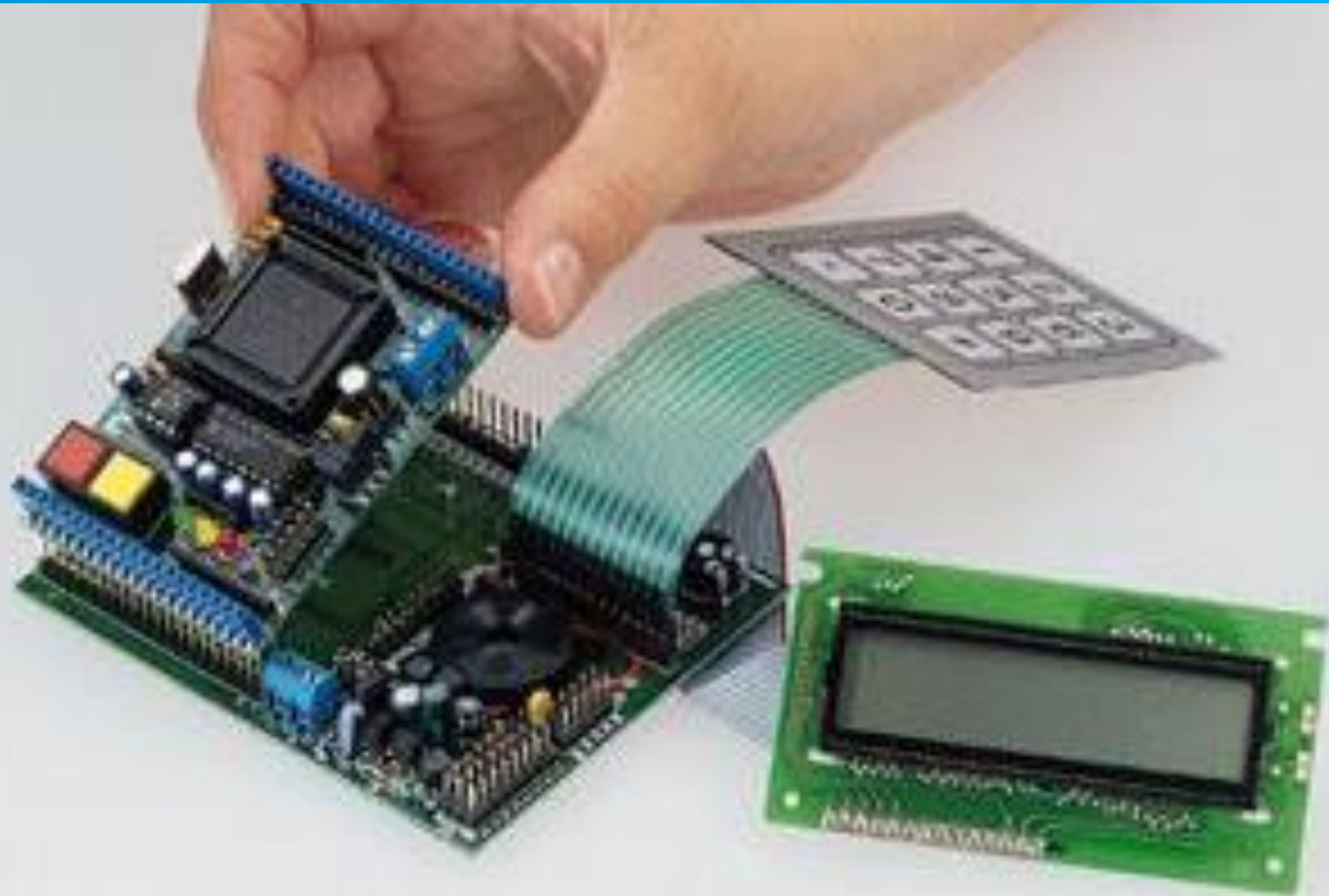




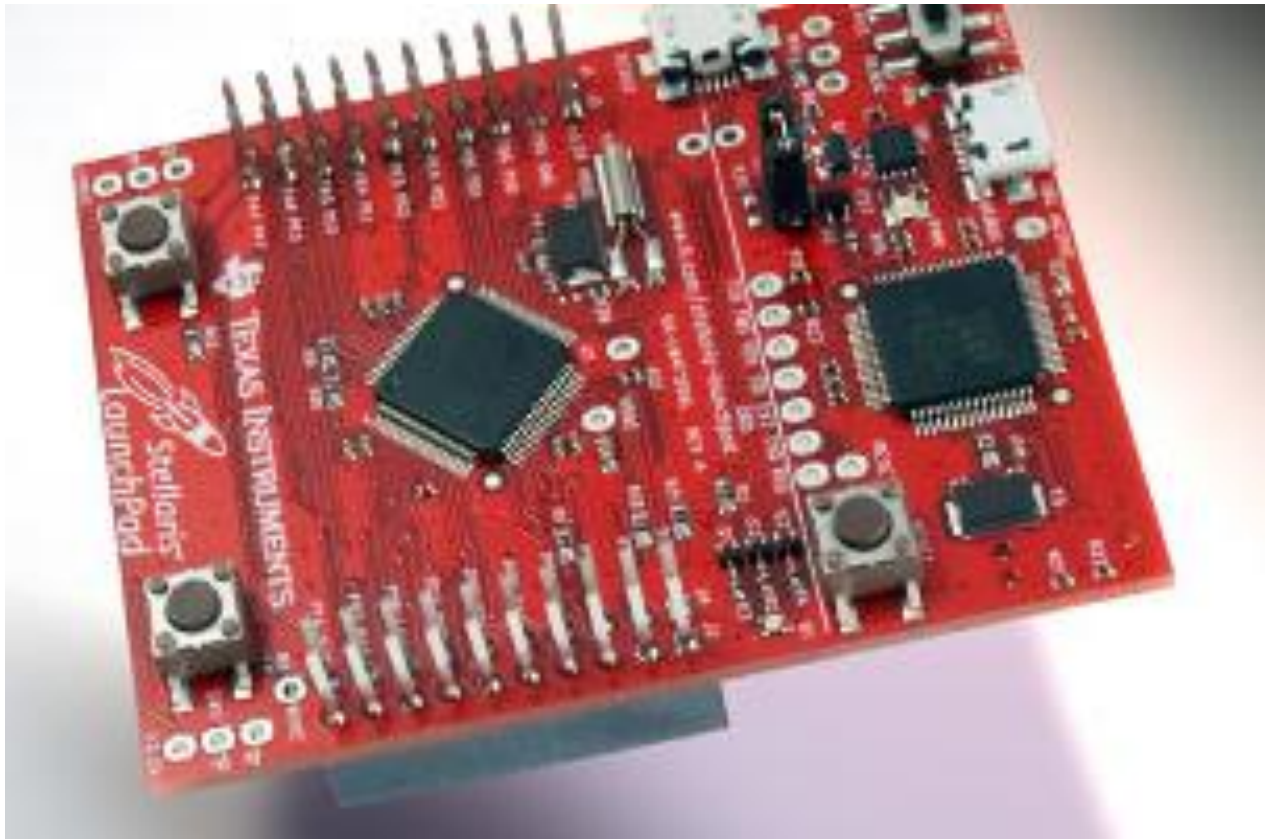
Tópicos em Sistemas Embarcados

Eletrônica para Computação
Prof. José Paulo G. de Oliveira

Sistemas Embarcados



Tiva C Launchpad

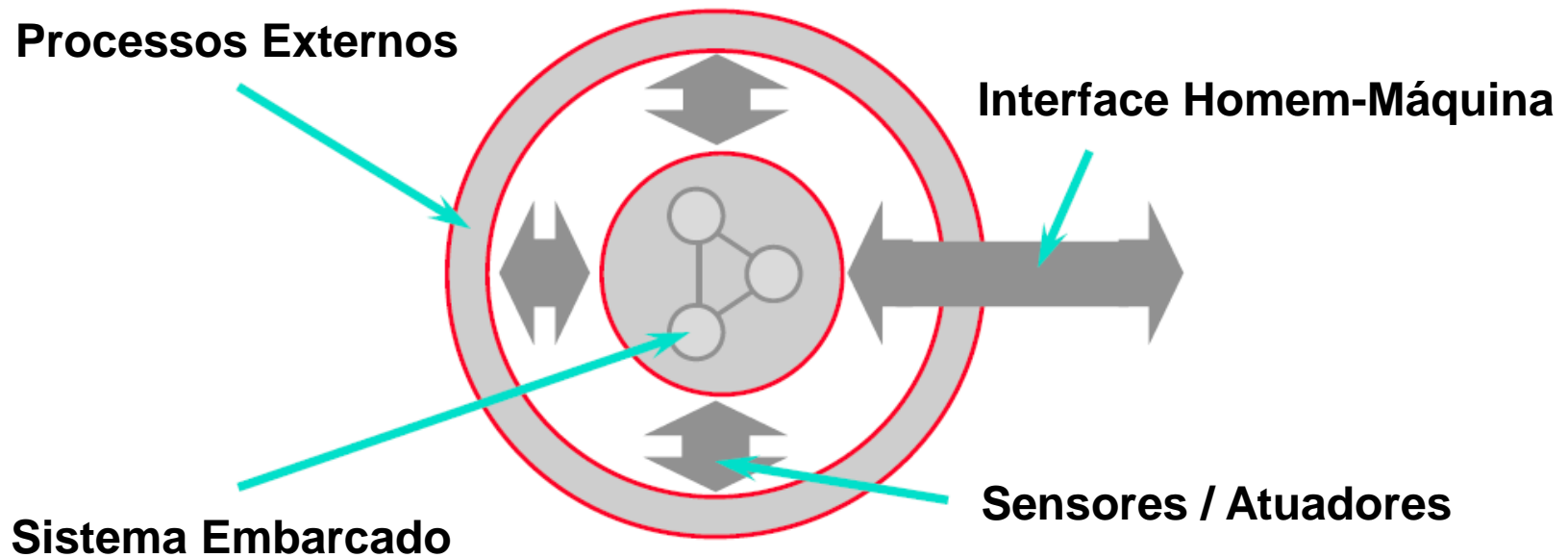


Kit de desenvolvimento com microcontrolador

Definições

- *Embedded*
- Sistemas computacionais embutidos em um produto maior
- Hardware com “pouca” capacidade de processamento
 - Celulares, calculadores, tocadores de mp3
- Função específica*
- Sistemas reativos
- Sistemas de Tempo Real

Sistemas Reativos



Comparação

Sistemas Embarcados

- Poucas aplicações
- Não programável pelo usuário final
- Requisitos de execução fixos
- Critérios:
 - Custo
 - Consumo de energia
 - Previsibilidade(tempo de execução)

Sistema de Propósito Geral

- Ampla classe de aplicações
- Programável pelo usuário final
- Mais rápido é melhor
- Critérios :
 - Custo
 - Consumo de energia
 - Velocidade média de execução



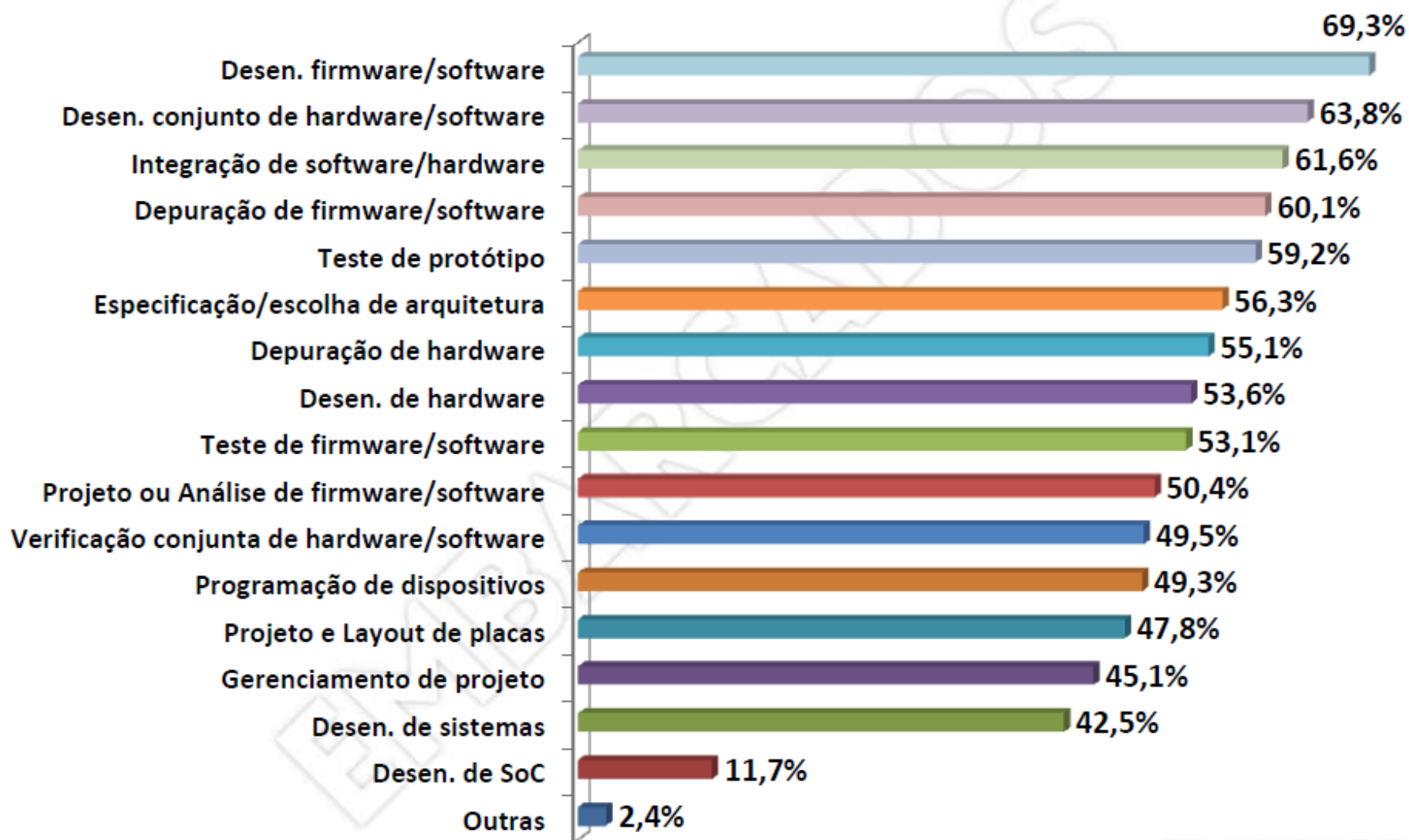
Tempo Real



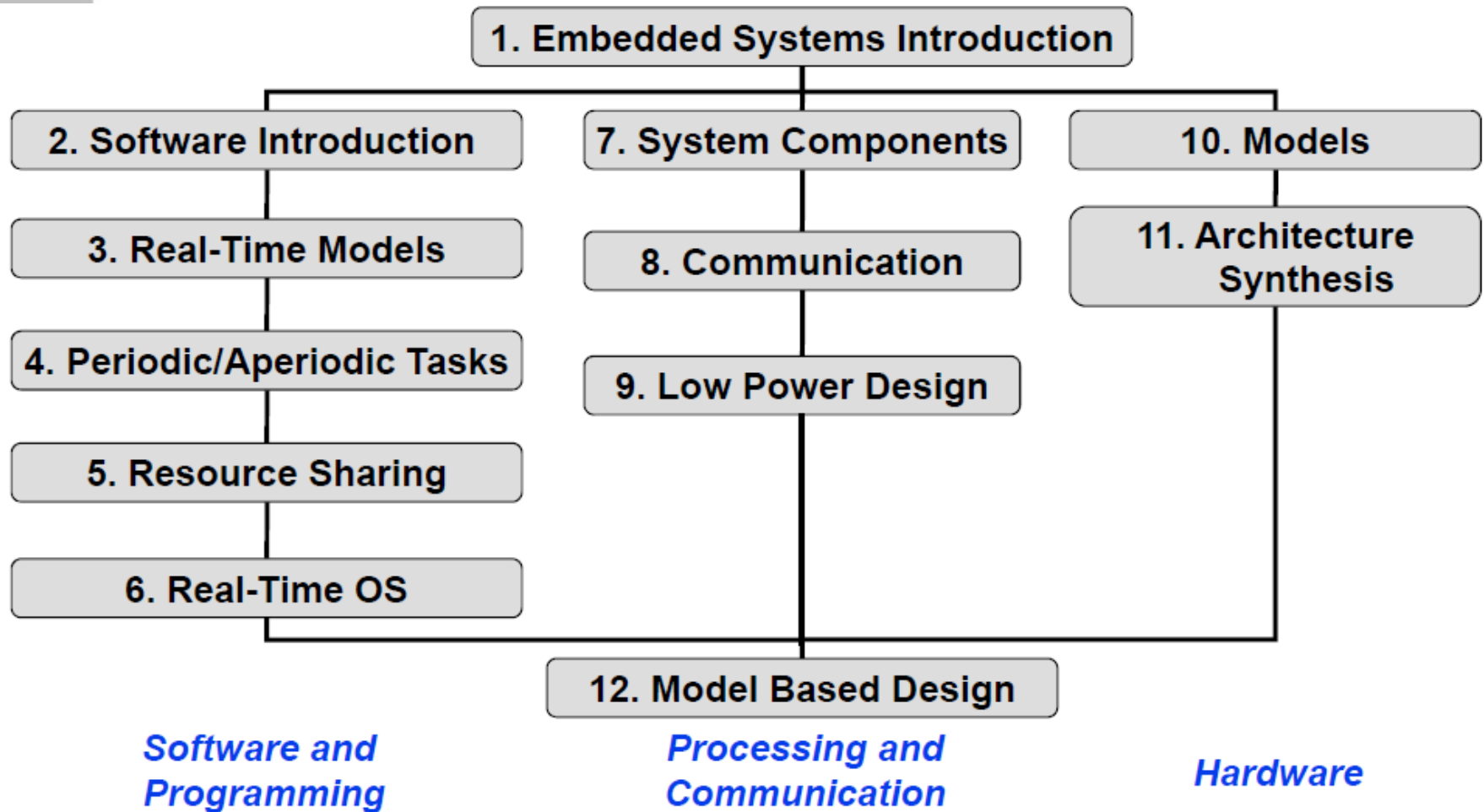
Tempo real

- Comportamento temporal previsível
 - Tempo de resposta conhecido no melhor caso e pior caso de operação
- *Soft real-time systems*
 - perda de prazo implica degradação do serviço prestado (gravação de CD)
- *Hard real-time systems*
 - perda de prazo pode causar grandes prejuízos econômicos ou ambientais (usina nuclear, caldeiras industriais)

