



*CS632/SEP564: Embedded Operating Systems (Fall 2008)*

# Embedded Systems

**KAIST**

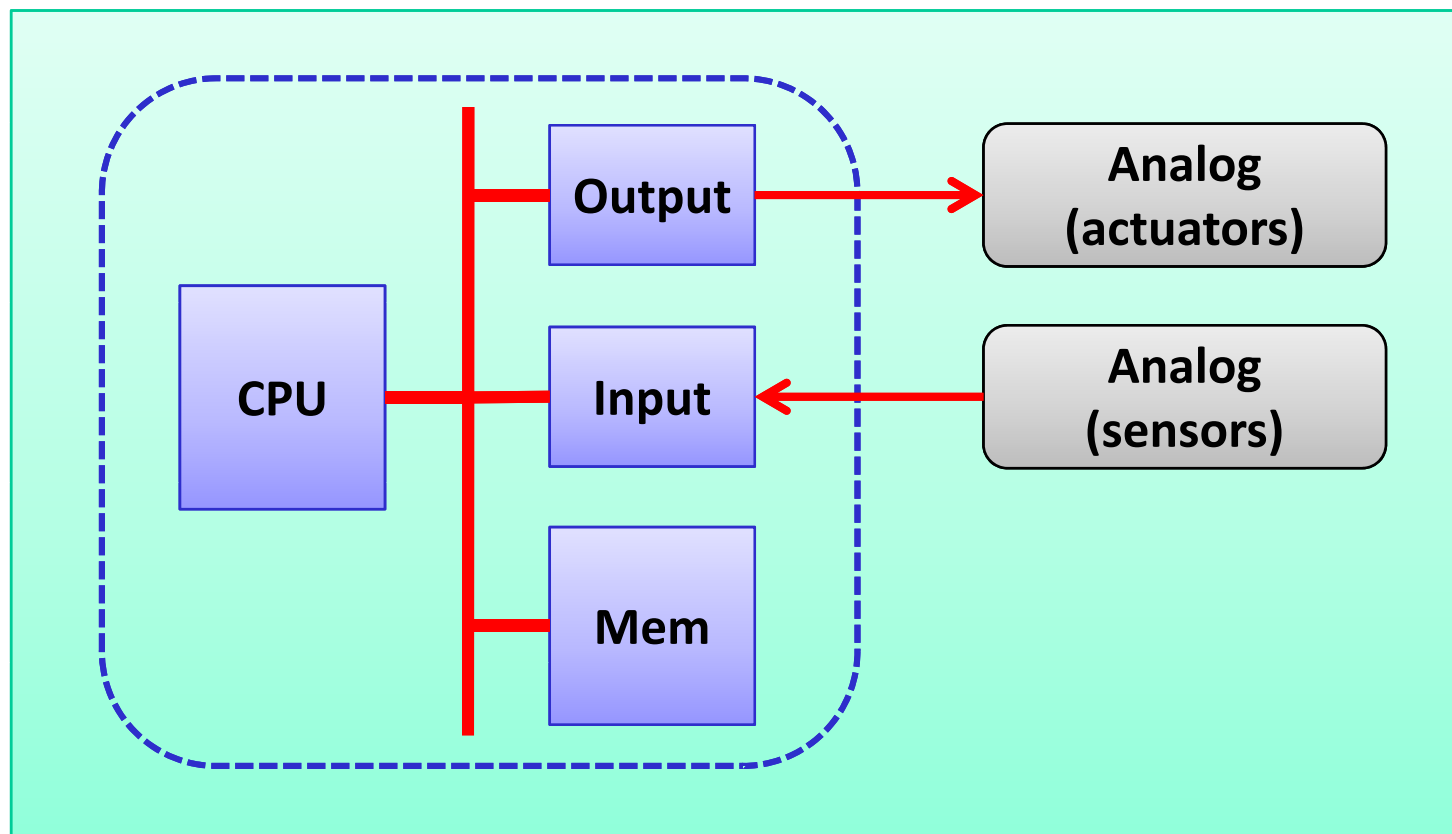
# Embedded Systems (1)



