Publications

- Single Core Equivalent Virtual Machines for Hard Real-Time Computing on Multicore Processors, IEEE Computer 2016

- Memory Bandwidth Management for Efficient Performance Isolation in Multi-core Platforms, IEEE Transactions on Computers 2016

- Schedulability Analysis for Memory Bandwidth Regulated Multicore Real-Time Systems, IEEE Transactions on Computers 2016

- A Real-Time Scratchpad-centric OS for Multi-core Embedded Systems, RTAS 2016

- WCET(m) Estimation in Multi-Core Systems using Single Core Equivalence, ECRTS 2015

- Parallelism-Aware Memory Interference Delay Analysis for COTS Multicore Systems, ECRTS 2015

- PALLOC: DRAM Bank-Aware Memory Allocator for Performance Isolation on Multicore Platforms, RTAS 2014

- Worst Case Analysis of DRAM Latency in Multi-Requestor Systems, RTSS 2013

- Real-Time Cache Management Framework for Multi-core Architectures, RTAS 2013

Readings In Real Time Systems Ieee Computer Society

Alan C. Shaw

Readings In Real Time Systems Ieee Computer Society:

Readings in Real-time Systems Yann-Hang Lee,C. M. Krishna,1993 *Readings in Hardware/Software Co-Design* Giovanni De Micheli,Rolf Ernst,Wayne Wolf,2002 This title serves as an introduction ans reference for the field with the papers that have shaped the hardware software co design since its inception in the early 90s **Real-Time Systems and Software** Alan C. Shaw,2001-03-15 Emphasizing concepts and principles this book provides readers with an accessible approach to software design It presents several examples of commercial and research systems throughout the chapters to explain and justify the concepts And the material presented is technically diverse including discussions of state machines logic concurrent programming and scheduling algorithms **Readings in Distributed Computing Systems** Thomas L. Casavant,Mukesh Singhal,1994 **Readings in Real-time Systems** Yann-Hang Lee,C. M. Krishna,1993 **Modeling, Verification and Exploration of Task-Level Concurrency in Real-Time Embedded Systems** Filip Thoen,Francky Catthoor,2012-12-06 system is a complex object containing a significant percentage of elec A tronics that interacts with the Real World physical environments humans etc through sensing and actuating devices A system is heterogeneous i e is characterized by the co existence of a large number of components of disparate type and function for example programmable components such as micro processors and Digital Signal Processors DSPs analog components such as AID and D A converters sensors transmitters and receivers Any approach to system design today must include software concerns to be viable In fact it is now common knowledge that more than 70% of the development cost for complex systems such as automotive electronics and communication systems are due to software development In addition this percentage is increasing constantly It has been my take for years that the so called hardware software co design problem is formulated at a too low level to yield significant results in shorten ing design time to the point needed for next generation electronic devices and systems The level of abstraction has to be raised to the Architecture Function co design problem where Function refers to the operations that the system is supposed to carry out and Architecture is the set of supporting components for that functionality The supporting components as we said above are heteroge neous and contain almost always programmable components *Readings in Human-Computer Interaction* Ronald M. Baecker,2014-06-28 The effectiveness of the user computer interface has become increasingly important as computer systems have become useful tools for persons not trained in computer science In fact the interface is often the most important factor in the success or failure of any computer system Dealing with the numerous subtly interrelated issues and technical behavioral and aesthetic considerations consumes a large and increasing share of development time and a corresponding percentage of the total code for any given application A revision of one of the most successful books on human computer interaction this compilation gives students researchers and practitioners an overview of the significant concepts and results in the field and a comprehensive guide to the research literature Like the first edition this book combines reprints of key research papers and case studies with synthesizing survey

