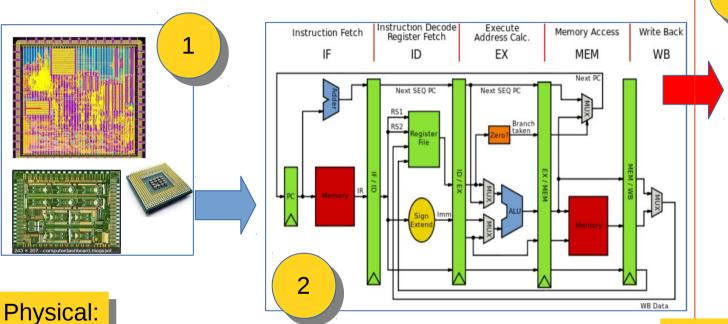
Scope of the Advanced Microprocessor Systems



ALU, Memory Hierarchy, Pipeline, Register Files, Cache etc. Tools: C, System C,

Architecture:

Verilog, VHDL, FPGA for prototyping

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

Systems:

RAM

Glue

Logic

ROM

Enable

I/O

processor

http://5rulamir.tripod.com/

Control

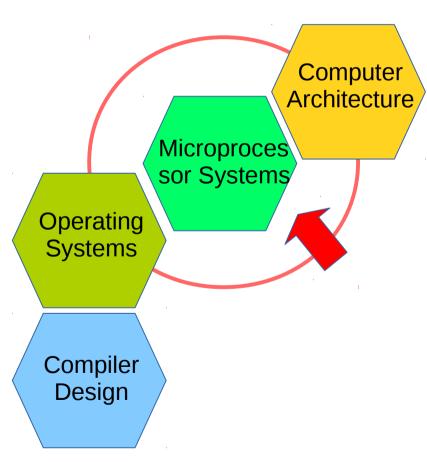
unit, I/O interface peripheral controllers and the design for its optimized operations Tools: Assembly (more on the compiler design), C/C++, and higher programming language

CPU, bus systems, memory

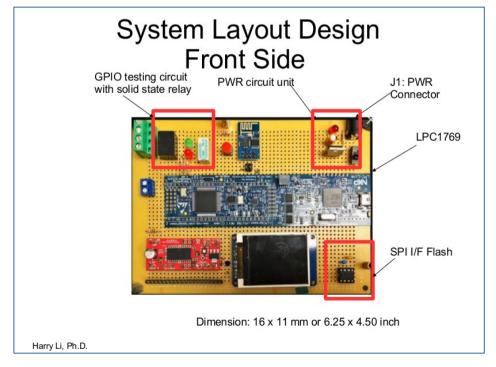
Emphasis On System Aspects

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.



