

# An Overview of Mobile Devices



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# Type of Mobile Devices

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- Personal Digital Assistant (PDA)
- Smartphones
- Tablets
- Laptops
- Smart Bands
- and many more ...

# What Is A Mobile Handset?

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  - Managing address book
  - Scheduling calendar
  - Cellular telephony
  - Accessing Internet, email

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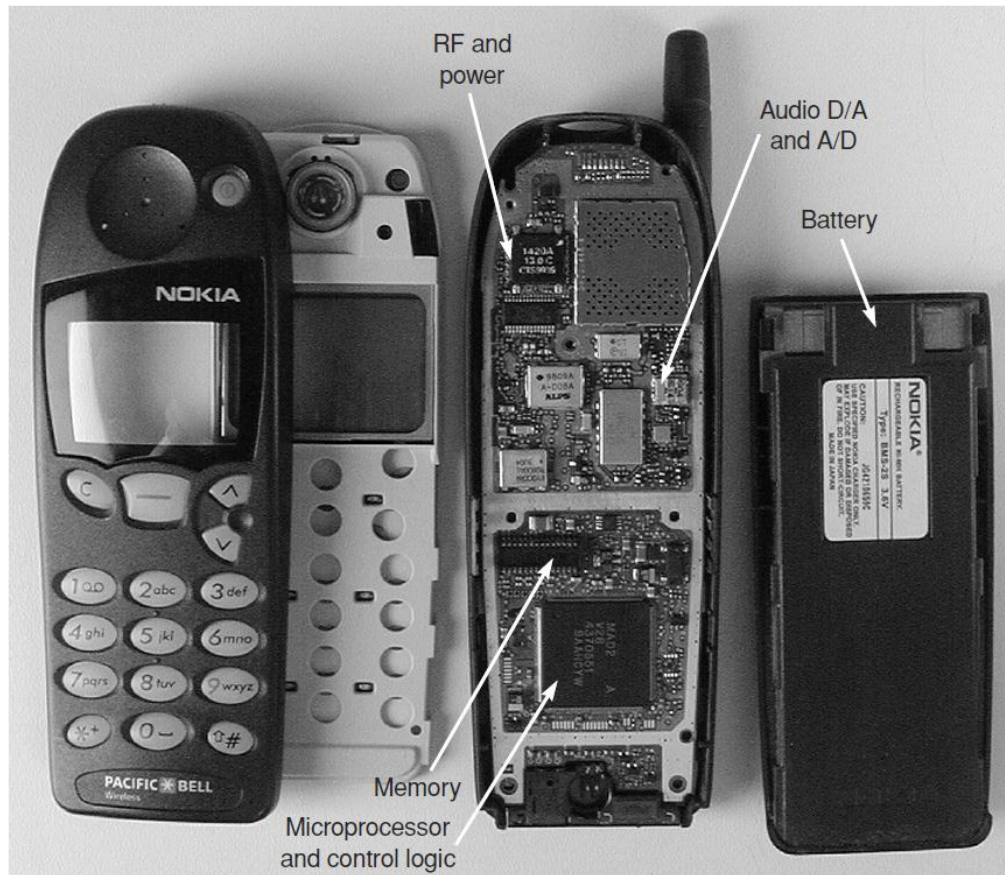
*Example handsets:*  
Apple iPhone, BlackBerry Storm, Redmi Note5 Pro

# What's Inside a Mobile Handset?





# What's Inside a Mobile Handset?



**Figure D.17** Circuit board from a Nokia cell phone. (Courtesy HowStuffWorks, Inc.)

*RF Power Amplifier* - A **radio frequency power** amplifier

*Source:* J. L. Hennessy and D. A. Patterson, *Computer Architecture: A Quantitative Approach*

# Handset Architecture

- Handsets use several hardware components:
  - Microprocessor
  - ROM
  - RAM
  - Digital signal processor
  - Radio module
  - Microphone and speaker
  - Hardware interfaces
  - LCD display

