

Cyclone V Device Datasheet Altera

This book contains the papers presented at the 14th International Conference on Field Programmable Logic and Applications (FPL) held during August 30th– September 1st 2004. The conference was hosted by the Interuniversity Micro– Electronics Center (IMEC) in Leuven, Belgium. The FPL series of conferences was founded in 1991 at Oxford University (UK), and has been held annually since: in Oxford (3 times), Vienna, Prague, Darmstadt, London, Tallinn, Glasgow, Villach, Belfast, Montpellier and Lisbon. It is the largest and oldest conference in reconfigurable computing and brings together academic researchers, industry experts, users and newcomers in an informal, welcoming atmosphere that encourages productive exchange of ideas and knowledge between the delegates. The fast and exciting advances in field programmable logic are increasing steadily with more and more application potential and need. New ground has been broken in architectures, design techniques, (partial) run–time reconfiguration and applications of field programmable devices in several different areas. Many of these recent innovations are reported in this volume. The size of the FPL conferences has grown significantly over the years. FPL in 2003 saw 216 papers submitted. The interest and support for FPL in the programmable logic community continued this year with 285 scientific papers submitted, demonstrating a 32% increase when compared to the year before. The technical program was assembled from 78 selected regular papers, 45 additional short papers and 29 posters, resulting in this volume of proceedings. The program also included three invited plenary keynote presentations from Xilinx, Gilder Technology Report and Altera, and three embedded tutorials from Xilinx, the Universit ? at Karlsruhe (TH) and the University of Oslo.

The book is divided into four major parts. Part I covers HDL constructs and synthesis of basic digital circuits. Part II provides an overview of embedded software development with the emphasis on low–level I/O access and drivers. Part III demonstrates the design and development of hardware and software for several complex I/O peripherals, including PS2 keyboard and mouse, a graphic video controller, an audio codec, and an SD (secure digital) card. Part IV provides three case studies of the integration of hardware accelerators, including a custom GCD (greatest common divisor) circuit, a Mandelbrot set fractal circuit, and an audio synthesizer based on DDFS (direct digital frequency synthesis) methodology. The book utilizes FPGA devices, Nios II soft–core processor, and development platform from Altera Co., which is one of the two main FPGA manufactures. Altera has a generous university program that provides free software and discounted prototyping boards for educational institutions (details at http://www.altera.com/university). The two main educational prototyping boards are known as DE1 (\$99) and DE2 (\$269). All experiments can be implemented and tested with these boards. A board combined with this book becomes a “turn–key” solution for the SoPC design experiments and projects. Most HDL and C codes in the book are device independent and can be adapted by other prototyping boards as long as a board has similar I/O configuration. This volume presents the proceedings of the CLAIB 2016, held in Bucaramanga, Santander, Colombia, 26, 27 & 28 October 2016. The proceedings, presented by the Regional Council of Biomedical Engineering for Latin America (CORAL), offer research findings, experiences and activities between institutions and universities to develop Bioengineering, Biomedical Engineering and related sciences. The conferences of the American Congress of Biomedical Engineering are sponsored by the International Federation for Medical and Biological Engineering (IFMBE), Society for Engineering in Biology and Medicine (EMBS) and the Pan American Health Organization (PAHO), among other organizations and international agencies to bring together scientists, academics and biomedical engineers in Latin America and other continents in an environment conducive to exchange and professional growth.

The purpose of this introductory book is to couple the teaching of chaotic circuit and systems theory with the use of field programmable gate arrays (FPGAs). As such, it differs from other texts on chaos: first, it puts emphasis on combining theoretical methods, simulation tools and physical realization to help the reader gain an intuitive understanding of the properties of chaotic systems. Second, the “medium” used for physical realization is the FPGA. These devices are massively parallel architectures that can be configured to realize a variety of logic functions. Hence, FPGAs can be configured to emulate systems of differential equations. Nevertheless maximizing the capabilities of an FPGA requires the user to understand the underlying hardware and also FPGA design software. This is achieved by the third distinctive feature of this book: a lab component in each chapter. Here, readers are asked to experiment with computer simulations and FPGA designs, to further their understanding of concepts covered in the book. This text is intended for graduate students in science and engineering interested in exploring implementation of nonlinear dynamical (chaotic) systems on FPGAs.

