

Lars Bauer  
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# Run-time Adaptation for Reconfigurable Embedded Processors

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**Laurence T. Yang, Evi Syukur, Seng W. Loke**



## **Run Time Adaptation For Reconfigurable Embedded Processors:**

Run-time Adaptation for Reconfigurable Embedded Processors Lars Bauer, Jörg Henkel, 2010-12-01 Embedded processors are the heart of embedded systems Reconfigurable embedded processors comprise an extended instruction set that is implemented using a reconfigurable fabric similar to a field programmable gate array FPGA This book presents novel concepts strategies and implementations to increase the run time adaptivity of reconfigurable embedded processors Concepts and techniques are presented in an accessible yet rigorous context A complex realistic H 264 video encoder application with a high demand for adaptivity is presented and used as an example for motivation throughout the book A novel run time system is demonstrated to exploit the potential for adaptivity and particular approaches algorithms are presented to implement it

Embedded, Cyber-Physical, and IoT Systems Shuvra S. Bhattacharyya, Miodrag Potkonjak, Senem Velipasalar, 2019-06-29 This Festschrift is in honor of Marilyn Wolf on the occasion of her 60th birthday Prof Wolf is a renowned researcher and educator in Electrical and Computer Engineering who has made pioneering contributions in all of the major areas in Embedded Cyber Physical and Internet of Things IoT Systems This book provides a timely collection of contributions that cover important topics related to Smart Cameras Hardware Software Co Design and Multimedia applications Embedded systems are everywhere cyber physical systems enable monitoring and control of complex physical processes with computers and IoT technology is of increasing relevance in major application areas including factory automation and smart cities Smart cameras and multimedia technologies introduce novel opportunities and challenges in embedded cyber physical and IoT applications Advanced hardware software co design methodologies provide valuable concepts and tools for addressing these challenges The diverse topics of the chapters in this Festschrift help to reflect the great breadth and depth of Marilyn Wolf's contributions in research and education The chapters have been written by some of Marilyn's closest collaborators and colleagues

**Field-Programmable Logic and Applications: Reconfigurable Computing Is Going Mainstream** Manfred Glesner, Peter Zipf, Michel Renovell, 2003-08-02 This book constitutes the refereed proceedings of the 12th International Conference on Field Programmable Logic and Applications FPL 2002 held in Montpellier France in September 2002 The 104 revised regular papers and 27 poster papers presented together with three invited contributions were carefully reviewed and selected from 214 submissions The papers are organized in topical sections on rapid prototyping FPGA synthesis custom computing engines DSP applications reconfigurable fabrics dynamic reconfiguration routing and placement power estimation synthesis issues communication applications new technologies reconfigurable architectures multimedia applications FPGA based arithmetic reconfigurable processors testing and fault tolerance crypto applications multitasking compilation techniques etc

Hardware/Software Architectures for Low-Power Embedded Multimedia Systems Muhammad Shafique, Jörg Henkel, 2011-07-25 This book presents techniques for energy reduction in adaptive embedded multimedia systems based on dynamically reconfigurable

processors The approach described will enable designers to meet performance area constraints while minimizing video quality degradation under various run time scenarios Emphasis is placed on implementing power energy reduction at various abstraction levels To enable this novel techniques for adaptive energy management at both processor architecture and application architecture levels are presented such that both hardware and software adapt together minimizing overall energy consumption under unpredictable design compile time scenarios      3D Video Coding for Embedded Devices Bruno

Zatt,Muhammad Shafique,Sergio Bampi,Jörg Henkel,2014-07-08 This book shows readers how to develop energy efficient algorithms and hardware architectures to enable high definition 3D video coding on resource constrained embedded devices Users of the Multiview Video Coding MVC standard face the challenge of exploiting its 3D video specific coding tools for increasing compression efficiency at the cost of increasing computational complexity and consequently the energy consumption This book enables readers to reduce the multiview video coding energy consumption through jointly considering the algorithmic and architectural levels Coverage includes an introduction to 3D videos and an extensive discussion of the current state of the art of 3D video coding as well as energy efficient algorithms for 3D video coding and energy efficient hardware architecture for 3D video coding      Reconfigurable Computing Joao Cardoso,Michael Hübner,2011-08-17 As the

complexity of modern embedded systems increases it becomes less practical to design monolithic processing platforms As a result reconfigurable computing is being adopted widely for more flexible design Reconfigurable Computers offer the spatial parallelism and fine grained customizability of application specific circuits with the postfabrication programmability of software To make the most of this unique combination of performance and flexibility designers need to be aware of both hardware and software issues FPGA users must think not only about the gates needed to perform a computation but also about the software flow that supports the design process The goal of this book is to help designers become comfortable with these issues and thus be able to exploit the vast opportunities possible with reconfigurable logic      **Embedded and**

