



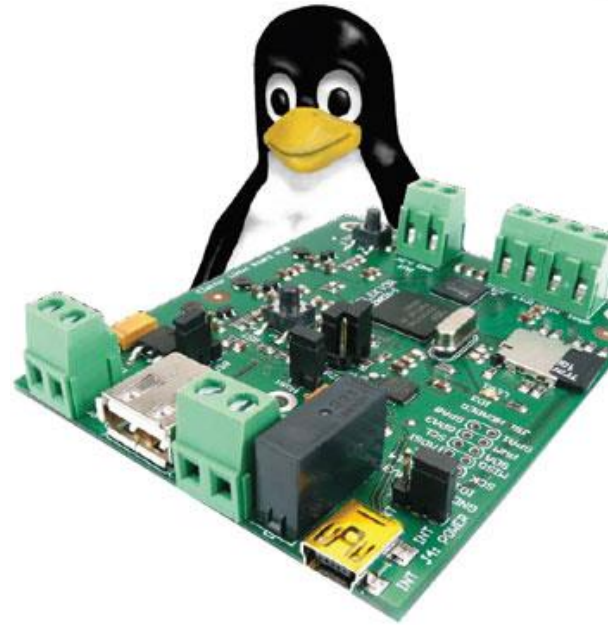
# Linux For Embedded Systems

## *For Arabs*

## Course 101:

### Introduction to Embedded Linux

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# Lecture 1: Introduction to Embedded Systems

# What is an Embedded System ?



- An embedded system is a computer system embedded in a device with a dedicated function
- This is different from the traditional, general purpose computer systems





# EXAMPLES OF EMBEDDED SYSTEMS

# Phones and Tablets

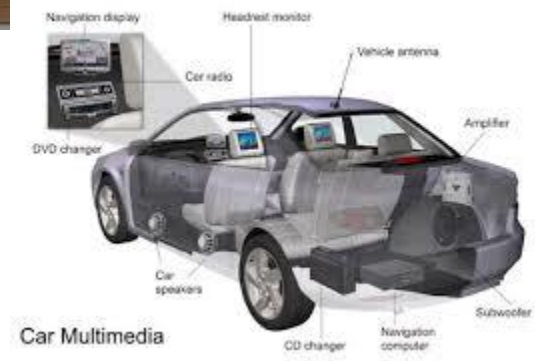
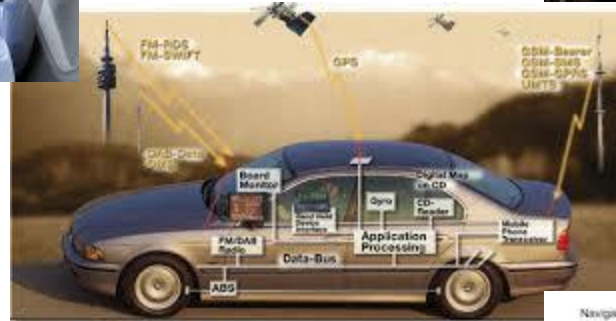


- Communication Processor (s)
  - Wifi
  - GSM/3G/LTE
  - Bluetooth/NFC
- Audio/Graphics Processor (s)
  - Audio Processing
  - Graphics and Video Processing
- Application Processor
  - Android
  - Windows Phone
  - iOS

# Robotics



# Automotive



Car Multimedia



# Networking Devices





# And Other Gadgets



# So Why is it different from Desktop Development



- Embedded Systems normally come with constraints in hardware resources
  - Processing
  - Memory
  - Storage
  - Power
  - Display
  - Input/Output devices
- Also, embedded system applications often comes with real time system constraints
  - Latency
  - Throughput
- The system has a strong association between the HW and SW



# OK ..... So What ??

- The developer has to deal with all of these constraints
  - Development should take into consideration, code efficiency, and code foot print
  - Debugging tools are “closer to the metal”
  - Special attention to power consumption in some cases

Develop

Compile

Unit Test

Deploy

Debug

Improve

Run



# Cross-Platform Development



- Development Environment is different from target environment
- Need for cross platform development and debugging tools



# Linux 4

## Embedded Systems

<http://Linux4EmbeddedSystems.com>