Zynq Ultrascale Mpsoc For The System Architect Logtel

This book contains extended and revised versions of the best papers presented at the 23rd IFIP WG 10.5/IEEE International Conference on Very Large Scale Integration, VLSI-SoC 2015, held in Daejeon, Korea, in October 2015. The 10 papers included in the book were carefully reviewed and selected from the 44 full papers presented at the conference. The papers cover a wide range of topics in VLSI technology and advanced research. They address the current trend toward increasing chip integration and technology process advancements bringing about new challenges both at the physical and system-design levels, as well as in the test of these systems.

This book addresses the challenges and opportunities of information/data processing and management. It also covers a range of methods, techniques and strategies for making it more efficient, approaches to increasing its usage, and ways to minimize information/data loss while improving customer satisfaction. Information and Communication Technologies (ICTs) and the Service Systems associated with them have had an enormous impact on businesses and our day-to-day lives over the past three decades, and continue to do so. This development has led to the emergence of new application areas and relevant disciplines, which in turn present new challenges and opportunities for service system usage. The book provides practical insights into various aspects of ICT technologies for service systems:

Techniques for information/data processing and modeling in service systems Strategies for the provision of information/data processing and management Methods for collecting and analyzing information/data Applications, benefits, and challenges of service system implementation Solutions to increase the performance of various service systems using the latest ICT technologies

This book addresses in-depth technical issues, limitations, considerations and challenges facing millimeter-wave (MMW) integrated circuit and system designers in designing MMW wireless communication systems from the complementary metal-oxide semiconductor (CMOS) perspective. It offers both a comprehensive explanation of fundamental theories and a broad coverage of MMW integrated circuits and systems.CMOS Millimeter-Wave Integrated Circuits for Next Generation Wireless Communication Systems is an excellent reference for faculty, researchers and students working in electrical and electronic engineering, wireless communication, integrated circuit design and circuits and systems. While primarily written for upper-level undergraduate courses, it is also an excellent introduction to the subject for instructors, graduate students, researchers, integrated circuit designers and practicing engineers. Advanced readers could also benefit from this book as it includes many recent state-of-the-art MMW circuits.

The first of two volumes in the Electronic Design Automation for Integrated Circuits Handbook, Second Edition, Electronic Design Automation for IC System

Design, Verification, and Testing thoroughly examines system-level design, microarchitectural design, logic verification, and testing. Chapters contributed by leading experts authoritatively discuss processor modeling and design tools, using performance metrics to select microprocessor cores for integrated circuit (IC) designs, design and verification languages, digital simulation, hardware acceleration and emulation, and much more. New to This Edition: Major updates appearing in the initial phases of the design flow, where the level of abstraction keeps rising to support more functionality with lower non-recurring engineering (NRE) costs Significant revisions reflected in the final phases of the design flow, where the complexity due to smaller and smaller geometries is compounded by the slow progress of shorter wavelength lithography New coverage of cutting-edge applications and approaches realized in the decade since publication of the previous edition—these are illustrated by new chapters on high-level synthesis, system-on-chip (SoC) block-based design, and back-annotating system-level models Offering improved depth and modernity, Electronic Design Automation for IC System Design, Verification, and Testing provides a valuable, state-of-the-art reference for electronic design automation (EDA) students, researchers, and professionals.

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 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 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. This book constitutes the proceedings of the 16th International Symposium on Applied Reconfigurable Computing, ARC 2020, held in Toledo, Spain, in April 2020. The 18 full papers and 11 poster presentations presented in this volume were carefully reviewed and selected from 40 submissions. The papers are organized in the following topical sections: design methods & tools; design space exploration & estimation techniques; high-level synthesis; architectures; applications. This book provides comprehensive coverage of Network-on-Chip (NoC) security vulnerabilities and state-of-the-art countermeasures, with contributions from System-on-Chip (SoC) designers, academic researchers and hardware security experts. Readers will gain a clear understanding of the existing security solutions for on-chip communication architectures and how they can be utilized effectively to design secure and trustworthy systems. This book presents essential perspectives on digital convolutions in wireless communications systems and illustrates their corresponding efficient real-time field-programmable gate array (FPGA) implementations. FPGAs or generic all programmable devices will soon