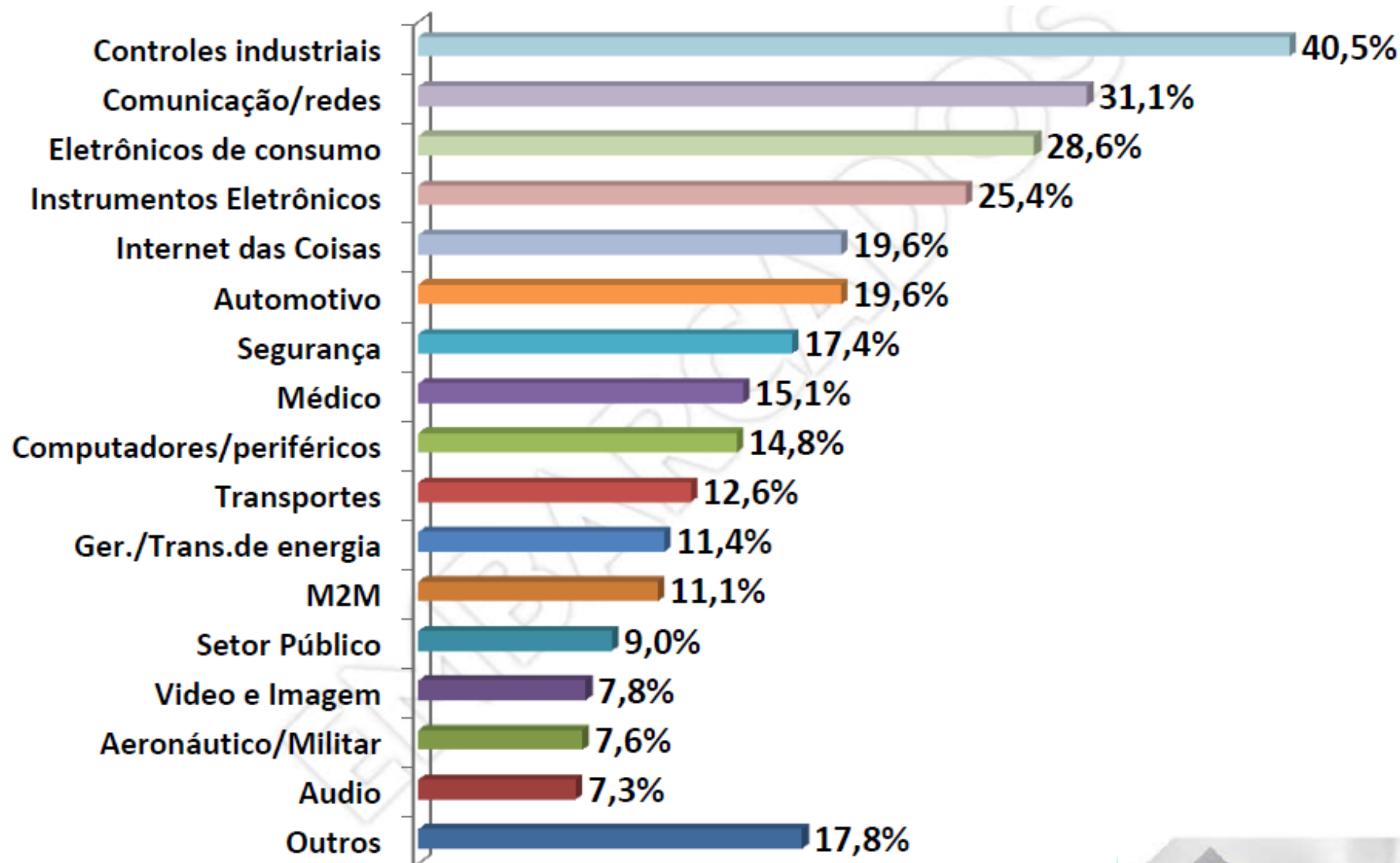
Atividades de Desenvolvimento



Temas Relacionados



Tipos de Aplicações

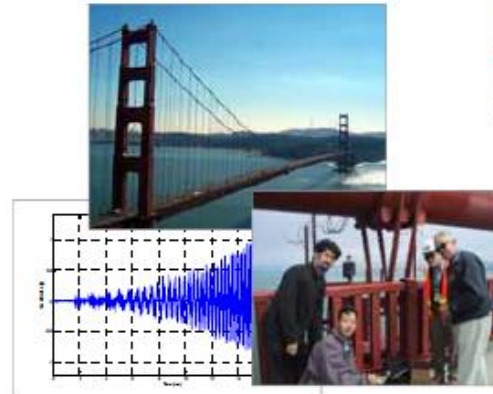


Tipos de Aplicações

Logistics



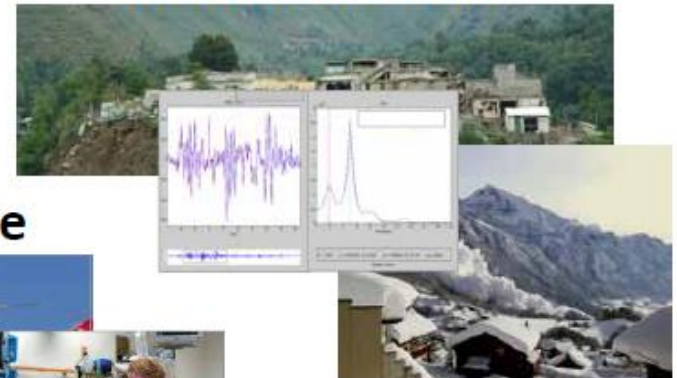
Maintenance



Factory Automation



Natural Hazards



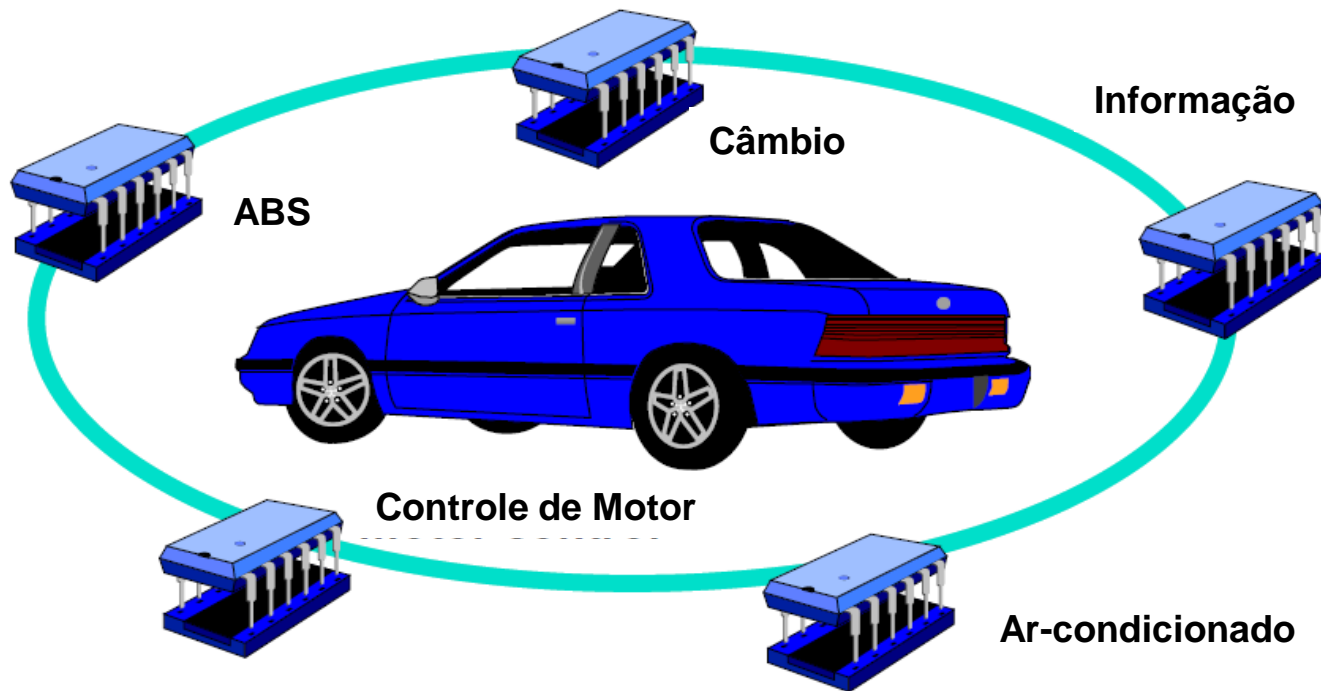
Building Automation



Health Care



Exemplo – Sistema Automobilístico



Exemplo – IoT



“A Internet das Coisas será Omnipresente!”

Características

- **Seguros**

- **Confiabilidade**

- *Probabilidade do Sistema funcionar corretamente, desde que seja garantido seu funcionamento em $t=0$*

- **Disponibilidade**

- *Probabilidade do Sistema atender às requisições a todo instante*

- **Segurança**

- *Não causa dano (Safety) OU Assegura que a comunicação seja realizada de forma autêntica e confidencial (Security)*

Características

- Devem ser **eficientes**:
 - *Energia*
 - *Tamanho de código*
 - *Desempenho*
 - *Peso*
 - *Custo*
- **Dedicado** a alguma **aplicação**
- **Interface** de usuário **Dedicada**.

Características

- ***Tempo real:***
 - *Soft*
 - *Hard*
- ***Reativo***
 - *Sensores*
 - *Atuadores*
- ***Sistemas Híbridos***
 - *Analógicos*
 - *Digitais*

Tendências

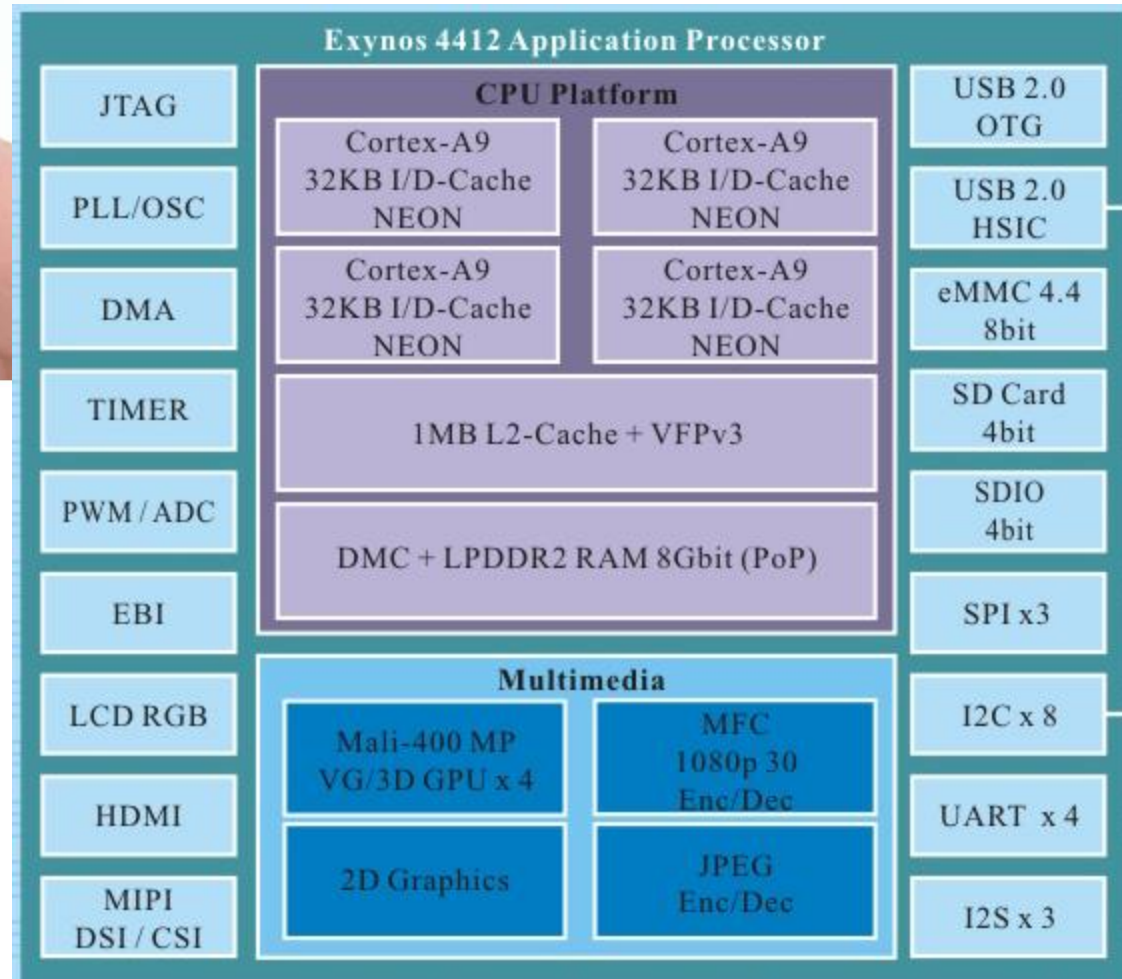
- **Tamanho de código aumentando**
 - Código médio: 16-64KB em 1992, 64K-512KB em 1996, ??? MB em 2016.
 - Migração do assembly para Alto nível (C, C++, Java!!)
- **Reuso de HW e SW**
 - processadores (micro-controladores, DSPs)
 - componentes de SW (drivers)
- **Complexidade e Integração crescentes**
 - RF, DSP, interfaces de rede
 - Processadores de 32 bits, Processadores de E/S

Multiprocessor systems-on-a-chip (MPSoCs)

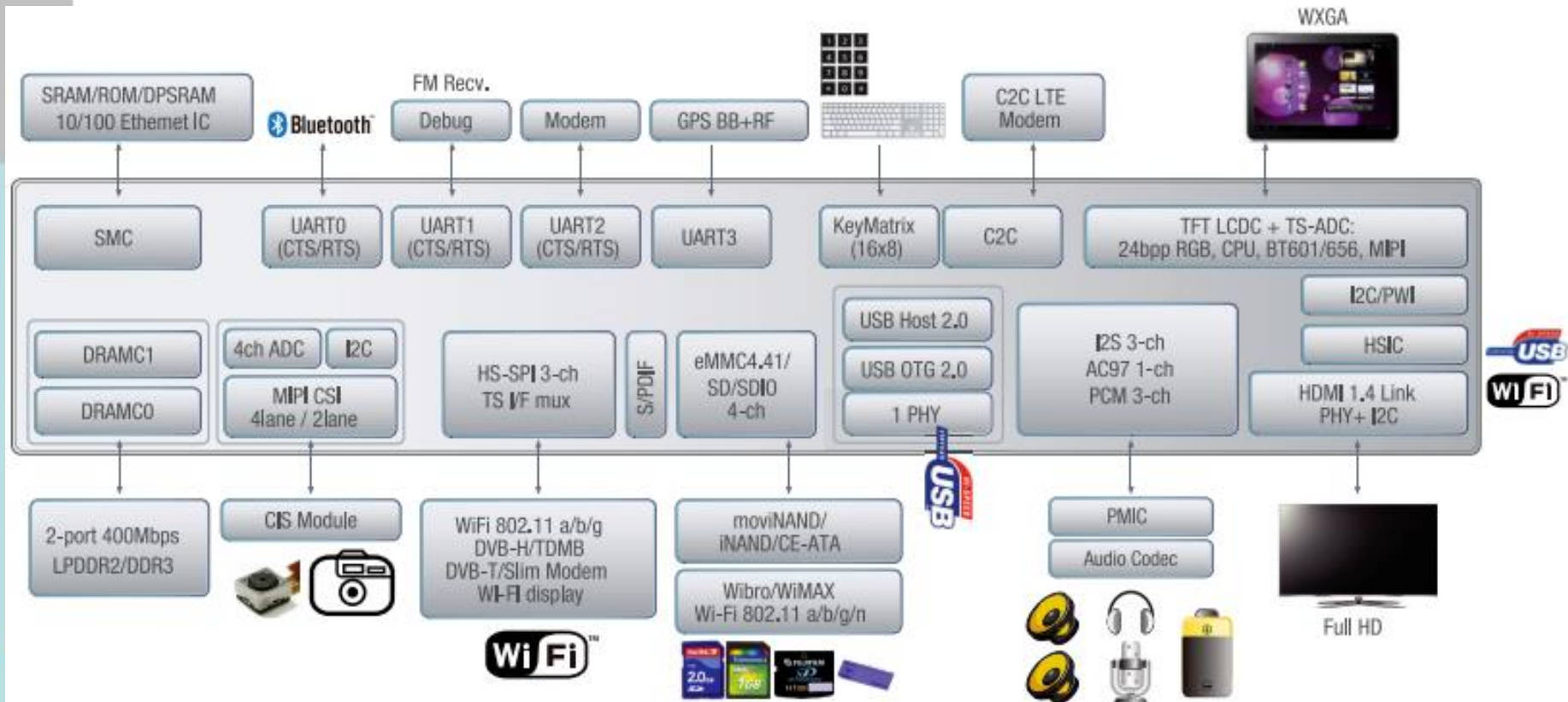


Exynos 4412 MPSOC

- Núcleo ARM Cortex-A9
- 32 nm
- 4 núcleos



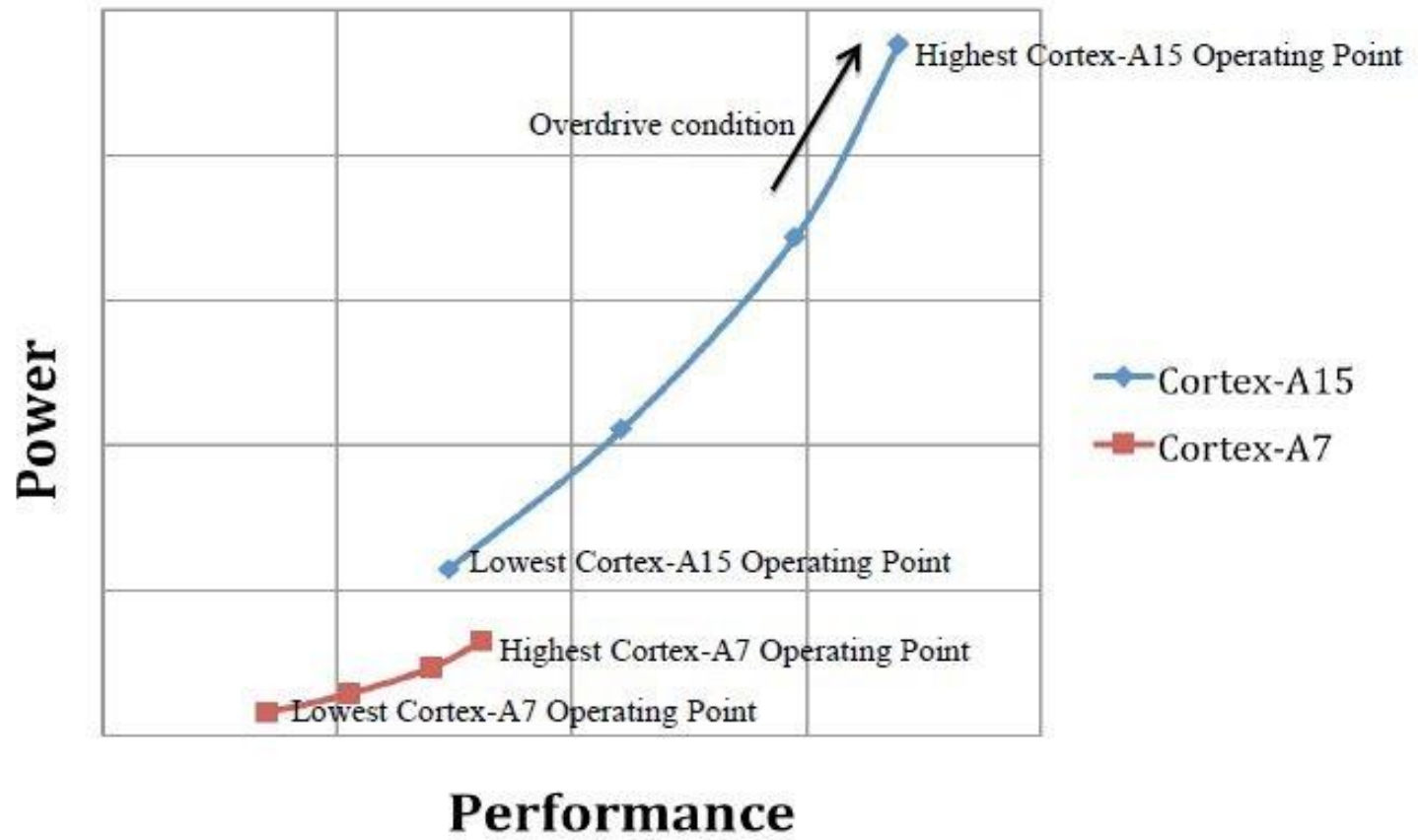
Multiprocessor systems-on-a-chip (MPSoCs)



Métricas

- Gerais:
 - *desempenho*: MIPS, leituras/seg, etc.
 - *energia*: Watts
 - *custo*: \$
 - Custo de projeto, produção
 - *tamanho*: bytes, # componentes, espaço físico
 - Flexibilidade, *Time-to-prototype*, *time-to-market*
 - Manutenção, exatidão, segurança
- MIPS, Watts e Custo estão relacionados
 - Dependente da tecnologia
 - Mais MIPS com menos Watts
 - Busque as fontes de maior consumo no seu projeto
 - Use gerenciamento de energia e nível de tensão escalável

