Vivado Design Suite

This book constitutes the refereed proceedings of the 14th Conference on Image and Graphics Technologies and Applications, IGTA 2019, held in Beijing, China in April, 2019. The 66 papers presented were carefully reviewed and selected from 152 submissions. They provide a forum for sharing progresses in the areas of image processing technology; image analysis and understanding; computer vision and pattern recognition; big data mining, computer graphics and VR, as well as image technology applications.

The book is composed of two parts. The first part introduces the concepts of the design of digital systems using contemporary field-programmable gate arrays (FPGAs). Various design techniques are discussed and illustrated by examples. The operation and effectiveness of these techniques is demonstrated through experiments that use relatively cheap prototyping boards that are widely available. The book begins with easily understandable introductory sections, continues with commonly used digital circuits, and then gradually extends to more advanced topics. The advanced topics include novel techniques where parallelism is applied extensively. These techniques involve not only core reconfigurable logical elements, but also use embedded blocks such as memories and digital signal processing slices and interactions with general-purpose and application-specific computing systems. Fully synthesizable specifications are provided in a hardware-description language (VHDL) and are ready to be tested and incorporated in engineering designs. A number of practical applications are discussed from areas such as data processing and vector-based computations (e.g. Hamming weight counters/comparators). The second part of the book covers the more theoretical aspects of finite state machine synthesis with the main objective of reducing basic FPGA resources, minimizing delays and achieving greater optimization of circuits and systems.

Technological advancements have created novel applications for image and video processing. With these developments, real-world processing problems can be solved more easily. The Handbook of Research on Advanced Concepts in Real-Time Image and Video Processing is a pivotal reference source for the latest research findings on the design, realization, and deployment of image and video processing systems meant for real-time environments. Featuring extensive coverage on relevant areas such as feature detection, reconfigurable computing, and stream processing, this publication is an ideal resource for academics, researchers, graduate students, and technology developers.

This book presents the original concepts and modern techniques for specification, synthesis, optimisation and implementation of parallel logical control devices. It deals with essential problems of reconfigurable control systems like dependability, modularity and portability. Reconfigurable systems require a wider variety of design and verification options than the application-specific integrated circuits. The book presents a comprehensive selection of possible design techniques. The diversity of the modelling approaches covers Petri nets, state machines and activity diagrams. The preferences of the presented optimization and synthesis methods are not limited to increasing of the efficiency of resource use. One of the biggest advantages of the presented methods is the platform independence, the FPGA devices and single board computers are some of the examples of possible platforms. These issues and problems are illustrated with practical cases of complete control systems. If you expect a new look at the reconfigurable systems designing process or need ideas for improving the quality of the project, this book is a good choice.g process or need ideas for improving the quality of the project, this book is a good choice.

Ultrasonic Distance Measurement Using Basys 3 FPGA Board

100 Power Tips for FPGA Designers

FPGA Prototyping by SystemVerilog Examples

15th International Workshop on OpenMP, IWOMP 2019, Auckland, New Zealand, September 11–13, 2019, Proceedings

Computer Communication, Networking and IoT

Xilinx MicroBlaze MCS SoC Edition

Select Proceedings of IC2SV 2019

This book reports on the latest advances in the study of biomedical signal processing, and discusses in detail a number of open problems concerning clinical, biomedical and neural signals. It methodically collects and presents in a unified form the research findings previously scattered throughout various scientific journals and conference proceedings. In addition, the chapters are self-contained and can be read independently. Accordingly, the book will be of interest to university researchers, R&D engineers and graduate students who wish to learn the core principles of biomedical signal analysis, algorithms, and applications, while also offering a valuable reference work for biomedical engineers and clinicians who wish to learn more about the theory and recent applications of neural engineering and biomedical signal processing.

This book comprises the peer-reviewed proceedings of the International Conference on Communications, Signal Processing and VLSI (IC2SV) 2019. It explores the recent advances in the fields of signal and image processing, wireless and mobile communications, embedded systems, VLSI, microwave, and antennas. The contents provide insights into present technological challenges and discusses the emerging applications of different imaging techniques and communications systems. Given the range of topics covered, this book can be useful for students as well as researchers interested in the area of communications, signal processing, and VLSI technologies.

