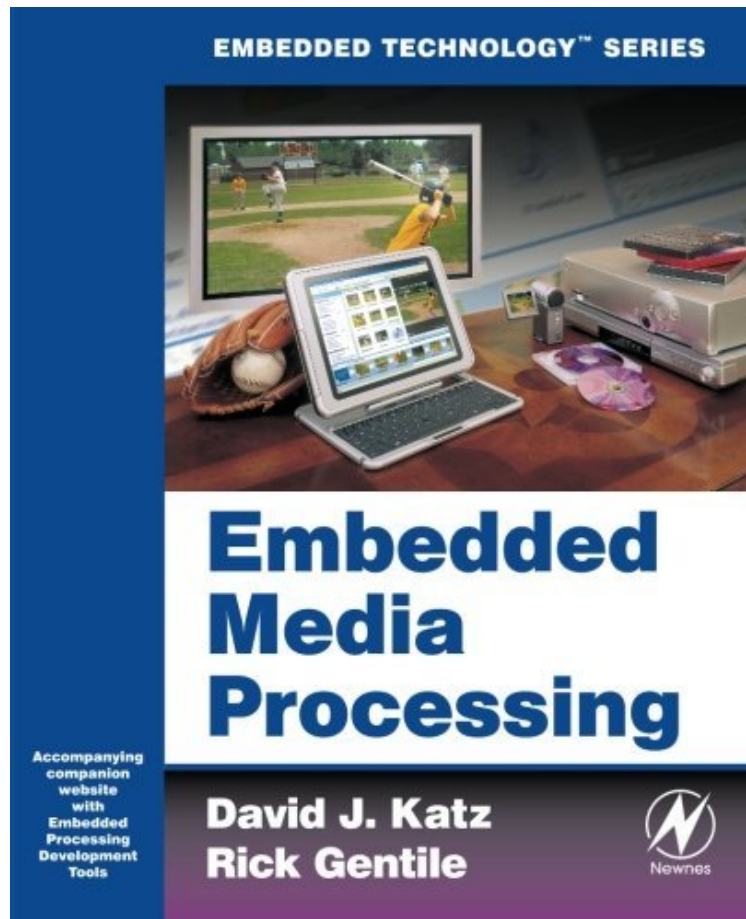


(Download) Embedded Media Processing (Embedded Technology)

Embedded Media Processing (Embedded Technology)

Von David J. Katz, Rick Gentile
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Von David J. Katz, Rick Gentile : Embedded Media Processing (Embedded Technology) before purchasing it in order to gage whether or not it would be worth my time, and all praised Embedded Media Processing (Embedded Technology):

KundenrezensionenHilfreichste Kundenrezensionen11 von 11 Kunden fanden die folgende Rezension hilfreich. Answers to many QuestionsVon Johannes HorvathThis book is a genius compilation of the Processors characteristic in depth and it toughes the obviously not direct visible problems in EMP. Understanding of Memory Architectures and the highly efficient DMA are key in designs where you want to combine real-time datastreams of Audio and Video plus a GUI and the connection to the internet. It explains very well the problems of such a system design, and how the Blackfin Processor solves those. Code optimization is a "Black Magic", where this book spends 45 pages for. This book directs you the way, but not the final solution. Additional the CD-ROM is filled with the full Development Software for the Blackfin. Fully functional after registration on the Analog Devices web site for 90 days. Also manuals for all Processors, Compiler, Simulator, Evaluation Boards and much more is on the CD. Worth, to have this book in

your standard library. 5 Stars. 1 von 1 Kunden fanden die folgende Rezension hilfreich. Embedded Media Processing Von Thomas Amerikanische Bcher wie dieses sind extrem leserfreundlich aufgebaut. Groe Schrift und sinnvolle Zwischenberschriften erleichtern das Studium. In diesem Falle geht die Aufmachung nicht einmal zu Lasten des Inhalts. Embedded Media Processing ist ein sehr breites Gebiet, die Autoren beschrnken sich im Wesentlichen auf die Hardware. Sie handeln die Grundlagen der verschiedenen Standards und der Filtermethoden ab und fhren in die umfangreiche Welt der Audio-Analogtechnik ein. Diese komplexe Materie wird in diesem Buch sehr eingngig behandelt, das Ganze ist sehr lehrreich und ntzlich fr viele Multimediaanwendungen.

Kurzbeschreibung A key technology enabling fast-paced embedded media processing developments is the high-performance, low-power, small-footprint convergent processor, a specialized device that combines the real-time control of a traditional microcontroller with the signal processing power of a DSP. This practical guide is your one-stop shop for understanding how to implement this cutting-edge technology. You will learn how to: Choose the proper processor for an application. Architect your system to avoid problems at the outset. Manage your data flows and memory accesses so that they line up properly. Make smart-trade-offs in portable applications between power considerations and computational performance. Divide processing tasks across multiple cores. Program frameworks that optimize performance without needlessly increasing programming model complexity. Implement benchmarking techniques that will help you adapt a framework to best fit a target application, and much more! Covering the entire spectrum of EMP-related design issues, from easy-to-understand explanations of basic architecture and direct memory access (DMA), to in-depth discussions of code optimization and power management, this practical book will be an invaluable aid to every engineer working with EMP, from the beginner to the seasoned expert. Comprehensive subject coverage with emphasis on practical application. Essential assembly language code included throughout text. Many real-world examples using Analog's popular Blackfin Processor architecture. Pressestimmen... a great starting point that is nicely followed by using the supplied development tools. - William Wong, Staff Editor, Electronic News The authors have done an excellent job blending practical information about embedded media processing with general information about signal processing. - Jon Titus, Senior Technical Editor, ECN Kurzbeschreibung A key technology enabling fast-paced embedded media processing developments is the high-performance, low-power, small-footprint convergent processor, a specialized device that combines the real-time control of a traditional microcontroller with the signal processing power of a DSP. This practical guide is your one-stop shop for understanding how to implement this cutting-edge technology. You will learn how to: Choose the proper processor for an application. Architect your system to avoid problems at the outset. Manage your data flows and memory accesses so that they line up properly. Make smart-trade-offs in portable applications between power considerations and computational performance. Divide processing tasks across multiple cores. Program frameworks that optimize performance without needlessly increasing programming model complexity. Implement benchmarking techniques that will help you adapt a framework to best fit a target application, and much more! Covering the entire spectrum of EMP-related design issues, from easy-to-understand explanations of basic architecture and direct memory access (DMA), to in-depth discussions of code optimization and power management, this practical book will be an invaluable aid to every engineer working with EMP, from the beginner to the seasoned expert. Comprehensive subject coverage with emphasis on practical application. Essential assembly language code included throughout text. Many real-world examples using Analog's popular Blackfin Processor architecture