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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-

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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

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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

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Hardware covers such
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computer hardware Core
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constantly steers the
relentless revolution going
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development from traditional
fundamentals to the most
advanced concepts entwined
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knowledge gained directly
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environment of the
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industry, the author sets
the stage by describing the
modern issues in different
areas of this subject. He
then continues to
effectively provide a

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to recent regulatory changes
in the modern design and
architecture of different
categories of computer

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systems associated with real-life instances as case studies, ranging from micro to mini, supermini, mainframes, cluster architectures, massively parallel processing (MPP) systems, and even

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supercomputers with commodity processors. Many of the topics that are briefly discussed in this book to conserve space for new materials are elaborately described from the design perspective to

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computer design,

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applications, electronics
engineering and information
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course on the organization
and architecture of

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computers, this accessible,
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subject. This self-contained
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digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language

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the special attention it
pays to Cache and Virtual
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as to RISC architecture and
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explains what each and every
hardware component does, how
they relate to one another,
and how they correspond to

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the components of other
computing systems. You'll
also learn how programming
works and how the operating
system relates to the
Raspberry Pi's physical
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knowledge of computer design
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Pi The Raspberry Pi was
created to bring forth a new
generation of computer
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architects who understand
the inner workings of the
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from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures

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**With growing interest in
computer security and the
protection of the code and
data which execute on
commodity computers, the**

**amount of hardware
security features in today's
processors has increased
significantly over the
recent years. No longer of
just academic interest,
security features inside**

processors have been embraced by industry as well, with a number of commercial secure processor architectures available today. This book aims to give readers

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**insights into the principles
behind the design of
academic and commercial
secure processor
architectures. Secure
processor architecture
research is concerned with**

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**exploring and designing
hardware features inside
computer processors,
features which can help
protect confidentiality and
integrity of the code and
data executing on the**

**processor. Unlike
traditional processor
architecture research that
focuses on performance,
efficiency, and energy as
the first-order design
objectives, secure**

**processor architecture
design has security as the
first-order design objective
(while still keeping the
others as important design
aspects that need to be
considered). This book aims**

**to present the different
challenges of secure
processor architecture
design to graduate
students interested in
research on architecture
and hardware security and**

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**computer architects
working in industry
interested in adding
security features to their
designs. It aims to educate
readers about how the
different challenges have**

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been solved in the past and what are the best practices, i.e., the principles, for design of new secure processor architectures. Based on the careful review of past work by many

**computer architects and
security researchers,
readers also will come to
know the five basic
principles needed for
secure processor
architecture design. The**

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**book also presents existing
research challenges and
potential new research
directions. Finally, this
book presents numerous
design suggestions, as well
as discusses pitfalls and**

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**fallacies that designers
should avoid.**

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computer works and
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hardware components are
organized and**

interconnected to provide a platform upon which programs can be executed. It takes a simple, step-by-step approach suitable for first year undergraduates coming to the subject for

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**the first time. The second
edition of this book has
been thoroughly updated to
cover new developments in
the field and includes new
diagrams and end-of-
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PowerPoint slides and all
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**on experience in the
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contemporary high-
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processors for mobile,
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and foundational principles are presented in a systematic way to ensure comprehension of important implementation issues. The text presents fundamental concepts and

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such as processor design,
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memory and I/O systems,
and especially superscalar
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**important topics. The book
emphasizes a finite state
machine approach to CPU
design, which provides a
strong background for
reader understanding. It
forms a solid basis for**

**readers to draw upon as
they study this material
and in later engineering
and computer science
practice. The book also
examines the design of
computer systems,**

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**including such topics as
memory hierarchies,
input/output processing,
interrupts, and direct
memory access, as well as
advanced architectural
aspects of parallel**

processing. To make the material accessible to beginners, the author has included two running examples of increasing complexity: the Very Simple CPU, which contains

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shows very simple CPU
design; and the Relatively
Simple CPU which contains
16 instruction sets and
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applications, architectures,
and platforms. Workloads
have changed. Many
applications, including
mission-critical ones, are
deployed on various**

