
A Practical Introduction To Hardware Software Codesign

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A Practical Introduction to Hardware/Software Codesign *Springer Science & Business Media*

This is a practical book for computer engineers who want to understand or implement hardware/software systems. It focuses on problems that require one to combine hardware design with software design – such problems can be solved with hardware/software codesign. When used properly, hardware/software co-sign works better than hardware design or software design alone: it can improve the overall performance of digital systems, and it can shorten their design time. Hardware/software

codesign can help a designer to make trade-offs between the flexibility and the performance of a digital system. To achieve this, a designer needs to combine two radically different ways of design: the sequential way of decomposition in time, using software, with the parallel way of decomposition in space, using hardware.

Intended Audience This book assumes that you have a basic understanding of hardware that you are familiar with standard digital hardware components such as registers, logic gates, and components such as multiplexers and arithmetic operators. The book also assumes that you know how to write a program in C. These topics are

usually covered in an introductory course on computer engineering or in a combination of courses on digital design and software engineering.

A Practical Introduction to Hardware/Software Codesign *Springer*

This is a practical book for computer engineers who want to understand or implement hardware/software systems. It focuses on problems that require one to combine hardware design with software design - such problems can be solved with hardware/software codesign. When used properly, hardware/software codesign works better than hardware design or software design alone:

it can improve the overall performance of digital systems, and it can shorten their design time. Hardware/software codesign can help a designer to make trade-offs between the flexibility and the performance of a digital system. To achieve this, a designer needs to combine two radically different ways of design: the sequential way of decomposition in time, using software, with the parallel way of decomposition in space, using hardware.

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as multiplexers and arithmetic operators. The book also assumes that you know how to write a program in C. These topics are usually covered in an introductory course on computer engineering or in a combination of courses on digital design and software engineering.

A Practical Introduction to Computer Architecture *Springer Science & Business Media*

It is a great pleasure to write a preface to this book. In my view, the content is unique in that it blends traditional teaching approaches with the use of mathematics and a mainstream Hardware Design Language (HDL) as formalisms to describe

key concepts. The book keeps the “machine” separate from the “application” by strictly following a bottom-up approach: it starts with transistors and logic gates and only introduces assembly language programs once their execution by a processor is clearly defined. Using a HDL, Verilog in this case, rather than static circuit diagrams is a big deviation from traditional books on computer architecture. Static circuit diagrams cannot be explored in a hands-on way like the corresponding Verilog model can. In order to understand why I consider this shift so important, one must consider how computer architecture, a subject that has been studied for more than 50 years, has evolved. In the

pioneering days computers were constructed by hand. An entire computer could (just about) be described by drawing a circuit diagram. Initially, such diagrams consisted mostly of analogue components before later moving toward digital logic gates. The advent of digital electronics led to more complex cells, such as half-adders, multiplexers, and decoders being recognised as useful building blocks.

A Practical Introduction to Hardware/Software Codesign

Introduction to Evolvable Hardware

A Practical Guide for Designing Self-Adaptive Systems

John Wiley & Sons

**Readings in
Hardware/software
Co-design** *Morgan
Kaufmann*

This title serves as an introduction and reference for the field, with the papers that have shaped the hardware/software co-design since its inception in the early 90s.

**Practical Hardware
Pentesting**

**A guide to attacking
embedded systems
and protecting them
against the most
common hardware
attacks** *Packt
Publishing Ltd*

Explore embedded systems pentesting by applying the most common attack techniques and patterns Key Features Learn various pentesting tools and

techniques to attack and secure your hardware infrastructure Find the glitches in your hardware that can be a possible entry point for attacks Discover best practices for securely designing products Book Description Hardware pentesting involves leveraging hardware interfaces and communication channels to find vulnerabilities in a device. Practical Hardware Pentesting will help you to plan attacks, hack your embedded devices, and secure the hardware infrastructure. Throughout the book, you will see how a specific device works, explore the functional and security aspects, and learn how a system senses and

communicates with the outside world. You will start by setting up your lab from scratch and then gradually work with an advanced hardware lab. The book will help you get to grips with the global architecture of an embedded system and sniff on-board traffic. You will also learn how to identify and formalize threats to the embedded system and understand its relationship with its ecosystem. Later, you will discover how to analyze your hardware and locate its possible system vulnerabilities before going on to explore firmware dumping, analysis, and exploitation. Finally, focusing on the reverse engineering process from an attacker point of view will allow you to understand how

