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## KEY=RASPBERRY - RILEY REBEKAH

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### EMBEDDED LINUX PRIMER

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#### A PRACTICAL REAL-WORLD APPROACH

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Pearson Education Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels, capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

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## EXPLORING RASPERRY PI

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### INTERFACING TO THE REAL WORLD WITH EMBEDDED LINUX

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John Wiley & Sons Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

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## BUILDING EMBEDDED LINUX SYSTEMS

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"O'Reilly Media, Inc." Linux® is being adopted by an increasing number of embedded systems developers, who have been won over by its sophisticated scheduling and networking, its cost-free license, its open development model, and the support offered by rich and powerful programming tools. While there is a great deal of hype surrounding the use of Linux in embedded systems, there is not a lot of practical information. Building Embedded Linux Systems is the first in-depth, hard-core guide to putting together an embedded system based on the Linux kernel. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel

Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Details are provided for various target architectures and hardware configurations, including a thorough review of Linux's support for embedded hardware. All explanations rely on the use of open source and free software packages. By presenting how to build the operating system components from pristine sources and how to find more documentation or help, this book greatly simplifies the task of keeping complete control over one's embedded operating system, whether it be for technical or sound financial reasons. Author Karim Yaghmour, a well-known designer and speaker who is responsible for the Linux Trace Toolkit, starts by discussing the strengths and weaknesses of Linux as an embedded operating system. Licensing issues are included, followed by a discussion of the basics of building embedded Linux systems. The configuration, setup, and use of over forty different open source and free software packages commonly used in embedded Linux systems are also covered. uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb are among the packages discussed.

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## **EMBEDDED LINUX PRIMER**

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### **A PRACTICAL, REAL-WORLD APPROACH, SECOND EDITION**

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Up-to-the-Minute, Complete Guidance for Developing Embedded Solutions with Linux Linux has emerged as today's #1 operating system for embedded products. Christopher Hallinan's Embedded Linux Primer has proven itself as the definitive real-world guide to building efficient, high-value, embedded systems with Linux. Now, Hallinan has thoroughly updated this highly praised book for the newest Linux kernels, capabilities, tools, and hardware support, including advanced multicore processors. Drawing on more than a decade of embedded Linux experience, Hallinan helps you rapidly climb the learning curve, whether you're moving from legacy environments or you're new to embedded programming. Hallinan addresses today's most important development challenges and demonstrates how to solve the problems you're most likely to encounter. You'll learn how to build a modern, efficient embedded Linux development environment, and then utilize it as productively as possible. Hallinan offers up-to-date guidance on everything from kernel configuration and initialization to bootloaders, device drivers to file systems, and BusyBox utilities to real-time configuration and system analysis. This edition adds entirely new chapters on UDEV, USB, and open source build systems. Tour the typical embedded system and development environment and understand its concepts and components. Understand the Linux kernel and userspace initialization processes. Preview bootloaders, with specific emphasis on U-Boot. Configure the Memory Technology Devices (MTD) subsystem to interface with flash (and other) memory devices. Make the most of BusyBox and latest open source development tools. Learn from expanded and updated coverage of kernel debugging. Build and analyze real-time systems with Linux. Learn to configure device files and driver loading with UDEV. Walk through detailed coverage of the USB subsystem. Introduces the latest open source embedded Linux build systems. Reference appendices include U-Boot and BusyBox commands.

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## **LINUX FOR EMBEDDED AND REAL-TIME APPLICATIONS**

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Elsevier The open source nature of Linux has always intrigued embedded engineers, and the latest kernel releases have provided new features enabling more robust functionality for embedded applications. Enhanced real-time performance, easier porting to new architectures, support for microcontrollers and an improved I/O system give embedded engineers even more reasons to love Linux! However, the rapid evolution of the Linux world can result in an eternal search for new information sources that will help embedded programmers to keep up! This completely updated second edition of noted author Doug Abbott's respected introduction to embedded Linux brings readers up-to-speed on all the latest developments. This practical, hands-on guide covers the many issues of special concern to Linux users in the embedded space, taking into account their specific needs and constraints. You'll find updated information on: • The GNU toolchain • Configuring and building the kernel • BlueCat Linux • Debugging on the target • Kernel Modules • Devices Drivers • Embedded Networking • Real-time programming tips and techniques • The RTAI environment • And much more The accompanying CD-ROM contains all the source code from the book's examples, helpful software and other resources to help you get up to speed quickly. This is still the reference you'll reach for again and again! \* 100+ pages of new material adds depth and breadth to the 2003 embedded bestseller. \* Covers new Linux kernel 2.6 and the recent major OS release, Fedora. \* Gives the engineer a guide to working with popular and cost-efficient open-source code.

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## **MASTERING EMBEDDED LINUX PROGRAMMING**

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Packt Publishing Ltd Master the techniques needed to build great, efficient embedded devices on Linux About This Book Discover how to build and configure reliable embedded Linux devices This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty) This comprehensive guide covers the remote update of devices in the field and power management Who This Book Is For If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. What You Will Learn Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently Update IoT devices in the field without compromising security Reduce the power budget of devices to make batteries last longer Interact with the hardware without having to write kernel device drivers Debug devices remotely using

GDB, and see how to measure the performance of the systems using powerful tools such as `perf`, `ftrace`, and `valgrind`. Find out how to configure Linux as a real-time operating system. In Detail Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. **Style and approach** This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

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## EMBEDDED LINUX

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### HARDWARE, SOFTWARE, AND INTERFACING

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Addison-Wesley Professional A guide to using Linux on embedded platforms for interfacing to the real world. "Embedded Linux" is one of the first books available that teaches readers development and implementation of interfacing applications on an Embedded Linux platform.

