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Compressed Sensing for Distributed Systems-Giulio Coluccia 2015-05-29

This book presents a survey of the state-of-the art in the exciting and timely topic of compressed sensing for distributed systems. It has to be noted that, while compressed sensing has been studied for some time now, its distributed applications are relatively new. Remarkably, such applications are ideally suited to exploit all the benefits that compressed sensing can provide. The objective of this book is to provide the reader with a comprehensive survey of this topic, from the basic concepts to different classes of centralized and distributed reconstruction algorithms, as well as a comparison of these techniques. This book collects different contributions on these aspects. It presents the underlying theory in a complete and unified way for the first time, presenting various signal models and their use cases. It contains a theoretical part collecting latest results in rate-distortion analysis of distributed compressed sensing, as well as practical implementations of algorithms obtaining performance close to the theoretical bounds. It presents and discusses various distributed reconstruction algorithms, summarizing the theoretical reconstruction guarantees and providing a comparative analysis of their performance and complexity. In summary, this book will allow the reader to get started in the field of distributed compressed sensing from theory to practice. We believe that this book can find a broad audience among researchers, scientists, or engineers with very diverse backgrounds, having interests in mathematical optimization, network systems, graph theoretical methods, linear systems, stochastic systems, and randomized algorithms. To help the reader become familiar with the theory and algorithms presented, accompanying software is made available on the authors' web site, implementing several of the algorithms described in the book. The only background required of the reader is a good knowledge of advanced calculus and linear algebra.

Development and Future of Drones-Bhavyanth Kondapalli 2018-11-18

This edition gives a basic idea of how drones work. Basic mathematics, flight dynamics, protocols, technologies etc. are introduced in this content to design/ develop drones from scratch. Book is written with real time results of our project (Drones and their strategies).

The Car Hacker's Handbook-Craig Smith 2016-03-01

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven’t kept pace with today’s more hostile security environment, leaving millions vulnerable to attack. The Car Hacker’s Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the

CAN bus and between devices and systems. Then, once you have an understanding of a vehicle’s communication network, you’ll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker’s Handbook will show you how to: –Build an accurate threat model for your vehicle –Reverse engineer the CAN bus to fake engine signals –Exploit vulnerabilities in diagnostic and data-logging systems –Hack the ECU and other firmware and embedded systems –Feed exploits through infotainment and vehicle-to-vehicle communication systems –Override factory settings with performance-tuning techniques –Build physical and virtual test benches to try out exploits safely If you’re curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker’s Handbook your first stop.

轻松玩转STM32Cube-杨百军编著 2017-08-01

这是一本介绍如何使用STM32Cube组件学习STM32微控制器的入门图书，是一个工程师自身学习STM32过程的经验总结。全书紧紧围绕STM32F10xxx参考手册，结合STM32CubeF1软件包提供的例程进行分析、讲解、重新生成，全面、系统地介绍了STM32F103的各个功能项。这是一本教你STM32微控制器具体学习方法的图书。首先从HAL固件库例程入手，然后结合STM32参考手册、数据手册、ARM Cortex-M3权威指南、Cortex-M3编程手册等ST和ARM两公司提供的原始资料进行深入、详细的讲解，最后通过可视化图形配置工具STM32CubeMX重新生成例程。该学习方法几乎可以推广于STM32微控制器的任何一款芯片，也是经验丰富的工程师最快了解一款芯片的“独门绝技”。

Programming with STM32 Nucleo Boards-Dogan Ibrahim 2015

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.

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.

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.

