# **Embedded Systems**

#### 1. Introduction

**Lothar Thiele** 





#### **Organization**

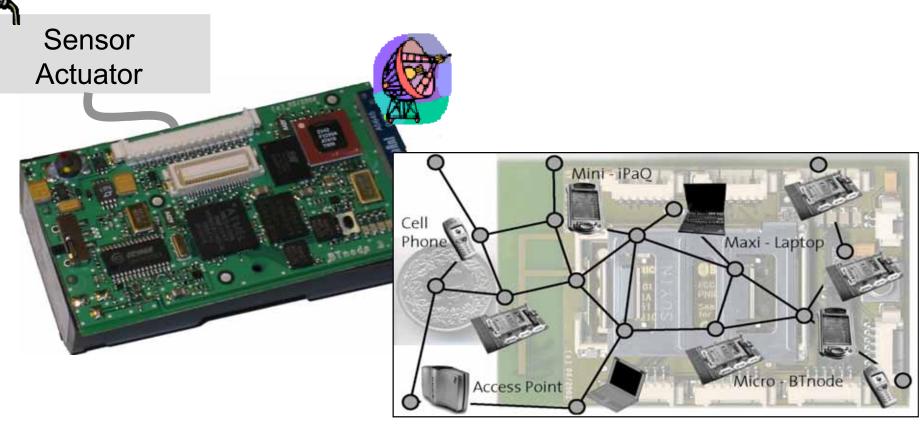
- WWW: http://www.tik.ee.ethz.ch/tik/education/lectures/ES/
- Lecture: Lothar Thiele, thiele@ethz.ch
- Coordination: Nikolay Stoimenov, stoimenov@tik.ee.ethz.ch
- References:
  - P. Marwedel: Embedded System Design (paperback),
    Springer Verlag, December 2011, ISBN: 978-94-007-0256-1.
  - G.C. Buttazzo: Hard Real-Time Computing Systems. Springer Verlag, 2011.
  - W. Wolf: Computers as Components Principles of Embedded System Design. Morgan Kaufman Publishers, 2012.
  - J. Teich: Digitale Hardware/Software Systeme, Springer Verlag, 2007.
- ► The slides contain material of J. Rabaey, K. Keuzer, Wayne Wolf, Peter Marwedel, Philip Koopman and from the above books of J. Teich, G.C. Buttazzo, W. Wolf and P. Marwedel.





### **Communicating Embedded Systems**

- Example: BTnodes
  - complete platform including OS
  - especially suited for pervasive computing applications

