Memory Architecture Exploration for Programmable Embedded Systems is designed for different groups in the embedded systems-on-chip arena. First, the book is designed for researchers and graduate students interested in memory architecture exploration in the context of compiler-in-the-loop exploration for programmable embedded systems-on-chip. Second, the book is intended for embedded system designers who are interested in an early exploration methodology, where they can rapidly evaluate different design alternatives, and customize the architecture using system-level IP blocks, such as processor. This book considers the opportunities and discusses the challenges in designing embedded memory system. The book is well organized, up-to-date and easy to follow for self-study. In general the book has high educational value. The book is really interesting both for specialists in the topic, and graduate students. The reviewer rates this book highly and recommends it to graduate students, researchers and practicing engineers in embedded systems design. Overall, the authors have done a commendable job. 

Memory Architecture Exploration for Programmable Embedded Systems addresses efficient exploration of alternative memory architectures, assisted by a Free shipping over $10. Memory Architecture Exploration for Programmable Embedded Systems, by Peter Grun. No Customer Reviews. Select Format. Hardcover. Memory Architecture Exploration for Programmable Embedded Systems. This Page Intentionally Left Blank. Embedded Systems Architecture. A Comprehensive Guide for Engineers and Programmers. By. Because this book is an overview of embedded systems architecture, covering every possible standards-based component that could be implemented is beyond its scope. Therefore, significant examples of current standards-based components were selected, such as networking and Java, to demonstrate how standards define major components in an embedded system. A Systems Engineering Approach to Embedded Systems Design. In This Chapter.