Labview Integration V1 0 Atomicprogramming

Intended for advanced undergraduates and beginning graduates with some basic knowledge of optics and quantum mechanics, this text begins with a review of the relevant results of quantum mechanics, before turning to the electromagnetic interactions involved in slowing and trapping atoms and ions, in both magnetic and optical traps. The concluding chapters discuss a broad range of applications, from atomic clocks and studies of collision processes, to diffraction and interference of atomic beams at optical lattices and Bose-Einstein condensation.

Semiconductor sensors patterned at the micron scale combined with custom-designed integrated circuits have revolutionized semiconductor radiation detector systems. Designs covering many square meters with millions of signal channels are now commonplace in high-energy physics and the technology is finding its way into many other fields, ranging from astrophysics to experiments at synchrotron light sources and medical imaging. This book is the first to present a comprehensive discussion of the many facets of highly integrated semiconductor detector systems, covering sensors, signal processing, transistors and circuits, low-noise electronics, and radiation effects. The diversity of design approaches is illustrated in a chapter describing systems in high-energy physics, astronomy, and astrophysics. Finally a chapter "Why things don't work" discusses common pitfalls. Profusely illustrated, this book provides a unique reference in a key area of modern science.

This is an exceptionally accessible, accurate, and non-technical introduction to quantum mechanics. After briefly summarizing the differences between classical and quantum behaviour, this engaging account considers the Stern-Gerlach experiment and its implications, treats the concepts of probability, and then discusses the Einstein-Podolsky-Rosen paradox and Bell's theorem. Quantal interference and the concept of amplitudes are introduced and the link revealed between probabilities and the interference of amplitudes. Quantal amplitude is employed to describe interference effects. Final chapters explore exciting new developments in quantum computation and cryptography, discover the unexpected behaviour of a quantal bouncing-ball, and tackle the challenge of describing a particle with no position. Thought-provoking problems and suggestions for further reading are included. Suitable for use as a course text, The Strange World of Quantum Mechanics enables students to develop a genuine understanding of the domain of the very small. It will also appeal to general readers seeking intellectual adventure.

Embedded Software Development With C offers both an effectual reference for professionals and researchers, and a valuable learning tool for students by laying the groundwork for a solid foundation in the hardware and software aspects of embedded systems development. Key features include a resource for the fundamentals of embedded systems design and development with an emphasis on software, an exploration of the 8051 microcontroller as it pertains to embedded systems, comprehensive tutorial materials for instructors to provide students with labs of varying lengths and levels of difficulty, and supporting website including all sample codes, software tools and links to additional online references.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

This new edition has been fully revised and updated to include extensive information on the ARM Cortex-M4 processor, providing a complete up-to-date guide to both Cortex-M3 and Cortex-M4 processors, and which enables migration from various processor architectures to the exciting world of the Cortex-M3 and M4. This book presents the background of the ARM architecture and outlines the features of the processors such as the instruction set, interrupt-handling and also demonstrates how to program and utilize the advanced features available such as the Memory Protection Unit (MPU). Chapters on getting started with IAR, Keil, gcc and CooCox CoIDE tools help beginners develop program codes. Coverage also includes the important areas of software development such as using the low power features, handling information input/output, mixed language projects with assembly and C, and other advanced topics. Two new chapters on DSP features and CMSIS-DSP software libraries, covering DSP fundamentals and how to write DSP software for the Cortex-M4 processor, including examples of using the CMSIS-DSP library, as well as useful information about the DSP capability of the Cortex-M4 processor A new chapter on the Cortex-M4 floating point unit and how to use it A new chapter on using embedded OS (based on CMSIS-RTOS), as well as details of processor features to support OS operations Various debugging techniques as well as a troubleshooting guide in the appendix topics on software porting from other architectures A full range of easy-to-understand examples, diagrams and quick reference appendices

This book is about the Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. Catering for both new and experienced readers, it covers fundamental issues in an accessible way, starting with a clear overview of the device architecture, and

an introduction to the design tools and processes for developing a Zynq SoC. Later chapters progress to more advanced topics such as embedded systems development, IP block design and operating systems. Maintaining a 'real-world' perspective, the book also compares Zynq with other device alternatives, and considers end-user applications. The Zynq Book is accompanied by a set of practical tutorials hosted on a companion website. These tutorials will guide the reader through first steps with Zynq, following on to a complete, audio-based embedded systems design.