devices are attacked, how they are compromised, and how you can harden a device against the most common hardware attack vectors. By the end of this book, you will be well-versed with security best practices and understand how they can be implemented to secure your hardware. What you will learn Perform an embedded system test and identify security critical functionalities Locate critical security components and buses and learn how to attack them Discover how to dump and modify stored information Understand and exploit the relationship between the firmware and hardware Identify and attack the security

functions supported by the functional blocks of the device. Develop an attack lab to support advanced device analysis and attacks. Who this book is for: This book is for security professionals and researchers who want to get started with hardware security assessment but don't know where to start. Electrical engineers who want to understand how their devices can be attacked and how to protect against these attacks will also find this book useful.

**Designing
Embedded Hardware**
"O'Reilly Media, Inc."

Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to

handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design

building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, *Designing Embedded Hardware* also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. *Designing Embedded Hardware* covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface

(DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

Hardware and Computer Organization *Elsevier*

Hardware and Computer Organization is a practical introduction to the architecture of modern microprocessors. This book from the bestselling author explains how PCs work and how to make them work for you. It is designed to take students "under the hood" of a PC and provide them with an understanding of the complex machine that has become such a

pervasive part of everyday life. It clearly explains how hardware and software cooperatively interact to accomplish real-world tasks. Unlike other textbooks on this topic, Dr. Berger's book takes the software developer's point-of-view. Instead of simply demonstrating how to design a computer's hardware, it provides an understanding of the total machine, highlighting strengths and weaknesses, explaining how to deal with memory and how to write efficient assembly code that interacts directly with, and takes best advantage of the underlying hardware. The book is divided into three major sections: Part 1 covers hardware and computer fundamentals, including logical gates and simple digital design. Elements of hardware development such as instruction set architecture, memory and I/O organization and analog to digital conversion are examined in detail, within the context of modern operating systems. Part 2 discusses the software at the lowest level, assembly language, while Part 3 introduces the reader to modern computer architectures and reflects on future trends in reconfigurable hardware. This book is an ideal reference for ECE/software engineering students as well as embedded systems designers, professional engineers needing to understand

the fundamentals of computer hardware, and hobbyists. The renowned author's many years in industry provide an excellent basis for the inclusion of extensive real-world references and insights. Several modern processor architectures are covered, with examples taken from each, including Intel, Motorola, MIPS, and ARM.

A Practical Introduction to Enterprise Network and Security Management CRC Press

A Practical Introduction to Enterprise Network and Security Management, Second Edition, provides a balanced understanding of introductory and advanced subjects in

both computer networking and cybersecurity.

Although much of the focus is on technical concepts, managerial issues related to enterprise network and security planning and design are explained from a practitioner's perspective. Because of the critical importance of cybersecurity in today's enterprise networks, security-related issues are explained throughout the book, and four chapters are dedicated to fundamental knowledge.

Challenging concepts are explained so readers can follow through with careful reading. This book is written for those who are self-studying or studying information systems or computer

science in a classroom setting. If used for a course, it has enough material for a semester or a quarter. FEATURES Provides both theoretical and practical hands-on knowledge and learning experiences for computer networking and cybersecurity Offers a solid knowledge base for those preparing for certificate tests, such as CompTIA and CISSP Takes advantage of actual cases, examples, industry products, and services so students can relate concepts and theories to practice Explains subjects in a systematic and practical manner to facilitate understanding Includes practical exercise questions that can be individual or group

assignments within or without a classroom Contains several information-rich screenshots, figures, and tables carefully constructed to solidify concepts and enhance visual learning The text is designed for students studying information systems or computer science for the first time. As a textbook, this book includes hands-on assignments based on the Packet Tracer program, an excellent network design and simulation tool from Cisco. Instructor materials also are provided, including PowerPoint slides, solutions for exercise questions, and additional chapter questions from which to build tests.

Matlab

A Practical Introduction to Programming and Problem Solving

Butterworth-Heinemann

MatLab, Third Edition is the only book that gives a full introduction to programming in MATLAB combined with an explanation of the software's powerful functions, enabling engineers to fully exploit its extensive capabilities in solving engineering problems. The book provides a systematic, step-by-step approach, building on concepts throughout the text, facilitating easier learning. Sections on common pitfalls and programming guidelines direct students towards best practice. The book is organized into 14 chapters, starting with

programming concepts such as variables, assignments, input/output, and selection statements; moves onto loops; and then solves problems using both the 'programming concept' and the 'power of MATLAB' side-by-side. In-depth coverage is given to input/output, a topic that is fundamental to many engineering applications.