ARM Architecture Reference Manual-David Seal 2001

About the ARM Architecture The ARM architecture is the industry's leading 16/32-bit embedded RISC processor solution. ARM Powered microprocessors are being routinely designed into a wider range of products than any other 32-bit processor. This wide applicability is made possible by the ARM architecture, resulting in optimal system solutions at the crossroads of high performance, low power consumption and low cost. About the book This is the authoritative reference guide to the ARM RISC architecture. Produced by the architects that are actively working on the ARM specification, the book contains detailed information about all versions of the ARM and Thumb instruction sets, the memory management and cache functions, as well as optimized code examples. 0201737191B05092001

UC/OS-III-Jean J Labrosse 2010-02-16

This two-part book puts the spotlight on how a real-time kernel works using Micrium's C/OS-III kernel as a reference. Part I includes an overview of the operation of real-time kernels, and walks through various aspects of C/OS-III implementation and usage. Part II provides application examples (using the versatile Renesas YRDKSH7216 Evaluation Board, available separately) that enable readers to rapidly develop their own prototypes. This book is written for serious embedded systems programmers, consultants, hobbyists, and students interested in understanding the inner workings of a real-time kernel. C/OS-III is not just a great learning platform, but also a full commercial-grade software package, ready to be part of a wide range of products. C/OS-III is a highly portable, ROMable, scalable, preemptive real-time, multitasking kernel designed specifically to address the demanding requirements of today 's embedded systems. C/OS-III is the successor to the highly popular C/OS-II real-time kernel but can use most of C/OS-II 's ports with minor modifications. Some of the features of C/OS-III are: Preemptive multitasking with round-robin scheduling of tasks at the same priority Supports and unlimited number of tasks and other kernel objects Rich set of services: semaphores, mutual exclusion semaphores with full priority inheritance, event flags, message queues, timers, fixed-size memory block management, and more. Built-in performance measurements

The IoT Hacker's Handbook-Aditya Gupta 2019-03-30

Take a practioner’s approach in analyzing the Internet of Things (IoT) devices and the security issues facing an IoT architecture. You’ll review the architecture's central components, from hardware communication interfaces, such as UARTand SPI, to radio protocols, such as BLE or ZigBee. You'll also learn to assess a device physically by opening it, looking at the PCB, and identifying the chipsets and interfaces. You'll then use that information to gain entry to the device or to perform other actions, such as dumping encryption keys and firmware. As the IoT rises to one of the most popular tech trends, manufactures need to take necessary steps to secure devices and protect them from attackers. The IoT Hacker's Handbook breaks down the Internet of Things, exploits it, and reveals how these devices can be built securely. What You’ll Learn Perform a threat model of a real-world IoT device and locate all possible attacker entry points Use reverse engineering of firmware binaries to identify security issues Analyze,assess, and identify security issues in exploited ARM and MIPS based binaries Sniff, capture, and exploit radio communication protocols, such as Bluetooth Low Energy (BLE), and ZigBee Who This Book is For Those interested in learning about IoT security, such as pentesters working in different domains, embedded device developers, or IT people wanting to move to an Internet of Things security role.

Innovations in Electrical and Electronic Engineering-Margarita N. Favorskaya 2020-07-25

The book is a compilation of selected papers from 2020 International Conference on Electrical and Electronics Engineering (ICEEE 2020) held in National Power Training Institute HQ (Govt. of India) on February 21 – 22, 2020. The work focuses on the current development in the fields of electrical and electronics engineering like power generation, transmission and distribution, renewable energy sources and technology, power electronics and applications, robotics, artificial intelligence and IoT, control, and automation and instrumentation, electronics devices, circuits and systems, wireless and optical communication, RF and microwaves, VLSI, and signal processing. The book is beneficial for readers from both academia and industry.

Software Engineering Methods in Intelligent Algorithms-Radek Silhavy 2019-05-07

This book presents software engineering methods in the context of the intelligent systems. It discusses real-world problems and exploratory research describing novel approaches and applications of software engineering, software design and algorithms. The book constitutes the refereed proceedings of the Software Engineering Methods in Intelligent Algorithms Section of the 8th Computer

Science On-line Conference 2019 (CSOC 2019), held on-line in April 2019.