Revised edition of: FPGA-based implementation of signal processing systems / Roger Woods ... [et al.]. 2008.

This book constitutes the refereed proceedings of the 13th International Symposium on Applied Reconfigurable Computing, ARC 2017, held in Delft, The Netherlands, in April 2017. The 17 full papers and 11 short papers presented in this volume were carefully reviewed and selected from 49 submissions. They are organized in topical sections on adaptive architectures, embedded computing and security, simulation and synthesis, design space exploration, fault tolerance, FGPA-based designs, neural neworks, and languages and estimation techniques.

Digital Signal Processing System Design combines textual and graphical programming to form a hybrid programming approach, enabling a more effective means of building and analyzing DSP systems. The hybrid programming approach allows the use of previously developed textual programming solutions to be integrated into LabVIEW's highly interactive and visual environment, providing an easier and quicker method for building DSP systems. This book is an ideal introduction for engineers and students seeking to develop DSP systems in quick time. Features: The only DSP laboratory book that combines textual and graphical programming 12 lab experiments that incorporate C/MATLAB code blocks into the LabVIEW graphical programming environment via the MathScripting feature Lab experiments covering basic DSP implementation topics including sampling, digital filtering, fixed-point data representation, frequency domain processing Interesting applications using the hybrid programming approach, such as a software-defined radio system, a 4-QAM Modem, and a cochlear implant simulator The only DSP project book that combines textual and graphical programming 12 Lab projects that incorporate MATLAB code blocks into the LabVIEW graphical programming environment via the MathScripting feature Interesting applications such as the design of a cochlear implant simulator and a software-defined radio system

Whether seeking deeper knowledge of LabVIEW®'s capabilities or striving to build enhanced VIs, professionals know they will find everything they need in LabVIEW: Advanced Programming Techniques. Now accompanied by LabVIEW 2011, this classic second edition, focusing on LabVIEW 8.0, delves deeply into the classic features that continue to make LabVIEW one of the most popular and widely used graphical programming environments across the engineering community. The authors review the front panel controls, the Standard State Machine template, drivers, the instrument I/O assistant, error handling functions, hyperthreading, and Express VIs. It covers the introduction of the Shared Variables function in LabVIEW 8.0 and explores the LabVIEW project view. The chapter on ActiveX includes discussion of the Microsoft™ .NET® framework and new examples of programming in LabVIEW using .NET. Numerous illustrations and step-by-step explanations provide hands-on guidance. Reviewing LabVIEW 8.0 and accompanied by the latest software, LabVIEW: Advanced Programming Techniques, Second Edition remains an indispensable resource to help programmers take their LabVIEW knowledge to the next level. Visit the CRC website to download accompanying software.

This proceedings book presents selected peer-reviewed papers from the 9th International Workshop on 'Service Oriented, Holonic and Multi-agent Manufacturing Systems for the Industry of the Future' organized by Universitat Politècnica de València, Spain, and held on October 3–4, 2019. The SOHOMA 2019 Workshop aimed to foster innovation in the digital transformation of manufacturing and logistics by promoting new concepts and methods and solutions through service orientation in holonic and agent-based control with distributed intelligence. The book provides insights into the theme of the SOHOMA'19 Workshop – 'Smart anything everywhere – the vertical and horizontal manufacturing integration, ' addressing 'Industry of the Future' (IoF), a term used to describe the 4th industrial revolution initiated by a new generation of adaptive, fully connected, analytical and highly efficient robotized manufacturing systems. This global IoF model describes a new stage of manufacturing, that is fully automatized and uses advanced information, communication and control technologies such as industrial IoT, cyber-physical production systems, cloud manufacturing, resource virtualization, product intelligence, and digital twin, edge and fog computing. It presents the IoF interconnection of distributed manufacturing entities using a 'system-of-systems' approach, discussing new types of highly interconnected and self-organizing production resources in the entire value chain; and new types of intelligent decision-making support based on from real-time production data collected from resources, products and machine learning processing. This book is intended for researchers and engineers working in the manufacturing value chain, and specialists developing computer-based control and robotics solutions for the 'Industry of the Future'. It is also a valuable resource for master's and Ph.D. students in engineering sciences programs.