Vectorized Code has been made into its own chapter, in order to emphasize the importance of using MATLAB efficiently. There are also expanded examples on low-level file input functions, Graphical User Interfaces, and use of MATLAB Version R2012b; modified and new end-of-chapter exercises; improved

labeling of plots; and improved standards for variable names and documentation. This book will be a valuable resource for engineers learning to program and model in MATLAB, as well as for undergraduates in engineering and science taking a course that uses (or recommends) MATLAB. Presents programming concepts and MATLAB built-in functions side-by-side. Systematic, step-by-step approach, building on concepts throughout the book, facilitating easier learning. Sections on common pitfalls and programming guidelines direct students towards best practice.

Practical Embedded Security

Building Secure Resource-Constrained Systems *Elsevier*

The great strides made over the past decade in the complexity and network functionality of embedded systems have significantly enhanced their attractiveness for use in critical applications such as medical devices and military communications. However, this expansion into critical areas has presented embedded engineers with a serious new problem: their designs are now being targeted by the same malicious attackers whose predations have plagued traditional systems for years. Rising concerns about data security in embedded devices are leading engineers to

pay more attention to security assurance in their designs than ever before. This is particularly challenging due to embedded devices' inherent resource constraints such as limited power and memory. Therefore, traditional security solutions must be customized to fit their profile, and entirely new security concepts must be explored. However, there are few resources available to help engineers understand how to implement security measures within the unique embedded context. This new book from embedded security expert Timothy Stapko is the first to provide engineers with a comprehensive guide to this pivotal topic.

From a brief review of basic security concepts, through clear explanations of complex issues such as choosing the best cryptographic algorithms for embedded utilization, the reader is provided with all the information needed to successfully produce safe, secure embedded devices. The ONLY book dedicated to a comprehensive coverage of embedded security! Covers both hardware- and software-based embedded security solutions for preventing and dealing with attacks. Application case studies support practical explanations of all key topics, including network protocols, wireless and cellular

communications, languages (Java and C++), compilers, web-based interfaces, cryptography, and an entire section on SSL

Hardware Security

A Hands-on Learning Approach *Morgan Kaufmann*

Hardware Security: A Hands-On Learning Approach provides a broad, comprehensive and practical overview of hardware security that encompasses all levels of the electronic hardware infrastructure. It covers basic concepts like advanced attack techniques and countermeasures that are illustrated through theory, case studies and well-designed, hands-on laboratory exercises for each key concept. The book is

ideal as a textbook for upper-level undergraduate students studying computer engineering, computer science, electrical engineering, and biomedical engineering, but is also a handy reference for graduate students, researchers and industry professionals. For academic courses, the book contains a robust suite of teaching ancillaries. Users will be able to access schematic, layout and design files for a printed circuit board for hardware hacking (i.e. the HaHa board) that can be used by instructors to fabricate boards, a suite of videos that demonstrate different hardware vulnerabilities, hardware attacks and countermeasures, and

a detailed description and user manual for companion materials. Provides a thorough overview of computer hardware, including the fundamentals of computer systems and the implications of security risks Includes discussion of the liability, safety and privacy implications of hardware and software security and interaction Gives insights on a wide range of security, trust issues and emerging attacks and protection mechanisms in the electronic hardware lifecycle, from design, fabrication, test, and distribution, straight through to supply chain and deployment in the field

Programming Embedded Systems

With C and GNU Development Tools

"O'Reilly Media, Inc."

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Computational Seismology

A Practical Introduction *Oxford University Press*

This book is an introductory text to a range of numerical methods used today to simulate time-dependent processes in Earth science, physics, engineering, and many other fields. The physical problem of elastic wave propagation in 1D serves as a model system with which the

various numerical methods are introduced and compared. The theoretical background is presented with substantial graphical material supporting the concepts. The results can be reproduced with the supplementary electronic material provided as python codes embedded in Jupyter notebooks. The book starts with a primer on the physics of elastic wave propagation, and a chapter on the fundamentals of parallel programming, computational grids, mesh generation, and hardware models. The core of the book is the presentation of numerical solutions of the wave equation with six different methods: 1) the finite-difference method; 2) the pseudospectral method (Fourier and Chebyshev); 3) the linear finite-element method; 4) the spectral-element method; 5) the finite-volume method; and 6) the discontinuous Galerkin method. Each chapter contains comprehension questions, theoretical, and programming exercises. The book closes with a discussion of domains of application and criteria for the choice of a specific numerical method, and the presentation of current challenges. Readers are welcome to visit the author's website www.geophysik.lmu.de/Members/igel for more information on his research, projects, publications, and other activities.