material and analysis by the editors It is significantly reorganized updated and enhanced over 90% of the papers are new An invaluable resource for systems designers cognitive scientists computer scientists managers and anyone concerned with the effectiveness of user computer interfaces it is also designed for use as a primary or supplementary text for graduate and advanced undergraduate courses in human computer interaction and interface design Human computer interaction historical intellectual and social Developing interactive systems including design evaluation methods and development tools The interaction experience through a variety of sensory modalities including vision touch gesture audition speech and language Theories of information processing and issues of human computer fit and adaptation *Object-Based Parallel and Distributed Computation* Jean-Pierre Briot,1996-07-24 This book contains a refereed collection of revised papers selected from the presentations at the France Japan Workshop on Object Based Parallel and Distributed Computation OBPDC 95 held in Tokyo in June 1995 The 18 full papers included in the book constitute a representative well balanced set of timely research contributions to the growing field of object based concurrent computing The volume is organized in sections on massively parallel programming languages distributed programming languages formalisms distributed operating systems dependable distributed computing and software management   The Sixth Annual Workshop on Space Operations Applications and Research (SOAR 1992) ,1993   Multi-Agent System Engineering Francisco J. Garijo,Magnus Boman,2007-07-23 In the ten years since the first MAAMAW was held in 1989 at King s College Cambridge the field of Multi Agent Systems MAS has flourished It has attracted an increasing amount of theoretical and applied research During this decade important efforts have been made to establish the scientific and technical foundations of MAS MAAMAW publications are testimony to the progress achieved in key areas such as agent modelling and reasoning multi agent interaction and communication and multi agent organisation and social structure Research results have covered a wide range of inter related topics in each area including agent architectures reasoning models logics conflict resolution negotiation resource allocation load balancing learning social behaviour and interaction languages and protocols interagent and agent human communication social models agent roles norms and social laws and static and dynamic organisational structures The feasibility and the viability of the proposed models and techniques have been demonstrated through MAS applications in heterogeneous domains including electronic commerce co operative work telecommunications social and biological systems robotics office and business automation public administration social simulations and banking As the applicability of the technology became understood the multi agent paradigm has been progressively accepted by product managers and system developers giving rise to a considerable amount of business expectation from industry These expectations do not rest on the concept or metaphor of agent but on the development of MAS useful in an industrial setting with real time systems presenting the biggest challenge

Distributed System Design Jie Wu,2017-12-14 Future requirements for computing speed system reliability and cost effectiveness entail the development of alternative computers to replace the traditional von Neumann organization As

computing networks come into being one of the latest dreams is now possible distributed computing Distributed computing brings transparent access to as much computer power and data as the user needs for accomplishing any given task simultaneously achieving high performance and reliability The subject of distributed computing is diverse and many researchers are investigating various issues concerning the structure of hardware and the design of distributed software Distributed System Design defines a distributed system as one that looks to its users like an ordinary system but runs on a set of autonomous processing elements PEs where each PE has a separate physical memory space and the message transmission delay is not negligible With close cooperation among these PEs the system supports an arbitrary number of processes and dynamic extensions Distributed System Design outlines the main motivations for building a distributed system including inherently distributed applications performance cost resource sharing flexibility and extendibility availability and fault tolerance scalability Presenting basic concepts problems and possible solutions this reference serves graduate students in distributed system design as well as computer professionals analyzing and designing distributed open parallel systems Chapters discuss the scope of distributed computing systems general distributed programming languages and a CSP like distributed control description language DCDL expressing parallelism interprocess communication and synchronization and fault tolerant design two approaches describing a distributed system the time space view and the interleaving view mutual exclusion and related issues including election bidding and self stabilization prevention and detection of deadlock reliability safety and security as well as various methods of handling node communication Byzantine and software faults efficient interprocessor communication mechanisms as well as these mechanisms without specific constraints such as adaptiveness deadlock freedom and fault tolerance virtual channels and virtual networks load distribution problems synchronization of access to shared data while supporting a high degree of concurrency *Digital Information Processing and Communications, Part II* Václav Snásel,Jan Platos,Eyas El-Qawasmeh,2011-06-30 This two volume set CCIS 188 and CCIS 189 constitutes the refereed proceedings of the International Conference on Digital Information Processing and Communications ICDIPC 2011 held in Ostrava Czech Republic in July 2011 The 91 revised full papers of both volumes presented together with 4 invited talks were carefully reviewed and selected from 235 submissions The papers are organized in topical sections on network security Web applications data mining neural networks distributed and parallel processing biometrics technologies e learning information ethics image processing information and data management software engineering data compression networks computer security hardware and systems multimedia ad hoc network artificial intelligence signal processing cloud computing forensics security software and systems mobile networking and some miscellaneous topics in digital information and communications **Data and Computer Communications** Gurdeep S. Hura,Mukesh Singhal,2001-03-28 The protocols and standards for networking are numerous and complex Multivendor internetworking crucial to present day users requires a grasp of these protocols and standards Data and Computer Communications Networking and Internetworking a