- **What is an embedded system?**
  - A special-purpose computer system built into a larger device
- **General-purpose vs. Embedded?**
  - Cost
  - Performance
  - Power
  - Limited resources
  - Real-time constraints
  - Many design alternatives
  - Hard to develop and debug

# Embedded Systems (2)

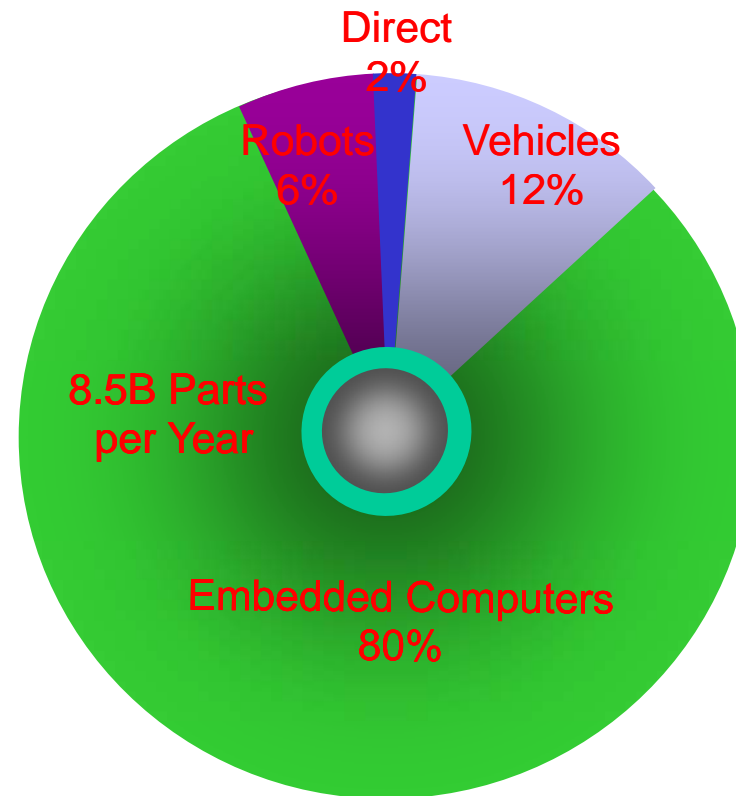
- Embedding a computer system



# Embedded Systems (3)

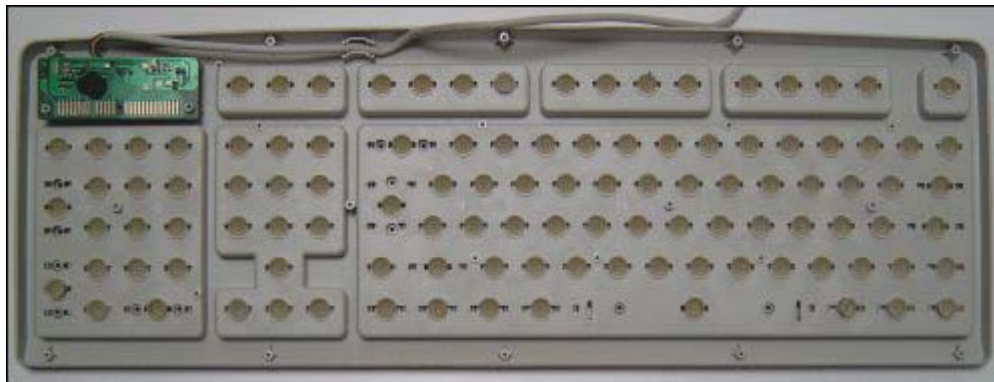
## ■ Where are the CPUs?

- Estimated 98% of 8 billion CPUs produced in 2000 used for embedded applications.



