Image Processing Verilog Codes Fpga With Code

This volume of Advances in Intelligent Systems and Computing contains accepted papers presented at ICGEC 2015, the 9th International Conference on Genetic and Evolutionary Computing. The conference this year was technically co-sponsored by Ministry of Science and Technology, Myanmar, University of Computer Studies, Yangon, University of Miyazaki in Japan, Kaohsiung University of Applied Science in Taiwan, Fujian University of Technology in China and VSB-Technical University of Ostrava. ICGEC 2015 is held from 26-28, August, 2015 in Yangon, Myanmar. Yangon, the most multiethnic and cosmopolitan city in Myanmar, is the main gateway to the country. Despite being the commercial capital of Myanmar, Yangon is a city engulfed by its rich history and culture, an integration of ancient traditions and spiritual heritage. The stunning SHWEDAGON Pagoda is the center piece of Yangon city, which itself is famous for the best British colonial era architecture. Of particular interest in many shops of Bogyoke Aung San Market, and of world renown, are Myanmar's precious stones-rubies, sapphires and jade. At night time, Chinatown comes alive with its pungent aromas and delicious street food. The conference is intended as an international forum for the researchers and professionals in all areas of genetic and evolutionary computing.

This book features papers presented at the International Conference on Advances in Information and Communication Technology (ICTA 2016), which was held in Thai Nguyen city, Vietnam, from December 1 to 13, 2016. The conference was jointly organized by Thai Nguyen University of Information and Communication Technology (ICTU), the Institute of Information Technology – Vietnam Academy of Science and Technology (IoIT), Feng Chia University, Taiwan (FCU), the Japan Advanced Institute of Science and Technology (JAIST) and the National Chung Cheng University, Taiwan (CCU) with the aim of bringing together researchers, academics, practitioners and students to not only share research results and practical applications but also to foster collaboration in information and communication technology research and education. The book includes the 66 best peer-reviewed papers, selected from the 150 submissions received.

This book provides step-by-step guidance on how to design VLSI systems using Verilog. It shows the way to design systems that are device, vendor and technology independent. Coverage presents new material and theory as well as synthesis of recent work with complete Project Designs using industry standard CAD tools and FPGA boards. The reader is taken step by step through different designs, from implementing a single digital gate to a massive design consuming well over 100,000 gates. All the design codes developed in this book are Register Transfer Level (RTL) compliant and can be readily used or amended to suit new projects.

This book summarizes the key scientific outcomes of the Horizon 2020 research project TULIPP: Towards Ubiquitous Low-power Image Processing Platforms. The main focus lies on the development of high-performance, energy-efficient embedded systems for the growing range of increasingly complex image processing applications. The holistic TULIPP approach is described in the book, which addresses hardware platforms, programming tools and embedded operating systems. Several of the results are available as open-source hardware/software for the community. The results are evaluated with several use cases taken from real-world applications in key domains such as Unmanned Aerial Vehicles (UAVs), robotics, space and medicine. Discusses the development of high-performance, energy-efficient embedded systems for the growing range of increasingly complex image processing applications; Covers the hardware architecture of embedded image processing systems, novel methods, tools and libraries for programming those systems as well as embedded operating systems to manage those systems; Demonstrates results with several challenging applications, such as medical systems, robotics, drones and automotive.

Towards Ubiquitous Low-power Image Processing Platforms

Computer Modelling in Bioengineering

Applied Video Processing in Surveillance and Monitoring Systems

Encyclopedia of Image Processing

Image Processing Using FPGAs

Proceedings of the ICHSMT 2019

Proceedings of the International Conference, ICTA 2016

Video is one of the most important forms of multimedia available, as it is utilized for security purposes, to transmit information, promote safety, and provide entertainment. As motion is the most integral element in videos, it is important that motion detection systems and algorithms meet specific requirements to achieve accurate detection of real time events. Feature Detectors and Motion Detection in Video Processing explores innovative methods and approaches to analyzing and retrieving video images. Featuring empirical research and significant frameworks regarding feature detectors and descriptor algorithms, the book is a critical reference source for professionals, researchers, advanced-level students, technology developers, and academicians.