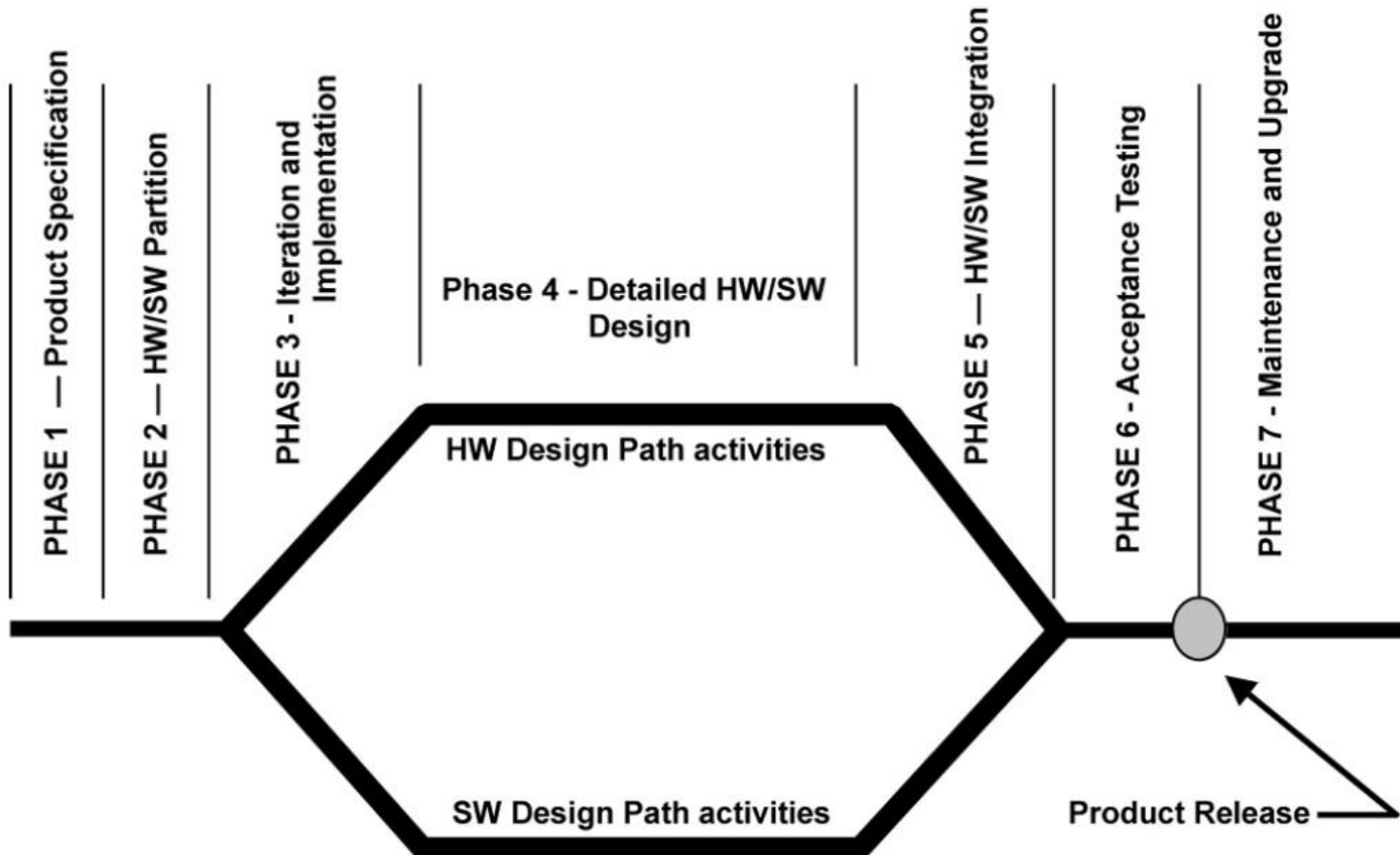
MIPS vs. Watts





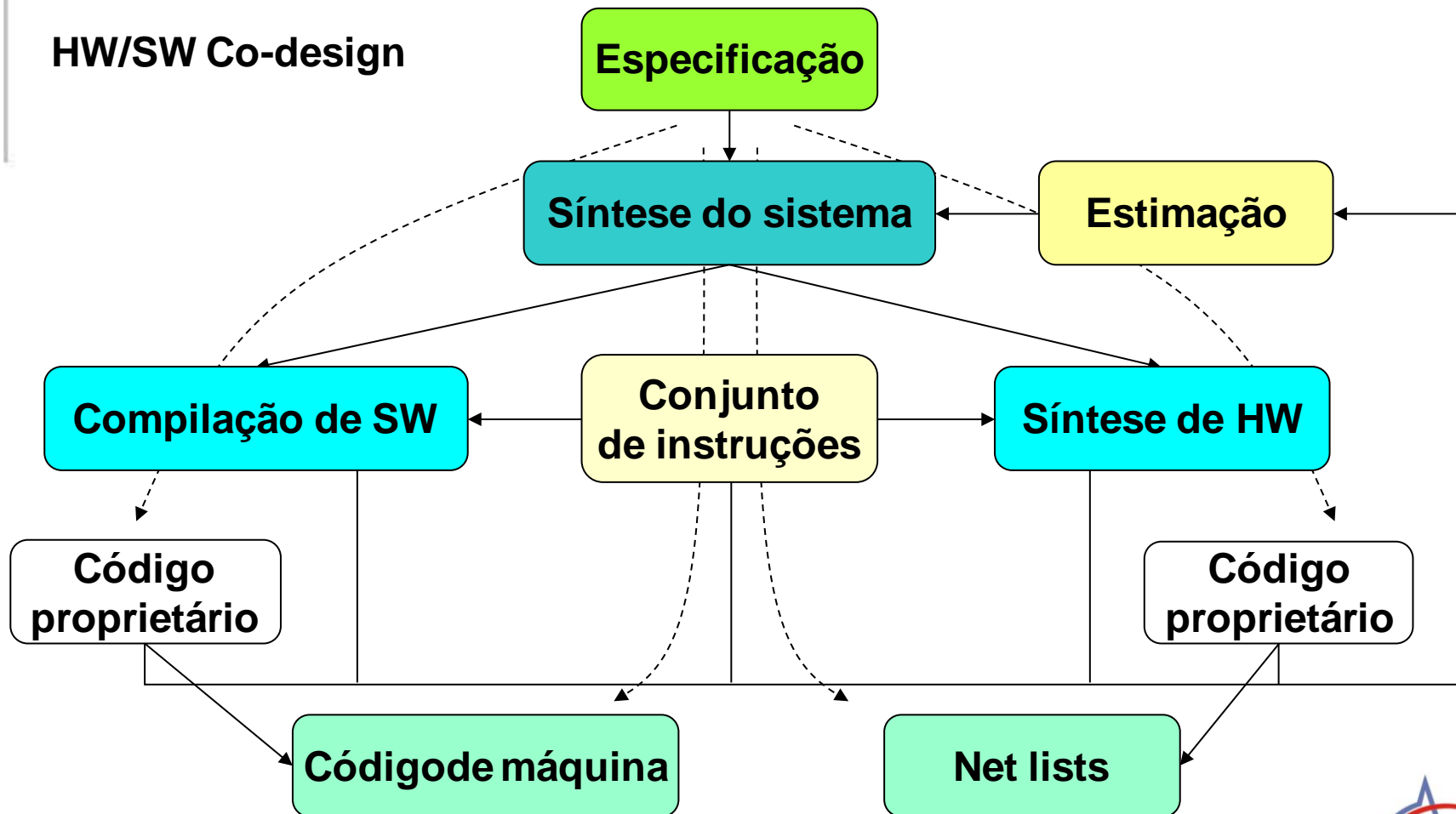
Projeto de Sistemas Embarcados - HW

Ciclo de Projeto



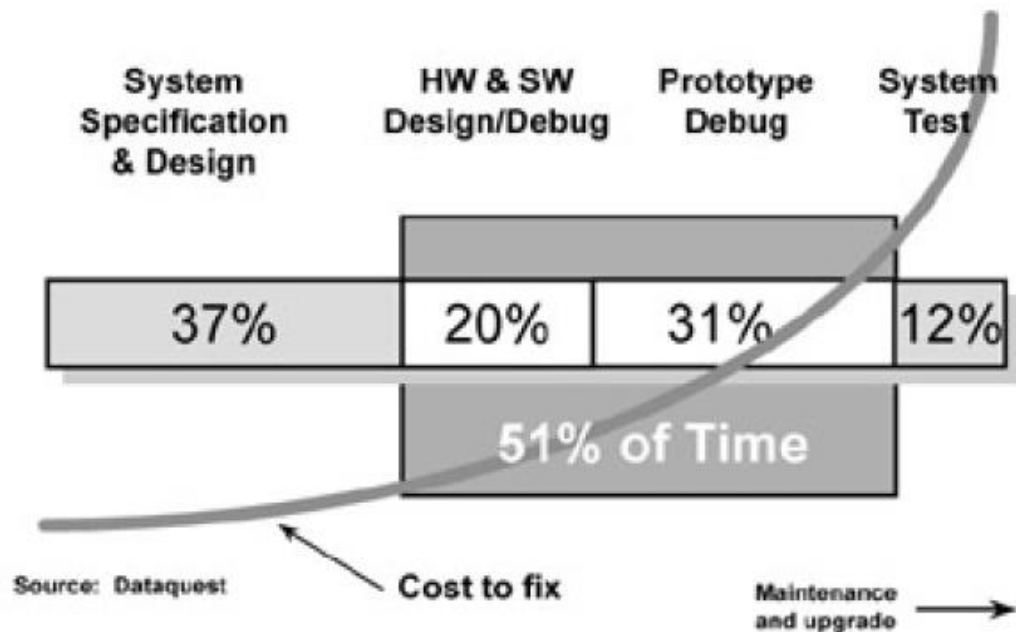
HW-SW Co-design

HW/SW Co-design



Fases do projeto

Testes x Custos





Questões Práticas - HW

Ferramentas



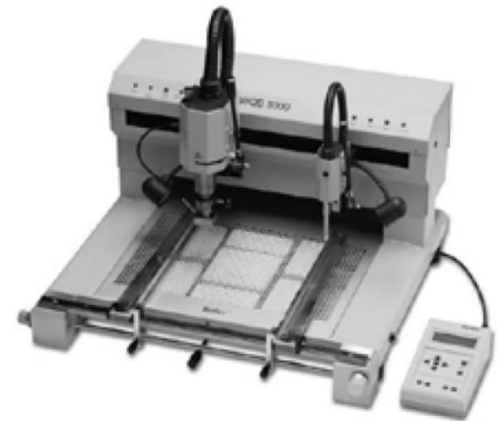
Equipamentos eletrônicos de laboratório

- Multímetro
- Osciloscópio
- Gerador de sinais
- Ferramentas manuais

Ferramentas

Prototipação

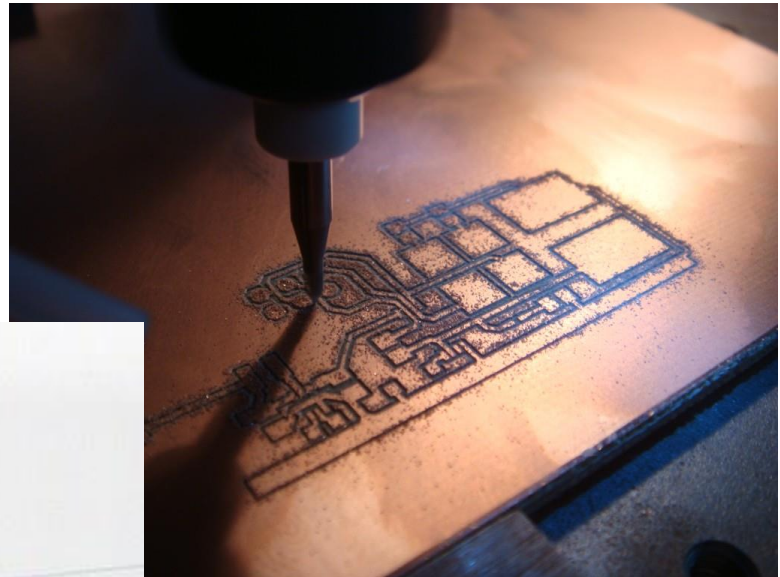
- Construção de PCIs
- Soldagem
- Ferramentas manuais



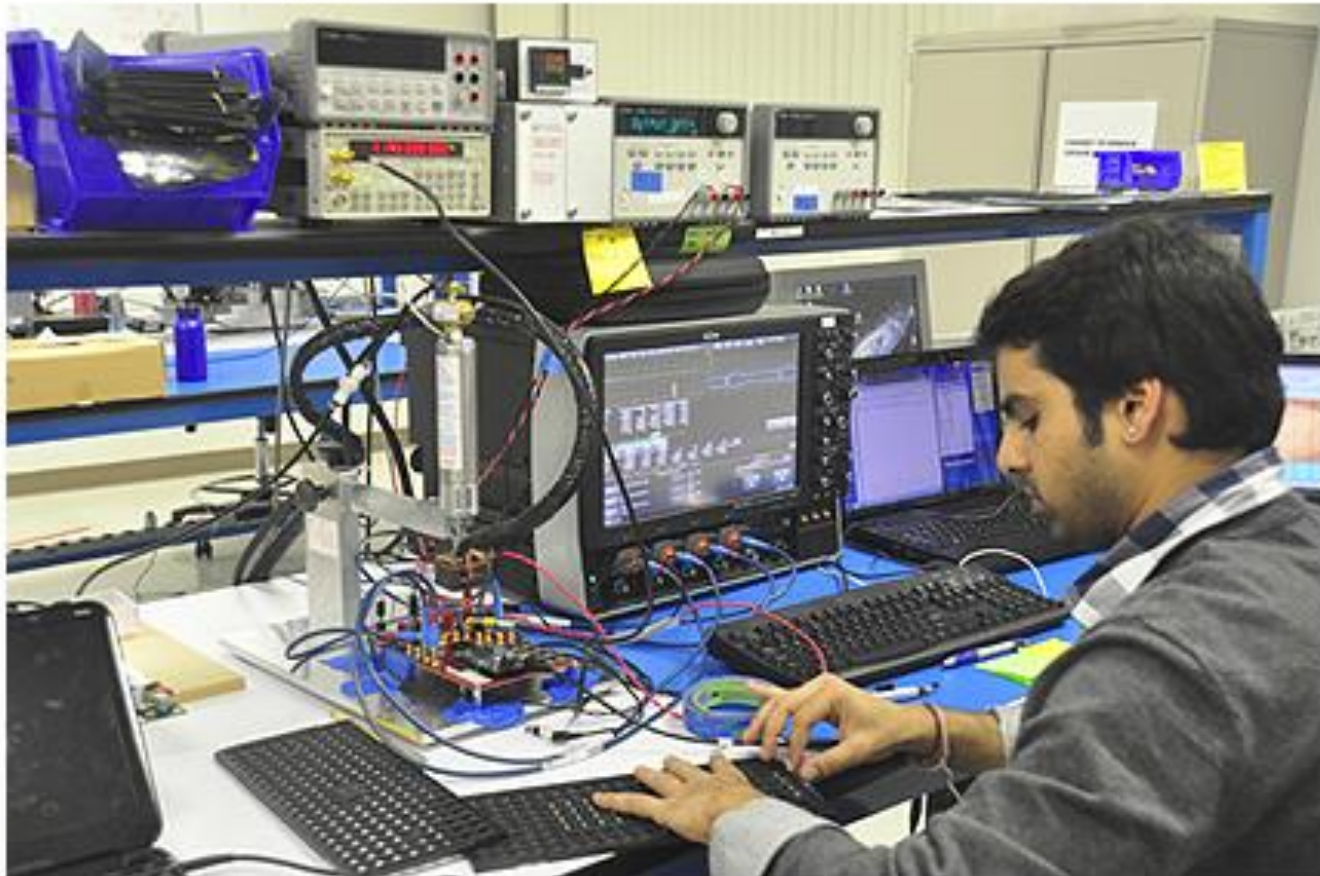
Ferramentas

Prototipação

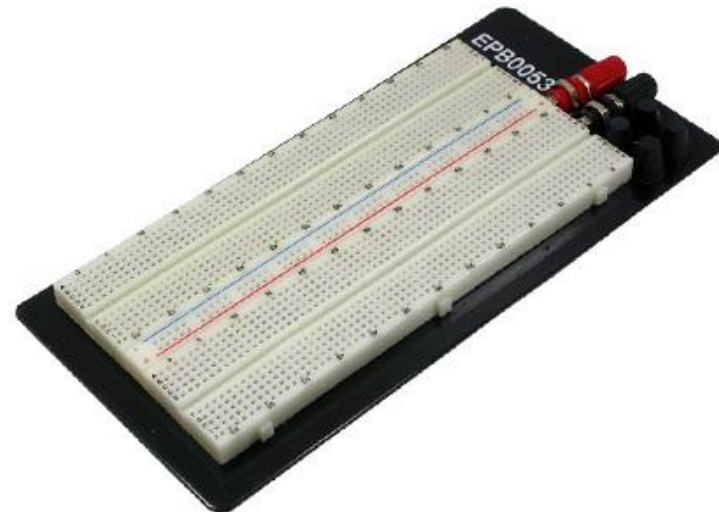
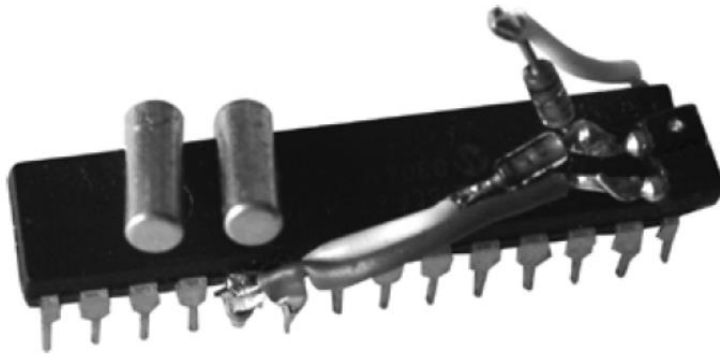
- Prototipadora



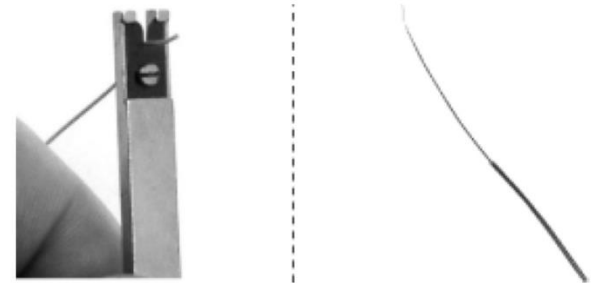
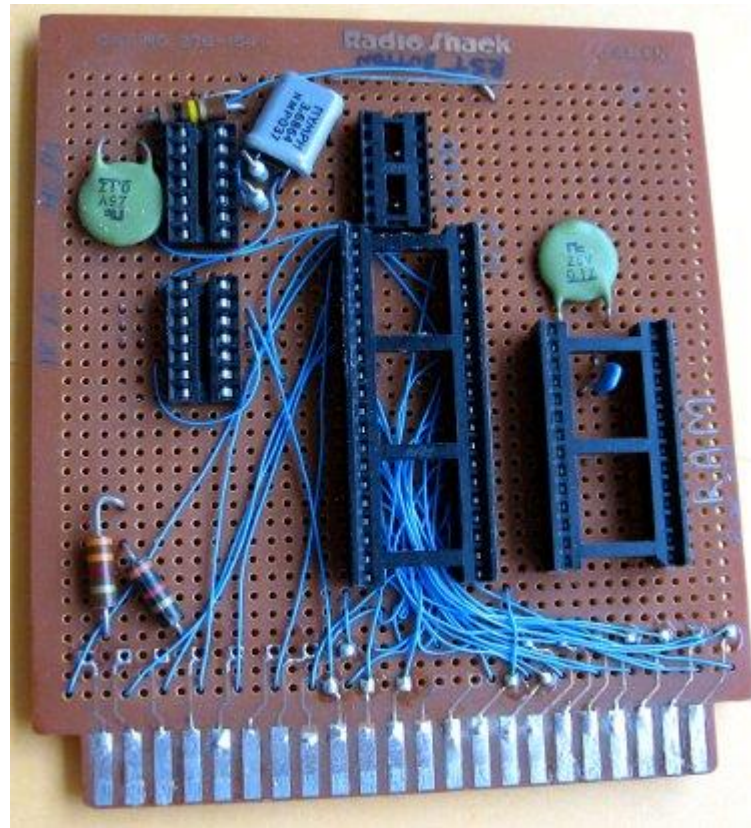
Ferramentas

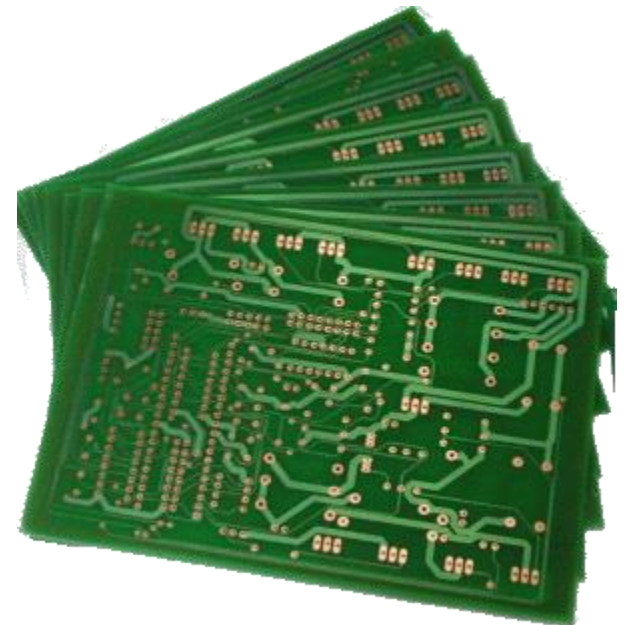
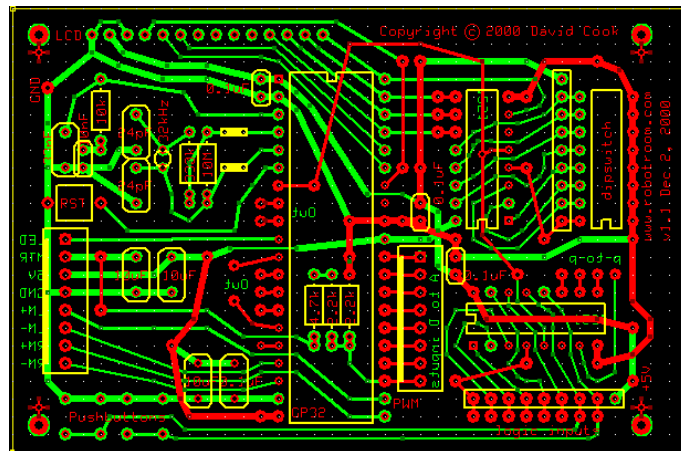


Montagem rápida



Wire Wrap



[illegible]

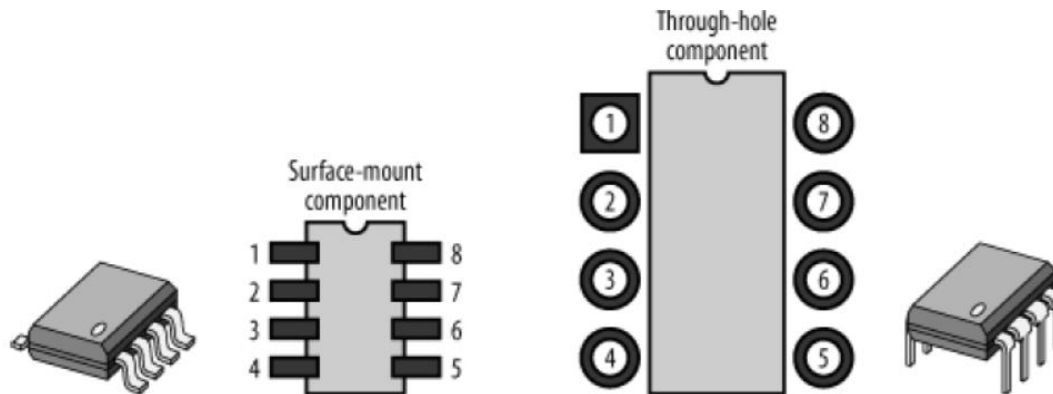
PCI – Placa de Circuito Impresso

Largura da trilha *versus* Corrente

Mils	mm	Amps
8	0.2	0.5
12	0.3	0.75
20	0.5	1.25
50	1.25	2.5
100	2.5	4
200	5	7
325	8.12	10

*Mils – milésimo de polegada

PCI – SMD x PTH



SMD

PTH



Surface-mount pad with track



Multilayer pad with track

PCI – Roteamento

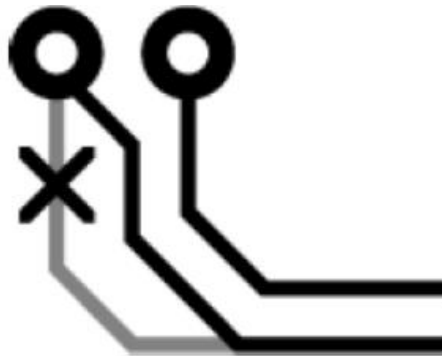
Roteamento de trilhas ao redor de ilha (*pad*)



PCI – Roteamento

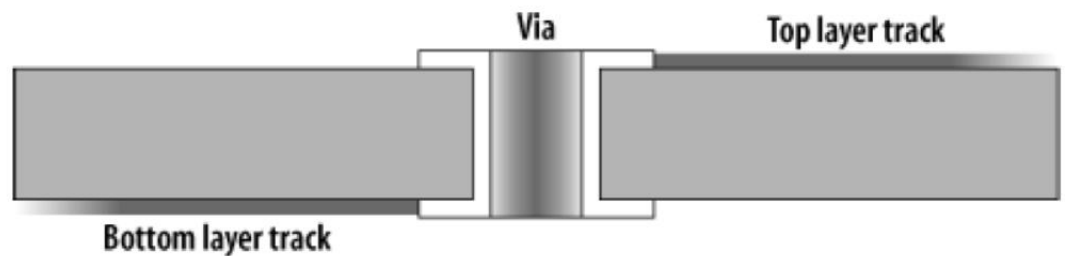
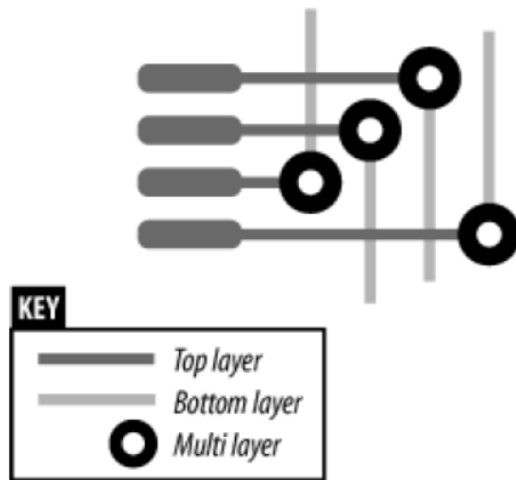
Roteamento de trilhas paralelas