The book consists of 21 chapters which present interesting applications implemented using the LabVIEW environment, belonging to several distinct fields such as engineering, fault diagnosis, medicine, remote access laboratory, internet communications, chemistry, physics, etc. The virtual instruments designed and implemented in LabVIEW provide the advantages of being more intuitive, of reducing the implementation time and of being portable. The audience for this book includes PhD students, researchers, engineers and professionals who are interested in finding out new tools developed using LabVIEW. Some chapters present interesting ideas and very detailed solutions which offer the immediate possibility of making fast innovations and of generating better products for the market. The effort made by all the scientists who contributed to editing this book was significant and as a result new and viable applications were presented.

The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of Feedback Systems is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization

message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

This two-volume set (CCIS 175 and CCIS 176) constitutes the refereed proceedings of the International Conference on Computer Education, Simulation and Modeling, CSEM 2011, held in Wuhan, China, in June 2011. The 148 revised full papers presented in both volumes were carefully reviewed and selected from a large number of submissions. The papers cover issues such as multimedia and its application, robotization and automation, mechatronics, computer education, modern education research, control systems, data mining, knowledge management, image processing, communication software, database technology, artificial intelligence, computational intelligence, simulation and modeling, agent based simulation, biomedical visualization, device simulation & modeling, object-oriented simulation, Web and security visualization, vision and visualization, coupling dynamic modeling theory, discretization method , and modeling method research.

Born originally as a software for instrumentation control, LabVIEW became quickly a very powerful programming language, having some peculiar characteristics which made it unique: the simplicity in creating very effective Users Interfaces and the G programming mode. While the former allows designing very professional controls panels and whole Applications, completed with features for distributing and installing them, the latter represents an innovative and enthusiastic way of programming: the Graphical representation of the code. The surprising aspect is that such a way of conceiving algorithms is absolutely similar to the SADT method (Structured Analysis and Design Technique) introduced by Douglas T. Ross and SofTech, Inc. (USA) in 1969 from an original idea of MIT, and extensively used by US Air Force for their projects. LabVIEW practically allows programming by implementing straightly the equivalent of an SADT "actigram". Beside this academical aspect, LabVIEW can be used in a variety of forms, creating projects that can spread over an enormous field of applications: from control and monitor software to data treatment and archiving; from modeling to instruments controls; from real time programming to advanced analysis tools with very powerful mathematical algorithms ready to use; from full integration with native hardware (by National Instruments) to an easy implementation of drivers for third party hardware. In this book a collection of different applications which cover a wide range of possibilities is presented. We go from simple or distributed control software to modeling done in LabVIEW; from very specific applications to usage in the educational environment.

Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

The quantitative determination of the properties of micro- and nanostructures is essential in research and development. It is also a prerequisite in process control and quality assurance in industry. The knowledge of the geometrical dimensions of structures in most cases is the base, to which other physical and chemical properties are linked. Quantitative measurements require reliable and stable instruments, suitable measurement procedures as well as appropriate calibration artefacts and methods. The seminar "NanoScale 2004" (6th Seminar on Quantitative Microscopy and 2nd Seminar on Nanoscale Calibration Standards and Methods) at the National Metrology Institute (Physikalisch-Technische Bundesanstalt PTB), Braunschweig, Germany, continues the series of seminars on Quantitative Microscopy. The series stimulates the exchange of information between manufacturers of relevant hard- and software and the users in science and industry. Topics addressed in these proceedings are a) the application of quantitative measurements and measurement problems in: microelectronics, microsystems technology, nano/quantum/molecular electronics, chemistry, biology, medicine, environmental technology, materials science, surface processing b) calibration & correction methods: calibration methods, calibration standards, calibration procedures, traceable measurements, standardization, uncertainty of measurements c) instrumentation and methods: novel/improved instruments and methods, reproducible probe/sample positioning, position-measuring systems, novel/improved probe/detector systems, linearization methods, image processing