A Digital Signal Processor for Particle Detectors

Reconfigurable Computing: Architectures, Tools and Applications

6th International Symposium, ARC 2010, Bangkok, Thailand, March 17–19, 2010, Proceedings

Advanced Computing

FPGAs

Creating Autonomous Vehicle Systems

Emerging Research in Electronics, Computer Science and Technology

A guide to applying software design principles and coding practices to VHDL to improve the readability, maintainability, and quality of VHDL code. This book addresses an often-neglected aspect of the creation of VHDL designs. A VHDL description is also source code, and VHDL designers can use the best practices of software development to write high-quality code and to organize it in a design. This book presents this unique set of skills, teaching VHDL designers of all experience levels how to apply the best design principles and coding practices from the software world to the world of hardware. The concepts introduced here will help readers write code that is easier to understand and more likely to be correct, with improved readability, maintainability, and overall quality. After a brief review of VHDL, the book presents fundamental design principles for writing code, discussing such topics as design, quality, architecture, modularity, abstraction, and hierarchy. Building on these concepts, the book then introduces and provides recommendations for each basic element of VHDL code, including statements, design units, types, data objects, and subprograms. The book covers naming data objects and functions, commenting the source code, and visually presenting the code on the screen. All recommendations are supported by detailed rationales. Finally, the book explores two uses of VHDL: synthesis and testbenches. It examines the key characteristics of code intended for synthesis (distinguishing it from code meant for simulation) and then demonstrates the design and implementation of testbenches with a series of examples that verify different kinds of models, including combinational, sequential, and FSM code. Examples from the book are also available on a companion website, enabling the reader to experiment with the complete source code.

This volume provides a comprehensive state of the art overview of a series of advanced trends and concepts that have recently been proposed in the area of green information technologies engineering as well as of design and development methodologies for models and complex systems architectures and their intelligent components. The contributions included in the volume have their roots in the authors’ presentations, and vivid discussions that have followed the presentations, at a series of workshop and seminars held within the international TEMPUS-project GreenCo project in United Kingdom, Italy, Portugal, Sweden and the Ukraine, during 2013-2015 and at the 1st - 5th Workshops on Green and Safe Computing (GreenSCom) held in Russia, Slovakia and the Ukraine. The book presents a systematic exposition of research on principles, models, components and complex systems and a description of industry- and society-oriented aspects of the green IT engineering. A chapter-oriented structure has been adopted for this book following a “vertical view” of the green IT, from hardware (CPU and FPGA) and software components to complex industrial systems. The 15 chapters of the book are grouped into five sections: (1) Methodology and Principles of Green IT Engineering for Complex Systems, (2) Green Components and Programmable Systems, (3) Green Internet Computing, Cloud and Communication Systems, (4) Modeling and Assessment of Green Computer Systems and Infrastructures, and (5) Green PLC-Based Systems for Industry Applications. The chapters provide an easy to follow, comprehensive introduction to the topics that are addressed, including the most relevant references, so that anyone interested in them can start the study by being able to easily find an introduction to the topic through these references. At the same time, all of them correspond to different aspects of the work in progress being carried out by various research groups throughout the world and, therefore, provide information on the state of the art of some of these topics, challenges and perspectives.

This book offers readers a clear guide to implementing engineering applications with FPGAs, from the mathematical description to the hardware synthesis, including discussion of VHDL programming and co-simulation issues. Coverage includes FPGA realizations such as: chaos generators that are described from their mathematical models; artificial neural networks (ANNs) to predict chaotic time series, for which a discussion of different ANN topologies is included, with different learning techniques and activation functions; random number generators (RNGs) that are realized using different chaos generators, and discussions of their maximum Lyapunov exponent values and entropies. Finally, optimized chaotic oscillators are synchronized and realized to implement a secure communication system that processes black and white and grey-scale images. In each application, readers will find VHDL programming guidelines and computer arithmetic issues, along with co-simulation examples with Active-HDL and Simulink. The whole book provides a practical guide to implementing a variety of engineering applications from VHDL programming and co-simulation issues, to FPGA realizations of chaos generators, ANNs for chaotic time-series prediction, RNGs and chaotic secure communications for image transmission.