- Evita diferença de percurso

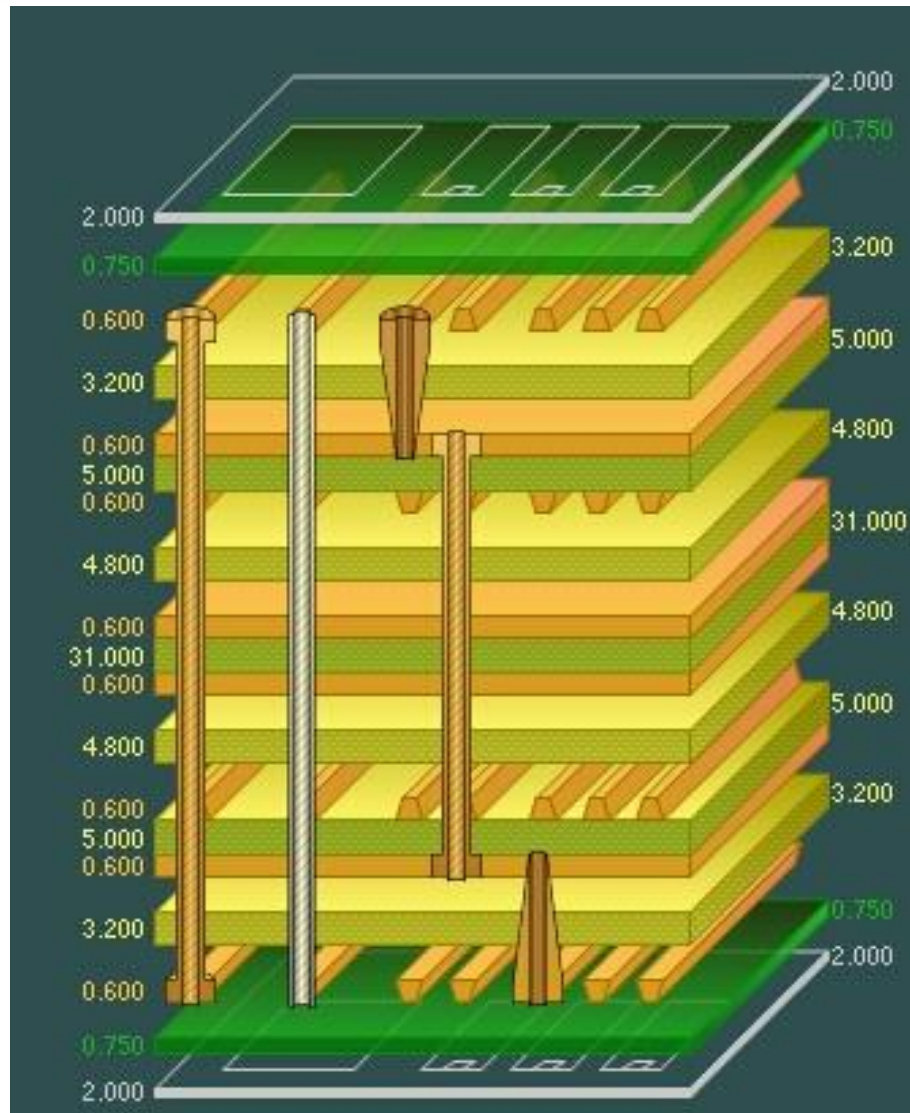


PCI – Multicamada

Uso de Vias

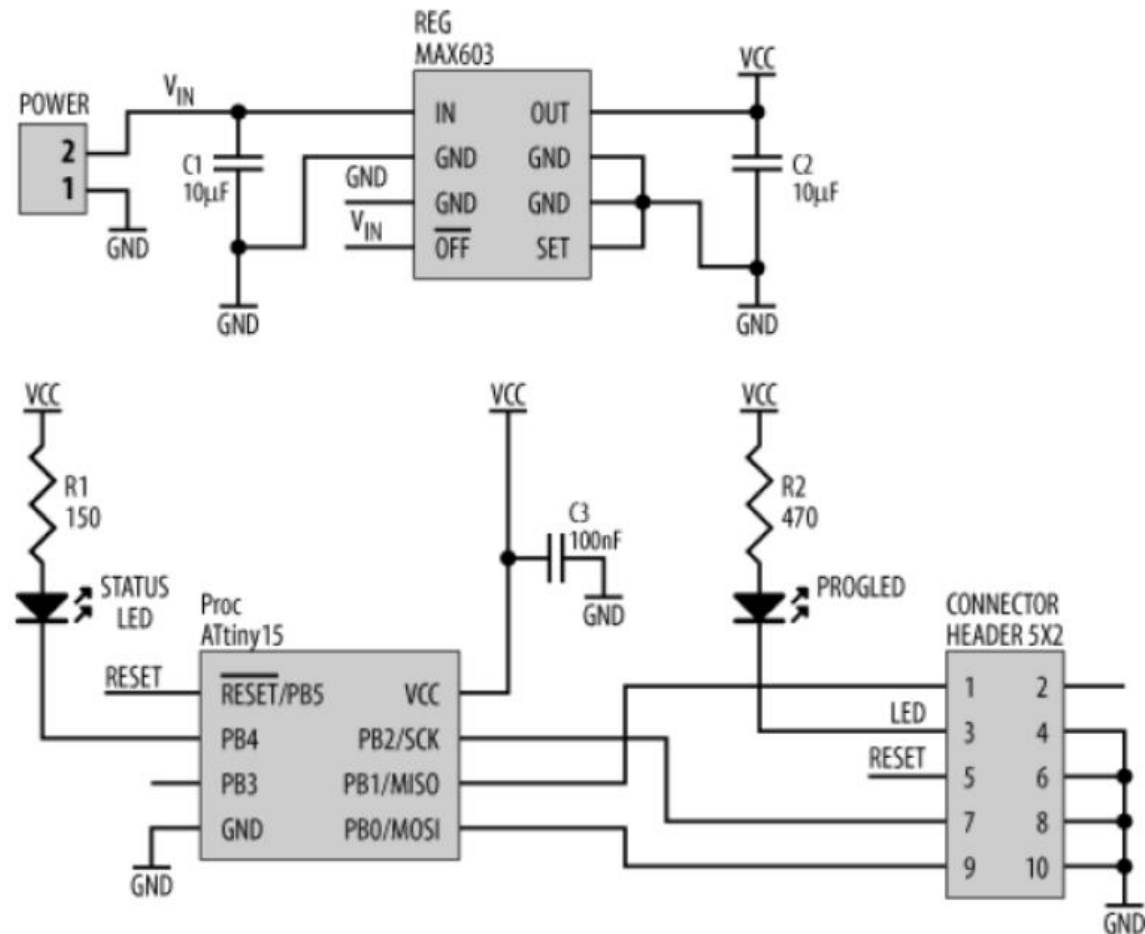


PCI – Multicamada



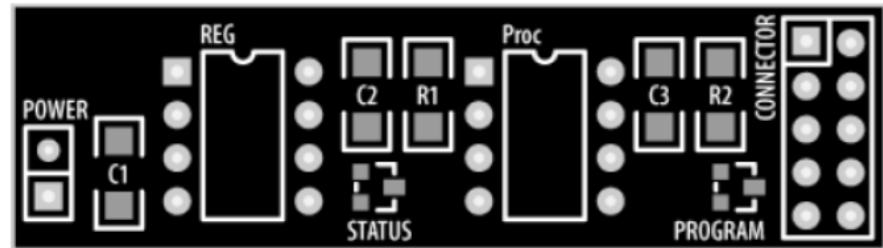
PCI – Exemplo

Esquemático

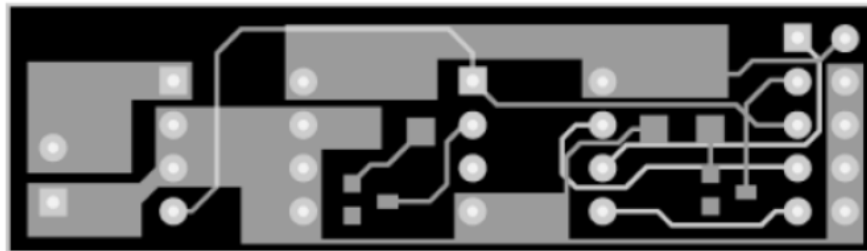


PCI – Exemplo

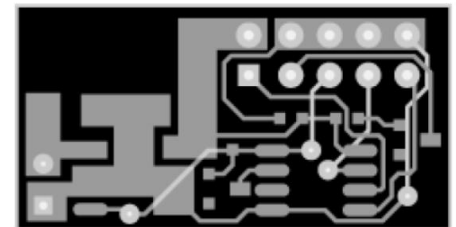
Componentes



PCI PTH

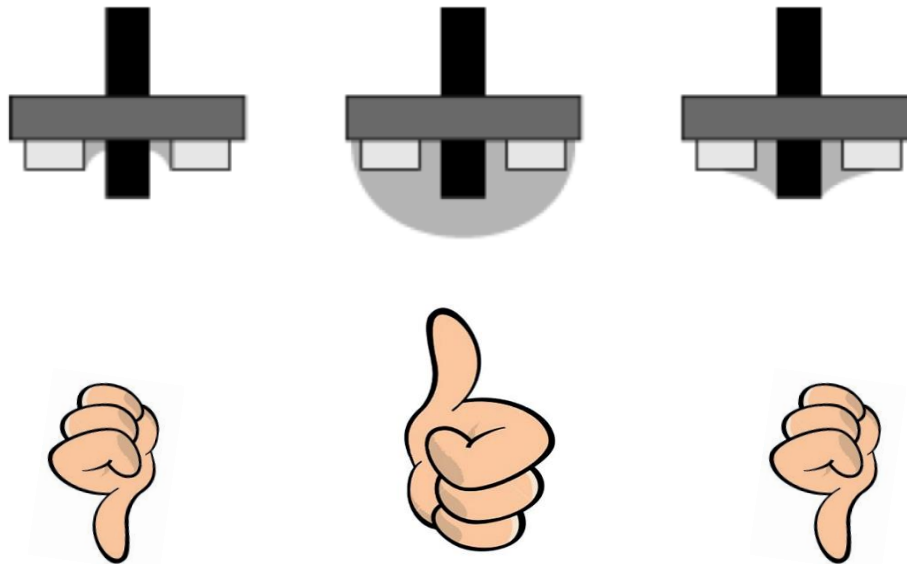


PCI SMD



Soldagem

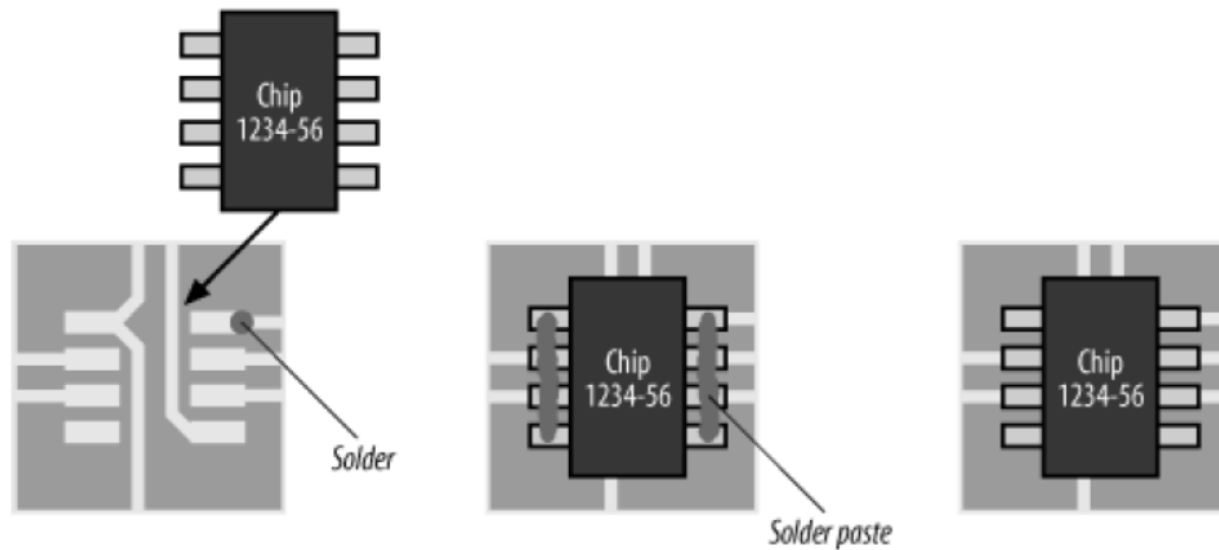
PTH – Pin Through Hole



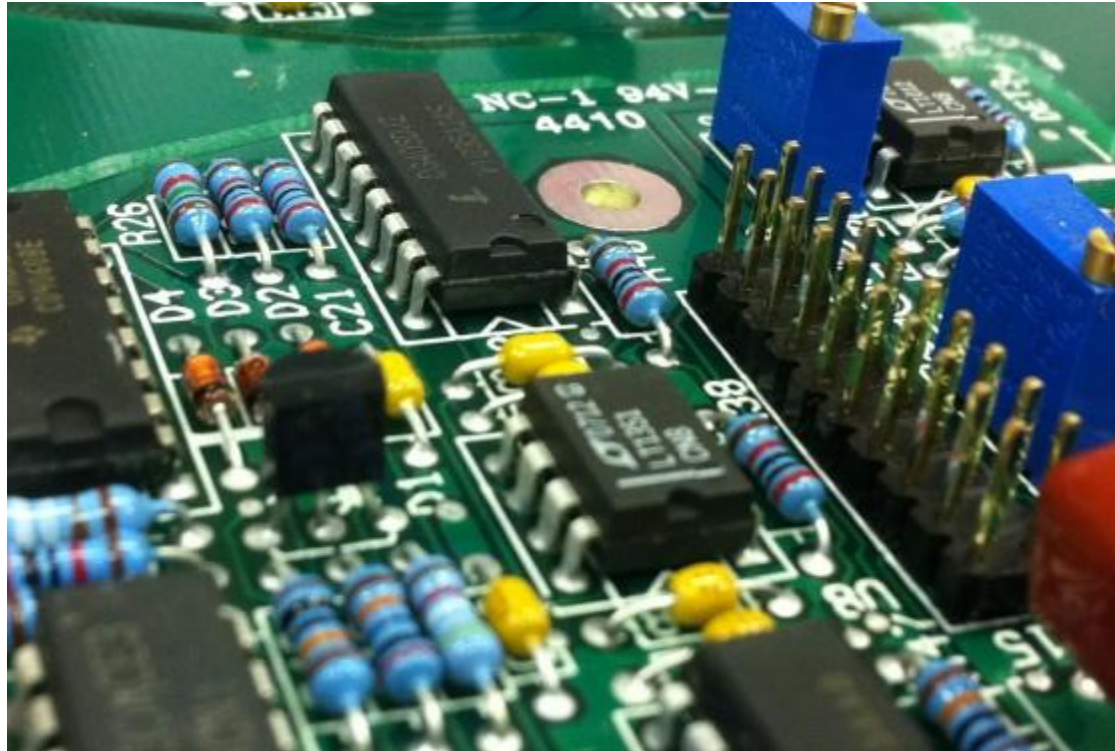
Soldagem

SMD – Surface Mount Device

SMT – Surface Mount Technology



Soldagem



PTH

Soldagem



PTH

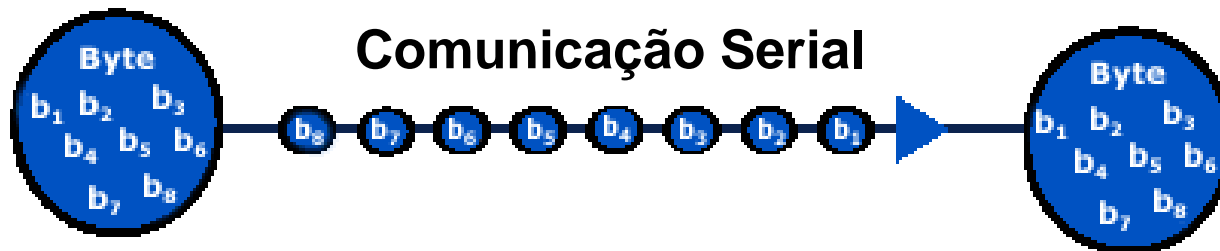
SMD



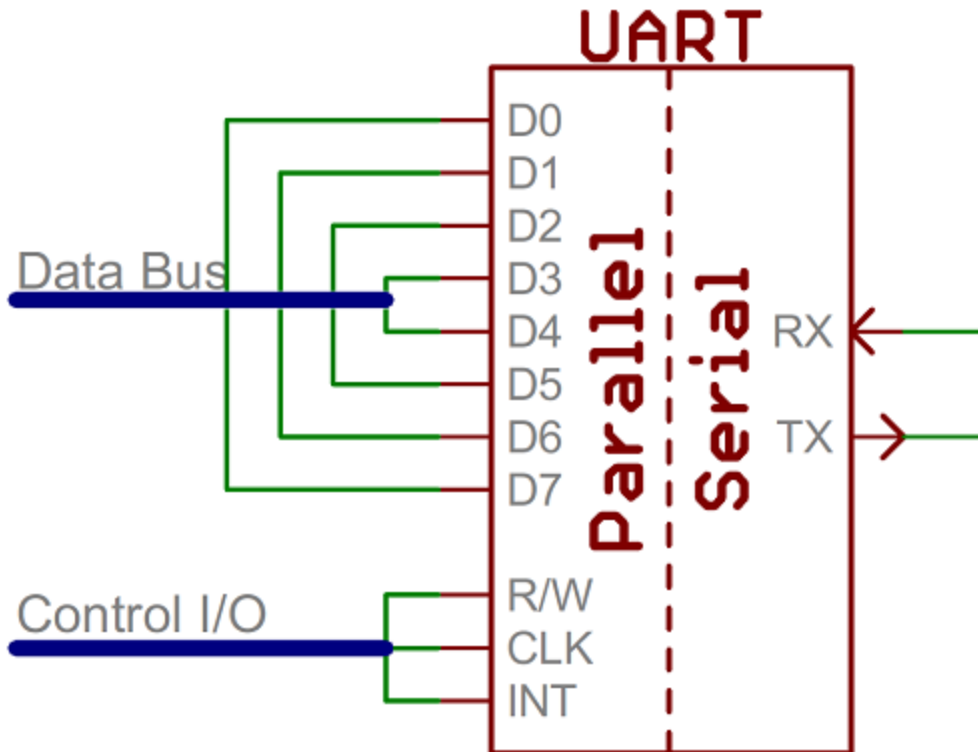
A decorative graphic on the left side of the slide consists of three vertical bars: a thin light blue bar, a medium grey bar, and a thin orange bar. A thick dark blue horizontal line extends from the grey bar across the top of the slide. A solid blue horizontal band spans the width of the slide, containing the title text.

Interfaces

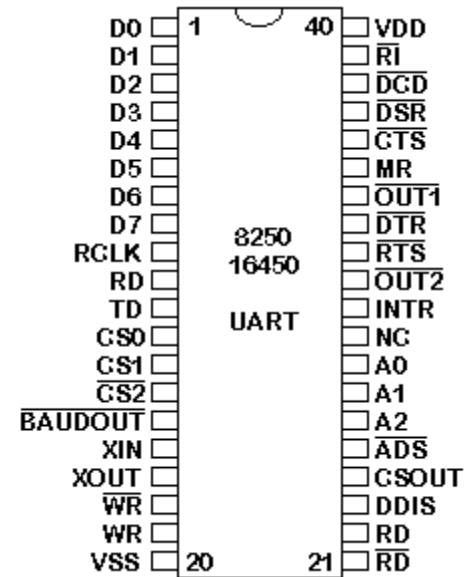
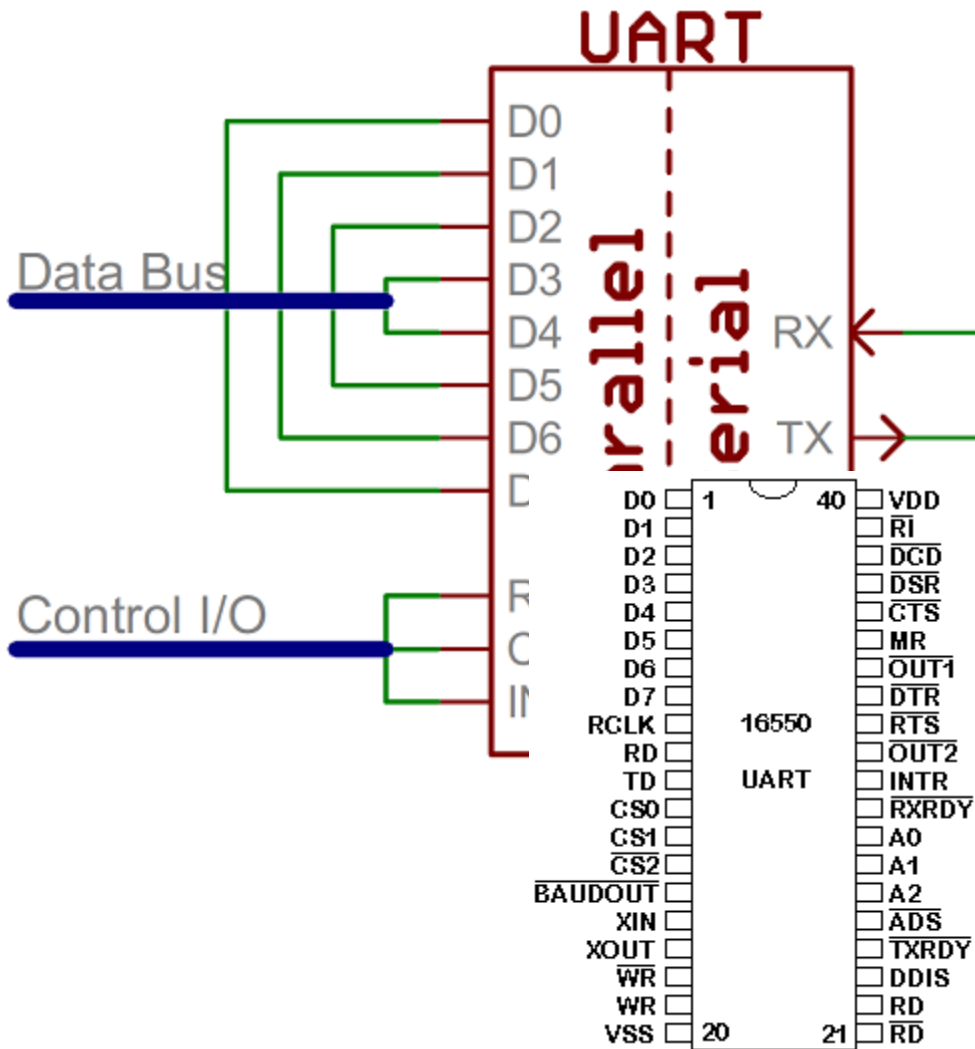
Comunicação



