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Embedded Systems Fundamentals



Terminology





What is an Embedded System

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Define and differentiate from Embedded Systems:

- Information Systems
- Cyber-physical Systems
- IOT-Systems
- Software-intensive Systems
- Safety-critical Systems
- Distributed Systems
- Collaborative Systems

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Characteristics

Characteristics of Embedded Systems include:

- Real-time ability
- Safety
- Dependability
- Reactivity
- Efficiency
- New: Security



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Safety vs Security

In English often used synonymous but when used in German strictly distinguished! Also officially distinguished according to ISO/IEC/IEEE 24765:

Safety

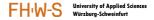
- expectation that a system does not, under defined conditions, lead to a state in which human life, health, property, or the environment is endangered

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Safety vs Security

Security (according to ISO/IEC/IEEE 24765)

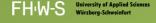
- protection against intentional subversion or forced failure
- defining, achieving, and maintaining confidentiality, integrity, availability, non-repudiation, accountability, authenticity, and reliability of a system
- degree to which a product or system protects information and data so that persons or other products or systems have the degree of data access appropriate to their types and levels of authorization
- protection of computer hardware or software from accidental or malicious access, use, modification, destruction, or disclosure
- protection of information and data so that unauthorized persons or systems cannot read or modify them and authorized persons or systems are not denied access to them
- protection against intentional subversion or forced failure, containing a composite of four attributes: confidentiality, integrity, availability and accountability, plus aspects of a fifth, usability, all of which have the related issue of their assurance



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How do Safety and Security influence each other?



Dependability

Typically consists (at least) of:

- Availability
 - degree to which a system or component is operational and accessible when required for use
- Reliability
 - ability of a system or component to perform its required functions under stated conditions for a specified period of time
- Maintainability
 - ease with which a software system or component can be modified to change or add capabilities, correct faults or defects, improve performance or other attributes, or adapt to a changed environment
 - ease with which a hardware system or component can be retained in, or restored to, a state in which it can perform its required functions
 - ··· [ISO/IEC/IEEE 24765]

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Real-Time

- 1. problem, system, or application that is concurrent and has timing constraints whereby incoming events must be processed within a given timeframe
- 2. pertaining to a system or mode of operation in which computation is performed during the actual time that an external process occurs, in order that the computation results can be used to control, monitor, or respond in a timely manner to the external process

[ISO/IEC/IEEE 24765]

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Reactivity and Efficiency

Reactivity

- Stimulus and Response
- Input-driven systems

Efficiency

- degree to which a system or component performs its designated functions with minimum consumption of resources [ISO/IEC/IEEE 24765]
- Hardware is expensive
- Control units are expensive
- Communication is expensive



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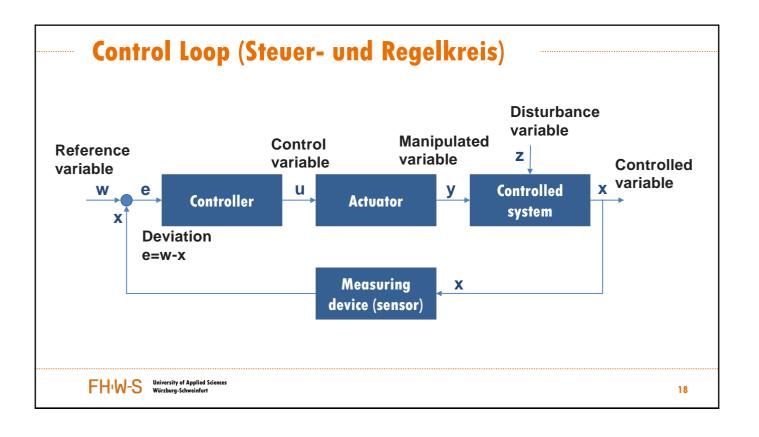


Where can these characteristics be found in:

- Aircrafts?
- Cars?
- Smart Factories?
- Autonomous Driving?



Function of Embedded Systems FH-W-S Witness Value of Applied Sciences Value of Applied Sciences



