Event-Based Control and Signal Processing

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Event-Based Control and Signal Processing (Embedded Systems)

Event-based systems certainly are a class of reactive systems deployed in a broad spectral range of engineering disciplines including control, communication, signal processing, and electronic instrumentation. Actions in event-based systems are triggered in response to occasions usually representing a significant change of the state of controlled or monitored physical variables. Featuring 23 chapters contributed by more than 60 leading researchers from all over the world, this reserve covers: Methods of analysis and style of event-structured control and signal processing Event-powered control and optimization of hybrid systems Decentralized event-triggered control Periodic event-triggered control Model-centered event-triggered control and event-triggered generalized predictive control Event-structured intermittent control in guy and machine Event-structured PID controllers Event-based state estimation Self-triggered and team-triggered control Event-triggered and time-triggered real-time architectures for embedded systems Event-based continuous-time signal acquisition and DSP Statistical event-based signal processing in distributed detection and estimation Asynchronous spike event coding technique with address event representation Event-based processing of non-stationary signals Event-structured digital (FIR and IIR) filter systems Event-based regional bandwidth estimation and transmission reconstruction Event-Centered Control and Signal Processing may be the first extensive research on both event-based control and event-based signal processing, presenting scientific contributions at the cutting edge of modern technology and engineering. Event-Centered Control and Transmission Processing examines the event-based paradigm in charge, communication, and transmission processing, with a focus on implementation in networked sensor and control systems. Presently, the economical use of constrained technical resources is a crucial issue in various application domains because many systems become more and more networked, wireless, and spatially distributed. Event-based systems adopt a style of calls for assets only if it is necessary, and therefore, they are characterized by efficient utilization of communication bandwidth, computation capacity, and energy budget.

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