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### MASTERING EMBEDDED LINUX PROGRAMMING-SECOND EDITION

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Master the techniques needed to build great, efficient embedded devices on Linux. **About This Book\*** Discover how to build and configure reliable embedded Linux devices\* This book has been updated to include Linux 4.9 and Yocto Project 2.2 (Morty)\* This comprehensive guide covers the remote update of devices in the field and power management **Who This Book Is For** If you are an engineer who wishes to understand and use Linux in embedded devices, this book is for you. It is also for Linux developers and system programmers who are familiar with embedded systems and want to learn and program the best in class devices. It is appropriate for students studying embedded techniques, for developers implementing embedded Linux devices, and engineers supporting existing Linux devices. **What You Will Learn\*** Evaluate the Board Support Packages offered by most manufacturers of a system on chip or embedded module\* Use Buildroot and the Yocto Project to create embedded Linux systems quickly and efficiently\* Update IoT devices in the field without compromising security\* Reduce the power budget of devices to make batteries last longer\* Interact with the hardware without having to write kernel device drivers\* Debug devices remotely using GDB, and see how to measure the performance of the systems using powerful tools such as `perf`, `ftrace`, and `valgrind`\* Find out how to configure Linux as a real-time operating system. **In Detail** Embedded Linux runs many of the devices we use every day, from smart TVs to WiFi routers, test equipment to industrial controllers - all of them have Linux at their heart. Linux is a core technology in the implementation of the inter-connected world of the Internet of Things. The comprehensive guide shows you the technologies and techniques required to build Linux into embedded systems. You will begin by learning about the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. You'll see how to create each of these elements from scratch, and how to automate the process using Buildroot and the Yocto Project. Moving on, you'll find out how to implement an effective storage strategy for flash memory chips, and how to install updates to the device remotely once it is deployed. You'll also get to know the key aspects of writing code for embedded Linux, such as how to access hardware from applications, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters show you how to debug your code, both in applications and in the Linux kernel, and how to profile the system so that you can look out for performance bottlenecks. By the end of the book, you will have a complete overview of the steps required to create a successful embedded Linux system. **Style and approach** This book is an easy-to-follow and pragmatic guide with in-depth analysis of the implementation of embedded devices. It follows the life cycle of a project from inception through to completion, at each stage giving both the theory that underlies the topic and practical step-by-step walkthroughs of an example implementation.

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## LINUX: EMBEDDED DEVELOPMENT

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Packt Publishing Ltd Leverage the power of Linux to develop captivating and powerful embedded Linux projects **About This Book** Explore the best practices for all embedded product development stages Learn about the compelling features offered by the Yocto Project, such as customization, virtualization, and many more Minimize project costs by using open source tools and programs **Who This Book Is For** If you are a developer who wants to build embedded systems using Linux, this book is for you. It is the ideal guide for you if you want to become proficient and broaden your knowledge. A basic understanding of C programming and experience with systems programming is needed. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence. **What You Will Learn** Use the Yocto Project in the embedded Linux development process Get

familiar with and customize the bootloader for a board Discover more about real-time layer, security, virtualization, CGL, and LSB See development workflows for the U-Boot and the Linux kernel, including debugging and optimization Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Understand device trees and make changes to accommodate new hardware on your device Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel to minimize them In Detail Embedded Linux is a complete Linux distribution employed to operate embedded devices such as smartphones, tablets, PDAs, set-top boxes, and many more. An example of an embedded Linux distribution is Android, developed by Google. This learning path starts with the module Learning Embedded Linux Using the Yocto Project. It introduces embedded Linux software and hardware architecture and presents information about the bootloader. You will go through Linux kernel features and source code and get an overview of the Yocto Project components available. The next module Embedded Linux Projects Using Yocto Project Cookbook takes you through the installation of a professional embedded Yocto setup, then advises you on best practices. Finally, it explains how to quickly get hands-on with the Freescale ARM ecosystem and community layer using the affordable and open source Wandboard embedded board. Moving ahead, the final module Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. You will see how functions are split between processes and the usage of POSIX threads. By the end of this learning path, your capabilities will be enhanced to create robust and versatile embedded projects. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Embedded Linux Using the Yocto Project by Alexandru Vaduva Embedded Linux Projects Using Yocto Project Cookbook by Alex Gonzalez Mastering Embedded Linux Programming by Chris Simmonds Style and approach This comprehensive, step-by-step, pragmatic guide enables you to build custom versions of Linux for new embedded systems with examples that are immediately applicable to your embedded developments. Practical examples provide an easy-to-follow way to learn Yocto project development using the best practices and working methodologies. Coupled with hints and best practices, this will help you understand embedded Linux better.

