Embedded Systems (12)

- Will start at 15:10
- PDF of this slide is available via ScombZ

Hiroki Sato <i048219@shibaura-it.ac.jp>

15:10-16:50 on Wednesday

Targets At a Glance

What you will learn today

- Advanced topics: operating system and systems with multiple processors.
- Preparation for the end-term project

Today's Project

Try a real Arduino Uno development board.

End Term Project

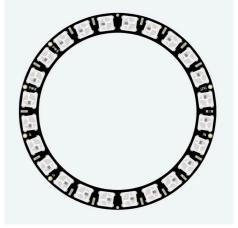
Design an embedded system

 Your design on TinkerCAD and your report will be evaluated.

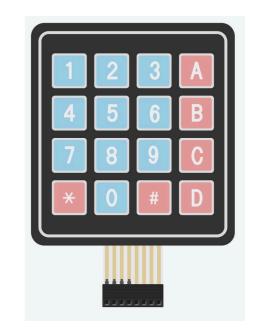
3 mandatory requirements:

- input-process-output model,
- communication between two or more boards,
- and model-based development methodology (state machine model)
- The report must include how you designed it. (e.g. state transition diagrams should be shown)





LED array



Key pad

End Term Project

Schedule

Dec 13	Dec 20	Jan 10	Jan 17	Jan 20
Day 1	Day 2	Day 3	Day 4	Submission due
	Start to plan			

- You must write and submit a report (in PDF) and the design on TinkerCAD by 23:59 on January 20th (JST).
- You will receive a real development board today. If your design works on it, it will gives extra score.

Evaluation

80% for the end-term project and 20% for the exercises.

Questions

Ask the teaching assistant during class hours or email the instructor.

When Turning on the System

 The processor will read the specific memory address and run the data as the very first instruction.

You can put your program there directly

 You can put multiple programs into the memory 0x0100 Software A 0x0200 Software B 0x0250 Software C 0x0300 Software D

Memory

The initial value is 0x0100 (processor-specific)

Program Counter

Execution Context Management

 You can have two or more programs at the same time, but you can run only one of them.

 Software A is responsible for switching the context to other software.

 The problem is you need to write a program to do it.

Duplicated efforts

The initial value is 0x0100 (processor-specific)

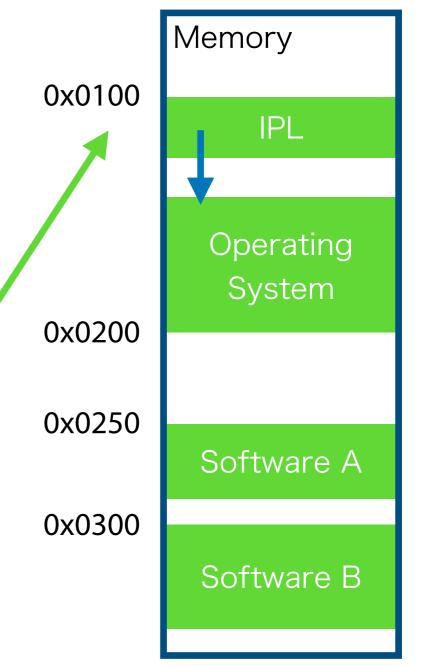
Program Counter

Memory 0x0100 Software A 0x0200 Software B 0x0250 Software C 0x0300 Software D

On Your Laptop/Smartphone

 Software A is IPL (initial program loader) to read storage device such as Memory SSD and HDD. 0x0100 IPL will run the next program. It is usually another software called Software A "operating system". Drive 0x0200 Software B 0x0250 Software C 0x0300 The initial value is 0x0100 Software D Program Counter (processor-specific)

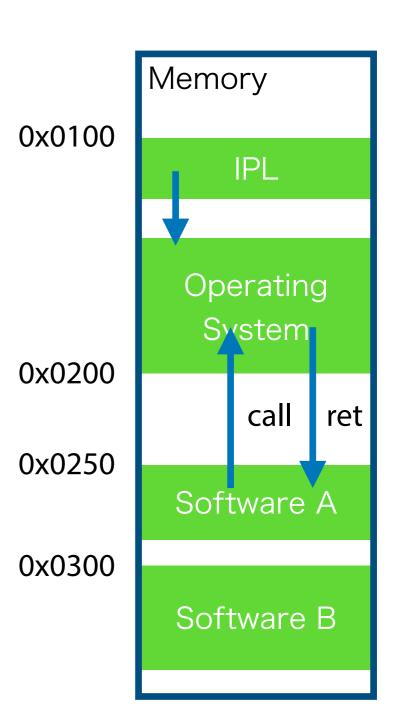
- Software to manage other software
 - It provides a way to run Software A showing icons you can click on the screen, for example.
- A and B are no longer need to take care of the execution context management.