This book constitutes the proceedings of the 17th International Symposium on Applied Reconfigurable Computing, ARC 2021, held as a virtual event, in June 2021. The 14 full papers and 11 short presentations presented in this volume were carefully reviewed and selected from 40 submissions. The papers cover a broad spectrum of applications of reconfigurable computing, from driving assistance, data and graph processing acceleration, computer security to the societal relevant topic of supporting early diagnosis of Covid infectious conditions.

This book constitutes the refereed proceedings of the 15th International Symposium on Neural Networks, ISNN 2018, held in Minsk, Belarus in June 2018.The 98 revised regular papers presented in this volume were carefully reviewed and selected from 214 submissions. The papers cover many topics of neural network-related research including intelligent control, neurodynamic analysis, bio-signal, bioinformatics and biomedical engineering, clustering, classification, forecasting, models, algorithms, cognitive computation, machine learning, and optimization.

Advances in Theory, Algorithms and Applications

Digital System Design with FPGA: Implementation Using Verilog and VHDL

ICICT 2021, London, Volume 4

VLSI-SoC: Design and Engineering of Electronics Systems Based on New Computing Paradigms

Advances in Communications, Signal Processing, and VLSI

Embedded Processing with the Arm Cortex-A9 on the Xilinx Zynq-7000 All Programmable Soc

Proceedings of Second International Conference on Computing, Communications, and Cyber-Security

A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same "learning-by-doing" approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which "absorbs" the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software "programmability" and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

This book presents select proceedings of the Electric Power and Renewable Energy Conference 2020 (EPREC-2020). It provides rigorous discussions, case studies, and recent developments in the emerging areas of power electronics, especially, power inverter and converter, electrical drives, regulated power supplies, operation of FACTS & HVDC, etc. The readers would be benefited in enhancing their knowledge and skills in these domain areas. The book will be a valuable reference for beginners, researchers, and professionals interested in advancements in power electronics and drives.

The two-volume set CCIS 827 and 828 constitutes the thoroughly refereed proceedings of the Third International Conference on Next Generation Computing Technologies, NGCT 2017, held in Dehradun, India, in October 2017. The 135 full papers presented were carefully reviewed and selected from 948 submissions. There were organized in topical sections named: Smart and Innovative Trends in Communication Protocols and Standards; Smart and Innovative Trends in Computational Intelligence and Data Science; Smart and Innovative Trends in Image Processing and Machine Vision; Smart Innovative Trends in Natural Language Processing for Indian Languages; Smart Innovative Trends in Security and Privacy.

These two volumes present the proceedings of the International Conference on Technology and Instrumentation in Particle Physics 2017 (TIPP2017), which was held in Beijing, China from 22 to 26 May 2017. Gathering selected articles on the basis of their quality and originality, it highlights the latest developments and research trends in detectors and instrumentation for all branches of particle physics, particle astrophysics and closely related fields. This is the first volume, and focuses on the main themes Gaseous detectors, Semiconductor detectors, Experimental detector systems, Calorimeters, Particle identification, Photon detectors, Dark Matter Detectors and Neutrino Detectors. The TIPP2017 is the fourth in a series of international conferences on detectors and instrumentation, held under the auspices of the International Union of Pure and Applied Physics (IUPAP). The event brings together experts from the scientific and industrial communities to discuss their current efforts and plan for the future. The conference's aim is to provide a stimulating atmosphere for scientists and engineers from around the world.