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## LINUX DEVICE DRIVER DEVELOPMENT

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### EVERYTHING YOU NEED TO START WITH DEVICE DRIVER DEVELOPMENT FOR LINUX KERNEL AND EMBEDDED LINUX

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Packt Publishing Ltd Get up to speed with the most important concepts in driver development and focus on common embedded system requirements such as memory management, interrupt management, and locking mechanisms Key Features Write feature-rich and customized Linux device drivers for any character, SPI, and I2C device Develop a deep understanding of locking primitives, IRQ management, memory management, DMA, and so on Gain practical experience in the embedded side of Linux using GPIO, IIO, and input subsystems Book Description Linux is by far the most-used kernel on embedded systems. Thanks to its subsystems, the Linux kernel supports almost all of the application fields in the industrial world. This updated second edition of Linux Device Driver Development is a comprehensive introduction to the Linux kernel world and the different subsystems that it is made of, and will be useful for embedded developers from any discipline. You'll learn how to configure, tailor, and build the Linux kernel. Filled with real-world examples, the book covers each of the most-used subsystems in the embedded domains such as GPIO, direct memory access, interrupt management, and I2C/SPI device drivers. This book will show you how Linux abstracts each device from a hardware point of view and how a device is bound to its driver(s). You'll also see how interrupts are propagated in the system as the book covers the interrupt processing mechanisms in-depth and describes every kernel structure and API involved. This new edition also addresses how not to write device drivers using user space libraries for GPIO clients, I2C, and SPI drivers. By the end of this Linux book, you'll be able to write device drivers for most of the embedded devices out there. What you will learn Download, configure, build, and tailor the Linux kernel Describe the hardware using a device tree Write feature-rich platform drivers and leverage I2C and SPI buses Get the most out of the new concurrency managed workqueue infrastructure Understand the Linux kernel timekeeping mechanism and use time-related APIs Use the regmap framework to factor the code and make it generic Offload CPU for memory copies using DMA Interact with the real world using GPIO, IIO, and input subsystems Who this book is for This Linux OS book is for embedded system and embedded Linux enthusiasts/developers who want to get started with Linux kernel development and leverage its subsystems. Electronic hackers and hobbyists interested in Linux kernel development as well as anyone looking to interact with the platform using GPIO, IIO, and input subsystems will also find this book useful.

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## EXPLORING BEAGLEBONE

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### TOOLS AND TECHNIQUES FOR BUILDING WITH EMBEDDED LINUX

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John Wiley & Sons In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have

everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

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### **EMBEDDED LINUX PROJECTS USING YOCTO PROJECT COOKBOOK**

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Packt Publishing Ltd If you are an embedded developer learning about embedded Linux with some experience with the Yocto project, this book is the ideal way to become proficient and broaden your knowledge with examples that are immediately applicable to your embedded developments. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence.

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### **MASTERING EMBEDDED LINUX PROGRAMMING**

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### **CREATE FAST AND RELIABLE EMBEDDED SOLUTIONS WITH LINUX 5.4 AND THE YOCTO PROJECT 3.1 (DUNFELL)**

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Packt Publishing Ltd Harness the power of Linux to create versatile and robust embedded solutions Key Features Learn how to develop and configure robust embedded Linux devices Explore the new features of Linux 5.4 and the Yocto Project 3.1 (Dunfell) Discover different ways to debug and profile your code in both user space and the Linux kernel Book Description If you're looking for a book that will demystify embedded Linux, then you've come to the right place. Mastering Embedded Linux Programming is a fully comprehensive guide that can serve both as means to learn new things or as a handy reference. The first few chapters of this book will break down the fundamental elements that underpin all embedded Linux projects: the toolchain, the bootloader, the kernel, and the root filesystem. After that, you will learn how to create each of these elements from scratch and automate the process using Buildroot and the Yocto Project. As you progress, the book will show you how to implement an effective storage strategy for flash memory chips and install updates to a device remotely once it's deployed. You'll also learn about the key aspects of writing code for embedded Linux, such as how to access hardware from apps, the implications of writing multi-threaded code, and techniques to manage memory in an efficient way. The final chapters demonstrate how to debug your code, whether it resides in apps or in the Linux kernel itself. You'll also cover the different tracers and profilers that are available for Linux so that you can quickly pinpoint any performance bottlenecks in your system. By the end of this Linux book, you'll be able to create efficient and secure embedded devices using Linux. What you will learn Use Buildroot and the Yocto Project to create embedded Linux systems Troubleshoot BitBake build failures and streamline your Yocto development workflow Update IoT devices securely in the field using Mender or balena Prototype peripheral additions by reading schematics, modifying device trees, soldering breakout boards, and probing pins with a logic analyzer Interact with hardware without having to write kernel device drivers Divide your system up into services supervised by BusyBox runit Debug devices remotely using GDB and measure the performance of systems using tools such as perf, ftrace, eBPF, and Callgrind Who this book is for If you're a systems software engineer or system administrator who wants to learn how to implement Linux on embedded devices, then this book is for you. It's also aimed at embedded systems engineers accustomed to programming for low-power microcontrollers, who can use this book to help make the leap to high-speed systems on chips that can run Linux. Anyone who develops hardware that needs to run Linux will find something useful in this book - but before you get started, you'll need a solid grasp on POSIX standard, C programming, and shell scripting.