The initial value is 0x0100 (processor-specific)

Program Counter

- Another aspect of OS: collection of routines that software can use like a library.
- Software A and B do not need to have them as library inside themselves.
 - Duplication of digitalWrite() function in A and B can be eliminated.



Kernel

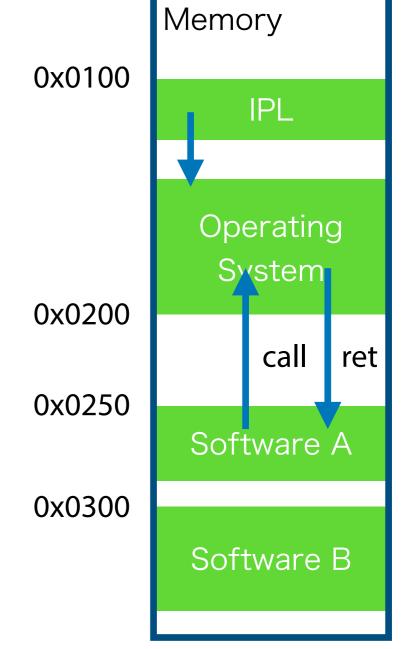
Process A

Process B

 Another aspect of OS: collection of routines that software can use like a library.

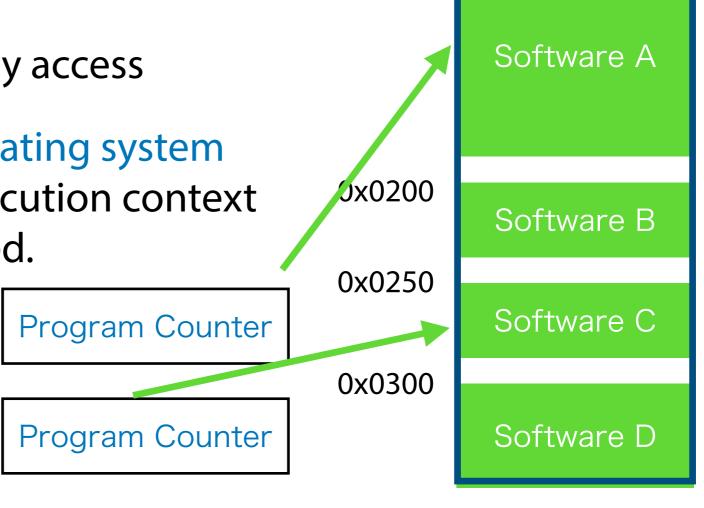
 Software A and B do not need to have them as library inside themselves.

Kernel-Process model



Multiprocessor

- A system with multiple processors (i.e. multiple program counters).
- Symmetric v.s. asymmetric multiprocessing (SMP/AMP)
 - Difference in memory access
- Usually require an operating system because a complex execution context management is required.

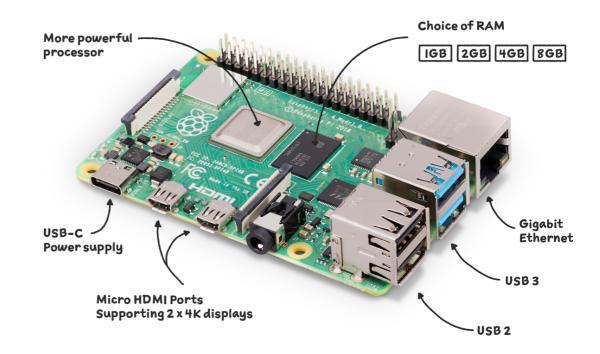


0x0100

Memory

Multiprocessor

- Few embedded systems use multiprocessing because:
 - Single processor is sufficient for the purpose. Difficult to get a good reliability and realtime-ness in a multiprocessor system.
 - Two or more processors can be used separately. Remember exercise of communication using two boards. It might be a simpler and controllable system.
 - Extra complexities are required: you need an operating system or need to write an equivalent.
- What is the advantages?
 - Better performance!



