Embedded Systems Introduction

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- Introduction to ES
- GPS vs ES
- Real Time Aspects







Introduction to Embedded System

Embedded Systems Introduction

- What is ES
- Examples
- Categories
- Components
- Requirements
- Challenges
- Trends in Development
- Common Design Metrics





Embedded System Definition



"Any combination of Hardware and Software which is intended to do a Specific Task

can be called as an **Embedded System**"





Examples









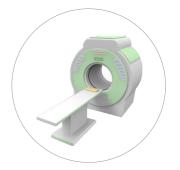


























Embedded System Categories

- Stand-alone
- Real Time
- Networked
- Mobile

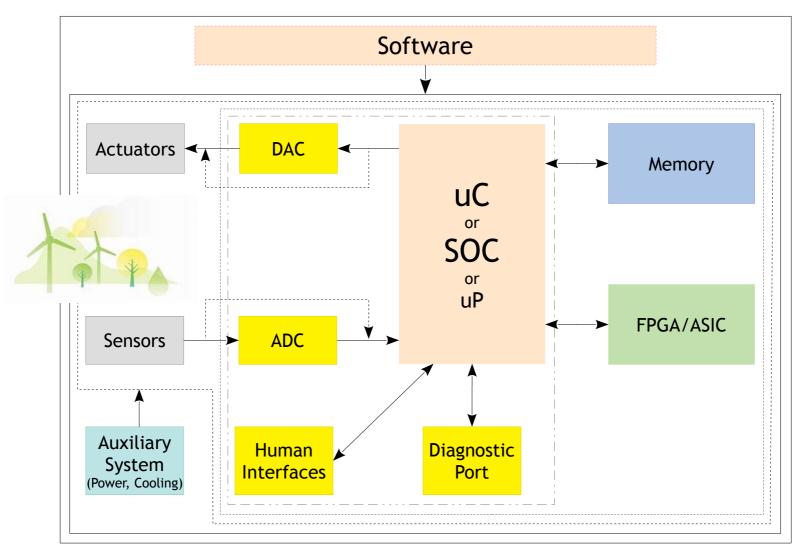






Components







Requirements

- Reliability
- Cost-effectiveness
- Low Power Consumption
- Efficient Usage of Processing Power
- Efficient Usage of Memory



















Embedded System Challenges

- Efficient Inputs/Outputs
- Embedding an OS
- Code Optimization
- Testing and Debugging





Trends in Development

- Processors
- Memory
- Operating Systems
- Programming Languages
- Development Tools





Common Design Metrics

- Time to Prototype
- Power
- Performance & Correctness
- Size
- NRE
- Maintainability & Flexibility
- Safety
- Unit Cost
- Time to Market





GPS vs ES

Embedded System GPS vs ES

- What do you think of your Desktops?
- Does the size matter?
 - Bluetooth Button
 - Industrial Control Systems





Real Time Aspects

Real Time Aspects



- Hard Real Time
 - Should meet its deadline Life Critical Application
- Firm Real Time
 - Similar to Hard Real Time Properties
- Soft Real Time
 - Can have tolerance in meeting its deadline





Thank You