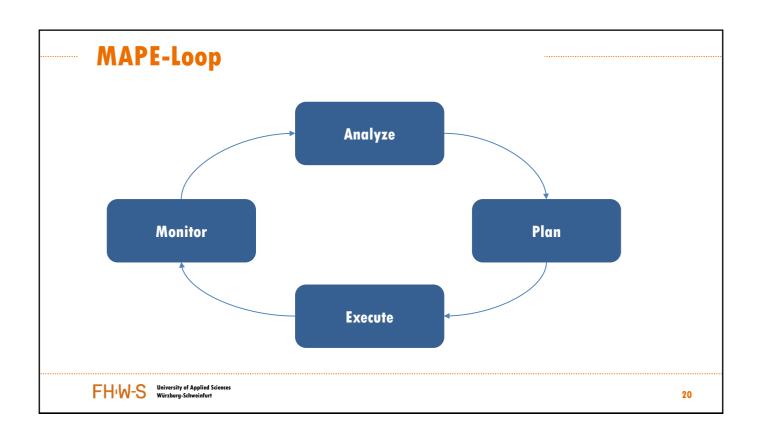


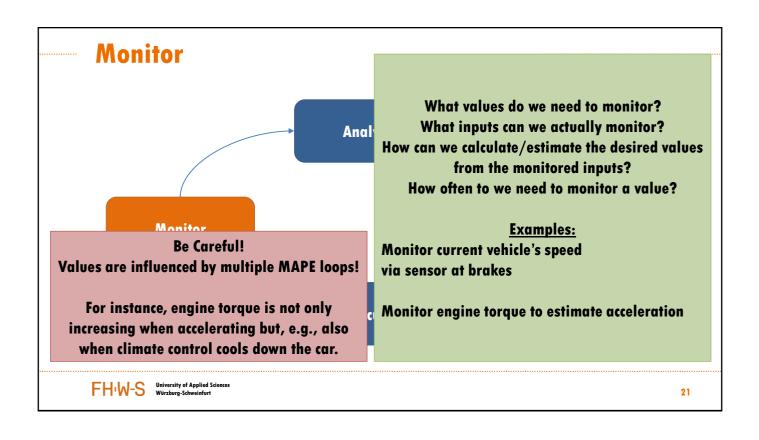
For each system, identify variables to be controlled:

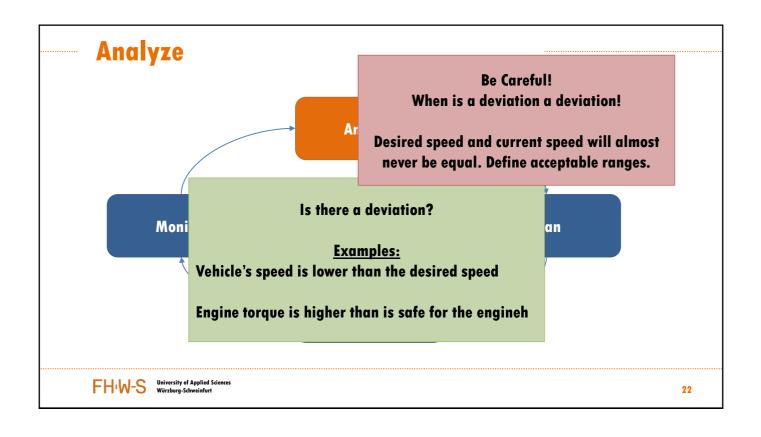
- Aircraft
- Car
- Smart Factory
- Autonomous Driving

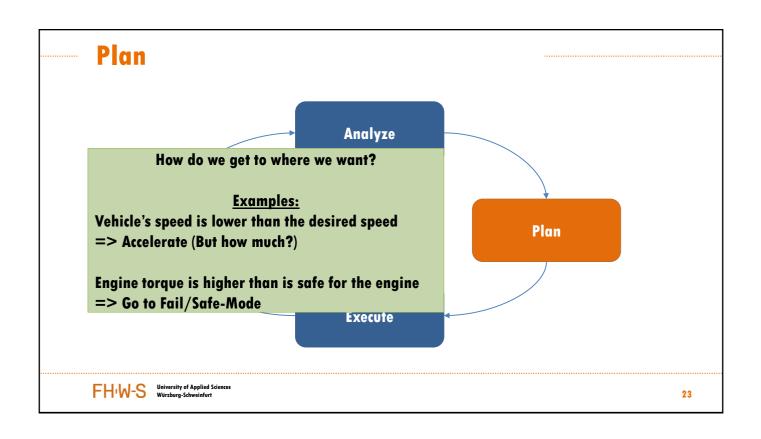
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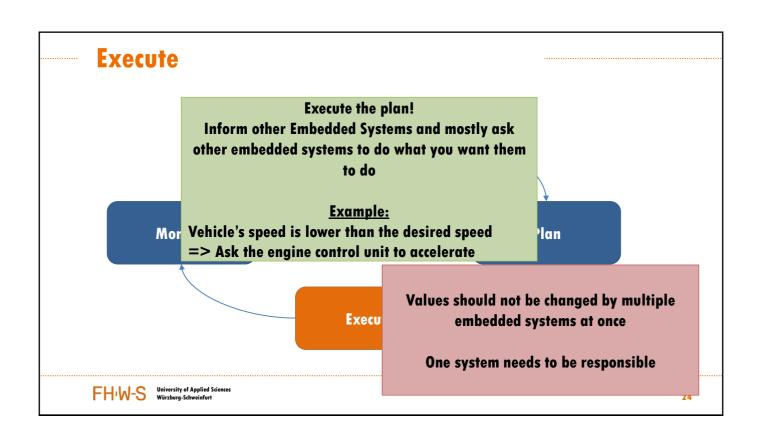
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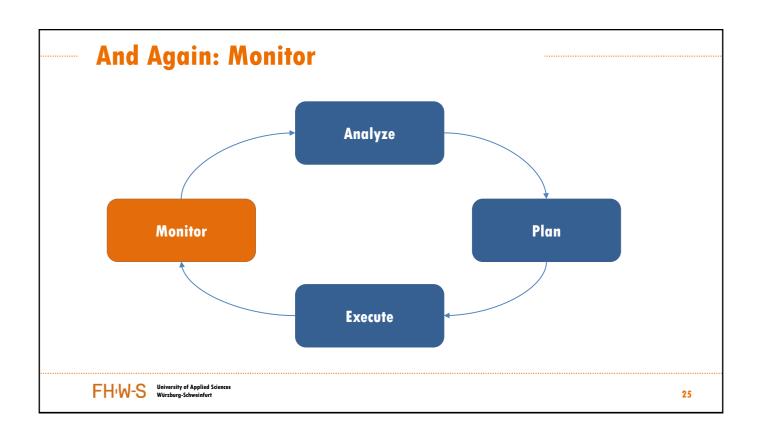


