

# Control systems and Computer Networks

## Embedded and Networked Systems

Dr Alun Moon

Lecture 1.2

# Embedded Systems

- ▶ A **Computer** that is built into **electronic devices** to simplify the design or enhance performance.

# Embedded Systems

- ▶ A **Computer** that is built into **electronic devices** to simplify the design or enhance performance.
- ▶ Often the user is unaware of the presence of the computer.

# Embedded Systems

- ▶ A **Computer** that is built into **electronic devices** to simplify the design or enhance performance.
- ▶ Often the user is unaware of the presence of the computer.
- ▶ Interacts with the physical world.

# Embedded Systems

- ▶ A **Computer** that is built into **electronic devices** to simplify the design or enhance performance.
- ▶ Often the user is unaware of the presence of the computer.
- ▶ Interacts with the physical world.
- ▶ **Networked** communicates with other devices and computers to co-ordinate actions and distribute the workload.

# Characteristics

- ▶ Reliability

# Characteristics

- ▶ Reliability
  - Mission Critical

# Characteristics

- ▶ Reliability
  - Mission Critical
  - life threatening



# Characteristics

- ▶ Reliability
  - Mission Critical
  - life threatening
  - 24/7/365

# Characteristics

- ▶ Reliability
  - Mission Critical
  - life threatening
  - 24/7/365
  - Can't reboot

# Characteristics

- ▶ Reliability
  - Mission Critical
  - life threatening
  - 24/7/365
  - Can't reboot
- ▶ Performance

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.
- Some degree of multi-tasking (interrupts/RTOS)

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.
- Some degree of multi-tasking (interrupts/RTOS)

## ► Cost

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.
- Some degree of multi-tasking (interrupts/RTOS)

## ► Cost

- Consumer market – minimise manufacturing costs



# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.
- Some degree of multi-tasking (interrupts/RTOS)

## ► Cost

- Consumer market – minimise manufacturing costs
- Fast time to market required

# Characteristics

## ► Reliability

- Mission Critical
- life threatening
- 24/7/365
- Can't reboot

## ► Performance

- **Soft** and **Hard** Real-Time requirements.
- External events trigger actions.
- Some degree of multi-tasking (interrupts/RTOS)

## ► Cost

- Consumer market – minimise manufacturing costs
- Fast time to market required
- No chance for future *in service* modifications

# Jacquard Loom

Early industrial automation



- ▶ Punched Cards controlling loom
- ▶ 1804
- ▶ manufacturing textiles with such complex patterns as brocade, damask and matelassé

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen
  - 5 or more in the kitchen

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen
  - 5 or more in the kitchen
  - at least 2 on the outside of the PC



# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen
  - 5 or more in the kitchen
  - at least 2 on the outside of the PC
  - several in this room

# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen
  - 5 or more in the kitchen
  - at least 2 on the outside of the PC
  - several in this room
- ▶ A "Computer" is a collection of several micro-controllers/processors