Complex, Intelligent and Software Intensive Systems-Leonard Barolli 2021-06-29

This book includes the proceedings of the 15th International Conference on Complex, Intelligent, and Software Intensive Systems, which took place in Asan, Korea, on July 1–3, 2021. Software intensive systems are systems, which heavily interact with other systems, sensors, actuators, devices, and other software systems and users. More and more domains are involved with software intensive systems, e.g., automotive, telecommunication systems, embedded systems in general, industrial automation systems, and business applications. Moreover, the outcome of web services delivers a new platform for enabling software intensive systems. Complex systems research is focused on the overall understanding of systems rather than its components. Complex systems are very much characterized by the changing environments in which they act by their multiple internal and external interactions. They evolve and adapt through internal and external dynamic interactions. The development of intelligent systems and agents, which is each time more characterized by the use of ontologies and their logical foundations build a fruitful impulse for both software intensive systems and complex systems. Recent research in the field of intelligent systems, robotics, neuroscience, artificial intelligence, and cognitive sciences is very important factor for the future development and innovation of software intensive and complex systems. The aim of the book is to deliver a platform of scientific interaction between the three interwoven challenging areas of research and development of future ICT-enabled applications: Software intensive systems, complex systems, and intelligent systems.

Electronic Systems and Intelligent Computing-Pradeep Kumar Mallick 2020-09-22

This book presents selected, high-quality research papers from the International Conference on Electronic Systems and Intelligent Computing (ESIC 2020), held at NIT Yupia, Arunachal Pradesh, India, on 2 – 4 March 2020. Discussing the latest challenges and solutions in the field of smart computing, cyber-physical systems and intelligent technologies, it includes papers based on original theoretical, practical and experimental simulations, developments, applications, measurements, and testing. The applications and solutions featured provide valuable reference material for future product development.

MicroC/OS-II-Jean Labrosse 2002-02-05

MicroC/OS II Second Edition describes the design and implementation of the MicroC/OS-II real-time operating system (RTOS). In addition to its value as a reference to the kernel, it is an extremely detailed and highly readable design study particularly useful to the embedded systems student. While documenting the design and implementation of the ker

Automotive Microcontrollers-Ronald K. Jurgen 2008

Type-2 Fuzzy Logic-Rómulo Antão 2017-07-23

This book focuses on a particular domain of Type-2 Fuzzy Logic, related to process modeling and control applications. It deepens readers’understanding of Type-2 Fuzzy Logic with regard to the following three topics: using simpler methods to train a Type-2 Takagi-Sugeno Fuzzy Model; using the principles of Type-2 Fuzzy Logic to reduce the influence of modeling uncertainties on a locally linear n-step ahead predictor; and developing model-based control algorithms according to the Generalized Predictive Control principles using Type-2 Fuzzy Sets. Throughout the book, theory is always complemented with practical applications and readers are invited to take their learning process one step farther and implement their own applications using the algorithms’ source codes (provided). As such, the book offers avaluable referenceguide for allengineers and researchers in the field ofcomputer science who are interested in intelligent systems, rule-based systems and modeling uncertainty.

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

Proceedings of International Conference on Data Science and Applications-Mukesh Saraswat

Constructive Side-Channel Analysis and Secure Design-Josep Balasch 2022-03-25

This book constitutes revised selected papers from the 13th International Workshop on Constructive Side-Channel Analysis and Secure Design, COSADE 2022, held in Leuven, Belgium, in April 2022. The 12 full papers presented in this volume were carefully reviewed and selected from 25 submissions. The papers cover the following subjects: implementation attacks, secure implementation, implementation attack-resilient architectures and schemes, secure design and evaluation, practical attacks, test platforms, and open benchmarks.

