

Structured Electronic Design Performance and Costs of Physical Systems

Performance and costs

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The amount of information that can be processed by physical systems is limited:

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Physical limitations

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Noise addition

Performance and costs

The amount of information that can be processed by physical systems is limited:

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Noise addition

Power limitation
and losses

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Power limitation
and losses

Speed limitation
(rate of change)

Performance and costs

The amount of information that can be processed by physical systems is limited:

Physical limitations

Technological limitations

Noise addition

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Speed limitation
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Performance and costs

The amount of information that can be processed by physical systems is limited:

Physical limitations

Technological limitations

Noise addition

Limited availability and/or
imperfect implementation
of the operating principle
in available technology

Power limitation
and losses

Speed limitation
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Performance and costs

The amount of information that can be processed by physical systems is limited:

Physical limitations

Technological limitations

Economical constraints

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Economical constraints

The price we need to
pay for its performance

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The price we need to
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Total result of cost factors
such as:

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Economical constraints

The price we need to
pay for its performance

Total result of cost factors
such as:

Dimensions

Weight

Power consumption

Performance and costs

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such as:

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Power consumption

Quality expressed in performance measures

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Total result of **cost factors**
such as:

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Quality expressed in performance measures

$$\text{Figure Of Merit} = \frac{\text{Weighted product of performance measures}}{\text{Weighted product of **cost factors**}} \left[\frac{\text{Bits}}{\text{Joule} \cdot \text{Euro}} \right]$$