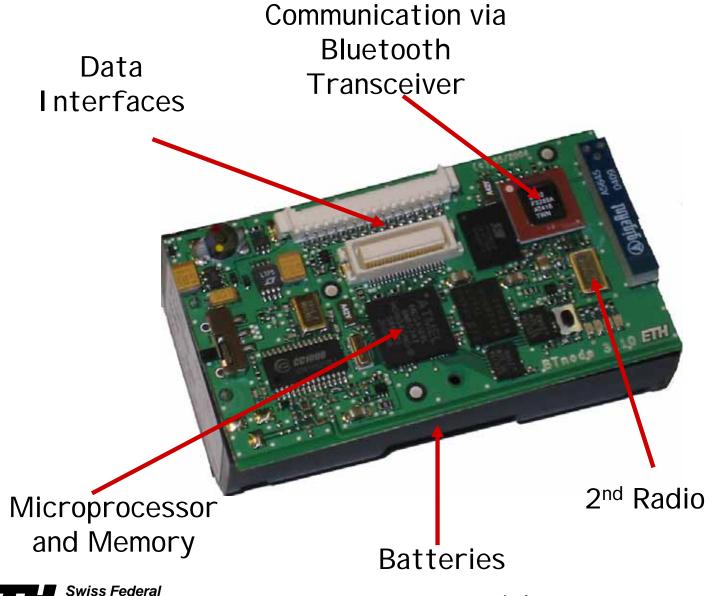






#### **BTnode Platform**

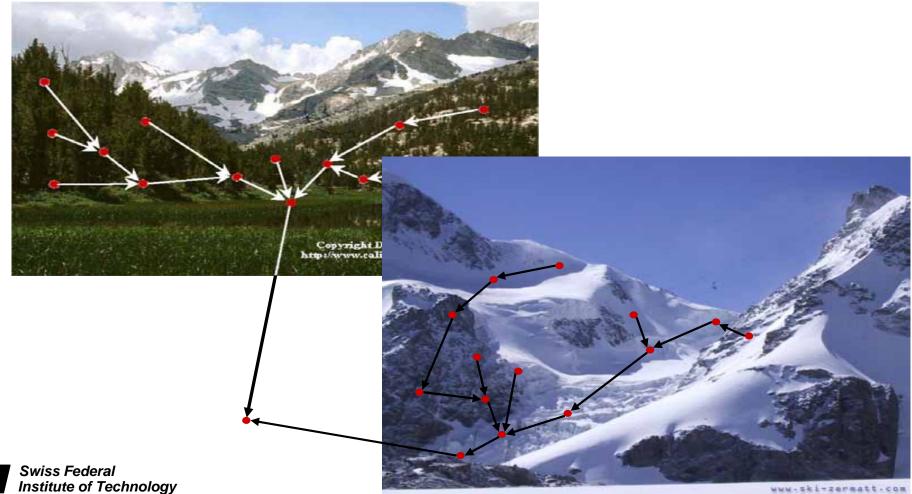
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- generic platform for ad-hoc computing
- complete platform including OS
- especially suited for pervasive computing applications

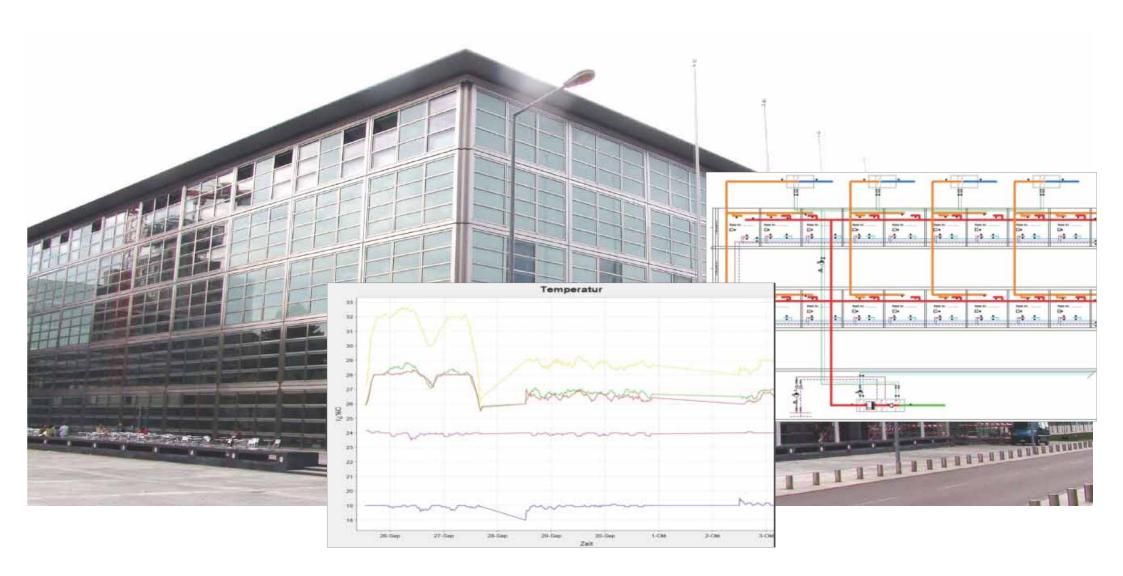
## **Communicating Embedded Systems**

- sensor networks (civil engineering, buildings, environmental monitoring, traffic monitoring, health, industrial sites, ...)
- smart products, wearable/ubiquitous computing