# Handset Architecture

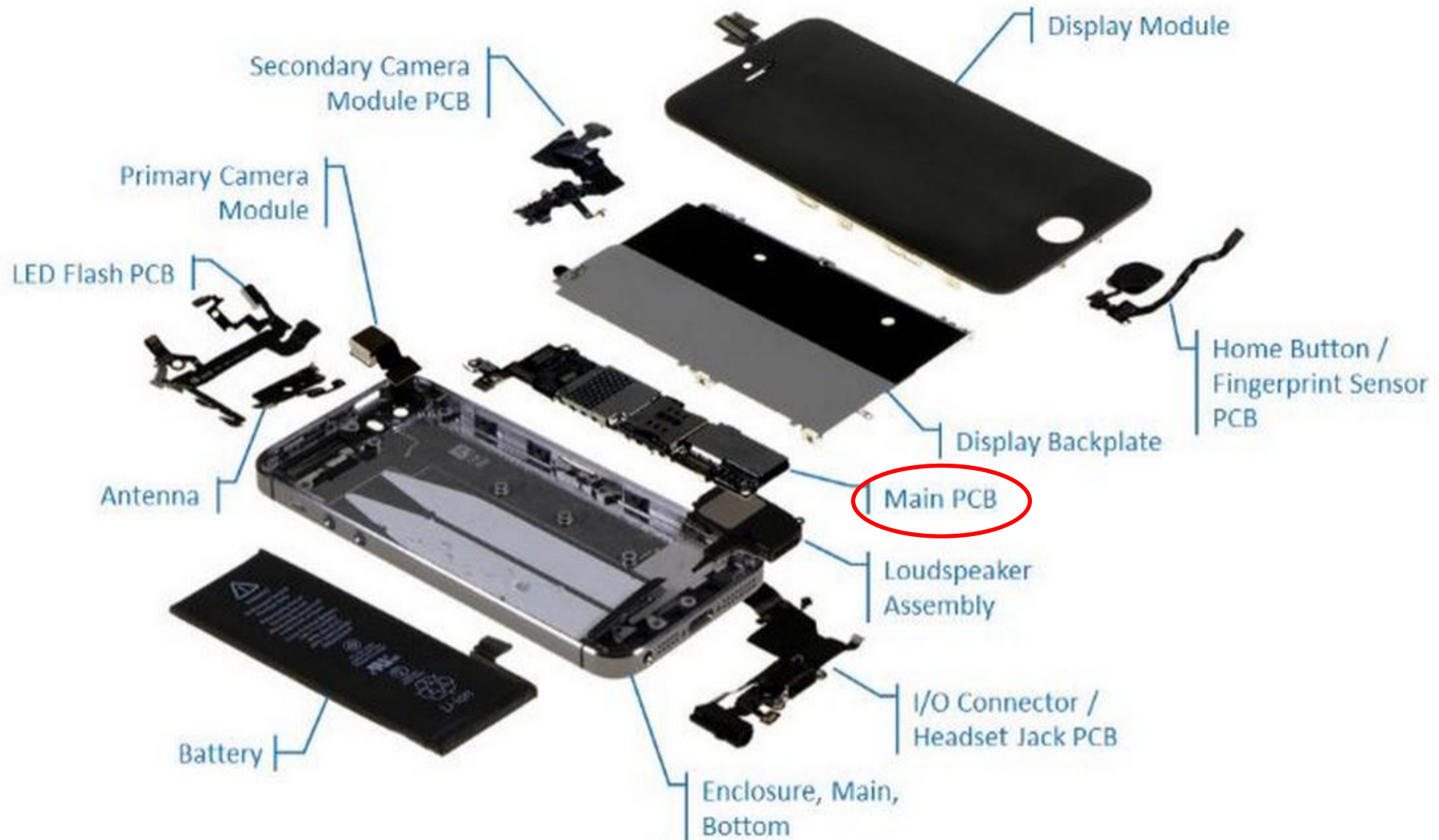
- Handsets store system data in **electronically-erasable programmable read-only memory (EEPROM)**
  - Service providers can reprogram phones without requiring physical access to memory chips
- OS is stored in **ROM (nonvolatile memory)**
- Most handsets also include *subscriber identity module (SIM)* cards