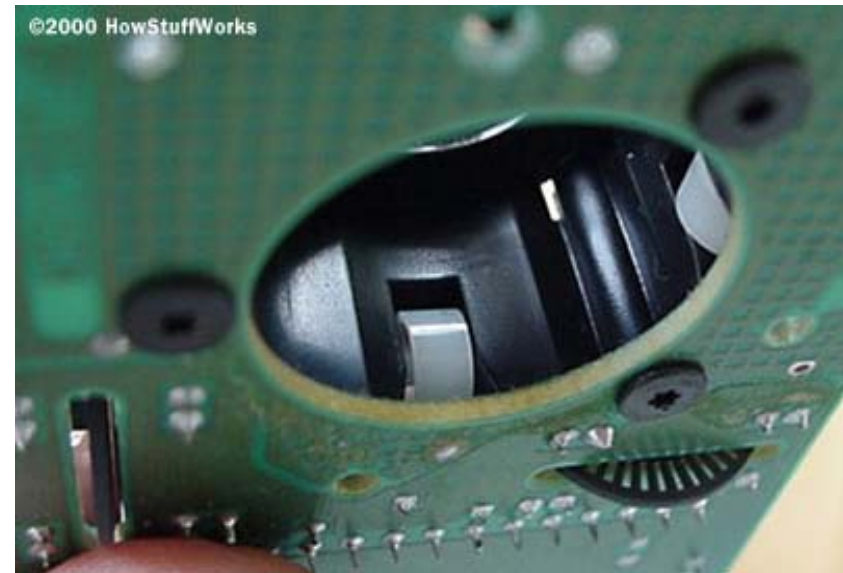
Source: DARPA/Intel (Tennenhouse)

