

## Embedded Systems Essentials with Arm: Getting Started

### Module 1

#### KV2 (1): Trade-Offs for Building Embedded Systems

		Implementation	Design Cost	Unit Cost	Upgrades & Bug Fixes	Size	Weight	Power	System Speed
Dedicated Hardware	Discrete Logic	low	medium	difficult	large	high	?		very fast
	ASIC	high(\$500K/mask set)	very low	difficult	very small	very low	low		extremely fast
	Programmable logic: FPGA, PLD	low to medium	medium	easy	small	low	medium to high		very fast
Software Running on Generic Hardware	Microprocessor +memory + peripherals	low to medium	medium	easy	small to medium	low to medium	medium		moderate
	MCU (int. memory &peripherals)	low	low to medium	easy	small	low	medium		slow to moderate
	Embedded PC	low	high	easy	medium	medium to high	medium to high		fast