topical sections: side-channel attacks; physical unclonable function; lightweight cryptography; hardware implementations and fault attacks; efficient and secure implementations; elliptic curve cryptography; masking; side-channel attacks and countermeasures.

IFIP TC10 Working Conference: International Embedded Systems Symposium (IESS), May 30 - June 1, 2007, Irvine (CA), USA Springer

This open access book constitutes the proceedings of the 19th International Conference on Agile Software Development, XP 2018, held in Porto, Portugal, in May 2018. XP is the premier agile software development conference combining research and practice, and XP 2018 provided a playful and informal environment to learn and trigger discussions around its main theme - make, inspect, adapt. The 21 papers presented in this volume were carefully reviewed and selected from 62 submissions. They were organized in topical sections named: agile requirements; agile testing; agile transformation; scaling agile; human-centric agile; and continuous experimentation.

Embedded Software Cambridge University Press

Welcome to the post proceedings of the First International Conference on Embedded Software and Systems (ICSS 2004), which was held in Hangzhou, P. R. China, 9-10 December 2004. Embedded Software and Systems technology is of increasing importance for a wide range of industrial areas, such as aerospace, automotive, telecommunication, and manufacturing automation. Embedded technology is playing an increasingly dominant role in modern society. This is a natural outcome of amazingly fast developments in the embedded field. The ICSS 2004 conference brought together

researchers and developers from academia, industry, and government to advance the science, engineering, and technology in embedded software and systems development, and provided them with a forum to present and exchange their ideas, results, work in progress, and experience in all areas of embedded systems research and development. The ICES 2004 conference attracted much more interest than expected. The total number of paper submissions to the main conference and its three workshops, namely, Pervasive Computing, Automobile Electronics and Telecommunication, was almost 400, from nearly 20 countries and regions. All submissions were reviewed by at least three Program or Technical Committee members or external reviewers. It was extremely difficult to make the final decision on paper acceptance because there were so many excellent, foreseeing, and interesting submissions with brilliant ideas.

Mechanical Engineering And Control Systems - Proceedings Of The 2016 International Conference On Mechanical Engineering And Control System (Mecs2016) Springer

CHES 2009, the 11th workshop on Cryptographic Hardware and Embedded Systems, was held in Lausanne, Switzerland, September 6-9, 2009. The workshop was sponsored by the International Association for Cryptologic Research (IACR). The workshop attracted a record number of 148 submissions from 29 countries, of which the Program Committee selected 29 for publication in the workshop proceedings, resulting in an acceptance rate of 19.6%, the lowest in the history of CHES. The review process followed strict standards: each paper received at least four reviews, and some as many as eight reviews. Members of the Program Committee were restricted to co-authoring at most two submissions, and their papers were evaluated by an extended number of reviewers. The Program Committee included 53 members representing 20 countries and 7 continents. These members were carefully selected to represent academia, industry, and government, as well as to include world-class experts in various research fields of interest to CHES. The Program Committee was supported by 148 external reviewers. The total number of people contributing to the review process, including Program Committee members, external reviewers, and Program Co-chairs, exceeded 200. The papers collected in this volume represent cutting-edge worldwide research in the rapidly growing and evolving area of cryptographic engineering.

Second International Conference, EMSOFT 2002, Grenoble, France, October 7-9, 2002. Proceedings Springer

The 2nd Annual 2016 International Conference on Mechanical Engineering and Control System (MECS2016) was successfully held in Wuhan, China in 2016. The MECS2016 is one of the leading

international conferences for presenting novel and fundamental advances in the fields of Mechanical Engineering and Control System attended by more than 80 participants from China, South Korea, Taiwan, Japan, Malaysia, and Saudi Arabia. The MECS2016 program includes 4 keynote speeches, 98 oral and poster presentations, covering a wide spectrum of topics from mechanics engineering, control engineering and technology, to automation and mechatronics. However, after reviewed and careful consideration, only 70 articles are included in this proceedings. Intelligent Data Communication Technologies and Internet of Things Springer The book presents the fundamentals of ARM processor in a simple, lucid and systematic way. It also gives comprehensive coverage of the popular ARM microcontroller - LPC2148. The book is divided into two parts. The first part focuses on the RISC design philosophy, ARM design philosophy, embedded system hardware, embedded system software, ARM processor fundamentals, instruction set, programming, exceptions and interrupt handling schemes. The second part focuses on LPC2148 CPU, its features, architecture, registers, GPIO, Timers, Interrupt controller, PLL and other peripherals.