## **Communicating Embedded Systems**



### PermaSense Project











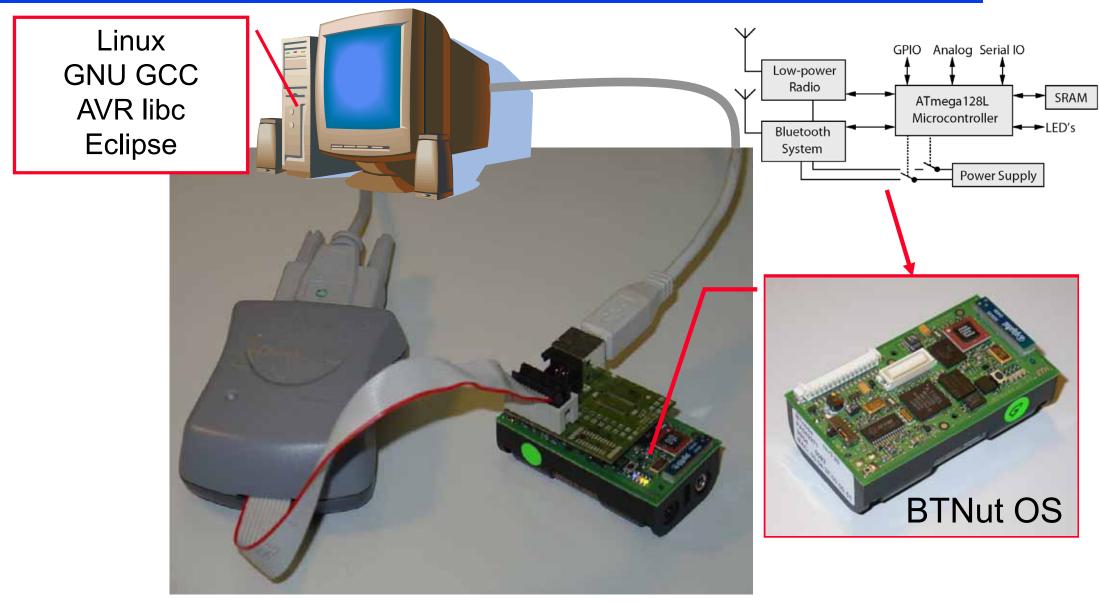




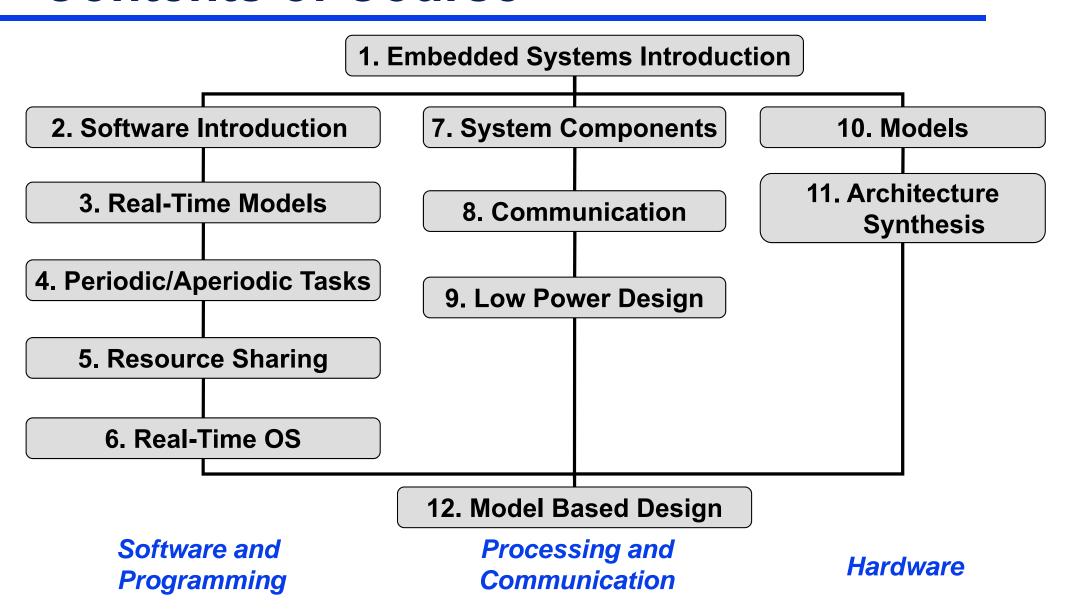
#### **Hardware**



#### **Development in ES Exercise**

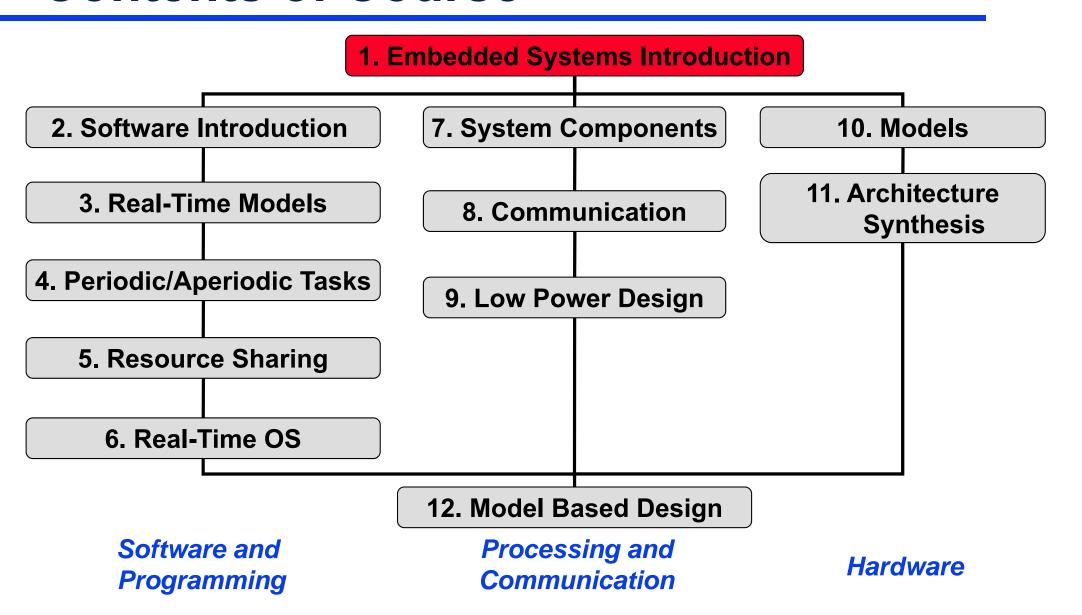


#### **Contents of Course**





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### **Embedded Systems**

1

Embedded systems (ES) = information processing systems embedded into a larger product