Embedded Computing and Mechatronics with the PIC32 Microcontroller

Newnes

For the first time in a single reference, this book provides the beginner with a coherent and logical introduction to the hardware and software of the PIC32, bringing together key material from the PIC32 Reference Manual, Data Sheets, XC32 C Compiler User's Guide, Assembler and Linker Guide, MIPS32 CPU manuals, and Harmony documentation. This book also trains you to use the Microchip documentation, allowing better life-long learning of the PIC32. The philosophy is to get you started quickly, but to emphasize fundamentals and to

eliminate "magic steps" that prevent a deep understanding of how the software you write connects to the hardware. Applications focus on mechatronics: microcontroller-controlled electromechanical systems incorporating sensors and actuators. To support a learn-by-doing approach, you can follow the examples throughout the book using the sample code and your PIC32 development board. The exercises at the end of each chapter help you put your new skills to practice. Coverage includes: A practical introduction to the C programming language Getting up and running quickly with the PIC32 An exploration of the hardware architecture of the PIC32 and

differences among PIC32 families Fundamentals of embedded computing with the PIC32, including the build process, time- and memory-efficient programming, and interrupts A peripheral reference, with extensive sample code covering digital input and output, counter/timers, PWM, analog input, input capture, watchdog timer, and communication by the parallel master port, SPI, I2C, CAN, USB, and UART An introduction to the Microchip Harmony programming framework Essential topics in mechatronics, including interfacing sensors to the PIC32, digital signal processing, theory of operation and control of brushed DC motors,

motor sizing and gearing, and other actuators such as stepper motors, RC servos, and brushless DC motors For more information on the book, and to download free sample code, please visit <http://www.nu32.org> Extensive, freely downloadable sample code for the NU32 development board incorporating the PIC32MX795F512H microcontroller Free online instructional videos to support many of the chapters

Loudspeaker Modelling and Design

A Practical Introduction

Routledge

In this book, Geoff Hill demonstrates modern software and hardware

being applied to the processes behind loudspeaker design and modelling. Modern computing power has progressed to the point that such analyses are now practical for any interested individual or small company. *Loudspeaker Modelling and Design: A Practical Introduction* examines the process from initial concept through specifications and theoretical simulations and onto detailed design. It demonstrates the processes of design and specification, by using detailed simulations of a loudspeaker driver; sufficient to give reassurance that a design is practical and will perform as expected. This book brings together many different strands of

modelling from electro-magnetic through to mechanical and acoustic, without getting bogged down in theoretical discussions and arguments. This practice-based book shows the techniques used in designing modern loudspeakers and transducers.

Using Information Technology

LOGO! 8

A Practical Introduction, with Circuit Solutions and Example Programs

John Wiley & Sons

Addressing students and engineers, but also hobby engineers, this practical guide will help to easily and cost-effectively implement technical solutions in home and installation

technology, as well as small-scale automation solutions in machine and plant engineering. The book descriptively illustrates how to plan LOGO! 8 projects, develop programs and how to select the hardware. Standard control technology scenarios are demonstrated by building on the fundamentals of modern information technology and with the help of several real-life sample switches. In addition, readers are provided with practice-oriented descriptions of various basic and special LOGO! 8 modules with which specific tasks can be very flexibly implemented.

Compared to former generations and competing products, LOGO! 8 comprises an

integrated Ethernet interface, easy Internet control, a space-saving design and also more digital and analog outputs. The basic and special functions of the logic module can be used to replace several switching devices. Equipped with an Ethernet interface and a Web server, LOGO! 8! devices offer more functionalities for remote access via smartphone or other devices. With the LOGO! Soft Comfort V8 software, program and communication functions for up to 16 network users can be conveniently programmed and simulated.

