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An embedded system is a computer system—a combination of a computer processor, computer memory, and input/output peripheral devices—that has a dedicated function within a larger mechanical or electrical system. It is embedded as part of a complete device often including electrical or electronic hardware and mechanical parts. Because an embedded system typically controls physical operations of the machine that it is embedded within, it often has real-time computing constraints. Embedded ...

This easy-to- follow textbook/reference guides the reader through the creation of a fully functional embedded operating system, from its source code, in order to develop a deeper understanding of each component and how they work together. The text describes in detail the procedure for building the bootloader, kernel, filesystem, shared libraries, start-up scripts, configuration files and system utilities, to produce a GNU/Linux operating system. *Embedded system description using Petri nets | SpringerLink*

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EURASIP Journal on Embedded Systems has ceased to be published by SpringerOpen and no longer is accepting submissions. You may wish to submit to another SpringerOpen journal. Please visit the SpringerOpen website for a complete list of our journals. Introduction. This book presents methodologies for modern applications of embedded systems design, using field programmable gate array (FPGA) devices. Coverage includes state-of-the-art research from academia and industry on a wide range of topics, including advanced electronic design automation (EDA), novel system architectures, embedded processors, arithmetic, dynamic re-configuration and applications.

It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, including real-time operating systems. The author also discusses evaluation and validation techniques for embedded systems and provides an overview of techniques for mapping applications to execution platforms, including multi-core platforms. Embedded-system engineers and intermediate electronics enthusiasts who are seeking tighter integration between software and hardware. Those who favor the System on a Programmable Chip (SOPC) approach will in particular benefit from this book. Students in both Electrical Engineering and Computer Science can also benefit from this book and the real-life industry practice it provides.

This Series addresses current and future challenges pertaining to embedded hardware, software, specifications and techniques. Titles in the Series cover a focused set of embedded topics relating to traditional computing devices as well as high-tech appliances used in newer, personal devices, and related topics.

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