Comparing And Contrasting Fpga And Microprocessor System

Revised edition of: FPGA-based implementation of signal processing systems / Roger Woods ... [et al.]. 2008.
This book constitutes the refereed proceedings of the 13th International Conference on Field-Programmable Logic and Applications, FPL 2003, held in Lisbon, Portugal in September 2003. The 90 revised full papers and 56 revised poster papers presented were carefully reviewed and selected from 216 submissions. The papers are organized in topical sections on technologies and trends, communications applications, high level design tools, reconfigurable architecture, cryptographic applications, multi-context FPGAs, low-power issues, run-time reconfiguration, compilation tools, asynchronous techniques, bio-related applications, codesign, reconfigurable fabrics, image processing applications, SAT techniques, application-specific architectures, DSP applications, dynamic reconfiguration, SoC architectures, emulation, cache design, arithmetic, bio-inspired design, SoC design, cellular applications, fault analysis, and network applications.
This book constitutes the proceedings of the 25th International Conference on Parallel and Distributed Computing, Euro-Par 2019, held in Göttingen, Germany, in August 2019. The 36 full papers presented in this volume were carefully reviewed and selected from 142 submissions. They deal with parallel and distributed computing in general, focusing on support tools and environments; performance and power modeling, prediction and evaluation; scheduling and load balancing; high performance architectures and compilers; data management, analytics and deep learning; cluster and cloud computing; distributed systems and algorithms; parallel and distributed programming, interfaces, and languages; multicore and manycore parallelism; theory and algorithms for parallel computation and networking; parallel numerical methods and applications; accelerator computing; algorithms and systems for bioinformatics; and algorithms and systems for digital humanities.
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.
This book gathers selected papers from the Second International Symposium on Software Reliability, Industrial Safety, Cyber Security and Physical Protection of Nuclear Power Plant, held in Chengdu, China on August 23–25, 2017. The symposium provided a platform of technical exchange and experience sharing for a broad range of experts, scholars and nuclear power practitioners. The book reflects the state of the art and latest trends in nuclear instrumentation and control system technologies, as well as China’s growing influence in this area. It offers a valuable resource for both practitioners and academics working in the field of nuclear instrumentation, control systems and other safety-critical systems, as well as nuclear power plant managers, public officials and regulatory authorities.
This Edited Volume Field Programmable Gate Arrays (FPGAs) II is a collection of reviewed and relevant research chapters, offering a comprehensive overview of recent developments in the field of Computer and Information Science. The book comprises single chapters authored by various researchers and edited by an expert active in the Computer and Information Science research area. All chapters are complete in itself but united under a common research study topic. This publication aims at providing a thorough overview of the latest research efforts by international authors on Computer and Information Science, and open new possible research paths for further novel developments.
The relevance of the Internet has dramatically grown in the past decades. However, the enormous financial impact attracts many types of criminals. Setting up proper security mechanisms (e.g., Intrusion Detection Systems (IDS)) has therefore never been more important than today. To further compete with today's data transfer rates (10 to 100 Gbit/s), dedicated hardware accelerators have been proposed to offload compute intensive tasks from general purpose processors. As one key technology, reconfigurable hardware architectures, e.g., the Field Programmable Gate Array (FPGA), are of particular interest to this end. This work addresses the use of such FPGAs in the context of interactive communication applications, which goes beyond the regular packet level operations often seen in this area. To support rapid prototyping, a novel FPGA platform (NetStage) has been designed and developed, which provides a communication core for Internet communication and a flexible connection bus for attaching custom applications modules. A hardware honeypot (the MalCoBox) has been set up as a proof-of-concept application. Furthermore, to address the ongoing issue of hardware programming complexity, the domain-specific Malacoda language for abstractly formulating honeypot packet communication dialogs is presented and discussed. An associated compiler translates Malacoda into high-performance hardware modules for NetStage. Together, NetStage and Malacoda address some of the productivity deficiencies often recognized as major hindrances for the more widespread use of reconfigurable computing in communications applications. Finally, the NetStage platform has been evaluated in a real production environment.
This volume contains the proceedings of the 4th International Workshop on Field-Programmable Logic and Applications (FPL '94), held in Prague, Czech Republic in September 1994. The growing importance of field-programmable devices is substantiated by the remarkably high number of 116 submissions for FPL '94; from them, the revised versions of 40 full papers and 24 high-quality poster presentations were accepted for inclusion in this volume. Among the topics treated are: testing, layout, synthesis tools, compilation research and CAD, trade-offs and experience, innovations and smart applications, FPGA-based computer architectures, high-level design, prototyping and ASIC emulators, commercial devices, new tools, CCMs and HW/SW co-design, modelers, educational experience, and novel architectures.