Practical Hardware Pentesting-Jean-Georges Valle 2021-04-01

Explore embedded systems pentesting by applying the most common attack techniques and patterns Key Features Learn various pentesting tools and techniques to attack and secure your hardware infrastructure Find the glitches in your hardware that can be a possible entry point for attacks Discover best practices for securely designing products Book Description Hardware pentesting involves leveraging hardware interfaces and communication channels to find vulnerabilities in a device. Practical Hardware Pentesting will help you to plan attacks, hack your embedded devices, and secure the hardware infrastructure. Throughout the book, you will see how a specific device works, explore the functional and security aspects, and learn how a system senses and communicates with the outside world. You will start by setting up your lab from scratch and then gradually work with an advanced hardware lab. The book will help you get to grips with the global architecture of an embedded system and sniff on-board traffic. You will also learn how to identify and formalize threats to the embedded system and understand its relationship with its ecosystem. Later, you will discover how to analyze your hardware and locate its possible system vulnerabilities before going on to explore firmware dumping, analysis, and exploitation. Finally, focusing on the reverse engineering process from an attacker point of view will allow you to understand how devices are attacked, how they are compromised, and how you can harden a device against the most common hardware attack vectors. By the end of this book, you will be well-versed with security best practices and understand how they can be implemented to secure your hardware. What you will learn Perform an embedded system test and identify security critical functionalities Locate critical security components and buses and learn how to attack them Discover how to dump and modify stored information Understand and exploit the relationship between the firmware and hardware Identify and attack the security functions supported by the functional blocks of the device Develop an attack lab to support advanced device analysis and attacks Who this book is for This book is for security professionals and researchers who want to get started with hardware security assessment but don't know where to start. Electrical engineers who want to understand how their devices can be attacked and how to protect against these attacks will also find this book useful.

Makers at School, Educational Robotics and Innovative Learning Environments-David Scaradozzi 2021-12-10

This open access book contains observations, outlines, and analyses of educational robotics methodologies and activities, and developments in the field of educational robotics emerging from the findings presented at FabLearn Italy 2019, the international conference that brought together researchers, teachers, educators and practitioners to discuss the principles of Making and educational robotics in formal, non-formal and informal education. The editors' analysis of these extended versions of papers presented at FabLearn Italy 2019 highlight the latest findings on learning models based on Making and educational robotics. The authors investigate how innovative educational tools and methodologies can support a novel, more effective and more inclusive learner-centered approach to education. The following key topics are the focus of discussion: Makerspaces and Fab Labs in schools, a maker approach to teaching and learning; laboratory teaching and the maker approach, models, methods and instruments; curricular and non-curricular robotics in formal, non-formal and informal education; social and assistive robotics in education; the effect of innovative spaces and learning environments on the innovation of teaching, good practices and pilot projects.

Image and Signal Processing-Abderrahim El Moataz 2020-07-08

This volume constitutes the refereed proceedings of the 9th International Conference on Image and Signal Processing, ICISP 2020, which was due to be held in Marrakesh, Morocco, in June 2020. The conference was cancelled due to the COVID-19 pandemic. The 40 revised full papers were carefully reviewed and selected from 84 submissions. The contributions presented in this volume were organized in the following topical sections: digital cultural heritage & color and spectral imaging; data and image processing for precision agriculture; machine learning application and innovation; biomedical imaging; deep learning and applications; pattern recognition; segmentation and retrieval; mathematical imaging & signal processing.

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

Green Energy and Networking-Jiyu Jin 2019-06-15

This book constitutes the refereed post-conference proceedings of the 6th EAI International Conference on Green Energy and Networking, GreeNets 2019, held in Dalian, China, May 5, 2019. The 30 full papers were selected form 44 submissions and cover a wide spectrum of ideas to reduce the impact of the climate change, while maintaining social prosperity. In this context, growing global concern leads to the adoption of the new technological paradigms, especially for the operation of future smart cities.