#### Examples:







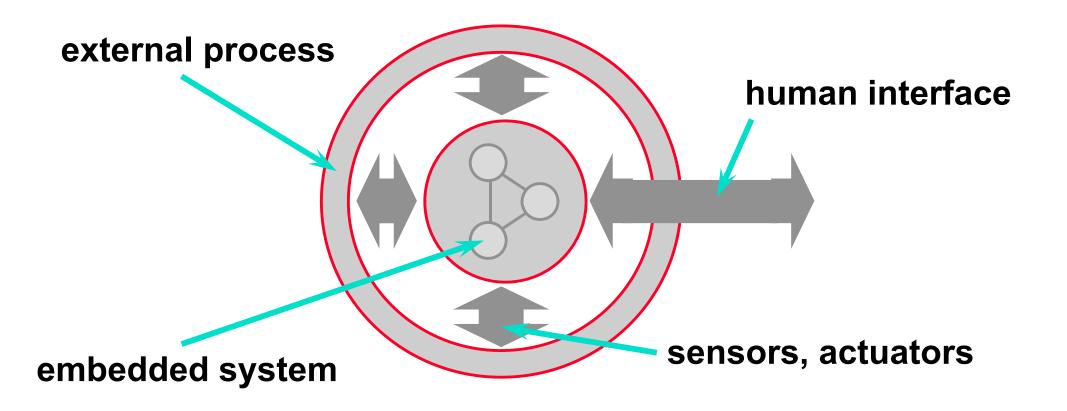




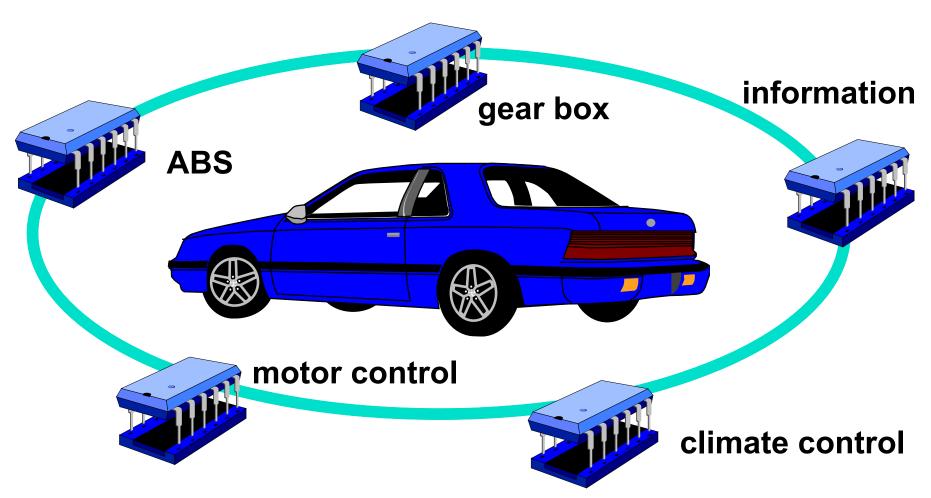
Main reason for buying is **not** information processing



### **Embedded Systems**



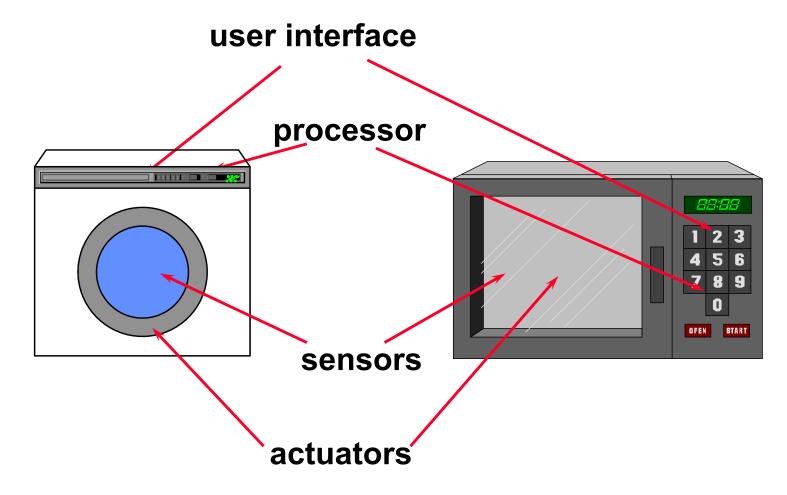
Car as an integrated control-, communication and information system.





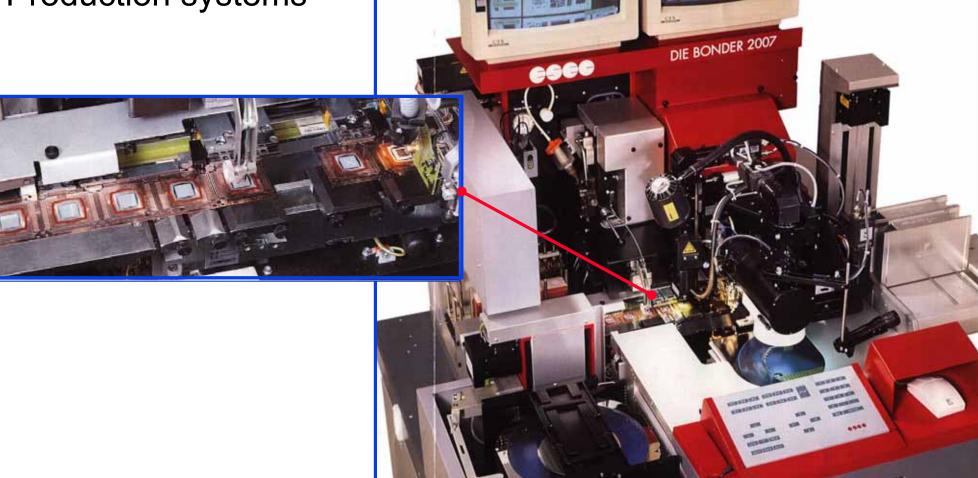


Consumer electronics, for example MP3 Audio, digital camera, home electronics, ....





