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convergent processor a specialized device  
that combines the real time control of a

In the past, embedded engineers needed to utilize a combination of traditional microcontrollers and DSP's (digital signal processors) in order to produce optimal designs for use in multimedia applications. However, this multiprocessor design technique is tough to implement, because it requires the engineer to write twice the code. Further, the designs resulting from such a marriage are limited because two processors cost more, take up more physical space, require more memory, and use up more power than just one would. And so a new kind of processor, the EMP (embedded media processor), was born! An embedded media processor combines the best aspects of a traditional microcontroller and a DSP for use in a multimedia product. As the demand grows for smaller, faster, multifunction, portable embedded products, such as video-enabled cellphones and pda's that play music or games, EMP's become more popular. As a result, an increasing number of engineers need to migrate from using multiprocessor methods to using EMP's in their designs. This book is the one-stop shop for the many engineers who need to understand what embedded media processors can do, and how to



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Implement them. KEY FEATURES: comprehensive subject coverage with emphasis on practical application essential assembly language code included throughout many real-world examples using Analog's popular Blackfin Processor architecture This book provides information that engineers cannot get anywhere else. The discussion of EMP's is general enough to assure that engineers using any EMP, not just the Blackfin, will benefit from it. The book's in-depth analysis will allow engineers to decrease product development times and increase robust design for applications in multimedia. For about \$50, the engineer is equipped by the experts and empowered to succeed.

All the design and development inspiration and direction a hardware engineer needs in one blockbuster book! Clive "Max" Maxfield renowned author, columnist, and editor of PL DesignLine has selected the very best FPGA design material from the Newnes portfolio and has compiled it into this volume. The result is a book covering the gamut of FPGA design from design fundamentals to optimized layout techniques with a strong pragmatic emphasis. In addition to specific design techniques and practices, this book also discusses various approaches to solving FPGA design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary FPGA design

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Contents Chapter 1 Alternative FPGA Architectures Chapter 2 Design Techniques, Rules, and Guidelines Chapter 3 A VHDL Primer: The Essentials Chapter 4 Modeling Memories Chapter 5 Introduction to Synchronous State Machine Design and Analysis Chapter 6 Embedded Processors Chapter 7 Digital Signal Processing Chapter 8 Basics of Embedded Audio Processing Chapter 9 Basics of Embedded Video and Image Processing Chapter 10 Programming Streaming FPGA Applications Using Block Diagrams In Simulink Chapter 11 Ladder and functional block programming Chapter 12 Timers \*Hand-picked content selected by Clive "Max" Maxfield, character, luminary, columnist, and author \*Proven best design practices for FPGA development, verification, and low-power \*Case histories and design examples get you off and running on your current project

Embedded software is the engine-room of the embedded computing systems ubiquitous in today's electronic products and industrial systems? this is the one-stop resource for embedded software developers!

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specific design techniques and practices, this book also discusses various approaches to solving embedded design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary embedded design issues. This book will be an essential working reference for anyone involved in embedded system design!

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Multimedia processing demands efficient programming in order to optimize functionality. Data, image, audio, and video processing, some or all of which are present in all electronic devices today, are complex programming environments. Optimized algorithms (step-by-step directions) are difficult to create but can make all the difference when developing a new application. This book discusses the most current algorithms available that will maximize your

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programming keeping in mind the memory and real-time constraints of the architecture with which you are working. A wide range of algorithms is covered detailing basic and advanced multimedia implementations, along with, cryptography, compression, and data error correction. The general implementation concepts can be integrated into many architectures that you find yourself working with on a specific project. Analog Devices' BlackFin technology is used for examples throughout the book. Discusses how to decrease algorithm development times to streamline your programming Covers all the latest algorithms needed for constrained systems Includes case studies on WiMAX, GPS, and portable media players

In this day and age, technology has become ever more prominent and omnipresent in our lives. As technological developments emerge and become more ubiquitous, it becomes vital to understand and analyze the impact of technology on society. Drivers of Competitiveness focuses on technology and seeks to analyze its causes and consequences on productivity and competitiveness and to examine the dynamic relationships between the different factors in various contexts. Building on state-of-the-art research, the book illustrates the global, institutional and technological factors that shape the performance of business and countries. Unlike most existing books in the field, Drivers of

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Competitiveness is a self-contained case book ideal for classroom use. The cases in the book are brand new. All of them are written in the context of the global financial crisis, providing a new perspective on the crisis that sheds light on its effect on competitiveness and on the diversity of responses by companies and countries. The cases and the analytical framework that emerges from the book constitute an essential kit for current and future managers, policy-makers and observers of global dynamics.  
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Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-

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constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

This is a real-time digital signal processing textbook using the latest embedded Blackfin processor Analog Devices, Inc (ADI). 20% of the text is dedicated to general real-time signal processing principles. The remaining text provides an overview of the Blackfin processor, its programming, applications, and hands-on exercises for users. With all the practical examples given to expedite the learning development of Blackfin processors, the textbook doubles as a ready-to-use user's guide. The book is based on a step-by-step approach in which readers are first introduced to the DSP systems and concepts. Although, basic DSP concepts are introduced to allow easy referencing, readers are recommended to complete a basic course on "Signals and Systems" before attempting to

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Starting use this book. This is also the first textbook that illustrates graphical programming for embedded processor using the latest LabVIEW Embedded Module for the ADI Blackfin Processors. A solutions manual is available for adopters of the book from the Wiley editorial department.

The Newnes Know It All Series takes the best of what our authors have written to create hard-working desk references that will be an engineer's first port of call for key information, design techniques and rules of thumb. Guaranteed not to gather dust on a shelf! Embedded software is present everywhere - from a garage door opener to implanted medical devices to multicore computer systems. This book covers the development and testing of embedded software from many different angles and using different programming languages. Optimization of code, and the testing of that code, are detailed to enable readers to create the best solutions on-time and on-budget. Bringing together the work of leading experts in the field, this a comprehensive reference that every embedded developer will need! Chapter 1: Basic Embedded Programming Concepts Chapter 2: Device Drivers Chapter 3: Embedded Operating Systems Chapter 4: Networking Chapter 5: Error Handling and Debugging Chapter 6: Hardware/Software Co-Verification Chapter 7: Techniques for Embedded Media Processing Chapter 8: DSP in Embedded Systems



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