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Hardware Software Co-Design of a Multimedia SOC Platform

Foreword by
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Hardware Software Co Design Of A Multimedia Soc Platform

TD Snyder



Hardware Software Co Design Of A Multimedia Soc Platform:

Hardware Software Co-Design of a Multimedia SOC Platform Sao-Jie Chen,Guang-Huei Lin,Pao-Ann Hsiung,Yu-Hen Hu,2009-01-25 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 **Hardware**

IP Security and Trust Prabhat Mishra,Swarnu Bhunia,Mark Tehranipoor,2017-01-02 This book provides an overview of current Intellectual Property IP based System on Chip SoC design methodology and highlights how security of IP can be compromised at various stages in the overall SoC design fabrication deployment cycle Readers will gain a comprehensive understanding of the security vulnerabilities of different types of IPs This book would enable readers to overcome these vulnerabilities through an efficient combination of proactive countermeasures and design for security solutions as well as a wide variety of IP security and trust assessment and validation techniques This book serves as a single source of reference for system designers and practitioners for designing secure reliable and trustworthy SoCs Computer Supported

Cooperative Work in Design I Weiming Shen,Zongkai Lin,Jean-Paul A. Barthès,Tangqiu Li,2005-11-04 The design of complex artifacts and systems requires the cooperation of multidisciplinary design teams using multiple commercial and non commercial engineering tools such as CAD tools modeling simulation and optimization software engineering databases and knowledge based systems Individuals or individual groups of multidisciplinary design teams usually work in parallel and separately with various engineering tools which are located on different sites often for quite a long time At any moment individual members may be working on different versions of a design or viewing the design from various perspectives at different levels of detail In order to meet these requirements it is necessary to have effective and efficient collaborative design environments These environments should not only automate individual tasks in the manner of traditional computer aided engineering tools but also enable individual members to share information collaborate and coordinate their activities within the context of a design project CSCW computer supported cooperative work in design is concerned with the development of such environments *Winning the SoC Revolution* Grant Martin,Henry Chang,2012-12-06 In 1998 99 at the dawn of the SoC Revolution we wrote *Surviving the SOC Revolution A Guide to Platform Based Design* In that book we focused on presenting guidelines and best practices to aid engineers beginning to design complex System on Chip devices

SoCs Now in 2003 facing the mid point of that revolution we believe that it is time to focus on winning In this book Winning the SoC Revolution Experiences in Real Design we gather the best practical experiences in how to design SoCs from the most advanced design groups while setting the issues and techniques in the context of SoC design methodologies As an edited volume this book has contributions from the leading design houses who are winning in SoCs Altera ARM IBM Philips TI UC Berkeley and Xilinx These chapters present the many facets of SoC design the platform based approach how to best utilize IP Verification FPGA fabrics as an alternative to ASICs and next generation process technology issues We also include observations from Ron Wilson of CMP Media on best practices for SoC design team collaboration We hope that by utilizing this book you too will win the SoC Revolution

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

Multiprocessor Systems-on-Chips Ahmed Jerraya, Wayne Wolf, 2005 Modern system on chip SoC design shows a clear trend toward integration of multiple processor cores on a single chip Designing a multiprocessor system on chip MPSOC requires an understanding of the various design styles and techniques used in the multiprocessor

Understanding the application area of the MPSOC is also critical to making proper tradeoffs and design decisions. Multiprocessor Systems on Chips covers both design techniques and applications for MPSOCs. Design topics include multiprocessor architectures, processors, operating systems, compilers, methodologies, and synthesis algorithms, and application areas covered include telecommunications and multimedia. The majority of the chapters were collected from presentations made at the International Workshop on Application Specific Multi Processor SoC held over the past two years. The workshop assembled internationally recognized speakers on the range of topics relevant to MPSOCs. After having refined their material at the workshop, the speakers are now writing chapters, and the editors are fashioning them into a unified book by making connections between chapters and developing common terminology. Examines several different architectures and the constraints imposed on them. Discusses scheduling, real time operating systems, and compilers. Analyzes design trade off and decisions in telecommunications and multimedia applications.

Architecture of Computing Systems -- ARCS 2014
 Erik Maehle, Kay Römer, Wolfgang Karl, Eduardo Tovar, 2014-02-17. This book constitutes the proceedings of the 27th International Conference on Architecture of Computing Systems ARCS 2014 held in L Beck Germany in February 2014. The 20 papers presented in this volume were carefully reviewed and selected from 44 submissions. They are organized in topical sections named: parallelization, applications and methods, self organization and trust, system design, system design and sensor systems, and virtualization, I/O, memory, cloud, dependability, safety, security, and reliability aspects.