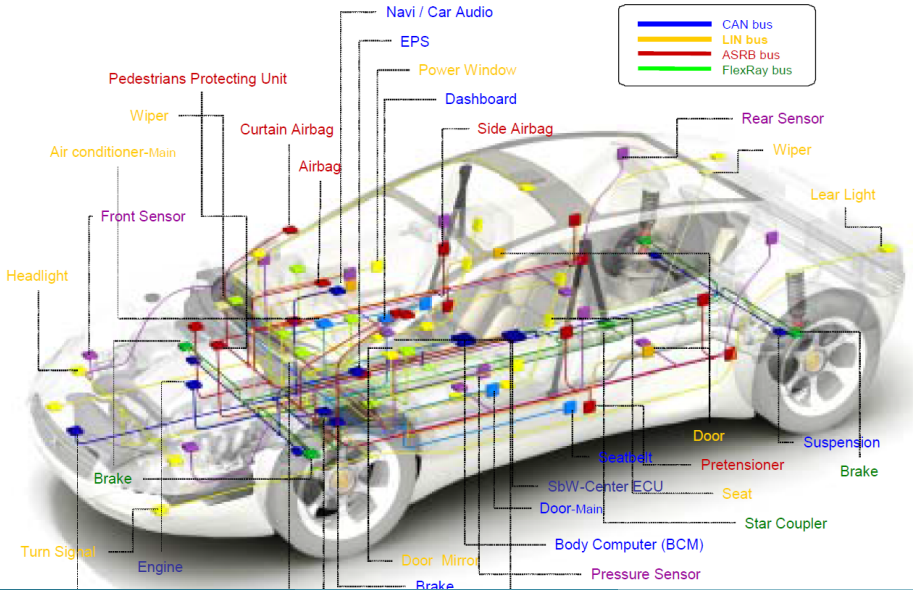
# Ubiquitous

- ▶ Embedded systems outnumber PC "Computers"
  - $\approx 100 : 1$
- ▶ Many unseen
  - 5 or more in the kitchen
  - at least 2 on the outside of the PC
  - several in this room
- ▶ A "Computer" is a collection of several micro-controllers/processors

## examples

- ▶ More than 86 billion ARM®-based chips shipped to date.
- ▶ Microchip – PIC and AVR (ATmega in Arduino)

## Modern Network of systems



# Control

- ▶ Deal with physical signals

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages



# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment
  - Lights & Heating

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment
  - Lights & Heating
  - Motors – motion

# Control

- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment
  - Lights & Heating
  - Motors – motion
  - Change physical quantities

# Control

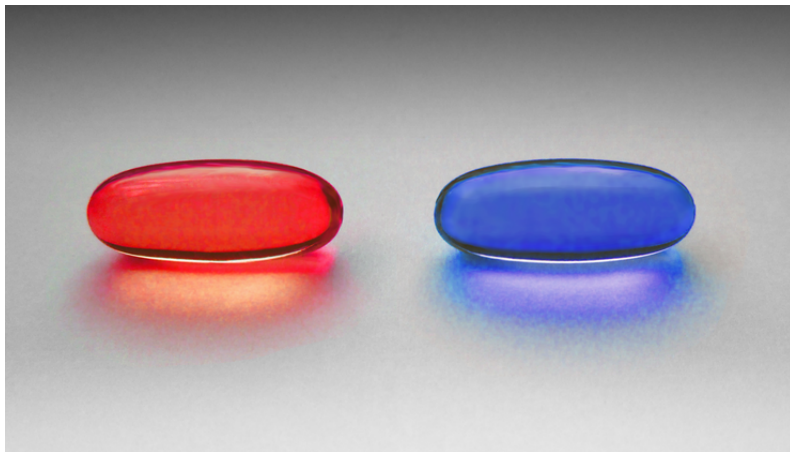
- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment
  - Lights & Heating
  - Motors – motion
  - Change physical quantities
- ▶ Virtual Reality

# Control

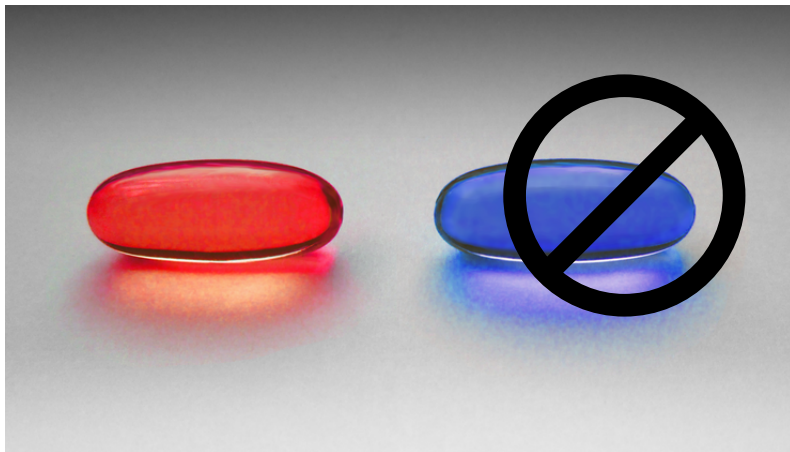
- ▶ Deal with physical signals
- ▶ Physical Quantities
- ▶ Sense environment
  - Voltages
  - Temperatures
  - Button Presses
- ▶ Effect environment
  - Lights & Heating
  - Motors – motion
  - Change physical quantities
- ▶ ~~Virtual~~ Reality



# We Deal with Reality



# We Deal with Reality



*You take the red pill – you stay in Wonderland, and I show you how deep the rabbit hole goes.*

*Morpheus, The Matrix*