comprehensive text reference brings clarity to all of the complex issues involved in networking activi **Advanced Transaction Models and Architectures** Sushil Jajodia,Larry Kerschberg,2012-12-06 Motivation Modem enterprises rely on database management systems DBMS to collect store and manage corporate data which is considered a strategic corporate re source Recently with the proliferation of personal computers and departmen tal computing the trend has been towards the decentralization and distribution of the computing infrastructure with autonomy and responsibility for data now residing at the departmental and workgroup level of the organization Users want their data delivered to their desktops allowing them to incor porate data into their personal databases spreadsheets word processing doc uments and most importantly into their daily tasks and activities They want to be able to share their information while retaining control over its access and distribution There are also pressures from corporate leaders who wish to use information technology as a strategic resource in offering specialized value added services to customers Database technology is being used to manage the data associated with corporate processes and activities Increasingly the data being managed are not simply formatted tables in relational databases but all types of ob jects including unstructured text images audio and video Thus the database management providers are being asked to extend the capabilities of DBMS to include object relational models as well as full object oriented database man agement systems *Readings in Distributed Artificial Intelligence* Alan H. Bond,Les Gasser,2014-06-05 Most artificial intelligence research investigates intelligent behavior for a single agent solving problems heuristically understanding natural language and so on Distributed Artificial Intelligence DAI is concerned with coordinated intelligent behavior intelligent agents coordinating their knowledge skills and plans to act or solve problems working toward a single goal or toward separate individual goals that interact DAI provides intellectual insights about organization interaction and problem solving among intelligent agents This comprehensive collection of articles shows the breadth and depth of DAI research The selected information is relevant to emerging DAI technologies as well as to practical problems in artificial intelligence distributed computing systems and human computer interaction Readings in Distributed Artificial Intelligence proposes a framework for understanding the problems and possibilities of DAI It divides the study into three realms the natural systems approach emulating strategies and representations people use to coordinate their activities the engineering science perspective building automated coordinated problem solvers for specific applications and a third hybrid approach that is useful in analyzing and developing mixed collections of machines and human agents working together The editors introduce the volume with an important survey of the motivations research and results of work in DAI This historical and conceptual overview combines with chapter introductions to guide the reader through this fascinating field A unique and extensive bibliography is also provided **Advances in Signal Processing for Nondestructive Evaluation of Materials** X.P. Maldague,2012-12-06 Non Destructive Evaluation NDE is now playing an increasing role in our modern global economy in security sensitive industries for instance The complexity of the inspection task and either large or limited lot runs now