Surviving the SOC Revolution
 Henry Chang, L.R. Cooke, Merrill Hunt, Grant Martin, Andrew McNelly, Lee Todd, 2007-05-08. The aim of Surviving the SOC Revolution: A Guide to Platform Based Design is to provide the engineering community with a thorough understanding of the challenges involved when moving to system on a chip and deliver a step by step methodology to get them there. Design reuse is most effective in reducing the cost and development time when the components to be shared are close to the final implementation. On the other hand, it is not always possible or desirable to share designs at this level since minimal variations in specification can result in different albeit similar implementations. However, moving higher in abstraction can eliminate the differences among designs so that the higher level of abstraction can be shared and only a minimal amount of work needs to be carried out to achieve final implementation. The ultimate goal is to create a library of functions and of hardware and software implementations that can be used for all new designs. It is important to have a multilevel library since it is often the case that the lower levels that are closer to the physical implementation change because of the advances in technology while the higher levels tend to be stable across product versions. It is most likely that the preferred approaches to the implementation of complex embedded systems will include the following aspects: Design costs and time are likely to dominate the decision making process for systems designers. Therefore, design reuse in all its shapes and forms will be of paramount importance. Designs have to be captured at the highest level of abstraction to be able to exploit all the degrees of freedom that are available. Next generation systems will use a few highly complex Moore's Law

Limited part types but many more energy power cost efficient medium complexity 10M 100M gates in 50nm technology chips working concurrently to implement solutions to complex sensing computing and signaling actuating problems Such chips will most likely be developed as an instance of a particular platform That is rather than being assembled from a collection of independently developed blocks of silicon functionality they will be derived from a specific family of micro architectures possibly oriented toward a particular class of problems that can be modified extended or reduced by the system developer These platforms will be highly programmable Both system and software reuse impose a design methodology that has to leverage existing implementations available at all levels of abstraction

LIST This book deals with the basic principles of a design methodology that addresses the concerns expressed above The platform concept is carried throughout the book as a unifying theme to reuse This is the first book that deals with the platform based approach to the design of embedded systems and is a stepping stone for anyone who is interested in the real issues facing the design of complex systems on chip From the Preface by Alberto Sangiovanni Vincentelli

Surviving the SOC Revolution , Eclipse Martijn Rutten, 2007 Consumer multimedia systems such as DVD recorders and digital televisions contain specialized chips that implement a large part of the functionality Traditionally semiconductor vendors develop a custom tailored chip for each new product to optimize cost and performance of the target system However the rapid succession of new products in the market as well as the pace at which new multimedia applications are introduced foregoes this approach This thesis addresses this problem by introducing Eclipse a generic chip architecture that targets a whole range of products in a single architectural effort Particular instances of such a more generic platform can then quickly be created and tuned to the product's specific requirements An Eclipse subsystem consists of multiple function specific processors that can be linked together to perform a single function The combination of function specific processors with software configurability gives a high degree of flexibility with the efficiency of dedicated hardware The thesis details all phases of the Eclipse design the patented architecture concepts the design methodology for creating new Eclipse processors a detailed analysis of the architecture based on simulations of an Eclipse system for digital video and three industrial applications of Eclipse

Advanced Web and Network Technologies, and Applications Heng Tao Shen, Jinbao Li, Minglu Li, Jun Ni, Wei Wang, 2005-12-22 This book constitutes the refereed joint proceedings of four international workshops held in conjunction with the 8th Asia Pacific Web Conference APWeb 2006 in Harbin China in January 2006 The 88 revised full papers and 58 revised short papers presented are very specific and contribute to enlarging the spectrum of the more general topics treated in the APWeb 2006 main conference

EDN, Electrical Design News , 2001

System-on-Chip Methodologies & Design Languages Peter J. Ashenden, Jean Mermet, Ralf Seepold, 2013-03-14 System on Chip Methodologies the Forum on Design Languages FDL held in Europe and the Asia Pacific Chip Design Language APChDL Conference The papers cover a range of topics including design methods specification and modeling languages tool issues formal verification simulation and synthesis The results presented in these papers will help

researchers and practicing engineers keep abreast of developments in this rapidly evolving field