**A Practical
Introduction to PSL**
*Springer Science &
Business Media*

This book describes the

Property Specification Language PSL, recently standardized as IEEE Standard 1850-2005. PSL was developed to fulfill the following requirements: easy to learn, write, and read; concise syntax; rigorously well-defined formal semantics; expressive power, permitting the specification for a large class of real world design properties; known efficient underlying algorithms in simulation, as well as formal verification. Basic features are covered, as well as advanced topics such as the use of PSL in multiply-clocked designs. A full chapter is devoted to common errors, gathered through the authors' many years of experience in using and teaching the

language.

Embedded Systems Design *Elsevier*

In this new edition the latest ARM processors and other hardware developments are fully covered along with new sections on Embedded Linux and the new freeware operating system eCOS. The hot topic of embedded systems and the internet is also introduced. In addition a fascinating new case study explores how embedded systems can be developed and experimented with using nothing more than a standard PC. * A practical introduction to the hottest topic in modern electronics design * Covers hardware, interfacing and programming in one book * New material on Embedded

Linux for embedded
internet systems

Tying it Together

A Practical Introduction to Scenery Connections and Hardware for High School Students

Programming Robots with ROS

A Practical Introduction to the Robot Operating System "O'Reilly Media, Inc."

Want to develop novel
robot applications, but
don't know how to
write a mapping or
object-recognition
system? You're not
alone, but you're
certainly not without
help. By combining
real-world examples
with valuable
knowledge from the

Robot Operating
System (ROS)
community, this
practical book provides
a set of motivating
recipes for solving
specific robotics use
cases. Ideal for
enthusiasts, from
students in robotics
clubs to professional
robotics scientists and
engineers, each recipe
describes a complete
solution using ROS
open source libraries
and tools. You'll learn
how to complete tasks
described in the
recipes, as well as how
to configure and
recombine components
for other tasks. If
you're familiar with
Python, you're ready to
go. Learn
fundamentals,
including key ROS
concepts, tools, and
patterns Program
robots that perform an
increasingly complex

set of behaviors, using the powerful packages in ROS. See how to easily add perception and navigation abilities to your robots. Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem. Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS.

The Really Useful ICT Book

A practical guide to using technology across the primary curriculum *Routledge*

The Really Useful ICT Book is a practical and easy-to-use guide to give you all the confidence you need to use ICT really effectively inside and

outside the primary classroom. It makes clear how ICT can be taught as a standalone subject, and how it can be used easily and imaginatively to enhance teaching other subjects. Jam-packed with ideas and templates to save you time, this friendly handbook offers an introduction to: using ICT inside the classroom - including interactive whiteboards, computer suites, VLEs and e-safety; using ICT outside the classroom - including word processors, laptops, data loggers and digital cameras; when and how to use a wide range of software and hardware - from spreadsheet packages through to digital photography, e-portfolios and software

simulation using ICT in all subject areas practical suggestions for using ICT in cross-curricular topics using ICT to develop teacher and pupil creativity using ICT for assessment and in your professional role. With an emphasis on developing children's creativity and on progression from Key Stage 1 to Key Stage 2, *The Really Useful ICT Book* is a comprehensive compendium of advice and inspiration for all training, newly qualified and experienced teachers, as well as those in support roles in primary schools.

Introduction to Parallel Computing

A practical guide with examples in C

OUP Oxford

In the last few years, courses on parallel computation have been developed and offered in many institutions in the UK, Europe and US as a recognition of the growing significance of this topic in mathematics and computer science. There is a clear need for texts that meet the needs of students and lecturers and this book, based on the author's lecture at ETH Zurich, is an ideal practical student guide to scientific computing on parallel computers working up from a hardware instruction level, to shared memory machines, and finally to distributed memory machines. Aimed at advanced undergraduate and graduate students in

applied mathematics, computer science, and engineering, subjects covered include linear algebra, fast Fourier transform, and Monte-Carlo simulations, including examples in C and, in some cases, Fortran. This book is also ideal for practitioners and programmers.