**Production systems** 



Information systems, for example wireless communication (mobile phone, Wireless LAN, ...), end-user equipment, router, ...





## Characteristics of Embedded Systems (1)

- Must be dependable:
  - Reliability: R(t) = probability of system working correctly provided that it was working at t=0
  - Maintainability: M(d) = probability of system working correctly d time units after error occurred.
  - Availability: probability of system working at time t
  - Safety: no harm to be caused
  - Security: confidential and authentic communication

Even perfectly designed systems can fail if the assumptions about the workload and possible errors turn out to be wrong.

Making the system dependable must not be an after-thought, it must be considered from the very beginning.



## Characteristics of Embedded Systems (2)

- Must be efficient:
  - Energy efficient
  - Code-size efficient (especially for systems on a chip)
  - Run-time efficient
  - Weight efficient
  - Cost efficient
- Dedicated towards a certain application: Knowledge about behavior at design time can be used to minimize resources and to maximize robustness.
- Dedicated user interface.

## Characteristics of Embedded Systems (3)

- Many ES must meet real-time constraints:
  - A real-time system must react to stimuli from the controlled object (or the operator) within the time interval dictated by the environment.
  - For real-time systems, right answers arriving too late are wrong.

"A real-time constraint is called hard, if not meeting that constraint could result in a catastrophe" [Kopetz, 1997].

- All other time-constraints are called soft.
- A guaranteed system response has to be explained without statistical arguments.





## **Characteristics of Embedded Systems (4)**

- Frequently connected to physical environment through sensors and actuators,
- Hybrid systems (analog + digital parts).
- Typically, ES are reactive systems:

"A reactive system is one which is in continual interaction with is environment and executes at a pace determined by that environment" [Bergé, 1995]

- Behavior depends on input and current state.
  - automata model often appropriate,





#### Comparison

#### Embedded Systems

- Few applications that are known at design-time.
- Not programmable by end user.
- Fixed run-time requirements (additional computing power not useful).
- Criteria:
  - cost
  - power consumption
  - predictability
  - ...

#### General Purpose Computing

- Broad class of applications.
- Programmable by end user.
- Faster is better.

- Criteria:
  - cost
  - average speed

#### Trends ...

- Embedded Systems overtook market of PCs.
- Ubiquitous and pervasive computing:
  - Information anytime, anywhere; building ambient intelligence into our environment; internet of things:
    - Wearable computers
    - "Smart Labels" on consumer products
    - Intelligent buildings
    - Environmental Monitoring
    - Traffic control and communicating automobiles
  - Embedded systems provide the basic technology.

#### Trends ...

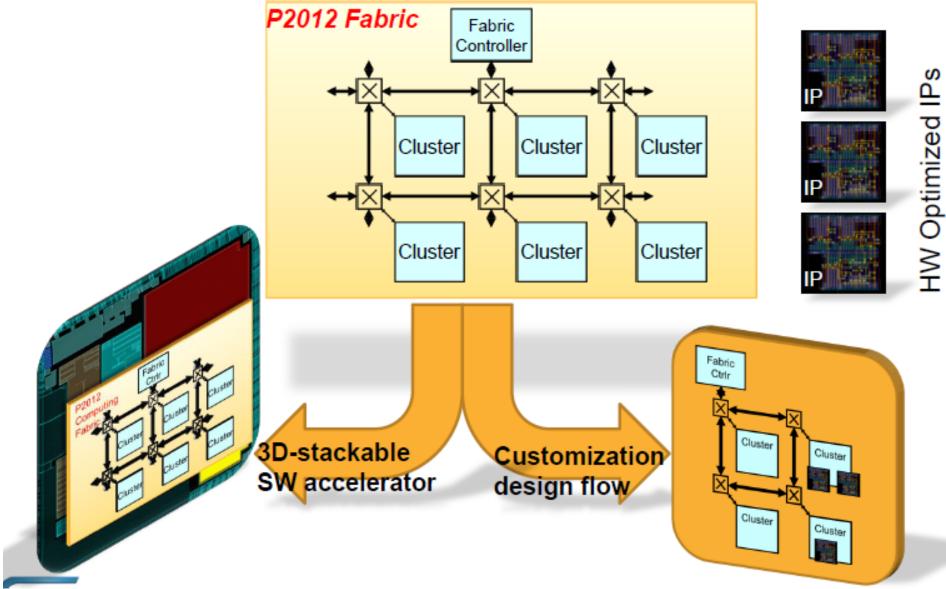
- Communicating embedded systems, very often wireless.
- Higher degree of integration on a single chip:
  - memory + processor + I/O-units + (wireless) communication
  - network on chip for communication between units
  - Multiprocessor Systems on a Chip (MPSoC)
  - Microsystems that contain energy harvesting and sensing in addition
- Software increasing (amount and complexity).
- Low power and energy constraints (portable or unattended devices). Temperature constraints (overheating). Increased interest in energy harvesting.