This book constitutes the thoroughly refereed post-proceedings of the International Workshop on Graph Transformation with Industrial Relevance, AGTIVE'99, held in Kerkrade, The Netherlands, in June 1999. The 28 revised full papers presented went through an iterated process of reviewing and revision. Also included are three invited papers, 10 tool demonstrations, a summary of a panel discussion, and lists of graph transformation systems and books on graph transformations. The papers are organized in sections on modularization concepts, distributed systems modeling, software architecture: evolution and reengineering, visual graph transformation languages, visual language modeling and tool development, knowledge modeling, image recognition and constraint solving, process modeling and view integration, and visualization and animation tools.

This book makes powerful Field Programmable Gate Array (FPGA) and reconfigurable technology accessible to software engineers by covering different state-of-the-art high-level synthesis approaches (e.g., OpenCL and several C-to-gates compilers). It introduces FPGA technology, its programming model, and how various applications can be implemented on FPGAs without going through low-level hardware design phases. Readers will get a realistic sense for problems that are suited for FPGAs and how to implement them from a software designer's point of view. The authors demonstrate that FPGAs and their programming model reflect the needs of stream processing problems much better than traditional CPU or GPU architectures, making them well-suited for a wide variety of systems, from embedded systems performing sensor processing to large setups for Big Data number crunching. This book serves as an invaluable tool for software designers and FPGA design engineers who are interested in high design productivity through behavioural synthesis, domain-specific compilation, and FPGA overlays. Introduces FPGA technology to software developers by giving an overview of FPGA programming models and design tools, as well as various application examples; Provides a holistic analysis of the topic and enables developers to tackle the architectural needs for Big Data processing with FPGAs; Explains the reasons for the energy efficiency and performance benefits of FPGA processing; Provides a user-oriented approach and a sense for where and how to apply FPGA technology.

This book constitutes the refereed proceedings of the 4th International Conference on Simulation, Modeling, and Programming for Autonomous Robots, SIMPAR 2014, held in Bergamo, Italy, in October 2014. The 49 revised full papers presented were carefully reviewed and selected from 62 submissions. The papers are organized in topical sections on simulation, modeling, programming, architectures, methods and tools, and systems and applications.

Features inexpensive ARM® Cortex®-M4 microcontroller development systems available from Texas Instruments and STMicroelectronics. This book presents a hands-on approach to teaching Digital Signal Processing (DSP) with real-time examples using the ARM® Cortex®-M4 32-bit microprocessor. Real-time examples using analog input and output signals

are provided, giving visible (using an oscilloscope) and audible (using a speaker or headphones) results. Signal generators and/or audio sources, e.g. iPods, can be used to provide experimental input signals. The text also covers the fundamental concepts of digital signal processing such as analog-to-digital and digital-to-analog conversion, FIR and IIR filtering, Fourier transforms, and adaptive filtering. Digital Signal Processing Using the ARM® Cortex®-M4: Uses a large number of simple example programs illustrating DSP concepts in real-time, in an electrical engineering laboratory setting Includes examples for both STM32F407 Discovery and the TM4C123 Launchpad, using Keil MDK-ARM, on a companion website Example programs for the TM4C123 Launchpad using Code Composer Studio version 6 available on companion website Digital Signal Processing Using the ARM® Cortex®-M4 serves as a teaching aid for university professors wishing to teach DSP using laboratory experiments, and for students or engineers wishing to study DSP using the inexpensive ARM® Cortex®-M4.

