

Hardware-dependent Software



Principles and Practice

Wolfgang Ecker
Wolfgang Müller
Rainer Dömer
Editors



Springer

Hardware Dependent Software Principles And Practice

Tao Wei



Hardware Dependent Software Principles And Practice:

Hardware-dependent Software Wolfgang Ecker,Wolfgang Müller,Rainer Dömer,2009-01-16 Despite its importance the role of HdS is most often underestimated and the topic is not well represented in literature and education To address this Hardware dependent Software brings together experts from different HdS areas By providing a comprehensive overview of general HdS principles tools and applications this book provides adequate insight into the current technology and upcoming developments in the domain of HdS The reader will find an interesting text book with self contained introductions to the principles of Real Time Operating Systems RTOS the emerging BIOS successor UEFI and the Hardware Abstraction Layer HAL Other chapters cover industrial applications verification and tool environments Tool introductions cover the application of tools in the ASIP software tool chain i e Tensilica and the generation of drivers and OS components from C based

languages Applications focus on telecommunication and automotive systems **Hardware-dependent Software** Wolfgang Ecker,Wolfgang Müller,Rainer Dömer,2009-01-30 Despite its importance the role of HdS is most often underestimated and the topic is not well represented in literature and education To address this Hardware dependent Software brings together experts from different HdS areas By providing a comprehensive overview of general HdS principles tools and applications this book provides adequate insight into the current technology and upcoming developments in the domain of HdS The reader will find an interesting text book with self contained introductions to the principles of Real Time Operating Systems RTOS the emerging BIOS successor UEFI and the Hardware Abstraction Layer HAL Other chapters cover industrial applications verification and tool environments Tool introductions cover the application of tools in the ASIP software tool chain i e Tensilica and the generation of drivers and OS components from C based languages Applications focus on telecommunication and automotive systems **ESL Models and their Application** Brian Bailey,Grant Martin,2009-12-15

This book arises from experience the authors have gained from years of work as industry practitioners in the field of Electronic System Level design ESL At the heart of all things related to Electronic Design Automation EDA the core issue is one of models what are the models used for what should the models contain and how should they be written and distributed Issues such as interoperability and tool transportability become central factors that may decide which ones are successful and those that cannot get sufficient traction in the industry to survive Through a set of real examples taken from recent industry experience this book will distill the state of the art in terms of System Level Design models and provide practical guidance to readers that can be put into use This book is an invaluable tool that will aid readers in their own designs reduce risk in development projects expand the scope of design projects and improve developmental processes and project planning

Cyber-Physical System Design from an Architecture Analysis Viewpoint Shin Nakajima,Jean-Pierre Talpin,Masumi Toyoshima,Huafeng Yu,2017-05-10 Providing a wide variety of technologies for ensuring the safety and dependability of cyber physical systems CPS this book offers a comprehensive introduction to the architecture centric modeling analysis and

