

Embedded Systems For Smart Appliances And Energy Management

This book provides solution for challenges facing engineers in urban environments looking towards smart development and IoT. The authors address the challenges faced in developing smart applications along with the solutions. Topics addressed include reliability, security and financial issues in relation to all the smart and sustainable development solutions discussed. The solutions they provide are affordable, resistive to threats, and provide high reliability. The book pertains to researchers, academics, professionals, and students. Provides solutions to urban sustainable development problems facing engineers in developing and developed countries Discusses results with industrial problems and current issues in smart city development Includes solutions that are reliable, secure and financially sound

This book constitutes revised selected papers from the Conference on Energy Efficiency in Large Scale Distributed Systems, EE-LSDS, held in Vienna, Austria, in April 2013. It served as the final event of the COST Action IC0804 which started in May 2009. The 15 full papers presented in this volume were carefully reviewed and selected from 31 contributions. In addition, 7 short papers and 3 demo papers are included in this book. The papers are organized in sections named: modeling and monitoring of power consumption; distributed, mobile and cloud computing; HPC computing; wired and wireless networking; and standardization issues.

The ultimate resource for making embedded systems reliable, safe, and secure Embedded Systems Security provides: A broad understanding of security principles, concerns, and technologies Proven techniques for the efficient development of safe and secure embedded software A study of the system architectures, operating systems and hypervisors, networking, storage, and cryptographic issues that must be considered when designing secure embedded systems Nuggets of practical advice and numerous case studies throughout Written by leading authorities in the field with 65 years of embedded security experience: one of the original developers of the world's only Common Criteria EAL 6+ security certified software product and a lead designer of NSA certified cryptographic systems. This book is indispensable for embedded systems and security professionals, new and experienced. An important contribution to the understanding of the security of embedded systems. The Kleidermachers are experts in their field. As the Internet of things becomes reality, this book helps business and technology management as well as engineers understand the importance of "security from scratch." This book, with its examples and key points, can help bring more secure, robust systems to the market. Dr. Joerg Borchert, Vice President, Chip Card & Security, Infineon Technologies North America Corp.; President and Chairman, Trusted Computing Group Embedded Systems Security provides real-world examples of risk and exploitation; most importantly the book offers clear insight into methods used to counter vulnerabilities to build true, native security into technology. Adriel Desautels, President and CTO, Netragard, LLC. Security of embedded systems is more important than ever. The growth in networking is just one reason. However, many embedded systems developers have insufficient knowledge of how to achieve security in their systems. David Kleidermacher, a world-renowned expert in this field, shares in this book his knowledge and long experience with other engineers. A very important book at the right time. Prof. Dr.-Ing. Matthias Sturm, Leipzig University of Applied Sciences; Chairman, Embedded World Conference steering board Gain an understanding of the operating systems, microprocessors, and network security critical issues that must be considered when designing secure embedded systems Contains nuggets of practical and simple advice on critical issues highlighted throughout the text Short and to –the- point real case studies included to demonstrate embedded systems security in practice

Embedded internet and internet appliances are the focus of great attention in the computing industry, as they are seen as the future of computing. The design of such devices presents many technical challenges. This book is the first guide available that describes how to design internet access and communications capabilities into embedded systems. It takes an integrated hardware/software approach using the Java programming language and industry-standard microcontrollers. Numerous illustrations and code examples enliven the text. This book shows how to build various sensors and control devices that connect to the TINI interfaces, explains how to write programs that control them in Java, and then ties them all together in practical applications. Included is a discussion on how these technologies work, where to get detailed specifications, and ideas for the reader to pursue beyond the book. The first guide to designing internet access and communications capabilities into embedded systems Takes an integrated hardware/software approach using the Java programming language an industry-standard This comprehensive book will guide readers through CISSP exam topics, including: Access Control Application Development Security Business Continuity and Disaster Recovery Planning Cryptography Information Security Governance and Risk Management Legal, Regulations, Investigations and Compliance Operations Security Physical (Environmental) Security Security Architecture and Design Telecommunications and Network Security This study guide will be complete with 100% coverage of the exam objectives, real world scenarios, hands-on exercises, and challenging review questions, both in the book as well via the exclusive Sybex Test Engine.