Managing the Testing Process

Practical Tools and Techniques for Managing Hardware and Software Testing *John Wiley & Sons*

An updated edition of the best tips and tools to plan, build, and execute a structured test operation. In this update of his bestselling book, Rex Black walks you through how to

develop essential tools and apply them to your test project. He helps you master the basic tools, apply the techniques to manage your resources, and give each area just the right amount of attention so that you can successfully survive managing a test project! Offering a thorough review of the tools and resources you will need to manage both large and small projects for hardware and software, this book prepares you to adapt the concepts across a broad range of settings. Simple and effective, the tools comply with industry standards and bring you up to date with the best test management practices and tools of leading hardware and software vendors. Rex

Black draws from his own numerous testing experiences-- including the bad ones, so you can learn from his mistakes-- to provide you with insightful tips in test project management. He explores such topics as: Dates, budgets, and quality-expectations versus reality Fitting the testing process into the overall development or maintenance process How to choose and when to use test engineers and technicians, contractors and consultants, and external test labs and vendors Setting up and using an effective and simple bug-tracking database Following the status of each test case The companion Web site contains fifty tools, templates, and

case studies that will help you put these ideas into action--fast!

A Practical Guide to SysML

The Systems Modeling Language *Morgan Kaufmann*

A Practical Guide to SysML: The Systems Modeling Language is a comprehensive guide to SysML for systems and software engineers. It provides an advanced and practical resource for modeling systems with SysML. The source describes the modeling language and offers information about employing SysML in transitioning an organization or project to model-based systems engineering. The book also presents various examples to help readers

understand the OMG Systems Modeling Professional (OCSMP) Certification Program. The text is organized into four parts. The first part provides an overview of systems engineering. It explains the model-based approach by comparing it with the document-based approach and providing the modeling principles. The overview of SysML is also discussed. The second part of the book covers a comprehensive description of the language. It discusses the main concepts of model organization, parametrics, blocks, use cases, interactions, requirements, allocations, and profiles. The third part presents examples that illustrate how SysML supports different model-based procedures. The last part discusses how to transition and deploy SysML into an organization or project. It explains the integration of SysML into a systems development environment. Furthermore, it describes the category of data that are exchanged between a SysML tool and other types of tools, and the types of exchange mechanisms that can be used. It also covers the criteria that must be considered when selecting a SysML. Software and systems engineers, programmers, IT practitioners, experts, and non-experts will find this book useful. *The authoritative guide for

understanding and applying SysML
*Authored by the foremost experts on the language
*Language description, examples, and quick reference guide included

A Practical Introduction to Beam Physics and Particle Accelerators

Morgan & Claypool Publishers

This book is a brief exposition of the principles of beam physics and particle accelerators with emphasis on numerical examples employing readily available computer tools. Avoiding detailed derivations, we invite the reader to use general high-end languages such as Mathcad and Matlab, as well as specialized

particle accelerator codes (e.g. MAD, WinAgile, Elegant, and others) to explore the principles presented. This approach allows the student to readily identify relevant design parameters and their scaling and easily adapt computer input files to other related situations.

Mobile Robotics

A Practical Introduction *Springer Science & Business Media*

Mobile Robotics: A Practical Introduction (2nd edition) is an excellent introduction to the foundations and methods used for designing completely autonomous mobile robots. A fascinating, cutting-edge, research topic, autonomous mobile robotics is now

taught in more and more universities. In this book you are introduced to the fundamental concepts of this complex field via twelve detailed case studies that show how to build and program real working robots. Topics covered in clued learning, autonomous navigation in unmodified, noisy and unpredictable environments, and high fidelity robot simulation. This new edition has been updated to include a new chapter on novelty detection, and provides a very practical introduction to mobile robotics for a general scientific audience. It is essential reading for 2nd and 3rd year undergraduate students and postgraduate students studying robotics,

artificial intelligence, cognitive science and robot engineering. The update and overview of core concepts in mobile robotics will assist and encourage practitioners of the field and set challenges to explore new avenues of research in this exiting field. The author is Senior Lecturer at the Department of Computer Science at the University of Essex. "A very fine overview over the relevant problems to be solved in the attempt to bring intelligence to a moving vehicle." Professor Dr. Ewald von Puttkamer, University of Kaiserslautern "Case studies show ways of achieving an impressive repertoire of kinds of learned behaviour, navigation

and map-building. The book is an admirable introduction to this modern approach to mobile robotics and certainly gives a great deal of food for thought. This is an important and thought-provoking book." Alex M. Andrew in *Kybernetes* Vol 29 No 4 and *Robotica* Vol 18

