



Proceedings

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Second Working Conference On Asynchronous Design Methodologies

JS Bruner



Second Working Conference On Asynchronous Design Methodologies:

Lectures on Petri Nets II: Applications Wolfgang Reisig, Grzegorz Rozenberg, 1998-11-04 The two volume set originates from the Advanced Course on Petri Nets held in Dagstuhl Germany in September 1996 beyond the lectures given there additional chapters have been commissioned to give a well balanced presentation of the state of the art in the area Together with its companion volume Lectures on Petri Nets I Basic Models this book is the actual reference for the area and addresses professionals students lecturers and researchers who are interested in systems design and would like to learn to use Petri nets familiar with subareas of the theory or its applications and wish to view the whole area interested in learning about recent results presented within a unified framework planning to apply Petri nets in practical situations interested in the relationship of Petri nets to other models of concurrent systems *Completion Detection in Asynchronous Circuits* Pallavi Srivastava, 2022-11-08 This book is intended for designers with experience in traditional clocked circuit design seeking information about asynchronous circuit design in order to determine if it would be advantageous to adopt asynchronous methodologies in their next design project The author introduces a generic approach for implementing a deterministic completion detection scheme for asynchronous bundled data circuits that incorporates a data dependent computational process taking advantage of the average case delay The author validates the architecture using a barrel shifter as shifting is the basic operation required by all the processors The generic architecture proposed in this book for a deterministic completion detection scheme for bundled data circuits will facilitate researchers in considering the asynchronous design style for developing digital circuits *Higher-Level Hardware Synthesis* Richard Sharp, 2004-03-18 In the mid 1960s when a single chip contained an average of 50 transistors Gordon Moore observed that integrated circuits were doubling in complexity every year In an influential article published by Electronics Magazine in 1965 Moore predicted that this trend would continue for the next 10 years Despite being criticized for its unrealistic optimism Moore's prediction has remained valid for far longer than even he imagined today chips built using state the art techniques typically contain several million transistors The advances in fabrication technology that have supported Moore's law for four decades have fuelled the computer revolution However this exponential increase in transistor density poses new design challenges to engineers and computer scientists alike New techniques for managing complexity must be developed if circuits are to take full advantage of the vast numbers of transistors available In this monograph we investigate both i the design of high level languages for hardware description and ii techniques involved in translating these hi level languages to silicon We propose SAFL a first order functional language designed specifically for behavioral hardware description and describe the implementation of its associated silicon compiler We show that the high level properties of SAFL allow one to exploit program analyses and optimizations that are not employed in existing synthesis systems Furthermore since SAFL fully abstracts the low level details of the implementation technology we show how it can be compiled to a range of different design styles including fully

synchronous design and globally asynchronous locally synchronous GALS circuits **Advances in Computer Systems Architecture** Pen-Chung Yew, Jingling Xue, 2004-08-19 On behalf of the program committee we were pleased to present this year's program for ACSAC Asia Pacific Computer Systems Architecture Conference Now in its ninth year ACSAC continues to provide an excellent forum for researchers educators and practitioners to come to the Asia Pacific region to exchange ideas on the latest developments in computer systems architecture This year the paper submission and review processes were semiautomated using the free version of CyberChair We received 152 submissions the largest number ever Each paper was assigned at least three mostly four and in a few cases seven committee members for review All of the papers were reviewed in a 1 month period during which the program chairs regularly monitored the progress of the review process When reviewers claimed inadequate expertise additional reviewers were solicited In the end we received a total of 594 reviews 3.9 per paper from committee members as well as 248 coreviewers whose names are acknowledged in the proceedings We would like to thank all of them for their time and effort in providing us with such timely and high quality reviews some of them on extremely short notice Role Of Theory In Computer Science, The: Essays Dedicated To Janusz Brzozowski Stavros Konstantinidis, Nelma Moreira, Rogerio Reis, Jeffrey Shallit, 2017-04-25 This volume brings together the work of several prominent researchers who have collaborated with Janusz Brzozowski or worked in topics he developed in the areas of regular languages syntactic semigroups of formal languages the dot depth hierarchy and formal modeling of circuit testing and software specification using automata theory **Second International Symposium on Advanced Research in Asynchronous Circuits and Systems**, 1996 Proceedings of the 2025 2nd International Conference on Mechanics, Electronics Engineering and Automation (ICMEEA 2025) Jamshed Iqbal, 2025-08-31 Open access 2025 2nd International Conference on Mechanics Electronics Engineering and Automation ICMEEA 2025 will be held in Toronto Canada hybrid during May 16-18th provides a forum for researchers and experts involved in different but related domains to confront research results The scope of ICMEEA 2025 includes the research and development of collaboration technologies to mechanical engineering electronic engineering control system and automation of systems **Evolvable Systems: From Biology to Hardware** Kiyoshi Tanaka, Masaya Iwata, Tetsuya Higuchi, Moritoshi Yasunaga, 2003-06-30 On behalf of the ICES 2001 Conference Committee it is our pleasure to present to you the proceedings of the fourth International Conference on Evolvable Systems From Biology to Hardware ICES 2001 held in Tokyo Japan on 3-5 October 2001 addressing the latest developments and discussing challenges facing the field of evolvable systems The idea of evolving machines whose origins can be traced back to the cybernetics movement of the 1940s and the 1950s has recently re-emerged in the form of the nascent field of bio-inspired systems and evolvable hardware Following the workshop Towards Evolvable Hardware which took place in Lausanne Switzerland in October 1995 the First International Conference on Evolvable Systems From Biology to Hardware ICES96 was held at the Electrotechnical Laboratory MITI Tsukuba Japan in October 1996 The second and the third