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Internet of Things (IoT) is a recent technology paradigm that creates a global network of machines and devices that are capable of communicating with each other. Security cameras, sensors, vehicles, buildings, and software are examples of devices that can exchange data between each other. IoT is recognized as one of the most important areas of future technologies and is gaining vast recognition in a wide range of applications and fields related to smart homes and cities, military, education, hospitals, homeland security systems, transportation and autonomous connected cars, agriculture, intelligent shopping systems, and other modern technologies. This book explores the most important IoT automated and smart applications to help the reader understand the principle of using IoT in such applications.

This textbook introduces the concept of embedded systems with exercises using Arduino Uno. It is intended for advanced undergraduate and graduate students in computer science, computer engineering, and electrical engineering programs. It contains a balanced discussion on both hardware and software related to embedded systems, with a focus on co-design aspects.

Embedded systems have applications in Internet-of-Things (IoT), wearables, self-driving cars, smart devices, cyberphysical systems, drones, and robotics. The hardware chapter discusses various microcontrollers (including popular microcontroller hardware examples), sensors, amplifiers, filters, actuators, wired and wireless communication topologies, schematic and PCB

designs, and much more. The software chapter describes OS-less programming, bitmath, polling, interrupt, timer, sleep modes, direct memory access, shared memory, mutex, and smart algorithms, with lots of C-code examples for Arduino Uno. Other topics discussed are prototyping, testing, verification, reliability, optimization, and regulations. Appropriate for courses on embedded systems, microcontrollers, and instrumentation, this textbook teaches budding embedded system programmers practical skills with fun projects to prepare them for industry products. Introduces embedded systems for wearables, Internet-of-Things (IoT), robotics, and other smart devices; Offers a balanced focus on both hardware and software co-design of embedded systems; Includes exercises, tutorials, and assignments.

This comprehensive textbook provides a broad and in-depth overview of embedded systems architecture for engineering students and embedded systems professionals. The book is well suited for undergraduate embedded systems courses in electronics/electrical engineering and engineering technology (EET) departments in universities and colleges, as well as for corporate training of employees. The book is a readable and practical guide covering embedded hardware, firmware, and applications. It clarifies all concepts with references to current embedded technology as it exists in the industry today, including many diagrams and applicable computer code. Among the topics covered in detail are:

- hardware components, including processors, memory, buses, and I/O
- system software, including device drivers and operating systems
- use of assembly language and high-level languages such as C and Java
- interfacing and networking
- case studies of real-world embedded designs
- applicable standards grouped by system application

* Without a doubt the most accessible, comprehensive yet comprehensible book on embedded systems ever written! * Leading companies and universities have been involved in the development of the content * An instant classic!

How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino Prototype IoT devices with the Tessel 2 development platform Learn about electronic input and output components, including sensors Connect microcontrollers to the Internet with the Particle Photon toolchain Run Node.js on single-board computers such as Raspberry Pi and Intel Edison Talk to embedded devices with Node.js libraries such as Johnny-Five, and remotely control the devices with Bluetooth Use MQTT as a message broker to connect devices across networks Explore ways to use robots as building blocks for shared experiences

This State-of-the-Art Survey contains a selection of papers representing state-of-the-art results in the engineering of secure software-based Future Internet services and systems, produced by the NESSoS project researchers. The engineering approach of the Network of Excellence NESSoS, funded by the European Commission, is based on the principle of addressing security concerns from the very beginning in all software development phases, thus contributing to reduce the amount of software vulnerabilities and enabling the systematic treatment of security needs through the engineering process. The 15 papers included in this volume deal with the main NESSoS research areas: security requirements for Future Internet services; creating secure service architectures and secure service design; supporting programming environments for secure and composable services; enabling security assurance and integrating former results in a risk-aware and cost-aware software life-cycle.