**Multimedia Computing Technology and Service** James J. (Jong Hyuk) Park,Young-Sik Jeong,Sang Oh Park,Hsing-Chung Chen,2012-08-31 The 7th International Conference on Embedded and Multimedia Computing EMC 12 will be held in Gwangju Korea on September 6 8 2012 EMC 12 will be the most comprehensive conference focused on the various aspects of advances in Embedded and Multimedia EM Computing EMC 12 will provide an opportunity for academic and industry professionals to discuss the latest issues and progress in the area of EM In addition the conference will publish high quality papers which are closely related to the various theories and practical applications in EM Furthermore we expect that the conference and its publications will be a trigger for further related research and technology improvements in this important subject The EMC 12 is the next event in a series of highly successful International Conference on Embedded and Multimedia Computing previously held as EMC 2011 China Aug 2011 EMC 2010 Philippines Aug 2010 EM Com 2009 Korea Dec 2009 UMC 08 Australia Oct 2008 ESO 08 China Dec 2008 UMS 08 Korea April 2008 UMS 07 Singapore Jan 2007 ESO 07 Taiwan

Dec 2007 ESO 06 Korea Aug 2006      **Applied Reconfigurable Computing** Stephan Wong, Antonio Carlos Beck, Koen Bertels, Luigi Carro, 2017-03-30 This book constitutes the refereed proceedings of the 13th International Symposium on Applied Reconfigurable Computing ARC 2017 held in Delft The Netherlands in April 2017 The 17 full papers and 11 short papers presented in this volume were carefully reviewed and selected from 49 submissions They are organized in topical sections on adaptive architectures embedded computing and security simulation and synthesis design space exploration fault tolerance FPGA based designs neural networks and languages and estimation techniques      **Reconfigurable Embedded Control Systems: Applications for Flexibility and Agility** Khalgui, Mohamed, Hanisch, Hans-Michael, 2010-11-30 This book addresses the development of reconfigurable embedded control systems and describes various problems in this important research area which include static and dynamic manual or automatic reconfigurations multi agent architectures modeling and verification component based approaches architecture description languages distributed reconfigurable architectures real time and low power scheduling execution models and the implementation of such systems      **Embedded Processor Design Challenges** Ed F. Deprettere, Stamatis Vassiliadis, 2003-07-31 This textbook is intended to give an introduction to and an overview of state of the art techniques in the design of complex embedded systems The book title is SAMOS for two major reasons First it tries to focus on the actual distinct yet important problems of System Level design of embedded systems including mapping techniques and synthesis Architectural design Modeling issues such as specification languages formal models and nally Simulation The second reason is that the volume includes a number of papers presented at a workshop with the same name on the Island of Samos Greece in July 2001 In order to receive international attention a number of reputed researchers were invited to this workshop to present their current work Participation was by invitation only For the volume presented here a number of additional papers were selected based on a call for papers All contributions were refereed This volume presents a selection of 18 of the refereed papers including 2 invited papers The textbook is organized according to four topics The first is A System Level Design and Simulation In this section we present a collection of papers that give an overview of the challenging goal to design and explore alternatives of embedded system implementations at the system level One paper gives an overview of models and tools used in system level design The other papers present new models to describe applications provide models for refinement and design space exploration and for tradeoff analysis between cost and executability of an implementation      **Euro-Par 2015: Parallel Processing** Jesper Larsson Träff, Sascha Hunold, Francesco Versaci, 2015-07-24 This book constitutes the refereed proceedings of the 21st International Conference on Parallel and Distributed Computing Euro Par 2015 held in Vienna Austria in August 2015 The 51 revised full papers presented together with 2 invited papers were carefully reviewed and selected from 190 submissions The papers are organized in the following topical sections support tools and environments performance modeling prediction and evaluation scheduling and load balancing architecture and compilers parallel and distributed data management grid cluster and cloud

computing distributed systems and algorithms parallel and distributed programming interfaces and languages multi and many core programming theory and algorithms for parallel computation numerical methods and applications and accelerator computing

**Domain-Specific Processors** Shuvra S. Bhattacharyya, Ed F. Deprettere, Jürgen Teich, 2003-11-11 Ranging from low level application and architecture optimizations to high level modeling and exploration concerns this authoritative reference compiles essential research on various levels of abstraction appearing in embedded systems and software design It promotes platform based design for improved system implementation and modeling and enhanced performance and cost analyses Domain Specific Processors relies upon notions of concurrency and parallelism to satisfy performance and cost constraints resulting from increasingly complex applications and architectures and addresses concepts in specification simulation and verification in embedded systems and software design

**Transactions on High-Performance Embedded Architectures and Compilers I** Mike O'Boyle, Francois Bodin, Marcelo Cintra, Sally A. McKee, 2007-07-21 Transactions on HiPEAC is a new journal which aims at the timely dissemination of research contributions in computer architecture and compilation methods for high performance embedded computer systems It publishes original research on systems targeted at specific computing tasks as well as systems with broad application bases Its scope covers all aspects of computer architecture code generation and compiler optimization methods

*New Horizons of Computational Science* Toshikazu Ebisuzaki, Junichiro Makino, 2012-12-06 Proceedings of the International Symposium on Supercomputing held in Tokyo Japan September 1 3 1997

