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**Using Vivado** Springer Science & Business Media

A comprehensive resource on Verilog HDL for beginners and experts Large and complicated digital circuits can be incorporated into hardware by using Verilog, a hardware description language (HDL). A designer aspiring to master this versatile language must first become familiar with its constructs, practice their use in real applications, and apply them in combinations in order to be successful. Design Through Verilog HDL affords novices the opportunity to perform all of these tasks, while also offering seasoned professionals a comprehensive resource on this dynamic tool. Describing a design using Verilog is only half the story: writing test-benches, testing a design for all its desired functions, and how identifying and removing the faults remain significant challenges. Design Through Verilog HDL addresses each of these issues concisely and effectively. The authors discuss constructs through illustrative examples that are tested with popular simulation packages, ensuring the subject matter remains practically relevant. Other important topics covered include: Primitives Gate and Net delays Buffers CMOS switches State machine design Further, the authors focus on illuminating the differences between gate level, data flow, and behavioral styles of Verilog, a critical distinction for designers. The book's final chapters deal with advanced topics such as timescales, parameters and related constructs, queues, and switch level design. Each chapter concludes with exercises that both ensure readers have mastered the present material and stimulate readers to explore avenues of their own choosing. Written and assembled in a paced, logical manner, Design Through Verilog HDL provides professionals, graduate students, and advanced undergraduates with a one-of-a-kind resource.

**High-Performance Computing Using FPGAs** Springer Nature This book features high-quality papers presented at the International Conference on Computational Intelligence and Informatics (ICCI 2018), which was held on 28–29 December 2018 at the Department of Computer Science and Engineering, JNTUH College of Engineering, Hyderabad, India. The papers focus on topics such as data mining, wireless sensor networks, parallel computing, image processing, network security, MANETS, natural language processing and Internet of things.

**Designing with Xilinx® FPGAs** Springer

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.

**Blue Book** Springer

This volume contains 68 papers presented at SCI 2016: First International Conference on Smart Computing and Informatics. The conference was held during 3-4 March 2017, Visakhapatnam, India and organized communally by ANITS, Visakhapatnam and supported technically by CSI Division V - Education and Research and PRF, Vizag. This volume contains papers mainly focused on smart computing for cloud storage, data mining and software analysis, and image processing.

**Advanced FPGA Design** CRC Press

This book provides the advanced issues of FPGA design as the underlying theme of the work. In practice, an engineer typically needs to be mentored for several years before these principles are appropriately utilized. The topics that will be discussed in this book are essential to designing FPGA's beyond moderate complexity. The goal of the book is to present practical design techniques that are otherwise only available through mentorship and real-world experience.

**2018 International Conference on Electrical, Electronics, Communication, Computer, and Optimization Techniques (ICEECOT)** Elsevier

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.

**Design Through Verilog HDL** CRC Press

As modern technologies continue to develop and evolve, the ability of users to interface with new systems becomes a paramount concern. Research into new ways for humans to make use of advanced computers and other such technologies is necessary to fully realize the potential of 21st century tools. Human-Computer Interaction: Concepts, Methodologies, Tools, and Applications gathers research on user interfaces for advanced technologies and how these interfaces can facilitate new developments in the fields of robotics, assistive technologies, and computational intelligence. This four-volume reference contains cutting-edge research for computer scientists; faculty and students of robotics, digital science, and networked communications; and clinicians invested in assistive technologies. This seminal reference work includes chapters on topics pertaining to system usability, interactive design, mobile interfaces, virtual worlds, and more.

**Digital Signal Processing with Field Programmable Gate Arrays** Springer Science & Business Media

Annotation. Computer and Machine Vision: Theory, Algorithms, Practicalities (previously entitled Machine Vision) clearly and systematically presents the basic methodology of computer and machine vision, covering the essential elements of the theory while emphasizing algorithmic and practical design constraints. This fully revised fourth edition has brought in more of the concepts and applications of computer vision, making it a very comprehensive and up-to-date tutorial text suitable for graduate students, researchers and R the first of these has been widely used internationally for more than 20 years, and is now out in this much enhanced fourth edition. Roy holds a DSc at the University of London, and has been awarded Distinguished Fellow of the British Machine Vision Association, and Fellow of the International Association of Pattern Recognition. Mathematics and essential theory are made approachable by careful explanations and well-illustrated examples. Updated content and new sections cover topics such as human iris location, image stitching, line detection using RANSAC, performance measures, and hyperspectral imaging. The 'recent developments' section now included in each chapter will be useful in bringing students and practitioners up to date with the subject.