Pipelined Multiprocessor System-on-Chip for Multimedia Haris Javaid, Sri Parameswaran, 2013-11-26 This book describes analytical models and estimation methods to enhance performance estimation of pipelined multiprocessor systems on chip MPSoCs A framework is introduced for both design time and run time optimizations For design space exploration several algorithms are presented to minimize the area footprint of a pipelined MPSoC under a latency or a throughput constraint A novel adaptive pipelined MPSoC architecture is described where idle processors are transitioned into low power states at run time to reduce energy consumption Multi mode pipelined MPSoCs are introduced where multiple pipelined MPSoCs optimized separately are merged into a single pipelined MPSoC enabling further reduction of the area footprint by sharing the processors and communication buffers Readers will benefit from the authors combined use of analytical models estimation methods and exploration algorithms and will be enabled to explore billions of design points in a few minutes

System Level Design of Reconfigurable Systems-on-Chip Nikolaos Voros, Konstantinos Masselos, 2006-02-23 System Level Design of Reconfigurable Systems on Chip provides insight in the challenges and difficulties encountered during the design of reconfigurable Systems on Chip SoCs Reconfiguration is becoming an important part of System on Chip design to cope with the increasing demands for simultaneous flexibility and computational power The book focuses on system level design issues for reconfigurable SoCs and provides information on reconfiguration aspects of complex SoCs and how they can be implemented in practice It is divided in three parts The first part provides background information and requirements on reconfigurable technologies and systems The second one identifies existing methodological gaps and introduces a design flow for developing reconfigurable Systems on Chip The high level part of the design flow can be covered by two C based methodologies one based on SystemC and one based on OCAPI XL both including appropriate extensions to handle reconfiguration issues Finally the third part of the book presents reconfigurable SoCs from the perspective of the designer through three indicative case studies from the wireless and multimedia communication domain

Embedded Systems Technology Yuanguo Bi, Gang Chen, Qingxu Deng, Yi Wang, 2018-07-09 This book constitutes the refereed proceedings of the 15th National Conference on Embedded Systems Technology ESTC 2017 held in Shenyang China in November 2017 The 18 revised full papers presented were carefully reviewed and selected from 45 papers The topics cover a broad range of fields focusing on the theme embedded systems and intelligent computing such as context aware computing scheduling cyber physical system high performance embedded computing embedded system and applications and education and surveys

IEEE/ACM/IFIP International Conference on Hardware/Software Codesign & System Synthesis, 2005

Advances in Computer Science and Information Technology Natarajan Meghanathan, Nabendu Chaki, Dhinaharan Nagamalai, 2012-02-13 The three volume set LNICST 84 LNICST 86 constitute the refereed proceedings of the Second International Conference on Computer Science and Information Technology CCSIT 2012 held in Bangalore India in January

2012 The 55 revised full papers presented in this volume were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on advances in computer science and information technology and ad hoc and ubiquitous computing.

Advanced Electrical and Electronics Engineering Jian Lee, 2011-04-13

2010 First International Conference on Electrical and Electronics Engineering was held in Wuhan China December 4-5. *Advanced Electrical and Electronics Engineering* book contains 72 revised and extended research articles written by prominent researchers participating in the conference. Topics covered include Power Engineering Telecommunication Control engineering Signal processing Integrated circuit Electronic amplifier Nano technologies Circuits and networks Microelectronics Analog circuits Digital circuits Nonlinear circuits Mixed mode circuits Circuits design Sensors CAD tools DNA computing Superconductivity circuits. *Electrical and Electronics Engineering* will offer the state of art of tremendous advances in Electrical and Electronics Engineering and also serve as an excellent reference work for researchers and graduate students working with on Electrical and Electronics Engineering.

VLSI-SoC: Design Methodologies for SoC and SiP Christian Piguet, Ricardo Reis, Dimitrios Soudris, 2010-04-06

This book contains extended and revised versions of the best papers that were presented during the 16th edition of the IFIP IEEE WG10.5 International Conference on Very Large Scale Integration a global System on a Chip Design CAD conference. The 16th conference was held at the Grand Hotel of Rhodes Island Greece October 13-15 2008. Previous conferences have taken place in Edinburgh Trondheim Vancouver Munich Grenoble Tokyo Gramado Lisbon Montpellier Darmstadt Perth Nice and Atlanta. VLSI SoC 2008 was the 16th in a series of international conferences sponsored by IFIP TC 10 Working Group 10.5 and IEEE CEDA that explores the state of the art and the new developments in the field of VLSI systems and their designs. The purpose of the conference was to provide a forum to exchange ideas and to present industrial and research results in the fields of VLSI ULSI systems embedded systems and microelectronic design and test.

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