In the era of cyber-physical systems, the area of control of complex systems has grown to be one of the hardest in terms of algorithmic design techniques and analytical tools. The 23 chapters, written by international specialists in the field, cover a variety of interests within the broader field of learning, adaptation, optimization and networked control. The editors have grouped these into the following 5 sections: "Introduction and Background on Control Theory", "Adaptive Control and Neuroscience", "Adaptive Learning Algorithms", "Cyber-Physical Systems and Cooperative Control", "Applications". The diversity of the research presented gives the reader a unique opportunity to explore a comprehensive overview of a field of great interest to control and system theorists. This book is intended for researchers and control engineers in machine learning, adaptive control, optimization and automatic control systems, including Electrical Engineers, Computer Science Engineers, Mechanical Engineers, Aerospace/Automotive Engineers, and Industrial Engineers. It could be used as a text or reference for advanced courses in complex control systems. • Collection of chapters from several well-known professors and researchers that will showcase their recent work • Presents different state-of-the-art control approaches and theory for complex systems • Gives algorithms that take into consideration the presence of modelling uncertainties, the unavailability of the model, the possibility of cooperative/non-cooperative goals and malicious attacks compromising the security of networked teams • Real system examples and figures throughout, make ideas concrete Includes chapters from several well-known professors and researchers that showcases their recent work Presents different state-of-the-art control approaches and theory for complex systems Explores the presence of modelling uncertainties, the unavailability of the model, the possibility of cooperative/non-cooperative goals, and malicious attacks compromising the security of networked teams Serves as a helpful reference for researchers and control engineers working with machine learning, adaptive control, and automatic control systems

This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.

For both students and engineers in R&D, this book explains machine vision in a concise, hands-on way, using the Vision Development Module of the LabView software by National Instruments. Following a short introduction to the basics of machine vision and the technical procedures of image acquisition, the book goes on to guide readers in the use of the various software functions of LabView's machine vision module. It covers typical machine vision tasks, including particle analysis, edge detection, pattern and shape matching, dimension measurements as well as optical character recognition, enabling readers to quickly and efficiently use these functions for their own machine vision applications. A discussion of the concepts involved in programming the Vision Development Module rounds off the book, while example problems and exercises are included for training purposes as well as to further explain the concept of machine vision. With its step-by-step guide and clear structure, this is an essential reference for beginners and experienced researchers alike.

This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams that aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the new CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions,Interrupts ...and much more! The only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included T teaches end users how to start from the ground up with the M3, and how to migrate from the ARM7

Master how to use the Julia language to solve business critical data science challenges. After covering the importance of Julia to the data science community and several essential data science principles, we start with the basics including how to install Julia and its powerful libraries. Many examples are provided as we illustrate how to leverage each Julia command, dataset, and function. Specialized script packages are introduced and described. Hands-on problems representative of those commonly encountered throughout the data science pipeline are provided, and we guide you in the use of Julia in solving them using published datasets. Many of these scenarios make use of existing packages and built-in functions, as we cover: 1. 1. An overview of the data science pipeline along with an example illustrating the key points, implemented in Julia 2. 2. Options for Julia IDEs 3. 3. Programming structures and functions 4. 4. Engineering tasks, such as importing, cleaning, formatting and storing data, as well as performing data preprocessing 5. 5. Data visualization and some simple yet powerful statistics for data exploration purposes 6. 6. Dimensionality reduction and

feature evaluation 7. 7. Machine learning methods, ranging from unsupervised (different types of clustering) to supervised ones (decision trees, random forests, basic neural networks, regression trees, and Extreme Learning Machines) 8. 8. Graph analysis including pinpointing the connections among the various entities and how they can be mined for useful insights. Each chapter concludes with a series of questions and exercises to reinforce what you learned. The last chapter of the book will guide you in creating a data science application from scratch using Julia.

Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons.Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, thttpd, tftp, strace, and gdb are among the packages discussed.