Biomedical Signal Processing

Learn x86, ARM, and RISC-V architectures and the design of smartphones, PCs, and cloud servers

Integrating Custom CAD Tool Frameworks with the Xilinx Vivado Design Suite

Modern Computer Architecture and Organization

Architecting High-Performance Embedded Systems

High Performance Computing for Big Data

Explore Digital System Design Using Verilog HDL and VLSI Design Tools

Master digital design with VLSI and Verilog using this up-to-date and comprehensive resource from leaders in the field Digital VLSI Design Problems and Solution with Verilog delivers an expertly crafted treatment of the fundamental concepts of digital design and digital design verification with Verilog HDL. The book includes the foundational knowledge that is crucial for beginners to grasp, along with more advanced coverage suitable for research students working in the area of VLSI design. Including digital design information from the switch level to FPGA-based implementation using hardware description language (HDL), the distinguished authors have created a one-stop resource for anyone in the field of VLSI design. Through eleven insightful chapters, youll learn the concepts behind digital circuit design, including combinational and sequential circuit design fundamentals based on Boolean algebra. Youll also discover comprehensive treatments of topics like logic functionality of complex digital circuits with Verilog, using software simulators like ISim of Xilinx. The distinguished authors have included additional topics as well, like: A discussion of programming techniques in Verilog; including gate level modeling; model instantiation, dataflow modeling, and behavioral modeling A treatment of programmable and reconfigurable devices, including logic synthesis, introduction of PLDs, and the basics of FPGA architecture An introduction to System Verilog, including its distinct features and a comparison of Verilog with System Verilog A project based on Verilog HDLs, with real-time examples implemented using Verilog code on an FPGA board Perfect for undergraduate and graduate students in electronics engineering and computer science engineering, Digital VLSI Design Problems and Solution with Verilogalso has a place on the bookshelves of academic researchers and private industry professionals in these fields.

This book presents the selected peer-reviewed papers from the International Conference on Communication Systems and Networks (ComNet) 2019. Highlighting the latest findings, ideas, developments and applications in all areas of advanced communication systems and networking, it covers a variety of topics, including next-generation wireless technologies such as 5G, new hardware platforms, antenna design, applications of artificial intelligence (AI), signal processing and optimization techniques. Given its scope, this book can be useful for beginners, researchers and professionals working in wireless communication and networks, and other allied fields.

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 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.

Designing with Xilinx® FPGAs

Proceedings of Sixth International Congress on Information and Communication Technology

The Zynq Book

Smart Technology Applications in Business Environments

Principles and Structures of FPGAs

Using Vivado

Euro-Par 2018: Parallel Processing Workshops

System-on-a-Chip (SoC) technology, which has evolved in recent years, is developed from different devices. A processor, several memory and peripheral components are located on a single chip to form today's high-performance SoCs with hundreds of IP blocks. IP cores are validated design blocks used as part of complex digital designs. Those designs are utilizing a hardware description language like VHDL or Verilog. In this way, time and cost of launching the product are reduced. Thanks to SoC, the features of computers were able to be reduced to the miniature level. Microcontrollers have the features of computer systems on a single chip. They are used to collect, process, and manipulate data in complex projects. The complexity of microcontrollers has increased to provide better performance and flexibility to meet customer requirements. However, it must be able to adapt to operational changes. The hardware of a microcontroller can not be changed afterward. If subsequent changes are nevertheless necessary, these are associated with high additional costs. Reconfigurable devices such as FPGAs can reconfigure the hardware to design, develop, and deploy high-performance digital systems. With the power of a SoC combined with the flexibility of an FPGA, the MC8051 IP Core proves to be a great alternative to purely microcontroller-based systems.

This book constitutes revised selected papers from the workshops held at 24th International Conference on Parallel and Distributed Computing, Euro-Par 2018, which took place in Turin, Italy, in August 2018. The 64 full papers presented in this volume were carefully reviewed and selected from 109 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.

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 demo.