The Hardware Hacking Handbook

Breaking Embedded Security with Hardware Attacks *No Starch Press*

The Hardware Hacking Handbook takes you deep inside embedded devices to show how different kinds of attacks work, then guides you through each hack on real hardware. Embedded devices are chip-size microcomputers small

enough to be included in the structure of the object they control, and they're everywhere—in phones, cars, credit cards, laptops, medical equipment, even critical infrastructure. This means understanding their security is critical. The Hardware Hacking Handbook takes you deep inside different types of embedded systems, revealing the designs, components, security limits, and reverse-engineering challenges you need to know for executing effective hardware attacks. Written with wit and infused with hands-on lab experiments, this handbook puts you in the role of an attacker interested in breaking security to do good. Starting with a crash

course on the architecture of embedded devices, threat modeling, and attack trees, you'll go on to explore hardware interfaces, ports and communication protocols, electrical signaling, tips for analyzing firmware images, and more. Along the way, you'll use a home testing lab to perform fault-injection, side-channel (SCA), and simple and differential power analysis (SPA/DPA) attacks on a variety of real devices, such as a crypto wallet. The authors also share insights into real-life attacks on embedded systems, including Sony's PlayStation 3, the Xbox 360, and Philips Hue lights, and provide an appendix of the equipment needed for your hardware

hacking lab - like a multimeter and an oscilloscope - with options for every type of budget. You'll learn:

- How to model security threats, using attacker profiles, assets, objectives, and countermeasures
- Electrical basics that will help you understand communication interfaces, signaling, and measurement
- How to identify injection points for executing clock, voltage, electromagnetic, laser, and body-biasing fault attacks, as well as practical injection tips
- How to use timing and power analysis attacks to extract passwords and cryptographic keys
- Techniques for leveling up both simple and differential power

analysis, from practical measurement tips to filtering, processing, and visualization. Whether you're an industry engineer tasked with understanding these attacks, a student starting out in the field, or an electronics hobbyist curious about replicating existing work, *The Hardware Hacking Handbook* is an indispensable resource – one you'll always want to have onhand.

Introduction to Embedded Systems

A Cyber-Physical Systems Approach *MIT Press*

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-

physical systems. The most visible use of computers and software is processing information for human 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 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 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 approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference

for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

Modern Programming Languages

A Practical Introduction *Franklin Beedle & Assoc*

Typical undergraduate CS/CE majors have a practical orientation: they study computing because they like programming and are good at it. This book has strong appeal to this core student group. There is more than enough material for a semester-long course. The challenge

for a course in programming language concepts is to help practical students understand programming languages at an unaccustomed level of abstraction. To help meet this challenge, the book includes enough hands-on programming exercises and examples to motivate students whose primary interest in computing is practical

USB Design by Example

A Practical Guide to Building I/O Devices

This unique guide goes beyond all the USB specification overviews to provide designers with the expert knowledge and skills they need to design and implement USB I/O

devices.

Super-Resolution Microscopy

A Practical Guide

John Wiley & Sons

This unique book on super-resolution microscopy techniques presents comparative, in-depth analyses of the strengths and weaknesses of the individual approaches. It was written for non-experts who need to understand the principles of super-resolution or who wish to use recently commercialized instruments as well as for professionals who plan to realize novel microscopic devices. Explaining the practical requirements in terms of hardware, software and sample preparation, the book offers a wealth of

hands-on tips and practical tricks to get a setup running, provides invaluable help and support for successful data acquisition and specific advice in the context of data analysis and visualization.

Furthermore, it addresses a wide array of transdisciplinary fields of applications. The author begins by outlining the joint efforts that have led to achieving super-resolution microscopy combining advances in single-molecule photo-physics, fluorophore design and fluorescent labeling, instrument design and software development. The following chapters depict and compare current main standard techniques such as structured illumination microscopy, single-

molecule localization, stimulated emission depletion microscopy and multi-scale imaging including light-sheet and expansion microscopy. For each individual approach the experimental setups are introduced, the imaging protocols are provided and the various applications illustrated. The book concludes with a discussion of future challenges addressing issues of routine applications and further commercialization of the available methods. Guiding users in how to make choices for the design of their own experiments from scratch to promising application, this one-stop resource is intended for researchers in the applied sciences, from

chemistry to biology and medicine to physics and engineering.