# Keyboard

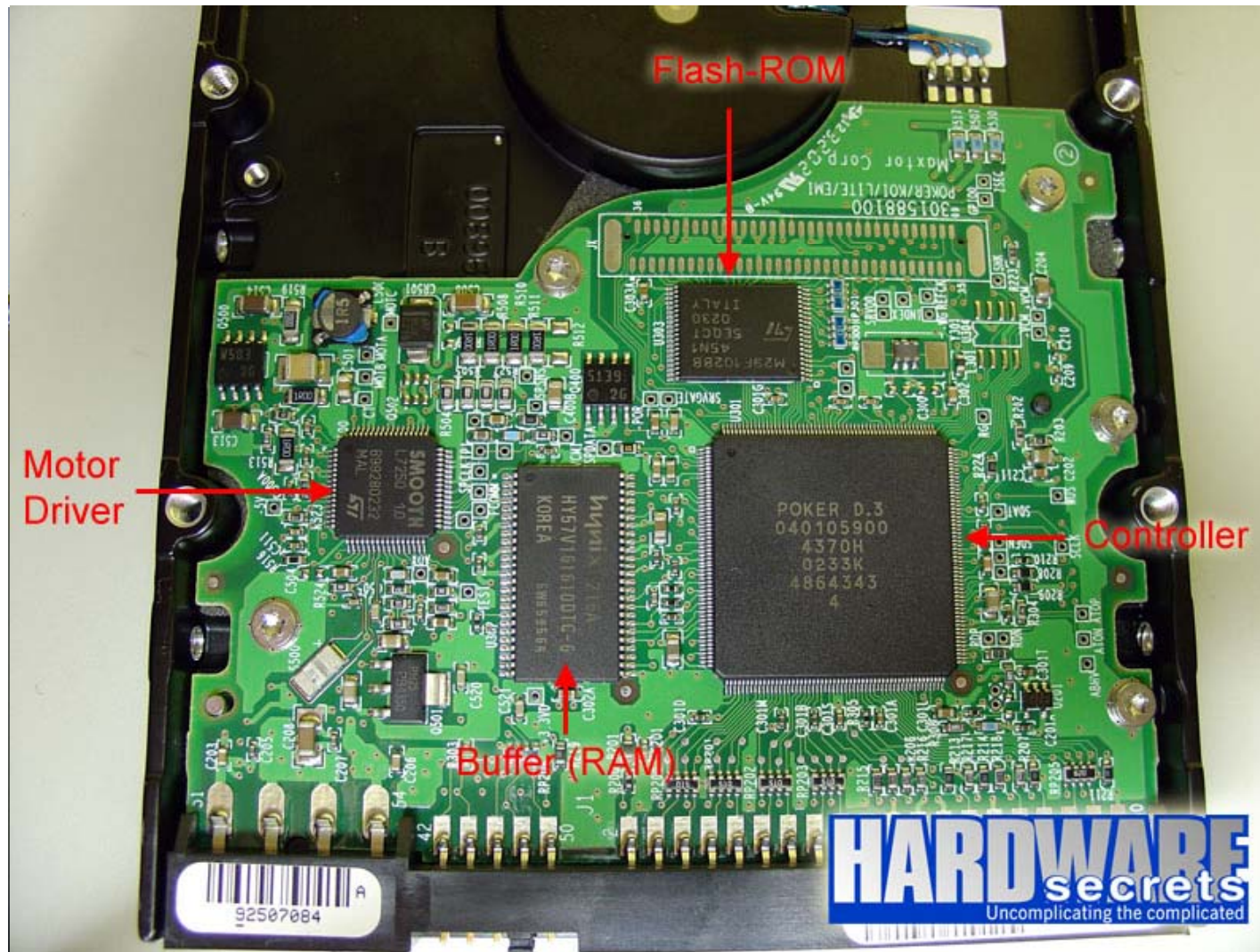




# Mouse

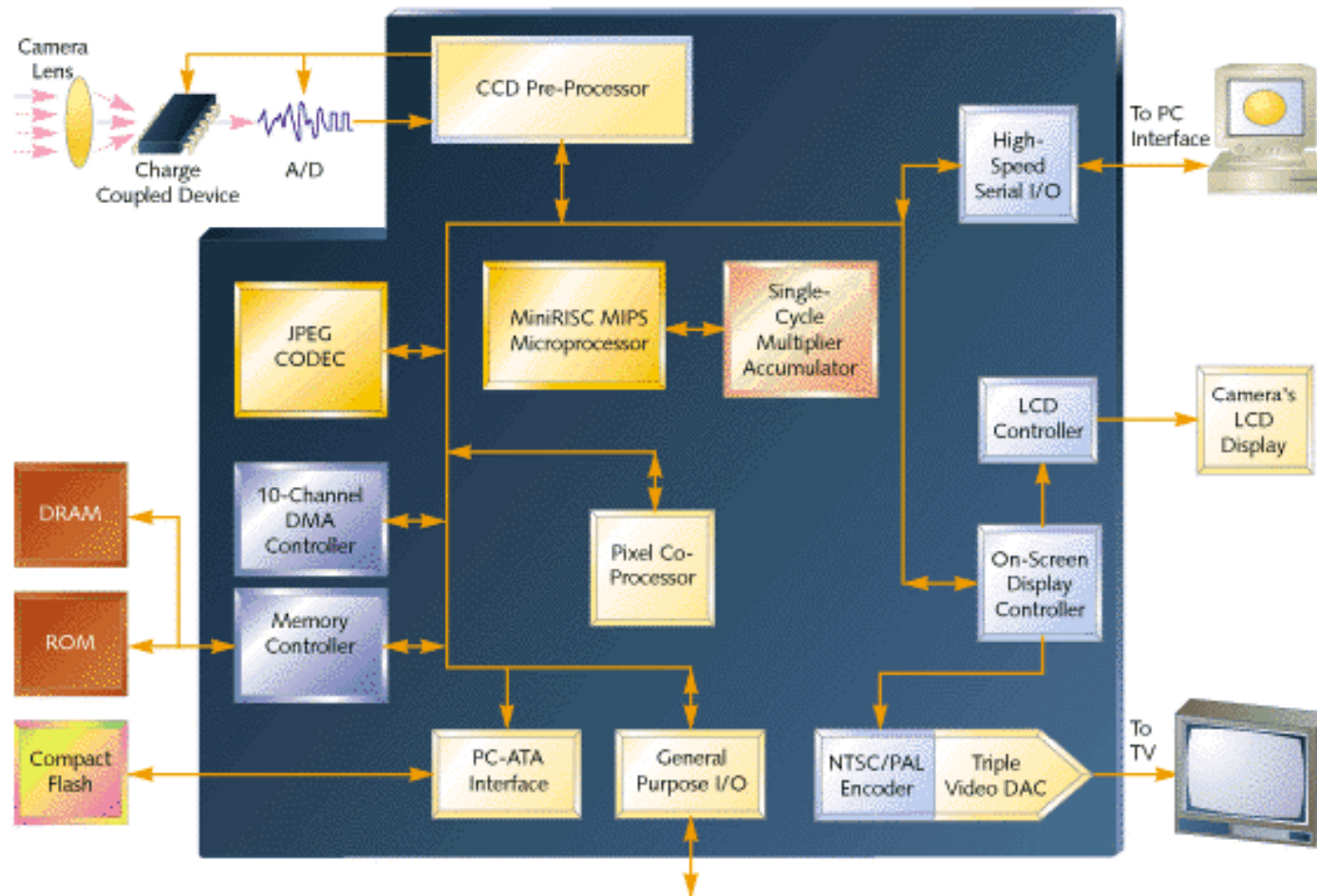