become widespread, serving as the "brains" of all types of real-time smart signal processing systems, like smart networks, smart homes and smart cities. The book examines digital convolution by bringing together the following main elements: the fundamental theory behind the mathematical formulae together with corresponding physical phenomena; virtualized algorithm simulation together with benchmark real-time FPGA implementations; and detailed, state-of-the-art case studies on wireless applications, including popular linear convolution in digital front ends (DFEs); nonlinear convolution in digital pre-distortion (DPD) enabled high-efficiency wireless RF transceivers; and fast linear convolution in massive multiple-input multiple-output (MIMO) systems. After reading this book, students and professionals will be able to: · Understand digital convolution with inside-out information: discover what convolution is, why it is important and how it works. · Enhance their FPGA design skills, i.e., enhance their FPGA-related prototyping capability with model-based hands-on examples. · Rapidly expand their digital signal processing (DSP) blocks: to examine how to rapidly and efficiently create (DSP) functional blocks on a programmable FPGA chip as a reusable intellectual property (IP) core. · Upgrade their expertise as both "thinkers" and "doers": minimize/close the gap between mathematical equations and FPGA implementations for existing and emerging wireless applications.

This document brings together a set of latest data points and publicly available information relevant for Technology. We are very excited to share this content

and believe that readers will benefit immensely from this periodic publication immensely.

The seven volumes LNCS 12249-12255 constitute the refereed proceedings of the 20th International Conference on Computational Science and Its Applications, ICCSA 2020, held in Cagliari, Italy, in July 2020. Due to COVID-19 pandemic the conference was organized in an online event. Computational Science is the main pillar of most of the present research, industrial and commercial applications, and plays a unique role in exploiting ICT innovative technologies. The 466 full papers and 32 short papers presented were carefully reviewed and selected from 1450 submissions. Apart from the general track, ICCSA 2020 also include 52 workshops, in various areas of computational sciences, ranging from computational science technologies, to specific areas of computational sciences, such as software engineering, security, machine learning and artificial intelligence, blockchain technologies, and of applications in many fields.

This two-volume set LNCS 12861 and LNCS 12862 constitutes the refereed proceedings of the 16th International Work-Conference on Artificial Neural Networks, IWANN 2021, held virtually, in June 2021. The 85 full papers presented in this two-volume set were carefully reviewed and selected from 134 submissions. The papers are organized in topical sections on Deep Learning for Biomedicine, Intelligent Computing Solutions for SARS-CoV-2 Covid-19, Advanced Topics in Computational Intelligence, Biosignals Processing, Neuro-Engineering and much more.

This book helps readers to implement their designs on Xilinx® FPGAs. The authors demonstrate how to get the greatest impact from using the Vivado® Design Suite, which delivers a SoC-strength, IP-centric and system-centric, next generation development environment that has been built from the ground up to address the productivity bottlenecks in system-level integration and implementation. This book is a hands-on guide for both users who are new to FPGA designs, as well as those currently using the legacy Xilinx tool set (ISE) but are now moving to Vivado. Throughout the presentation, the authors focus on key concepts, major mechanisms for design entry, and methods to realize the most efficient implementation of the target design, with the least number of iterations.

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.

Hardware Accelerator Systems for Artificial Intelligence and Machine Learning, Volume 122 delves into artificial Intelligence and the growth it has seen with the advent of Deep Neural Networks (DNNs) and Machine Learning. Updates in this release include chapters on Hardware

accelerator systems for artificial intelligence and machine learning, Introduction to Hardware Accelerator Systems for Artificial Intelligence and Machine Learning, Deep Learning with GPUs, Edge Computing Optimization of Deep Learning Models for Specialized Tensor Processing Architectures, Architecture of NPU for DNN, Hardware Architecture for Convolutional Neural Network for Image Processing, FPGA based Neural Network Accelerators, and much more. Updates on new information on the architecture of GPU, NPU and DNN Discusses In-memory computing, Machine intelligence and Quantum computing Includes sections on Hardware Accelerator Systems to improve processing efficiency and performance

This book provides profound insights into industrial control system resilience, exploring fundamental and advanced topics and including practical examples and scenarios to support the theoretical approaches. It examines issues related to the safe operation of control systems, risk analysis and assessment, use of attack graphs to evaluate the resiliency of control systems, preventive maintenance, and malware detection and analysis. The book also discusses sensor networks and Internet of Things devices. Moreover, it covers timely responses to malicious attacks and hazardous situations, helping readers select the best approaches to handle such unwanted situations. The book is essential reading for engineers, researchers, and specialists addressing security and safety issues related to the implementation of modern industrial control systems. It is also a valuable resource for students interested in this area.