verification of CPS In particular it focuses on model driven engineering methods including architecture description languages virtual prototyping and formal analysis methods CPS are based on a new design paradigm intended to enable emerging software intensive systems Embedded computers and networks monitor and control the physical processes usually with the help of feedback loops where physical processes affect computations and vice versa The principal challenges in system design lie in this constant interaction of software hardware and physics Developing reliable CPS has become a critical issue for the industry and society because many applications such as transportation power distribution medical equipment and tele medicine are dependent on CPS Safety and security requirements must be ensured by means of powerful validation tools Satisfying such requirements including quality of service implies having formally proven the required properties of the system before it is deployed The book is concerned with internationally standardized modeling languages such as AADL SysML and MARTE As the effectiveness of the technologies is demonstrated with industrial sample cases from the automotive and aerospace sectors links between the methods presented and industrial problems are clearly understandable Each chapter is self contained addressing specific scientific or engineering problems and identifying further issues In closing it includes perspectives on future directions in CPS design from an architecture analysis viewpoint *Embedded System Design* Peter Marwedel, 2021-01-25 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 Hardware/Software Co-Design Jørgen Staunstrup, Wayne Wolf, 2013-04-17 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 *Model-Based Design for Embedded Systems* Gabriela Nicolescu, Pieter J. Mosterman, 2018-09-03 The demands of increasingly complex embedded systems and associated performance computations have resulted in the development of heterogeneous computing architectures that often integrate several types of processors analog and digital electronic components and mechanical and optical components all on a single chip As a result now the most prominent challenge for the design automation community is to efficiently plan for such heterogeneity and to fully exploit its capabilities A compilation of work from internationally renowned authors *Model Based Design for Embedded Systems* elaborates on related practices and addresses the main facets of heterogeneous model based design for embedded systems including the current state of the art important challenges and the latest trends Focusing on computational models as the core design artifact this book presents the cutting edge results that have helped establish model based design and continue to expand its parameters The book is organized into three sections Real Time and Performance Analysis in Heterogeneous Embedded Systems Design Tools and Methodology for Multiprocessor System on Chip and Design Tools and Methodology for Multidomain Embedded Systems The respective contributors share their considerable expertise on the automation of design refinement and how to relate properties throughout this refinement while enabling analytic and synthetic qualities They focus on multi core methodological issues real time analysis and modeling and validation taking into account how optical electronic and mechanical components often interface Model based design is emerging as a solution to bridge the gap between the availability of computational capabilities and our inability to make full use of them yet This approach enables teams to start the design process using a high level model that is gradually refined through abstraction levels to ultimately yield a prototype When executed well model based design encourages enhanced performance and quicker time to market for a product Illustrating a broad and diverse spectrum of applications such as in the automotive aerospace health care consumer electronics this volume provides designers with practical readily adaptable modeling solutions for their own practice *SynDEVS Co-Design Flow* H. Gregor Molter, 2012-10-20 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 **Embedded System Design** Daniel D. Gajski, Samar Abdi, Andreas Gerstlauer, Gunar Schirner, 2009-08-14 Embedded System Design Modeling Synthesis and Verification introduces a model based approach to system level design It presents modeling techniques for both computation and communication at different levels of abstraction such as specification transaction level and cycle accurate level It discusses synthesis methods for system level architectures embedded software and hardware components Using these methods designers can develop applications with high level models which are automatically translatable to low level implementations This book furthermore describes simulation based and formal verification methods that are essential for achieving design confidence The book concludes with an overview of existing tools along with a design case study outlining the practice of embedded system design Specifically this book addresses the following topics in detail System modeling at different abstraction levels Model based system design Hardware Software codesign Software and Hardware component synthesis System verification This book is for groups within the embedded system community students in courses on embedded systems embedded application developers system designers and managers CAD tool developers design automation and system engineering Analysis, Architectures and Modelling of Embedded Systems Achim Rettberg, Mauro C. Zanella, Michael Amann, Michael Keckeisen, Franz J. Rammig, 2009-09-04 This book presents the technical program of the International Embedded Systems Symposium IESS 2009 Timely topics techniques and trends in embedded system design are covered by the chapters in this volume including modelling simulation verification test scheduling platforms and processors Particular emphasis is paid to automotive systems and wireless sensor networks Sets of actual case studies in the area of embedded system design are also included Over recent years embedded systems have gained an enormous amount of processing power and functionality and now enter numerous application areas due to the fact that many of the formerly external components can now be integrated into a single System on Chip This tendency has resulted in a dramatic reduction in the size and cost of embedded systems As a unique technology the design of embedded systems is an essential element of many innovations Embedded systems meet their performance goals including real time constraints through a combination of special purpose hardware and software components tailored to the system requirements Both the development of new features and the reuse of existing intellectual property components are essential to keeping up with ever more demanding customer requirements Furthermore design complexities are steadily growing with an increasing number of components that have to cooperate properly Embedded system designers have to cope with multiple goals and constraints simultaneously including timing power reliability dependability maintenance packaging and last but not least price **Embedded Systems** Kiyofumi Tanaka, 2012-03-02 Nowadays embedded systems the computer systems that are embedded in various kinds of devices and play an important role of specific control functions have permitted various aspects of industry Therefore we can hardly discuss our life and society from now onwards without referring to embedded systems For wide ranging embedded systems to continue their growth a number of high quality fundamental and applied

researches are indispensable This book contains 19 excellent chapters and addresses a wide spectrum of research topics on embedded systems including basic researches theoretical studies and practical work Embedded systems can be made only after fusing miscellaneous technologies together Various technologies condensed in this book will be helpful to researchers and engineers around the world

Methoden und Beschreibungssprachen zur Modellierung und Verifikation von Schaltungen und Systemen Carsten Gremzow,2009

Choice ,2009 Architecting Software Intensive Systems Anthony J. Lattanze,2008-11-18 Architectural design is a crucial first step in developing complex software intensive systems Early design decisions establish the structures necessary for achieving broad systemic properties However today s organizations lack synergy between software their development processes and technological methodologies Providing a thorough treatment of

Human-Computer Interaction. Interaction Techniques and Novel Applications Masaaki Kurosu,2021-07-03 The three volume set LNCS 12762 12763 and 12764 constitutes the refereed proceedings of the Human Computer Interaction thematic area of the 23rd International Conference on Human Computer Interaction HCII 2021 which took place virtually in July 2021 The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions The 139 papers included in this HCI 2021 proceedings were organized in topical sections as follows Part I Theory Methods and Tools HCI theory education and practice UX evaluation methods techniques and tools emotional and persuasive design and emotions and cognition in HCI Part II Interaction Techniques and Novel Applications Novel interaction techniques human robot interaction digital wellbeing and HCI in surgery Part III Design and User Experience Case Studies Design case studies user experience and technology acceptance studies and HCI social distancing information communication and work