require more operator assisted or fully automated signal processing This book deals with both fields of expertise NDE and signal processing On the signal processing side in the particular context of NDE applications the following topics are discussed sensor fusion signal knowledge representation artificial intelligence fuzzy logic computer vision integration of numeric and non numeric informations parallel decomposition noise processing and calibration of sensor devices as well as reliability of detection Some hardware considerations are introduced as well to discuss platforms on which processing is done On the NDE side applications include advances in holographic interferometry microwave resonance or shearography and also on more traditional NDE techniques such as ultrasonics infrared techniques X ray computed tomography Eddy currents Inverse problems are also discussed This book is required reading for those who already have some experience in one or both fields signal processing and or NDE **Computer Vision - ECCV 2000** David Vernon,2000-01-01 The two volume set LNCS 1842 1843 constitutes the refereed proceedings of the 6th European Conference on Computer Vision ECCV 2000 held in Dublin Ireland in June July 2000 The 116 revised full papers presented were carefully selected from a total of 266 submissions The two volumes offer topical sections on recognitions and modelling stereoscopic vision texture and shading shape structure from motion image features active real time and robot vision segmentation and grouping vision systems engineering and evaluation calibration medical image understanding and visual motion Computers as Components Marilyn Wolf,2008-07-08 Computers as Components Second Edition updates the first book to bring essential knowledge on embedded systems technology and techniques under a single cover This edition has been updated to the state of the art by reworking and expanding performance analysis with more examples and exercises and coverage of electronic systems now focuses on the latest applications It gives a more comprehensive view of multiprocessors including VLIW and superscalar architectures as well as more detail about power consumption There is also more advanced treatment of all the components of the system as well as in depth coverage of networks reconfigurable systems hardware software co design security and program analysis It presents an updated discussion of current industry development software including Linux and Windows CE The new edition s case studies cover SHARC DSP with the TI C5000 and C6000 series and real world applications such as DVD players and cell phones Researchers students and savvy professionals schooled in hardware or software design will value Wayne Wolf s integrated engineering design approach Uses real processors ARM processor and TI C55x DSP to demonstrate both technology and techniques Shows readers how to apply principles to actual design practice Covers all necessary topics with emphasis on actual design practice Realistic introduction to the state of the art for both students and practitioners Stresses necessary fundamentals which can be applied to evolving technologies helps readers gain facility to design large complex embedded systems that actually work **Strategic Negotiation in Multiagent Environments** Sarit Kraus,2001 A model for strategic negotiation for intelligent agents *Networks: The Next Millennium - Proceedings Of Singapore International Conference On Networks 1997* Hung Keng Pung,Jit Biswas,Lek Heng

Ngoh,1997-06-16 SICON 97 is the fifth conference since the first SICON organized in 1989 It aims to provide a forum for the presentation and dissemination of results in computer communications and networking research SICON 97 has a single track technical programme comprising less than half of the total number of full papers that were submitted to the International Programme Committee of well known and respected experts for review The technical programme covers original research and development in the following areas high speed networks ATM optical networks wireless and mobile networks performance measurement and modeling network security resource sharing and quality of service internetworking network architecture and protocols and distributed computing

This book delves into Readings In Real Time Systems Ieee Computer Society. Readings In Real Time Systems Ieee Computer Society is a vital topic that needs to be grasped by everyone, ranging from students and scholars to the general public. This book will furnish comprehensive and in-depth insights into Readings In Real Time Systems Ieee Computer Society, encompassing both the fundamentals and more intricate discussions.

1. This book is structured into several chapters, namely:

   - Chapter 1: Introduction to Readings In Real Time Systems Ieee Computer Society
   - Chapter 2: Essential Elements of Readings In Real Time Systems Ieee Computer Society
   - Chapter 3: Readings In Real Time Systems Ieee Computer Society in Everyday Life
   - Chapter 4: Readings In Real Time Systems Ieee Computer Society in Specific Contexts
   - Chapter 5: Conclusion

2. In chapter 1, the author will provide an overview of Readings In Real Time Systems Ieee Computer Society. This chapter will explore what Readings In Real Time Systems Ieee Computer Society is, why Readings In Real Time Systems Ieee Computer Society is vital, and how to effectively learn about Readings In Real Time Systems Ieee Computer Society.
3. In chapter 2, the author will delve into the foundational concepts of Readings In Real Time Systems Ieee Computer Society. The second chapter will elucidate the essential principles that need to be understood to grasp Readings In Real Time Systems Ieee Computer Society in its entirety.
4. In chapter 3, the author will examine the practical applications of Readings In Real Time Systems Ieee Computer Society in daily life. The third chapter will showcase real-world examples of how Readings In Real Time Systems Ieee Computer Society can be effectively utilized in everyday scenarios.
5. In chapter 4, this book will scrutinize the relevance of Readings In Real Time Systems Ieee Computer Society in specific contexts. This chapter will explore how Readings In Real Time Systems Ieee Computer Society is applied in specialized fields, such as education, business, and technology.
6. In chapter 5, the author will draw a conclusion about Readings In Real Time Systems Ieee Computer Society. The final chapter will summarize the key points that have been discussed throughout the book.
   The book is crafted in an easy-to-understand language and is complemented by engaging illustrations. This book is highly recommended for anyone seeking to gain a comprehensive understanding of Readings In Real Time Systems Ieee Computer Society.

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