A hands-on introduction to FPGA prototyping and SoC design This Second Edition of the popular book follows the same learning-by-doing approach to teach the fundamentals and practices of VHDL synthesis and FPGA prototyping. It uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow strict design guidelines and coding practices used for large, complex digital systems. The new edition is completely updated. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software programmability and develop complex and interesting embedded system projects. The revised edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music

synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelop generator. Expands the original video controller into a complete stream-based video subsystem that incorporates a video synchronization circuit, a test pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Introduces basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Introduces basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. The FPGA Prototyping by VHDL Examples, Second Edition makes a natural companion text for introductory and advanced digital design courses and embedded system course. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

Image and Graphics Technologies and Applications

Hardware Description Language Demystified

Digital VLSI Design and Simulation with Verilog

Xilinx MicroBlaze MCS SoC

Handbook of Research on Advanced Concepts in Real-Time Image and Video Processing

FPGA Prototyping by VHDL Examples

Synthesis and Optimization of FPGA-Based Systems

The fields of computer vision and image processing are constantly evolving as new research and applications in these areas emerge. Staying abreast of the most up-to-date developments in this field is necessary in order to promote further research and apply these developments in real-world settings. Computer Vision: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on development of computers for gaining understanding about videos and digital images. Highlighting a range of topics, such as computational models, machine learning, and image processing, this multi-volume book is ideally designed for academicians, technology professionals, students, and researchers interested in uncovering the latest innovations in the field.

This book features selected research papers presented at the Second International Conference on Computing, Communications, and Cyber-Security (IC4S 2020), organized in Krishna Engineering College (KEC), Ghaziabad, India, along with Academic Associates; Southern Federal University, Russia; IAC Educational, India; and ITS Mohan Nagar, Ghaziabad, India during 3-4 October 2020. It includes innovative work from researchers, leading innovators, and professionals in the area of communication and network technologies, advanced computing technologies, data analytics and intelligent learning, the latest electrical and electronics trends, and security and privacy issues.

This book presents select peer-reviewed proceedings of the International Conference on Advances in VLSI and Embedded Systems (AVES 2019) held at SVNIT, Surat, Gujarat, India. The book covers cutting-edge original research in VLSI design, devices and emerging technologies, embedded systems, and CAD for VLSI. With an aim to address the demand for complex and high-functionality systems as well as portable consumer electronics, the contents focus on basic concepts of circuit and systems design, fabrication, testing, and standardization. This book can be useful for students, researchers as well as industry professionals interested in emerging trends in VLSI and embedded systems.

Technology continues to make great strides in society by providing opportunities for advancement, inclusion, and global competency. As new systems and tools arise, novel applications are created as well. Smart Technology Applications in Business Environments is an essential reference source for the latest scholarly research on the risks and opportunities of utilizing the latest technologies in different aspects of society such as education, healthcare systems, and corporations. Featuring extensive coverage on a broad range of topics and perspectives including virtual reality, robotics, and social media, this publication is ideally designed for academicians, researchers, students, and practitioners seeking current research on the improvement and increased productivity from the implementation of smart technologies.

IC4S 2020

Advances in VLSI and Embedded Systems

Proceedings of International Conference on Technology and Instrumentation in Particle Physics 2017

10th International Symposium, ARC 2014, Vilamoura, Portugal, April 14-16, 2014. Proceedings

Design and build high-performance real-time digital systems based on FPGAs and custom circuits

Proceedings of ICICC 2020

Frameworks such as RapidSmith and Torc allow for the creation of custom CAD tools that are able to target actual Xilinx FPGA devices. However, they are built on the Xilinx Design Language (XDL), which was discontinued with the introduction of Xilinx's new tool suite Vivado. Instead, Vivado provides direct access to its data structures through a Tcl interface, as well as EDIF and Xilinx Design Constraint (XDC) files.

This book features a collection of high-quality, peer-reviewed papers presented at the Fourth International Conference on Intelligent Computing and Communication (ICICC 2020) organized by the Department of Computer Science and Engineering and the Department of Computer Science and Technology, Dayananda Sagar University, Bengaluru, India, on 18–20 September 2020. The book is organized in two volumes and discusses advanced and multi-disciplinary research regarding the design of smart computing and informatics. It focuses on innovation paradigms in system knowledge, intelligence and sustainability that can be applied to provide practical solutions to a number of problems in society, the environment and industry. Further, the book also addresses the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in various disciplines of science, technology and health care.