Electrical Systems and Mechatronics Michael Hilgers,2023-05-18 The aim of this work consisting of 9 individual self contained booklets is to describe commercial vehicle technology in a way that is clear concise and illustrative Compact and easy to understand it provides an overview of the technology that goes into modern commercial vehicles Starting from the customer s fundamental requirements the characteristics and systems that define the design of the vehicles are presented knowledgeably in a series of articles each of which can be read and studied on their own This volume Electrical Systems and Mechatronics offers an introduction to the mechatronics in a commercial vehicle The electrical and electronic systems are presented up to and including the advanced driver assistance systems The compressed air system and the commercial vehicle brake are explained to give the reader a comprehensive overview such as is helpful for understanding in training and in practice

The TOGAF® Standard, 10th Edition - Architecture Development Method - 2025 Update The Open Group,2025-06-30 This document is a compilation of three documents within the TOGAF Standard It has been developed and approved by The Open Group and is part of the TOGAF Standard 10th Edition The three documents in this set are The TOGAF Standard Architecture Development Method This document describes the TOGAF Architecture Development Method ADM an iterative approach to developing an

Enterprise Architecture The TOGAF Standard ADM Techniques This document contains a collection of techniques available for use in applying the TOGAF approach and the TOGAF ADM The TOGAF Standard Applying the ADM This document contains guidelines for adapting the TOGAF ADM to address the specific style of architecture required in a practical context The TOGAF Standard is intended for Enterprise Architects Business Architects IT Architects Data Architects Systems Architects Solution Architects and anyone responsible for the architecture function within an organization Robot Operating System (ROS) Anis Koubaa,2021-07-17 This book is the sixth volume of the successful book series on Robot Operating System The Complete Reference The objective of the book is to provide the reader with comprehensive coverage of the Robot Operating Systems ROS and the latest trends and contributed systems ROS is currently considered as the primary development framework for robotics applications There are seven chapters organized into three parts Part I presents two chapters on the emerging ROS 2 0 framework in particular ROS 2 0 is become increasingly mature to be integrated into the industry The first chapter from Amazon AWS deals with the challenges that ROS 2 developers will face as they transition their system to be commercial grade The second chapter deals with reactive programming for both ROS1 and ROS In Part II two chapters deal with advanced robotics namely on the usage of robots in farms and the second deals with platooning systems Part III provides three chapters on ROS navigation The first chapter deals with the use of deep learning for ROS navigation The second chapter presents a detailed tuning guide on ROS navigation and the last chapter discusses SLAM for ROS applications I believe that this book is a valuable companion for ROS users and developers to learn more ROS capabilities and features **TOGAF® Version 9.1** The Open Group,2011-01-01 For trainers free additional material of this book is available This can be found under the Training Material tab Log in with your trainer account to access the material TOGAF is a framework a detailed method and a set of supporting tools for developing an enterprise architecture developed by members of The Open Group Architecture Forum TOGAF Version 9 1 is a maintenance update to TOGAF 9 addressing comments raised since the introduction of TOGAF 9 in 2009 It retains the major features and structure of TOGAF 9 thereby preserving existing investment in TOGAF and adds further detail and clarification to what is already proven It may be used freely by any organization wishing to develop an enterprise architecture for use within that organization subject to the Conditions of Use This Book is divided into seven parts Part I Introduction This part provides a high level introduction to the key concepts of enterprise architecture and in particular the TOGAF approach It contains the definitions of terms used throughout TOGAF and release notes detailing the changes between this version and the previous version of TOGAF Part II Architecture Development Method This is the core of TOGAF It describes the TOGAF Architecture Development Method ADM a step by step approach to developing an enterprise architecture Part III ADM Guidelines Techniques This part contains a collection of guidelines and techniques available for use in applying TOGAF and the TOGAF ADM Part IV Architecture Content Framework This part describes the TOGAF content framework including a structured metamodel for architectural

artifacts the use of reusable architecture building blocks and an overview of typical architecture deliverables Part V Enterprise Continuum Tools This part discusses appropriate taxonomies and tools to categorize and store the outputs of architecture activity within an enterprise Part VI TOGAF Reference Models This part provides a selection of architectural reference models which includes the TOGAF Foundation Architecture and the Integrated Information Infrastructure Reference Model III RM Part VII Architecture Capability Framework This section looks at roles Governance compliance skills and much more practical guidance

Fundamentals of Software Culture Zheng Qin, Huidi Zhang, Xin Qin, Kaiping Xu, Kouemo Ngayo Anatoli Dimitrov, Guolong Wang, Wenhui Yu, 2018-07-17 As the first book about software culture this book discusses software culture from three perspectives including historical perspective the classification of software and software applications This book takes credit from the view of science and technology development It analyzed scientific innovations and the social areas promoted following the growth of technology And according to the fact that information helps to build human cultural form we proposed the concept and researching method of software culture The aim of writing this book is to strengthen the connection between software and culture to replenish knowledge system in the subject of software engineering and to establish a new area of study that is the culture of software

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