Raspberry Pi 4 (Cortex-A72, quad core)

- Quad Core Cortex-A72 ARMv8 64-bit processor,
 1.8GHz
- 8GB SDRAM, SDcard
- USB, GbE, Wifi, HDMI
- GPIO 40pin

Two Different Directions

Your Laptop

Raspberry Pi 4
(Cortex-A72, quad core)

Performance

Embedded system as a reliable component

E.g., automobile, factory automation

Simplicity

Embedded system based on "system on a single chip" as a complete small-footprint computer

E.g., Al-powered face recognition system, full Internet access, etc.

ESP32

(Xtensa LX6, single or dual core)

Arduino Uno (ATmega328P, single core)



FreeRTOS is one of the most popular OSes in embedded systems. Freely available. Amazon owns it now.



Linux is a POSIX-compliant OS for PC (general-purpose computer). It can be used on powerful systems like RPi. Feature-rich and good at Internet access. Freely available.



FreeBSD is another POSIX-compliant OS originally developed for large-scale computers and ported to GP computers. One of the foundations of Apple macOS/iOS and the professor has been working on this: https://freebsdfoundation.org/about-us/board-of-directors/

Try Real Hardware

Preparation

- Break up into groups of 2.
 - Not for a group work but due to limitation of the number of development boards.
- Go to the teaching assistant and receive a component box, a keypad, and additional development board today.
 - Return them on January 17th in this room.

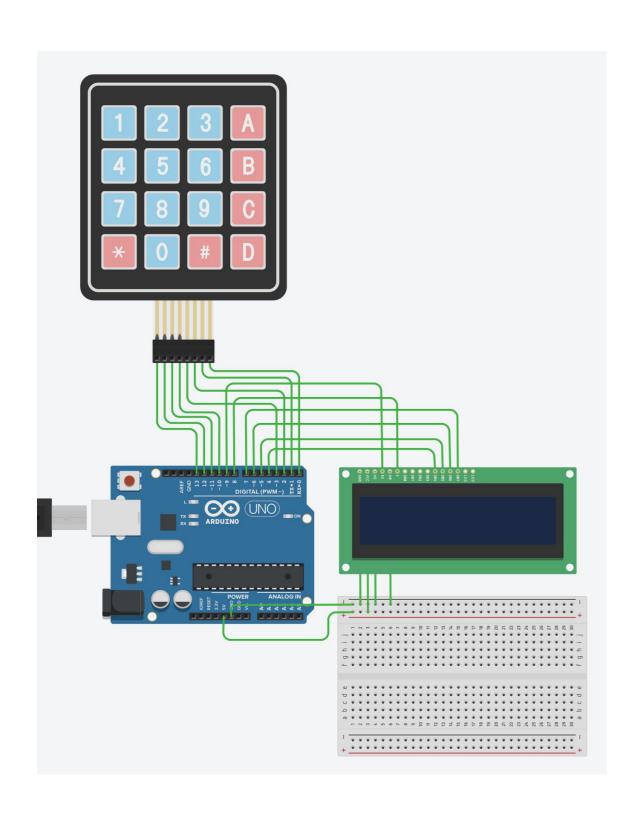
Preparation

- Connect the board to your laptop. If you have a question about this preparation work, contact the teaching assistant.
- Install Arduino IDE
 - https://www.arduino.cc/en/software
 - Windows / Linux / macOS
- Read the tutorial. The user interface is similar to TinkerCAD.
 - https://docs.arduino.cc/software/ide-v2/tutorials/gettingstarted-ide-v2
- Try a LED blinker (the board has LED at GPIO pin13).

Preparation

- Discuss how to use the components with your partner
 - Send an email if you have a question
- Try more complex programs using extra components and/ or exercises in the last week

Time for Your Project



- Try to implement a system that shows pressed keys as characters on LCD, a) with a state machine and then b) without a state machine.
- Note that a) is already shown in the previous pages. Try to understand it.

Time for Your Project

- If you finish a) and b), try implementing a
 c)keypad+LCD+blinker that has a blinking "*" on the first
 line in addition to the original keypad+LCD function. The
 blinker can be added using the timer interrupts.
- if you finish keypad+LCD+blinker, try to implement a d)calculator based on it:
 - 'B' for addition, 'C' for subtraction, 'D' to get the result,
 'A' to start over.
 - Design the state transition diagram first, and then implement it.
- Try a vending machine using multiple state machines.