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### **MASTERING EMBEDDED LINUX PROGRAMMING**

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### **GNU/LINUX RAPID EMBEDDED PROGRAMMING**

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Turn your ideas into reality by programming and building embedded systems quickly About This Book\* Design and build powerful rapid prototypes for GNU/Linux Embedded systems\* Address complex industry problems and program complete projects to acquire competence with the workings of embedded systems\* Write, monitor, and configure applications quickly and effectively, manage an external micro-controller, and use it as co-processor for real-time tasks Who This Book Is For This book targets Embedded System developers and GNU/Linux programmers who would like to effectively program Embedded Systems and perform Embedded development. The book focuses to help rapidly build prototypes in a proficient manner. Some experience of hardware and Embedded Systems is assumed with exposure working on GNU/Linux systems. Knowledge of scripting on GNU/Linux is expected. What You Will Learn\* Use embedded systems to implement real-world projects\* Learn to access and manage peripherals for embedded systems\* Program embedded systems using languages such as C, Python, BASH, PHP\* Using a complete distribution like Debian/Ubuntu or an embedded one like OpenWRT or Yocto\* Harness device driver capabilities to optimize device communications\* Using and accessing data through several kinds of devices such as analog, networking, multimedia, and several reader devices such as RTC, RFID, Smart Cards and z-Wave\* Managing an external micro-controller for time critical tasks In

Detail Embedded computers have become very complex in the last few years, and developers need to easily manage embedded computer projects by focusing on how to solve a problem. They should not be wasting time in finding supported peripherals or learning how to manage them. This book shows you how to interact with external environments through specific peripherals used in the industry. We will use the latest Linux kernel release 4.x and Debian/Ubuntu distributions (with embedded distributions such as OpenWRT and Yocto). This book presents popular boards in the industry that are user-friendly, such as Beaglebone Black, Atmel Xplained, Wandboard, and system-on-chip manufacturers, and provides projects based on them. You will take your first steps in programming the embedded platforms using the C, Bash, and Python/PHP languages in order to get access to the external peripherals. We'll lay a strong foundation for using embedded systems quickly by covering the programming device driver and accessing the peripherals. You will learn how to read/write data from/to the external environment by using C programs or a scripting language (such as Bash/PHP/Python) and see how to configure a device driver for specific hardware. The final chapter explains how to use a micro-controller board based on the most used microcontroller to implement real-time or specific tasks that are normally not carried out on the GNU/Linux system. After finishing this book, you will be capable of applying these skills in real-world projects.

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## **EMBEDDED LINUX SYSTEM DESIGN AND DEVELOPMENT**

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CRC Press Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products.

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## **EMBEDDED HARDWARE: KNOW IT ALL**

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Newnes The Newnes Know It All Series takes the best of what our authors have written to create hard-working desk references that will be an engineer's first port of call for key information, design techniques and rules of thumb. Guaranteed not to gather dust on a shelf! Circuit design using microcontrollers is both a science and an art. This book covers it all. It details all of the essential theory and facts to help an engineer design a robust embedded system. Processors, memory, and the hot topic of interconnects (I/O) are completely covered. Our authors bring a wealth of experience and ideas; this is a must-own book for any embedded designer. \*A 360 degree view from best-selling authors including Jack Ganssle, Tammy Noergard, and Fred Eady \*Key facts, techniques, and applications fully detailed \*The ultimate hard-working desk reference: all the essential information, techniques, and tricks of the trade in one volume

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## **REAL WORLD MULTICORE EMBEDDED SYSTEMS**

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Newnes This Expert Guide gives you the techniques and technologies in embedded multicore to optimally design and implement your embedded system. Written by experts with a solutions focus, this encyclopedic reference gives you an indispensable aid to tackling the day-to-day problems when building and managing multicore embedded systems. Following an embedded system design path from start to finish, our team of experts takes you from architecture, through hardware implementation to software programming and debug. With this book you will learn: • What motivates multicore • The architectural options and tradeoffs; when to use what • How to deal with the unique hardware challenges that multicore presents • How to manage the software infrastructure in a multicore environment • How to write effective multicore programs • How to port legacy code into a multicore system and partition legacy software • How to optimize both the system and software • The particular challenges of debugging multicore hardware and software Examples demonstrating timeless implementation details Proven and practical techniques reflecting the authors' expertise built from years of experience and key advice on tackling critical issues

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## **LEARNING LINUX SHELL SCRIPTING**

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### **LEVERAGE THE POWER OF SHELL SCRIPTS TO SOLVE REAL-WORLD PROBLEMS, 2ND EDITION**

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Packt Publishing Ltd Break through the practice of writing tedious code with shell scripts Key Features Learn to impeccably build shell scripts and develop advanced applications Create smart solutions by writing and debugging scripts A step-by-step tutorial to automate routine tasks by developing scripts Book Description Linux is the most powerful and universally adopted OS. Shell is a program that gives the user direct interaction with the operating system. Scripts are collections of commands that are stored in a file. The shell reads this file and acts on commands as if they were typed on the keyboard. Learning Linux Shell Scripting covers Bash, GNU Bourne Again Shell, preparing you to work in the exciting world of Linux shell scripting. CentOS is a popular rpm-based stable and secured Linux distribution. Therefore, we have used CentOS distribution instead of Ubuntu distribution. Linux Shell Scripting is independent of Linux distributions, but we have covered both types of distros. We start with an introduction to the