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. Exploring Zynq MpsocWith Pynq and Machine Learning

Applications

This book constitutes the proceedings of the 32nd International Conference on Architecture of Computing Systems, ARCS 2019, held in Copenhagen, Denmark, in May 2019. The 24 full papers presented in this volume were carefully reviewed and selected from 40 submissions. ARCS has always been a conference attracting leading-edge research outcomes in Computer Architecture and Operating Systems, including a wide spectrum of topics ranging from embedded and real-time systems all the way to large-scale and parallel systems. The selected papers are organized in the following topical sections: Dependable systems; real-time systems; special applications; architecture; memory hierarchy; FPGA; energy awareness; NoC/SoC. The chapter 'MEMPower: Data-Aware GPU Memory Power Model' is open access under a CC BY 4.0 license at link.springer.com.

This book provides readers with an overview of the architectures, programming frameworks, and hardware accelerators for typical cloud computing applications in data centers. The authors present the most recent and promising solutions, using hardware accelerators to provide high throughput, reduced latency and higher energy efficiency compared to current servers based on commodity processors. Readers will benefit from state-of-the-art information regarding application requirements in contemporary data centers, computational complexity of typical tasks in cloud computing, and a programming framework for the efficient utilization of the hardware accelerators.

This book comprises a set of five tutorials, and provides a practical introduction to working with 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. It is a companion text for 'The Zynq Book' (ISBN-13: 978-0992978709). The tutorials target two popular Zynq development boards: the ZedBoard, and the lower cost Zybo. Working through, the reader will take first steps with the Vivado integrated development environment and Software Developers Kit (SDK), and be introduced to the methodology of developing embedded systems based on Zynq. Different methods of creating Intellectual Property (IP) cores are demonstrated, including the use of Vivado High Level Synthesis (HLS), and these IPs are later combined to form a complete audio-based embedded system. These tutorials are set at the introductory level, and are suitable for undergraduate / postgraduate teaching, as well as self-learning by researchers, professional engineers, and hobbyists. Example and support files can be downloaded from the book's companion website.

This book constitutes the proceedings of the 18th International Conference on Computer Information Systems and Industrial Management Applications, CISIM 2019, held in Belgrade, Serbia, in September 2019. The 43 full papers presented together with 3 abstracts of keynotes were carefully reviewed and selected from 70 submissions. The main topics covered by the chapters in this book are biometrics, security systems, multimedia, classification and clustering, industrial management.

Besides these, the reader will find interesting papers on computer information systems as applied to wireless networks, computer graphics, and intelligent systems. The papers are organized in the following topical sections: biometrics and pattern recognition applications; computer information systems; industrial management and other applications; machine learning and high performance computing; modelling and optimization; various aspects of computer security.

If you look around you will find that all computer systems, from your portable devices to the strongest supercomputers, are heterogeneous in nature. The most obvious heterogeneity is the existence of computing nodes of different capabilities (e.g. multicore, GPUs, FPGAs, ...). But there are also other heterogeneity factors that exist in computing systems, like the memory system components, interconnection, etc. The main reason for these different types of heterogeneity is to have good performance with power efficiency. Heterogeneous computing results in both challenges and opportunities. This book discusses both. It shows that we need to deal with these challenges at all levels of the computing stack: from algorithms all the way to process technology. We discuss the topic of heterogeneous computing from different angles: hardware challenges, current hardware state-of-the-art, software issues, how to make the best use of the current heterogeneous systems, and what lies ahead. The aim of this book is to introduce the big picture of heterogeneous computing. Whether you are a hardware designer or a software developer, you need to know how the pieces of the

