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The eBOX565 is Axiomtek ' s latest and most advanced compact fanless embedded computer. The new system ' s compact dimensions and durability make it ...

~~Axiomtek Presents an Ultra-Compact Fanless Embedded Computer for Applications in Warehouse Automation and Intelligent Manufacturing — eBOX565~~

We talk to Nebojsa Matic, CEO of MikroE, about how the company is leveraging advanced MCUs from multiple vendors in their building-

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block embedded development solution.

~~Advanced MCU Designs Empower Embedded Systems Development~~

The growing cybersecurity threats are leading to the creation of innovative new test tools in hardware and software realms.

~~Hardware and software tools for testing security in IoT designs~~

Volpi partners with TOPIC Embedded Systems to further advance its digital initiatives and accelerate development of optical modules with embedded AI.

~~Volpi Partners With TOPIC Embedded Systems to Offer Intelligence-embedded Optical Measurement Modules~~

The fact is, debugging techniques are the last resort to remove defects

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from an embedded system. The processes that are put in place during the design and development are far more important in ...

~~5 Technologies Embedded System Engineers Should Master in 2019~~
Its SLX FPGA tool suite is used to manage the HLS (high level synthesis) design flow. In February this year, Silexica and Xilinx co-presented at the International Symposium on FPGA, elaborating ...

~~Embedded Systems~~

This design environment saves substantial costs ... handy for network connectivity by balancing the needs of deeply embedded systems with new capabilities via Internet connections.

~~Design for Real Time Control: Embedded Computing on Multicore~~

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Processors

The embedded system should check and verify that it is in a good state ... An additional resource that might be of interest is a free white paper entitled "Boot-loader Design Techniques for MCU's." ...

~~5 Tips for Remotely Updating an Embedded System~~

Figure 1: Debugging an embedded processor platform with a NoC Network-on-Chip Our first application case study incorporates a NoC transport mechanism, which takes communication complexity a level ...

~~Practical Applications of Data Abstraction Techniques for Embedded Systems Debug~~

Building blocks of modern embedded systems, including processors,

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SoCs, system DRAM, non-volatile memories, sensors, and connectivity modules, have varied power requirements. On one extreme, a system ...

~~Optimizing Embedded Systems Power Requirements with Hybrid PMIC Design~~

Various photo series by Kyna Gourley and Sophie Verhagen give an insight into how we live then and now respectively, and capture recent social changes, including the systems and circumstances ...

~~The stories embedded in the design of homes~~

BlackBerry QNX has recently announced design wins with industry leaders such as Baidu ... and is a leader in the areas of endpoint security management, encryption, and embedded systems. BlackBerry ' s ...

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~~BlackBerry QNX Software Is Now Embedded In Over 195 Million Vehicles~~

We design and manufacture rugged enclosures ... cPCI and cPCI Serial. LCR Embedded Systems is a leading provider of chassis, backplanes, and fully integrated systems for the aerospace and defense

...

~~LCR Embedded Systems~~

BlackBerry QNX has recently announced design wins with industry leaders ... encryption, and embedded systems. BlackBerry's vision is clear - to secure a connected future you can trust.

~~BlackBerry QNX Software Is Now Embedded In Over 195 Million~~

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Vehicles

with design wins with 23 of the top 25 electric vehicle automakers, and providing a safe, reliable, and secure software foundation for autonomous drive vehicle systems. BlackBerry also announced ...

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

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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

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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 Design with Platform FPGAs introduces

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professional engineers and students alike to system development using Platform FPGAs. The focus is on embedded systems but it also serves as a general guide to building custom computing systems. The text describes the fundamental technology in terms of hardware, software, and a set of principles to guide the development of Platform FPGA systems. The goal is to show how to systematically and creatively apply these principles to the construction of application-specific embedded system architectures. There is a strong focus on using free and open source software to increase productivity. Each chapter is organized into two parts. The white pages describe concepts, principles, and general knowledge. The gray pages provide a technical rendition of the main issues of the chapter and show the concepts applied in practice. This includes step-by-step details for a specific development board and tool chain so that the reader can carry out the same steps on their own.