# Hard Disk Drive





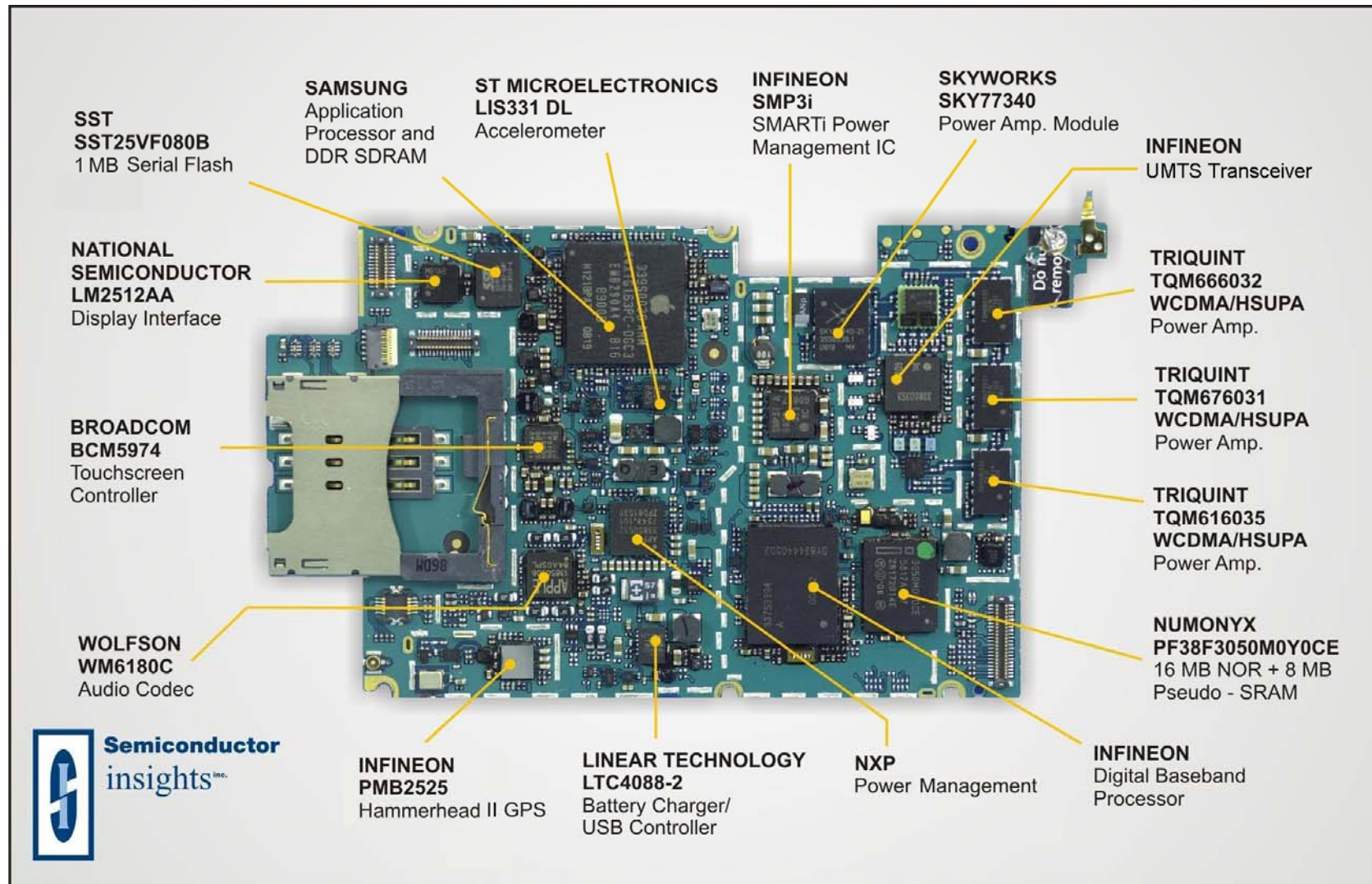
# Digital Still Camera