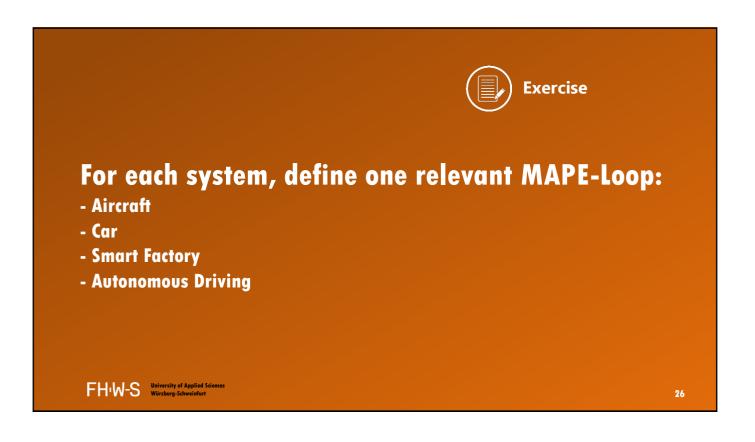












HW/SW Co-design

Engineers like top-down approaches.

However, this does not work with software.

The development of Software and Hardware components of Embedded Systems needs to be intertwined.

There is a multitude of solutions. We can have hardware solutions, software solutions, or mixtures. Thus, the hardware defines what software we need and the software defines what hardware we need.



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Continuous vs Discrete Values

Hardware is continuous

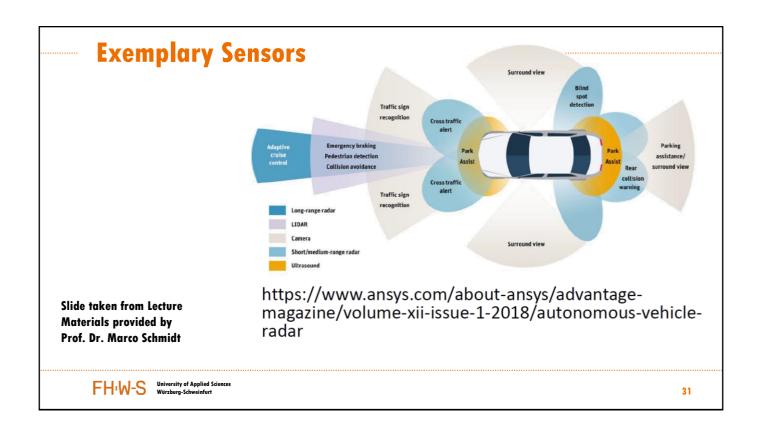
Software is discrete

What does this mean?

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What actuators do we know?

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For the MAPE-Loops identified before, define the necessary Sensors and Actuators

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Literature

[ISO/IEC/IEEE 24765]

Systems and software engineering — Vocabulary. International Standard, ISO/IEC/IEEE, 2017.



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Questions for Self-Assessment

What is an embedded system?

How do embedded systems differ from other systems?

What are the main characteristics of embedded systems?

Where is the difference between safety and security?

What is the difference between a control loop and a MAPE loop?

What problems can arise when defining a MAPE loop?

Why is the development of hardware and software intertwined?