# Focused Mobile Handset: **Smartphone**

- We will take smartphone as an example to discuss mobile handset hardware architecture
- Smartphone is a **new generation high featured and multifunctional cell phone** which has
  - The functionalities of a handheld computer
  - The communication capabilities of a cell phone
  - Multiple sensors



# A Teardown of iPhone 5S



# Main PCB

# Main PCB

- PCB stands for Printed Circuit Board



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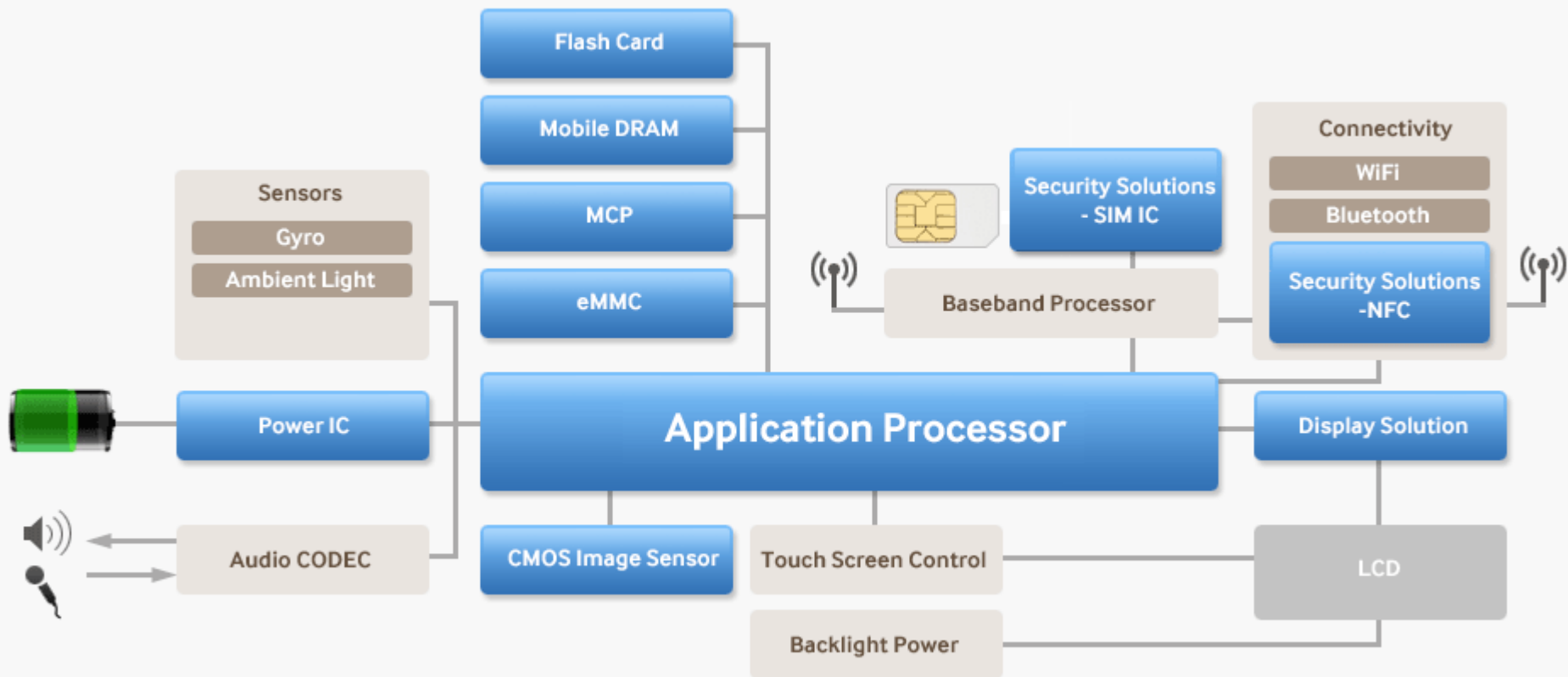
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  - An application processor which executes users' application software
  - A baseband processor which controls radio activities