Modern embedded systems are used for connected, media-rich, and highly integrated handheld devices such as mobile phones, digital cameras, and MP3 players. All of these embedded systems require networking, graphic user interfaces, and integration with PCs, as opposed to traditional embedded processors that can perform only limited functions for industrial applications. While most books focus on these controllers, Modern Embedded Computing provides a thorough understanding of the platform architecture of modern embedded computing systems that drive mobile devices. The book offers a comprehensive view of developing a framework for embedded systems-on-chips. Examples feature the Intel Atom processor, which is used in high-end mobile devices such as e-readers, Internet-enabled TVs, tablets, and net books. Beginning with a discussion of embedded platform architecture and Intel Atom-specific architecture, modular chapters cover system boot-up, operating systems, power optimization, graphics and multi-media, connectivity, and platform tuning. Companion lab materials compliment the chapters, offering hands-on embedded design experience. Learn embedded systems design with the Intel Atom Processor, based on the dominant PC chip architecture. Examples use Atom and offer comparisons to other platforms Design embedded processors for systems that support gaming, in-vehicle infotainment, medical records retrieval, point-of-sale purchasing, networking, digital storage, and many more retail, consumer and industrial applications Explore companion lab materials online that offer hands-on embedded design experience

Interested in developing embedded systems? Since they don't tolerate inefficiency, these systems require a disciplined approach to programming. This easy-to-read guide helps you cultivate a host of good development practices, based on classic software design patterns and new patterns unique to embedded programming. Learn how to build system architecture for processors, not operating systems, and discover specific techniques for dealing with hardware difficulties and manufacturing requirements. Written by an expert who's created embedded systems ranging from urban surveillance and DNA scanners to children's toys, this book is ideal for intermediate and experienced programmers, no matter what platform you use. Optimize your system to reduce cost and increase performance Develop an architecture that makes your software robust in resource-constrained environments Explore sensors, motors, and other I/O devices Do more with less: reduce RAM consumption, code space, processor cycles, and power consumption Learn how to update embedded code directly in the processor Discover how to implement complex mathematics on small processors Understand what interviewers look for when you apply for

an embedded systems job "Making Embedded Systems is the book for a C programmer who wants to enter the fun (and lucrative) world of embedded systems. It's very well written—entertaining, even—and filled with clear illustrations." —Jack Ganssle, author and embedded system expert.

This completely updated volume presents the effective and practical tools you need to design great desktop applications, Web 2.0 sites, and mobile devices. You'll learn the principles of good product behavior and gain an understanding of Cooper's Goal-Directed Design method, which involves everything from conducting user research to defining your product using personas and scenarios. Ultimately, you'll acquire the knowledge to design the best possible digital products and services.

This book constitutes the refereed proceedings of the Second International Conference on Distributed, Ambient, and Pervasive Interactions, DAPI 2014, held as part of the 16th International Conference on Human-Computer Interaction, HCII 2014, held in Heraklion, Crete, Greece in June 2014, jointly with 13 other thematically conferences. The total of 1476 papers and 220 posters presented at the HCII 2014 conferences were carefully reviewed and selected from 4766 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The 58 papers included in this volume are organized in topical sections on design frameworks and models for intelligent interactive environments; natural interaction; cognitive, perceptual and emotional issues in ambient intelligence; user experience in intelligent environments; developing distributed, pervasive and intelligent environments; smart cities.

CISSP Study Guide - fully updated for the 2021 CISSP Body of Knowledge (ISC)2 Certified Information Systems Security Professional (CISSP) Official Study Guide, 9th Edition has been completely updated based on the latest 2021 CISSP Exam Outline. This bestselling Sybex Study Guide covers 100% of the exam objectives. You'll prepare for the exam smarter and faster with Sybex thanks to expert content, knowledge from our real-world experience, advice on mastering this adaptive exam, access to the Sybex online interactive learning environment, and much more. Reinforce what you've learned with key topic exam essentials and chapter review questions. The three co-authors of this book bring decades of experience as cybersecurity practitioners and educators, integrating real-world expertise with the practical knowledge you'll need to successfully pass the CISSP exam. Combined, they've taught cybersecurity concepts to millions of students through their books, video courses, and live training programs. Along with the book, you also get access to Sybex's superior online interactive learning environment that includes: Over 900 new and improved practice test questions with complete answer explanations. This includes all of the questions from the book plus four additional online-only practice exams, each with 125 unique questions. You can use the online-only practice exams as full exam simulations. Our questions will help you identify where you need to study more. Get more than 90 percent of the answers correct, and you're ready to take the certification exam. More than 700 Electronic Flashcards to reinforce your learning and give you last-minute test prep before the exam A searchable glossary in PDF to give you instant access to the key terms you need to know for the exam New for the 9th edition: Audio Review. Author Mike Chapple reads the Exam Essentials for each chapter providing you with 2 hours and 50 minutes of new audio review for yet another way to reinforce your knowledge as you prepare. Coverage of all of the exam topics in the book means you'll be ready for: Security and Risk Management Asset Security Security Architecture and Engineering Communication and Network Security Identity and Access Management (IAM) Security Assessment and Testing Security Operations Software Development Security