Explore the complete process of developing systems based on field-programmable gate arrays (FPGAs), including the design of electronic circuits and the construction and debugging of prototype embedded devices Key FeaturesLearn the basics of embedded systems and real-time operating systemsUnderstand how FPGAs implement processing algorithms in hardwareDesign, construct, and debug custom digital systems from scratch using KiCadBook Description Modern digital devices used in homes, cars, and wearables contain highly sophisticated computing capabilities composed of embedded systems that generate, receive, and process digital data streams at rates up to multiple gigabits per second. This book will show you how to use Field Programmable Gate Arrays (FPGAs) and high-speed digital circuit design to create your own cutting-edge digital systems. Architecting High-Performance Embedded Systems takes you through the fundamental concepts of embedded systems, including real-time operation and the Internet of Things (IoT), and the architecture and capabilities of the latest generation of FPGAs. Using powerful free tools for FPGA design and electronic circuit design, you'll learn how to design, build, test, and debug high-performance FPGA-based IoT devices. The book will also help you get up to speed with embedded system design, circuit design, hardware construction, firmware development, and debugging to produce a high-performance embedded device – a network-based digital oscilloscope. You'll explore techniques such as designing four-layer printed circuit boards with high-speed differential signal pairs and assembling the board using surface-mount components. By the end of the book, you'll have a solid understanding of the concepts underlying embedded systems and FPGAs and will be able to design and construct your own sophisticated digital devices. What you will learnUnderstand the fundamentals of real-time embedded systems and sensorsDiscover the capabilities of FPGAs and how to use FPGA development toolsLearn the principles of digital circuit design and PCB layout with KiCadConstruct high-speed circuit board prototypes at low costDesign and develop high-performance algorithms for FPGAsDevelop robust, reliable, and efficient firmware in CThoroughly test and debug embedded device hardware and firmwareWho this book is for This book is for software developers, IoT engineers, and anyone who wants to understand the process of developing high-performance embedded systems. You'll also find this book useful if you want to learn about the fundamentals of FPGA development and all aspects of firmware development in C and C++. Familiarity with the C language, digital circuits, and electronic soldering is necessary to get started.

This book focuses on prototyping aspects of concurrent control systems and their further implementation and partial reconfiguration in programmable devices. Further, it lays out a full prototyping flow for concurrent control systems. Based on a given primary specification, a system is described with an interpreted Petri net, which naturally reflects the concurrent and sequential relationships of the design. The book shows that, apart from the traditional option of static configuration of the entire system, the latest programmable devices (especially FPGAs) offer far more sophistication. Partial reconfiguration allows selected parts of the system to be replaced without having to reprogram the entire structure of the device. Approaches to dynamic and static partial reconfiguration of concurrent control systems are presented and described in detail."/> The theoretical work is illustrated by examples drawn from various applications, with a milling machine and a traffic-light controller highlighted as representative interpreted Petri nets. Given the ubiquity of concurrent control systems in a huge variety of technological areas including transportation, medicine, artificial intelligence, manufacturing, security and safety and planetary exploration, the innovative software and hardware design methods described here will be of considerable interest to control engineers and systems and circuits researchers in many areas of industry and academia.

Select Proceedings of AVES 2019

15th International Symposium on Neural Networks, ISNN 2018, Minsk, Belarus, June 25–28, 2018, Proceedings

Euro-Par 2018 International Workshops, Turin, Italy, August 27-28, 2018, Revised Selected Papers

Select Proceedings of ComNet 2019

Applied Reconfigurable Computing. Architectures, Tools, and Applications

TCL-TK for Electronic Design Automation (EDA)

Advances in Neural Networks – ISNN 2018

Master FPGA system design and implementation with Verilog and VHDL This practical guide explores the development and deployment of FPGA-based digital systems using the two most popular hardware description languages, Verilog and VHDL. Written by a pair of digital circuit design experts, the book offers a solid grounding in FPGA principles, practices, and applications and provides an overview of more complex topics. Important concepts are demonstrated through real-world examples, ready-to-run code, and inexpensive start-to-finish projects for both the Basys and Arty boards. Digital System Design with FPGA: Implementation Using Verilog and VHDL covers: • Field programmable gate array fundamentals • Basys and Arty FPGA boards • The Vivado design suite • Verilog and VHDL • Data types and operators • Combinational circuits and circuit blocks • Data storage elements and sequential circuits • Soft-core microcontroller and digital interfacing • Advanced FPGA applications • The future of FPGA