This book is one of the first technical overviews of autonomous vehicles written for a general computing and engineering audience. 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 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 extensive references for an effective, deeper exploration of the various technologies.

100 Power Tips for FPGA Designers

Proceedings, Guwahati, India, December 8 - 12, 2014

FCCM 2004

A Route to Chaos Using FPGAs

Implantable Biomedical Microsystems

Creating Autonomous Vehicle Systems, Second Edition

12th Annual IEEE Symposium on Field-Programmable Custom Computing Machines : Proceedings : 20-23 April, 2004, Napa, California

This book constitutes the proceedings of the 6th International Symposium on Reconfigurable Computing: Architectures, Tools and Applications, ARC 2010, held in Bangkok Thailand, in March 2010. The 42 papers presented, consisting of 26 full and 16 short papers, were carefully reviewed and selected from numerous submissions. The topics covered are practical applications of the RC technology, RC architectures, TC design methodologies and tools, and RC education. The recent rise of “smart” products has been made possible through tight co-design of hardware and software. The growing amount of software and hence processors in applications all around us allows for increased flexibility in the application functionality through its life cycle. Not so long ago a device felt outdated after you owned it for a couple of months. Today, a continuous stream of new software applications and updates make products feel truly “smart”. The result is an almost magical user experience where the same product can do more today than it could do yesterday.

In this book we dive deep into a key methodology to enable concurrent hardware/software development by decoupling the dependency of the software development from hardware availability: virtual prototyping. The ability to start software development much earlier in the design cycle drives a true “shift-left” of the entire product development schedule and results in better products that are available earlier in the market.

Throughout the book, case studies illustrate how virtual prototypes are being deployed by major companies around the world. If you are interested in a quick feel for what virtual prototyping has to offer for practical deployment, we recommend picking a few case studies to read, before diving into the details of the methodology.

Of course, this book can only offer a small snapshot of virtual prototype use cases for faster software development. However, as most software bring-up, debug and test principles are similar across markets and applications, it is not hard to realize why virtual prototypes are being leveraged whenever software is an intrinsic part of the product functionality, after reading this book.

This two-volume set (CCIS 1367-1368) constitutes reviewed and selected papers from the 10th International Advanced Computing Conference, IACC 2020, held in December 2020. The 65 full papers and 2 short papers presented in two volumes were thoroughly reviewed and selected from 286 submissions. The papers are organized in the following topical sections: Application of Artificial Intelligence and Machine Learning in Healthcare; Using Natural Language Processing for Solving Text and Language related Applications; Using Different Neural Network Architectures for Interesting applications; Using AI for Plant and Animal related Applications.- Applications of Blockchain and IoT.- Use of Data Science for Building Intelligence Applications; Innovations in Advanced Network Systems; Advanced Algorithms for Miscellaneous Domains; New Approaches in Software Engineering. This book describes a comprehensive framework for hardware/software co-design, optimization, and use of robust, low-cost, and cyberphysical digital microfluidic systems. Readers with a background in electronic design automation will find this book to be a valuable reference for leveraging conventional VLSI CAD techniques for emerging technologies, e.g., biochips or bioMEMS. Readers from the circuit/system design community will benefit from methods presented to extend design and testing techniques from microelectronics to mixed-technology microsystems. For readers from the microfluidics domain, this book presents a new design and development strategy for cyberphysical microfluidics-based biochips suitable for large-scale bioassay applications. • Takes a transformative, “ cyberphysical ” approach towards achieving closed-loop and sensor feedback-driven biochip operation under program control; • Presents a “ physically-aware ” system reconfiguration technique that uses sensor data at intermediate checkpoints to dynamically reconfigure biochips; • Enables readers to simplify the structure of biochips, while facilitating the “ general-purpose ” use of digital microfluidic biochips for a wider range of applications.

XXI DAE-BRNS High Energy Physics Symposium

Mechatronic Systems 2004

Survey and Challenges

International Workshop on System Level Interconnect Prediction

Design, Verification and Testing

15th Robot World Cup and Congress, FIRA 2010, Bangalore, India, September15-19, 2010, Proceedings

Evolvable Hardware

FCCM presents recent work on the use of reconfigurable logic as computing elements. The proceedings focuses on topics such as device architecture, system architecture, compilation and programming tools, run time environments, nano technology, and applications.

