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Embedded Systems Fundamentals on Arm Cortex-M based Microcontrollers: A Practical Approach. This textbook is a practical introduction to the world of embedded systems and targets a modern, ubiquitous processor architecture: The Arm Cortex-M0+.

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1 ARM Embedded Systems 3 1.1 The RISC Design Philosophy 4 1.2 The ARM Design Philosophy 5 1.3 Embedded System Hardware 6 1.4 Embedded System Software 12 1.5 Summary 15 Chapter 2 ARM Processor Fundamentals 19 2.1 Registers 21 2.2 Current Program Status Register 22 2.3 Pipeline 29 2.4 Exceptions, Interrupts, and the Vector Table 33 2.5 Core ...

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Microcontrollers: A Practical
Approach Paperback – 1 March 2017
by Alexander G. Dean (Author)

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ARM Assembly Language
(Fundamentals and Techniques), by
William Hohl and Christopher Hinds,
is a 400 page textbook on exactly
what you'd expect. While virtually
everyone in the embedded world is
using C/C++ on ARM processors, a
little assembly always seems to creep
in.

This textbook introduces students to
embedded systems using the ARM
Cortex-M0+ CPU-based Kinetis KL25Z

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MCU. It introduces practical multitasking on the CPU, to improve responsiveness and software modularity while reducing CPU overhead.

Now in its 2nd edition, this textbook has been updated on a new development board from STMicroelectronics - the Arm Cortex-M0+ based Nucleo-F091RC. Designed to be used in a one- or two-semester introductory course on embedded systems.

This book introduces basic programming of ARM Cortex chips in assembly language and the fundamentals of embedded system design. It presents data

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representations, assembly instruction syntax, implementing basic controls of C language at the assembly level, and instruction encoding and decoding. The book also covers many advanced components of embedded systems, such as software and hardware interrupts, general purpose I/O, LCD driver, keypad interaction, real-time clock, stepper motor control, PWM input and output, digital input capture, direct memory access (DMA), digital and analog conversion, and serial communication (USART, I2C, SPI, and USB).

This textbook aims to provide learners with an understanding of embedded systems built around Arm Cortex-M processor cores, a popular

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CPU architecture often used in modern low-power SoCs that target IoT applications. Readers will be introduced to the basic principles of an embedded system from a high-level hardware and software perspective and will then be taken through the fundamentals of microcontroller architectures and SoC-based designs. Along the way, key topics such as chip design, the features and benefits of Arm's Cortex-M processor architectures (including TrustZone, CMSIS and AMBA), interconnects, peripherals and memory management are discussed. The material covered in this book can be considered as key background for any student intending to major in computer engineering and is suitable for use in an undergraduate course on digital design.

Download Ebook Embedded Systems Fundamentals With Arm CortexM Based Microcontrollers, A Practical Approach

This technical dictionary defines the 2,500 most-used words in the embedded systems field, with over 4,500 entries and cross-references. Designed to serve both the technical and non-technical audience, this book defines advanced terms in two steps. The fi

For sophomore-level courses in Assembly Language Programming in Computer Science, Embedded Systems Design, Real-Time Analysis, Computer Engineering, or Electrical Engineering curricula. Requires prior knowledge of C, C++, or Java. This text is useful for Computer Scientists, Computer Engineers, and Electrical Engineers involved with embedded software applications. This book is intended to provide a highly

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motivating context in which to learn procedural programming languages. The ultimate goal of this text is to lay a foundation that supports the multi-threaded style of programming and high-reliability requirements of embedded software. It presents assembly the way it is most commonly used in practice - to implement small, fast, or special-purpose routines called from a main program written in a high-level language such as C. Students not only learn that assembly still has an important role to play, but their discovery of multi-threaded programming, preemptive and non-preemptive systems, shared resources, and scheduling helps sustain their interest, feeds their curiosity, and strengthens their preparation for subsequent courses

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on operating systems, real-time systems, networking, and microprocessor-based design.

Over the last ten years, the ARM architecture has become one of the most pervasive architectures in the world, with more than 2 billion ARM-based processors embedded in products ranging from cell phones to automotive braking systems. A worldwide community of ARM developers in semiconductor and product design companies includes software developers, system designers and hardware engineers. To date no book has directly addressed their need to develop the system and software for an ARM-based system. This text fills that gap. This book provides a comprehensive description of the operation of the ARM core from a

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development's perspective with a clear emphasis on software. It demonstrates not only how to write efficient ARM software in C and Assembly but also how to optimize code. Example code throughout the book can be integrated into commercial products or used as templates to enable quick creation of productive software. The book covers both the ARM and Thumb instruction sets, covers Intel's XScale Processors, outlines distinctions among the versions of the ARM architecture, demonstrates how to implement DSP algorithms, explains exception and interrupt handling, describes the cache technologies that surround the ARM cores as well as the most efficient memory management techniques. A final chapter looks forward to the future of the ARM

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architecture considering ARMv6, the latest change to the instruction set, which has been designed to improve the DSP and media processing capabilities of the architecture. * No other book describes the ARM core from a system and software perspective. * Author team combines extensive ARM software engineering experience with an in-depth knowledge of ARM developer needs. * Practical, executable code is fully explained in the book and available on the publisher's Website. * Includes a simple embedded operating system.

This book introduces basic programming of ARM Cortex chips in assembly language and the fundamentals of embedded system design. It presents data

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representations, assembly instruction syntax, implementing basic controls of C language at the assembly level, and instruction encoding and decoding. The book also covers many advanced components of embedded systems, such as software and hardware interrupts, general purpose I/O, LCD driver, keypad interaction, real-time clock, stepper motor control, PWM input and output, digital input capture, direct memory access (DMA), digital and analog conversion, and serial communication (USART, I2C, SPI, and USB). The book has the following features: Emphasis on structured programming and top-down modular design in assembly language Line-by-line translation between C and ARM assembly for most example codes Mixture of C and assembly languages, such as a C

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program calling assembly subroutines, and an assembly program calling C subroutines
Implementation of context switch between multiple concurrently running tasks according to a round-robin scheduling algorithm"

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