This book contains extended and revised versions of the best papers presented at the 26th IFIP WG 10.5/IEEE International Conference on Very Large Scale Integration, VLSI-SoC 2018, held in Verona, Italy, in October 2018. The 13 full papers included in this volume were carefully reviewed and selected from the 27 papers (out of 106 submissions) presented at the conference. The papers discuss the latest academic and industrial results and developments as well as future trends in the field of System-on-Chip (SoC) design, considering the challenges of nano-scale, state-of-the-art and emerging manufacturing technologies. In particular they address cutting-edge research fields like heterogeneous, neuromorphic and brain-inspired, biologically-inspired, approximate computing systems.

Get familiar and work with the basic and advanced Modeling types in Verilog HDL Key Features ● Learn about the step-wise process to use Verilog design tools such as Xilinx, Vivado, Cadence NC-SIM ● Explore the various types of HDL and its need ● Learn Verilog HDL modeling types using examples ● Learn advanced concept such as UDP, Switch level modeling ● Learn about FPGA based prototyping of the digital system Description Hardware Description Language (HDL) allows analysis and simulation of digital logic and circuits. The HDL is an integral part of the EDA (electronic design automation) tool for PLDs, microprocessors, and ASICs. So, HDL is used to describe a Digital System. The combinational and sequential logic circuits can be described easily using HDL. Verilog HDL, standardized as IEEE 1364, is a hardware description language used to model electronic systems. This book is a comprehensive guide about the digital system and its design using various VLSI design tools as well as Verilog HDL. The step-wise procedure to use various VLSI tools such as Xilinx, Vivado, Cadence NC-SIM, is covered in this book. It also explains the advanced concept such as User Define Primitives (UDP), switch level modeling, reconfigurable computing, etc. Finally, this book ends with FPGA based prototyping of the digital system. By the end of this book, you will understand everything related to digital system design. What will you learn ● Implement Adder, Subtractor, Adder-Cum-Subtractor using Verilog HDL ● Explore the various Modeling styles in Verilog HDL ● Implement Switch level modeling using Verilog HDL ● Get familiar with advanced modeling techniques in Verilog HDL ● Get to know more about FPGA based prototyping using Verilog HDL Who this book is for Anyone interested in Electronics and VLSI design and want to learn Digital System Design with Verilog HDL will find this book useful. IC developers can also use this book as a quick reference for Verilog HDL fundamentals & features. Table of Contents 1. An Introduction to VLSI Design Tools 2. Need of Hardware Description Language (HDL) 3. Logic Gate Implementation in Verilog HDL 4. Adder-Subtractor Implementation Using Verilog HDL 5. Multiplexer/Demultiplexer Implementation in Verilog HDL 6. Encoder/Decoder Implementation Using Verilog HDL 7. Magnitude Comparator Implementation Using Verilog HDL 8. Flip-Flop Implementation Using Verilog HDL 9. Shift Registers Implementation Using Verilog HDL 10. Counter Implementation Using Verilog HDL 11. Shift Register Counter Implementation Using Verilog HDL 12. Advanced Modeling Techniques 13. Switch Level Modeling 14. FPGA Prototyping in Verilog HDL

This book suggests and describes a number of fast parallel circuits for data/vector processing using FPGA-based hardware accelerators. Three primary areas are covered: searching, sorting, and counting in combinational and iterative networks. These include the application of traditional structures that rely on comparators/swappers as well as alternative networks with a variety of core elements such as adders, logical gates, and look-up tables. The iterative technique discussed in the book enables the sequential reuse of relatively large combinational blocks that execute many parallel operations with small propagation delays. For each type of network discussed, the main focus is on the step-by-step development of the architectures proposed from initial concepts to synthesizable hardware description language specifications. Each type of network is taken through several stages, including modeling the desired functionality in software, the retrieval and automatic conversion of key functions, leading to specifications for optimized hardware modules. The resulting specifications are then synthesized, implemented, and tested in FPGAs using commercial design environments and prototyping boards. The methods proposed can be used in a range of data processing applications, including traditional sorting, the extraction of maximum and minimum subsets from large data sets, communication-time data processing, finding frequently occurring items in a set, and Hamming weight/distance counters/comparators. The book is intended to be a valuable support material for university and industrial engineering courses that involve FPGA-based circuit and system design.