This book constitutes the refereed proceedings of the 15th IFIP WG 5.5 Working Conference on Virtual Enterprises, PRO-VE 2014, held in Amsterdam, The Netherlands, in October 2014. The 73 revised papers were carefully selected from 190 submissions. They provide a comprehensive overview of identified challenges and recent advances in various collaborative network (CN) domains and their applications, with a particular focus on the following areas in support of smart networked environments: behavior and coordination; product-service systems; service orientation in collaborative networks; engineering and implementation of collaborative networks; cyber-physical systems; business strategies alignment; innovation networks; sustainability and trust; reference and conceptual models; collaboration platforms; virtual reality and simulation; interoperability and integration; performance management frameworks; performance management systems; risk analysis; optimization in collaborative networks; knowledge management in networks; health and care networks; and mobility and logistics.

This book addresses the Internet of Things (IoT), an essential topic in the technology industry, policy, and engineering circles, and one that has become headline news in both the specialty press and the popular media. The book focuses on energy efficiency concerns in IoT and the requirements related to Industry 4.0. It is the first-ever "how-to" guide on frequently overlooked practical, methodological, and moral questions in any nations' journey to reducing energy consumption in IoT devices. The book discusses several examples of energy-efficient IoT, ranging from simple devices like indoor temperature sensors, to more complex sensors (e.g. electrical power measuring devices), actuators (e.g. HVAC room controllers, motors) and devices (e.g. industrial circuit-breakers, PLC for home, building or industrial automation). It provides a detailed approach to conserving energy in IoT devices, and comparative case studies on performance evaluation metrics, state-of-the-art approaches, and IoT legislation.

An introduction to the engineering principles of embedded systems, with a focus on modeling, design, and analysis of cyber-physical systems. The most visible use of computers and software is processing information for human consumption. The vast majority of computers in use, however, are much less visible. They run the engine, brakes, seatbelts, airbag, and audio system in your car. They digitally encode your voice and construct a radio signal to send it from your cell phone to a base station. They command robots on a factory floor, power generation in a power plant, processes in a chemical plant, and traffic lights in a city. These less visible computers are called embedded systems, and the

software they run is called embedded software. The principal challenges in designing and analyzing embedded systems stem from their interaction with physical processes. This book takes a cyber-physical approach to embedded systems, introducing the engineering concepts underlying embedded systems as a technology and as a subject of study. The focus is on modeling, design, and analysis of cyber-physical systems, which integrate computation, networking, and physical processes. The second edition offers two new chapters, several new exercises, and other improvements. The book can be used as a textbook at the advanced undergraduate or introductory graduate level and as a professional reference for practicing engineers and computer scientists. Readers should have some familiarity with machine structures, computer programming, basic discrete mathematics and algorithms, and signals and systems.

The book presents a collection of peer-reviewed articles from the International Conference on Advances and Applications of Artificial Intelligence and Machine Learning - ICAAIML 2020. The book covers research in the areas of artificial intelligence, machine learning, and deep learning applications in healthcare, agriculture, business and security. This volume contains research papers from academicians, researchers as well as students. There are also papers on core concepts of computer networks, intelligent system design and deployment, real-time systems, wireless sensor network, sensors and sensor nodes, software engineering, and image processing. This book will be a valuable resource for students, academics and practitioners in industry working on AI applications.

This book provides a comprehensive introduction to embedded systems for smart appliances and energy management, bringing together for the first time a multidisciplinary blend of topics from embedded systems, information technology and power engineering. Coverage includes challenges for future resource distribution grids, energy management in smart appliances, micro energy generation, demand response management, ultra-low power stand by, smart standby and communication networks in home and building automation.