To cope with the new running conditions in the ALICE experiment at the Large Hadron Collider at CERN, a new integrated circuit named SAMPA has been created that can process 32 analogue channels, convert them to digital, perform filtering and compression, and transmit the data on high speed links to the data acquisition system. The main purpose of this work is to specify, design, test and verify the digital signal processing part of the SAMPA device to accommodate the requirements of the detectors involved. Innovative solutions have been employed to reduce the bandwidth required by the detectors, as well as adaptations to ease data handling later in the processing chain. The new SAMPA device was built to replace two existing circuits, in addition to reducing the current consumption, and doubling the amount of processing channels. About 50000 of the devices will be installed in the Time Projection Chamber and Muon Chamber detectors in the ALICE experiment.

PES College of Engineering is organizing an International Conference on Emerging Research in Electronics, Computer Science and Technology (ICERECT-12) in Mandya and merging the event with Golden Jubilee of the Institute. The Proceedings of the Conference presents high quality, peer reviewed articles from the field of Electronics, Computer Science and Technology. The book is a compilation of research papers from the cutting-edge technologies and it is targeted towards the scientific community actively involved in research activities.

This book constitutes the refereed proceedings of the 12th International Symposium on Applied Reconfigurable Computing, ARC 2016, held in Rio de Janeiro, Brazil, in March 2016. The 20 full papers presented in this volume were carefully reviewed and selected from 47 submissions. They are organized in topical headings named: video and image processing; fault-tolerant systems; tools and architectures; signal processing; and multicore systems. In addition, the book contains 3 invited papers and 8 poster papers on funded RD running and completed projects.

10th International Doctoral Workshop, MEMICS 2015, Telč, Czech Republic, October 23-25, 2015, Revised Selected Papers

Embedded Microprocessor System Design using FPGAs

Software Defined Radio

Skalierbare adaptive System-on-Chip-Architekturen für Inter-Car und Intra-Car Kommunikationsgateways

Better Software. Faster!

Shortening the Path from Specification to Prototype

14th International Conference , FPL 2004, Leuven, Belgium, August 30-September 1, 2004, Proceedings

Die Kommunikation zwischen Verkehrsteilnehmern ist ein elementarer Bestandteil zukünftiger Mobilitätskonzepte. Die Arbeit untersucht, welchen Anforderungen die Kommunikationsknotenpunkte gerecht werden müssen. Das Ergebnis ist eine System-on-Chip Architektur für die fahrzeuginterne und fahrzeübergreifende Kommunikation. Wesentliche Eigenschaftensind Flexibilität und Skalierbarkeit, die es erlauben, mittels neuartiger Methoden und Tools optimierte Architekturen zu realisieren.

This book describes the implementation of green IT in various human and industrial domains. Consisting of four sections: “Development and Optimization of Green IT”, “Modelling and Experiments with Green IT Systems”, “Industry and Transport Green IT Systems”, “Social, Educational and Business Aspects of Green IT”, it presents results in two areas – the green components, networks, cloud and IoT systems and infrastructures; and the industry, business, social and education domains. It discusses hot topics such as programmable embedded and mobile systems, sustainable software and data centers, Internet servicing and cyber social computing, assurance cases and lightweight cryptography in context of green IT. Intended for university students, lecturers and researchers who are interested in power saving and sustainable computing, the book also appeals to engineers and managers of companies that develop and implement energy efficient IT applications.

Reconfigurable Computing Systems Engineering: Virtualization of Computing Architecture describes the organization of reconfigurable computing system (RCS) architecture and discusses the pros and cons of different RCS architecture implementations. Providing a solid understanding of RCS technology and where it's most effective, this book: Details the architecture organization of RCS platforms for application-specific workloads Covers the process of the architectural synthesis of hardware components for system-on-chip (SoC) for the RCS Explores the virtualization of RCS architecture from the system and on-chip levels Presents methodologies for RCS architecture run-time integration according to mode of operation and rapid adaptation to changes of multi-parametric constraints Includes illustrative examples, case studies, homework problems, and references to important literature A solutions manual is available with qualifying course adoption. Reconfigurable Computing Systems Engineering: Virtualization of Computing Architecture offers a complete road map to the synthesis of RCS architecture, exposing hardware design engineers, system architects, and students specializing in designing FPGA-based embedded systems to novel concepts in RCS architecture organization and virtualization.