Aerial Manipulation-Matko Orsag 2017-09-19

This text is a thorough treatment of the rapidly growing area of aerial manipulation. It details all the design steps required for the modeling and control of unmanned aerial vehicles (UAV) equipped with robotic manipulators. Starting with the physical basics of rigid-body kinematics, the book gives an in-depth presentation of local and global coordinates, together with the representation of orientation and motion in fixed- and moving-coordinate systems. Coverage of the kinematics and dynamics of unmanned aerial vehicles is developed in a succession of popular UAV configurations for multirotor systems. Such an arrangement, supported by frequent examples and end-of-chapter exercises, leads the reader from simple to more complex UAV configurations. Propulsion-system aerodynamics, essential in UAV design, is analyzed through blade-element and momentum theories, analysis which is followed by a description of drag and ground-aerodynamic effects. The central part of the book is dedicated to aerial-manipulator kinematics, dynamics, and control. Based on foundations laid in the opening chapters, this portion of the book is a structured presentation of Newton–Euler dynamic modeling that results in forward and backward equations in both fixed- and moving-coordinate systems. The Lagrange–Euler approach is applied to expand the model further, providing formalisms to model the variable moment of inertia later used to analyze the dynamics of aerial manipulators in contact with the environment. Using knowledge from sensor data, insights are presented into the ways in which linear, robust, and adaptive control techniques can be applied in aerial manipulation so as to tackle the real-world problems faced by scholars and engineers in the design and implementation of aerial robotics systems. The book is completed by path and trajectory planning with vision-based examples for tracking and manipulation.

Computational Collective Intelligence-Ngoc Thanh Nguyen 2019-10-04

This two-volume set (LNAI 11683 and LNAI 11684) constitutes the refereed proceedings of the 11th International Conference on Computational Collective Intelligence, ICCCI 2019, held in Hendaye France, in September 2019.The 117 full papers presented were carefully reviewed and selected from 200 submissions. The papers are grouped in topical sections on: computational collective intelligence and natural language processing; machine learning in real-world data; distributed collective intelligence for smart manufacturing; collective intelligence for science and technology; intelligent management information systems; intelligent sustainable smart cities; new trends and challenges in education: the university 4.0; intelligent processing of multimedia in web systems; and big data streaming, applications and security.

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 CooCox 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

Proceedings of the 11th National Technical Seminar on Unmanned System Technology 2019-Zainah Md Zain 2020-07-07

This book includes research papers from the 11th National Technical Symposium on Unmanned System Technology. Covering a number of topics, including intelligent robotics, novel sensor technology, control algorithms, acoustics signal processing, imaging techniques, biomimetic robots, green energy sources, and underwater communication backbones and protocols, it will appeal to researchers developing marine technology solutions and policy-makers interested in technologies to facilitate the exploration of coastal and oceanic regions.

Gameduino 2: Tutorial, Reference, Cookbook-James Bowman 2013-12-12

The Gameduino 2 turns your Arduino into a hand-held modern gaming system. Touch control, a 3-axis accelerometer, microSD storage for game assets, headphone audio output, and all-new eye-popping graphics on its bright 4.3 inch screen.This comprehensive guide to Gameduino 2 explains how to use the hardware's powerful features to create interactive graphical games.

Green Buildings and Sustainable Engineering-Harald Drück 2020-02-05

This book comprises the proceedings of the International Conference on Green Buildings and Sustainable Engineering (GBSE 2019), which focused on the theme “Ecotechnological and Digital Solutions for Smart Cities”. The papers included address all aspects of green buildings and sustainability practices in civil engineering, and focus on ways and means of reducing pollution and degradation of the environment through efficient usage of energy and water. The book will prove a valuable reference resource for researchers, practitioners, and policy makers.

