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A practical introduction to hardware/software codesign.

New York, NY: Springer (ISBN 978-1-4419-5999-7/hbk; 978-1-4419-6000-9/ebook). xviii, 396 p. (2010).

From publisher's description: The book addresses the problem of combining software and hardware in a single system design process – such problems can be solved with hardware/software codesign. When used properly, hardware/software codesign improves the overall performance of digital systems, and it can shorten design time. The book covers four topics in hardware/software codesign: fundamentals, the design space of custom architectures, the hardware/software interface and application examples. The book comes with an associated design environment that helps the reader to perform experiments in hardware/software codesign. Each chapter also comes with exercises and further reading suggestions. The book should be considered as a resource for engineers and students.

Classification: P15

Keywords: hardware design; software design; architectures; hardware/software interface

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