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Contact Us. Programming/Customizing the Multicore Propeller Microcontroller. US\$39.00. 32316. Parallax brought together nine experienced authors to write 12 chapters on the many facets of multicore programming with the Propeller chip. The book begins with an introduction to the Propeller chip's architecture and Spin programming language, debugging techniques, and sensor interfacing.

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Parallel Processing With the Propeller--Made Easy! "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24 Programming the Propeller with Spin: A Beginner's Guide to Parallel Processing walks you through the essential skills you need to build and control devices using the Propeller chip and its parallel processing environment. Find out how to use each of the identical 32-bit processors, known as cogs, and make the eight cogs effectively interact with each other. The book covers Propeller hardware and software setup, memory, and the Spin language. Step-by-step projects give you hands-on experience as you learn how to: Use Propeller I/O techniques with extensive Spin code examples Display numbers with seven segment displays Create accurate, controlled pulse sequences Add a 16 character by two line LCO display Control R/C hobby servos Use motor amplifiers to control small motors Run a bipolar stepper motor Build a gravity sensor-based auto-leveling table Run DC motors with incremental encoders Run small AC motors You'll also find hundreds of lines of ready-to-run documented Spin code as well as PDFs of all the schematics on McGraw-Hill's website: Downloads available at [www.mhprofessional.com/computingdownload](http://www.mhprofessional.com/computingdownload) "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24

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Spin code as well as PDFs of all the schematics on McGraw-Hill's website: Downloads available at [www.mhprofessional.com/computingdownload](http://www.mhprofessional.com/computingdownload) "This book should find a place on any Propellerhead's bookshelf, between Parallax's Propeller Manual and its Programming and Customizing the Multicore Propeller volumes." Make: 24

Multicore and GPU Programming offers broad coverage of the key parallel computing skillsets: multicore CPU programming and manycore "massively parallel" computing. Using threads, OpenMP, MPI, and CUDA, it teaches the design and development of software capable of taking advantage of today's computing platforms incorporating CPU and GPU hardware and explains how to transition from sequential programming to a parallel computing paradigm. Presenting material refined over more than a decade of teaching parallel computing, author Gerassimos Barlas minimizes the challenge with multiple examples, extensive case studies, and full source code. Using this book, you can develop programs that run over distributed memory machines using MPI, create multi-threaded applications with either libraries or directives, write optimized applications that balance the workload between available computing resources, and profile and debug programs targeting multicore machines. Comprehensive coverage of all major multicore programming tools, including threads, OpenMP, MPI, and CUDA Demonstrates parallel programming design patterns and examples of how different tools and paradigms can be integrated for superior performance Particular focus on the emerging area of divisible load theory and its impact on load balancing and distributed systems Download source code, examples, and instructor support materials on the book's companion website

Details a real-world product that applies a cutting-edge multi-core architecture Increasingly demanding modern applications—such as those used in telecommunications networking and real-time processing of audio, video, and multimedia streams—require multiple processors to achieve computational performance at the rate of a few giga-operations per second. This necessity for speed and manageable power consumption makes it likely that the next generation of embedded processing systems will include hundreds of cores, while being increasingly programmable, blending processors and configurable hardware in a power-efficient manner. Multi-Core Embedded Systems presents a variety of perspectives that elucidate the technical challenges associated with such increased integration of homogeneous (processors) and heterogeneous multiple cores. It offers an analysis that industry engineers and professionals will need to understand the physical details of both software and hardware in embedded architectures, as well as their limitations and potential for future growth. Discusses the available programming models spread across different abstraction levels The book begins with an overview of the evolution of multiprocessor architectures for embedded applications and discusses techniques for autonomous power management of system-level parameters. It addresses the use of existing open-source (and free) tools originating from

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several application domains—such as traffic modeling, graph theory, parallel computing and network simulation. In addition, the authors cover other important topics associated with multi-core embedded systems, such as: Architectures and interconnects Embedded design methodologies Mapping of applications

Perfect for the do-it-yourselfer, this handy guide to household electronics gives the weekend workbench enthusiast a multitude of ideas on how to salvage valuable parts from old electronics and turn them into useful gadgets once more. This handbook is loaded with information and helpful tips for disassembling old and broken electronics. Each of the more than 50 deconstruction projects includes a "treasures cache" of the components to be found, a required tools list, and step-by-step instructions with photos on how to safely extract the working components. Projects include building a desk lamp from an old flatbed scanner, a barbeque supercharger from a Dustbuster impeller, and a robot from the gears, rollers, and stepper motor found in an ink-jet printer. Now, old VHS players and fax machines will find new life with these fun ideas.

A valuable programming reference provides a complete introduction to the Go programming language, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

The Fiendishly Fun Way to Master Electronic Circuits! Fully updated throughout, this wickedly inventive guide introduces electronic circuits and circuit design, both analog and digital, through a series of projects you'll complete one simple lesson at a time. The separate lessons build on each other and add up to projects you can put to practical use. You don't need to know anything about electronics to get started. A pre-assembled kit, which includes all the components and PC boards to complete the book projects, is available separately from ABRA electronics on Amazon. Using easy-to-find components and equipment, *Electronic Circuits for the Evil Genius, Second Edition*, provides hours of rewarding--and slightly twisted--fun. You'll gain valuable experience in circuit construction and design as you test, modify, and observe your results--skills you can put to work in other exciting circuit-building projects. *Electronic Circuits for the Evil Genius: Features* step-by-step instructions and helpful illustrations *Provides* tips for customizing the projects *Covers* the underlying electronics principles behind the projects *Removes* the frustration factor--all required parts are listed, along with sources *Build* these and other devious devices: Automatic night light Light-sensitive switch Along-to-digital converter Voltage-controlled oscillator Op amp-controlled power amplifier Burglar alarm Logic gate-based toy Two-way intercom using transistors and op amps Each fun, inexpensive Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated

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instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

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