Architectural issues

[

Zelkowitz, Marvin V. (1945-)

Elsevier Academic Press, c2007

Electronic books

Monografía

The series covers new developments in computer technology. Most chapters present an overview of a current subfield within computers, with many citations, and often include new developments in the field by the authors of the individual chapters. Topics include hardware, software, theoretical underpinnings of computing, and novel applications of computers. This current volume emphasizes architectural advances and includes five chapters on hardware development, games for mobile devices such as cell phones, and open source software development. The book series is a valuable addition to u

https://rebiunoda.pro.baratznet.cloud:28443/OpacDiscovery/public/catalog/detail/b2FpOmNlbGVicmF0aW9uOmVzLmJhcmF0ei5yZW4vMjYwMDA1MjU

Título: Architectural issues electronic resource] edited by Marvin V. Zelkowitz

Editorial: Amsterdam Boston Elsevier Academic Press c2007

Descripción física: 1 online resource (343 p.)

Mención de serie: Advances in computers 0065-2458 v. 69

Nota general: Description based upon print version of record

Bibliografía: Includes bibliographical references and indexes

Contenido: Front cover; Architectural Issues; Copyright page; Contents; Contributors; Preface; Chapter 1. The Architecture of Efficient Multi-Core Processors: A Holistic Approach; 1. Introduction; 2. The Move to Multi-Core Processors; 3. Holistic Design for Adaptability: Heterogeneous Architectures; 4. Amortizing Overprovisioning through Conjoined Core Architectures; 5. Holistic Design of the Multi-Core Interconnect; 6. Summary and Conclusions; Acknowledgements; References; Chapter 2. Designing Computational Clusters for Performance and Power; 1. Introduction; 2. Background 3. Single Processor System Profiling4. Computational Cluster Power Profiling; 5. Low Power Computational Clusters; 6. Power-Aware Computational Clusters; 7. Conclusions; References; Chapter 3. Compiler-Assisted Leakage Energy Reduction for Cache Memories; 1. Introduction; 2. Related Work; 3. Static Next Sub-Bank Prediction for Drowsy Instruction Caches; 4. Compiler-Assisted Loop-Based Data Cache Leakage Reduction; 5. Evaluation Methodology; 6. Conclusion; References; Chapter 4. Mobile Games: Challenges and Opportunities; 1. Introduction; 2. Challenges; 3. Opportunities; 4. Conclusions AcknowledgementsReferences; Chapter 5. Free/Open Source Software Development: Recent Research Results and

Methods; 1. Introduction; 2. Individual Participation in FOSSD Projects; 3. Resources and Capabilities Supporting FOSSD; 4. Cooperation, Coordination, and Control in FOSS Projects; 5. Alliance Formation, Inter-project Social Networking and Community Development; 6. FOSS as a Multi-project Software Ecosystem; 7. FOSS as a Social Movement; 8. Research Methods for Studying FOSS; 9. Discussion; 10. Conclusions; Acknowledgements; References; Author Index; Subject Index Contents of Volumes in this Series