

A

- *ABI* : Application Binary Interface
- *ADC* : Analog to Digital Converter
- *ALU* : Arithmetic and Logical Unit
- *AMD* : Advanced Micro Devices
- *ANSI* : American National Standards Institute
- *API* : Application Programming Interface
- *APU* : Accelerated Processor Unit
- *ARM* : société anglaise proposant des architectures CPU RISC 32bits
- *ASCII* : American Standard Code for Information Interchange

B

- *BP* : Base Pointer
- *BSL* : Board Support Library
- *BSP* : Board Support Package

C

- *CCS* : Code Composer Studio
- *CEM* : Compatibilité ElectroMagnétique
- *CISC* : Complex Instruction Set Computer
- *CPU* : Central Processing Unit
- *CSL* : Chip Support Library

D

- *DAC* : Digital to Analog Converter
- *DDR* : Double Data Rate
- *DDR SDRAM* : Double Data Rate Synchronous Dynamic Random Access Memory
- *DMA* : Direct Memory Access
- *DSP* : Digital Signal Processor
- *DSP* : Digital Signal Processing

E

- *EDMA* : Enhanced Direct Memory Access
- *EUSART* : Enhanced Universal Synchronous Asynchronous Receiver Transmitter
- *EMIF* : External Memory Interface
- *EPIC* : Explicitly Parallel Instruction Computing

F

- *FPU* : Floating Point Unit
- *FLOPS* : Floating-Point Operations Per Second
- *FMA* : Fused Multiply-Add

G

- *GCC* : Gnu Collection Compiler
- *GLCD* : Graphical Liquid Crystal Display
- *GNU* : GNU's Not UNIX
- *GPIO* : General Purpose Input Output
- *GPP* : General Purpose Processor
- *GPU* : Graphical Processing Unit

I

- *IA-64* : Intel Architecture 64bits
- *I2C* : Inter Integrated Circuit
- *ICC* : Intel C++ Compiler
- *IDE* : Integrated Development Environment
- *IDMA* : Internal Direct memory Access
- *IRQ* : Interrupt ReQuest
- *ISR* : Interrupt Software Routine
- *ISR* : Interrupt Service Routine

L

- *L1D* : Level 1 Data Memory
- *L1I* : Level 1 Instruction Memory (idem L1P)
- *L1P* : Level 1 Program Memory (idem L1I)
- *Lx* : Level x Memory
- *LCD* : Liquid Crystal Display
- *LRU* : Least Recently Used

M

- *MAC* : Multiply Accumulate
- *MCU* : Micro Controller Unit
- *MIMD* : Multiple Instructions on Multiple Data
- *MIPS* : Mega Instructions Per Second

- *MMU* : Memory Management Unit
- *MPLABX* : Microchip Laboratory 10, IDE Microchip
- *MPU* : Micro Processor Unit ou GPP
- *MPU* : Memory Protect Unit

O

- *OS* : Operating System

P

- *PC* : Program Counter
- *PC* : Personal Computer
- *PIC18* : Famille MCU 8bits Microchip
- *PLD* : Programmable Logic Device
- *POSIX* : Portable Operating System Interface, héritage d'UNIX (norme IEEE 1003)
- *PPC* : Power PC

R

- **RAM** : Random Access Memory
- **RISC** : Reduced Instruction Set Computer
- **RS232** : Norme standardisant un protocole de communication série asynchrone
- **RTOS** : Real Time Operating System

S

- **SDK** : Software Development Kit
- **SIMD** : Single Instruction Multiple Data
- **SIP** : System In Package
- **SOB** : System On Board
- **SOC** : System On Chip
- **SOP** : Sums of products
- **SP** : Stack Pointer
- **SP** : Serial Port
- **SPI** : Serial Peripheral Interface
- **SRAM** : Static Random Access Memory
- **SSE** : Streaming SIMD Extensions
- **STM32** : STMicroelectronics 32bits MCU

T

- **TI** : Texas Instruments
- **TNS** : Traitement Numérique du Signal
- **TSC** : Time Stamp Counter
- **TTM** : Time To Market

U

- **UART** : Universal Asynchronous Receiver Transmitter
- **USB** : Universal Serial Bus

V

- **VHDL** : VHSIC Hardware Description language
- **VHSIC** : Very High Speed Integrated Circuit
- **VLIW** : Very Long Instruction Word