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Trusted Computing Platforms - Graeme Proudler 2015-01-08

In this book the authors first describe the background of trusted platforms and trusted computing and speculate about the future. They then describe the technical features and architectures of trusted platforms from several different perspectives, finally explaining second-generation TPMs, including a technical description intended to supplement the Trusted Computing Group's TPM2 specifications. The intended audience is IT managers and engineers and graduate students in information security.

Selected Procedures for Volumetric Calibrations (2012 Ed) -

Georgia L. Harris 2012-03-31

This NIST IR of Selected Publications has been updated from the 2006 version and includes Good Laboratory Practices, Good Measurement Practices, and Standard Operating Procedures for volumetric calibrations.

Arm Assembly Language Programming & Architecture - Muhammad Ali Mazidi 2016-08-12

Who uses ARM? Currently ARM CPU is licensed and produced by more than 200 companies and is the dominant CPU chip in both cell phones and tablets. Given its RISC architecture and powerful 32-bit instructions set, it can be used for both 8-bit and 32-bit embedded products. The ARM corp. has already defined the 64-bit instruction extension and for that reason many Laptop and Server manufactures are introducing ARM-based Laptop and Servers. Who will use our textbook? This book is intended for both academic and industry readers. If you are using this book for a university course, the support materials and tutorials can be found on www.MicroDigitalEd.com. This book covers the Assembly language programming of the ARM chip. The ARM Assembly language is standard regardless of who makes the chip. The ARM licensees are free to implement the on-chip peripheral (ADC, Timers, I/O, etc.) as they choose. Since the ARM peripherals are not standard among the various vendors, we have dedicated a separate book to each vendor.

A Practical Guide to TPM 2.0 - Will Arthur 2015-01-28

A Practical Guide to TPM 2.0: Using the Trusted Platform Module in the New Age of Security is a straight-forward primer for developers. It shows security and TPM concepts, demonstrating their use in real applications that the reader can try out. Simply put, this book is designed to empower and excite the programming community to go out and do cool things with the TPM. The approach is to ramp the reader up quickly and keep their interest. *A Practical Guide to TPM 2.0: Using the Trusted Platform Module in the New Age of Security* explains security concepts, describes the TPM 2.0 architecture, and provides code and pseudo-code examples in parallel, from very simple concepts and code to highly complex concepts and pseudo-code. The book includes instructions for the available execution environments and real code examples to get readers up and talking to the TPM quickly. The authors then help the users expand on that with pseudo-code descriptions of useful applications using the TPM.

The Designer's Guide to the Cortex-M Processor Family - Trevor Martin 2013-03-13

The Designer's Guide to the Cortex-M Family is a tutorial-based book giving the key concepts required to develop programs in C with a Cortex M- based processor. The book begins with an overview of the Cortex- M family, giving architectural descriptions supported with practical examples, enabling the engineer to easily develop basic C programs to run on the Cortex- M0/M0+/M3 and M4. It then examines the more advanced features of the Cortex architecture such as memory protection, operating modes and dual stack operation. Once a firm grounding in the Cortex M processor has been established the book introduces the use of a small footprint RTOS and the CMSIS DSP library. With this book you will learn: The key differences between the Cortex M0/M0+/M3 and M4 How to write C programs to run on Cortex-M based processors How to

make best use of the Coresight debug system How to do RTOS development The Cortex-M operating modes and memory protection Advanced software techniques that can be used on Cortex-M microcontrollers How to optimise DSP code for the cortex M4 and how to build real time DSP systems An Introduction to the Cortex microcontroller software interface standard (CMSIS), a common framework for all Cortex M- based microcontrollers Coverage of the CMSIS DSP library for Cortex M3 and M4 An evaluation tool chain IDE and debugger which allows the accompanying example projects to be run in simulation on the PC or on low cost hardware

MSP430 Microcontroller Basics - John H. Davies 2008-08-21

The MSP430 microcontroller family offers ultra-low power mixed signal, 16-bit architecture that is perfect for wireless low-power industrial and portable medical applications. This book begins with an overview of embedded systems and microcontrollers followed by a comprehensive in-depth look at the MSP430. The coverage included a tour of the microcontroller's architecture and functionality along with a review of the development environment. Start using the MSP430 armed with a complete understanding of the microcontroller and what you need to get the microcontroller up and running! Details C and assembly language for the MSP430 Companion Web site contains a development kit Full coverage is given to the MSP430 instruction set, and sigma-delta analog-digital converters and timers

Far Inside The Arduino - Tom Almy 2020-08-23

Obtain the best performance from the ATmega4809 microcontroller in the Arduino Nano Every board by accessing features not utilized in the Arduino software library. This book is intended for those familiar with the ATmega328P in the Arduino Nano or Arduino Uno boards who want to take full advantage of the features in the Nano Every. Owners of the *Far Inside The Arduino* book will obtain the same in-depth treatment of the Nano Every. There are over 40 example programs, provided as a download from the authors website, illustrating the new or different features of this microcontroller. Topics include (with examples): -The Event System-Configurable Custom Logic-Changes to the memory map and EEPROM accessing-Changes to the ADC, Comparator, Timer/Counters, Watchdog Timer, SPI, USART, and TWI.-The new Real Time and Periodic Interrupt Timers -Arduino Library modifications for higher PWM frequencies, 1µs clock resolution, 8 times faster ADC, and 20MHz system clock Example programs demonstrate all 8 Timer/Counter B operating modes, and three Timer/Counter A operating modes, including using the Event input. There are also example programs for operating the TWI interface as both master and slave simultaneously, using the SPI as master and slave, with buffering for the slave, and for the USART asynchronous, synchronous, 1-wire, RS-485, and as a SPI master.

Power Supplies for LED Driving - Steve Winder 2016-12-28

Power Supplies for LED Driving, Second Edition explores the wide use of light-emitting diodes due to their efficient use of power. The applications for power LEDs include traffic lights, street lamps, automotive lighting, architectural lights, theatre lighting, household light replacements, signage lighting (replacing neon strip lights and fluorescent tubes), LCD display backlighting, and many more. Powering (driving) these LED's is not always simple. Linear driving is inefficient and generates far too much heat. With a switching supply, the main issues are EMI, efficiency, and of course cost. This book covers the design trade-offs involved in LED driving applications, from low-power, to UB-LEDs and beyond. Provides a practical, hands-on approach to power supply design for LED drivers Contains detailed examples of what works throughout the design process Presents commentary on how the calculated component value compares with the actual value used, including a description of why the choice was made

IBM Power Systems LC921 and LC922: Technical Overview and

Introduction - Scott Vetter 2019-12-10

This IBM® Redpaper™ publication is a comprehensive guide that covers the IBM Power Systems™ LC921 and LC922 (9006-12P and 9006-22P) servers that use the current IBM POWER9™ processor-based technology and supports Linux operating systems (OSes). The objective of this paper is to introduce the offerings and their capacities and available features. These new Linux scale-out systems provide differentiated performance, scalability, and low acquisition cost, and include the following features: Superior throughput and performance for high-value Linux workloads. Low acquisition cost through system optimization (industry-standard memory and industry-standard three-year warranty). Rich I/O options in the system unit. There are 12 large form factor (LFF)/small form factor (SFF) bays for 12 SAS/SATA hard disk drives (HDDs) or solid-state drives (SSDs), and four bays that are available for Non-Volatile Memory Express (NVMe) Gen3 adapters. Includes Trusted Platform Module (TPM) 2.0 Nuvoton NPCT650ABAWX through I2C (for secure boot and trusted boot). Integrated MicroSemi PM8069 SAS/SATA 16-port Internal Storage Controller Peripheral Component Interconnect Express (PCIe) 3.0 x8 with RAID 0, 1, 5, and 10 support (no write cache). Integrated Intel XL710 Quad Port 10 GBase-T PCIe 3.0 x8 UIO built-in local area network (LAN) (one shared management port). Dedicated 1 Gb Intelligent Platform Management Interface (IPMI) port. This publication is for professionals who want to acquire a better understanding of IBM Power Systems products. The intended audience includes: Clients Sales and marketing professionals Technical support professionals IBM Business Partners Independent software vendors (ISVs)

High-speed Signal Propagation - Howard Johnson 2003

High-Speed Signal Propagation: Advanced Black Magic brings together state-of-the-art techniques for building digital devices that can transmit faster and farther than ever before. Dr. Howard Johnson presents brand-new examples and design guidance, and a complete, unified theory of signal propagation for all metallic media. Coverage includes: understanding signal impairments; managing speed/distance tradeoffs; differential signaling; inter-cabinet connections; clock distribution; simulation, and much more.

Toward 6G - Martin Maier 2021-01-27

The latest developments and recent progress on the key technologies enabling next-generation 6G mobile networks Toward 6G: A New Era of Convergence offers an up-to-date guide to the emerging 6G vision by describing new human-centric services made possible by combinations of mobile robots, avatars, and smartphones, which will be increasingly replaced with wearable displays and haptic interfaces that provide immersive extended reality (XR) experiences. The authors—noted experts on the topic—include a review of their work and information on the recent progress on the Tactile Internet and multi-sensory haptic communications. The book highlights decentralized edge computing in particular via Ethereum blockchain technologies, most notably the so-called decentralized autonomous organization (DAO) for crowdsourcing of human skills to solve problems that machines (such as autonomous artificial intelligence agents and robots) alone cannot solve well. The book also contains a review of the most recent and ongoing work on XR (including virtual/augmented/mixed reality). Specifically, the book describes the implications of the transition from the current gadgets-based Internet to a future Internet that is evolving from wearables (such as smartphones), moves towards wearables (for example Amazon's recently launched voice-controlled Echo Loop ring, glasses, and earbuds), and then finally progresses to nearables with embedded computing technologies and intelligent provisioning mechanisms for the delivery of human-intended services, including sixth-sense perceptions, in a 6G post-smartphone era. This important text: Offers a review of the 6G network architectures and key enabling technologies Explains why 6G should not be a mere exploration of more spectrum at high-frequency bands, but rather a convergence of upcoming technological trends Describes the Tactile Internet's human-in-the-loop centric design principles and haptic communications models Includes analytical frameworks to estimate the fluid orchestration of human + machine co-activities across unified communication network infrastructures Explores the performance gains of cooperative computation offloading with communications and computation limitations in both fronthaul and backhaul Written for students, network researchers, professionals, engineers, and practitioners, Toward 6G: A New Era of Convergence explores the most recent advances on the key technologies enabling next-generation 6G mobile networks, with an emphasis on their seamless convergence.

Digital Signal Processing Using the ARM Cortex M4 - Donald S. Reay 2015-09-21

Features inexpensive ARM® Cortex®-M4 microcontroller development systems available from Texas Instruments and STMicroelectronics. This book presents a hands-on approach to teaching Digital Signal Processing (DSP) with real-time examples using the ARM® Cortex®-M4 32-bit microprocessor. Real-time examples using analog input and output signals are provided, giving visible (using an oscilloscope) and audible (using a speaker or headphones) results. Signal generators and/or audio sources, e.g. iPods, can be used to provide experimental input signals. The text also covers the fundamental concepts of digital signal processing such as analog-to-digital and digital-to-analog conversion, FIR and IIR filtering, Fourier transforms, and adaptive filtering. Digital Signal Processing Using the ARM® Cortex®-M4: Uses a large number of simple example programs illustrating DSP concepts in real-time, in an electrical engineering laboratory setting Includes examples for both STM32F407 Discovery and the TM4C123 Launchpad, using Keil MDK-ARM, on a companion website Example programs for the TM4C123 Launchpad using Code Composer Studio version 6 available on companion website Digital Signal Processing Using the ARM® Cortex®-M4 serves as a teaching aid for university professors wishing to teach DSP using laboratory experiments, and for students or engineers wishing to study DSP using the inexpensive ARM® Cortex®-M4.

Making Android Accessories with IOIO - Simon Monk 2012-02-16

Create your own electronic devices with the popular IOIO ("yoyo") board, and control them with your Android phone or tablet. With this concise guide, you'll get started by building four example projects—after that, the possibilities for making your own fun and creative accessories with Android and IOIO are endless. To build Android/IOIO devices, you write the program on your computer, transfer it to your Android, and then communicate with the IOIO via a USB or Bluetooth connection. The IOIO board translates the program into action. This book provides the source code and step-by-step instructions you need to build the example projects. All you have to supply is the hardware. Learn your way around the IOIO and discover how it interacts with your Android Build an intruder alarm that sends a text message when it detects movement Make a temperature sensing device that logs readings on your Android Create a multicolor LED matrix that displays a Space Invader animation Build an IOIO-powered surveillance rover that you control with your Android Get the software and hardware requirements for creating your own Android/IOIO accessories

Noise Reduction Techniques in Electronic Systems - Henry W. Ott 1988-03-23

This updated and expanded version of the very successful first edition offers new chapters on controlling the emission from electronic systems, especially digital systems, and on low-cost techniques for providing electromagnetic compatibility (EMC) for consumer products sold in a competitive market. There is also a new chapter on the susceptibility of electronic systems to electrostatic discharge. There is more material on FCC regulations, digital circuit noise and layout, and digital circuit radiation. Virtually all the material in the first edition has been retained. Contains a new appendix on FCC EMC test procedures.

Still Far Inside The Arduino - Tom Almy 2021-07-26

This is not your usual Arduino design book! A followup to Far Inside The Arduino and the Nano Every Supplement, Still Far Inside The Arduino continues the in-depth look into the AVR-based Arduino development boards. Topics include: Detailed distinctions among the various general purpose Arduino boards: ATmega328P based like the Arduino Uno and Nano ATmega2560 based like the Arduino Mega ATmega4809 based like the Arduino Nano Every ATmega32U4 based like the Arduino Leonardo and Micro A comparison of five different implementation styles for a single project, from the Arduino encouraged style with blocking functions and a single execution thread through state machines, interrupt driven design, and using an RTOS. SPI and I2C (TWI) drivers that utilize callback functions, don't do unnecessary buffering, and are non-blocking. Improved serial interface drivers for both stream and packetized data transfers, including RS485 and a MODBUS-like interface. Interrupt driven one-wire interface. Radio communication with the NRF24 transceiver 37 example programs are provided for download from the author's website, each suitable for most to all Arduino Uno, Nano, Mega, Leonardo, Micro, Nano Every, and the non-Arduino Pro Micro boards. Many of the examples require two Arduino boards, and having different types of boards is highly recommended!

Programming with STM32: Getting Started with the Nucleo Board and C/C++ - Donald Norris 2018-03-21

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Create your own STM32 programs with ease! Get up and running programming the STM32 line of microcontrollers from STMicroelectronics using the hands-on information contained in this easy-to-follow guide. Written by an experienced electronics hobbyist and author, Programming with STM32: Getting Started with the Nucleo Board and C/C++ features start-to-finish projects that clearly demonstrate each technique. Discover how to set up a stable development toolchain, write custom programs, download your programs to the development board, and execute them. You will even learn how to work with external servos and LED displays! •Explore the features of STM32 microcontrollers from STMicroelectronics•Configure your Nucleo-64 Microcontroller development board•Establish a toolchain and start developing interesting applications •Add specialized code and create cool custom functions•Automatically generate C code using the STM32CubeMX application•Work with the ARM Cortex Microcontroller Software Interface Standard and the STM hardware abstraction layer (HAL).•Control servos, LEDs, and other hardware using PWM•Transfer data to and from peripheral devices using DMA•Generate waveforms and pulses through your microcontroller's DAC

8051 Microcontroller - David Calcutt 2003-12-22

The 8051 architecture developed by Intel has proved to be the most popular and enduring type of microcontroller, available from many manufacturers and widely used for industrial applications and embedded systems as well as being a versatile and economical option for design prototyping, educational use and other project work. In this book the authors introduce the fundamentals and capabilities of the 8051, then put them to use through practical exercises and project work. The result is a highly practical learning experience that will help a wide range of engineers and students to get through the steepest part of the learning curve and become proficient and productive designing with the 8051. The text is also supported by practical examples, summaries and knowledge-check questions. The latest developments in the 8051 family are also covered in this book, with chapters covering flash memory devices and 16-bit microcontrollers. Dave Calcutt, Fred Cowan and Hassan Parchizadeh are all experienced authors and lecturers at the University of Portsmouth, UK. Increase design productivity quickly with 8051 family microcontrollers Unlock the potential of the latest 8051 technology: flash memory devices and 16-bit chips Self-paced learning for electronic designers, technicians and students

TCP/IP Lean - Jeremy Bentham 2002

This book shows how to implement a smaller, lightweight TCP server suitable for embedded microprocessors with practical, hands-on TCP/IP programming.

Smart Sensor Interfaces - Johan Huijsing 2012-12-06

Smart Sensor Interfaces brings together in one place important contributions and up-to-date research results in this fast moving area. Smart Sensor Interfaces serves as an excellent reference, providing insight into some of the most challenging research issues in the field.

Beginning STM32 - Warren Gay 2018-06-01

Using FreeRTOS and libopencm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopencm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopencm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded

engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits.

Machine Learning for Future Wireless Communications - Fa-Long Luo 2020-02-10

A comprehensive review to the theory, application and research of machine learning for future wireless communications In one single volume, Machine Learning for Future Wireless Communications provides a comprehensive and highly accessible treatment to the theory, applications and current research developments to the technology aspects related to machine learning for wireless communications and networks. The technology development of machine learning for wireless communications has grown explosively and is one of the biggest trends in related academic, research and industry communities. Deep neural networks-based machine learning technology is a promising tool to attack the big challenge in wireless communications and networks imposed by the increasing demands in terms of capacity, coverage, latency, efficiency flexibility, compatibility, quality of experience and silicon convergence. The author - a noted expert on the topic - covers a wide range of topics including system architecture and optimization, physical-layer and cross-layer processing, air interface and protocol design, beamforming and antenna configuration, network coding and slicing, cell acquisition and handover, scheduling and rate adaption, radio access control, smart proactive caching and adaptive resource allocations. Uniquely organized into three categories: Spectrum Intelligence, Transmission Intelligence and Network Intelligence, this important resource: Offers a comprehensive review of the theory, applications and current developments of machine learning for wireless communications and networks Covers a range of topics from architecture and optimization to adaptive resource allocations Reviews state-of-the-art machine learning based solutions for network coverage Includes an overview of the applications of machine learning algorithms in future wireless networks Explores flexible backhaul and front-haul, cross-layer optimization and coding, full-duplex radio, digital front-end (DFE) and radio-frequency (RF) processing Written for professional engineers, researchers, scientists, manufacturers, network operators, software developers and graduate students, Machine Learning for Future Wireless Communications presents in 21 chapters a comprehensive review of the topic authored by an expert in the field.

Microprocessors and Microcontrollers - N. Senthil Kumar 2010

Key Features --

Make - 2014

The Definitive Guide to ARM® Cortex®-M3 and Cortex®-M4 Processors - Joseph Yiu 2013-10-06

This new edition has been fully revised and updated to include extensive information on the ARM Cortex-M4 processor, providing a complete up-to-date guide to both Cortex-M3 and Cortex-M4 processors, and which enables migration from various processor architectures to the exciting world of the Cortex-M3 and M4. This book presents the background of the ARM architecture and outlines the features of the processors such as the instruction set, interrupt-handling and also demonstrates how to program and utilize the advanced features available such as the Memory Protection Unit (MPU). Chapters on getting started with IAR, Keil, gcc and CoCoX CoIDE tools help beginners develop program codes. Coverage also includes the important areas of software development such as using the low power features, handling information input/output, mixed language projects with assembly and C, and other advanced topics. Two new chapters on DSP features and CMSIS-DSP software libraries, covering DSP fundamentals and how to write DSP software for the Cortex-M4 processor, including examples of using the CMSIS-DSP library, as well as useful information about the DSP capability of the Cortex-M4 processor A new chapter on the Cortex-M4 floating point unit and how to use it A new chapter on using embedded OS (based on CMSIS-RTOS), as well as details of processor features to support OS operations Various debugging techniques as well as a troubleshooting guide in the appendix topics on software porting from other architectures A full range of easy-to-understand examples, diagrams and quick reference appendices

Embedded Linux Primer - Christopher Hallinan 2010-10-26

Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels,

capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

Content Rules - Ann Handley 2012-05-22

The guide to creating engaging web content and building a loyal following, revised and updated Blogs, YouTube, Facebook, Twitter, Google+, and other platforms are giving everyone a "voice," including organizations and their customers. So how do you create the stories, videos, and blog posts that cultivate fans, arouse passion for your products or services, and ignite your business? Content Rules equips you for online success as a one-stop source on the art and science of developing content that people care about. This coverage is interwoven with case studies of companies successfully spreading their ideas online—and using them to establish credibility and build a loyal customer base. Find an authentic "voice" and craft bold content that will resonate with prospects and buyers and encourage them to share it with others Leverage social media and social tools to get your content and ideas distributed as widely as possible Understand why you are generating content—getting to the meat of your message in practical, commonsense language, and defining the goals of your content strategy Write in a way that powerfully communicates your service, product, or message across various Web mediums Boost your online presence and engage with customers and prospects like never before with Content Rules.

PIC Microcontroller and Embedded Systems - Muhammad Ali Mazidi 2016-08-16

The PIC microcontroller from Microchip is one of the most widely used 8-bit microcontrollers in the world. In this book, the authors use a step-by-step and systematic approach to show the programming of the PIC18 chip. Examples in both Assembly language and C show how to program many of the PIC18 features such as timers, serial communication, ADC, and SPI.

Embedded Systems Design - Steve Heath 2002-10-30

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

AVR Programming - Elliot Williams 2014-01-27

Atmel's AVR microcontrollers are the chips that power Arduino, and are the go-to chip for many hobbyist and hardware hacking projects. In this book you'll set aside the layers of abstraction provided by the Arduino environment and learn how to program AVR microcontrollers directly. In doing so, you'll get closer to the chip and you'll be able to squeeze more power and features out of it. Each chapter of this book is centered around projects that incorporate that particular microcontroller topic. Each project includes schematics, code, and illustrations of a working project. Program a range of AVR chips Extend and re-use other people's code and circuits Interface with USB, I2C, and SPI peripheral devices Learn to access the full range of power and speed of the microcontroller Build projects including Cylon Eyes, a Square-Wave Organ, an AM Radio,

a Passive Light-Sensor Alarm, Temperature Logger, and more Understand what's happening behind the scenes even when using the Arduino IDE

The C++ Programming Language - Bjarne Stroustrup 2000

The most widely read and trusted guide to the C++ language, standard library, and design techniques includes significant new updates and two new appendices on internationalization and Standard Library technicalities. It is the only book with authoritative, accessible coverage of every major element of ISO/ANSI Standard C++.

Hands-On RTOS with Microcontrollers - Brian Amos 2020-05-15

Build a strong foundation in designing and implementing real-time systems with the help of practical examples Key Features Get up and running with the fundamentals of RTOS and apply them on STM32 Enhance your programming skills to design and build real-world embedded systems Get to grips with advanced techniques for implementing embedded systems Book Description A real-time operating system (RTOS) is used to develop systems that respond to events within strict timelines. Real-time embedded systems have applications in various industries, from automotive and aerospace through to laboratory test equipment and consumer electronics. These systems provide consistent and reliable timing and are designed to run without intervention for years. This microcontrollers book starts by introducing you to the concept of RTOS and compares some other alternative methods for achieving real-time performance. Once you've understood the fundamentals, such as tasks, queues, mutexes, and semaphores, you'll learn what to look for when selecting a microcontroller and development environment. By working through examples that use an STM32F7 Nucleo board, the STM32CubeIDE, and SEGGER debug tools, including SEGGER J-Link, Ozone, and SystemView, you'll gain an understanding of preemptive scheduling policies and task communication. The book will then help you develop highly efficient low-level drivers and analyze their real-time performance and CPU utilization. Finally, you'll cover tips for troubleshooting and be able to take your new-found skills to the next level. By the end of this book, you'll have built on your embedded system skills and will be able to create real-time systems using microcontrollers and FreeRTOS. What you will learn Understand when to use an RTOS for a project Explore RTOS concepts such as tasks, mutexes, semaphores, and queues Discover different microcontroller units (MCUs) and choose the best one for your project Evaluate and select the best IDE and middleware stack for your project Use professional-grade tools for analyzing and debugging your application Get FreeRTOS-based applications up and running on an STM32 board Who this book is for This book is for embedded engineers, students, or anyone interested in learning the complete RTOS feature set with embedded devices. A basic understanding of the C programming language and embedded systems or microcontrollers will be helpful.

Circuits at the Nanoscale - Krzysztof Iniewski 2018-10-08

Circuits for Emerging Technologies Beyond CMOS New exciting opportunities are abounding in the field of body area networks, wireless communications, data networking, and optical imaging. In response to these developments, top-notch international experts in industry and academia present Circuits at the Nanoscale: Communications, Imaging, and Sensing. This volume, unique in both its scope and its focus, addresses the state-of-the-art in integrated circuit design in the context of emerging systems. A must for anyone serious about circuit design for future technologies, this book discusses emerging materials that can take system performance beyond standard CMOS. These include Silicon on Insulator (SOI), Silicon Germanium (SiGe), and Indium Phosphide (InP). Three-dimensional CMOS integration and co-integration with Microelectromechanical (MEMS) technology and radiation sensors are described as well. Topics in the book are divided into comprehensive sections on emerging design techniques, mixed-signal CMOS circuits, circuits for communications, and circuits for imaging and sensing. Dr. Krzysztof Iniewski is a director at CMOS Emerging Technologies, Inc., a consulting company in Vancouver, British Columbia. His current research interests are in VLSI circuits for medical applications. He has published over 100 research papers in international journals and conferences, and he holds 18 international patents granted in the United States, Canada, France, Germany, and Japan. In this volume, he has assembled the contributions of over 60 world-reknown experts who are at the top of their field in the world of circuit design, advancing the bank of knowledge for all who work in this exciting and burgeoning area.

The Definitive Guide to the ARM Cortex-M0 - Joseph Yiu 2011-04-04

The Definitive Guide to the ARM Cortex-M0 is a guide for users of ARM

Cortex-M0 microcontrollers. It presents many examples to make it easy for novice embedded-software developers to use the full 32-bit ARM Cortex-M0 processor. It provides an overview of ARM and ARM processors and discusses the benefits of ARM Cortex-M0 over 8-bit or 16-bit devices in terms of energy efficiency, code density, and ease of use, as well as their features and applications. The book describes the architecture of the Cortex-M0 processor and the programmers model, as well as Cortex-M0 programming and instruction set and how these instructions are used to carry out various operations. Furthermore, it considers how the memory architecture of the Cortex-M0 processor affects software development; Nested Vectored Interrupt Controller (NVIC) and the features it supports, including flexible interrupt management, nested interrupt support, vectored exception entry, and interrupt masking; and Cortex-M0 features that target the embedded operating system. It also explains how to develop simple applications on the Cortex-M0, how to program the Cortex-M0 microcontrollers in assembly and mixed-assembly languages, and how the low-power features of the Cortex-M0 processor are used in programming. Finally, it describes a number of ARM Cortex-M0 products, such as microcontrollers, development boards, starter kits, and development suites. This book will be useful to both new and advanced users of ARM Cortex devices, from students and hobbyists to researchers, professional embedded- software developers, electronic enthusiasts, and even semiconductor product designers. The first and definitive book on the new ARM Cortex-M0 architecture targeting the large 8-bit and 16-bit microcontroller market Explains the Cortex-M0 architecture and how to program it using practical examples Written by an engineer at ARM who was heavily involved in its development

Nucleo Boards Programming with the STM32CubeIDE - Dogan Ibrahim 2021-01-25

The Definitive Guide to the ARM Cortex-M3 - Joseph Yiu 2009-11-19
This user's guide does far more than simply outline the ARM Cortex-M3 CPU features; it explains step-by-step how to program and implement the processor in real-world designs. It teaches readers how to utilize the complete and thumb instruction sets in order to obtain the best functionality, efficiency, and reuseability. The author, an ARM engineer who helped develop the core, provides many examples and diagrams that aid understanding. Quick reference appendices make locating specific details a snap! Whole chapters are dedicated to: Debugging using the new CoreSight technology Migrating effectively from the ARM7 The Memory Protection Unit Interfaces, Exceptions, Interrupts ...and much more! The only available guide to programming and using the groundbreaking ARM Cortex-M3 processor Easy-to-understand examples, diagrams, quick reference appendices, full instruction and Thumb-2 instruction sets are included T teaches end users how to start from the ground up with the M3, and how to migrate from the ARM7
The STM32F103 Arm Microcontroller and Embedded Systems: Using Assembly and C - Sarmad Naimi 2020-05-08

The STM32F103 microcontroller from ST is one of the widely used ARM microcontrollers. The blue pill board is based on STM32F103 microcontroller. It has a low price and it is widely available around the world. This book uses the blue pill board to discuss designing embedded systems using STM32F103. In this book, the authors use a step-by-step and systematic approach to show the programming of the STM32 chip. Examples show how to program many of the STM32F10x features, such as timers, serial communication, ADC, SPI, I2C, and PWM. To write programs for Arm microcontrollers you need to know both Assembly and C languages. So, the text is organized into two parts: 1) The first 6 chapters cover the Arm Assembly language programming. 2) Chapters 7-19 uses C to show the STM32F10x peripherals and I/O interfacing to real-world devices such as keypad, 7-segment, character and graphic LCDs, motor, and sensor. The source codes, power points, tutorials, and support materials for the book is available on the following website: <http://www.NicerLand.co>

Linux Device Drivers - Jonathan Corbet 2005-02-07

Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

VIII International Scientific Siberian Transport Forum - Zdenka Popovic 2020-01-31

This book presents the findings of scientific studies on the successful operation of complex transport infrastructures in regions with extreme climatic and geographical conditions. It features the proceedings of the VIII International Scientific Siberian Transport Forum, TransSiberia 2019, which was held in Novosibirsk, Russia, on May 22-27, 2019. The book discusses improving energy efficiency in the transportation sector and the use of artificial intelligence in transport, highlighting a range of topics, such as freight and logistics, freeway traffic modelling and control, intelligent transport systems and smart mobility, transport data and transport models, highway and railway construction and trucking on the Siberian ice roads. Consisting of 214 high-quality papers on a wide range of issues, these proceedings appeal to scientists, engineers, managers in the transport sector, and anyone involved in the construction and operation of transport infrastructure facilities.

Laptop Service Training - e LST : A Pre Training Material - Scorpion King Jr 2018-06-16

A pre training material for 2 laptop repairing courses or laptop service training, Diploma in Card Level and Advanced Diploma in Chip Level Laptop Service. Basic card level servicing is removal & replacement of laptop parts that are interconnected using a card, cable or a wire and are hand removable. Advanced Chip level servicing is removal & replacement of electronic components that are soldered to the motherboard (MBD). Example: Replacing the defective MBD as a whole is Card level servicing whereas replacing the exact defective electronic component in the MBD is chip level servicing. This eBook has been written to make people aware of what Laptop Service Training in basic is as well as advanced levels. The content material of this eBook is prepared by the author and he used only this material to secure over 90% marks in the two diplomas. This was prepared from his real time experience from his training courses. These are the major ideas about Laptop servicing in training institutes that are around you in your city, state capitals and in other big cities. This eBook has good cover of most of the Servicing concepts & testing methods for your training or job career in future. You can think of or have several other commonly & currently used Laptop & its mother board models when going through this material. If you are in good interest and read the full eBook, I am sure you will get many useful tips for passing any type of diploma courses anywhere and can get hired in good service centres in the country. All details also @

www.BooksOnSecrets.com/laptop-servicing--eptm-.html Recommended Institutes for Laptop Service Training: 1. Chip Systems, Chennai, India (An ISO 9001:2008 Certified Technical Training Centre) (The training course fee for each of the two above said Diplomas will be Rs.9950/= approx.) 2. Jetking Infotrain Limited, Mumbai (An ISO 9001:2008 certified company) 3. Hi-Tech Institute of Advance Technologies, Delhi (An ISO 9001:2008 certified company) 4. Suyash Computer Training & Services, Thane (Basic & Advanced Laptop Servicing) 5. Prizm Institute, Mumbai (Advanced Laptop Servicing) 6. IICMT, Delhi (Basic & Advanced Laptop Servicing) 7. Prakash Cellular Service, Bangalore (Basic & Advanced Laptop Servicing) 8. Robozz Lab, Indore 9. Green Chip Institute, Bangalore

Stm32 Arm Programming for Embedded Systems - Muhammad Ali Mazidi 2018-05-14

This book covers the peripheral programming of the STM32 Arm chip. Throughout this book, we use C language to program the STM32F4xx chip peripherals such as I/O ports, ADCs, Timers, DACs, SPIs, I2Cs and UARTs. We use STM32F446RE NUCLEO Development Board which is based on ARM(R) Cortex(R)-M4 MCU. Volume 1 of this series is dedicated to Arm Assembly Language Programming and Architecture. See our website for other titles in this series: www.MicroDigitalEd.com You can also find the tutorials, source codes, PowerPoints and other support materials for this book on our website.