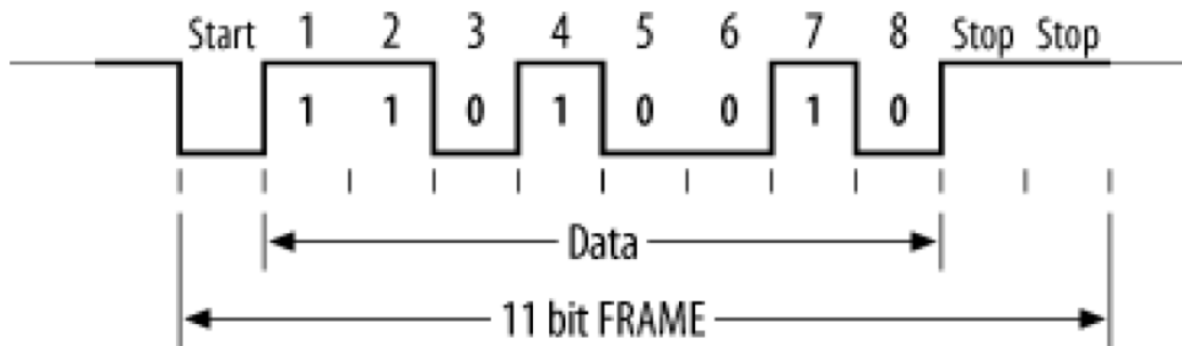
UART - Universal asynchronous Rx/Tx



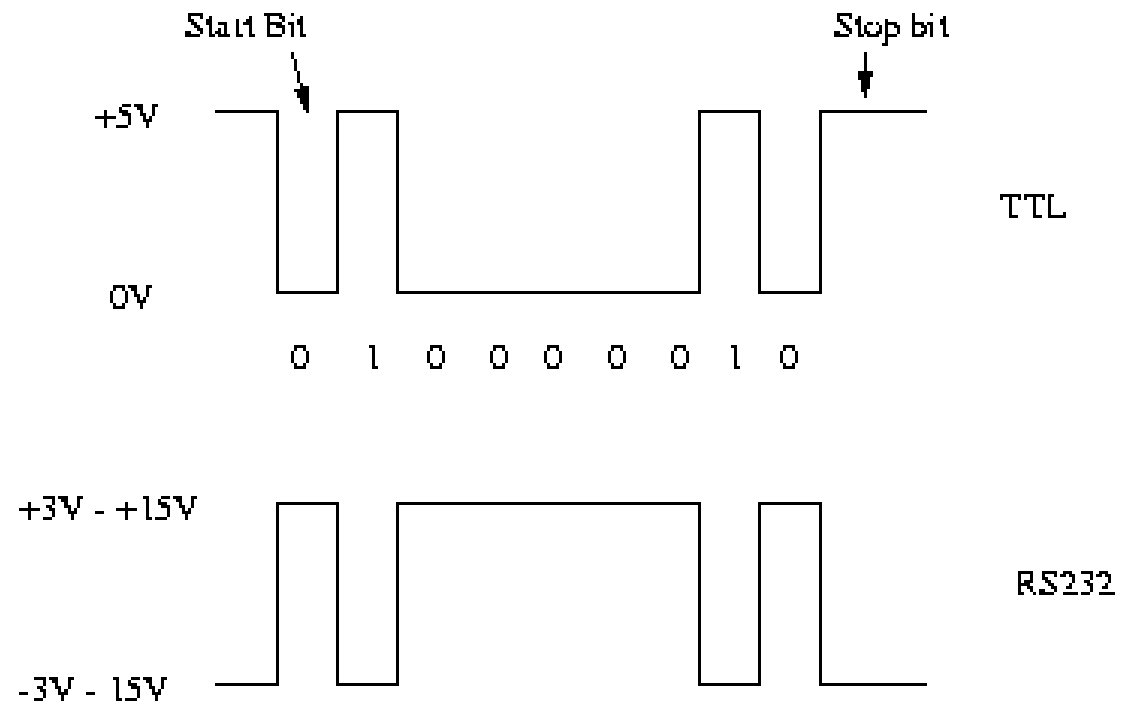
UART - Universal asynchronous Rx/Tx



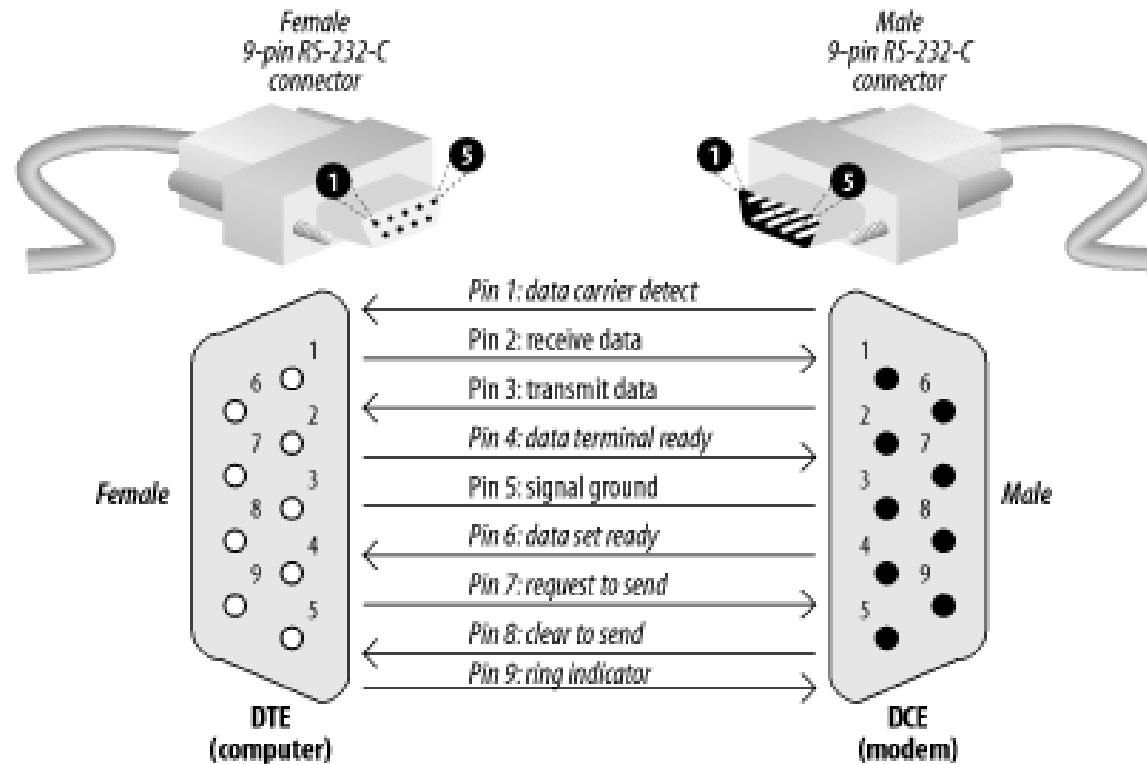
UART - Universal asynchronous Rx/Tx



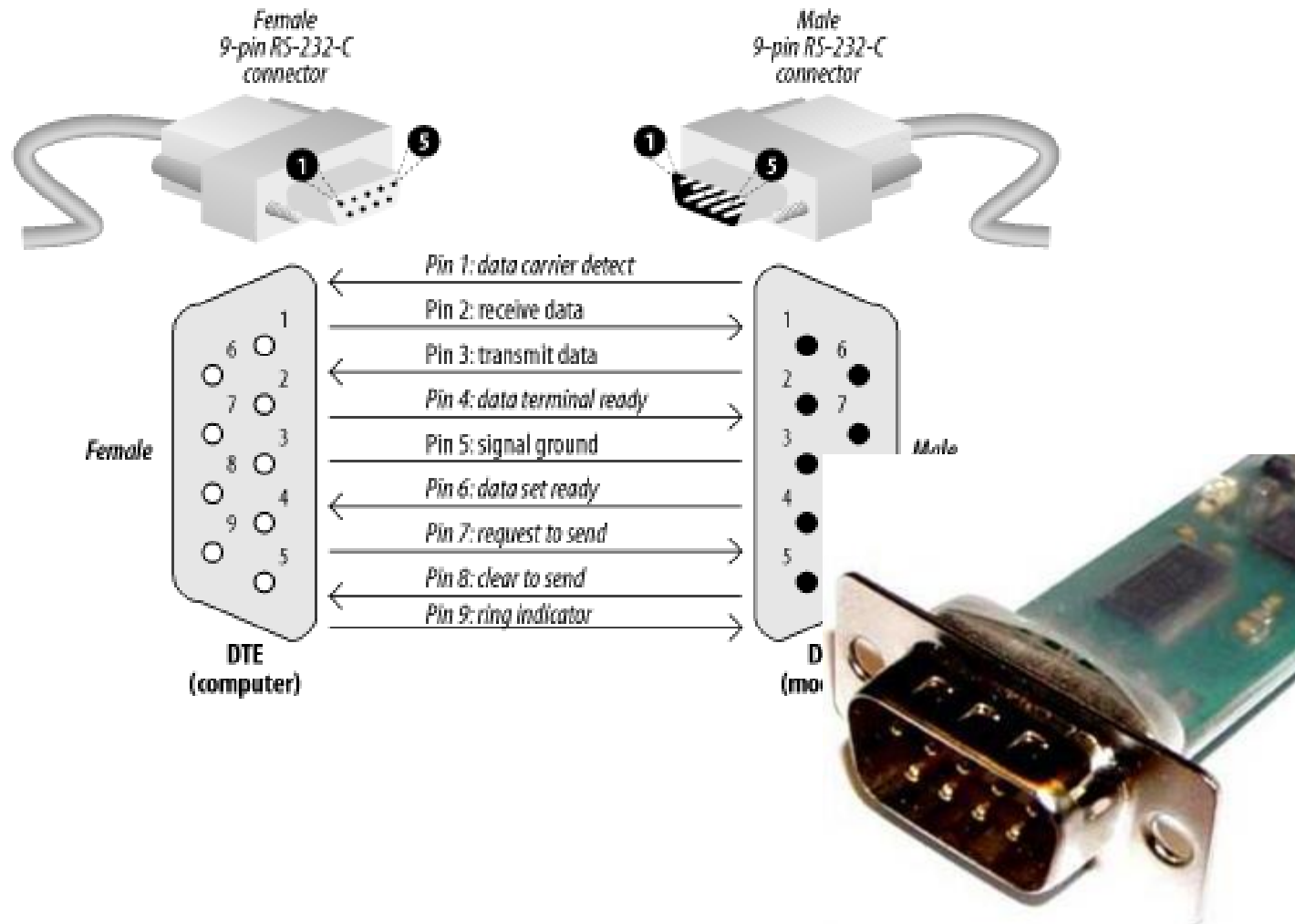
UART – RS 232



UART – RS 232



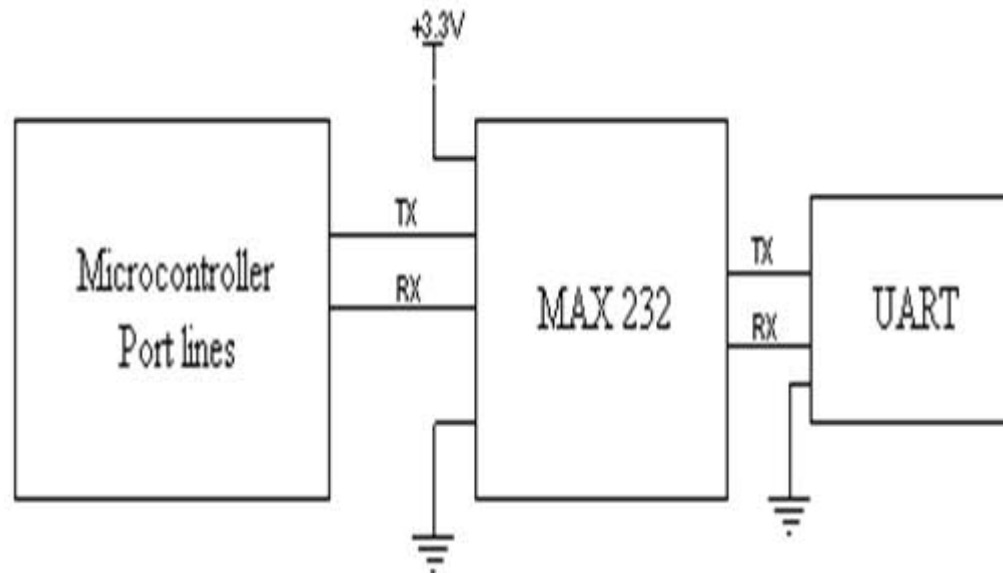
UART – RS 232



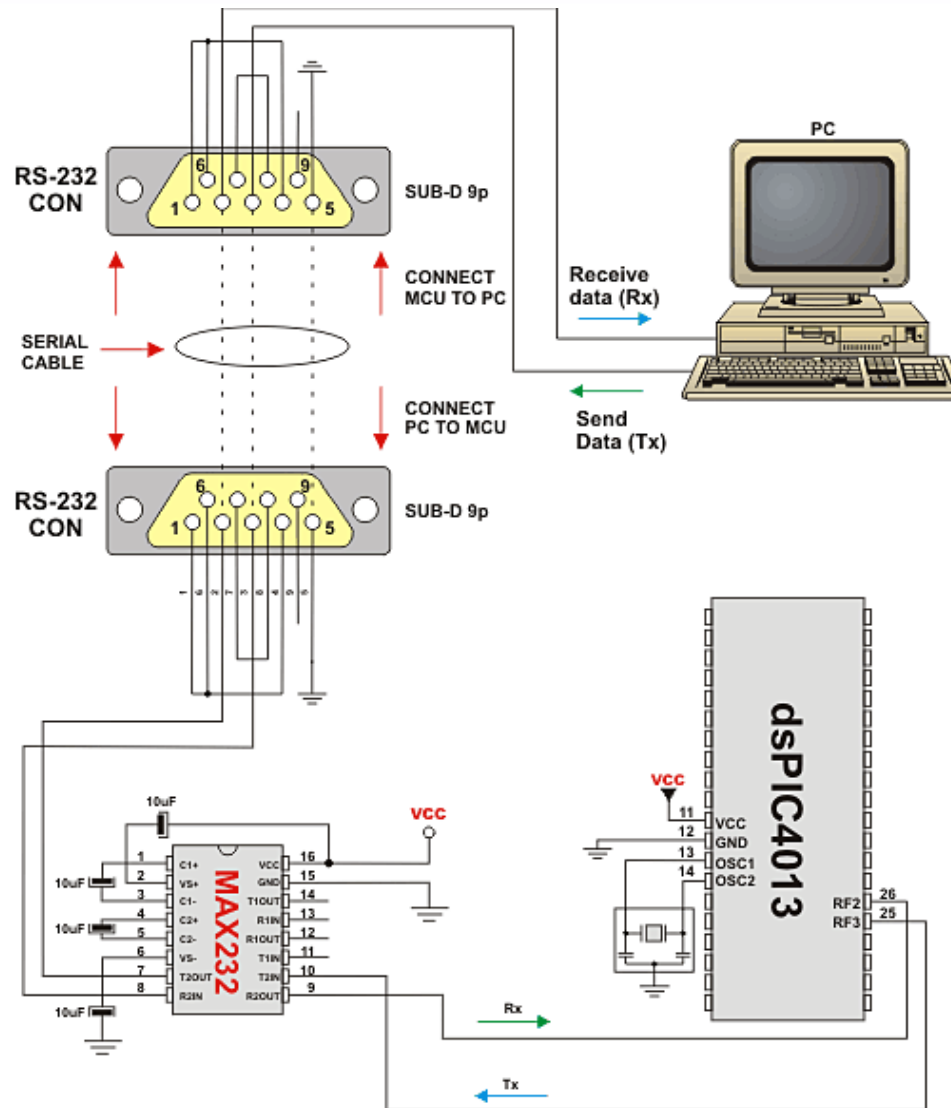
RS 232 – Shake Hands

Signal	Function	25-pin	9-pin	Direction
Tx	Transmitted Data	2	3	From DTE to DCE
Rx	Received Data	3	2	To DTE from DCE
RTS	Request To Send	4	7	From DTE to DCE
CTS	Clear To Send	5	8	To DTE from DCE
DTR	Data Terminal Ready	20	4	From DTE to DCE
DSR	Data Set Ready	6	6	To DTE from DCE
DCD	Data Carrier Detect	8	1	To DTE from DCE
RI	Ring Indicator	22	9	To DTE from DCE
FG	Frame Ground (chassis)	1	-	Common
SG	Signal Ground	7	5	Common

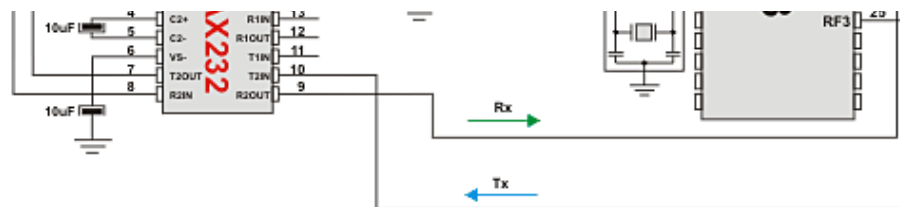
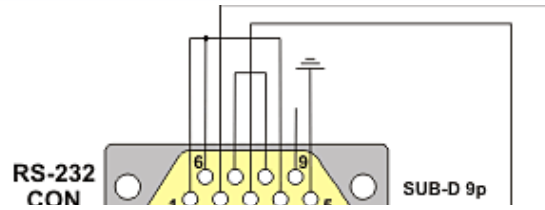
Interface RS 232



Interface RS 232

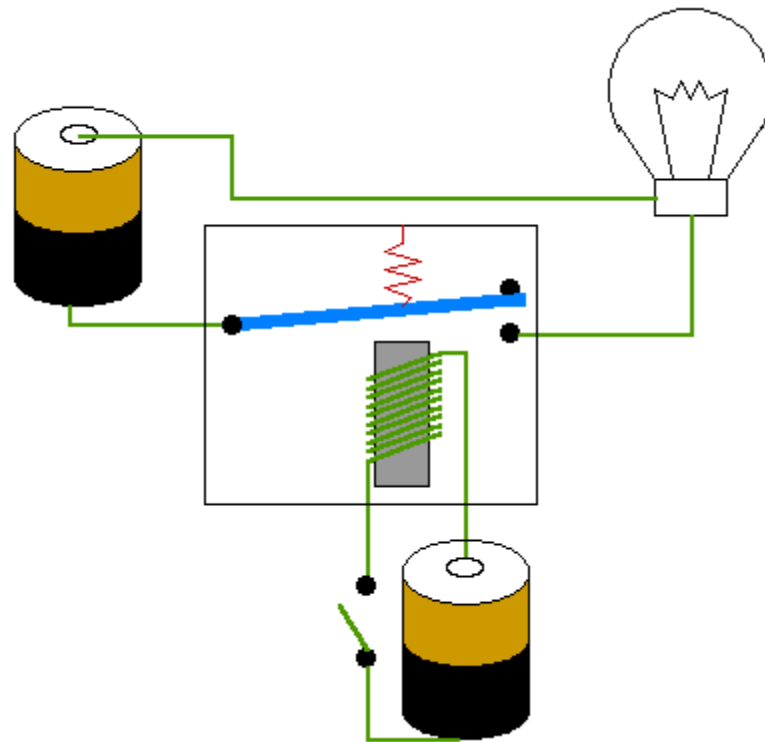


Conversor USB-Serial



Chave eletromecânica

Relé

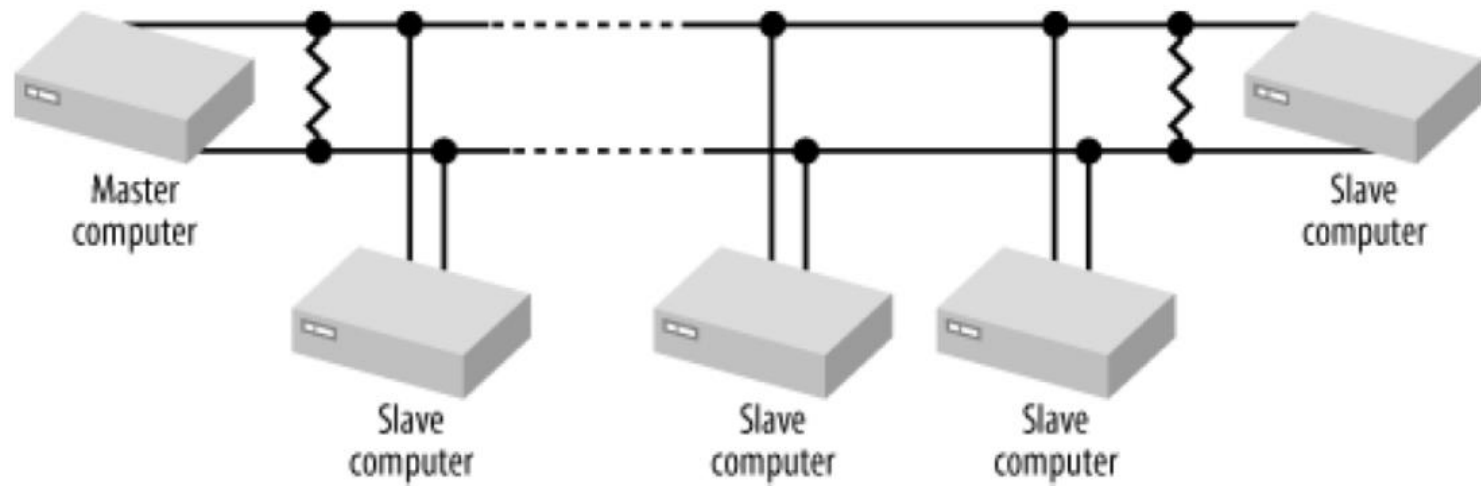


Comunicação Serial

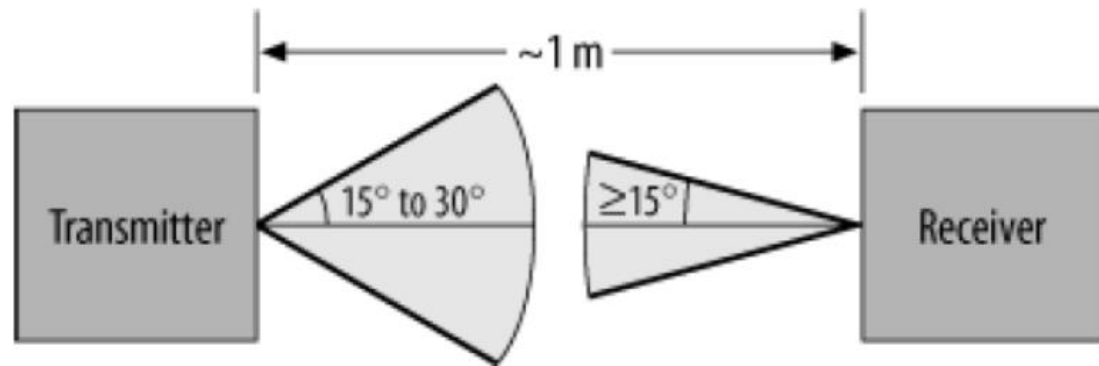
Outras possibilidades:

- RS 422
- RS 485
- IrDA
- I²C
- USB

Rede RS 485



IrDA – Infrared Data Association

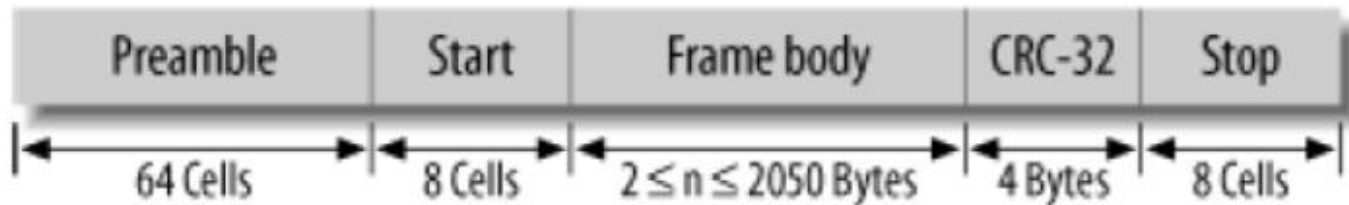


IrDA - PPM

Pulse Position Modulation

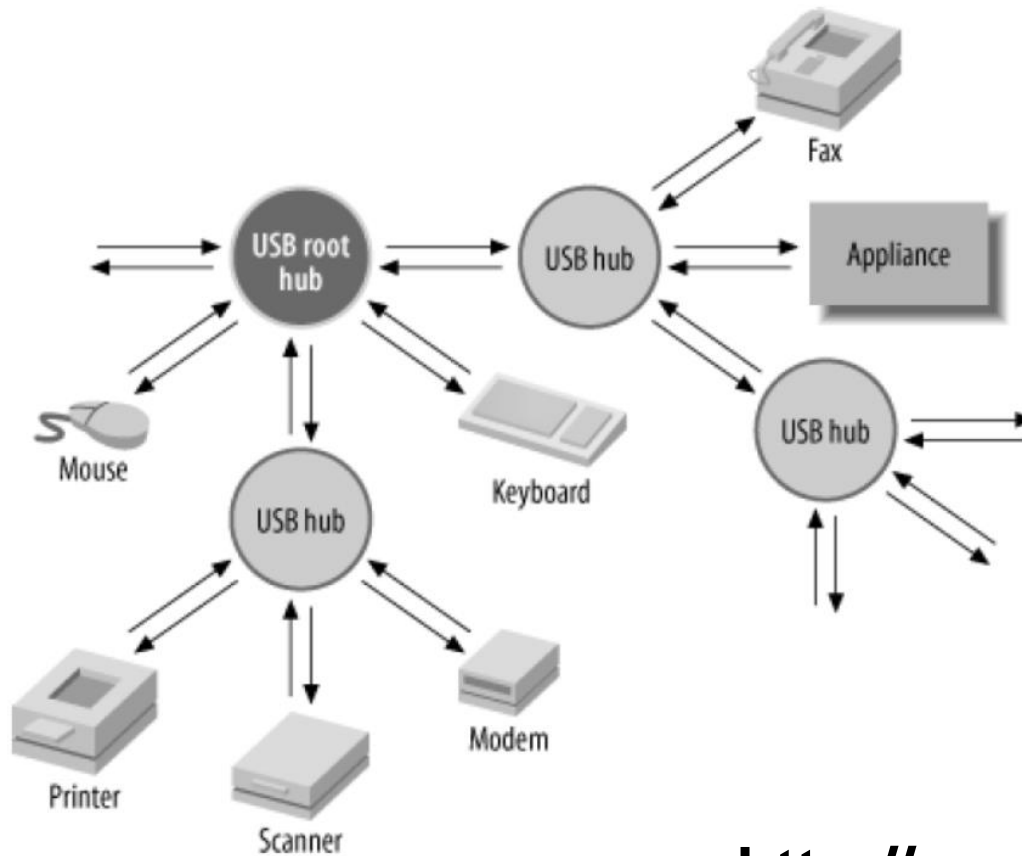


Quadro – 4 Mbps



USB

Universal Serial Bus



<http://www.usb.org/>

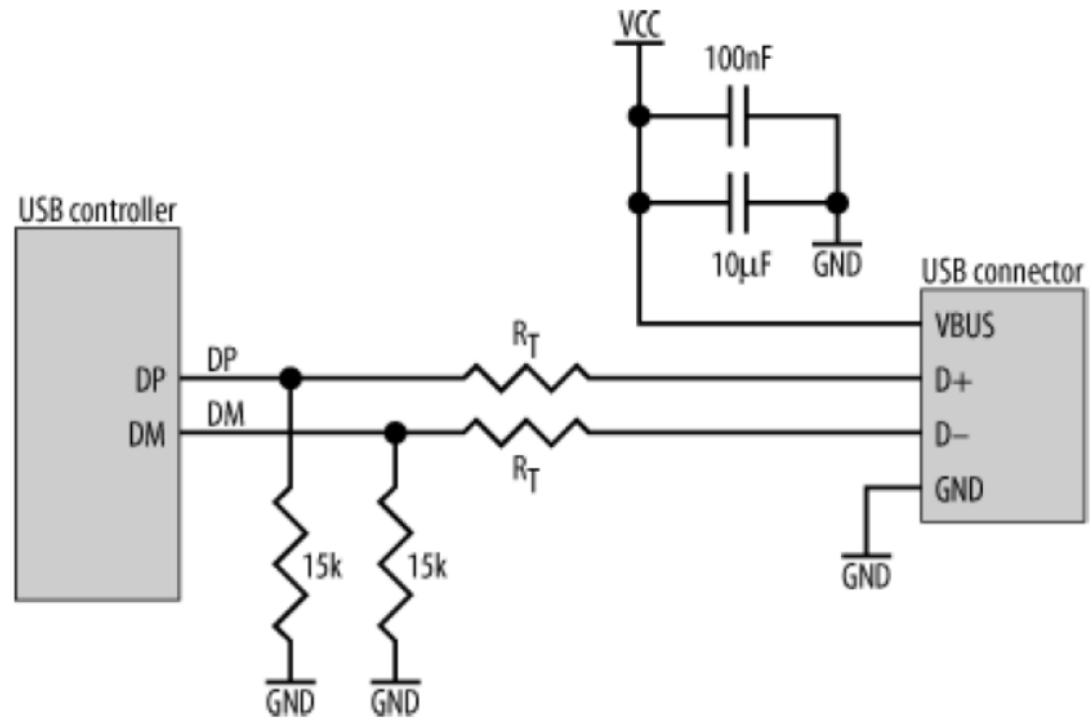
Universal Serial Bus

Versões

Nome	Lançamento	Velocidade
USB 0.8	1994	
USB 0.9	1995	
USB 1.0	1996	Low Speed (1.5 Mbit/s), Full Speed (12 Mbit/s)
USB 1.1	1998	
USB 2.0	2000	High Speed (480 Mbit/s)
USB 3.0	2008	SuperSpeed (5 Gbit/s)
USB 3.1	2013	SuperSpeed+ (10 Gbit/s) [20]

USB

Conexão

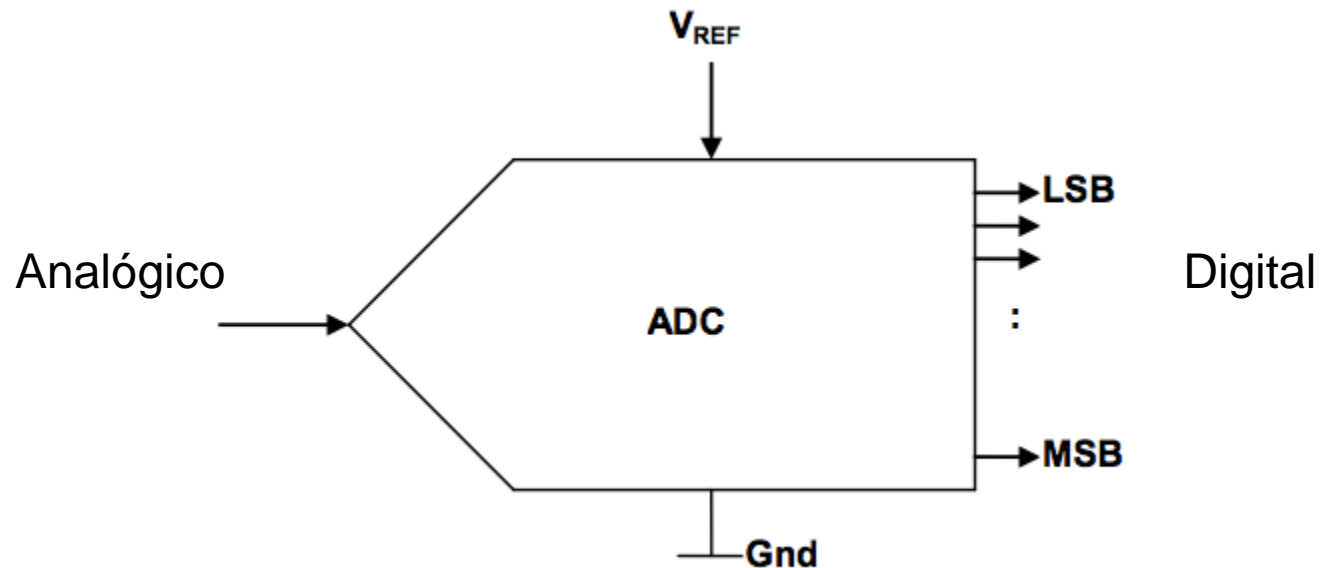


A decorative graphic on the left side of the slide consists of three vertical bars: a thin light blue bar, a medium grey bar, and a thin orange bar. A thick dark blue horizontal line extends from the grey bar across the top of the slide. A solid blue horizontal band spans the width of the slide, containing the title text.

Interface Analógica

Interface Analógica

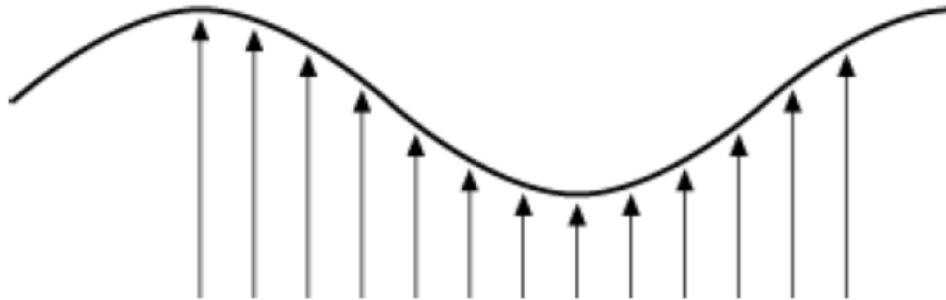
ADC – Analog to Digital Converter



Interface Analógica

ADC – Analog to Digital Converter

Analógico



Digital



Tipos de ADC



- Flash ADC
- Rampa
- Aproximações sucessivas
- Delta-Sigma ADC
- Etc.

Tipos de ADC

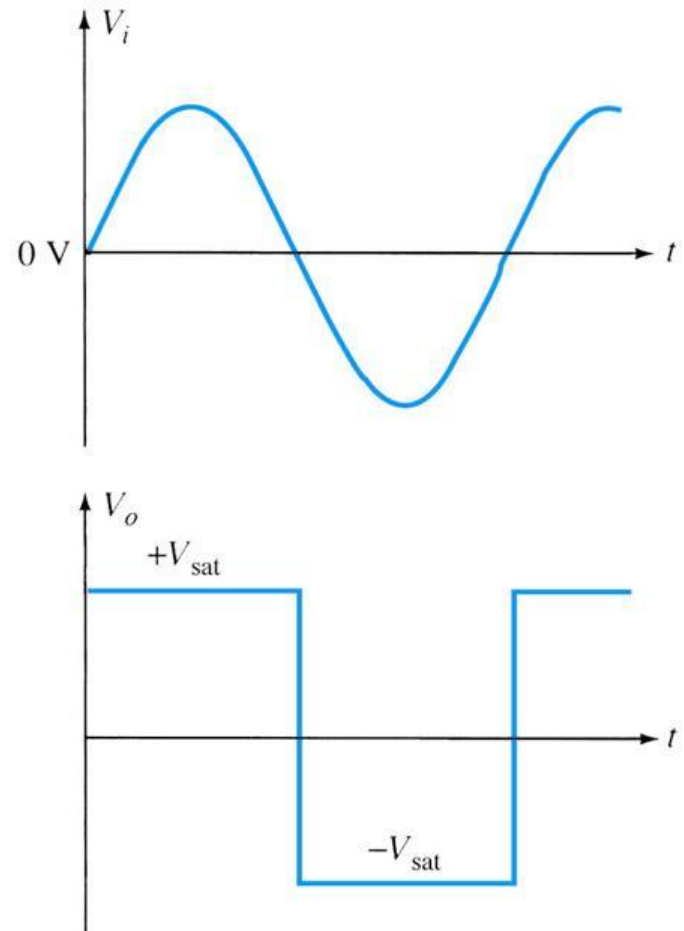
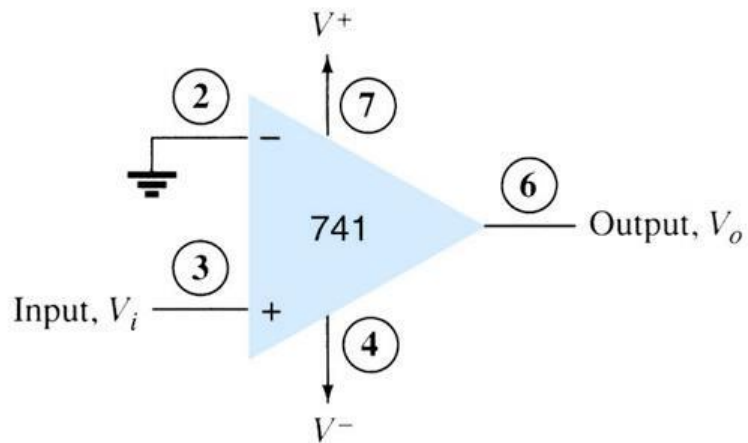
- Flash ADC
- Rampa
- Aproximações sucessivas
- Delta-Sigma ADC
- Etc.

Parâmetros:

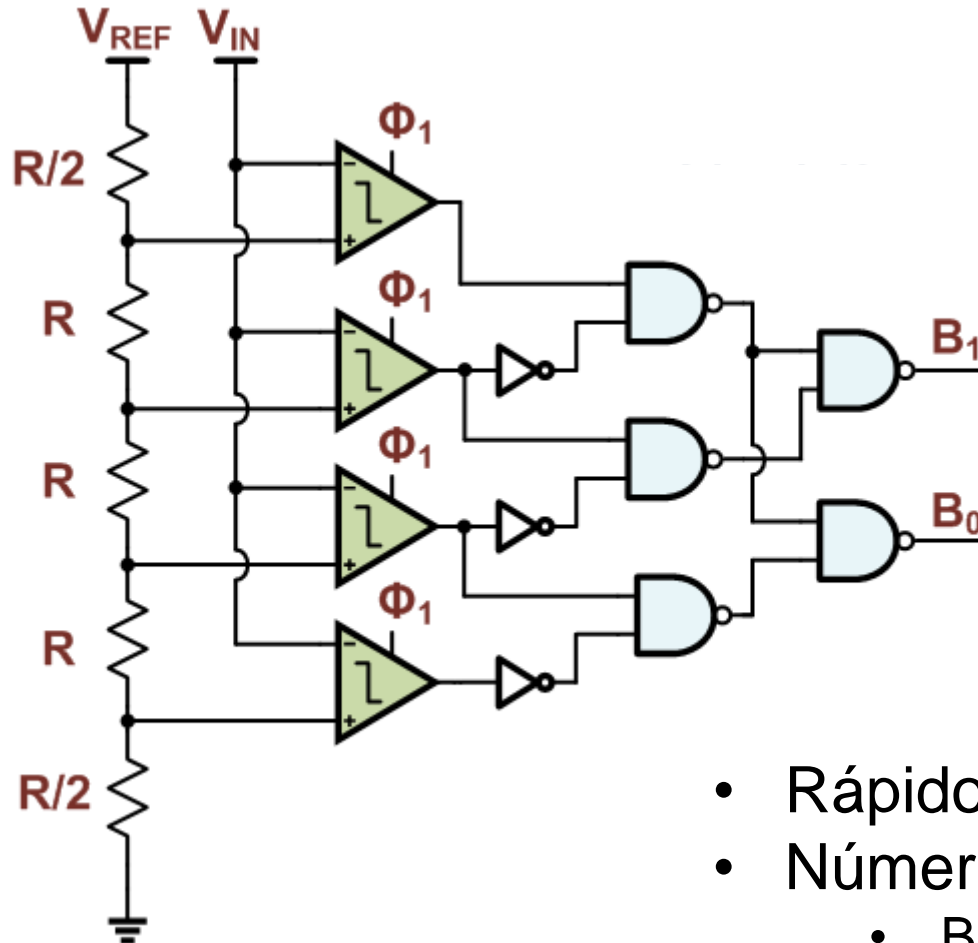
- Velocidade
- Precisão
 - SNR – relação sinal ruído

Ex.: 1-bit ADC

Comparador

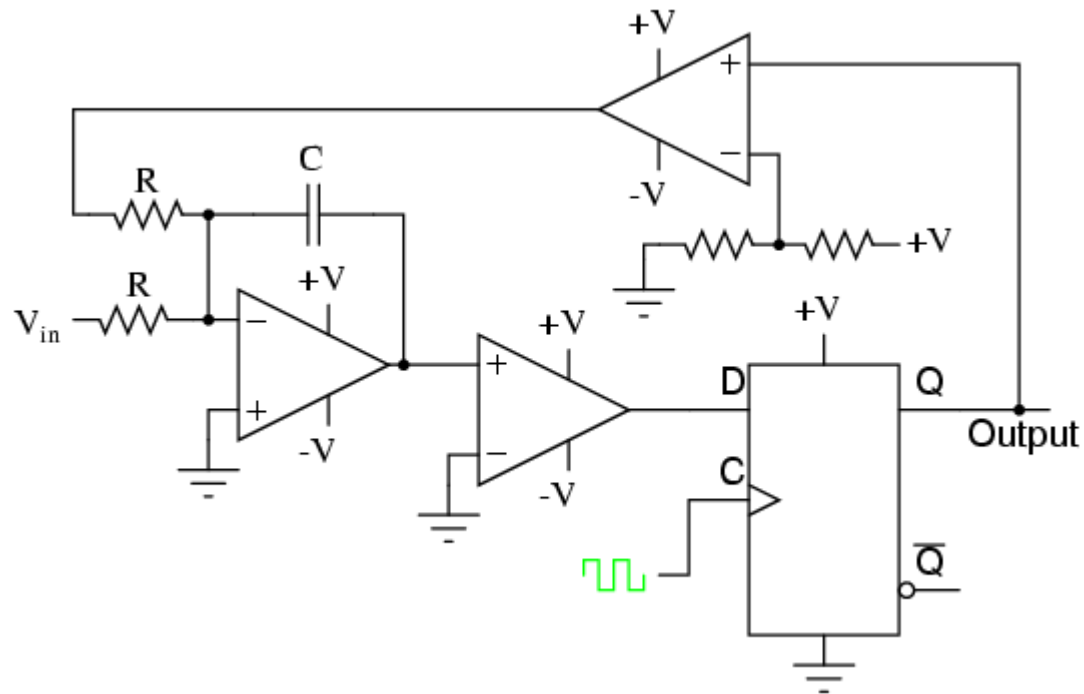


Ex.: *Flash* ADC



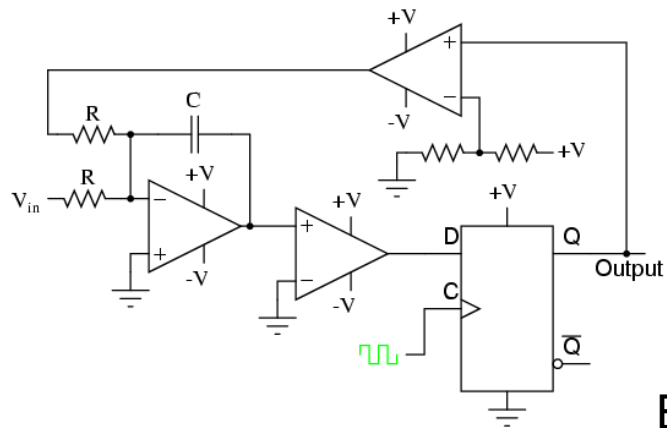
- Rápidos
- Número de bits limitado
 - Baixa precisão
 - Nr. de comparadores $\propto 2^N - 1$

