

Embedded Systems: ARM Programming and Optimization

Jason D. Bakos



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Embedded Systems: ARM Programming and Optimization combines an exploration of the ARM architecture with an examination of the facilities offered by the Linux operating system to explain how various features of program design can influence processor performance. It demonstrates methods by which a programmer can optimize program code in a way that does not impact its behavior but improves its performance. Several applications, including image transformations, fractal generation, image convolution, and computer vision tasks, are used to describe and demonstrate these methods. From this, the reader will gain insight into computer architecture and application design, as well as gain practical knowledge in the area of embedded software design for modern embedded systems.

- Covers three ARM instruction set architectures, the ARMv6 and ARMv7-A, as well as three ARM cores, the ARM11 on the Raspberry Pi, Cortex-A9 on the Xilinx Zynq 7020, and Cortex-A15 on the NVIDIA Tegra K1
- Describes how to fully leverage the facilities offered by the Linux operating system, including the Linux GCC compiler toolchain and debug tools, performance monitoring support, OpenMP multicore runtime environment, video frame buffer, and video capture capabilities
- Designed to accompany and work with most of the low cost Linux/ARM embedded development boards currently available

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