puzzle fit together. The main goal is to bring researchers and engineers to the forefront of the research frontier in the new era that started a few years ago and is expected to continue for decades. We believe that academics, researchers, practitioners, and students will benefit from this book and will be prepared to tackle the big wave of heterogeneous computing that is here to stay. This book constitutes the proceedings of the 19th International Conference on Cryptographic Hardware and Embedded Systems, CHES 2017, held in Taipei, Taiwan, in September 2017. The 33 full papers presented in this volume were carefully reviewed and selected from 130 submissions. The annual CHES conference highlights new results in the design and analysis of cryptographic hardware and soft- ware implementations. The workshop builds a valuable bridge between the research and cryptographic engineering communities and attracts participants from industry, academia, and government organizations. This is one of the first technical overviews of autonomous vehicles written for a general computing and engineering audience. Students will find a comprehensive overview of the entire autonomous technology stack and practitioners will find many practical techniques. Throughout the book, the authors share their practical experiences designing autonomous vehicle systems. These systems are complex, consisting of three major subsystems: (1) algorithms for localization, perception, and planning and control; (2) client systems, such as the robotics operating system and hardware platform; and (3) the cloud platform, which

includes data storage, simulation, high-definition (HD) mapping, and deep learning model training. The algorithm subsystem extracts meaningful information from sensor raw data to understand its environment and make decisions as to its future actions. The client subsystem integrates these algorithms to meet real-time and reliability requirements. The cloud platform provides offline computing and storage capabilities for autonomous vehicles. Using the cloud platform, new algorithms can be tested so as to update the HD map in addition to training better recognition, tracking, and decision models. Since the first edition of this book was released, many universities have adopted it in their autonomous driving classes, and the authors received many helpful comments and feedback from readers. Based on this, the second edition was improved by extending and rewriting multiple chapters and adding two commercial test case studies. In addition, a new section entitled "Teaching and Learning from this Book" was added to help instructors better utilize this book in their classes. The second edition captures the latest advances in autonomous driving and that it also presents usable real-world case studies to help readers better understand how to utilize their lessons in commercial autonomous driving projects.

This book summarizes the key scientific outcomes of the Horizon 2020 research project TULIPP: Towards Ubiquitous Low-power Image Processing Platforms. The main focus lies on the development of high-performance, energy-efficient embedded systems for the growing range of increasingly complex image processing applications. The holistic TULIPP

approach is described in the book, which addresses hardware platforms, programming tools and embedded operating systems. Several of the results are available as open-source hardware/software for the community. The results are evaluated with several use cases taken from real-world applications in key domains such as Unmanned Aerial Vehicles (UAVs), robotics, space and medicine. Discusses the development of high-performance, energy-efficient embedded systems for the growing range of increasingly complex image processing applications; Covers the hardware architecture of embedded image processing systems, novel methods, tools and libraries for programming those systems as well as embedded operating systems to manage those systems; Demonstrates results with several challenging applications, such as medical systems, robotics, drones and automotive.

This book constitutes the proceedings of the 15th International Workshop on Open MP, IWOMP 2019, held in Auckland, New Zealand, in September 2019. The 22 full papers presented in this volume were carefully reviewed and selected for inclusion in this book. The papers are organized in topical sections named: best paper; tools, accelerators, compilation, extensions, tasking, and using OpenMP.

This book constitutes the proceedings of the 15th International Symposium on Applied Reconfigurable Computing, ARC 2019, held in Darmstadt, Germany, in April 2019. The 20 full papers and 7 short papers presented in this volume were carefully reviewed and selected from 52 submissions. In addition, the volume contains 1 invited paper. The papers were organized in topical sections named: Applications; partial reconfiguration and security; image/video processing; high-level synthesis; CGRAs and vector processing; architectures; design frameworks and methodology; convolutional neural networks.

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. This book constitutes the proceedings of the 14th International Conference on Applied Reconfigurable Computing, ARC 2018, held in Santorini, Greece, in May 2018. The 29 full papers and 22 short presented in this volume were carefully reviewed and selected from 78 submissions. In addition, the volume contains 9 contributions from research projects. The papers were organized in topical sections named: machine learning and neural networks; FPGA-based design and CGRA optimizations; applications and surveys; fault-tolerance, security and communication architectures; reconfigurable and adaptive architectures; design methods and fast prototyping; FPGA-based design and applications; and special session: research projects. ISOCC has established a long tradition as an annual conference providing the premier SoC design forum for worldwide researchers from academia and industries Since its inception, ISOCC has been continuing to showcase the most recent innovations and trends in the semiconductor

system on a chip area with active participations from worldwide researchers in academia, industry, and institutes ISOCC 2020 welcomes technical papers in the field of semiconductor circuits and systems presenting new advanced concept and developments in analog and digital circuit and system design, theory, simulation, modeling, experimental implementations and experiences, and emerging technologies in the system on a chip area The 17th International SoC Conference (ISOCC 2020) will be held from October 21st to 24th, 2020 at Sono Calm Yeosu Hotel, Yeosu in Korea Yeosu (called Venice of Korea) is one of the country s most picturesque port cities especially at night Famous for its seafood, beaches, flowers and