The third international conference on INformation Systems Design and Intelligent Applications (INDIA – 2016) held in Visakhapatnam, India during January 8-9, 2016. The book covers all aspects of information system design, computer science and technology, general sciences, and educational research. Upon a double blind review process, a number of high quality papers are selected and collected in the book, which is composed of three different volumes, and covers a variety of topics, including natural language processing, artificial intelligence, security and privacy, communications, wireless and sensor networks, microelectronics, circuit and systems, machine learning, soft computing, mobile computing and applications, cloud computing, software engineering, graphics and image processing, rural engineering, e-commerce, e-governance, business computing, molecular computing, nano-computing, chemical computing, intelligent computing for GIS and remote sensing, bio-informatics and bio-computing. These fields are not only limited to computer researchers but also include mathematics, chemistry, biology, bio-chemistry, engineering, statistics, and all others in which computer techniques may assist.

This book gathers selected papers presented at the Third International Symposium on Signal and Image Processing (ISSIP 2020), organized by the Department of Information Technology, RCC Institute of Information Technology, Kolkata, during March 18–19, 2020. It presents fascinating, state-of-the-art research findings in the field of signal and image processing. It includes conference papers covering a wide range of signal processing applications involving filtering, encoding, classification, segmentation, clustering, feature extraction, denoising, watermarking, object recognition, reconstruction and fractal analysis. It addresses various types of signals, such as image, video, speech, non-speech audio, handwritten text, geometric diagram, ECG and EMG signals; MRI, PET and CT scan images; THz signals; solar wind speed signals (SWS); and photoplethysmogram (PPG) signals, and demonstrates how new paradigms of intelligent computing, like quantum computing, can be applied to process and analyze signals precisely and effectively.

This book covers diverse aspects of advanced computer and communication engineering, focusing specifically on industrial and manufacturing theory and applications of electronics, communications, computing and information technology. Experts in research, industry, and academia present the latest developments in technology, describe applications involving cutting-edge communication and computer systems, and explore likely future trends. In addition, a wealth of new algorithms that assist in solving computer and communication engineering problems are presented. The book is based on presentations given at ICOCOE 2015, the 2nd International Conference on Communication and Computer Engineering. It will appeal to a wide range of professionals in the field, including telecommunication engineers, computer engineers and scientists, researchers, academics and students.

Field-programmable gate arrays (FPGAs), which are pre-fabricated, programmable digital integrated circuits (ICs), provide easy access to state-of-the-art integrated circuit process technology, and in doing so, democratize this technology of our time. This book is about comparing the qualities of FPGA – their speed performance, area and power consumption, against custom-fabricated ICs, and exploring ways of mitigating their de ciencies. This work began as a question that many have asked, and few had the resources to answer – how much worse is an FPGA compared to a custom-designed chip? As we dealt with that question, we found that it was far more dif cult to answer than we anticipated, but that the results were rich basic insights on fundamental understandings of FPGA architecture. It also encouraged us to nd ways to leverage those insights to seek ways to make FPGA technology better, which is what the second half of the book is about. While the question “How much worse is an FPGA than an ASIC?” has been a constant sub-theme of all research on FPGAs, it was posed most directly, some time around May 2004, by Professor Abbas El Gamal from Stanford University to us – he was working on a 3D FPGA, and was wondering if any real measurements had been made in this kind of comparison. Shortly thereafter we took it up and tried to answer in a serious way.

Primarily intended for undergraduate engineering students of Electronics and Communication, Electronics and Electrical, Electronics and Instrumentation, Computer Science and Information Technology, this book will also be useful for the students of BCA, B.Sc. (Electronics and CS), M.Sc. (Electronics and CS) and MCA. Digital Design is a student-friendly textbook for learning digital electronic fundamentals and digital circuit design. It is suitable for both traditional design of digital circuits and HDL based digital design. This well organised text gives a comprehensive view of Boolean logic, logic gates and combinational circuits, synchronous and asynchronous circuits, memory devices, semiconductor devices and PLDs, and HDL, VHDL and Verilog programming. Numerous solved examples are given right after conceptual discussion to provide better comprehension of the subject matter. VHDL programs along with simulation results are given for better understanding of VHDL programming. Key features Well labelled illustrations provide practical understanding of the concepts. GATE level MCQs with answers (along with detailed explanation wherever required) at the end of each chapter help students to prepare for competitive examinations. Short questions with answers and appropriate number of review questions at the end of each chapter are useful for the students to prepare for university exams and competitive exams. Separate chapters on VHDL and Verilog programming along with simulated results are included to enhance the programming skills of HDL.

Positron Emission Tomography is a nuclear medicine technique first used to study the brain. Several decades ago, PET scanners design and performance have improved considerably: number of detectors has increased from 20 to 20,0000, axial field of view from 2 to 20 cm, spatial resolution has improved from 25 to 5 mm, sensitivity has increased of about 1000 fold. At the same time, clinical applications have grown dramatically. In the first section of this book the authors review some of developments in PET instrumentation, with emphasis on data acquisition, processing and image formation. In the second section authors expose examples of applications in human research. In the last section authors describe applications in assessment and prediction of oncological treatment response.

This book introduces the concepts of soft errors in FPGAs, as well as the motivation for using commercial, off-the-shelf (COTS) FPGAs in mission-critical and remote applications, such as aerospace. The authors describe the effects of

radiation in FPGAs, present a large set of soft-error mitigation techniques that can be applied in these circuits, as well as methods for qualifying these circuits under radiation. Coverage includes radiation effects in FPGAs, fault-tolerant techniques for FPGAs, use of COTS FPGAs in aerospace applications, experimental data of FPGAs under radiation, FPGA embedded processors under radiation and fault injection in FPGAs. Since dedicated parallel processing architectures such as GPUs have become more desirable in aerospace applications due to high computational power, GPU analysis under radiation is also discussed.

This book is a comprehensive introduction to LabVIEW FPGATM, a package allowing the programming of intelligent digital controllers in field programmable gate arrays (FPGAs) using graphical code. It shows how both potential difficulties with understanding and programming in VHDL and the consequent difficulty and slowness of implementation can be sidestepped. The text includes a clear theoretical explanation of fuzzy logic (type 1 and type 2) with case studies that implement the theory and systematically demonstrate the implementation process. It goes on to describe basic and advanced levels of programming LabVIEW FPGA and show how implementation of fuzzy-logic control in FPGAs improves system responses. A complete toolkit for implementing fuzzy controllers in LabVIEW FPGA has been developed with the book so that readers can generate new fuzzy controllers and deploy them immediately. Problems and their solutions allow readers to practice the techniques and to absorb the theoretical ideas as they arise. Fuzzy Logic Type 1 and Type 2 Based on LabVIEW FPGATM, helps students studying embedded control systems to design and program those controllers more efficiently and to understand the benefits of using fuzzy logic in doing so. Researchers working with FPGAs find the text useful as an introduction to LabVIEW and as a tool helping them design embedded systems.

This book constitutes the refereed proceedings of the 8th International Workshop on Field-Programmable Logics and Applications, FPL '98, held in Tallinn, Estonia, in August/September 1998. The 39 revised full papers presented were carefully selected for inclusion in the book from a total of 86 submissions. Also included are 30 refereed high-quality posters. The papers are organized in topical sections on design methods, general aspects, prototyping and simulation, development methods, accelerators, system architectures, hardware/software codesign, system development, algorithms on FPGAs, and applications.

High-Performance Computing using FPGA covers the area of high performance reconfigurable computing (HPRC). This book provides an overview of architectures, tools and applications for High-Performance Reconfigurable Computing (HPRC). FPGAs offer very high I/O bandwidth and fine-grained, custom and flexible parallelism and with the ever-increasing computational needs coupled with the frequency/power wall, the increasing maturity and capabilities of FPGAs, and the advent of multicore processors which has caused the acceptance of parallel computational models. The Part on architectures will introduce different FPGA-based HPC platforms: attached co-processor HPRC architectures such as the CHREC’s Novo-G and EPCC’s Maxwell systems; tightly coupled HRPC architectures, e.g. the Convey hybrid-core computer; reconfigurably networked HPRC architectures, e.g. the QPACE system, and standalone HPRC architectures such as EPFL’s CONFETTI system. The Part on Tools will focus on high-level programming approaches for HPRC, with chapters on C-to-Gate tools (such as Impulse-C, AutoESL, Handel-C, MORA-C++); Graphical tools (MATLAB-Simulink, NI LabVIEW); Domain-specific languages, languages for heterogeneous computing(for example OpenCL, Microsoft’s Kiwi and Alchemy projects). The part on Applications will present case from several application domains where HPRC has been used successfully, such as Bioinformatics and Computational Biology; Financial Computing; Stencil computations; Information retrieval; Lattice QCD; Astrophysics simulations; Weather and climate modeling.

This book presents the state-of-the art of one of the main concerns with microprocessors today, a phenomenon known as "dark silicon". Readers will learn how power constraints (both leakage and dynamic power) limit the extent to which large portions of a chip can be powered up at a given time, i.e. how much actual performance and functionality the microprocessor can provide. The authors describe their research toward the future of microprocessor development in the dark silicon era, covering a variety of important aspects of dark silicon-aware architectures including design, management, reliability, and test. Readers will benefit from specific recommendations for mitigating the dark silicon phenomenon, including energy-efficient, dedicated solutions and technologies to maximize the utilization and reliability of microprocessors.

This book constitutes the refereed proceedings of the ACM/IFIP/USENIX 12th International Middleware Conference, held in Lisbon, Portugal, in December 2011. The 22 revised full papers presented together with 2 industry papers and an invited paper were carefully reviewed and selected from 125 submissions. The papers are organized in topical sections on social networks, storage and performance management, green computing and resource management, notification and streaming, replication and caching, security and interoperability, and run-time (re)configuration and inspection.

This thesis reports on an outstanding research advance in the development of Application Specific Printed Electronic (ASPE) circuits. It proposes the novel Inkjet-Configurable Gate Array (IGA) concept as a design-manufacturing method for the direct mapping of digital functions on top of new prefabricated structures. The thesis begins by providing details on the generation of the IGA bulk, and subsequently presents Drop-on-Demand configurable methodologies for the metallization of IGAs. Lastly, it demonstrates IGAs’ suitability for personalization and yield improvement, and reports on the integration of various circuits into IGA bulk. In addition to highlighting novel results, the thesis also offers a comprehensive introduction to printed electronics, from technology development, to design methods, tools and kits.

FPGA Architecture: Survey and Challenges reviews the historical development of programmable logic devices, the fundamental programming technologies that the programmability is built on, and then describes the basic understandings gleaned from research on architectures. It is an invaluable reference for engineers and computer scientists. It is also an

excellent primer for senior or graduate-level students in electrical engineering or computer science.
This book constitutes the refereed proceedings of the 19th International Conference on Embedded Computer Systems: Architectures, Modeling, and Simulation, SAMOS 2019, held in Pythagorion, Samos, Greece, in July 2019. The 21 regular papers presented were carefully reviewed and selected from 55 submissions. The papers are organized in topical sections on system design space exploration; deep learning optimization; system security; multi/many-core scheduling; system energy and heat management; many-core communication; and electronic system-level design and verification. In addition there are 13 papers from three special sessions which were organized on topics of current interest: insights from negative results; machine learning implementations; and European projects.
The next generation of computer system designers will be less concerned about details of processors and memories, and more concerned about the elements of a system tailored to particular applications. These designers will have a fundamental knowledge of processors and other elements in the system, but the success of their design will depend on the skills in making system-level tradeoffs that optimize the cost, performance and other attributes to meet application requirements. This book provides a new treatment of computer system design, particularly for System-on-Chip (SOC), which addresses the issues mentioned above. It begins with a global introduction, from the high-level view to the lowest common denominator (the chip itself), then moves on to the three main building blocks of an SOC (processor, memory, and interconnect). Next is an overview of what makes SOC unique (its customization ability and the applications that drive it). The final chapter presents future challenges for system design and SOC possibilities.
The push to move products to market as quickly and cheaply as possible is fiercer than ever, and accordingly, engineers are always looking for new ways to provide their companies with the edge over the competition. Field-Programmable Gate Arrays (FPGAs), which are faster, denser, and more cost-effective than traditional programmable logic devices (PLDs), are quickly becoming one of the most widespread tools that embedded engineers can utilize in order to gain that needed edge. FPGAs are especially popular for prototyping designs, due to their superior speed and efficiency. This book hones in on that rapid prototyping aspect of FPGA use, showing designers exactly how they can cut time off production cycles and save their companies money drained by costly mistakes, via prototyping designs with FPGAs first. Reading it will take a designer with a basic knowledge of implementing FPGAs to the “next-level of FPGA use because unlike broad beginner books on FPGAs, this book presents the required design skills in a focused, practical, example-oriented manner. In-the-trenches expert authors assure the most applicable advice to practicing engineers Dual focus on successfully making critical decisions and avoiding common pitfalls appeals to engineers pressured for speed and perfection Hardware and software are both covered, in order to address the growing trend toward "cross-pollination" of engineering expertise
This book presents the methodologies and for embedded systems design, using field programmable gate array (FPGA) devices, for the most modern applications. Coverage includes state-of-the-art research from academia and industry on a wide range of topics, including applications, advanced electronic design automation (EDA), novel system architectures, embedded processors, arithmetic, and dynamic reconfiguration.
ThesearetheproceedingsofCHES2002,theFourthWorkshoponCryptographic Hardware and Embedded Systems. After the ?rst two CHES Workshops held in Massachusetts, and the third held in Europe, this is the ?rst Workshop on the West Coast of the United States. There was a record number of submissions this year and in response the technical program was extended to 3 days. As is evident by the papers in these proceedings, there have been again many excellent submissions. Selecting the papers for this year’s CHES was not an easy task, and we regret that we could not accept many contributions due to the limited availability of time. There were 101 submissions this year, of which 39 were selected for presentation. We continue to observe a steady increase over previous years: 42 submissions at CHES ’99, 51 at CHES 2000, and 66 at CHES 2001. We interpret this as a continuing need for a workshop series that c- bines theory and practice for integrating strong security features into modern communicationsandcomputerapplications. Inadditiontothesubmittedcont- butions, Jean-Jacques Quisquater (UCL, Belgium), Sanjay Sarma (MIT, USA) and a panel of experts on hardware random number generation gave invited talks. As in the previous years, the focus of the Workshop is on all aspects of cr- tographic hardware and embedded system security. Of special interest were c- tributionsthatdescribenewmethodsfore?cienthardwareimplementationsand high-speed software for embedded systems, e. g. , smart cards, microprocessors, DSPs, etc. CHES also continues to be an important forum for new theoretical and practical ?ndings in the important and growing ?eld of side-channel attacks.
"This set of books represents a detailed compendium of authoritative, research-based entries that define the contemporary state of knowledge on technology"--Provided by publisher.
This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.
This guide to radio engineering covers every technique DSP and RF engineers need to build software radios for a wide variety of wireless systems using DSP techniques. Included are practical guidelines for choosing DSP microprocessors, and systematic, object-oriented software design techniques.
This book collects the best practices FPGA-based Prototyping of SoC and ASIC devices into one place for the first time, drawing upon not only the authors' own knowledge but also from leading practitioners worldwide in order to present a snapshot of best practices today and possibilities for the future. The book is organized into chapters which appear in the same order as the tasks and decisions which are performed during an FPGA-based prototyping project. We start by analyzing the challenges and benefits of FPGA-based Prototyping and how they compare to other prototyping methods. We present the current state of the available FPGA technology and tools and how to get started on a project. The FPMM also compares between home-made and outsourced FPGA platforms and how to analyze which will best meet the needs of a given project. The central chapters deal with implementing an SoC design in FPGA technology including clocking, conversion of memory, partitioning, multiplexing and handling IP amongst many other subjects. The important subject of bringing up the design on the FPGA boards is covered next, including the introduction of the real design into the board, running embedded software upon it in and debugging and iterating in a lab environment. Finally we explore how the FPGA-based Prototype can be linked into other verification methodologies, including RTL simulation and virtual models in SystemC. Along the way, the reader will discover that an adoption of FPGA-based Prototyping from the beginning of a project, and an approach we call Design-for-Prototyping, will greatly increase the success of the prototype and the whole SoC project, especially the embedded software portion. Design-for-Prototyping is introduced and explained and promoted as a manifesto for better SoC design. Readers can approach the subjects from a number of directions. Some will be experienced with many of the tasks involved in FPGA-based Prototyping but are looking for new insights and ideas; others will be relatively new to the

subject but experienced in other verification methodologies; still others may be project leaders who need to understand if and how the benefits of FPGA-based prototyping apply to their next SoC project. We have tried to make each subject chapter relatively standalone, or where necessary, make numerous forward and backward references between subjects, and provide recaps of certain key subjects. We hope you like the book and we look forward to seeing you on the FPMM on-line community soon (go to www.synopsys.com/fpmm).

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.

Reconfigurable systems have pervaded nearly all fields of computation and will continue to do so for the foreseeable future. Reconfigurable System Design and Verification provides a compendium of design and verification techniques for reconfigurable systems, allowing you to quickly search for a technique and determine if it is appropriate to the task at hand. It bridges the gap between the need for reconfigurable computing education and the burgeoning development of numerous different techniques in the design and verification of reconfigurable systems in various application domains. The text explains topics in such a way that they can be immediately grasped and put into practice. It starts with an overview of reconfigurable computing architectures and platforms and demonstrates how to develop reconfigurable systems. This sets up the discussion of the hardware, software, and system techniques that form the core of the text. The authors classify design and verification techniques into primary and secondary categories, allowing the appropriate ones to be easily located and compared. The techniques discussed range from system modeling and system-level design to co-simulation and formal verification. Case studies illustrating real-world applications, detailed explanations of complex algorithms, and self-explaining illustrations add depth to the presentation. Comprehensively covering all techniques related to the hardware-software design and verification of reconfigurable systems, this book provides a single source for information that otherwise would have been dispersed among the literature, making it very difficult to search, compare, and select the technique most suitable. The authors do it all for you, making it easy to find the techniques that fit your system requirements, without having to surf the net or digital libraries to find the candidate techniques and compare them yourself.

You are holding the rst in a hopefully long and successful series of RSA Cr- tographers’ Track proceedings. The Cryptographers’ Track (CT-RSA) is one of the many parallel tracks of the yearly RSA Conference. Other sessions deal with government projects, law and policy issues, freedom and privacy news, analysts’ opinions, standards, ASPs, biotech and healthcare, nance, telecom and wireless security, developers, new products, implementers, threats, RSA products, VPNs, as well as cryp- graphy and enterprise tutorials. RSA Conference 2001 is expected to continue the tradition and remain the largest computer security event ever staged: 250 vendors, 10,000 visitors and 3,000 class-going attendees are expected in San Francisco next year. I am very grateful to the 22 members of the program committee for their hard work. The program committee received 65 submissions (one of which was later withdrawn) for which review was conducted electronically; almost all papers had at least two reviews although most had three or more. Eventually, we accepted the 33 papers that appear in these proceedings. Revisions were not checked on their scienti c aspects and some authors will write nal versions of their papers for publication in refereed journals. As is usual, authors bear full scienti c and paternity responsibilities for the contents of their papers.

Rapid System Prototyping with FPGAsAccelerating the Design ProcessElsevier

In the field of image processing, many applications require real-time execution, particularly those in the domains of medicine, robotics and transmission, to name but a few. Recent technological developments have allowed for the integration of more complex algorithms with large data volume into embedded systems, in turn producing a series of new sophisticated electronic architectures at affordable prices. This book performs an in-depth survey on this topic. It is primarily written for those who are familiar with the basics of image processing and want to implement the target processing design using different electronic platforms for computing acceleration. The authors present techniques and approaches, step by step, through illustrative examples. This book is also suitable for electronics/embedded systems engineers who want to consider image processing applications as sufficient imaging algorithm details are given to facilitate their understanding.

The book presents the proceedings of four conferences: The 26th International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA'20), The 18th International Conference on Scientific Computing (CSC'20); The 17th International Conference on Modeling, Simulation and Visualization Methods (MSV'20); and The 16th International Conference on Grid, Cloud, and Cluster Computing (GCC'20). The conferences took place in Las Vegas, NV, USA, July 27-30, 2020. The conferences are part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features 20 major tracks. Authors include academics, researchers, professionals, and students. Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20); Includes the research tracks Parallel and Distributed Processing, Scientific Computing, Modeling, Simulation and Visualization, and Grid, Cloud, and Cluster Computing; Features papers from PDPTA’20, CSC’20, MSV’20, and GCC’20.