International Conferences on Evolvable Systems From Biology to Hardware ICES98 and ICES 2000 were respectively held in Lausanne in September 1998 and in Edinburgh in April 2000 Following the success of these past events ICES 2001 was dedicated to the promotion and advancement of all aspects of evolvable systems including hardware software algorithms and applications By bringing together researchers who use biologically inspired concepts to implement real systems in artificial intelligence artificial life robotics VLSI design and related domains ICES 2001 reunited this burgeoning community

Processor Architecture Jurij Silc, Borut Robic, Theo Ungerer, 2012-12-06 Today's microprocessors are the powerful descendants of the von Neumann computer dating back to a memo of Burks Goldstine and von Neumann of 1946 The so called von Neumann architecture is characterized by a sequential control flow resulting in a sequential instruction stream A program counter addresses the next instruction if the preceding instruction is not a control instruction such as e.g. jump branch subprogram call or return An instruction is coded in an instruction format of fixed or variable length where the opcode is followed by one or more operands that can be data addresses of data or the address of an instruction in the case of a control instruction The opcode defines the types of operands Code and data are stored in a common storage that is linear addressed in units of memory words bytes words etc The overwhelming design criterion of the von Neumann computer was the minimization of hardware and especially of storage The most simple implementation of a von Neumann computer is characterized by a microarchitecture that defines a closely coupled control and arithmetic logic unit ALU a storage unit and an I/O unit all connected by a single connection unit The instruction fetch by the control unit alternates with operand fetches and result stores for the ALU

2nd International Symposium on Advanced Research in Asynchronous Circuits and Systems Institute of Electrical and Electronics Engineers, Inc. Staff, 1996-03 Papers from the March 1996 symposium detail the latest knowledge in asynchronous hardware design in sections on high speed design logic synthesis architectural synthesis formal methods novel techniques design automation and measurements low power and system design and logic optimization

The Advances in Computer Systems Architecture Amos Omondi, Stanislav Sedukhin, 2003-11-03 This conference marked the first time that the Asia Pacific Computer Systems Architecture Conference was held outside Australasia i.e. Australia and New Zealand and was we hope the start of what will be a regular event The conference started in 1992 as a workshop for computer architects in Australia and subsequently developed into a full fledged conference covering Australasia Two additional major changes led to the present conference The first was a change from computer architecture to computer systems architecture a change that recognized the importance and close relationship to computer architecture of certain levels of software e.g. operating systems and compilers and of other areas e.g. computer networks The second change which reflected the increasing number of papers being submitted from Asia was the replacement of Australasia with Asia Pacific This year's event was therefore particularly significant in that it marked the beginning of a truly Asia Pacific conference It is intended that in the future the conference venue will alternate between Asia and Australia New Zealand and although still

small we hope that in time the conference will develop into a major one that represents Asia to the same tent as existing major computer architecture conferences in North America and Europe represent those regions