Shell environment and basic commands used. Next, we explore process management in Linux OS, real-world essentials such as debugging and perform Shell arithmetic fluently. You'll then take a step ahead and learn new and advanced topics in Shell scripting, such as decision making, starting up a system, and customizing a Linux environment. You will also learn about grep, stream editor, and AWK, which are very powerful text filters and editors. Finally, you'll get to grips with taking backup, using other language scripts in Shell Scripts as well as automating database administration tasks for MySQL and Oracle. By the end of this book, you will be able to confidently use your own shell scripts in the real world. What you will learn Familiarize yourself with the various text filtering tools available in Linux Understand expressions and variables and how to use them practically Automate decision-making and save a lot of time and effort of revisiting code Get to grips with advanced functionality such as using traps, dialogs to develop screens & Database administration such as MySQL or Oracle Start up a system and customize a Linux system Taking backup of local or remote data or important files. Use existing other language scripts such as Python, Perl & Ruby in Shell Scripts Who this book is for Learning Linux Shell Scripting is ideal for those who are proficient at working with Linux and want to learn about shell scripting to improve their efficiency and practical skills.

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## PROGRAMMING EMBEDDED SYSTEMS

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### WITH C AND GNU DEVELOPMENT TOOLS

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"O'Reilly Media, Inc." If you have programming experience and a familiarity with C--the dominant language in embedded systems--Programming Embedded Systems, Second Edition is exactly what you need to get started with embedded software. This software is ubiquitous, hidden away inside our watches, DVD players, mobile phones, anti-lock brakes, and even a few toasters. The military uses embedded software to guide missiles, detect enemy aircraft, and pilot UAVs. Communication satellites, deep-space probes, and many medical instruments would have been nearly impossible to create without embedded software. The first edition of Programming Embedded Systems taught the subject to tens of thousands of people around the world and is now considered the bible of embedded programming. This second edition has been updated to cover all the latest hardware designs and development methodologies. The techniques and code examples presented here are directly applicable to real-world embedded software projects of all sorts. Examples use the free GNU software programming tools, the eCos and Linux operating systems, and a low-cost hardware platform specially developed for this book. If you obtain these tools along with Programming Embedded Systems, Second Edition, you'll have a full environment for exploring embedded systems in depth. But even if you work with different hardware and software, the principles covered in this book apply. Whether you are new to embedded systems or have done embedded work before, you'll benefit from the topics in this book, which include: How building and loading programs differ from desktop or server computers Basic debugging techniques--a critical skill when working with minimally endowed embedded systems Handling different types of memory Interrupts, and the monitoring and control of on-chip and external peripherals Determining whether you have real-time requirements, and whether your operating system and application can meet those requirements Task synchronization with real-time operating systems and embedded Linux Optimizing embedded software for size, speed, and power consumption Working examples for eCos and embedded Linux So whether you're writing your first embedded program, designing the latest generation of hand-held whatchamacalits, or managing the people who do, this book is for you. Programming Embedded Systems will help you develop the knowledge and skills you need to achieve proficiency with embedded software. Praise for the first edition: "This lively and readable book is the perfect introduction for those venturing into embedded systems software development for the first time. It provides in one place all the important topics necessary to orient programmers to the embedded development process. --Lindsey Vereen, Editor-in-Chief, Embedded Systems Programming

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## EMBEDDED SOFTWARE FOR THE IOT

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Walter de Gruyter GmbH & Co KG

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## YOCTO FOR RASPBERRY PI

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Packt Publishing Ltd Create unique and amazing projects by using the powerful combination of Yocto and Raspberry Pi About This Book Set up and configure the Yocto Project efficiently with Raspberry Pi Deploy multimedia applications from existing Yocto/OE layers An easy-to-follow guide to utilize your custom recipes on your Raspberry Pi Who This Book Is For If you are a student or a developer of embedded software, embedded Linux engineer or embedded systems in competence with Raspberry Pi and want to discover the Yocto Project, then this book is for you. Experience with Yocto is not needed. What You Will Learn Explore the basic concept of Yocto's build system and how it is organized in order to use it efficiently with Raspberry Pi Generate your first image with Yocto for the Raspberry Pi Understand how to customize your Linux kernel within the Yocto Project Customize your image in order to integrate your own applications Write your own recipes for your graphical applications Integrate a custom layer for the Raspberry Pi In Detail The Yocto Project is a Linux Foundation workgroup, which produces tools (SDK) and processes (configuration, compilation, installation) that will enable the creation of Linux distributions for embedded software, independent of the architecture of embedded software (Raspberry Pi, i.MX6, and so on). It is a powerful build system that allows you to master your personal or professional development. This book presents you with the configuration of the Yocto Framework for the Raspberry Pi, allowing you to create amazing and innovative projects using the Yocto/OpenEmbedded eco-system. It starts with the basic introduction of Yocto's build system, and takes you through the setup and deployment steps for Yocto. It then helps you to develop an understanding of Bitbake (the task

scheduler), and learn how to create a basic recipe through a GPIO application example. You can then explore the different types of Yocto recipe elements (LICENSE, FILES, SRC\_URI, and so on). Next, you will learn how to customize existing recipes in Yocto/OE layers and add layers to your custom environment (qt5 for example). Style and approach A step by step guide covering the fundamentals to create amazing new projects with Raspberry Pi and Yocto.