Getting Started With STM32 Nucleo Development-Agus Kurniawan

This book helps you how to get started with STM32 Nucleo board development. Several illustration samples are provided to accelerate your learning using Eclipse C/C++, GNU ARM, OpenOCD, and mbed development. The following is highlight topics in this book: * Preparing Development Environment * Setup Development Environment * Digital Input/Output * Serial Communication - UART * ADC * mbed Development

Arduino for Musicians-Brent Edstrom 2016-04-22

Arduino, Teensy, and related microcontrollers provide a virtually limitless range of creative opportunities for musicians and hobbyists who are interested in exploring "do it yourself" technologies. Given the relative ease of use and low cost of the

Arduino platform, electronic musicians can now envision new ways of synthesizing sounds and interacting with music-making software. In Arduino for Musicians, author and veteran music instructor Brent Edstrom opens the door to exciting and expressive instruments and control systems that respond to light, touch, pressure, breath, and other forms of real-time control. He provides a comprehensive guide to the underlying technologies enabling electronic musicians and technologists to tap into the vast creative potential of the platform. Arduino for Musicians presents relevant concepts, including basic circuitry and programming, in a building-block format that is accessible to musicians and other individuals who enjoy using music technology. In addition to comprehensive coverage of music-related concepts including direct digital synthesis, audio input and output, and the Music Instrument Digital Interface (MIDI), the book concludes with four projects that build on the concepts presented throughout the book. The projects, which will be of interest to many electronic musicians, include a MIDI breath controller with pitch and modulation joystick, "retro" step sequencer, custom digital/analog synthesizer, and an expressive MIDI hand drum. Throughout Arduino for Musicians, Edstrom emphasizes the convenience and accessibility of the equipment as well as the extensive variety of instruments it can inspire. While circuit design and programming are in themselves formidable topics, Edstrom introduces their core concepts in a practical and straightforward manner that any reader with a background or interest in electronic music can utilize. Musicians and hobbyists at many levels, from those interested in creating new electronic music devices, to those with experience in synthesis or processing software, will welcome Arduino for Musicians.

Assembly Language Programming-Vincent Mahout 2013-03-04

ARM designs the cores of microcontrollers which equip most "embedded systems" based on 32-bit processors. Cortex M3 is one of these designs, recently developed by ARM with microcontroller applications in mind. To conceive a particularly optimized piece of software (as is often the case in the world of embedded systems) it is often necessary to know how to program in an assembly language. This book explains the basics of programming in an assembly language, while being based on the architecture of Cortex M3 in detail and developing many examples. It is written for people who have never programmed in an assembly language and is thus didactic and progresses step by step by defining the concepts necessary to acquiring a good understanding of these techniques.

Wearable Robotics-Jacob Rosen 2019-11-16

Wearable Robotics: Systems and Applications provides a comprehensive overview of the entire field of wearable robotics, including active orthotics (exoskeleton) and active prosthetics for the upper and lower limb and full body. In its two major sections, wearable robotics systems are described from both engineering perspectives and their application in medicine and industry. Systems and applications at various levels of the development cycle are presented, including those that are still under active research and development, systems that are under preliminary or full clinical trials, and those in commercialized products. This book is a great resource for anyone working in this field, including researchers, industry professionals and those who want to use it as a teaching mechanism. Provides a comprehensive overview of the entire field, with both engineering and medical perspectives Helps readers quickly and efficiently design and develop wearable robotics for healthcare applications

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

Urban Horticulture-Shashank Shekhar Solankey 2020-06-17

Urban horticulture is a means of utilizing every little space available in cities amidst buildings and other constructions for growing plants. It utilizes this space to raise gardens that can be economically productive while contributing to environmental greening. It can boost food and ornamental plants production, provide job opportunities, promote green space development, waste recycling, and urban landscaping, and result in improved environment. This book covers a wide array of topics on this subject and constitutes a valuable reference guide for students, professors, researchers, builders, and horticulturists concerned with urban horticulture, city planning, biodiversity, and the sustainable development of horticultural resources.

Making Embedded Systems-Elecia White 2011-10-25

Interested in developing embedded systems? Since they don’t tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who’s created embedded systems ranging from urban surveillance and DNA scanners to children’s toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It’s very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

C Programming for Embedded Systems-Kirk Zurell 2000-01-03

Eager to transfer your C language skills to the 8-bit microcontroller embedded environment? This book will get you up and running fast with clear explanations of the common architectural elements of most 8-bit microcontrollers and the embedded-specific de