

Programming And Customizing The Multicore Propeller

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Programming and Customizing the Multicore Propeller The Only Official Guide to the Parallax Multicore Propeller MicrocontrollerWritten by a team of Propeller experts, this authoritative guide shows you how to realize your design concepts by taking full advantage of the multicore Propeller microcontroller's unique architecture. The book begins with a review of the Propeller hardware, software, and Spin language so you can get started right away.Programming and Customizing the Multicore Propeller Microcontroller: The Official Guideis filled ...

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Programming And Customizing The Multicore Propeller Contact Us. Programming/Customizing the Multicore Propeller Microcontroller. US\$39.00. 32316. Parallax brought together nine experienced authors to write 12 chapters on the many facets of multicore programming with the Propeller chip. The book begins with an introduction to the Propeller chip's architecture and Spin programming language, debugging techniques, and sensor interfacing.

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The Only Official Guide to the Parallax Multicore Propeller Microcontroller Written by a team of Propeller experts, this authoritative guide shows you how to realize your design concepts by taking full advantage of the multicore Propeller microcontroller's unique architecture. The book begins with a review of the Propeller hardware, software, and Spin language so you can get started right away. Programming and Customizing the Multicore Propeller Microcontroller: The Official Guide is filled with a wide variety of step-by-step, hands-on projects. Put your ideas into production when you learn how to: Debug code for multiple cores Understand how the Propeller interacts with different sensors Wirelessly network Propeller chips Build a balancing robot and control it with computer vision Develop networking applications using an off-the-shelf Ethernet chip Create a portable multivariable GPS tracking and data logging device Use the Propeller as a remote virtual peripheral for media applications Create a Propeller-powered HVAC green house model Synthesize speech with the Propeller Experience more of the process at mhprofessional.com/propeller

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Parallel Processing With the Propeller—Made Easy! "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24 Programming the Propeller with Spin: A Beginner's Guide to Parallel Processing walks you through the essential skills you need to build and control devices using the Propeller chip and its parallel processing environment. Find out how to use each of the identical 32-bit processors, known as cogs, and make the eight cogs effectively interact with each other. The book covers Propeller hardware and software setup, memory, and the Spin language. Step-by-step projects give you hands-on experience as you learn how to: Use Propeller I/O techniques with extensive Spin code examples Display numbers with seven segment displays Create accurate, controlled pulse sequences Add a 16 character by two line LCO display Control R/C hobby servos Use motor amplifiers to control small motors Run a bipolar stepper motor Build a gravity sensor-based auto-leveling table Run DC motors with incremental encoders Run small AC motors You'll also find hundreds of lines of ready-to-run documented Spin code as well as PDFs of all the schematics on McGraw-Hill's website: Downloads available at www.mhprofessional.com/computingdownload "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24

Parallel Processing With the Propeller—Made Easy! "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24 Programming the Propeller with Spin: A Beginner's Guide to Parallel Processing walks you through the essential skills you need to build and control devices using the Propeller chip and its parallel processing environment. Find out how to use each of the identical 32-bit processors, known as cogs, and make the eight cogs effectively interact with each other. The book covers Propeller hardware and software setup, memory, and the Spin language. Step-by-step projects give you hands-on experience as you learn how to: Use Propeller I/O techniques with extensive Spin code examples Display numbers with seven segment displays Create accurate, controlled pulse sequences Add a 16 character by two line LCO display Control R/C hobby servos Use motor amplifiers to control small motors Run a bipolar stepper motor Build a gravity sensor-based auto-leveling table Run DC motors with incremental encoders Run small AC motors You'll also find hundreds of lines of ready-to-run documented Spin code as well as PDFs of all the schematics on McGraw-Hill's website: Downloads available at www.mhprofessional.com/computingdownload "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24

Multicore and GPU Programming offers broad coverage of the key parallel computing skillsets: multicore CPU programming and manycore "massively parallel" computing. Using threads, OpenMP, MPI, and CUDA, it teaches the design and development of software capable of taking advantage of today's computing platforms incorporating CPU and GPU hardware and explains how to transition from sequential programming to a parallel computing paradigm. Presenting material refined over more than a decade of teaching parallel computing, author Gerassimos Barlas minimizes the challenge with multiple examples, extensive case studies, and full source code. Using this book, you can develop programs that run over distributed memory machines using MPI, create multi-threaded applications with either libraries or directives, write optimized applications that balance the workload between available computing resources, and profile and debug programs targeting multicore machines. Comprehensive coverage of all major multicore programming tools, including threads, OpenMP, MPI, and CUDA Demonstrates parallel programming design patterns and examples of how different tools and paradigms can be integrated for superior performance Particular focus on the emerging area of divisible load theory and its impact on load balancing and distributed systems Download source code, examples, and instructor support materials on the book's companion website