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Rather than try to demonstrate the concepts on a broad set of tools and boards, the text uses a single set of tools (Xilinx Platform Studio, Linux, and GNU) throughout and uses a single developer board (Xilinx ML-510) for the examples. Explains how to use the Platform FPGA to meet complex design requirements and improve product performance Presents both fundamental concepts together with pragmatic, step-by-step instructions for building a system on a Platform FPGA Includes detailed case studies, extended real-world examples, and lab exercises

A recent survey stated that 52% of embedded projects are late by 4-5 months. This book can help get those projects in on-time with design patterns. The author carefully takes into account the special concerns found in designing and developing embedded applications specifically concurrency, communication, speed, and memory usage. Patterns are

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given in UML (Unified Modeling Language) with examples including ANSI C for direct and practical application to C code. A basic C knowledge is a prerequisite for the book while UML notation and terminology is included. General C programming books do not include discussion of the constraints found within embedded system design. The practical examples give the reader an understanding of the use of UML and OO (Object Oriented) designs in a resource-limited environment. Also included are two chapters on state machines. The beauty of this book is that it can help you today. . Design Patterns within these pages are immediately applicable to your project Addresses embedded system design concerns such as concurrency, communication, and memory usage Examples contain ANSI C for ease of use with C programming code

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In this practical guide, experienced embedded engineer Lewin Edwards demonstrates faster, lower-cost methods for developing high-end embedded systems. With today's tight schedules and lower budgets, embedded designers are under greater pressure to deliver prototypes and system designs faster and cheaper. Edwards demonstrates how the use of the right tools and operating systems can make seemingly impossible deadlines possible. Designer's Guide to Embedded Systems Development shares many advanced, in-the-trenches design secrets to help engineers achieve better performance on the job. In particular, it covers many of the newer design tools supported by the GPL (GNU Public License) system. Code examples are given to provide concrete illustrations of tasks described in the text. The general procedures are applicable to many possible projects based on any 16/32-bit microcontroller. The book covers choosing the right

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architecture and development hardware to fit the project; choosing an operating system and developing a toolchain; evaluating software licenses and how they affect a project; step-by-step building instructions for gcc, binutils, gdb and newlib for the ARM7 core used in the case study project; prototyping techniques using a custom printed circuit board; debugging tips; and portability considerations. A wealth of practical tips, tricks and techniques Design better, faster and more cost-effectively

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical

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aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial

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Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

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

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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-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

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Ganssle, author and embedded system expert.

This extensive and increasing use of embedded systems and their integration in everyday products mark a significant evolution in information science and technology. Nowadays embedded systems design is subject to seamless integration with the physical and electronic environment while meeting requirements like reliability, availability, robustness, power consumption, cost, and deadlines. Thus, embedded systems design raises challenging problems for research, such as security, reliable and mobile services, large-scale heterogeneous distributed systems, adaptation, component-based development, and validation and tool-based certification. This book results from the ARTIST FP5 project funded by the European Commission. By integration 28 leading European research institutions

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with many top researchers in the area, this book assesses and strategically advances the state of the art in embedded systems. The coherently written monograph-like book is a valuable source of reference for researchers active in the field and serves well as an introduction to scientists and professionals interested in learning about embedded systems design.

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

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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

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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

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volume provides designers with practical, readily adaptable modeling solutions for their own practice.

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). Embedded systems are often used in life-critical situations, where reliability and safety are more important criteria than performance. Today, embedded systems are designed with an ad hoc approach that is heavily based on earlier experience with similar products and on manual design. Use of higher-level languages such as C helps structure the design somewhat, but with increasing complexity it is not sufficient. Formal verification and

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automatic synthesis of implementations are the surest ways to guarantee safety. Thus, the POLIS system which is a co-design environment for embedded systems is based on a formal model of computation. POLIS was initiated in 1988 as a research project at the University of California at Berkeley and, over the years, grew into a full design methodology with a software system supporting it. 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. Hardware-Software Co-Design of Embedded Systems: The POLIS Approach will be of interest to embedded system designers (automotive electronics, consumer electronics and telecommunications), micro-controller designers, CAD developers and students.

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