This book is the first technical overview of autonomous vehicles written for a general computing and engineering audience. The authors share their practical experiences of creating autonomous vehicle systems. These systems are complex, consisting of three major subsystems: (1) algorithms for localization, perception, and planning and control; (2) client systems, such as the robotics operating system and hardware platform; and (3) the cloud platform, which includes data storage, simulation, high-definition (HD) mapping, and deep learning model training. The algorithm subsystem extracts meaningful information from sensor raw data to understand its environment and make decisions about its actions. The client subsystem integrates these algorithms to meet real-time and reliability requirements. The cloud platform provides offline computing and storage capabilities for autonomous vehicles. Using the cloud platform, we are able to test new algorithms and update the HD map—plus, train better recognition, tracking, and decision models. This book consists of nine chapters. Chapter 1 provides an overview of autonomous vehicle systems; Chapter 2 focuses on localization technologies; Chapter 3 discusses traditional

techniques used for perception; Chapter 4 discusses deep learning based techniques for perception; Chapter 5 introduces the planning and control sub-system, especially prediction and routing technologies; Chapter 6 focuses on motion planning and feedback control of the planning and control subsystem; Chapter 7 introduces reinforcement learning-based planning and control; Chapter 8 delves into the details of client systems design; and Chapter 9 provides the details of cloud platforms for autonomous driving. This book should be useful to students, researchers, and practitioners alike. Whether you are an undergraduate or a graduate student interested in autonomous driving, you will find herein a comprehensive overview of the whole autonomous vehicle technology stack. If you are an autonomous driving practitioner, the many practical techniques introduced in this book will be of interest to you. Researchers will also find plenty of references for an effective, deeper exploration of the various technologies. Part of the 2019 IEEE Nuclear and Space Radiation Effects Conference (NSREC) It is a poster presentation of radiation testing of electronics and radiation test facilities There will be between 50 to 70 posters Field Programmable Gate Arrays (FPGAs) are currently recognized as the most suitable platform for the implementation of complex digital systems targeting an increasing number of industrial electronics applications. They cover a huge variety of application areas, such as: aerospace, food industry, art, industrial automation, automotive, biomedicine, process control, military, logistics, power electronics, chemistry, sensor networks, robotics, ultrasound, security, and artificial vision. This book first presents the basic architectures of the devices to familiarize the reader with the fundamentals of FPGAs before identifying and discussing new resources that extend the ability of the

devices to solve problems in new application domains. Design methodologies are discussed and application examples are included for some of these domains, e.g., mechatronics, robotics, and power systems.

This book presents high-quality original contributions on new software engineering models, approaches, methods, and tools and their evaluation in the context of defence and security applications. In addition, important business and economic aspects are discussed, with a particular focus on cost/benefit analysis, new business models, organizational evolution, and business intelligence systems. The contents are based on presentations delivered at SEDA 2018, the 6th International Conference in Software Engineering for Defence Applications, which was held in Rome, Italy, in June 2018. This conference series represents a targeted response to the growing need for research that reports and debates the practical implications of software engineering within the defence environment and also for software performance evaluation in real settings through controlled experiments as well as case and field studies. The book will appeal to all with an interest in modeling, managing, and implementing defence-related software development products and processes in a structured and supportable way.

This book presents the proceedings of the 2020 International Conference on Intelligent Systems Applications in Multi-modal Information Analytics, held in Changzhou, China, on June 18–19, 2020. It provides comprehensive coverage of the latest advances and trends in information technology, science and engineering. It addresses a number of broad themes, including data mining, multi-modal informatics, agent-based and multi-agent systems for health and education informatics, which inspire the development of intelligent information technologies. The contributions cover a wide range of topics such as AI applications and innovations in health and

education informatics; data and knowledge management; multi-modal application management; and web/social media mining for multi-modal informatics. Outlining promising future research directions, the book is a valuable resource for students, researchers and professionals, and a useful reference guide for newcomers to the field.