**Proceedings of ICICA 2019** Academic Press

This book presents the Proceedings of The 4th Brazilian Technology Symposium (BTSym'18). Part I of the book discusses current technological issues on Systems Engineering, Mathematics and Physical Sciences, such as the Transmission Line, Protein-modified mortars, Electromagnetic Properties, Clock Domains, Chebyshev Polynomials, Satellite Control Systems, Hough Transform, Watershed Transform, Blood Smear Images, Toxoplasma Gondi, Operation System Developments, MIMO Systems, Geothermal-Photovoltaic Energy Systems, Mineral

Flotation Application, CMOS Techniques, Frameworks Developments, Physiological Parameters Applications, Brain Computer Interface, Artificial Neural Networks, Computational Vision, Security Applications, FPGA Applications, IoT, Residential Automation, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Digital Image Processing, Patters Recognition, Machine Learning, Photocatalytic Process, Physical-chemical analysis, Smoothing Filters, Frequency Synthesizers, Voltage Controlled Ring Oscillator, Difference Amplifier, Photocatalysis and Photodegradation. Part II of the book discusses current technological issues on Human, Smart and Sustainable Future of Cities, such as the Digital Transformation, Data Science, Hydrothermal Dispatch, Project Knowledge Transfer, Immunization Programs, Efficiency and Predictive Methods, PMBOK Applications, Logistics Process, IoT, Data Acquisition, Industry 4.0, Cyber-Physical Systems, Fingerspelling Recognition, Cognitive Ergonomics, Ecosystem services, Environmental, Ecosystem services valuation, Solid Waste and University Extension. BTSym is the brainchild of Prof. Dr. Yuzo Iano, who is responsible for the Laboratory of Visual Communications (LCV) at the Department of Communications (DECOM) of the Faculty of Electrical and Computing Engineering (FEEC), State University of Campinas (UNICAMP), Brazil.

**Second International Conference on Image Processing and Capsule Networks** Springer

This is the proceedings of the International Conference On Computational Vision and Bio Inspired Computing (ICCVBIC 2017) held at RVS Technical Campus, September 21-22, 2017. It includes papers on state of the art innovations in bio-inspired computing applications, where new algorithms and results are produced and described. Additionally, this volume addresses evolutionary computation paradigms, artificial neural networks and biocomputing. It focuses mainly on research based on visual interference on the basis of biological images. Computation of data sources also plays a major role in routine day-to-day life for the purposes such as video transmission, wireless applications, fingerprint recognition and processing, big data intelligence, automation, human centric recognition systems. With the advantage of processing bio-inspired computations, a variety of computational paradigms can be processed. Finally, this book also treats the formation of neural networks by enabling local connectivity within it with the aid of vision sensing elements. The work also provides potential directions for future research. **Applied Reconfigurable Computing** Packt Publishing Ltd

This book attempts to connect artificial intelligence to primitive intelligence. It explores the idea that a genuinely intelligent computer will be able to interact naturally with humans. To form this bridge, computers need the ability to recognize, understand and even have instincts similar to humans. The author organizes the book into three parts. He starts by describing primitive problem-solving, discussing topics like default mode, learning, tool-making, pheromones and foraging. Part two then explores behavioral models of instinctive cognition by looking at the perception of motion and event patterns, appearance and gesture, behavioral dynamics, figurative thinking, and creativity. The book concludes by exploring instinctive computing in modern cybernetics, including models of self-awareness, stealth, visual privacy, navigation, autonomy, and survivability. Instinctive Computing reflects upon systematic thinking for designing cyber-physical systems and it would be a stimulating reading for those who are interested in artificial intelligence, cybernetics, ethology, human-computer interaction, data science, computer science, security and privacy, social media, or autonomous robots.

**High-level Synthesis** Springer Science & Business Media

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.

**Proceedings of the International Conference on Paradigms of Computing, Communication and Data Sciences** Springer Nature

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.

Springer Nature

Discover how CUDA allows OpenCV to handle complex and rapidly growing image data processing in computer and machine vision by accessing the power of GPU Key Features Explore examples to leverage the GPU processing power with OpenCV and CUDA Enhance the performance of algorithms on embedded hardware platforms Discover C++ and Python libraries for GPU acceleration Book Description Computer vision has been revolutionizing a wide range of industries, and OpenCV is the most widely chosen tool for computer vision with its ability to work in multiple programming languages. Nowadays, in computer vision, there is a need to process large images in real time, which is difficult to handle for OpenCV on its own. This is where CUDA comes into the picture, allowing OpenCV to leverage powerful NVIDIA GPUs. This book provides a detailed overview of integrating OpenCV with CUDA for practical applications. To start with, you'll understand GPU programming with CUDA, an essential aspect for computer vision developers who have never worked with GPUs. You'll then move on to exploring OpenCV acceleration with GPUs and CUDA by walking through some practical examples. Once you have got to grips with the core concepts, you'll familiarize yourself with deploying OpenCV applications on NVIDIA Jetson TX1, which is popular for computer vision and deep learning applications. The last chapters of the book explain PyCUDA, a Python library that leverages the power of CUDA and GPUs for accelerations and can be used by computer vision developers who use OpenCV with Python. By the end of this book, you'll have enhanced computer vision applications with the help of this book's hands-on approach. What you will learn Understand how to access GPU device properties and capabilities from CUDA programs Learn how to accelerate searching and sorting algorithms Detect shapes such as lines and circles in images Explore object tracking and detection with algorithms Process videos using different video analysis techniques in Jetson TX1 Access GPU device properties from the PyCUDA program Understand how kernel execution works Who this book is for This book is a go-to guide for you if you are a developer working with OpenCV and want to learn how to process more complex image data by exploiting GPU processing. A thorough understanding of computer vision concepts and programming languages such as C++ or Python is expected.

