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Systems; 5.8 Physically Distributed Systems and Networks; 5.9 Multiprocessor Design Methodologies and Algorithms; 5.10 Summary; 6 Multiprocessor Software; 6.1 Introduction; 6.2 What Is Different about Embedded Multiprocessor Software?; 6.3 Real-Time Multiprocessor Operating Systems; 6.4 Services and Middleware for Embedded Multiprocessors; 6.5 Design Verification; 6.6 Summary; 7 Hardware and Software Co-design; 7.1 Introduction; 7.2 Design Platforms 7.3 Performance Analysis 7.4 Hardware/Software Co-synthesis Algorithms; 7.5 Hardware/Software Co-simulation; 7.6 Summary; Glossary; References; Index

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## Sommario/riassunto

Over the past several years, embedded systems have emerged as an integral though unseen part of many consumer, industrial, and military devices. The explosive growth of these systems has resulted in embedded computing becoming an increasingly important discipline. The need for designers of high-performance, application-specific computing systems has never been greater, and many universities and colleges in the US and worldwide are now developing advanced courses to help prepare their students for careers in embedded computing. High-Performance Embedded Computing: Architectures, Appli

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