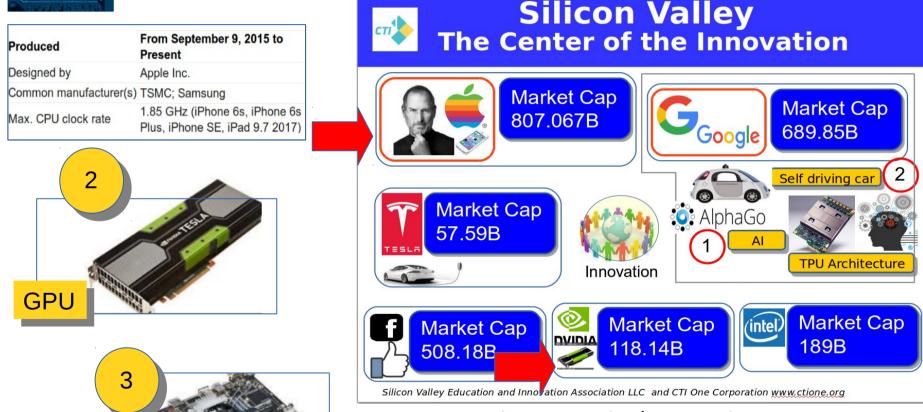
Advanced Aspects: GPU

of Microprocessor Systems

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

ARM°

€A11



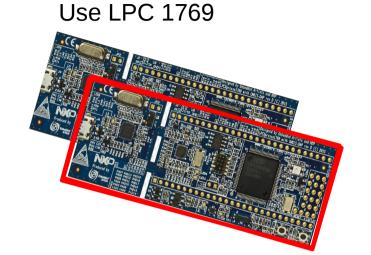
www.ctione.com And www.ctione.org

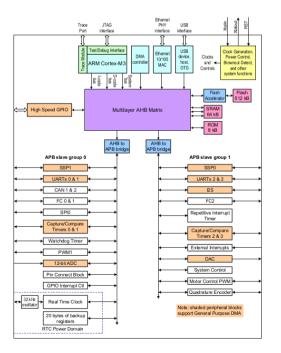
Microproces

sor+GPU

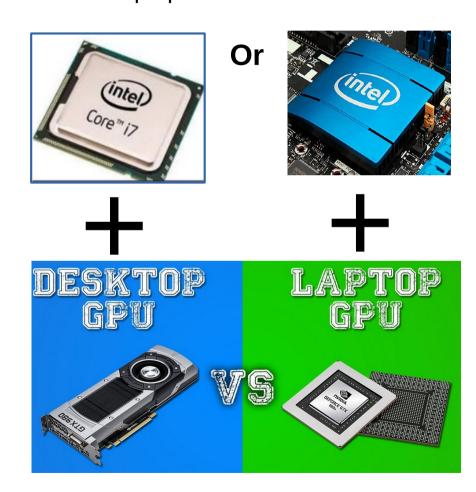
Enhance MCU With Graphics Processing Engine