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### **INSTANT OPTIMIZING EMBEDDED SYSTEMS USING BUSYBOX**

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Packt Publishing Ltd Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. A step-by-step guide which provides concise and clear recipes for getting started with Busybox. If you are an embedded system developer or Android developer who wishes to learn to build an embedded (Android Linux) system from scratch, as well as to optimize the system performance, then this book will be great for you. It's assumed that you have some experience in Linux and UNIX utilities. If you are a new developer, this book will also help you to get started with Busybox and Android Linux development.

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### **LEARNING LINUX SHELL SCRIPTING**

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Packt Publishing Ltd Unleash the power of shell scripts to solve real-world problems by breaking through the practice of writing tedious code About This Book Learn how to efficiently and effectively build shell scripts and develop advanced applications with this handy book Develop high quality and efficient solutions by writing professional and real-world scripts, and debug scripts by checking and shell tracing A step-by-step tutorial to automate routine tasks by developing scripts from a basic level to very advanced functionality Who This Book Is For This book is ideal for those who are proficient at working with Linux and who want to learn about shell scripting to improve their efficiency and practical skills. By the end of this book, you will be able to confidently use your own shell scripts in the real world. What You Will Learn Familiarize yourself with the various text filtering tools available in Linux Combine the fundamental text and file processing commands to process data and automate repetitive tasks Understand expressions and variables and how to use them practically Automate decision-making and save a lot of time and effort of revisiting code Get to grips with advanced functionality such as using traps and signals and using dialogs to develop screens Start up a system and customize a Linux system Take an in-depth look at regular expressions and pattern matching to understand the capabilities of scripting In Detail Linux is the one of the most powerful and universally adopted OSes. Shell is a program that gives the user direct interaction with the operating system. Scripts are collections of commands that are stored in a file. The shell can read this file and act on the commands as if they were typed on the keyboard. Shell scripting is used to automate day-to-day administration, and for testing or product development tasks. This book covers Bash, GNU Bourne Again SHell, preparing you to work in the exciting world of Linux shell scripting. We start with an introduction to the Shell environment and explain basic commands used in Shell. Next we move on to check, kill, and control the execution of processes in Linux OS. Further, we teach you about the filter tools available in Linux and explain standard output and standard errors devices. Then we will ensure you understand Shell's interpretation of commands and get a firmer grasp so you use them in practice. Next, you'll experience some real-world essentials such as debugging and perform Shell arithmetic fluently. Then you'll take a step ahead and learn new and advanced topics in Shell scripting, such as starting up a system and customizing a Linux system. Finally, you'll get to understand the capabilities of scripting and learn about Grep, Stream Editor, and Awk. Style and approach This practical book will go from the very basics of shell scripting to complex, customized automation. The idea behind this book is to be as practical as possible and give you the look and feel of what real-world scripting is like.

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### **LEARNING EMBEDDED ANDROID N PROGRAMMING**

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Packt Publishing Ltd Create the perfectly customized system by unleashing the power of Android OS on your embedded device About This Book Understand the system architecture and how the source code is organized Explore the power of Android and customize the build system Build a fully customized Android version as per your requirements Who This Book Is For If you are a Java programmer who wants to customize, build, and deploy your own Android version using embedded programming, then this book is for you. What You Will Learn Master Android architecture and system design Obtain source code and understand the modular organization Customize and build your first system image for the Android emulator Level up and build your own Android system for a real-world device Use Android as a home automation and entertainment system Tailor your system with optimizations and add-ons Reach for the stars: look at the Internet of Things, entertainment, and domotics In Detail Take a deep dive into the Android build system and its customization with Learning Embedded Android Programming, written to help you master the steep learning curve of working with embedded Android. Start by exploring the basics of Android OS, discover Google's "repo" system, and discover how to retrieve AOSP source code. You'll then find out to set up the build environment and the first AOSP system. Next, learn how to customize the boot sequence with a new animation, and use an Android "kitchen" to "cook" your custom ROM. By the end of the book, you'll be able to build customized Android open source projects by developing your own set of features. Style and approach This step-by-step guide is packed with various real-world examples to help you create a fully customized Android system with the most useful features available.

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### **EMBEDDED LINUX SYSTEMS WITH THE YOCTO PROJECT**

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Prentice Hall Build Complete Embedded Linux Systems Quickly and Reliably Developers are increasingly integrating Linux into their embedded systems: It supports virtually all hardware architectures and many peripherals, scales well, offers full source code, and requires no royalties. The Yocto Project makes it much easier to customize Linux for embedded systems. If you're a developer with working knowledge of Linux, Embedded Linux Systems with the Yocto