A hands-on introduction to FPGA prototyping and SoC design This is the successor edition of the popular FPGA Prototyping by Verilog Examples text. It follows the same "learning-by-doing" approach to teach the fundamentals and practices of HDL synthesis and FPGA prototyping. The new edition uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow the strict design guidelines and coding practices used for large, complex digital systems. The book is completely updated and uses the SystemVerilog language, which "absorbs" the Verilog language. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software "programmability" and develop complex and interesting embedded system projects. The new edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelope generator. Expands the original video controller into a complete stream based video subsystem that incorporates a video synchronization circuit, a test-pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Provides a detailed discussion on blocking and nonblocking statements and coding styles. Describes basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Presents basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. FPGA Prototyping by SystemVerilog Examples makes a natural companion text for introductory and advanced digital design courses and embedded system courses. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

Starts with an overview of today's FPGA technology, devices, and tools for designing state-of-the-art DSP systems. A case study in the first chapter is the basis for more than 30 design examples throughout. The following chapters deal with computer arithmetic concepts, theory and the implementation of FIR and IIR filters, multirate digital signal processing systems, DFT and FFT algorithms, and advanced algorithms with high future potential. Each chapter contains exercises. The VERILOG source code and a glossary are given in the appendices, while the accompanying CD-ROM contains the examples in VHDL and Verilog code as well as the newest Altera "Baseline" software. This edition has a new chapter on adaptive filters, new sections on division and floating point arithmetics, an up-date to the current Altera software, and some new exercises.

This book is an accumulation of the Image processing approaches and technologies that can be applied on the various applications via their corresponding acquired images. Beginning from very elementary techniques of image processing, such as image enhancement, to sophisticated methods of image segmentation and more related state-of-the-art image processing methods amalgamated with various fields like neural networks, optimization algorithms have been discussed in this book. The purpose of this book is to discuss various probable image processing proposals in various fields.

Xilinx MicroBlaze MCS SoC Edition

ICICT 2021, London, Volume 4

Design for Embedded Image Processing on FPGAs

Pervasive Computing Paradigms for Mental Health

Nanoelectronics, Circuits and Communication Systems

AI-Enabled Threat Detection and Security Analysis for Industrial IoT

The fields of computer vision and image processing are constantly evolving as new research and applications in these areas emerge. Staying abreast of the most up-to-date developments in this field is necessary in order to promote further research and apply these developments in real-world settings. Computer Vision: Concepts, Methodologies, Tools, and Applications is an innovative reference source for the latest academic material on development of computers for gaining understanding about videos and digital images. Highlighting a range of topics, such as computational models, machine learning, and image processing, this multi-volume book is ideally designed for academicians, technology professionals, students, and researchers interested in uncovering the latest innovations in the field.

This book constitutes the refereed proceedings of the International Conference on Advances in Information Technology and Mobile Communication, AIM 2011, held at Nagpur, India, in April 2011. The 31 revised full papers presented together with 27 short papers and 34 poster papers were carefully reviewed and selected from 313 submissions. The papers cover all current issues in theory, practices, and applications of Information Technology, Computer and Mobile Communication Technology and related topics.

In the field of image processing, many applications require real-time execution, particularly those in the domains of medicine, robotics and transmission, to name but a few. Recent technological developments have allowed for the integration of more complex algorithms with large data volume into embedded systems, in turn producing a series of new sophisticated electronic architectures at affordable prices. This book performs an in-depth survey on this topic. It is primarily written for those who are familiar with the basics of image processing and want to implement the target processing design using different electronic platforms for computing acceleration. The authors present techniques and approaches, step by step, through illustrative examples. This book is also suitable for electronics/embedded systems engineers who want to consider image processing applications as sufficient imaging algorithm details are given to facilitate their understanding.

The Encyclopedia of Image Processing presents a vast collection of well-written articles covering image processing fundamentals (e.g. color theory, fuzzy sets, cryptography) and applications (e.g. geographic information systems, traffic analysis, forgery detection). Image processing advances have enabled many applications in healthcare, avionics, robotics, natural resource discovery, and defense, which makes this text a key asset for both academic and industrial libraries and applied scientists and engineers working in any field that utilizes image processing. Written by experts from both academia and industry, it is structured using the ACM Computing Classification System (CCS) first published in 1988, but most recently updated in 2012.