Figliola and Beasley's 6th edition of Theory and Design for Mechanical Measurements provides a time-tested and respected approach to the theory of engineering measurements. An emphasis on the role of statistics and uncertainty analysis in the measuring process makes this text unique. While the measurements discipline is very broad, careful selection of topical coverage, establishes the physical principles and practical techniques for quantifying many engineering variables that have multiple engineering applications. In the sixth edition, Theory and Design for Mechanical Measurements continues to emphasize the conceptual design framework for selecting and specifying equipment, test procedures and interpreting test results. Coverage of topics, applications and devices has been updated—including information on data acquisition hardware and communication protocols, infrared imaging, and microphones. New examples that illustrate either case studies or interesting vignettes related to the application of measurements in current practice are introduced.

"[The authors] are pioneers. . . . Few in our industry have their breadth of knowledge and experience." —From the Foreword by Dave Thomas, Bedarra Labs Domain-Specific Modeling (DSM) is the latest approach to software development, promising to greatly increase the speed and ease of software creation. Early adopters of DSM have been enjoying productivity increases of 500–1000% in production for over a decade. This book introduces DSM and offers examples from various fields to illustrate to experienced developers how DSM can improve software development in their teams. Two authorities in the field explain what DSM is, why it works, and how to successfully create and use a DSM solution to improve productivity and quality. Divided into four parts, the book covers: background and motivation; fundamentals; in-depth examples; and creating DSM solutions. There is an emphasis throughout the book on practical guidelines for implementing DSM, including how to identify the necessary language constructs, how to generate full code from models, and how to provide tool support for a new DSM language. The example cases described in the book are available the book's Website, www.dsmbook.com, along with, an evaluation copy of the MetaEdit+ tool (for Windows, Mac OS X, and Linux), which allows readers to examine and try out the modeling languages and code generators. Domain-Specific Modeling is an essential reference for lead developers, software engineers, architects, methodologists, and technical managers who want to learn how to create a DSM solution and successfully put it into practice.

Design decisions that used to be made at the code level are increasingly made at a higher level of abstraction. This shift of focus from implementation to design requires the creation of a consistent, reusable and well-documented specification model. Nowadays, about 40% of embedded system designs are within 20% of functionality expectations. This is partially attributed to the lack of an appropriate approach for functional validation. To improve hybrid system design, this dissertation presents a test method at the model level. The so-called Model-in-the-Loop for Embedded System Test (MiLEST) approach primarily employs a systematic, structured, repeatable, and abstract test specification and concentrates on automation of the test process. A signal-feature - oriented paradigm allows an abstract description of a signal and addresses the problems of the missing reference signal flows as well as systematic test data selection. Numerous signal features are identified while predefined test patterns help build the test specification. Testing then starts in the requirements phase and goes down to the test execution level. MiLEST is implemented in MATLAB/Simulink/Stateflow. Three case studies are presented. They correspond to component, component-in-the-loop, and integration level tests. Moreover, the quality of the resulting test models and test cases are investigated in depth.

The definitive guide to designing and deploying Cisco IP multicast networks Clear explanations of the concepts and underlying mechanisms of IP multicasting, from the fundamentals to advanced design techniques Concepts and techniques are reinforced through real-world network examples, each clearly illustrated in a step-by-step manner with detailed drawings Detailed coverage of PIM State Rules that govern Cisco router behavior In-depth information on IP multicast addressing, distribution trees, and multicast routing protocols Discussions of the common multimedia applications and how to deploy them Developing IP Multicast Networks, Volume I, covers an area of networking that is rapidly being deployed in many enterprise and service provider networks to support applications such as audio and videoconferencing, distance learning, and data replication. The concepts used in IP multicasting are unlike any other network protocol, making this book a critical tool for networking professionals who are implementing this technology. This book provides a solid foundation of basic IP multicast concepts, as well as the information needed to actually design and deploy IP multicast networks. Using examples of common network topologies, author Beau Williamson discusses the issues that network engineers face when trying to manage traffic flow.Developing IP Multicast Networks, Volume I, includes an in-depth discussion of the PIM protocol used in Cisco routers and detailed coverage of the rules that control the creation and maintenance of Cisco mroute state entries. The result is a comprehensive guide to the development and deployment of IP multicast networks using Cisco routers and switches.

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