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.

Advances in the miniaturization and networking of microprocessors promise a day when networked computers are embedded throughout the everyday world. However, our current understanding of what such systems would be like is insufficient to bring the promise to reality. Embedded, Everywhere explores the potential of networked systems of embedded computers and the research challenges arising from embedding computation and communications technology into a wide variety of applications—from precision agriculture to automotive telematics to defense systems. It describes how these emerging networks operate under unique constraints not present in more traditional distributed systems, such as the Internet. It articulates how these networks will have to be dynamically adaptive and self-configuring, and how new models for approaching programming and computation are necessary. Issues relating to trustworthiness, security, safety, reliability, usability, and privacy are examined in light of the ubiquitous nature of these systems. A comprehensive, systems-oriented research agenda is presented, along with recommendations to major federal funding agencies.

IEEE ICCESS is an international forum for researchers and developers from academia, industry and government to present and discuss the science, engineering, technology and emerging ideas and trends of embedded software and systems As the fastest growing industry, embedded systems have great societal and environmental impacts Embedded software and systems, ranging from smart appliances to unmanned trains vehicles, have been crucial in our daily life Therefore, the design and implementation of safe and efficient embedded software and systems are of utmost importance Aspects of the embedded systems development of interest to the conference include real time schedulability logical verification with special emphasis in source code platform aspects like Dynamic Thermal Management, frequency scaling ,and multicore processors and new trends in CPS such as autonomous systems

This book describes the state-of-the-art in trusted computing for embedded systems. It shows how a variety of security and trusted computing problems are addressed currently and what solutions are expected to emerge in the coming years. The discussion focuses on attacks aimed at hardware and software for embedded systems, and the authors describe specific solutions to create security features. Case studies are used to present new techniques designed as industrial security solutions. Coverage includes development of tamper resistant hardware and firmware mechanisms for lightweight embedded

devices, as well as those serving as security anchors for embedded platforms required by applications such as smart power grids, smart networked and home appliances, environmental and infrastructure sensor networks, etc. · Enables readers to address a variety of security threats to embedded hardware and software; · Describes design of secure wireless sensor networks, to address secure authentication of trusted portable devices for embedded systems; · Presents secure solutions for the design of smart-grid applications and their deployment in large-scale networked and systems.

This book is a collection of papers from international experts presented at the International Conference on NextGen Electronic Technologies (ICNETS2). ICNETS2 encompassed six symposia covering all aspects of electronics and communications engineering, including relevant nano/micro materials and devices. Highlighting recent research in intelligent embedded systems, the book is a valuable resource for professionals and students working in the core areas of electronics and their applications, especially in signal processing, embedded systems, and networking. The contents of this volume will be of interest to researchers and professionals alike.

A comprehensive and accessible introduction to the development of embedded systems and Internet of Things devices using ARM mbed Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers an accessible guide to the development of ARM mbed and includes a range of topics on the subject from the basic to the advanced. ARM mbed is a platform and operating system based on 32-bit ARM Cortex-M microcontrollers. This important resource puts the focus on ARM mbed NXP LPC1768 and FRDM-K64F evaluation boards. NXP LPC1768 has powerful features such as a fast microcontroller, various digital and analog I/Os, various serial communication interfaces and a very easy to use Web based compiler. It is one of the most popular kits that are used to study and create projects. FRDM-K64F is relatively new and largely compatible with NXP LPC1768 but with even more powerful features. This approachable text is an ideal guide that is divided into four sections; Getting Started with the ARM mbed, Covering the Basics, Advanced Topics and Case Studies. This getting started guide: Offers a clear introduction to the topic Contains a wealth of original and illustrative case studies Includes a practical guide to the development of projects with the ARM mbed platform Presents timely coverage of how to develop IoT applications Designing Embedded Systems and the Internet of Things (IoT) with the ARM mbed offers students and R&D engineers a resource for understanding the ARM mbed NXP LPC1768 evaluation board.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