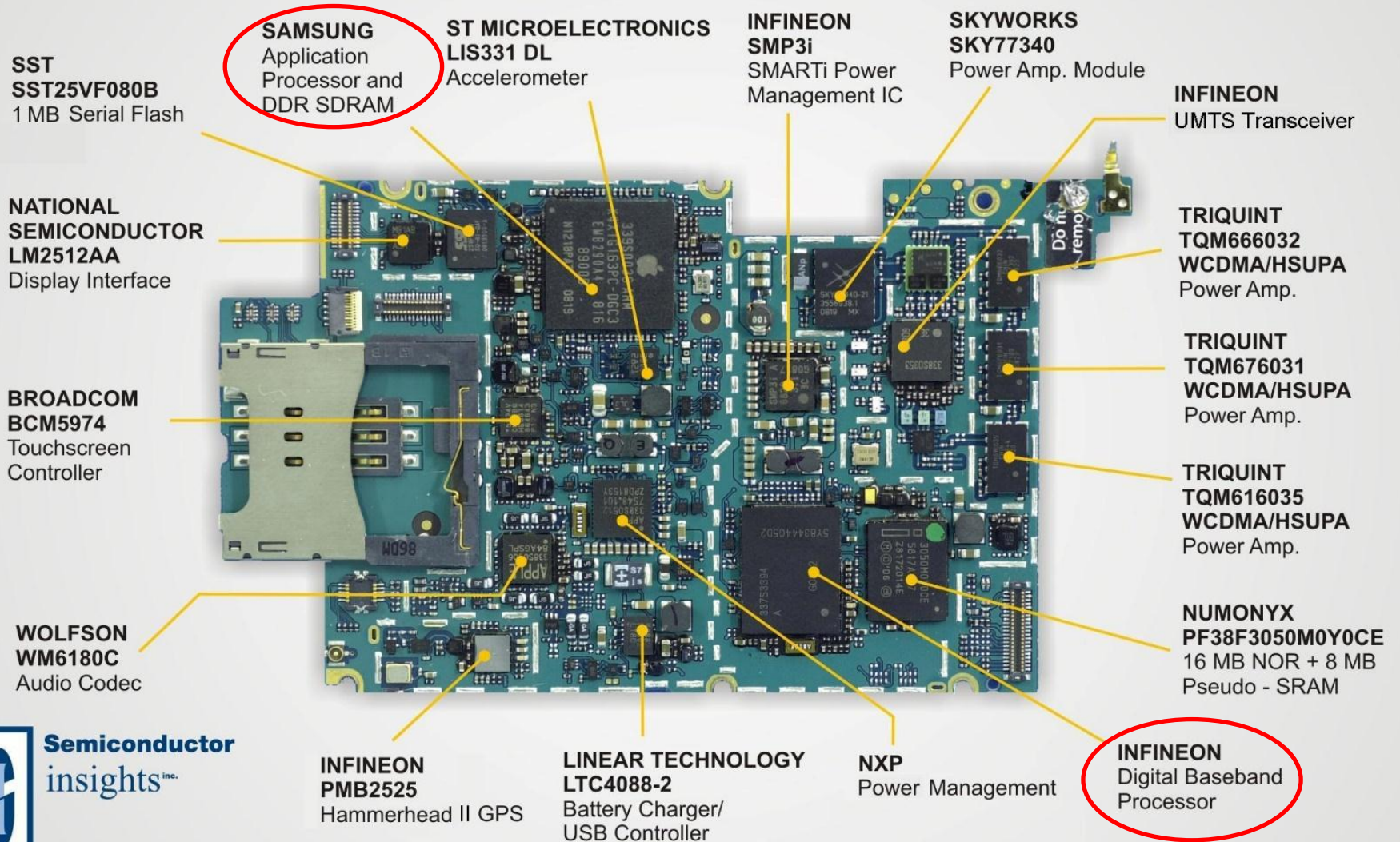
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  - An application processor which executes users' application software
  - A baseband processor which controls radio activities
  - A number of peripheral devices for interacting with the user