Second Working Conference on Asynchronous Design Methodologies, 1995 Hardware Design and Petri Nets Alex Yakovlev, Alexandre Yakovlev, Luis Gomes, Luciano Lavagno, 2000-02-29 Hardware Design and Petri Nets presents a summary of the state of the art in the applications of Petri nets to designing digital systems and circuits The area of hardware design has traditionally been a fertile field for research in concurrency and Petri nets Many new ideas about modelling and analysis of concurrent systems and Petri nets in particular originated in theory of asynchronous digital circuits Similarly the theory and practice of digital circuit design have always recognized Petri nets as a powerful and easy to understand modelling tool The ever growing demand in the electronic industry for design automation to build various types of computer based systems creates many opportunities for Petri nets to establish their role of a formal backbone in future tools for constructing systems that are increasingly becoming distributed concurrent and asynchronous Petri nets have already proved very effective in supporting algorithms for solving key problems in synthesis of hardware control circuits However since the front end to any realistic design flow in the future is likely to rely on more pragmatic Hardware Description Languages HDLs such as VHDL and Verilog it is crucial that Petri nets are well interfaced to such languages Hardware Design and Petri Nets is divided into five parts which cover aspects of behavioral modelling analysis and verification synthesis from Petri nets and STGs design environments based on high level Petri nets and HDLs and finally performance analysis using Petri nets Hardware Design and Petri Nets serves as an excellent reference source and may be used as a text for advanced courses on the subject

10th International Symposium on Asynchronous Circuits and Systems, 2004 IEEE Computer Society Order Number P2133 T p verso *Euro-Par 2006 Parallel Processing* Wolfgang E. Nagel, Wolfgang V. Walter, 2006-08-24 This book constitutes the refereed proceedings of the 12th International Conference on Parallel Computing Euro Par 2006 The book presents 110 carefully reviewed revised papers Topics include support tools and environments performance prediction and evaluation scheduling and load balancing compilers for high performance parallel and distributed databases data mining and knowledge discovery grid and cluster computing models middleware and architectures parallel computer architecture and instruction level parallelism distributed systems and algorithms and more *Eighth International Work-Conference on Artificial and Natural Neural Networks* Joan Cabestany, 2005-05-30 We present in this volume the collection of finally accepted papers of the eighth edition of the IWANN conference International Work Conference on Artificial Neural Networks This biennial meeting focuses on the foundations theory models and applications of systems inspired by nature neural networks fuzzy logic and evolutionary systems Since the first edition of IWANN in Granada LNCS 540 1991 the Artificial Neural Network ANN community and the domain itself have matured and evolved Under the ANN banner we find a very heterogeneous scenario with a main interest and objective to better understand nature and beings for the correct elaboration

of theories models and new algorithms For scientists engineers and professionals working in the area this is a very good way to get solid and competitive applications We are facing a real revolution with the emergence of embedded intelligence in many artificial systems systems covering diverse fields industry domotics leisure healthcare So we are convinced that an enormous amount of work must be and should be still done Many pieces of the puzzle must be built and placed into their proper positions offering us new and solid theories and models necessary tools for the application and praxis of these current paradigms The above mentioned concepts were the main reason for the subtitle of the IWANN 2005 edition Computational Intelligence and Bioinspired Systems The call for papers was launched several months ago addressing the following topics 1 Mathematical and theoretical methods in computational intelligence *Proceedings* ,1995 **Correct Hardware Design and Verification Methods** Tiziana Margaria, Tom F. Melham, 2001-08-27 This book constitutes the refereed proceedings of the 11th IFIP WG 10.5 Advanced Research Working Conference on Correct Hardware Design and Verification Methods CHARME 2001 held in Livingston Scotland UK in September 2001 The 28 revised full papers and eight short papers presented together with two invited papers and one special paper were carefully reviewed and selected from 56 submissions The book offers topical sections on model checking clocking issues theorem proving with higher order logics hardware compilation tools component verification case studies algorithm verification and duration calculus *Proceedings of the Summer Computer Simulation Conference* ,1996 *Index to IEEE Publications* Institute of Electrical and Electronics Engineers, 1996

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