Recent Trends in Signal and Image Processing

AI 2018: Advances in Artificial Intelligence

Feature Detectors and Motion Detection in Video Processing

A Design Manual for Implementation of Projects on FPGAs and ASICs Using Verilog

Image Processing – Algorithms And Applications

Select Proceedings of ICICPS 2020

Advances in Internet, Data and Web Technologies

This Edited Volume Field Programmable Gate Arrays (FPGAs) II is a collection of reviewed and relevant research chapters, offering a comprehensive overview of recent developments in the field of Computer and Information Science. The book comprises single chapters authored by various researchers and edited by an expert active in the Computer and Information Science research area. All chapters are complete in itself but united under a common research study topic. This publication aims at providing a thorough overview of the latest research efforts by international authors on Computer and Information Science, and open new possible research paths for further novel developments.

Holger Scherl introduces the reader to the reconstruction problem in computed tomography and its major scientific challenges that range from computational efficiency to the fulfillment of Tuy's sufficiency condition. The assessed hardware architectures include multi- and many-core systems, cell broadband engine architecture, graphics processing units, and field programmable gate arrays.

This book presents original contributions on the theories and practices of emerging Internet, data and web technologies and their applicability in businesses, engineering and academia. The Internet has become the most proliferative platform for emerging large-scale computing paradigms. Among them, data and web technologies are two most prominent paradigms, and manifest in a variety of forms such as data centers, cloud computing, mobile cloud, mobile web services and so on. Together, these technologies form a digital ecosystem based on the data cycle, from capturing to processing, analysis and visualization. The investigation of various research and development issues in this digital ecosystem is made all the more important by the ever-increasing needs of real-life applications, which involve storing and processing large amounts of data. As a key feature, the book addresses advances in the life-cycle exploitation of data generated from the digital ecosystem, and data technologies that create value for businesses, moving toward a collective intelligence approach. Given its scope, the book offers a valuable reference guide for researchers, software developers, practitioners and students interested in the field of data and web technologies.

A hands-on introduction to FPGA prototyping and SoC design This Second Edition of the popular book follows the same "learning-by-doing" approach to teach the fundamentals and practices of VHDL synthesis and FPGA prototyping. It uses a coherent series of examples to demonstrate the process to develop sophisticated digital circuits and IP (intellectual property) cores, integrate them into an SoC (system on a chip) framework, realize the system on an FPGA prototyping board, and verify the hardware and software operation. The examples start with simple gate-level circuits, progress gradually through the RT (register transfer) level modules, and lead to a functional embedded system with custom I/O peripherals and hardware accelerators. Although it is an introductory text, the examples are developed in a rigorous manner, and the derivations follow strict design guidelines and coding practices used for large, complex digital systems. The new edition is completely updated. It presents the hardware design in the SoC context and introduces the hardware-software co-design concept. Instead of treating examples as isolated entities, the book integrates them into a single coherent SoC platform that allows readers to explore both hardware and software "programmability" and develop complex and interesting embedded system projects. The revised edition: Adds four general-purpose IP cores, which are multi-channel PWM (pulse width modulation) controller, I2C controller, SPI controller, and XADC (Xilinx analog-to-digital converter) controller. Introduces a music synthesizer constructed with a DDFS (direct digital frequency synthesis) module and an ADSR (attack-decay-sustain-release) envelop generator. Expands the original video controller into a complete stream-based video subsystem that incorporates a video synchronization circuit, a test pattern generator, an OSD (on-screen display) controller, a sprite generator, and a frame buffer. Introduces basic concepts of software-hardware co-design with Xilinx MicroBlaze MCS soft-core processor. Provides an overview of bus interconnect and interface circuit. Introduces basic embedded system software development. Suggests additional modules and peripherals for interesting and challenging projects. The FPGA Prototyping by VHDL Examples, Second Edition makes a natural companion text for introductory and advanced digital design courses and embedded system course. It also serves as an ideal self-teaching guide for practicing engineers who wish to learn more about this emerging area of interest.