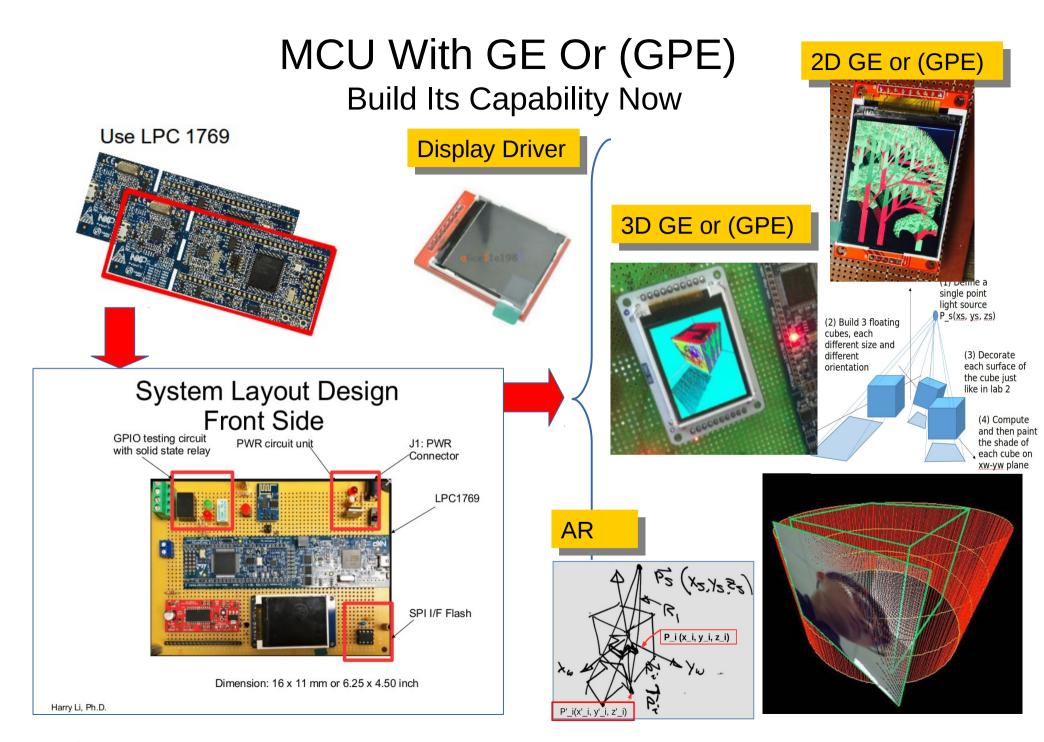
GE To GPU





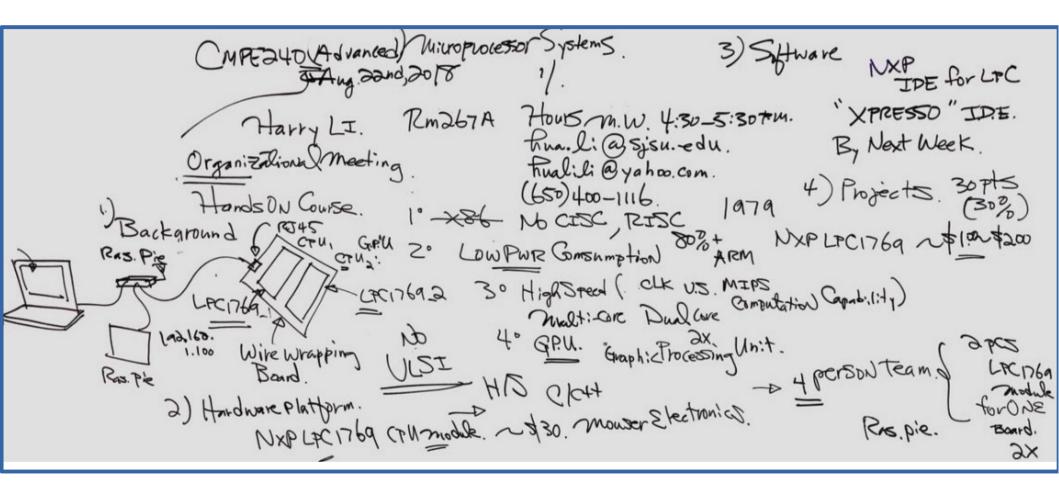
Compare to Desktop or Laptop GPU





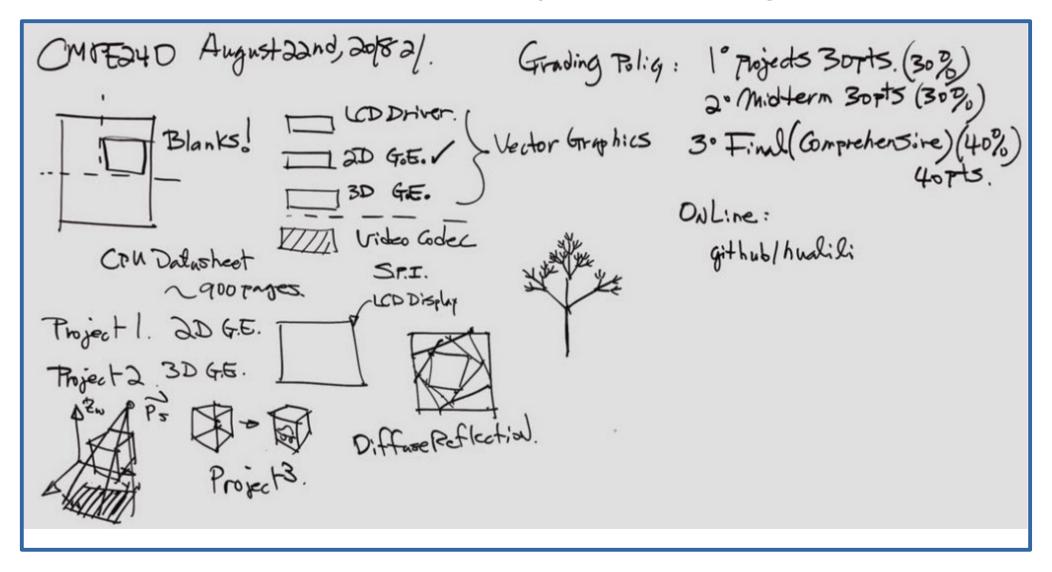
8-22-2018 Introduction

Organizational Meeting



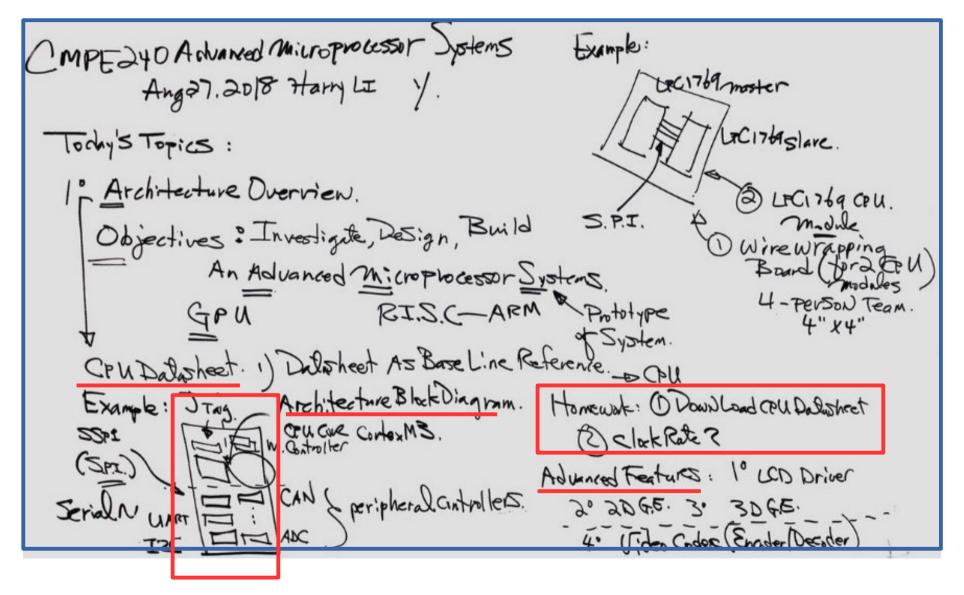
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ARM + Multi-core + Graphics Processing Unit



8-27-2018 Introduction

CPU Block Diagram And Prototype Board (1)



8-27-2018 Introduction

Spec For prototype Board (2)