This textbook for courses in Embedded Systems introduces students to necessary concepts, through a hands-on approach. It gives a great introduction to FPGA-based microprocessor system design using state-of-the-art boards, tools, and microprocessors from Altera/Intel® and Xilinx®. HDL-based designs (soft-core), parameterized cores (Nios II and MicroBlaze), and ARM Cortex-A9 design are discussed, compared and explored using many hand-on designs projects. Custom IP for HDMI coder, Floating-point operations, and FFT bit-swap are developed, implemented, tested and speed-up is measured. Downloadable files include all design examples such as basic processor synthesizable code for Xilinx and Altera tools for PicoBlaze, MicroBlaze, Nios II and ARMv7 architectures in VHDL and Verilog code, as well as the custom IP projects. Each Chapter has a substantial number of short quiz questions, exercises, and challenging projects. Explains soft, parameterized, and hard core systems design tradeoffs; Demonstrates design of popular KCPSM6 8 Bit microprocessor step-by-step; Discusses the 32 Bit ARM Cortex-A9 and a basic processor is synthesized; Covers design flows for both FPGA Market leaders Nios II Altera/Intel and MicroBlaze Xilinx system; Describes Compiler-Compiler Tool development; Includes a substantial number of Homework's and FPGA exercises and design projects in each chapter.

VII Latin American Congress on Biomedical Engineering CLAIB 2016, Bucaramanga, Santander, Colombia, October 26th -28th, 2016

Trends in Intelligent Robotics

12th International Workshop, Santa Barbara, USA, August 17-20,2010, Proceedings

Field Programmable Logic and Application

Hardware/Software Co-Design and Optimization for Cyberphysical Integration in Digital Microfluidic Biochips

Virtualization of Computing Architecture

These proceedings gather invited and contributed talks presented at the XXI DAE-BRNS High Energy Physics Symposium, which was held at the Indian Institute of Technology Guwahati in December 2014. The contributions cover many of the most active research areas in particle physics, namely (i) Electroweak Physics; (ii) QCD and Heavy Ion Physics; (iii) Heavy Flavour Physics and CP Violation; (iv) Neutrino Physics; (v) Astro-particle Physics and Cosmology; (vi) Formal Theory; (vii) Future Colliders and New Machines; and (viii) BSM Physics: SUSY, Extra Dimensions, Composites etc. The DAE-BRNS High Energy Physics Symposium, widely considered to be one of the premiere symposiums organised in India in the field of elementary particle physics, is held every other year and supported by the Board of Research in Nuclear Sciences, Department of Atomic Energy, India. Roughly 250 physicists and researchers participated in the 21st Symposium, discussing the latest advancements in the field in 18 plenary review talks, 15 invited mini-review talks and approximately 130 contributed presentations. Bringing together the essential content, the book offers a valuable resource for both beginning and advanced researchers in the field.

The impending advent of GSM in the early 1990s triggered massive investment that revolutionised the capability of DSP technology. A decade later, the vastly increased processing requirements and potential market of 3G has triggered a similar revolution, with a host of start-up companies claiming revolutionary technologies hoping to challenge and displace incumbent suppliers. This book, with contributions from today's major players and leading start-ups, comprehensively describes both the new approaches and the responses of the incumbents, with detailed descriptions of the design philosophy, architecture, technology maturity and software support. Analysis of SDR baseband processing requirements of cellular handsets and basestations 3G handset baseband - ASIC, DSP, parallel processing, ACM and customised programmable architectures 3G basestation baseband - DSP (including co-processors), FPGA-based approaches, reconfigurable and parallel architectures Architecture optimisation to match 3G air interface and application algorithms Evolution of existing DSP, ASIC & FPGA solutions Assessment of the architectural approaches and the implications of the trends. An essential resource for the 3G product designer, who needs to understand immediate design options within a wider context of future product roadmaps, the book will also benefit researchers and commercial managers who need to understand this rapid evolution of baseband signal processing and its industry impact.

Applied Reconfigurable Computing12th International Symposium, ARC 2016 Mangaratiba, RJ, Brazil, March 22–24, 2016 ProceedingsSpringer

A practical and fascinating book on a topic at the forefront of communications technology. Field-Programmable Gate Arrays (FPGAs) are on the verge of revolutionizing digital signal processing. Novel FPGA families are replacing ASICs and PDSPs for front-end digital signal processing algorithms at an accelerating rate. The efficient implementation of these algorithms is the main goal of this book. It starts with an overview of today's FPGA technology, devices, and tools for designing state-of-the-art DSP systems. Each of the book ' s chapter contains exercises. The VERILOG source code and a glossary are given in the appendices.

Baseband Technologies for 3G Handsets and Basestations

Effective Coding with VHDL

FPGA Architecture

Advances in Computation and Intelligence

RFID Systems

Green IT Engineering: Concepts, Models, Complex Systems Architectures

Cryptographic Hardware and Embedded Systems -- CHES 2010

Volumes CCIS 51 and LNCS 5812 constitute the proceedings of the Fourth Interational Symposium on Intelligence Computation and Applications, ISICA 2009, held in Huangshi, China, during October 23-25. ISICA 2009 attracted over 300 submissions. Through rigorous reviews, 58 papers were included in LNCS 5821,and 54 papers were collected in CCIS 51. ISICA conferences are one of the first series of international conferences on computational intelligence that combine elements of learning, adaptation, evolution and fuzzy logic to create programs as alternative solutions to artificial intelligence.

This volume contains the post-conference proceedings of the 10th Doctoral Workshop on Mathematical and Engineering Methods in Computer Science, MEMICS 2015, held in Tel?, Czech Republic, in October 2015. The 10 thoroughly revised full papers were carefully selected out of 25 submissions and are presented together with 3 invited papers. The topics covered include: security and safety, bioinformatics, recommender systems, high-performance and cloud computing, and non-traditional computational models (quantum computing, etc.).informatics, recommender="" systems="" high-performance="" and="" cloud="" computing,="" non-traditional="" computational="" models="" (quantum="" computing="" etc.).

th This volume contains the papers selected for the 13 FIRA Robot World Congress, held at Amrita Vishwa Vidyapeetham Bangalore, India, September 15-17, 2010. The Federation of International Robot-soccer Association (FIRA – www.fira.net) is a non-profit organization that annually organizes robotic competitions and meetings around the globe. The robot soccer competitions started in 1996, and FIRA was est- lished on June 5, 1997. The robot soccer competitions are aimed at promoting the spirit of science and technology to the younger generation. The congress is a forum to share ideas and future directions of technologies, and to enlarge the human networks in the robotics area. The objectives of the FIRA Cup and Congress are to explore the technical dev- opments and achievements in the field of robotics, and provide participants with a robot festival including technical presentations, robot soccer competitions, and exh- its under the theme “Where Theory and Practice Meet.” FIRA India aims to propagate and popularize robotics and robotic competitions across India.

FPGA Architecture: Survey and Challenges reviews the historical development of programmable logic devices, the fundamental programming technologies that the programmability is built on, and then describes the basic understandings gleaned from research on architectures. It is an invaluable reference for engineers and computer scientists. It is also an excellent primer for senior or graduate-level students in electrical engineering or computer science.

Reconfigurable Computing Systems Engineering

Engineering Applications of FPGAs

10th International Conference, IACC 2020, Panaji, Goa, India, December 5–6, 2020, Revised Selected Papers, Part II

Proceedings of SLIP '03

4th International Symposium on Intelligence Computation and Applications, ISICA 2009, Huangshi, China, October 23-25, 2009, Proceedings

Embedded SoPC Design with Nios II Processor and VHDL Examples

Principles and Best Practice

The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R & D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI and LNBI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields. The type of material published traditionally includes proceedings (published in time for the respective conference) post-proceedings (consisting of thoroughly revised final full papers) research monographs (which may be based on outstanding PhD work, research projects, technical reports, etc.) More recently, several color-cover sublines have been added featuring, beyond a collection of papers, various added-value components; these sublines include tutorials (textbook-like monographs or collections of lectures given at advanced courses) state-of-the-art surveys (offering complete and mediated coverage of a topic) hot topics (introducing emergent topics to the broader community) In parallel to the printed book, each new volume is published electronically in LNCS Online. Book jacket.