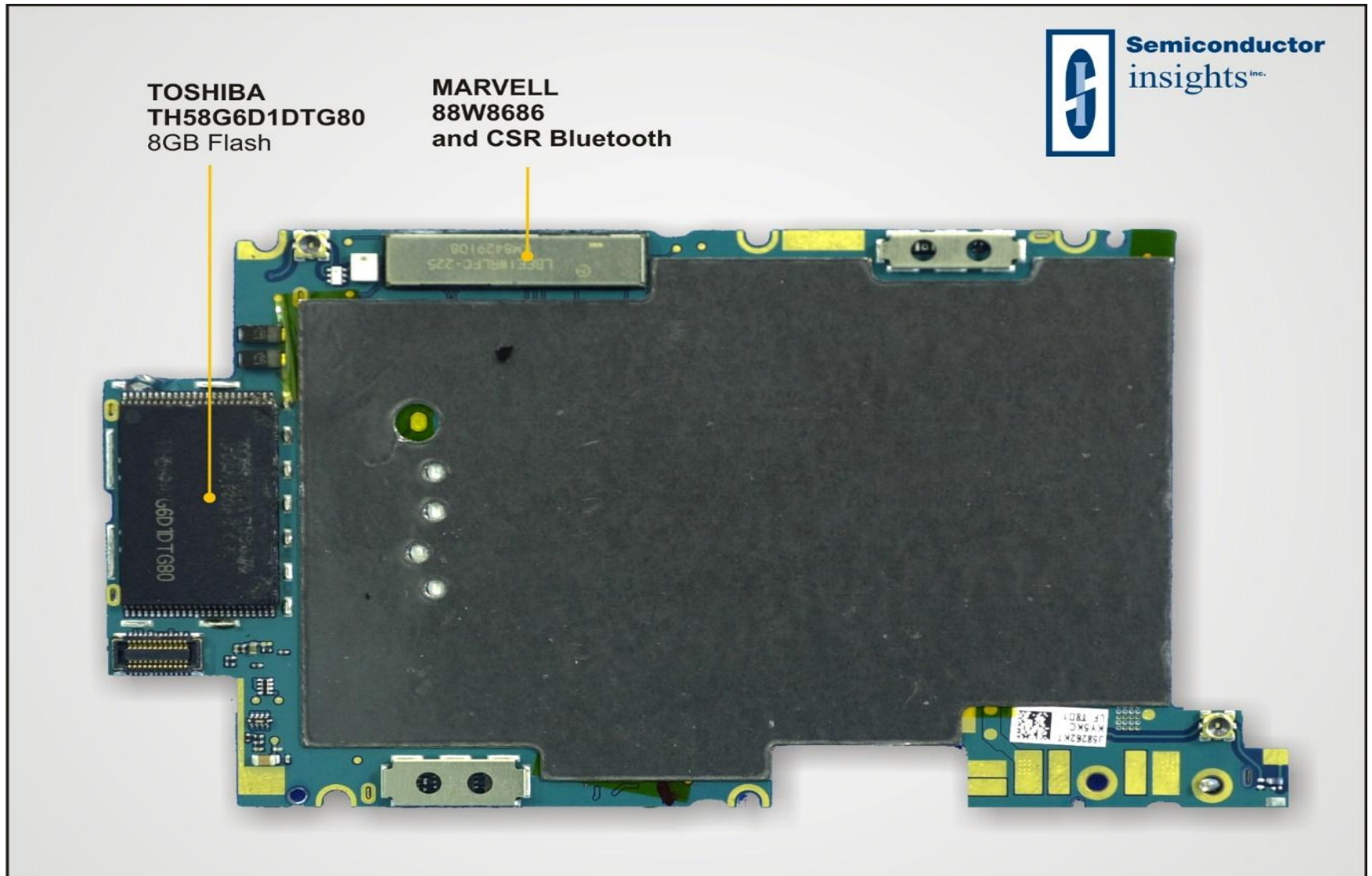
# Main PCB Architecture



# An Example – iPhone 3G Main PCB Front

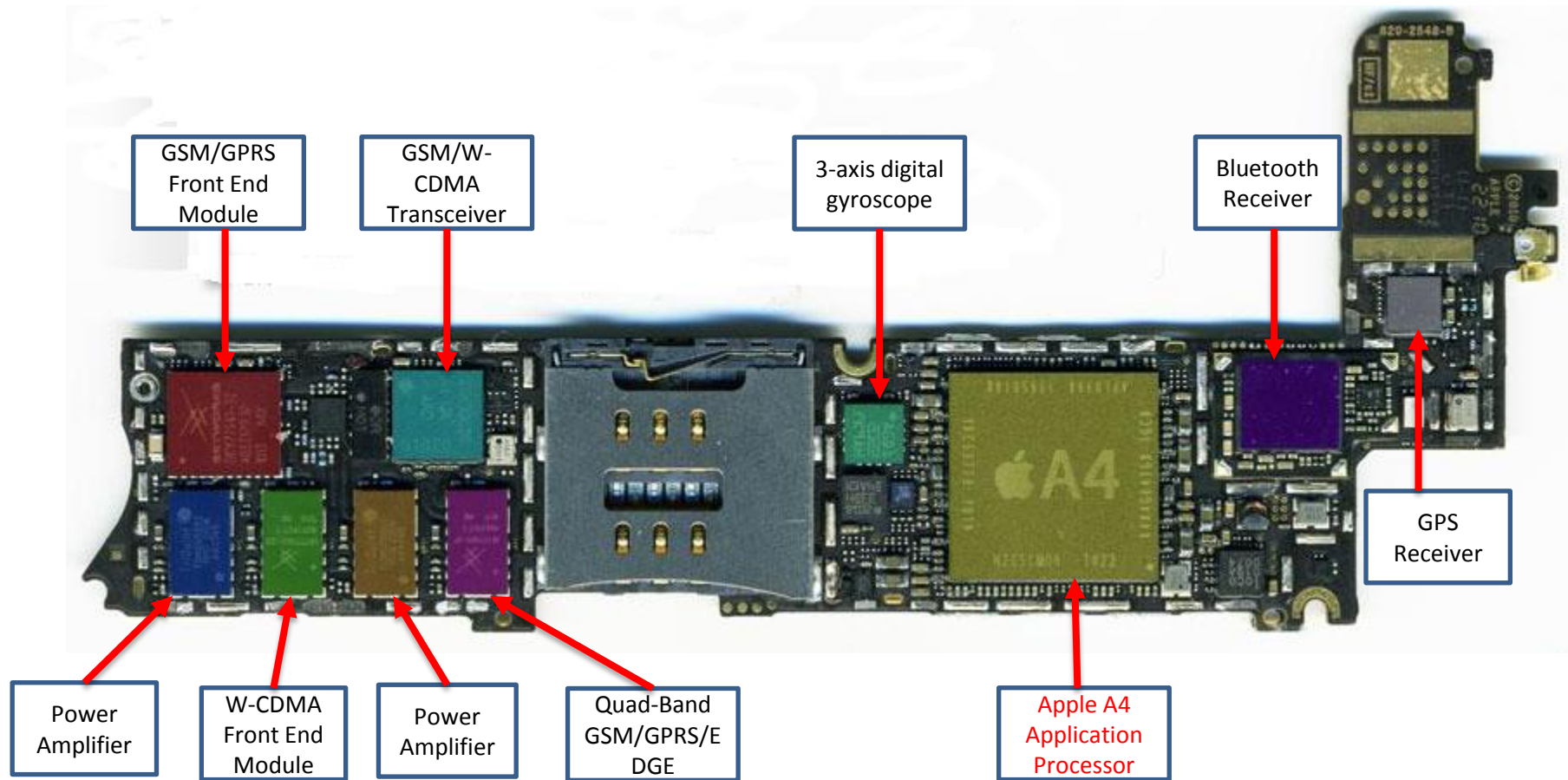


# An Example – iPhone 3G Main PCB Back



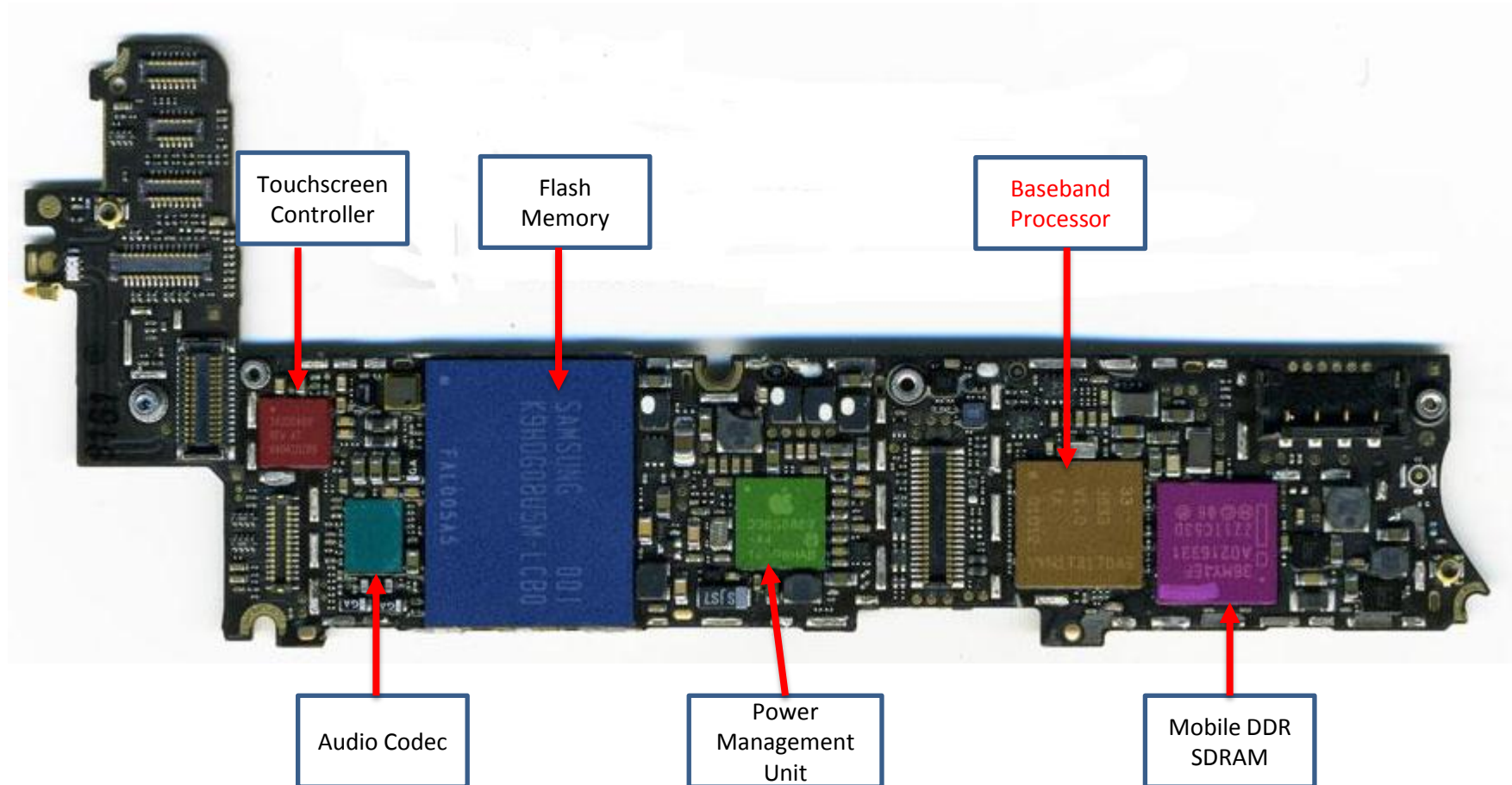


# Another Example – iPhone 4 Main PCB Front





# Another Example – iPhone 4 Main PCB Back



# Application Processor: Overview

- A **dedicated processor** which enables smartphone to run **mainstream OS** such as Android, iOS and Windows Mobile etc.
- **Optimized** to run a number of user applications
- Emphasize **multimedia processing** (audio/video/still image/2D/3D)
- **Do not handle “baseband”** (wireless communications)

# Application Processor: Components

- **Processor core** (e.g. ARM based processor)
  - which is specifically optimized for minimal power consumption
- **Multimedia engine**
  - which is hardware implementation of one or more multimedia standards (e.g. JPEG module, MPEG module, Audio module)
- **Device interfaces**
  - which are used to communicate with peripheral device (e.g. USB, camera, display)

Thanks