Embedded Digital Control with Microcontrollers

Implementation with C and Python

John Wiley & Sons

Explore a concise and practical introduction to implementation methods and the theory of digital control systems on microcontrollers. **Embedded Digital Control: Implementation on ARM Cortex-M Microcontrollers** delivers expert instruction in digital control system implementation techniques on the widely used ARM Cortex-M microcontroller. The

accomplished authors present the included information in three phases. First, they describe how to implement prototype digital control systems via the Python programming language in order to help the reader better understand theoretical digital control concepts. Second, the book offers readers direction on using the C programming language to implement digital control systems on actual microcontrollers. This will allow readers to solve real-life problems involving digital control, robotics, and mechatronics. Finally, readers will learn how to merge the theoretical and practical issues discussed in the book by implementing

digital control systems in real-life applications. Throughout the book, the application of digital control systems using the Python programming language ensures the reader can apply the theory contained within. Readers will also benefit from the inclusion of: A thorough introduction to the hardware used in the book, including STM32 Nucleo Development Boards and motor drive expansion boards An exploration of the software used in the book, including MicroPython, Keil uVision, and Mbed Practical discussions of digital control basics, including discrete-time signals, discrete-time systems, linear and time-invariant systems, and constant

coefficient difference equations An examination of how to represent a continuous-time system in digital form, including analog-to-digital conversion and digital-to-analog conversion Perfect for undergraduate students in electrical engineering, Embedded Digital Control: Implementation on ARM Cortex-M Microcontrollers will also earn a place in the libraries of professional engineers and hobbyists working on digital control and robotics systems seeking a one-stop reference for digital control systems on microcontrollers.

Inside the Machine

An Illustrated

**Introduction to
Microprocessors and
Computer**

Architecture *No
Starch Press*

Om hvordan mikroprocessorer fungerer, med undersøgelse af de nyeste mikroprocessorer fra Intel, IBM og Motorola.

**Introduction to
Embedded Systems**

**Using
Microcontrollers and
the MSP430** *Springer
Science & Business
Media*

This textbook serves as an introduction to the subject of embedded systems design, using microcontrollers as core components. It develops concepts from the ground up, covering the development of embedded systems

technology, architectural and organizational aspects of controllers and systems, processor models, and peripheral devices. Since microprocessor-based embedded systems tightly blend hardware and software components in a single application, the book also introduces the subjects of data representation formats, data operations, and programming styles. The practical component of the book is tailored around the architecture of a widely used Texas Instrument's microcontroller, the MSP430 and a companion web site offers for download an experimenter's kit and lab manual, along with Powerpoint slides and

solutions for
instructors.

Computers and the law : [a practical introduction to: hardware and software contracts, software copyright, patent protection, computer fraud, hacking, the data protection act 1984 and other key issues]

Practical Parallel Computing *Academic Press*

Practical Parallel Computing provides information pertinent to the fundamental aspects of high-performance parallel processing. This book discusses the development of parallel applications on a variety of equipment. Organized into three parts encompassing 12

chapters, this book begins with an overview of the technology trends that converge to favor massively parallel hardware over traditional mainframes and vector machines. This text then gives a tutorial introduction to parallel hardware architectures. Other chapters provide worked-out examples of programs using several parallel languages. This book deals as well with benchmarking and performance estimation on parallel machines. The final chapter provides a structured, flexible methodology for selecting a parallel machine and for integrating it into operations. This book is a valuable resource for readers who are

confronted with the practical realities of parallel computing for the first time. Mid-level technical managers, algorithm designers, computer scientists, and doctorate-level mathematicians will also find this book extremely useful.

**A Practical Guide to
Gas Analysis by Gas
Chromatography**

Elsevier

A Practical Gas Analysis by Gas Chromatography provides a detailed overview of the most important aspects of gas analysis by gas chromatography (GC) for both the novice and expert. Authors John Swinley and Piet de Coning provide the necessary information on the selection of columns and components, thus

allowing the reader to assemble custom gas analysis systems for specific needs. The book brings together a wide range of disparate literature on this technique that will fill a crucial gap for those who perform different types of research, including lab operators, separation scientists, graduate students and academic researchers. This highly practical, up-to-date reference can be consulted in the lab to guide key decisions about proper setup, hardware and software selection, calibration, analysis, and more, allowing researchers to avoid the common pitfalls caused by incorrect infrastructure. Shows, in detail, how valve configurations work, allowing readers to understand the

building blocks of extremely complex systems Presents the complete infrastructure for setting up a gas analysis laboratory in a single source Includes a full chapter on practical analytical systems for analyzing various gas mixtures