Ex.: Σ - Δ ADC



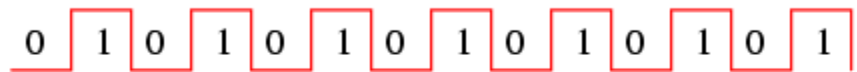
- Lentos
- Maior precisão

Ex.: Σ - Δ ADC



Entrada analógica *nula*

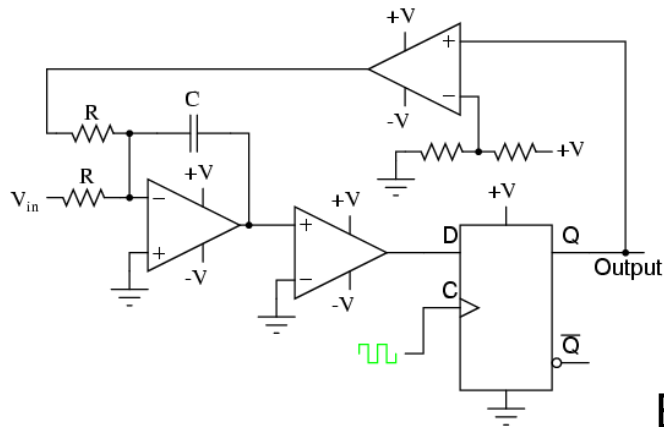
Flip-flop output



Integrator output

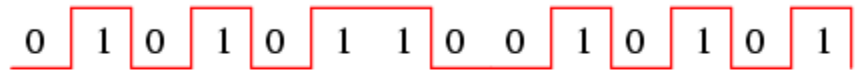


Ex.: $\Sigma\text{-}\Delta$ ADC



Entrada analógica *negativa*

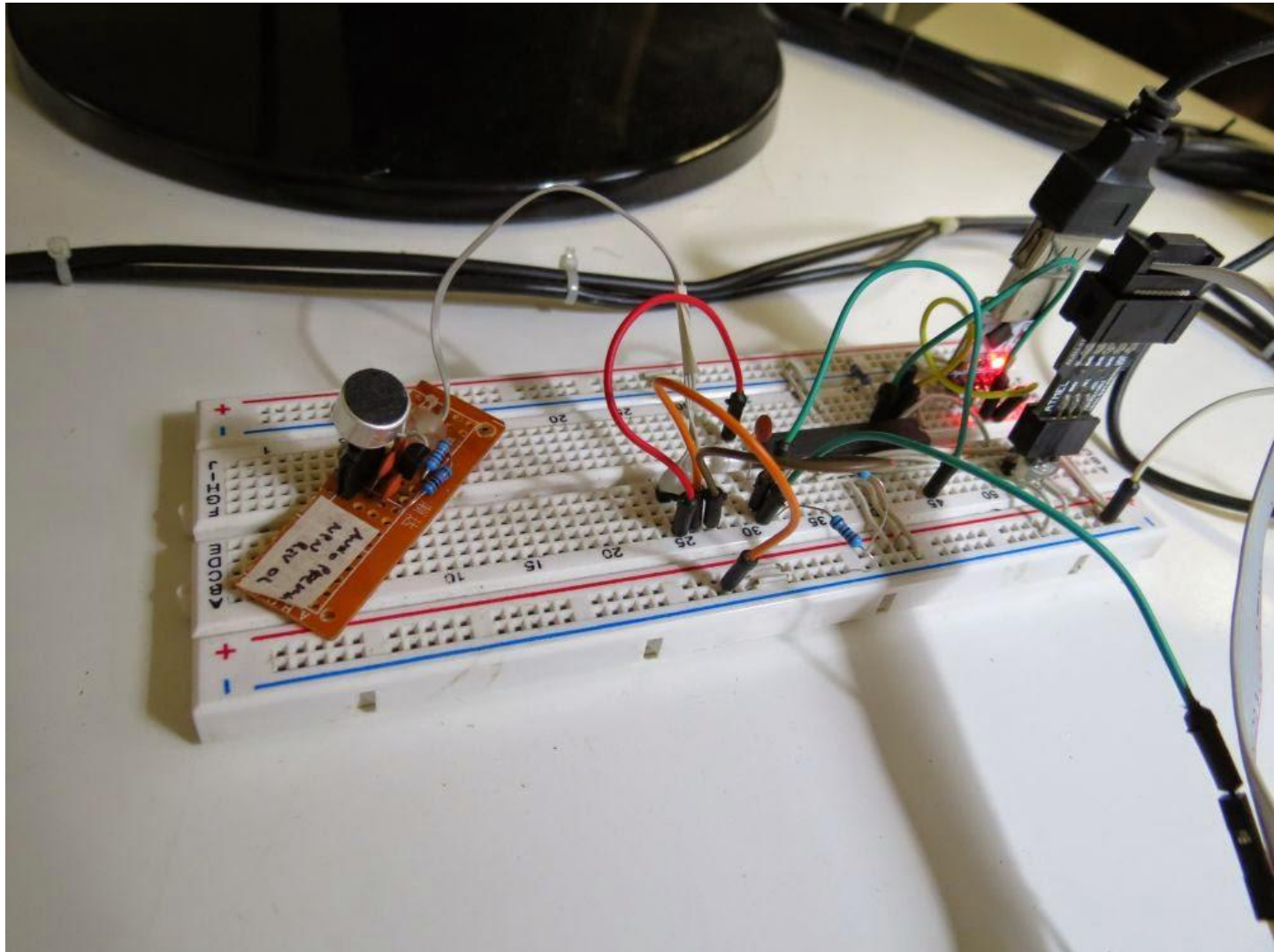
Flip-flop output



Integrator output

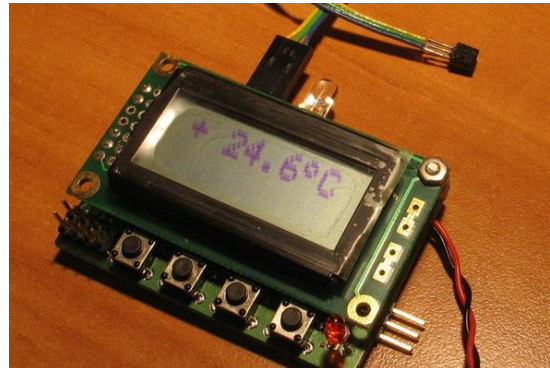
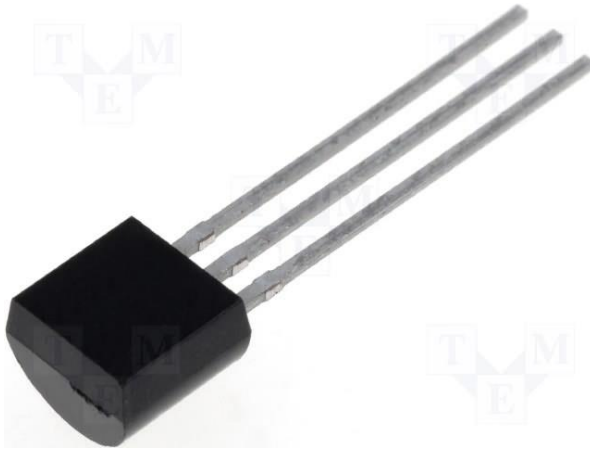


Conexão com ADC



Ex.: Sensor de temperatura

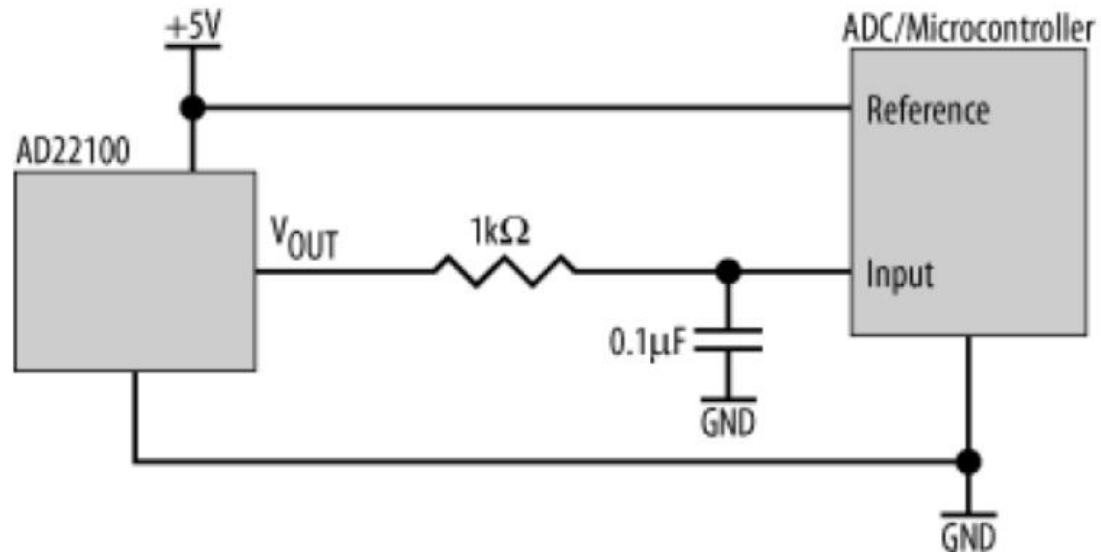
AD 22100



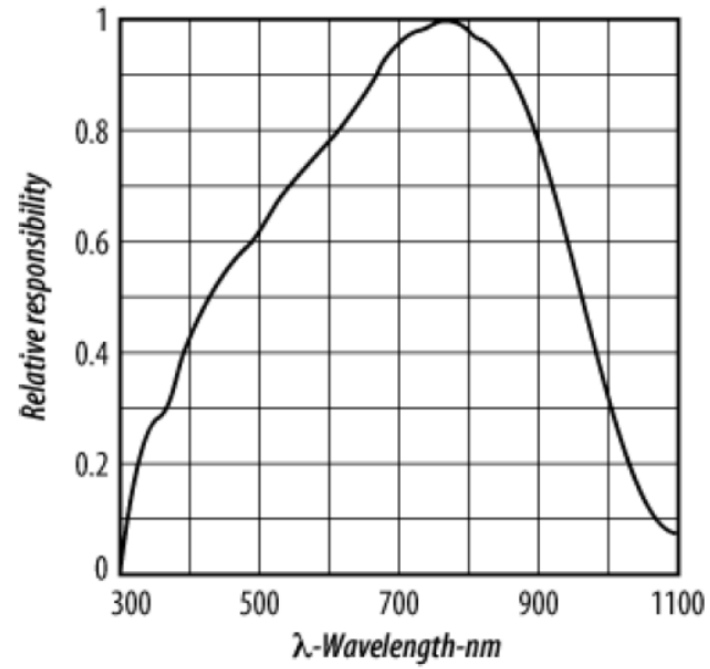
Ex.: Sensor de temperatura

$$V_{OUT} = (V_S / 5) \times [1.375 + (0.0225 \times T_A)]$$

$$T_A = ((V_{OUT} \times 5) / V_S) - 1.375) / 0.0225$$

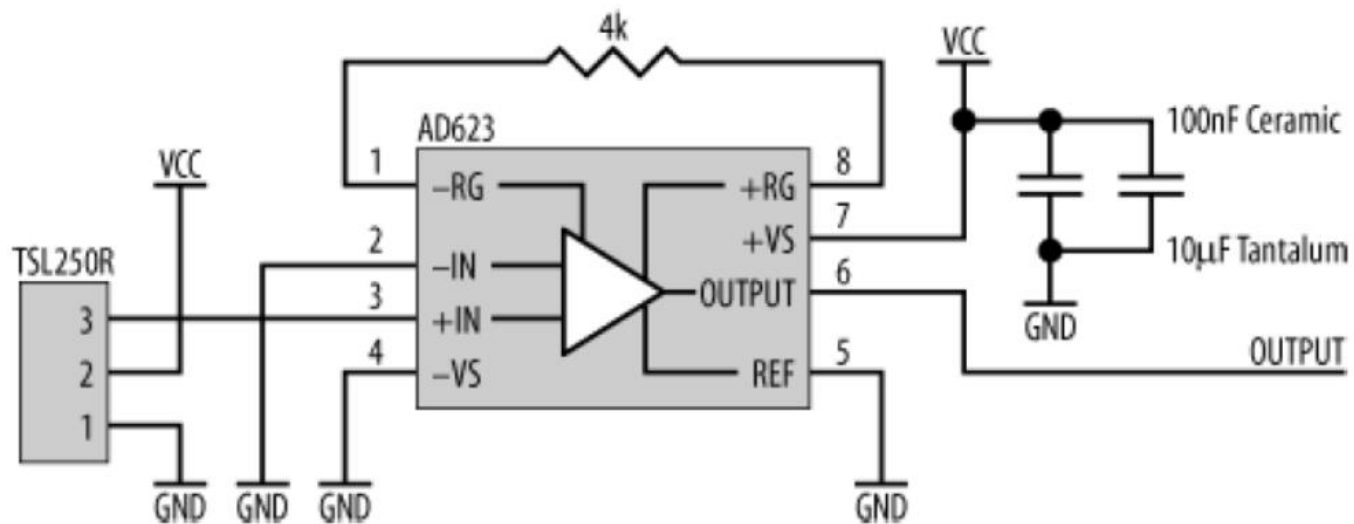


Ex.: Sensor óptico

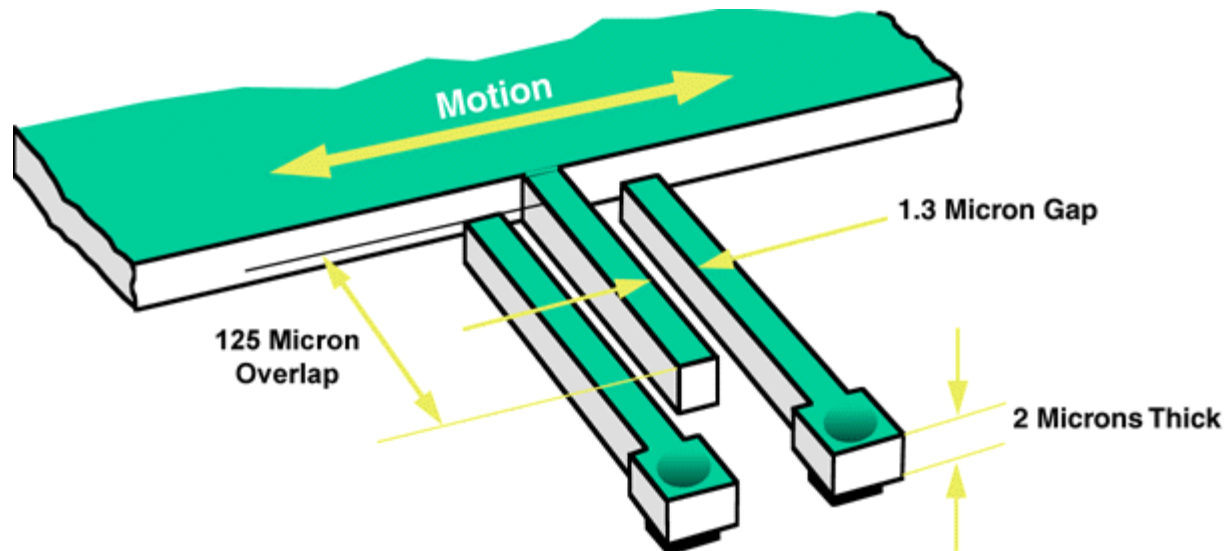
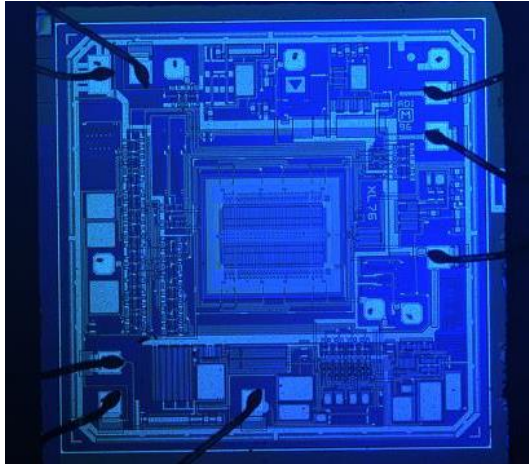


Ex.: Sensor óptico

Amplificação

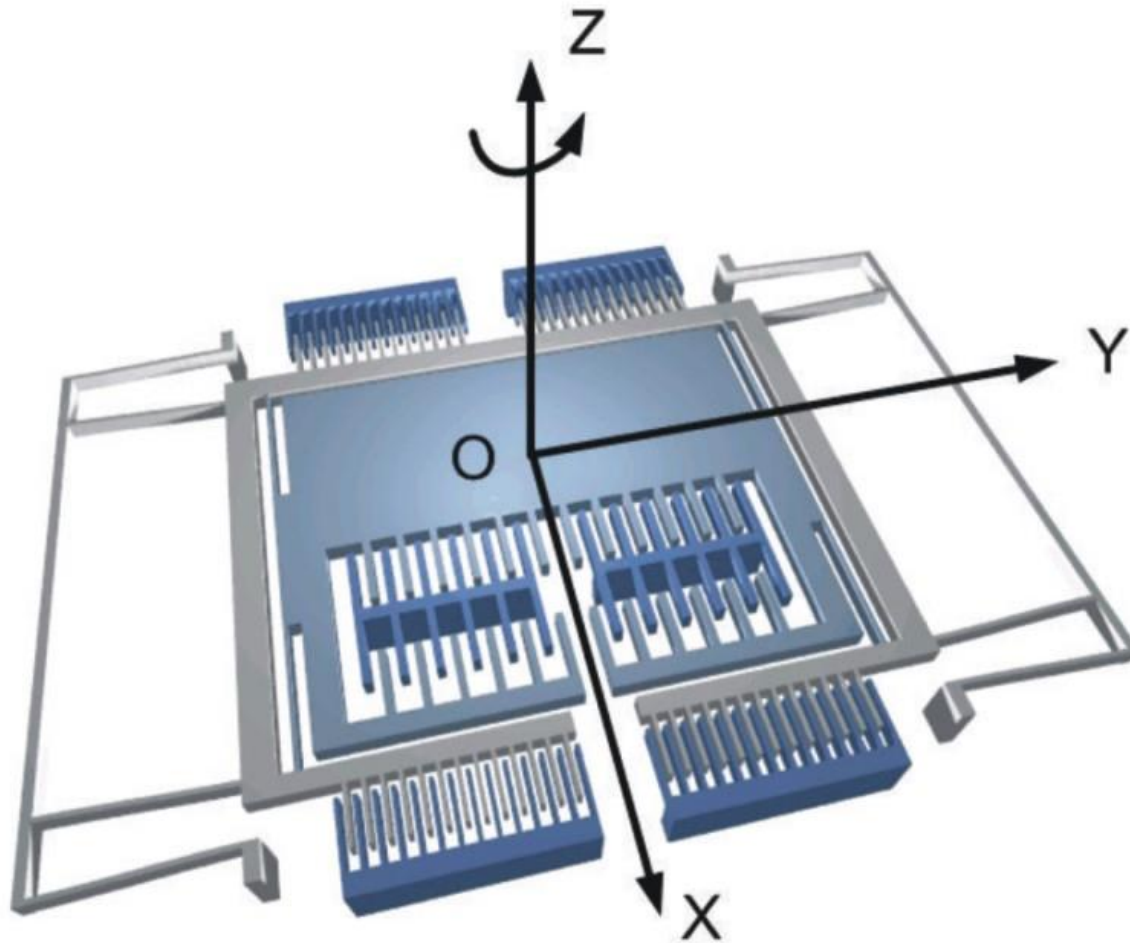


Ex.: Acelerômetro

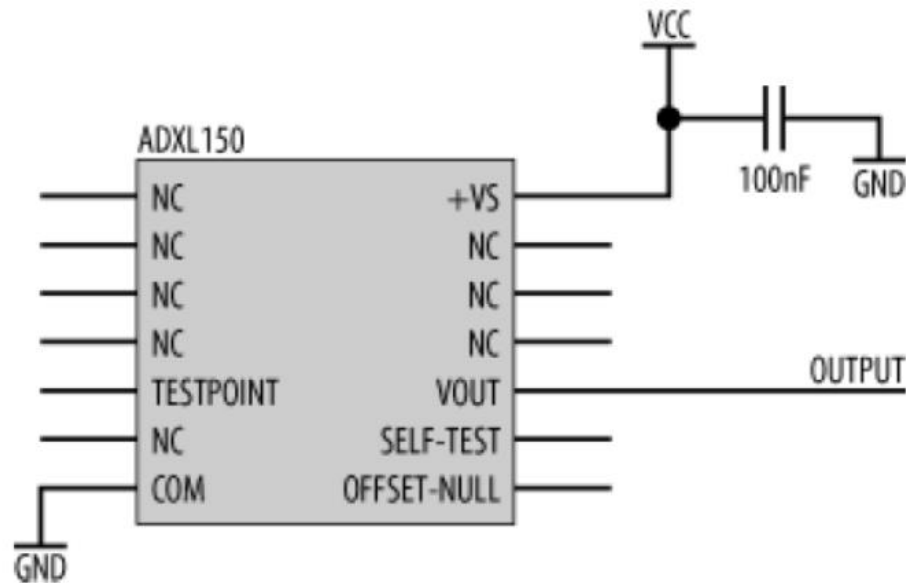


Ex.: Acelerômetro

3D



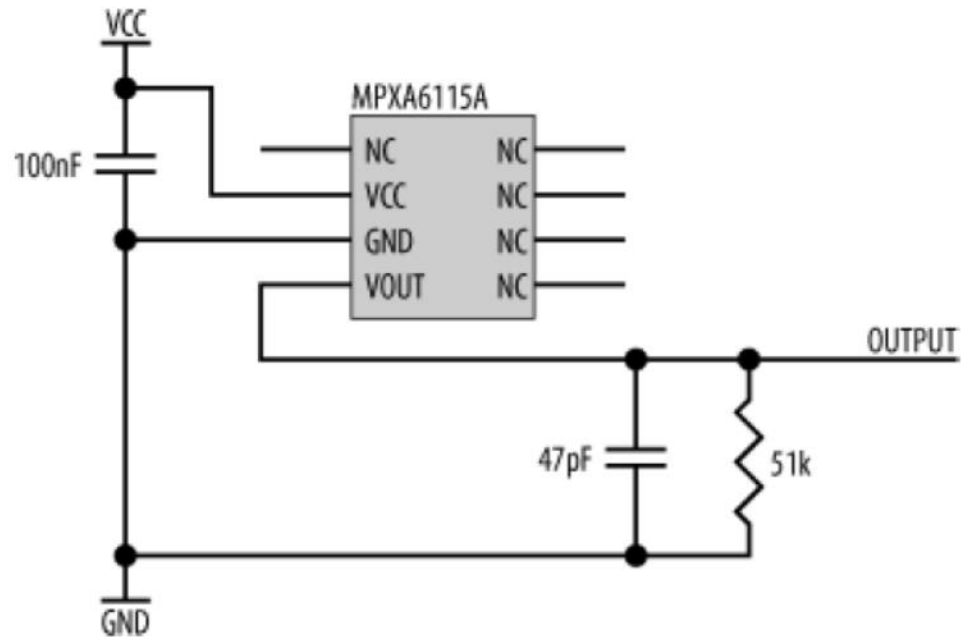
Ex.: Acelerômetro ADXL 150



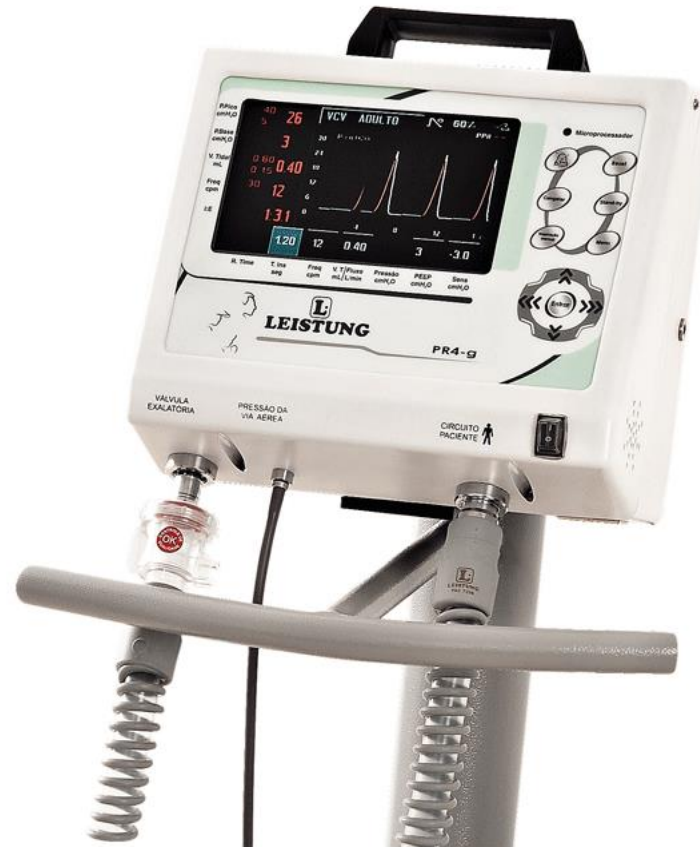
$$V_{OUT} = V_S/2 - (\text{sensitivity} * V_S/5 * \text{acceleration})$$

