Computers as Components: Principles of Embedded Computing System Design (The Morgan Kaufmann Series in Computer Architecture and Design)

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Computers as Components: Principles of Embedded Computing System Design, 3e, presents essential knowledge on embedded systems technology and techniques. Updated for today's embedded systems design methods, this edition features new examples including digital signal processing, multimedia, and cyber-physical systems. Author Marilyn Wolf covers the latest processors from Texas Instruments, ARM, and Microchip Technology plus software, operating systems, networks, consumer devices, and more.

Like the previous editions, this textbook:

- Uses real processors to demonstrate both technology and techniques
- Shows readers how to apply principles to actual design practice
- Stresses necessary fundamentals that can be applied to evolving technologies and helps readers gain facility to design large, complex embedded systems

Updates in this edition include:

- Description of cyber-physical systems: physical systems with integrated computation to give new capabilities
- Exploration of the PIC and TI OMAP processors
- High-level representations of systems using signal flow graphs
- Enhanced material on interprocess communication and buffering in operating systems
- Design examples include an audio player, digital camera, cell phone, and more

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