[Proceedings of the 4th Brazilian Technology Symposium \(BTSym'18\)](#) Springer

Based on the highly successful 3-volume reference Handbook of Computer Vision and Applications, this concise edition covers in a single volume the entire spectrum of computer vision ranging from the imaging process to high-end algorithms and applications. This book consists of three parts, including an application gallery. Bridges the gap between theory and practical applications Covers modern concepts in computer vision as well as modern developments in imaging sensor technology Presents a unique interdisciplinary approach covering different areas of modern science

[Proceedings of the Third International Conference on Computational Intelligence and Informatics](#) Springer

Now in its fifth edition, John C. Russ's monumental image processing reference is an even more complete, modern, and hands-on tool than ever before. The Image Processing Handbook, Fifth Edition is fully updated and expanded to reflect the latest developments in the field. Written by an expert with unequalled experience and authority, it offers clear guidance on how to create, select, and use the most appropriate algorithms for a specific application. What's new in the Fifth Edition? · A new chapter on the human visual process that explains which visual cues elicit a response from the viewer · Description of the latest hardware and software for image acquisition and printing, reflecting the proliferation of the digital camera · New material on multichannel images, including a major section on principal components analysis · Expanded sections on deconvolution, extended dynamic range images, and image enlargement and interpolation · More than 600 new and revised figures and illustrations for a total of more than 2000 illustrations · 20% more references to the most up-to-date literature Written in a relaxed and reader-friendly style, The Image Processing Handbook, Fifth Edition guides you through the myriad tools available for image processing and helps you understand how to select and apply each one.

[Intelligent Data Engineering and Analytics](#) Springer

Are you an RTL or system designer that is currently using, moving, or planning to move to an HLS design environment? Finally, a comprehensive guide for designing hardware using C++ is here. Michael Fingeroff's High-Level Synthesis Blue Book presents the most effective C++ synthesis coding style for achieving high quality RTL. Master a totally new design methodology for coding increasingly complex designs! This book provides a step-by-step approach to using C++ as a hardware design language, including an introduction to the basics of HLS using concepts familiar to RTL designers. Each chapter provides easy-to-understand C++ examples, along with hardware and timing diagrams where appropriate. The book progresses from simple concepts such as sequential logic design to more complicated topics such as memory architecture and hierarchical sub-system design. Later chapters bring together many of the earlier HLS design concepts through their application in simplified design examples. These examples illustrate the fundamental principles behind C++ hardware design, which will translate to much larger designs. Although this book focuses primarily on C and C++ to present the basics of C++ synthesis, all of the

concepts are equally applicable to SystemC when describing the core algorithmic part of a design. On completion of this book, readers should be well on their way to becoming experts in high-level synthesis.

[Embedded Vision](#) Springer

This book presents select proceedings of the National Conference on Renewable Energy and Sustainable Environment (NCRESE 2020) and examines a range of reliable energy-efficient harvesting technologies, their applications and utilization of available alternate energy resources. The topics covered include alternate energy technologies, smart grid topologies and their relevant issues, solar thermal and bio-energy systems, electric vehicles and energy storage systems and its control issues. The book also discusses various properties and performance attributes of advance renewable energy techniques and impact on environmental sustainability. The book will be useful for researchers and professionals working in the areas of energy and sustainable environment and the allied fields.

[Cellular Automata in Image Processing and Geometry](#) Springer Science & Business Media

The book presents findings, views and ideas on what exact problems of image processing, pattern recognition and generation can be efficiently solved by cellular automata architectures. This volume provides a convenient collection in this area, in which publications are otherwise widely scattered throughout the literature. The topics covered include image compression and resizing; skeletonization, erosion and dilation; convex hull computation, edge detection and segmentation; forgery detection and content based retrieval; and pattern generation. The book advances the theory of image processing, pattern recognition and generation as well as the design of efficient algorithms and hardware for parallel image processing and analysis. It is aimed at computer scientists, software programmers, electronic engineers, mathematicians and physicists, and at everyone who studies or develops cellular automaton algorithms and tools for image processing and analysis, or develops novel architectures and implementations of massive parallel computing devices. The book will provide attractive reading for a general audience because it has do-it-yourself appeal: all the computer experiments presented within it can be implemented with minimal knowledge of programming. The simplicity yet substantial functionality of the cellular automaton approach, and the transparency of the algorithms proposed, makes the text ideal supplementary reading for courses on image processing, parallel computing, automata theory and applications.

[Select Proceedings of NCRESE 2020](#) Springer Science & Business Media

This book guides readers through the design of hardware architectures using VHDL for digital communication and image processing applications that require performance computing. Further it includes the description of all the VHDL-related notions, such as language, levels of abstraction, combinational vs. sequential logic, structural and behavioral description, digital circuit design, and finite state machines. It also includes numerous examples to make the concepts presented in text more easily understandable.