

Abstract:

From Rapid Prototyping to Low-Cost Deployment with Graphical System Design

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In this session, learn how to transition a system level paper design to executable code, and then apply that code to a functional prototype.

You will see how fast design iterations can decrease the time you spend on requirements gathering, integration testing, and redesign – all of this ultimately adding up faster development with higher quality code. In this session, we will demonstrate how domain experts, who do not have the necessary HDL or Real-Time development expertise, can develop embedded systems using a graphical approach.

Existing HDL IP and/or C code can be merged in these developments. You will also learn how to rapidly prototype an embedded system, using commercially off-the-shelf hardware and migrate to custom build devices based on ARM or other processors.

Examples and practical applications will be highlighted in this session.