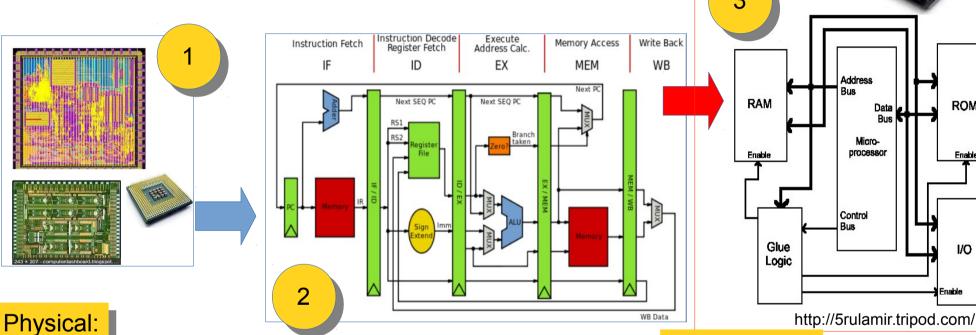
Scope of the Advanced Microprocessor Systems



VLSI Design, place and route, bonding and packaging Tools: Cadence CAD design tools, Verilog language and

VHDL language

#### Architecture:

ALU, Memory Hierarchy, Pipeline, Register Files, Cache etc.

Tools: C, System C, Verilog, VHDL, FPGA for prototyping

### Systems:

CPU, bus systems, memory unit, I/O interface peripheral controllers and the design for its optimized operations Tools: Assembly (more on the compiler design), C/C++, and higher programming language

ROM

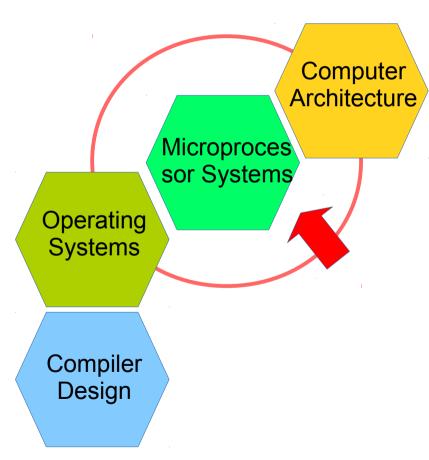
Enable

I/O

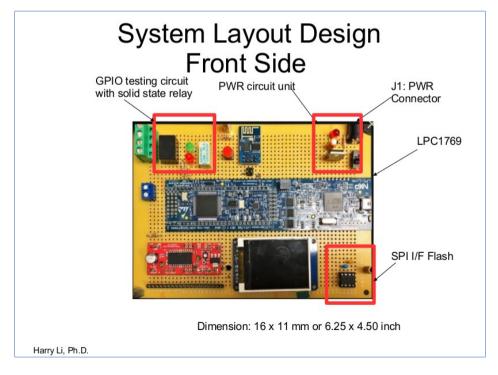
# **Emphasis On System Aspects**

### For Advanced Microprocessor Systems

Selection Criterion: (1) Focus on the system aspects; (2) with good understanding of architecture, but not architecture design course, not designing sub-systems and basic building blocks, such memory management unit, bus controller, pipeline etc.



(3) Focus on the system aspects but staying on the microprocessor side of the study with litter or no discussion of OS, to leave the OS aspects out for separate subject to discuss.



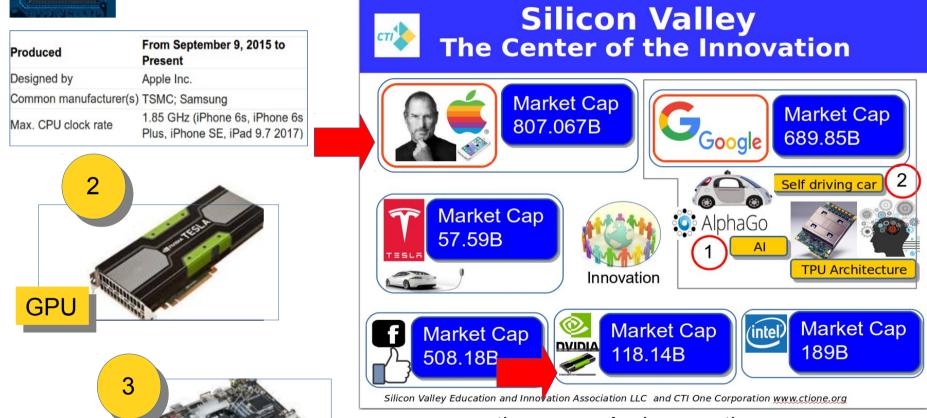
# Advanced Aspects: GPU

of Microprocessor Systems

Combines an ARM Cortex-A8 CPU with a PowerVR GPU. Apple's iPad, iPhone and Apple TV

**ARM**°

**€**A11



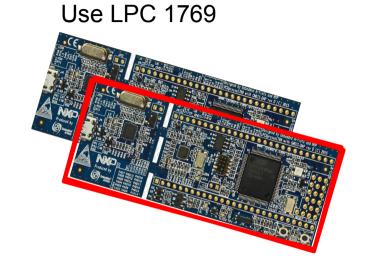
www.ctione.com And www.ctione.org

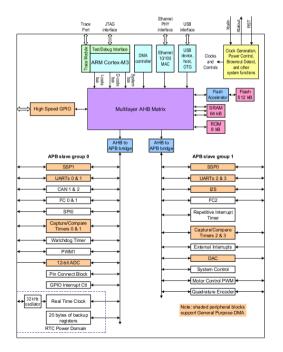
Microproces

sor+GPU

## Enhance MCU With Graphics Processing Engine

GE To GPU





Compare to Desktop or Laptop GPU