~38

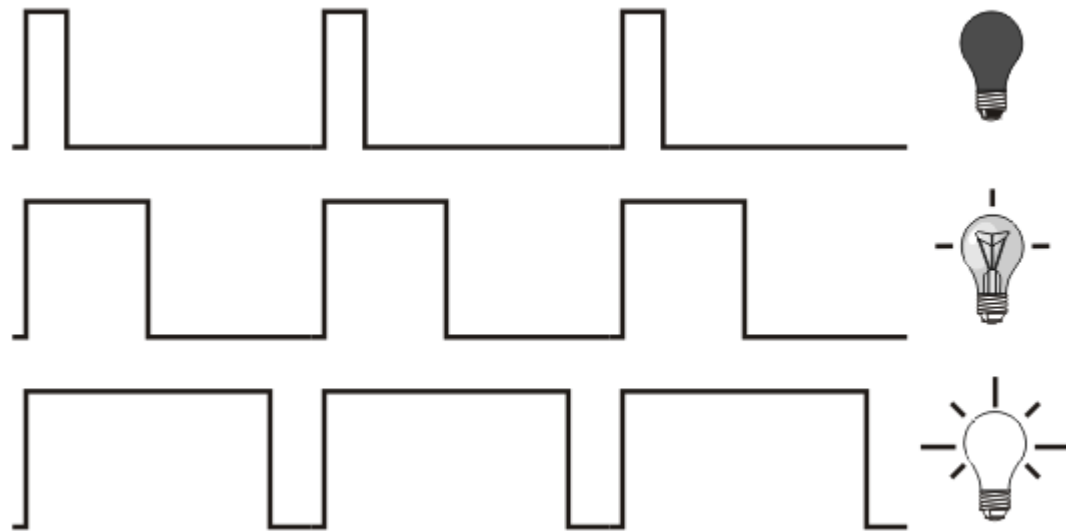
Ex.: Sensor de pressão



Ex.: Sensor de pressão



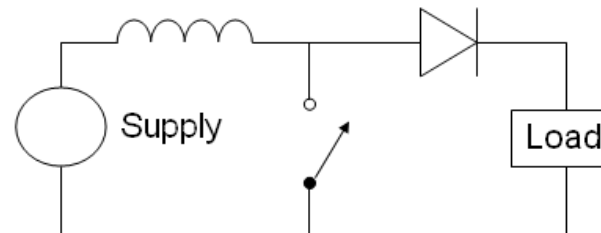
PWM



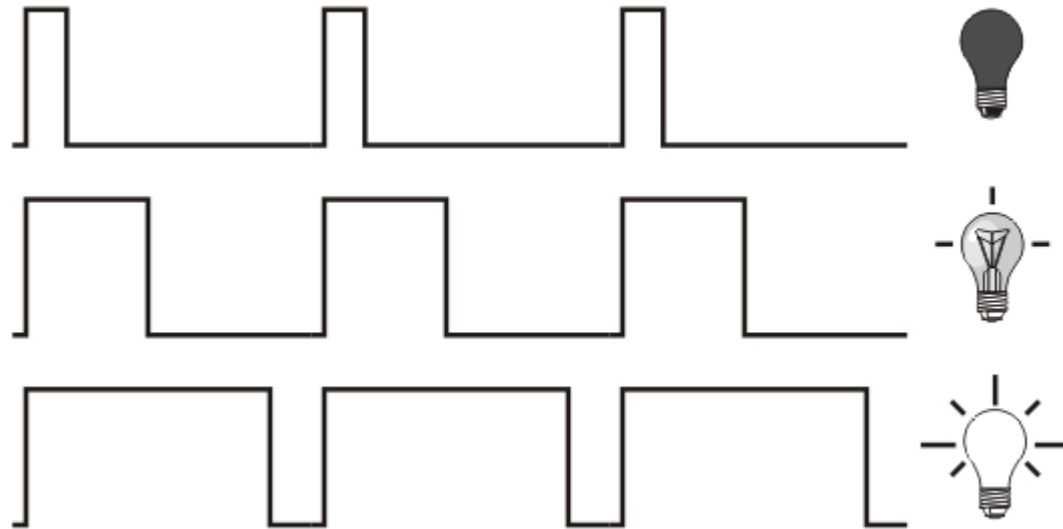
Pulse Width Modulation

Pulse Width Modulation (PWM) is a method of digitally encoding analog signal levels. High-resolution digital counters are used to generate a square wave of a given frequency, and the duty cycle of that square wave is modulated to encode the analog signal.

Typical applications for PWM are switching power supplies, motor control, servo positioning and lighting control.



Pulse Width Modulation



Série de Fourier

$$f(x) = \frac{a_0}{2} + \sum_{n=1}^{\infty} \left(a_n \cos \frac{n\pi x}{L} + b_n \sin \frac{n\pi x}{L} \right)$$

Nível DC

$$a_0 = \frac{1}{T} \int_{-T/2}^{T/2} x(t) dt$$

Pulse Width Modulation

Duty Cycle

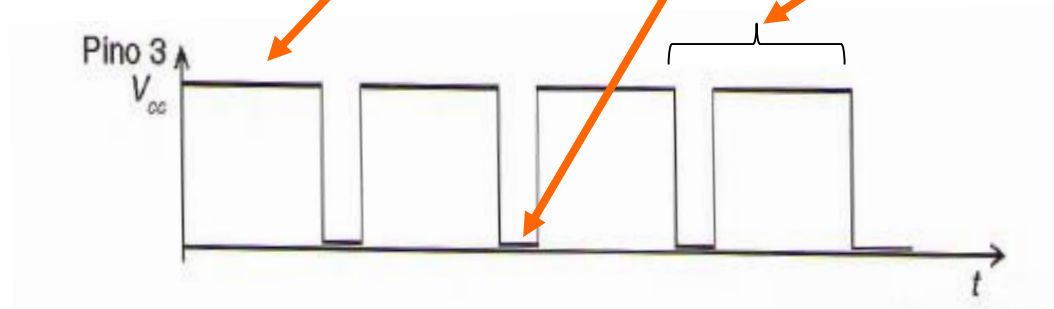


PWM - 555

$$T_{alto} = 0.693(R_1 + R_2)C$$

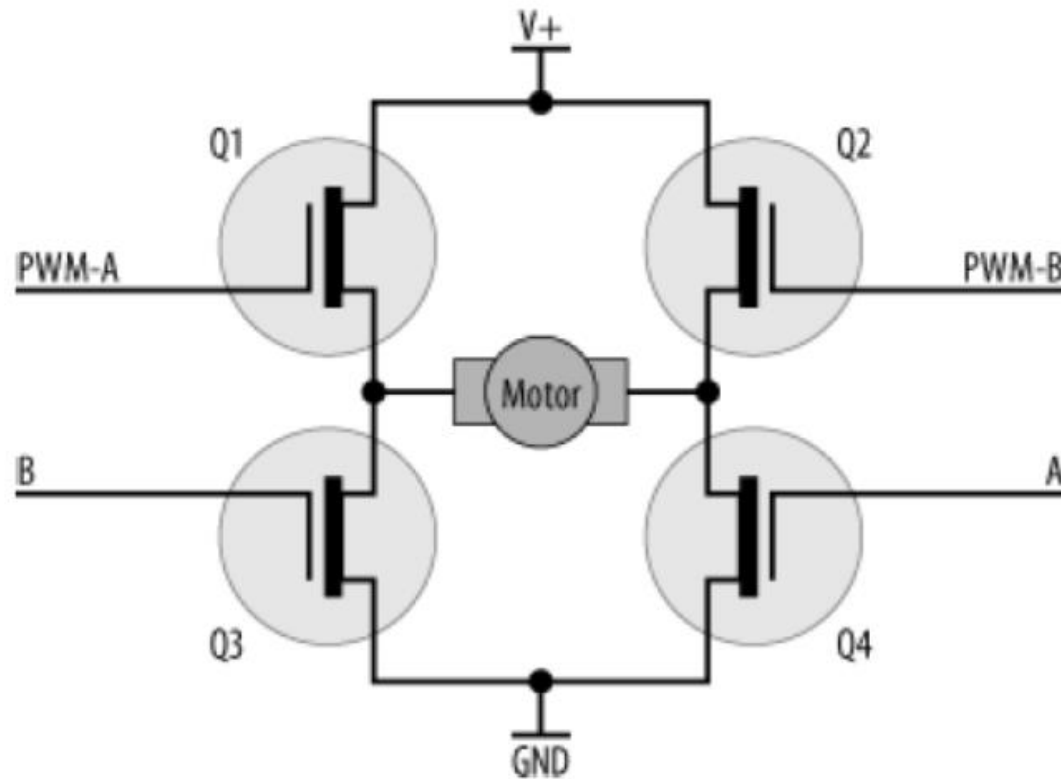
$$T_{baixo} = 0.693R_2C$$

$$T_{total} = 0.693(R_1 + 2R_2)C$$



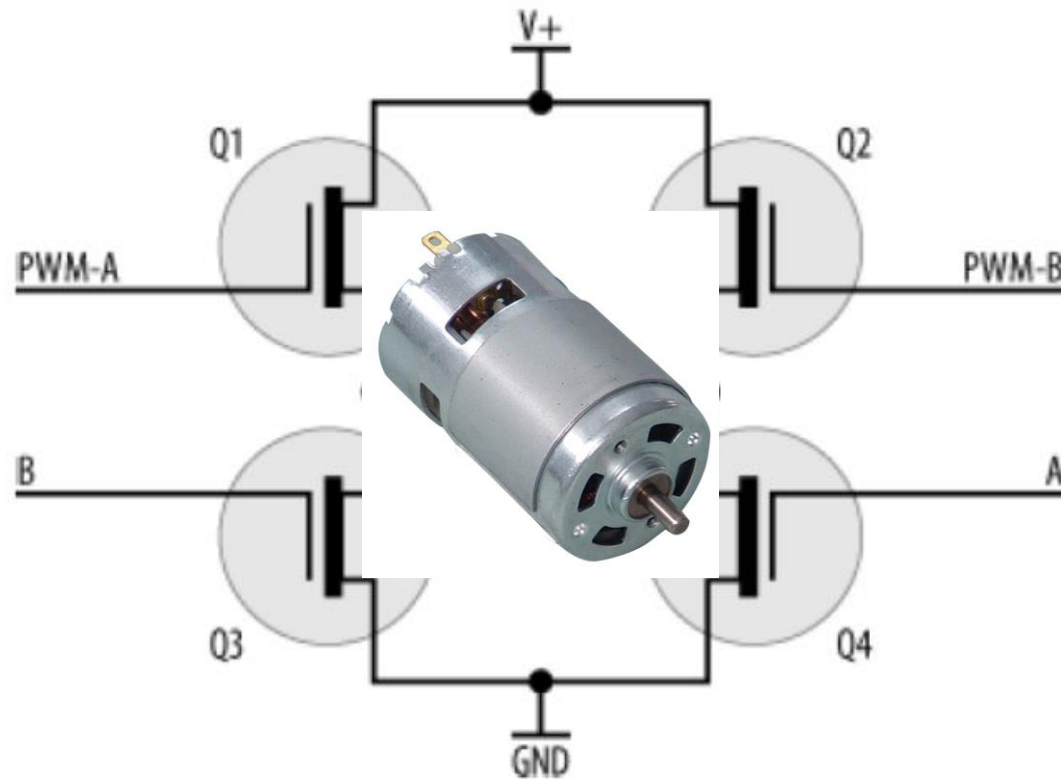
Ex.: Controle de Motor DC

Ponte H

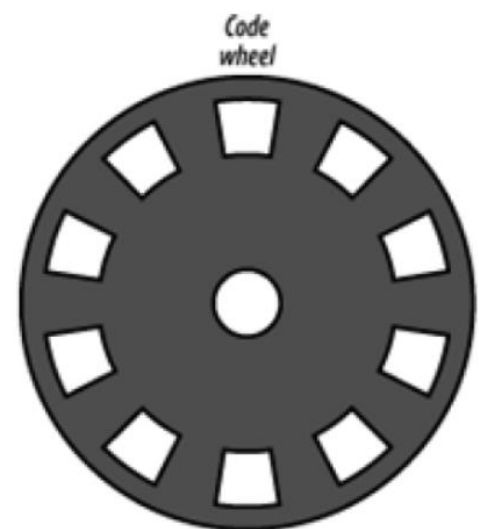
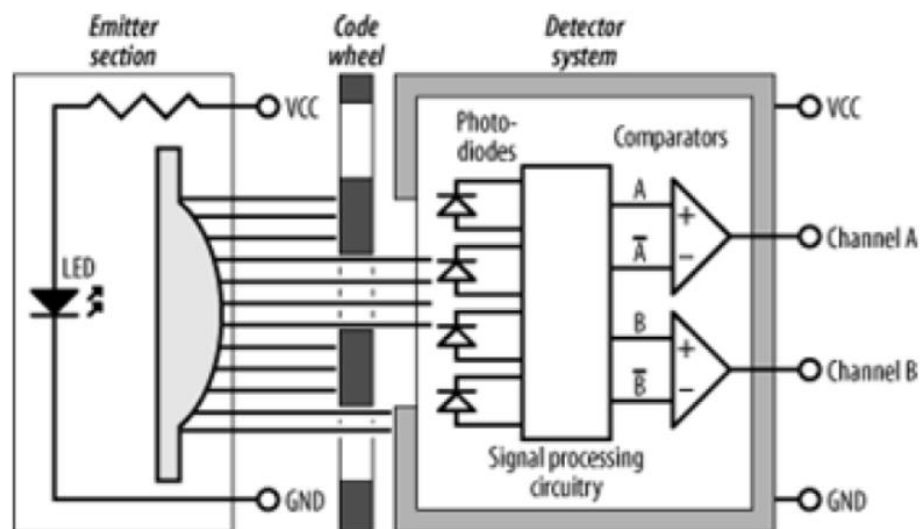
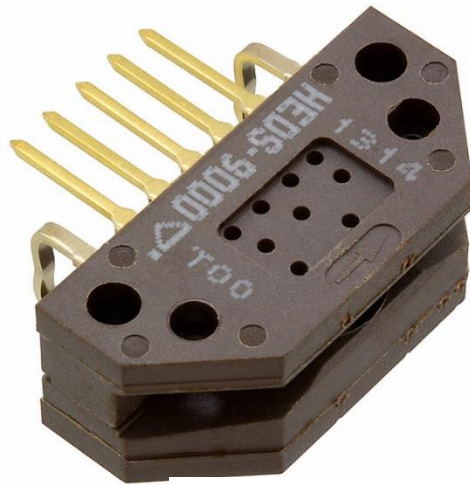


Ex.: Controle de Motor DC

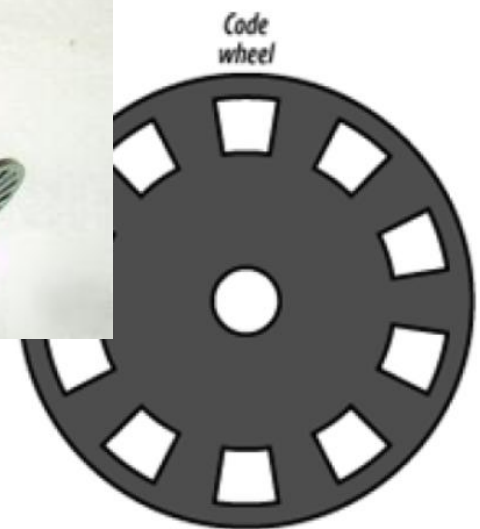
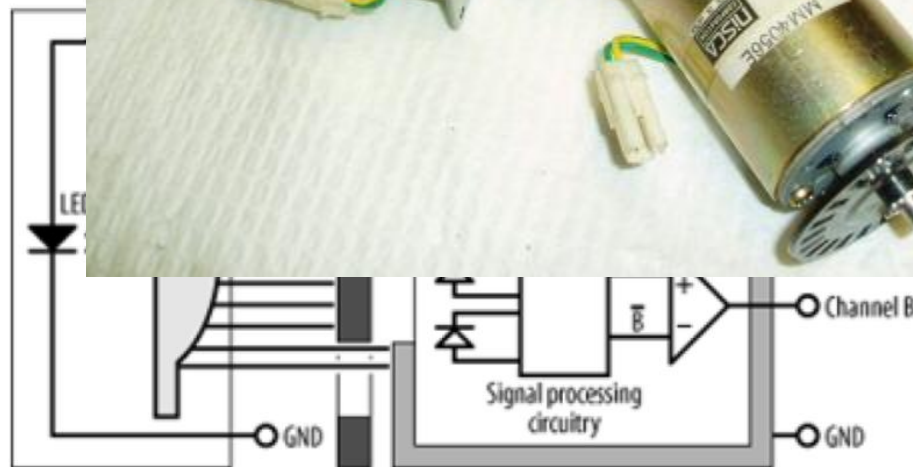
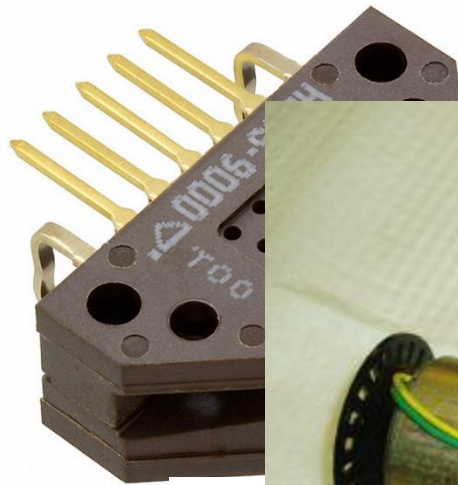
Ponte H



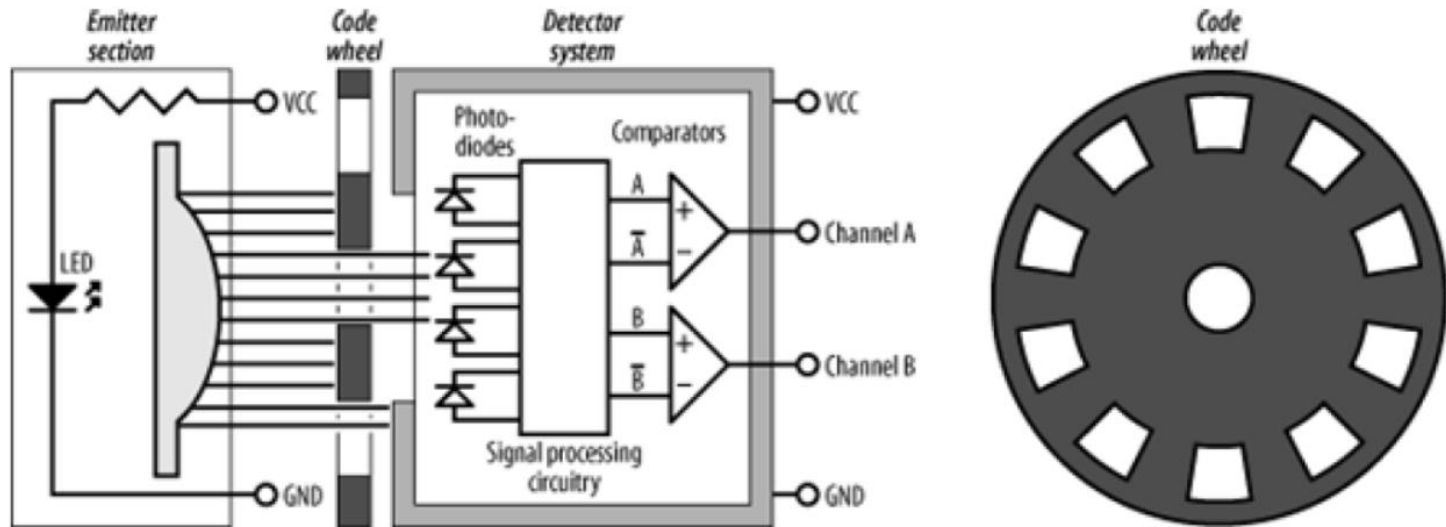
Motor – Leitura de velocidade



Motor – Leitura de velocidade



Motor – Leitura de velocidade



Sentido da rotação:

