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ng their applications in
wireless communication
and computing

**An embedded
system is a computer
system designed for
specific control
functions within a
larger system—often
with real-**

**time computing
constraints. It is
embedded as part of a
complete device often**

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fact that embedded systems control many oftoday's most common devices such as smart phones, PC tablets, aswell as hardware embedded in cars, TVs, and even refrigerators andheating systems, the book starts with a basic introduction toembedded computing systems. It

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(SoC), multiprocessor

system-on-chip

(MPSoC), and network-
on-chip (NoC).It then

covers on-chip

integration of software
and custom

hardware accelerators,

as well as fabric

flexibility, custom

architectures, and the

multiple I/O standards

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**that facilitate PCB
integration. Next, it
focuses on the
technologies associated
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systems, going over the
basics of field-
programmable
gatearray (FPGA),
digital signal
processing (DSP)
and application-specific
integrated circuit**

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(ASIC) technology, architectural support for on-chip integration of custom accelerators with processors, and O/S support for these systems. Finally, it offers full details on architecture, testability, and computer-aided design (CAD) support for embedded systems, soft processors,

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assessment. Divided
into four parts, the
book begins with an
introduction to the
design constraints of
automotive-embedded
systems. It also
examines AUTOSAR
as the emerging de**

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facto standard and looks at how key technologies, such as sensors and wireless networks, will facilitate the conception of partially and fully autonomous vehicles. The next section focuses on networks and protocols, including CAN, LIN, FlexRay, and TTCAN. The

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third part explores the design processes of electronic embedded systems, along with new design methodologies, such as the virtual platform. The final section presents validation and verification techniques relating to safety issues. Providing domain-specific solutions to various

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**technical challenges,
this handbook serves
as a reliable, complete,
and well-documented
source of information
on automotive
embedded systems.
Many electrical and
computer engineering
projects involve some
kind of embedded
system in which a
microcontroller sits at
the center as the**

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primary source of control. The recently-developed Arduino development platform includes an inexpensive hardware development board hosting an eight-bit ATMEL ATmega-family processor and a Java-based software-development environment. These features allow an

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beginner the ability to
focus their attention on
learning how to write
embedded software
instead of wasting time
overcoming the
engineering CAD tools
learning curve. The
goal of this text is to
introduce fundamental
methods for creating
embedded software in
general, with a focus**

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on ANSI C. The
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Arduino development
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platform provides a
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great means for
accomplishing this
task. As such, this
work presents
embedded software
development using
100% ANSI C for the
Arduino's
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processor. We deviate
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Arduino-specific Wiring libraries in an attempt to provide the most general embedded methods. In this way, the reader will acquire essential knowledge necessary for work on future projects involving other processors.

Particular attention is paid to the notorious issue of using C

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**pointers in order to
gain direct access to
microprocessor**

**registers, which
ultimately allow
control over all
peripheral interfacing.**

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and provides an overview of techniques for mapping applications to execution platforms, including multi-core platforms.

Embedded systems have to operate under tight constraints and, hence, the book

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also contains a selected set of optimization techniques, including software optimization techniques. The book closes with a brief survey on testing. This fourth edition has been updated and revised to reflect new trends

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and technologies,
such as the
importance of cyber-
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the engineering

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principles of
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systems. The most
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software is
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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

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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

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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

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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

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interfaces).

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design. Embedded
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with an introduction
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survey of
specification models
and languages for

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result, problems
that are
encountered
during system
integration may
require
modification of the
software and/or
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resulting in
potentially***

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significant cost increases and schedule overruns. To address the problems described above, a cooperative design approach, one that utilizes a unified view of hardware and software, is described. This

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representation,
referred to as a
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presented which
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Using a unified***

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based on
functional
abstractions, an
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model has been
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**This model
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***bottlenecks and
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also explored. This work leads to investigations regarding the application of object-oriented techniques to hardware design. The Codesign of Embedded Systems: A Unified Hardware/Software Representation

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