**Project™** will help you make the most of it. An indispensable companion to the official documentation, this guide starts by offering a solid grounding in the embedded Linux landscape and the challenges of creating custom distributions for embedded systems. You'll master the Yocto Project's toolbox hands-on, by working through the entire development lifecycle with a variety of real-life examples that you can incorporate into your own projects. Author Rudolf Streif offers deep insight into Yocto Project's build system and engine, and addresses advanced topics ranging from board support to compliance management. You'll learn how to Overcome key challenges of creating custom embedded distributions Jumpstart and iterate OS stack builds with the OpenEmbedded Build System Master build workflow, architecture, and the BitBake Build Engine Quickly troubleshoot build problems Customize new distros with built-in blueprints or from scratch Use BitBake recipes to create new software packages Build kernels, set configurations, and apply patches Support diverse CPU architectures and systems Create Board Support Packages (BSP) for hardware-specific adaptations Provide Application Development Toolkits (ADT) for round-trip development Remotely run and debug applications on actual hardware targets Ensure open-source license compliance Scale team-based projects with Toaster, Build History, Source Mirrors, and Autobuilder

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## INFOWORLD

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InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

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## LINUX FOR EMBEDDED AND REAL-TIME APPLICATIONS

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Newnes In this applications-oriented reference, Doug Abbott shows how to put Linux to work in embedded and real-time applications. Among the topics Abbott discusses include memory management, device drivers, interrupt handling, kernel instrumentation, bootloaders, embedded networking, inter-task communications, periodic vs. "one shot" timing, POSIX threads, hardware abstraction layers, and program debugging. Abbott uses numerous real-world examples to show how implement a variety of embedded applications using Linux. Abbott discusses the strengths and weaknesses for embedded applications of different implementations of Linux, and he also examines the different real-time extensions for Linux. This book incorporates many programming exercises with solutions. All code listings are provided on the accompanying CD-ROM, as well as an electronic version of the text. \*Fully describes the use of Linux operating system for embedded and real-time applications \*Covers advanced topics such as device drivers, kernel implementation, POSIX threads \*The CD accompanying the book includes an electronic version of the book as well as related software tools and code listings

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## LINUX JOURNAL

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### PROCEEDINGS, SIXTH IEEE INTERNATIONAL SYMPOSIUM ON OBJECT-ORIENTED REAL-TIME DISTRIBUTED COMPUTING

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#### ISORC 2003, 14-16 MAY 2003, HAKODATE, HOKKAIDO, JAPAN

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Institute of Electrical & Electronics Engineers(IEEE) ISORC 2003 strives to present state-of-the-art research in ORC reflecting various perspectives of ORC from programming and system engineering topics, such as ORC paradigms and object models, to Web-based applications and system evaluation techniques. The diversity of the topics highlights the importance of ORC in today's high-tech world.

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## BUILDING EMBEDDED LINUX SYSTEMS

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### CONCEPTS, TECHNIQUES, TRICKS, AND TRAPS

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"O'Reilly Media, Inc." There's a great deal of excitement surrounding the use of Linux in embedded systems -- for everything from cell phones to car ABS systems and water-filtration plants -- but not a lot of practical information. Building Embedded Linux Systems offers an in-depth, hard-core guide to putting together embedded systems based on Linux. Updated for the latest version of the Linux kernel, this new edition gives you the basics of building embedded Linux systems, along with the configuration, setup, and use of more than 40 different open source and free software packages in common use. The book also looks at the strengths and weaknesses of using Linux in an embedded system, plus a discussion of licensing issues, and an introduction to real-time, with a discussion of real-time options for Linux. This indispensable book features arcane and previously undocumented procedures for: Building your own GNU development toolchain Using an efficient embedded development framework Selecting, configuring, building, and installing a target-specific kernel Creating a complete target root filesystem Setting up, manipulating, and using solid-state storage devices Installing and configuring a bootloader for the target Cross-compiling a slew of utilities and packages Debugging your embedded system using a plethora of tools and techniques Using the uClibc, BusyBox, U-Boot, OpenSSH, tftpd, tftp, strace, and gdb packages By presenting how to build the operating system components from pristine sources and how to find more documentation or help, Building Embedded Linux Systems greatly simplifies the task of keeping complete control over your embedded operating system.

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## LINUX DEVICE DRIVERS

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"O'Reilly Media, Inc." Provides information on writing a driver in Linux, covering such topics as character devices, network interfaces, driver debugging, concurrency, and interrupts.

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**MYSTIC BUILD V 1.0**

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**EMBEDDED SOFTWARE DEVELOPMENT**

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**K.S.Sampathkumar Embedded Software Development**

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**AI AT THE EDGE**

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**SOLVING REAL WORLD PROBLEMS WITH EMBEDDED MACHINE LEARNING**

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O'Reilly Media Edge artificial intelligence is transforming the way computers interact with the real world, allowing internet of things (IoT) devices to make decisions using the 99% of sensor data that was previously discarded due to cost, bandwidth, or power limitations. With techniques like embedded machine learning, developers can capture human intuition and deploy it to any target--from ultra-low power microcontrollers to flexible embedded Linux devices--for applications that reduce latency, protect privacy, and work without a network connection, greatly expanding the capabilities of the IoT. This practical guide gives engineering professionals and product managers an end-to-end framework for solving real-world industrial, commercial, and scientific problems with edge AI. You'll explore every stage of the process, from data collection to model optimization to tuning and testing, as you learn how to design and support edge AI and embedded ML products. Edge AI is destined to become a standard tool for systems engineers. This high-level roadmap will help you get started. Develop your expertise in artificial intelligence and machine learning on edge devices Understand which projects are best solved with edge AI Explore typical design patterns used with edge AI apps Use an iterative workflow to develop an edge AI application Optimize models for deployment to embedded devices Improve model performance based on feedback from real-world use