Parallel, Approximation, Near Memory, and Quantum

Digital VLSI Systems Design

ICIPCN 2021

Emerging Technologies in Data Mining and Information Security

Advances in Information and Communication Technology

4th International Conference, ObCom 2011, Vellore, TN, India, December 9-11, 2011, Part II. Proceedings

31st Australasian Joint Conference, Wellington, New Zealand, December 11-14, 2018, Proceedings

This book makes powerful Field Programmable Gate Array (FPGA) and reconfigurable technology accessible to software engineers by covering different state-of-the-art high-level synthesis approaches (e.g., OpenCL and several C-to-gates compilers). It introduces FPGA technology, its programming model, and how various applications can be implemented on FPGAs without going through low-level hardware design phases. Readers will get a realistic sense for problems that are suited for FPGAs and how to implement them from a software designer's point of view. The authors demonstrate that FPGAs and their programming model reflect the needs of stream processing problems much better than traditional CPU or GPU architectures, making them well-suited for a wide variety of systems, from embedded systems performing sensor processing to large setups for Big Data number crunching. This book serves as an invaluable tool for software designers and FPGA design engineers who are interested in high design productivity through behavioural synthesis, domain-specific compilation, and FPGA overlays. Introduces FPGA technology to software developers by giving an overview of FPGA programming models and design tools, as well as various application examples; Provides a holistic analysis of the topic and enables developers to tackle the architectural needs for Big Data processing with FPGAs; Explains the reasons for the energy efficiency and performance benefits of FPGA processing; Provides a user-oriented approach and a sense for where and how to apply FPGA technology.

Dr Donald Bailey starts with introductory material considering the problem of embedded image processing, and how some of the issues may be solved using parallel hardware solutions. Field programmable gate arrays (FPGAs) are introduced as a technology that provides flexible, fine-grained hardware that can readily exploit parallelism within many image processing algorithms. A brief review of FPGA programming languages provides the link between a software mindset normally associated with image processing algorithms, and the hardware mindset required for efficient utilization of a parallel hardware design. The design process for implementing an image processing algorithm on an FPGA is compared with that for a conventional software implementation, with the key differences highlighted. Particular attention is given to the techniques for mapping an algorithm onto an FPGA implementation, considering timing, memory bandwidth and resource constraints, and efficient hardware computational techniques. Extensive coverage is given of a range of low and intermediate level image processing operations, discussing efficient implementations and how these may vary according to the application. The techniques are illustrated with several example applications or case studies from projects or applications he has been involved with. Issues such as interfacing between the FPGA and peripheral devices are covered briefly, as is designing the system in such a way that it can be more readily debugged and tuned. Provides a bridge between algorithms and hardware Demonstrates how to avoid many of the potential pitfalls Offers practical recommendations and solutions Illustrates several real-world applications and case studies Allows those with software backgrounds to understand efficient hardware implementation Design for Embedded Image Processing on FPGAs is ideal for researchers and engineers in the vision or image processing industry, who are looking at smart sensors, machine vision, and robotic vision, as well as FPGA developers and application engineers. The book can also be used by graduate students studying imaging systems, computer engineering, digital design, circuit design, or computer science. It can also be used as supplementary text for courses in advanced digital design, algorithm and hardware implementation, and digital signal processing and applications. Companion website for the book: www.wiley.com/go/bailey/fpga

Video monitoring has become a vital aspect within the global society as it helps prevent crime, promote safety, and track daily activities such as traffic. As technology in the area continues to improve, it is necessary to evaluate how video is being processed to improve the quality of images. Applied Video Processing in Surveillance and Monitoring Systems investigates emergent techniques in video and image processing by evaluating such topics as segmentation, noise elimination, encryption, and classification. Featuring real-time applications, empirical research, and vital frameworks within the field, this publication is a critical reference source for researchers,

professionals, engineers, academicians, advanced-level students, and technology developers.