14th Conference on Image and Graphics Technologies and Applications, IGTA 2019, Beijing, China, April 19–20, 2019, Revised Selected Papers

Third International Conference, NGCT 2017, Dehradun, India, October 30-31, 2017, Revised Selected Papers, Part II

Advances in Communication Systems and Networks

Methodologies and Applications

Prototyping of Concurrent Control Systems Implemented in FPGA Devices

Recent Advances in Power Electronics and Drives

OpenMP: Conquering the Full Hardware Spectrum

The TCL Language and the TK graphical toolkit are simple and powerful building blocks for sophisticated applications. The TCL/TK combination is becoming increasingly popular, allowing users to produce sophisticated graphical interfaces with a few easy commands. Tcl was initially designed to work with electronics simulations and still has a strong presence in the EDA industry. All major EDA tools support Tcl. Programming and GUI Fundamentals: TCL-TK for Electronic Design Automation (EDA) describes programming in Tool Command Language (TCL) and Graphical User Interface (GUI) with Toolkit (TK) and focuses on how tcl can support electronic design automation and integrated circuit design. Upon using this book readers will able to develop an electronic circuit or algorithm in TCL. Users will learn to design their own GUI, and place and package the widget on the GUI. This book will allow EDA professionals, chip designers, and students to code and design in Tcl-tk and will streamline their use of EDA tools. The authors provide basic questions at the end of each chapter to enable effective learning throughout the textbook.

High-Performance Computing for Big Data: Methodologies and Applications explores emerging high-performance architectures for data-intensive applications, novel efficient analytical strategies to boost data processing, and cutting-edge applications in diverse fields, such as machine learning, life science, neural networks, and neuromorphic engineering. The book is organized into two main sections. The first section covers Big Data architectures, including cloud computing systems, and heterogeneous accelerators. It also covers emerging 3D IC design principles for memory architectures and devices. The second section of the book illustrates emerging and practical applications of Big Data across several domains, including bioinformatics, deep learning, and neuromorphic engineering. Features Covers a wide range of Big Data architectures, including distributed systems like Hadoop/Spark Includes accelerator-based approaches for big data applications such as GPU-based acceleration techniques, and hardware acceleration such as FPGA/CGRA/ASICs Presents emerging memory architectures and devices such as NVM, STT- RAM, 3D IC design principles Describes advanced algorithms for different big data application domains Illustrates novel analytics techniques for Big Data applications, scheduling, mapping, and partitioning methodologies Featuring contributions from leading experts, this book presents state-of-the-art research on the methodologies and applications of high-performance computing for big data applications. About the Editor Dr. Chao Wang is an Associate Professor in the School of Computer Science at the University of Science and Technology of China. He is the Associate Editor of ACM Transactions on Design Automations for Electronics Systems (TODAES), Applied Soft Computing, Microprocessors and Microsystems, IET Computers & Digital Techniques, and International Journal of Electronics. Dr. Chao Wang is the recipient of Youth Innovation Promotion Association, CAS, ACM China Rising Star Honorable Mention (2016), and best IP nomination of DATE 2015. He is now on the CCF Technical Committee on Computer Architecture, CCF Task Force on Formal Methods. He is a Senior Member of IEEE, Senior Member of CCF, and a Senior Member of ACM.