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**REAL WORLD MULTICORE EMBEDDED SYSTEMS**

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**CHAPTER 6. OPERATING SYSTEMS IN MULTICORE PLATFORMS**

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Elsevier Inc. Chapters An operating system (OS) is an important component of most computer systems. At a minimum, the OS is responsible for managing tasks and resources. This becomes more challenging in a multicore environment, where multiple tasks can execute concurrently and must vie for shared resources. So the OS configuration is a critical consideration when building a multicore system. This chapter describes the different ways one or more OSes can be instantiated in multicore systems, along with many of the more critical controls that architects and programmers have for customizing the behavior of the OS. Included is a discussion of some of the debugging tools that are often shipped with OSes.

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**EMBEDDED SYSTEMS DESIGN**

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Elsevier In this new edition the latest ARM processors and other hardware developments are fully covered along with new sections on Embedded Linux and the new freeware operating system eCOS. The hot topic of embedded systems and the internet is also introduced. In addition a fascinating new case study explores how embedded systems can be developed and experimented with using nothing more than a standard PC. \* A practical introduction to the hottest topic in modern electronics design \* Covers hardware, interfacing and programming in one book \* New material on Embedded Linux for embedded internet systems

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**TCP/IP ARCHITECTURE, DESIGN, AND IMPLEMENTATION IN LINUX**

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John Wiley & Sons This book provides thorough knowledge of Linux TCP/IP stack and kernel framework for its network stack, including complete knowledge of design and implementation. Starting with simple client-server socket programs and progressing to complex design and implementation of TCP/IP protocol in linux, this book provides different aspects of socket programming and major TCP/IP related algorithms. In addition, the text features netfilter hook framework, a complete explanation of routing sub-system, IP QOS implementation, and Network Soft IRQ. This book further contains elements on TCP state machine implementation, TCP timer implementation on Linux, TCP memory management on Linux, and debugging TCP/IP stack using lcrash

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**EMBEDDED LINUX PRIMER**

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This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Comprehensive Real-World Guidance for Every Embedded Developer and Engineer This book brings together indispensable knowledge for building efficient, high-value, Linux-based embedded products: information that has never been assembled in one place before. Drawing on years of experience as an embedded Linux consultant and field application engineer, Christopher Hallinan offers solutions for the specific technical issues you're most likely to face, demonstrate.

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**PROTOTYPE TO PRODUCT**

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**A PRACTICAL GUIDE FOR GETTING TO MARKET**

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"O'Reilly Media, Inc." Product development is the magic that turns circuitry, software, and materials into a product, but moving efficiently from concept to manufactured product is a complex process with many potential pitfalls. This practical guide pulls back the curtain to reveal what happens—or should happen—when you take a product from

prototype to production. For makers looking to go pro or product development team members keen to understand the process, author Alan Cohen tracks the development of an intelligent electronic device to explain the strategies and tactics necessary to transform an abstract idea into a successful product that people want to use. Learn 11 deadly sins that kill product development projects Get an overview of how electronic products are manufactured Determine whether your idea has a good chance of being profitable Narrow down the product's functionality and associated costs Generate requirements that describe the final product's details Select your processor, operating system, and power sources Learn how to comply with safety regulations and standards Dive into development—from rapid prototyping to manufacturing Alan Cohen, a veteran systems and software engineering manager and lifelong technophile, specializes in leading the development of medical devices and other high-reliability products. His passion is to work with engineers and other stakeholders to forge innovative technologies into successful products.

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## **EMBEDDED SOFTWARE**

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### **THE WORKS**

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Elsevier As the embedded world expands, developers must have a strong grasp of many complex topics in order to make faster, more efficient and more powerful microprocessors to meet the public's growing demand. Embedded Software: The Works covers all the key subjects embedded engineers need to understand in order to succeed, including Design and Development, Programming, Languages including C/C++, and UML, Real Time Operating Systems Considerations, Networking, and much more. New material on Linux, Android, and multi-core gives engineers the up-to-date practical know-how they need in order to succeed. Colin Walls draws upon his experience and insights from working in the industry, and covers the complete cycle of embedded software development: its design, development, management, debugging procedures, licensing, and reuse. For those new to the field, or for experienced engineers looking to expand their skills, Walls provides the reader with detailed tips and techniques, and rigorous explanations of technologies. Key features include: New chapters on Linux, Android, and multi-core - the cutting edge of embedded software development! Introductory roadmap guides readers through the book, providing a route through the separate chapters and showing how they are linked About the Author Colin Walls has over twenty-five years experience in the electronics industry, largely dedicated to embedded software. A frequent presenter at conferences and seminars and author of numerous technical articles and two books on embedded software, he is a member of the marketing team of the Mentor Graphics Embedded Software Division. He writes a regular blog on the Mentor website ([blogs.mentor.com/colinwalls](http://blogs.mentor.com/colinwalls)). New chapters on Linux, Android, and multi-core - the cutting edge of embedded software development! Introductory roadmap guides readers through the book, providing a route through the separate chapters and showing how they are linked