This book introduces the Zynq MPSoC (Multi-Processor System-on-Chip), an embedded device from Xilinx. The Zynq MPSoC combines a sophisticated processing system that includes ARM Cortex-A53 applications and ARM Cortex-R5 real-time processors, with FPGA programmable logic. As well as guiding the reader through the architecture of the device, design tools and methods are also covered in detail: both the conventional hardware/software co-design approach, and the newer software-defined methodology using Xilinx's SDx development environment. Featured aspects of Zynq MPSoC design include hardware and software development, multiprocessing, safety, security and platform management, and system booting. There are also special features on PYNQ, the Python-based framework for Zynq devices, and machine learning applications. This book should serve as a useful guide for those working with Zynq MPSoC, and equally as a reference for technical managers wishing to gain familiarity with the device and its associated design methodologies.

Offers a step-by-step guide to building autonomous vehicles and robots, with source code and accompanying videos The first book of its kind on the detailed steps for creating an autonomous vehicle or robot, this book provides an overview of the technology and introduction of the key elements involved in developing autonomous vehicles, and offers an excellent introduction to the basics for someone new to the topic of autonomous vehicles and the innovative, modular-based engineering approach called DragonFly. Engineering

Autonomous Vehicles and Robots: The DragonFly Modular-based Approach covers everything that technical professionals need to know about: CAN bus, chassis, sonars, radars, GNSS, computer vision, localization, perception, motion planning, and more. Particularly, it covers Computer Vision for active perception and localization, as well as mapping and motion planning. The book offers several case studies on the building of an autonomous passenger pod, bus, and vending robot. It features a large amount of supplementary material, including the standard protocol and sample codes for chassis, sonar, and radar. GPSD protocol/NMEA protocol and GPS deployment methods are also provided. Most importantly, readers will learn the philosophy behind the DragonFly modular-based design approach, which empowers readers to design and build their own autonomous vehicles and robots with flexibility and affordability. Offers progressive guidance on building autonomous vehicles and robots Provides detailed steps and codes to create an autonomous machine, at affordable cost, and with a modular approach Written by one of the pioneers in the field building autonomous vehicles Includes case studies, source code, and state-of-the art research results Accompanied by a website with supplementary material, including sample code for chassis/sonar/radar; GPS deployment methods; Vision Calibration methods Engineering Autonomous Vehicles and Robots is an excellent book for students, researchers, and practitioners in the field of autonomous vehicles and robots.
This book constitutes revised selected papers from the workshops held at 25th International Conference on Parallel and Distributed Computing, Euro-Par 2019, which took place in Göttingen, Germany, in August 2019. The 53 full papers and 10 poster papers presented in this volume were carefully reviewed and selected from 77 submissions. Euro-Par is an

annual, international conference in Europe, covering all aspects of parallel and distributed processing. These range from theory to practice, from small to the largest parallel and distributed systems and infrastructures, from fundamental computational problems to full-edged applications, from architecture, compiler, language and interface design and implementation to tools, support infrastructures, and application performance aspects. Chapter "In Situ Visualization of Performance-Related Data in Parallel CFD Applications" is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

This book is devoted to embedded systems (ESs), which can now be found in practically all fields of human activity. Embedded systems are essentially a special class of computing systems designed for monitoring and controlling objects of the physical world. The book begins by discussing the distinctive features of ESs, above all their cybernetic-physical character, and how they can be designed to deliver the required performance with a minimum amount of hardware. In turn, it presents a range of design methodologies. Considerable attention is paid to the hardware implementation of computational algorithms. It is shown that different parts of complex ESs could be implemented using models of finite state machines (FSMs). Also, field-programmable gate arrays (FPGAs) are very often used to implement different hardware accelerators in ESs. The book pays considerable attention to design methods for FPGA-based FSMs, before the closing section turns to programmable logic controllers widely used in industry. This book will be interesting and useful for students and postgraduates in the area of Computer Science, as well as for designers of embedded systems. In addition, it offers a good point of departure for creating embedded systems for various

spheres of human activity.
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