



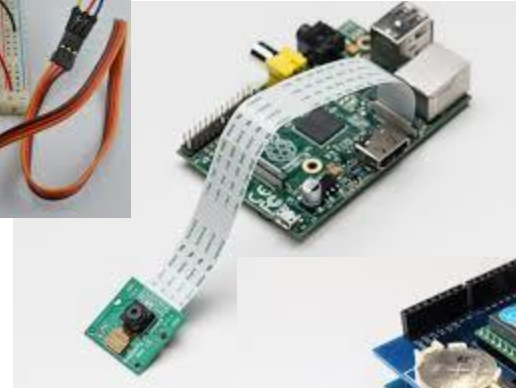
# Linux For Embedded Systems

## *For Arabs*

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Computer Eng. Dept.  
CMP445-Embedded Systems

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# Lecture 2:

## 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
- Graphics Processor (s)
  - Graphics and Video Processing
- Application Processor
  - Android / Windows / iOS

# Robotics



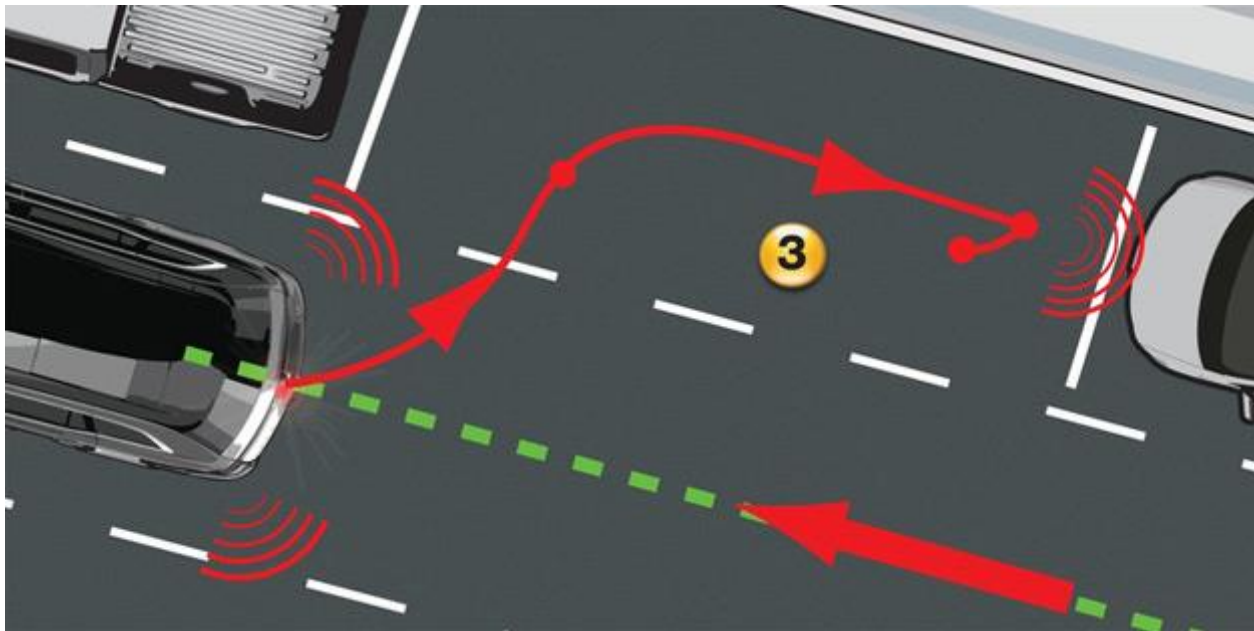




AUTOMOTIVE

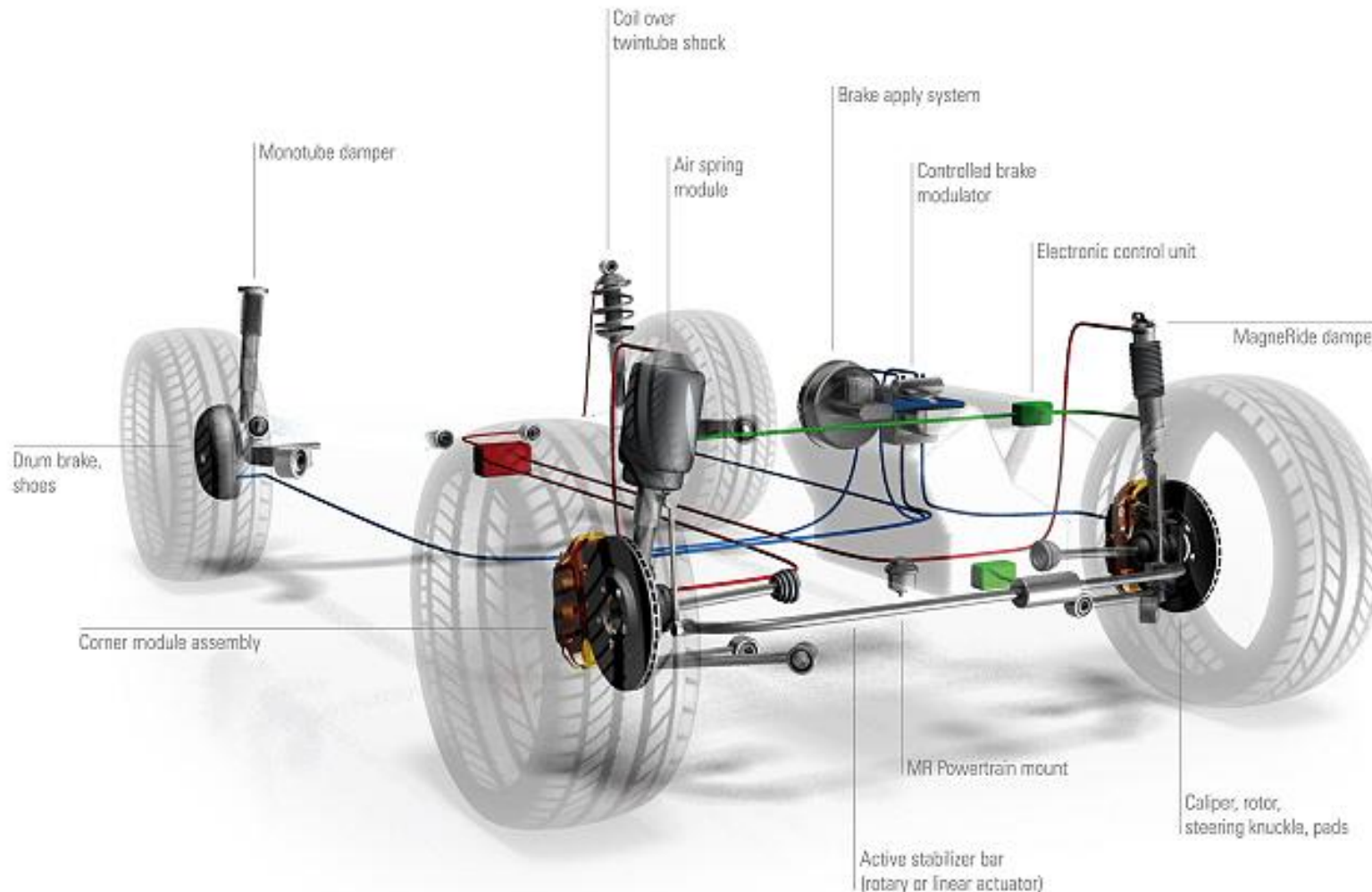
# Cars Are Getting Smarter...

- Electronics represents 40% of total cost of a car
- 90% of new car features require software

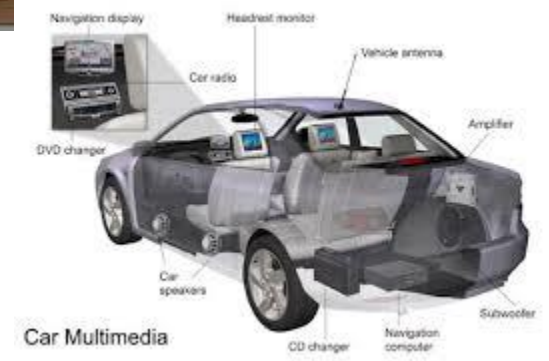
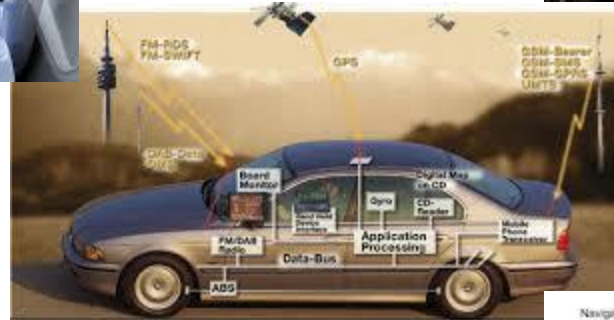