The Fiendishly Fun Way to Master Electronic Circuits! Fully updated throughout, this wickedly inventive guide introduces electronic circuits and circuit design, both analog and digital, through a series of projects you'll complete one simple lesson at a time. The separate lessons build on each other and add up to projects you can put to practical use. You don't need to know anything about electronics to get started. A pre-assembled kit, which includes all the components and PC boards to complete the book projects, is available separately from ABRA electronics on Amazon. Using easy-to-find components and equipment, Electronic Circuits for the Evil Genius, Second Edition, provides hours of rewarding—and slightly twisted—fun. You'll gain valuable experience in circuit construction and design as you test, modify, and observe your results—skills you can put to work in other exciting circuit-building projects. Electronic Circuits for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying electronics principles behind the projects Removes the frustration factor—all required parts are listed, along with sources Build these and other devious devices: Automatic night light Light-sensitive switch Along-to-digital converter Voltage-controlled oscillator Op amp-controlled power amplifier Burglar alarm Logic gate-based toy Two-way intercom using transistors and op amps Each fun, inexpensive Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

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Programming multi-core and many-core computing systems Sabri Pilana, Linnaeus University, Sweden Fatos Xhafa, Technical University of Catalonia, Spain Provides state-of-the-art methods for programming multi-core and many-core systems The book comprises a selection of twenty two chapters covering: fundamental techniques and algorithms; programming approaches; methodologies and frameworks; scheduling and management; testing and evaluation methodologies; and case studies for programming multi-core and many-core systems. Program development for multi-core processors, especially for heterogeneous multi-core processors, is significantly more complex than for single-core processors. However, programmers have been traditionally trained for the development of sequential programs, and only a small percentage of them have experience with parallel programming. In the past, only a relatively small group of programmers interested in High Performance Computing (HPC) was concerned with the parallel programming issues, but the situation has changed dramatically with the appearance of multi-core processors on commonly used computing systems. It is expected that with the pervasiveness of multi-core processors, parallel programming will become mainstream. The pervasiveness of multi-core processors affects a large spectrum of systems, from embedded and general-purpose, to high-end computing systems. This book assists programmers in mastering the efficient programming of multi-core systems, which is of paramount importance for the software-intensive industry towards a more effective product-development cycle. Key features: Lessons, challenges, and roadmaps ahead. Contains real world examples and case studies. Helps programmers in mastering the efficient programming of multi-core and many-core systems. The book serves as a reference for a larger audience of practitioners, young researchers and graduate level students. A basic level of programming knowledge is required to use this book.

Multicore Application Programming is a comprehensive, practical guide to high-performance multicore programming that any experienced developer can use. Author Darryl Gove covers the leading approaches to parallelization on Windows, Linux, and Oracle Solaris. Through practical examples, he illuminates the challenges involved in writing applications that fully utilize multicore processors, helping you produce applications that are functionally correct, offer superior performance, and scale well to eight cores, sixteen Cores, and beyond. The book reveals how specific hardware implementations impact application performance and shows how to avoid common pitfalls. Step by step, you'll write applications that can handle large numbers of parallel threads, and you'll master advanced parallelization techniques. Multicore Application Programming isn't wedded to a single approach or platform: It is for every experienced C programmer working with any contemporary multicore processor in any leading operating system environment.

Base stations developed according to the 3GPP Long Term Evolution (LTE) standard require unprecedented processing power. 3GPP LTE enables data rates beyond hundreds of Mb/s by using advanced technologies, necessitating a highly complex LTE physical layer. The operating power of base stations is a significant cost for operators, and is currently optimized using state-of-the-art hardware solutions, such as heterogeneous distributed systems. The traditional system design method of porting algorithms to heterogeneous distributed systems based on test-and-refine methods is a manual, thus time-expensive, task. Physical Layer Multi-Core Prototyping: A Dataflow-Based Approach provides a clear introduction to the 3GPP LTE physical layer and to dataflow-based prototyping and programming. The difficulties in the process of 3GPP LTE physical layer porting are outlined, with particular focus on automatic partitioning and scheduling, load balancing and computation latency reduction, specifically in systems based on heterogeneous multi-core Digital Signal Processors. Multi-core prototyping methods based on algorithm dataflow modeling and architecture system-level modeling are assessed with the goal of automating and optimizing algorithm porting. With its analysis of physical layer processing and proposals of parallel programming methods, which include automatic partitioning and scheduling, Physical Layer Multi-Core Prototyping: A Dataflow-Based Approach is a key resource for researchers and students. This study of LTE algorithms which require dynamic or static assignment and dynamic or static scheduling, allows readers to reassess and expand their knowledge of this vital component of LTE base station design.

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