

Algorithms And Architectures For Real Time Control 1991

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Algorithms And Architectures For Real

The 6th IFAC Workshop on Algorithms and Architectures for Real-Time Control (AARTC'2000) was held at Palma de Mallorca, Spain. The objective, as in previous editions, was to show the state-of-the-art and to present new developments and research results in software and hardware for real-time control, as well as to bring together researchers, developers and practitioners, both from the academic ...

Algorithms and Architectures for Real-Time Control 2000 ...

This Workshop focuses on such issues as control algorithms which are suitable for real-time use, computer architectures which are suitable for real-time control algorithms, and applications for real-time control issues in the areas of parallel algorithms, multiprocessor systems, neural networks, fault-tolerance systems, real-time robot control identification, real-time filtering algorithms ...

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ALGORITHMS AND ARCHITECTURES FOR REAL-TIME CONTROL

we present area-time tradeoffs for real-time VLSI architectures to achieve the targeted data rates with minimum area overhead. Thus, the main contribution of this paper is to show real-time performance for multiuser algorithms by (1) designing the algorithms from a fixed-point architecture perspective, without

Real-Time Algorithms and Architectures for Multiuser ...

architecture. A reduced-intricacy, bit-streaming several user demodulation algorithm that avoids the need for multishot demodulation is also developed for a simple, pipelined VLSI architecture. Thus, we develop real-time solutions for several user channel assessment and demodulation for third-generation wireless systems by: 1)

Real-Time Algorithms and Architectures for Several User ...

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The architecture is designed for real-time performance of 1080p60 video (1920x1080 resolution at 60 frames per second), and is very efficient in terms of hardware resources.

(PDF) Algorithm and VLSI Architecture for Real-Time ...

Real-time algorithms and architectures for multiuser channel estimation and detection in wireless base-station receivers Abstract: This paper presents algorithms and architecture designs that can meet real-time requirements of multiuser channel estimation and detection in future code-division multiple-access-based wireless base-station receivers.

Real-time algorithms and architectures for multiuser ...

IFAC Workshop on Algorithms and Architectures for Real-Time Control, Seoul, Korea, 31 August - 2 September

IFAC Workshop on Algorithms and Architectures for Real ...

A Multi-Processor Computer Architecture for Active Control E.P. DARBYSHIRE, C.J. KERRY Design of Neural Network Controllers for a Two-Mass-Oscillator using Genetic Algorithms and Implementation in a Real-Time Environment K. SCHMIDT, R. SCHÖNFELD Targeted Processor Architectures for High-Performance Controller Implementation

ALGORITHMS AND ARCHITECTURES FOR REAL-TIME CONTROL 1997

target instruction set architectures (ISA) [4] only and do not address architectures with algorithm-specific hardware as functional units. In this paper, we propose a generic architectural framework called GAARP (GALS Architecture for Algorithm-specific Real-time Power-aware applications) suitable for real-time algorithm-specific applications.

A Power-Aware GALS Architecture for Real-Time Algorithm ...

Algorithms And Architecture Constraints For A Class Of Real-Time Image Processing Problems Board, John A.; Frank, Geoffrey A. 1989-12-16 00:00:00 Many important problems in real-time processing involve both high computational requirements and Many important problems in real-time processing involve both high computational requirements and complex and substantial data flow.

Algorithms And Architecture Constraints For A Class Of ...