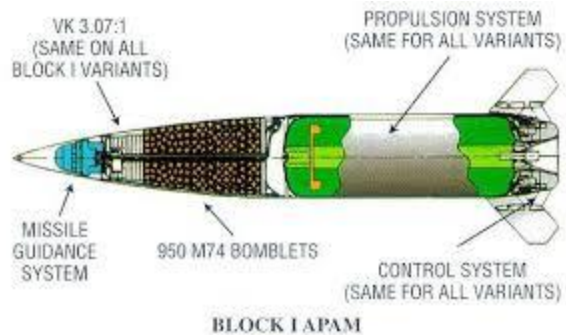
# Embedded Systems in the Powertrain



# Automotive



# Military



# Networking Devices





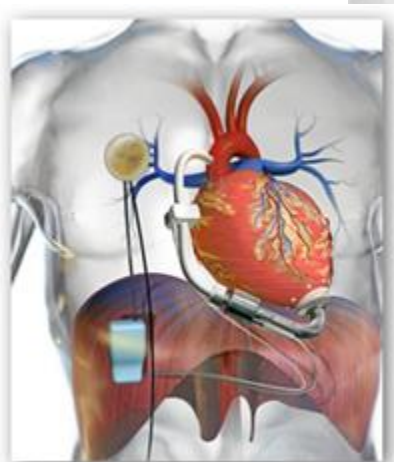
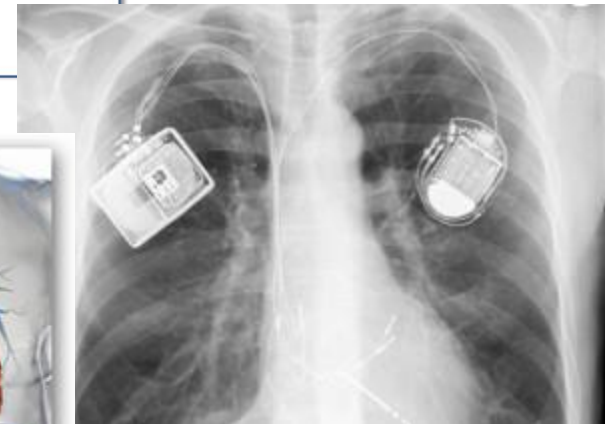
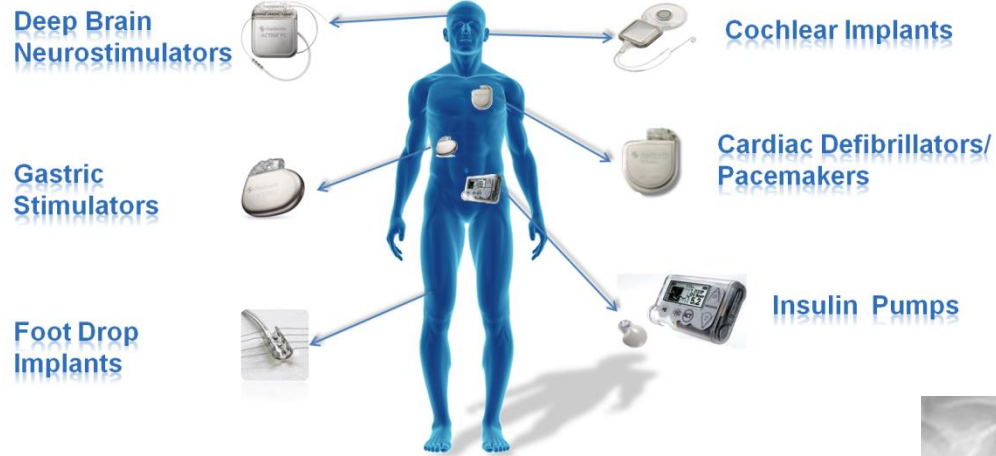
# Medical Devices





# Implantable Medical Devices

## WIRELESS IMPLANTABLE MEDICAL 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

Compile

Develop

Unit Test

Deploy

Debug

Improve

Run





# Cross-Platform Development



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

# Embedded Systems Classification



- There are two main families of embedded system platforms:
  - Microcontroller Family
  - Microprocessor Family

# Embedded Systems Classification

## Microcontrollers



- Examples: PIC (MicroChip), AVR (Atmel), ...
- Used for example in Arduino Boards
- Originally 8/16 bit but recently there are 32 bit chips
- Simple instruction set
- No or simple OS Support
- Limited performance (clock speed up to 10s MHz)
- Programming in assembly, or C
- Useful in small systems with lower Cost
- Typical usage:
  - Interfacing to sensors
  - Control of motors in simple robotics systems
  - Simple home automation
  - etc...

# Embedded Systems Classification

## Microprocessors



- Examples: ARM, Intel ATOM, MIPS
- Used for example in Raspberry Pi, BeagleBone Black, ...
- 32 bit (and sometimes 64 bits)
- Support Linux and other RTOSs
- Higher performance (clock speed in 100s MHz to few GHz)
- Programming in C/C++ (sometimes with little assembly), Java, Python, ...
- Strong library support (act as a small computer)
- Useful in more complicated systems but with higher cost
- Typical Usage:
  - All what the microcontroller can do
  - Sophisticated control systems
  - Audio Processing
  - Image Processing
  - Video Processing
  - Communication Systems
  - Advanced guidance and navigation systems



# In this course

- We will address microprocessor based systems
- We will be working with the Raspberry Pi board which uses an ARM
- Why,
  - Because we will be able to do everything the microcontroller can do
  - On top of that, we will be able to do more advanced projects
  - We will be able to build projects beyond reading sensors and simple control
  - We will be able to run with Linux, and make use of all of its available tools and libraries
  - We will be prepared to understand sophisticated products in the industry





# Linux4

## Embedded Systems

<http://Linux4EmbeddedSystems.com>