The Cloud in IoT-enabled Spaces addresses major issues and challenges in IoT-based solutions proposed for the Cloud. It paves the way for IoT-enabled spaces in the next generation cloud computing paradigm and opens the door for further innovative ideas. Topics include Cloud-based optimization in the IoT era, scheduling and routing, medium access, data caching, secure access, uncertainty, home automation, machine learning in wearable devices, energy monitoring, and plant phenotyping in farming. Smart spaces are solutions where Internet of Things (IoT)-enabling technologies have been employed towards further advances in the lifestyle. It tightly integrates with the existing Cloud infrastructure to impact several fields in academia and industry. The Cloud in IoT-enabled Spaces provides an overview of the issues around small spaces and proposes the most up-to-date alternatives and solutions. The objective is to pave the way for IoT-enabled spaces in the next-generation Cloud computing and open the door for further innovative ideas.

Embedded and Networking Systems: Design, Software, and Implementation explores issues related to the design and synthesis of high-performance embedded computer systems and networks. The emphasis is on the fundamental concepts and analytical techniques that are applicable to a range of embedded and networking applications, rather than on specific embedded architectures, software development, or system-level integration. This system point of view guides designers in dealing with the trade-offs to optimize performance, power, cost, and other system-level non-functional requirements. The book brings together contributions by researchers and experts from around the world, offering a global view of the latest research and development in embedded and networking systems. Chapters highlight the evolution and trends in the field and supply a fundamental and analytical understanding of some underlying technologies. Topics include the co-design of embedded systems, code optimization for a variety of applications, power and performance trade-offs, benchmarks for evaluating embedded systems and their components, and mobile sensor network systems. The book also looks at novel applications such as mobile sensor systems and video networks. A comprehensive review of groundbreaking technology and applications, this book is a timely resource for system designers, researchers, and students interested in the possibilities of embedded and networking systems. It gives readers a better understanding of an emerging technology evolution that is helping drive telecommunications into the next decade.

Clemens Holzmann investigates the role of spatial contexts for autonomous embedded systems. The author presents concepts for recognizing, representing, and reasoning about qualitative spatial relations and their changes over time, as well as an appropriate architecture which has prototypically been implemented in a flexible software framework. His results show that the proposed concepts are suitable for developing spatially aware applications and that qualitatively abstracted relations can constitute an adequate basis for this purpose.

The energy consumption issue in distributed computing systems raises various monetary, environmental and system performance concerns. Electricity consumption in the US doubled from 2000 to 2005. From a financial and environmental standpoint, reducing the consumption of electricity is important, yet these reforms must not lead to performance degradation of the computing systems. These contradicting constraints create a suite of complex problems that need to be resolved in order to lead to 'greener' distributed computing systems. This book brings together a group of outstanding researchers that investigate the different facets of green and energy efficient distributed computing. Key features: One of the first books of its kind Features latest research findings on emerging topics by well-known scientists Valuable research for grad students, postdocs, and researchers Research will greatly feed into other technologies and application domains

This book constitutes the thoroughly refereed post-conference proceedings of the 6th International Workshop, COSADE 2015, held in Berlin, Germany, in April 2015. The 17 revised full papers presented were carefully selected from 48 submissions. the focus of this workshop was on following topics: side-channel attacks, FPGA countermeasures, timing attacks and countermeasures, fault attacks, countermeasures, and Hands-on Side-channel analysis.

The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

This comprehensive introduction describes embedded systems for smart appliances and energy management. The text combines a multidisciplinary blend of topics from embedded systems, information technology and power engineering.