Designing with Xilinx® FPGAsUsing VivadoSpringer

This comprehensive textbook about the field programmable gate array (FPGA) covers its history, fundamental knowledge, architectures, device technologies, computer-aided design technologies, design tools, examples of application, and future trends. Programmable logic devices represented by FPGAs have been rapidly developed in recent years and have become key electronic devices used in most IT products. This book provides both complete introductions suitable for students and beginners, and high-level techniques useful for engineers and researchers in this field. Differently developed from usual integrated circuits, the FPGA has unique structures, design methodologies, and application techniques. Allowing programming by users, the device can dramatically reduce the rising cost of development in advanced semiconductor chips. The FPGA is now driving the most advanced semiconductor processes and is an all-in-one platform combining memory, CPUs, and various peripheral interfaces. This book introduces the FPGA from various aspects for readers of different levels. Novice learners can acquire a fundamental knowledge of the FPGA, including its history, from Chapter 1; the first half of Chapter 2; and Chapter 4. Professionals who are already familiar with the device will gain a deeper understanding of the structures and design methodologies from Chapters 3 and 5. Chapters 6–8 also provide advanced techniques and cutting-edge applications and trends useful for professionals. Although the first parts are mainly suitable for students, the advanced sections of the book will be valuable for professionals in acquiring an in-depth understanding of the FPGA to maximize the performance of the device.

Smart and Innovative Trends in Next Generation Computing Technologies

Programming and GUI Fundamentals

Computer Vision: Concepts, Methodologies, Tools, and Applications

17th International Symposium, ARC 2021, Virtual Event, June 29–30, 2021, Proceedings

Design of Reconfigurable Logic Controllers

Volume 1

FPGAs for Software Programmers

A no-nonsense, practical guide to current and future processor and computer architectures that enables you to design computer systems and develop better software applications across a variety of domains Key Features • Understand digital circuitry through the study of transistors, logic gates, and sequential logic • Learn the architecture of x86, x64, ARM, and RISC-V processors, iPhones, and high-performance gaming PCs • Study the design principles underlying the domains of cybersecurity, bitcoin, and self-driving cars Book Description Are you a software developer, systems designer, or computer architecture student looking for a methodical introduction to digital device architectures, but are overwhelmed by the complexity of modern systems? This step-by-step guide will teach you how modern computer systems work with the help of practical examples and exercises. You'll gain insights into the internal behavior of processors down to the circuit level and will understand how the hardware executes code developed in high-level languages. This book will teach you the fundamentals of computer systems including transistors, logic gates, sequential logic, and instruction pipelines. You will learn details of modern processor architectures and instruction sets including x86, x64, ARM, and RISC-V. You will see how to implement a RISC-V processor in a low-cost FPGA board and write a quantum computing program and run it on an actual quantum computer. This edition has been updated to cover the architecture and design principles underlying the important domains of cybersecurity, blockchain and bitcoin mining, and self-driving vehicles. By the end of this book, you will have a thorough understanding of modern processors and computer architecture and the future directions these technologies are likely to take. What you will learn • Understand the fundamentals of transistor technology and digital circuits • Explore the concepts underlying pipelining and superscalar processing • Implement a complete RISC-V processor in a low-cost FPGA • Understand the technology used to implement virtual machines • Learn about security-critical computing applications like financial transaction processing • Get up to speed with blockchain and the hardware architectures used in bitcoin mining • Explore the capabilities of self-navigating vehicle computing architectures • Write a quantum computing program and run it on a real quantum computer Who this book is for This book is for software developers, computer engineering students, system designers, reverse engineers, and anyone looking to understand the architecture and design principles underlying modern computer systems: ranging from tiny, embedded devices to warehouse-size cloud server farms. A general understanding of computer processors is helpful but not required.

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 thoroughly refereed conference proceedings of the 10th International Symposium on Reconfigurable Computing: Architectures, Tools and Applications, ARC 2014, held in Vilamoura, Portugal, in April 2014. The 16 revised full papers presented together with 17 short papers and 6 special session papers were carefully reviewed and selected from 57 submissions. The topics covered are applications; methods, frameworks and OS for debug, over-clocking, and relocation; memory architectures; methodologies and tools and architectures.

Reconfigurable Computing: Architectures, Tools, and Applications

Tincr

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Concepts, Methodologies, Tools, and Applications