This book provides an insight into the 'hot' field of Radio Frequency Identification (RFID) Systems In this book, the authors provide an insight into the field of RFID systems with an emphasis on networking aspects and research challenges related to passive Ultra High Frequency (UHF) RFID systems. The book reviews various algorithms, protocols and design solutions that have been developed within the area, including most recent advances. In addition, authors cover a wide range of recognized problems in RFID industry, striking a balance between theoretical and practical coverage. Limitations of the technology and state-of-the-art solutions are identified and new research opportunities are addressed. Finally, the book is authored by experts and respected researchers in the field and every chapter is peer reviewed. Key Features: Provides the most comprehensive analysis of networking aspects of RFID systems, including tag identification protocols and reader anti-collision algorithms Covers in detail major research problems of passive UHF systems such as improving reading accuracy, reading range and throughput Analyzes other "hot topics" including localization of passive RFID tags, energy harvesting, simulator and emulator design, security and privacy Discusses design of tag antennas, tag and reader circuits for passive UHF RFID systems Presents EPCGlobal architecture framework, middleware and protocols Includes an accompanying website with PowerPoint slides and solutions to the problems <http://www.site.uottawa.ca/~mbolic/RFIDBook/> This book will be an invaluable guide for researchers and graduate students in electrical engineering and computer science, and researchers and developers in telecommunication industry.

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.

Research and innovation in areas such as circuits, microsystems, packaging, biocompatibility, miniaturization, power supplies, remote control, reliability, and lifespan are leading to a rapid increase in the range of devices and corresponding applications in the field of wearable and implantable biomedical microsystems, which are used for monitoring, diagnosing, and controlling the health conditions of the human body. This book provides comprehensive coverage of the fundamental design principles and validation for implantable microsystems, as well as several major application areas. Each component in an implantable device is described in details, and major case studies demonstrate how these systems can be optimized for specific design objectives. The case studies include applications of implantable neural signal processors, brain-machine interface (BMI) systems intended for both data recording and treatment, neural prosthesis, bladder pressure monitoring for treating urinary incontinence, implantable imaging devices for early detection and diagnosis of diseases as well as electrical conduction block of peripheral nerve for chronic pain management. Implantable Biomedical Microsystems is the first comprehensive coverage of bioimplantable system design providing an invaluable information source for researchers in Biomedical, Electrical, Computer, Systems, and Mechanical Engineering as well as engineers involved in design and development of wearable and implantable bioelectronic devices and, more generally, teams working on low-power microsystems and their corresponding wireless energy and data links. First time comprehensive coverage of system-level and component-level design and engineering aspects for implantable microsystems. Provides insight into a wide range of proven applications and application specific design trade-offs of bioimplantable systems, including several major case studies Enables Engineers involved in development of implantable electronic systems to optimize applications for specific design objectives.

Chaotic Systems, Artificial Neural Networks, Random Number Generators, and Secure Communication Systems

12th International Symposium, ARC 2016 Mangaratiba, RJ, Brazil, March 22–24, 2016 Proceedings

Green IT Engineering: Social, Business and Industrial Applications

Applied Reconfigurable Computing

Digital Signal Processing with Field Programmable Gate Arrays

Fundamentals, Advanced Features, and Applications in Industrial Electronics

Proceedings

This book covers the basic theory, practical details and advanced research of the implementation of evolutionary methods on physical substrates. Most of the examples are from electronic engineering applications, including transistor-level design and system-level implementation. The authors present an overview of the successes achieved, and the book will act as a point of reference for both academic and industrial researchers.

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.

Mathematical and Engineering Methods in Computer Science

From Practice to Application
Volume I: Experimental Observations
A Proceedings Volume from the 3rd IFAC Symposium, Sydney, Australia, 6-8 September 2004
Design Principles and Applications
Proceedings of International Conference, ICERECT 2012
Research Trends and Challenges