In today's business in motion environments, workers expect to be connected to their critical business processes while on-the-go. It is imperative to deliver more meaningful user engagements by extending business processes to the mobile working environments. This IBM® Redbooks® publication provides an overview of the market forces that push organizations to reinvent their process with Mobile in mind. It describes IBM Mobile Smarter Process and explains how the capabilities provided by the offering help organizations to mobile-enable their processes. This book outlines an approach that organizations can use to identify where within the organization mobile technologies can offer the greatest benefits. It provides a high-level overview of the IBM Business Process Manager and IBM Worklight® features that can be leveraged to mobile-enable processes and accelerate the adoption of mobile technologies, improving time-to-value. Key IBM Worklight and IBM Business Process Manager capabilities are showcased in the examples included in this book. The examples show how to integrate with IBM Bluemix™ as the platform to implement various supporting processes. This IBM Redbooks publication discusses architectural patterns for exposing business processes to mobile environments. It includes an overview of the IBM MobileFirst reference architecture and deployment considerations. Through use cases and usage scenarios, this book explains how to build and deliver a business process using IBM Business Process Manager and how to develop a mobile app that enables remote users to interact with the business process while on-the-go, using the IBM Worklight Platform. The target audience for this book consists of solution architects, developers, and technical consultants who will learn the following information: What is IBM Mobile Smarter Process Patterns and benefits of a mobile-enabled Smarter Process IBM BPM features to mobile-enable processes IBM Worklight features to mobile-enable processes Mobile architecture and deployment topology IBM BPM interaction patterns Enterprise mobile security with IBM Security Access Manager and IBM Worklight Implementing mobile apps to mobile-enabled business processes

Modern Embedded Computing: Designing Connected, Pervasive, Media-Rich Systems provides a thorough understanding of the platform architecture of modern embedded computing systems that drive mobile devices. The book offers a comprehensive view of developing a framework for embedded systems-on-chips. Examples feature the Intel Atom processor, which is used in high-end mobile devices such as e-readers, Internet-enabled TVs, tablets, and net books. This is a unique book in terms of its approach - moving towards consumer. It teaches readers how to design embedded processors for systems that support gaming, in-vehicle infotainment, medical records retrieval, point-of-sale purchasing, networking, digital storage, and many more retail, consumer and industrial applications. Beginning with a discussion of embedded platform architecture and Intel Atom-specific architecture, modular chapters cover system boot-up, operating systems, power optimization, graphics and multi-media, connectivity, and platform tuning. Companion lab materials complement the chapters, offering hands-on embedded design experience. This text will appeal not only to professional embedded system designers but also to students in computer architecture, electrical engineering, and embedded system design. Learn embedded systems design with the Intel Atom Processor, based on the dominant PC chip architecture.

Examples use Atom and offer comparisons to other platforms Design embedded processors for systems that support gaming, in-vehicle infotainment, medical records retrieval, point-of-sale purchasing, networking, digital storage, and many more retail, consumer and industrial applications Explore companion lab materials online that offer hands-on embedded design experience

This book reports on cutting-edge research in innovative systems interfaces, with an emphasis on both lifecycle development and human-technology interaction, especially in the cases of virtual, augmented and mixed reality systems. It describes advanced methodologies and tools for evaluating and improving interface usability and covers new models, as well as case studies and good practices. The book reports on considerations of the human, hardware, and software factors in the process of developing interfaces for optimizing total system performance, especially innovative computing technologies for teams dealing with dynamic environments, while minimizing total ownership costs. One of the main purposes is to discuss forces currently shaping the nature of computing and systems including: the needs of decreasing hardware costs; the importance of portability, which translates to the modern tendency of hardware miniaturization and technologies for reducing power requirements; the necessity of a better assimilation of computation in the environment; and social concerns about access to computers and systems for people with special needs. The book, which is based on the AHFE 2016 International Conference on Human Factors and System Interactions, held on July 27-31, 2016, in Walt Disney World®, Florida, USA, offers a timely survey and practice-oriented guide for systems interface users and developers alike.

Address Errors before Users Find Them Using a mix-and-match approach, Software Test Attacks to Break Mobile and Embedded Devices presents an attack basis for testing mobile and embedded systems. Designed for testers working in the ever-expanding world of "smart" devices driven by software, the book focuses on attack-based testing that can be used by individuals and teams. The numerous test attacks show you when a software product does not work (i.e., has bugs) and provide you with information about the software product under test. The book guides you step by step starting with the basics. It explains patterns and techniques ranging from simple mind mapping to sophisticated test labs. For traditional testers moving into the mobile and embedded area, the book bridges the gap between IT and mobile/embedded system testing. It illustrates how to apply both traditional and new approaches. For those working with mobile/embedded systems without an extensive background in testing, the book brings together testing ideas, techniques, and solutions that are immediately applicable to testing smart and mobile devices.

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