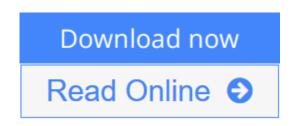# Hardware/Software Co-Design: Principles and Practice

By Jørgen Staunstrup, Wayne Wolf

Hardware/Software Co-Design: Principles and Practice By Jørgen Staunstrup, Wayne Wolf

Introduction to Hardware-Software Co-Design presents a number of issues of fundamental importance for the design of integrated hardware software products such as embedded, communication, and multimedia systems. This book is a comprehensive introduction to the fundamentals of hardware/software co-design. Co-design is still a new field but one which has substantially matured over the past few years. This book, written by leading international experts, covers all the major topics including:

- fundamental issues in co-design;
- hardware/software co-synthesis algorithms;
- prototyping and emulation;
- target architectures;
- compiler techniques;
- specification and verification;
- system-level specification.

Special chapters describe in detail several leading-edge co-design systems including Cosyma, LYCOS, and Cosmos.
Introduction to Hardware-Software Co-Design contains sufficient material for use by teachers and students in an advanced course of hardware/software co-design. It also contains extensive explanation of the fundamental concepts of the subject and the necessary background to bring practitioners up-to-date on this increasingly important topic.

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