This book explores the latest and most relevant topics in the field of computational bioengineering and bioinformatics, with a particular focus on patient-specific, disease-progression modeling. It covers computational methods for cardiovascular disease prediction, with an emphasis on biomechanics, biomedical decision support systems, data mining, personalized diagnostics, bio-signal processing, protein structure prediction, biomedical image processing, analysis and visualization, and high-performance computing. It also discusses state-of-the-art tools for disease characterization, and recent advances in areas such as biomechanics, cardiovascular engineering, patient-specific modeling, population-based modeling, multiscale modeling, image processing, data mining, biomedical decision-support systems, signal processing, biomaterials and dental biomechanics, tissue and cell engineering, computational chemistry and high-performance computing. As such, it is a valuable resource for researchers, medical and bioengineering students, and medical device and software experts

Computational Bioengineering and Bioinformatics

Concepts, Methodologies, Tools, and Applications

Global Trends in Information Systems and Software Applications

Architecture-Aware Optimization Strategies in Real-time Image Processing

FPGA-based Implementation of Signal Processing Systems

Proceeding of NCCS 2019

International Conference, AIM 2011, Nagpur, Maharashtra, India, April 21-22, 2011, Proceedings

The book presents a collection of peer-reviewed articles from the International Conference on Innovations in Cyber Physical Systems (ICICPS 2020). The conference provided opportunities for the presentation of new research results and discussion about them. It was also an opportunity to generation of new ideas in all CPS aspects, including theory, tools, applications, systems, test-beds and field deployments. The range of topics explored is wide, and covers security, control, optimization, machine learning, game theory, mechanism design, mobile and cloud computing, model-based design, verification, data mining/analytics, signal processing, and human-in-the-loop shared or supervisory control. This book will be useful to researchers, students, industrialist, developers, and practitioners alike.

Short compute times are crucial for timely diagnostics in biomedical applications, but lead to a high demand in computing for new and improved imaging techniques. In this book reconfigurable computing with FPGAs is discussed as an alternative to multi-core processing and graphics card accelerators. Instead of adjusting the application to the hardware, FPGAs allow the hardware to also be adjusted to the problem. Acceleration of Biomedical Image Processing with Dataflow on FPGAs covers the transformation of image processing algorithms towards a system of deep pipelines that can be executed with very high parallelism. The transformation process is discussed from initial design decisions to working implementations. Two example applications from stochastic localization microscopy and electron tomography illustrate the approach further. Topics discussed in the book include: Reconfigurable hardwareDataflow computingImage processingApplication acceleration

This book features selected papers presented at the Fifth International Conference on Nanoelectronics, Circuits and Communication Systems (NCCS 2019). It covers a range of topics, including nanoelectronic devices, microelectronics devices, material science, machine learning, Internet of things, cloud computing, computing systems, wireless communication systems, advances in communication 5G and beyond. Further, it discusses VLSI circuits and systems, MEMS, IC design and testing, electronic system design and manufacturing, speech signal processing, digital signal processing, FPGA-based wireless communication systems and FPGA-based system design, Industry 4.0, e-farming, semiconductor memories, and IC fault detection and correction.

An important working resource for engineers and researchers involved in the design, development, and implementation of signal processing systems The last decade has seen a rapid expansion of the use of field programmable gate arrays (FPGAs) for a wide range of applications beyond traditional digital signal processing (DSP) systems. Written by a team of experts working at the leading edge of FPGA research and development, this second edition of FPGA-based Implementation of Signal Processing Systems has been extensively updated and revised to reflect the latest iterations of FPGA theory, applications, and technology. Written from a system-level perspective, it features expert discussions of contemporary methods and tools used in the design, optimization and implementation of DSP systems using programmable FPGA hardware. And it provides a wealth of practical insights—along with illustrative case studies and timely real-world examples—of critical concern to engineers working in the design and development of DSP systems for radio, telecommunications, audio-visual, and security applications, as well as bioinformatics, Big Data applications, and more. Inside you will find up-to-date coverage of: FPGA solutions for Big Data Applications, especially as they apply to huge data sets The use of ARM processors in FPGAs and the transfer of FPGAs towards heterogeneous computing platforms The evolution of High Level Synthesis tools—including new sections on Xilinx's HLS Vivado tool flow and Altera's OpenCL approach Developments in Graphical Processing Units (GPUs), which are rapidly replacing more traditional DSP systems FPGA-based Implementation of Signal Processing Systems, 2nd Edition is an indispensable guide for engineers and researchers involved in the design and development of both traditional and cutting-edge data and signal processing systems. Senior-level electrical and computer engineering graduates studying signal processing or digital signal processing also will find this volume of great interest.

Evaluation of State-of-the-Art Hardware Architectures for Fast Cone-Beam CT Reconstruction

Proceedings of the Ninth International Conference on Genetic and Evolutionary Computing, August 26-28, 2015, Yangon, Myanmar - Volume II

13th International Symposium, ARC 2017, Delft, The Netherlands, April 3-7, 2017, Proceedings

Xilinx MicroBlaze MCS SoC

ISSIP 2020

FPGA Prototyping by SystemVerilog Examples

Image Processing and Pattern Recognition Based on Parallel Shift Technology

This book discusses and compares several new trends that can be used to overcome Moore ' s law limitations, including Neuromorphic, Approximate, Parallel, In Memory, and Quantum Computing. The author shows how these paradigms are used to enhance computing capability as developers face the practical and physical limitations of scaling, while the demand for computing power keeps increasing. The discussion includes a state-of-the-art overview and the essential details of each of these paradigms.

This book collects the proceedings of the International Congress on Health Sciences and Medical Technologies (ICHSMT), held in Tlemcen, Algeria, from December 5 to 7, 2019. The proceedings present a forum for the latest projects and research in scientific and technological development with an emphasis on smart healthcare system design and future technologies. ICHSMT brings together researchers, students, and professionals from the healthcare, corporate, and academic sectors. It includes a far-reaching program supported by a variety of technical tracks that seek to promote medical technologies and innovation at a nationwide level.

This book gathers selected papers presented at the Third International Symposium on Signal and Image Processing (ISSIP 2020), organized by the Department of Information Technology, RCC Institute of Information Technology, Kolkata, during March 18 – 19, 2020. It presents fascinating, state-of-the-art research findings in the field of signal and image processing. It includes conference papers covering a wide range of signal processing applications involving filtering, encoding, classification, segmentation, clustering, feature extraction, denoising, watermarking, object recognition, reconstruction and fractal analysis. It addresses various types of signals, such as image, video, speech, non-speech audio, handwritten text, geometric diagram, ECG and EMG signals; MRI, PET and CT scan images; THz signals; solar wind speed signals (SWS); and photoplethysmogram (PPG) signals, and demonstrates how new paradigms of intelligent computing, like quantum computing, can be applied to process and analyze signals precisely and effectively.

This book includes the papers presented in 2nd International Conference on Image Processing and Capsule Networks [ICIPCN 2021]. In this digital era, image processing plays a significant role in wide range of real-time applications like sensing, automation, health care, industries etc. Today, with many technological advances, many state-of-the-art techniques are integrated with image processing domain to enhance its adaptiveness, reliability, accuracy and efficiency. With the advent of intelligent technologies like machine learning especially deep learning, the imaging system can make decisions more and more accurately. Moreover, the application of deep learning will also help to identify the hidden information in volumetric images. Nevertheless, capsule network, a type of deep neural network, is revolutionizing the image processing domain; it is still in a research and development phase. In this perspective, this book includes the state-of-the-art research works that integrate intelligent techniques with image processing models, and also, it reports the recent advancements in image processing techniques. Also, this book includes the novel tools and techniques for deploying real-time image processing applications. The chapters will briefly discuss about the intelligent image processing technologies, which leverage an authoritative and detailed representation by delivering an enhanced image and video recognition and adaptive processing mechanisms, which may clearly define the image and the family of image processing techniques and applications that are closely related to the humanistic way of thinking.

Neuromorphic Computing and Beyond

FPGA Prototyping by VHDL Examples

Selected Papers from MindCare 2016, Fabulous 2016, and IIoT 2015

Genetic and Evolutionary Computing

Proceedings of IEMIS 2018, Volume 1

Field Programmable Gate Arrays (FPGAs) II

Acceleration of Biomedical Image Processing with Dataflow on FPGAs

This book presents a selection of papers representing current research on using field programmable gate arrays (FPGAs) for realising image processing algorithms. These papers are reprints of papers selected for a Special Issue of the Journal of Imaging on image processing using FPGAs. A diverse range of topics is covered, including parallel soft processors, memory management, image filters, segmentation, clustering, image analysis, and image compression. Applications include traffic sign recognition for autonomous driving, cell detection for histopathology, and video compression. Collectively, they represent the current state-of-the-art on image processing using FPGAs.

This contributed volume provides the state-of-the-art development on security and privacy for cyber-physical systems (CPS) and industrial Internet of Things (IIoT). More specifically, this book discusses the security challenges in CPS and IIoT systems as well as how Artificial Intelligence (AI) and Machine Learning (ML) can be used to address these challenges. Furthermore, this book proposes various defence strategies, including intelligent cyber-attack and anomaly detection algorithms for different IIoT applications. Each chapter corresponds to an important snapshot including an overview of the opportunities and challenges of realizing the AI in IIoT environments, issues related to data security, privacy and application of blockchain technology in the IIoT environment. This book also examines more advanced and specific topics in AI-based solutions developed for efficient anomaly detection in IIoT environments. Different AI/ML techniques including deep representation learning, Snapshot Ensemble Deep Neural Network (SEDNN), federated learning and multi-stage learning are discussed and analysed as well. Researchers and professionals working in computer security with an emphasis on the scientific foundations and engineering techniques for securing IIoT systems and their underlying computing and communicating systems will find this book useful as a reference. The content of this book will be particularly useful for advanced-level students studying computer science, computer technology, cyber security, and information systems. It also applies to advanced-level students studying electrical engineering and system engineering, who would benefit from the case studies.

This book constitutes the refereed proceedings of the 13th International Symposium on Applied Reconfigurable Computing, ARC 2017, held in Delft, The Netherlands, in April 2017. The 17 full papers and 11 short papers presented in this volume were carefully reviewed and selected from 49 submissions. They are organized in topical sections on adaptive architectures, embedded computing and security, simulation and synthesis, design space exploration, fault tolerance, FGPA-based designs, neural neworks, and languages and estimation techniques.

This book constitutes the refereed proceedings of the 6th International Symposium on Pervasive Computing Paradigms for Mental Health, MindCare 2016, held in Barcelona, Spain, in November 2016, and the Second International Conference of Future Access Enablers of Ubiquitous and Intelligent Infrastructures, Fabulous 2016, Belgrade, Serbia, October 24-26, 2016, and the Third International Conference on Interoperability in IoT, IIoT 2015, Rome, Italy, October 26-27, 2015. The 24 papers were selected from 32 submissions. MindCare presents technologies in favor of maintaining and improving psychological well-being. Fabulous presents broad areas of future wireless networks, ambient and assisted living and smart infrastructures in order to interact, exchange ideas, expertise, experience and know-how. And finally IIoT presents tools and services in home automation and industrial service.

Second International Conference on Image Processing and Capsule Networks

Advances in Multidisciplinary Medical Technologies ? Engineering, Modeling and Findings

Information Technology and Mobile Communication

Information and Communication Technology for Intelligent Systems (ICTIS 2017) - Volume 2

Applied Reconfigurable Computing

Digital VLSI Design and Simulation with Verilog

Digital Signal Processing with Field Programmable Gate Arrays

This volume includes 73 papers presented at ICTIS 2017: Second International Conference on Information and Communication Technology for Intelligent Systems. The conference was held on 25th and 26th March 2017, in Ahmedabad, India and organized jointly by the Associated Chambers of Commerce and Industry of India (ASSOCHAM) Gujarat Chapter, the G R Foundation, the Association of Computer Machinery, Ahmedabad Chapter and supported by the Computer Society of India Division IV – Communication and Division V – Education and Research. The papers featured mainly focus on information and communications technology (ICT) and its applications in intelligent computing, cloud storage, data mining and software analysis. The fundamentals of various data analytics and algorithms discussed are useful to researchers in the fiel d.

This book features research papers presented at the International Conference on Emerging Technologies in Data Mining and Information Security (IEMIS 2018) held at the University of Engineering & Management, Kolkata, India, on February 23–25, 2018. It comprises high-quality research work by academicians and industrial experts in the field of computing and communication, including full-length papers, research-in-progress papers, and case studies related to all the areas of data mining, machine learning, Internet of Things (IoT) and information security.

This 2-Volume-Set, CCIS 0269-CCIS 0270, constitutes the refereed proceedings of the International Conference on Global Trends in Computing and Communication (CCIS 0269) and the International Conference on Global Trends in Information Systems and Software Applications (CCIS 0270), ObCom 2011, held in Vellore, India, in December 2011. The 173 full papers presented together with a keynote paper and invited papers were carefully reviewed and selected from 842 submissions. The conference addresses issues associated with computing, communication and information. Its aim is to increase exponentially the participants' awareness of the current and future direction in the domains and to create a platform between researchers, leading industry developers and end users to interrelate.

This book constitutes the proceedings of the 31st Australasian Joint Conference on Artificial Intelligence, AI 2018, held in Wellington, New Zealand, in December 2018. The 50 full and 26 short papers presented in this volume were carefully reviewed and selected from 125 submissions. The paper were organized in topical sections named: agents, games and robotics; AI applications and innovations; computer vision; constraints and search; evolutionary computation; knowledge representation and reasoning; machine learning and data mining; planning and scheduling; and text mining and NLP.

Innovations in Cyber Physical Systems

Computer Vision: Concepts, Methodologies, Tools, and Applications

FPGAs for Software Programmers

Design of FPGA-Based Computing Systems with OpenCL

The 8th International Conference on Emerging Internet, Data and Web Technologies (EIDWT-2020)

Proceedings of Sixth International Congress on Information and Communication Technology

Master digital design with VLSI and Verilog using this up-to-date and comprehensive resource from leaders in the field Digital VLSI Design Problems and Solution with Verilog delivers an expertly crafted treatment of the fundamental concepts of digital design and digital design verification with Verilog HDL. The book includes the foundational knowledge that is crucial for beginners to grasp, along with more advanced coverage suitable for research students working in the area of VLSI design. Including digital design information from the switch level to FPGA-based implementation using hardware description language (HDL), the distinguished authors have created a one-stop resource for anyone in the field of VLSI design. Through eleven insightful chapters, youll learn the concepts behind digital circuit design, including combinational and sequential circuit design fundamentals based on Boolean algebra. Youll also discover comprehensive treatments of topics like logic functionality of complex digital circuits with Verilog, using software simulators like ISim of Xilinx. The distinguished authors have included additional topics as well, like: A discussion of programming techniques in Verilog, including gate level modeling, model instantiation, dataflow modeling, and behavioral modeling A treatment of programmable and reconfigurable devices, including logic synthesis, introduction of PLDs, and the basics of FPGA architecture An introduction to System Verilog, including its distinct features and a comparison of Verilog with System Verilog A project based on Verilog HDLs, with real-time examples implemented using Verilog code on an FPGA board Perfect for undergraduate and graduate students in electronics engineering and computer science engineering, Digital VLSI Design Problems and Solution with Verilogalso has a place on the bookshelves of academic researchers and private industry professionals in these fields.

This book provides wide knowledge about designing FPGA-based heterogeneous computing systems, using a high-level design environment based on OpenCL (Open Computing language), which is called OpenCL for FPGA. The OpenCL-based design methodology will be the key technology to exploit the potential of FPGAs in various applications such as low-power embedded applications and high-performance computing. By understanding the OpenCL-based design methodology, readers can design an entire FPGA-based computing system more easily compared to the conventional HDL-based design, because OpenCL for FPGA takes care of computation on a host, data transfer between a host and an FPGA, computation on an FPGA with a capable of accessing external DDR memories. In the step-by-step way, readers can understand followings: how to set up the design environment how to write better codes systematically considering architectural constraints how to design practical applications

This book describes the methods and algorithms for image pre-processing and recognition. These methods are based on a parallel shift technology of the imaging copy, as well as simple mathematical operations to allow the generation of a minimum set of features to describe and recognize the image. This book also describes the theoretical foundations of parallel shift technology and pattern recognition. Based on these methods and theories, this book is intended to help researchers with artificial intelligence systems design, robotics, and developing software and hardware applications.