Adaptation in Wireless Communications - 2 Volume Set Mohamed Ibnkahla, 2018-10-08 The widespread use of adaptation techniques has helped to meet the increased demand for new applications From adaptive signal processing to cross layer design Adaptation in Wireless Communications covers all aspects of adaptation in wireless communications in a two volume set Each volume provides a unified framework for understanding adaptation and relates various specializations through common terminologies In addition to simplified state of the art cross layer design approaches they also describe advanced techniques such as adaptive resource management 4G communications and energy and mobility aware MAC protocols

**MULTICORE SYSTEMS ON-CHIP** Ben Abadallah Abderazek, 2010-08-01 Conventional on chip communication design mostly use ad hoc approaches that fail to meet the challenges posed by the next generation MultiCore Systems on chip MCSoc designs These major challenges include wiring delay predictability diverse interconnection architectures and power dissipation A Network on Chip NoC paradigm is emerging as the solution for the problems of interconnecting dozens of cores into a single system on chip However there are many problems associated with the design of such systems These problems arise from non scalable global wire delays failure to achieve global synchronization and difficulties associated with non scalable bus based functional interconnects The book consists of three parts with each part being subdivided into four chapters The first part deals with design and methodology issues The architectures used in conventional methods of MCSocs design and custom multiprocessor architectures are not flexible enough to meet the

requirements of different application domains and not scalable enough to meet different computation needs and different complexities of various applications Several chapters of the first part will emphasize on the design techniques and methodologies The second part covers the most critical part of MCSoc's design the interconnections One approach to addressing the design methodologies is to adopt the so called reusability feature to boost design productivity In the past years the primitive design units evolved from transistors to gates finite state machines and processor cores The network on chip paradigm offers this attractive property for the future and will be able to close the productivity gap The last part of this book delves into MCSoc's validations and optimizations A more qualitative approach of system validation is based on the use of formal techniques for hardware design The main advantage of formal methods is the possibility to prove the validity of essential design requirements As formal languages have a mathematical foundation it is possible to formally extract and verify these desired properties of the complete abstract state space Online testing techniques for identifying faults that can lead to system failure are also surveyed Emphasis is given to analytical redundancy based techniques that have been developed for fault detection and isolation in the automatic control area

#### Reconfigurable Computing: Architectures and Applications

Koen Bertels, 2006-07-26 This book constitutes the thoroughly refereed post proceedings of the Second International Workshop on Reconfigurable Computing ARC 2006 held in Delft The Netherlands in March 2006 The 22 revised full papers and 35 revised short papers presented were thoroughly reviewed and selected from 95 submissions The papers are organized in topical sections on applications power image processing organization and architecture networks and communication security and tools

#### **Handbook on Mobile and Ubiquitous Computing** Laurence T. Yang, Evi Syukur, Seng W.

Loke, 2012-10-19 Consolidating recent research in the area the Handbook on Mobile and Ubiquitous Computing Status and Perspective illustrates the design implementation and deployment of mobile and ubiquitous systems particularly in mobile and ubiquitous environments modeling database components and wireless infrastructures Supplying an overarching perspective the book is ideal for researchers graduate students and industry practitioners in computer science and engineering interested in recent developments in mobile and ubiquitous computing It discusses new trends in intelligent systems reviews sensory input and multimedia information and examines embedded real time systems With coverage that spans security privacy and trust the book is divided into six parts Mobile and Ubiquitous Computing illustrates the concepts design implementation and deployment of mobile and ubiquitous systems Smart Environments and Agent Systems discusses a new trend toward intelligent systems that are completely connected proactive intuitive and constantly available Human Computer Interaction and Multimedia Computing describes guidelines for designing multisensory input and output for mobile devices Security Privacy and Trust Management presents an approach to dynamically establish trust between a system and its mobile client in a flexible manner using a multi agent negotiation mechanism Embedded Real Time Systems introduces novel work on how mobile ubiquitous and intelligence computing can be realized Networking Sensing and

Communications covers challenges designs and prototype solutions for establishing managing and maintaining current sensor networks in mobile and ubiquitous computing environments Containing the contributions of more than 70 researchers practitioners and academics from around the world the book brings together the latest research on the subject to provide an understanding of the issues being addressed in the field Filled with extensive references in each chapter it provides you with the tools to participate in the design implementation and deployment of systems that are connected proactive intuitive and constantly available     Design Space Exploration and Resource Management of Multi/Many-Core Systems Amit Kumar Singh,Amlan Ganguly,2021-05-10 The increasing demand of processing a higher number of applications and related data on computing platforms has resulted in reliance on multi many core chips as they facilitate parallel processing However there is a desire for these platforms to be energy efficient and reliable and they need to perform secure computations for the interest of the whole community This book provides perspectives on the aforementioned aspects from leading researchers in terms of state of the art contributions and upcoming trends     **Field-programmable Logic and Applications** ,2002



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