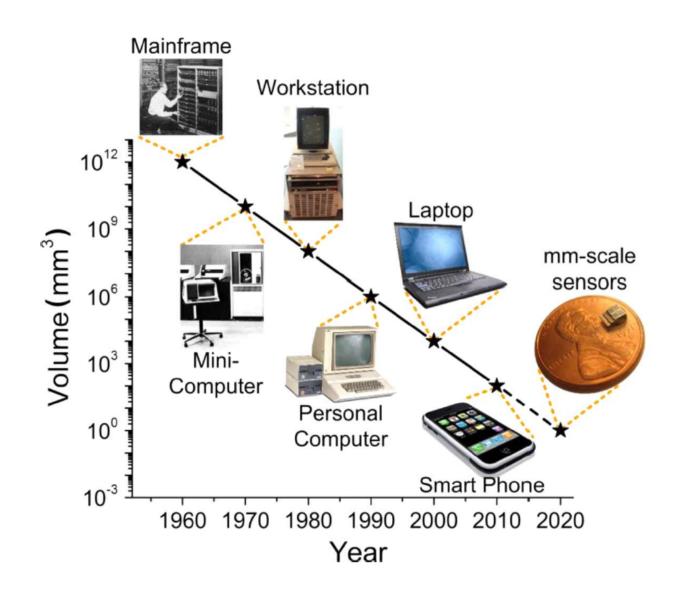
#### **Example ST2012/STHORM**

Swiss Federal

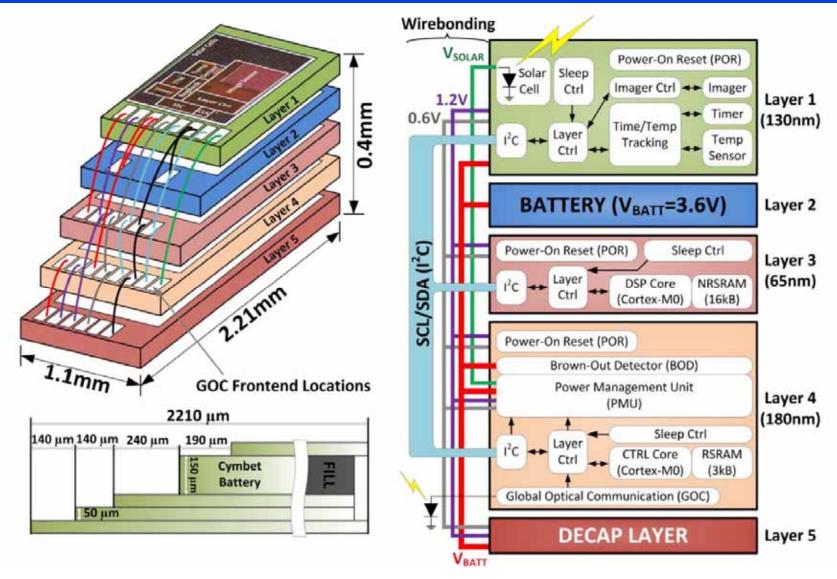
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