

# **Embedded Systems**

# Concepts Covered

- ❑ Introduction to Embedded Systems
- ❑ Applications of Embedded Systems
- ❑ Typical Subsystems in an Embedded Systems

# Introduction

- We have been brought up in the age of computing.
  - Computers are everywhere (some we see, some we do not see).
- Types of computers we are familiar with:
  - Desktops and Laptops
  - Servers
  - Mobile phones
- But there's another type of computing system that is often hidden.
  - Far more common and pervasive...
  - Hidden in the environment.

**Embedded Systems**

# What are Embedded System

- Computers are embedded within other systems:
  - What is “*other systems*”? - Hard to define
    - Any Computing System other than desktop / laptop/ server
- Typical Examples:
  - Washing Machines, refrigerator, camera, vehicles, airplane, missile, printer
  - Processor are often very simple and inexpensive  
(depending upon the application of course)
- Billions of embedded system units produced yearly, versus millions of desktop units

# Common Features of Embedded System

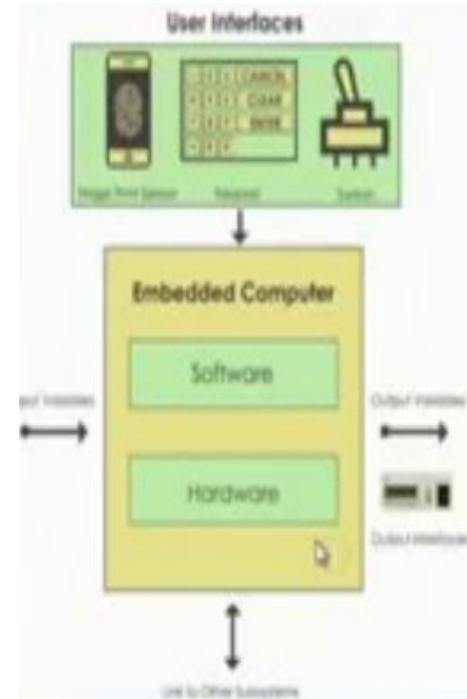
- They are special purpose or single functioned.
  - Executes a single program, possibly inputs from the environment.
  - Image a microwave oven, a washing machine, an AC machine, etc.
- Tight constraints on cost, energy, form factor, etc.
  - Low cost, low power, small size, relatively fast.
- They must react to events in real time.
  - Responds to input from the system environment.
  - Must compute certain results in real-time without delay.
    - The delay that can be tolerated depends on the application.

# Typical Design Constraints

- Low Cost
  - A sophisticated processor can increase the cost of the embedded system
- Low Energy Consumption
  - Many embedded systems operate on battery
- Limited Memory
  - Typically constrained to finite and small amount of memory
- Real Time Response
  - Most embedded systems are used for controlling some equipment.
  - Must generate response within a specified time.

# How to define an Embedded system?

- It is a microcontroller-based system that is designed to control a function or a range of functions, and is not meant to be programmed by the end user
  - The user may make choices concerning the functionality but cannot change them.
  - The user cannot make modification to the software.
  - Can you “program” your washing machine or refrigerator or car?
    - Not today ... but very sure in the future.



- What embedded system is not...
  - A microprocessor sitting inside a traditional computing system (like desktop, laptop, server, etc)
- It is actually:
  - A microprocessor used to control another piece of technology(dedicated, not general-purpose)
  - For low cost, microcontrollers that are typically user are single-chip devices containing processor, memory and I/O interfaces



# Application of Embedded systems

- Limited by Imagination.
  - Consumer Segment : Refrigerator, washing machine, camera, etc...
  - Office Automation : Printers, fax machines, Photocopying machines, scanners, biometric, etc....
  - Automobiles : Air bags, ABS, Engine Control, door lock, GPS, etc...
  - Communication : Mobile Phones, network switches, WIFI hotspots, etc...
  - Miscellaneous : Automatic door systems, automatic baggage screening, surveillance systems, intelligent toilet, etc....

## User Interfaces



## Embedded Computer

Software

Hardware

Input Variables



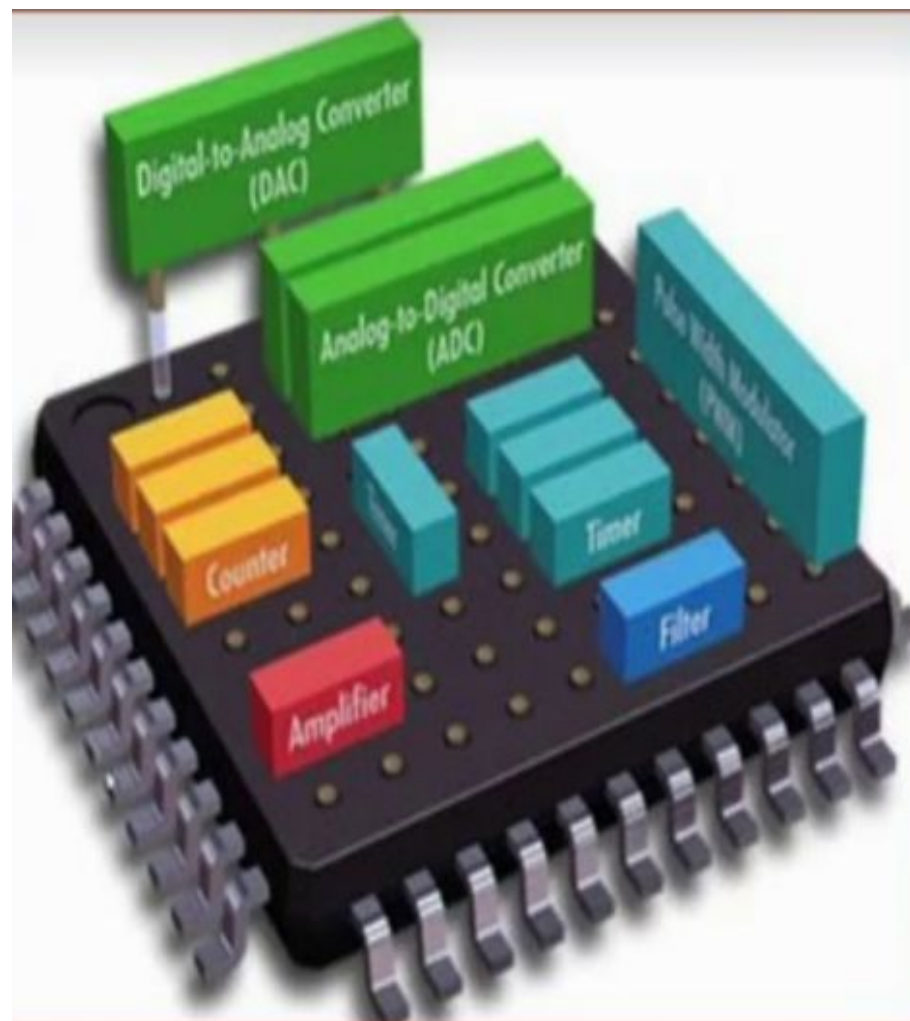
Output Variables



Output Interfaces



Link to Other Subsystems



## Notable subsystems:

- a) Analog-to-digital (ADC) interfaces
- b) Digital-to-analog (DAC) interfaces
- c) Pulse-width-modulation (PWM) interfaces
- d) Timers and counters
- e) In addition to ... processor, memory, digital I/O ports, etc.

**Thank You**