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System z® design has
adapted to this change. It
takes into account a wide
range of factors, including
compatibility and
investment protection, to**

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of an enterprise. This IBM
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addresses the new IBM
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system consists of the IBM
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of running more than
75,000 millions of**

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functions, features, and
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students. The main
questions the book tries to
answer are: how is a
processor structured, and
how does the processor**

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**function, in a general-
purpose computer? The
book begins with a
discussion of the
interaction between
hardware and software,
and takes the reader**

**through the process of
getting a program to run. It
starts with creating the
software, compiling and
assembling the software,
loading it into memory, and
running it. It then briefly**

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explains how executing instructions results in operations in digit circuitry. The book next presents the mathematical basics required in the rest of the book, particularly, Boolean

**algebra, and the binary
number system. The basics
of digital circuitry are
discussed next, including
the basics of combinatorial
circuits and sequential
circuits. The bus**

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communication

**architecture, used in many
computer systems, is also
explored, along with a brief
discussion on interfacing
with peripheral devices.
The first part of the book**

**finishes with an overview of
the RTL level of circuitry,
along with a detailed
discussion of machine
language. The second half
of the book covers how to
design a processor, and a**

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relatively simple register-implicit machine is designed. ALSU design and computer arithmetic are discussed next, and the final two chapters discuss micro-controlled processors

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**in five parts, the book
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logic, gates, and data
paths, as well as the three
primary aspects of
architecture: processors,
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**The book also covers
advanced topics of
parallelism, pipelining,
power and energy, and
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applications across a variety of
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digital circuitry with the help of
transistors, logic gates, and
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began, which flourished with devices like the 8085 and 8086. PCs became available in the market, their processing power enhanced every time a new processor was available to system designers. The reason behind the

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processors like the 8088, 80286,
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book also provides the student with
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***algorithm, programming language,
compiler, ISA and processor
implementation--impact program
performance. Throughout the book
a new feature focusing on program
performance describes how to
search for bottlenecks and improve
performance in various parts of the***

system. The book digs deeper into the hardware/software interface, presenting a complete view of the function of the programming language and compiler--crucial for understanding computer organization. A CD provides a toolkit of simulators and compilers

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of the complete system (CPU,
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and reinforces that core content with an emphasis on divergent examples. This approach to computer architecture is an effective arrangement that provides sufficient detail at the logic and organizational levels appropriate for EE/ECE departments as well as for

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***This best-selling title, considered
for over a decade to be essential
reading for every serious student
and practitioner of computer***

design, has been updated throughout to address the most important trends facing computer designers today. In this edition, the authors bring their trademark method of quantitative analysis not only to high performance desktop machine design, but also to the

design of embedded and server systems. They have illustrated their principles with designs from all three of these domains, including examples from consumer electronics, multimedia and web technologies, and high performance computing. The book retains its

highly rated features: Fallacies and Pitfalls, which share the hard-won lessons of real designers; Historical Perspectives, which provide a deeper look at computer design history; Putting it all Together, which present a design example that illustrates the principles of the

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treatment of advanced topics in
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memory hierarchies, storage
devices and network technologies.
Also new to this edition, is the***

adoption of the MIPS 64 as the instruction set architecture. In addition to several online appendixes, two new appendixes will be printed in the book: one contains a complete review of the basic concepts of pipelining, the other provides solutions a selection

of the exercises. Both will be invaluable to the student or professional learning on her own or in the classroom. Hennessy and Patterson continue to focus on fundamental techniques for designing real machines and for maximizing their cost/performance.

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*be able to build their own
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to-bottom understanding of how it
works. Beginning with digital logic
gates and progressing to the design
of combinational and sequential
circuits, this book uses these
fundamental building blocks as the*

*basis for designing an ARM
processor. SystemVerilog and
VHDL are integrated throughout the
text in examples illustrating the
methods and techniques for CAD-
based circuit design. The
companion website includes a
chapter on I/O systems with*

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the reader's understanding and retention of key concepts and techniques. The Companion website includes a chapter on I/O systems with practical examples that show how to use the Raspberry Pi computer to communicate with peripheral devices such as LCDs,

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