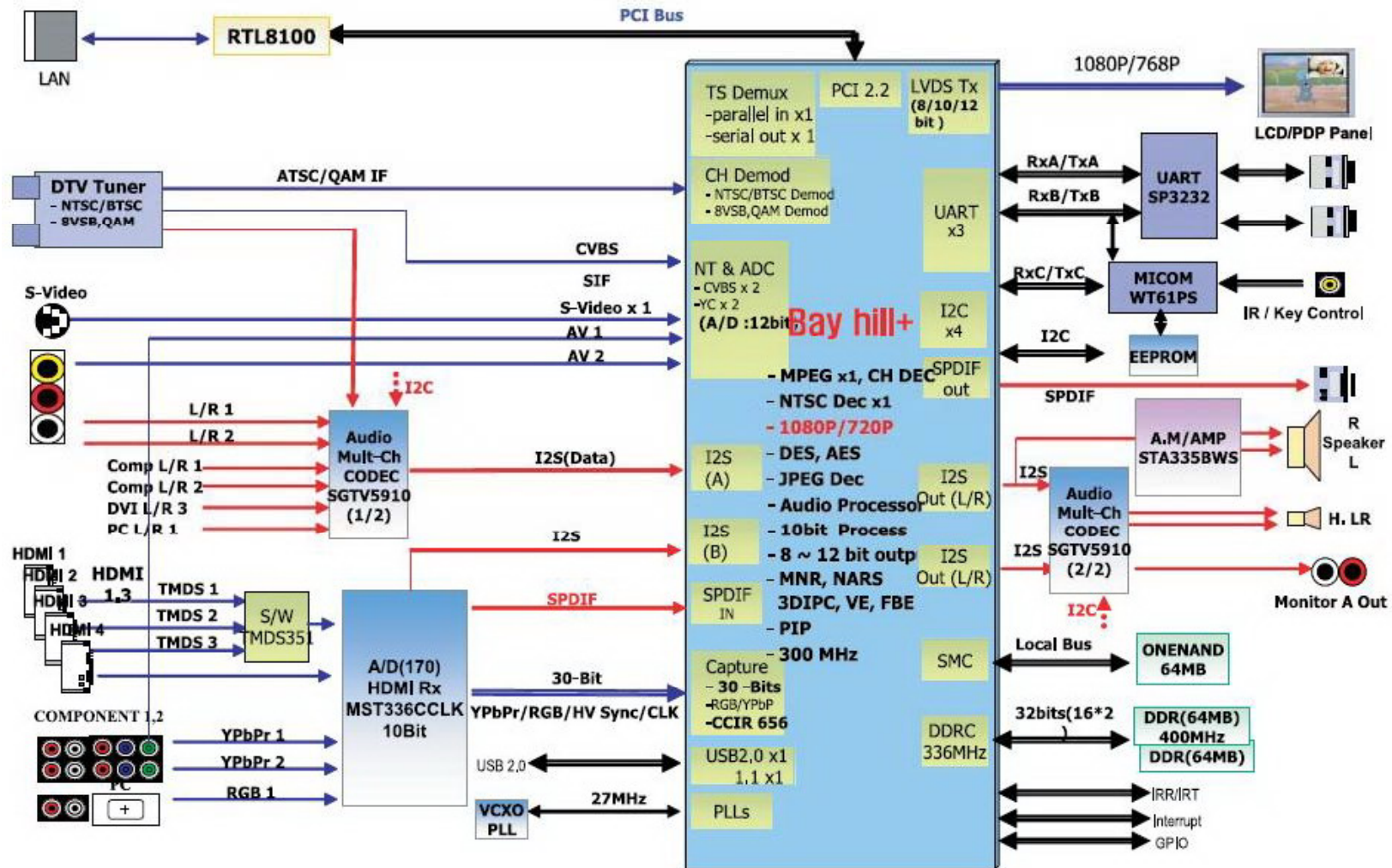
- Canon EOS 3 has three microprocessors.



# iPhone 3G



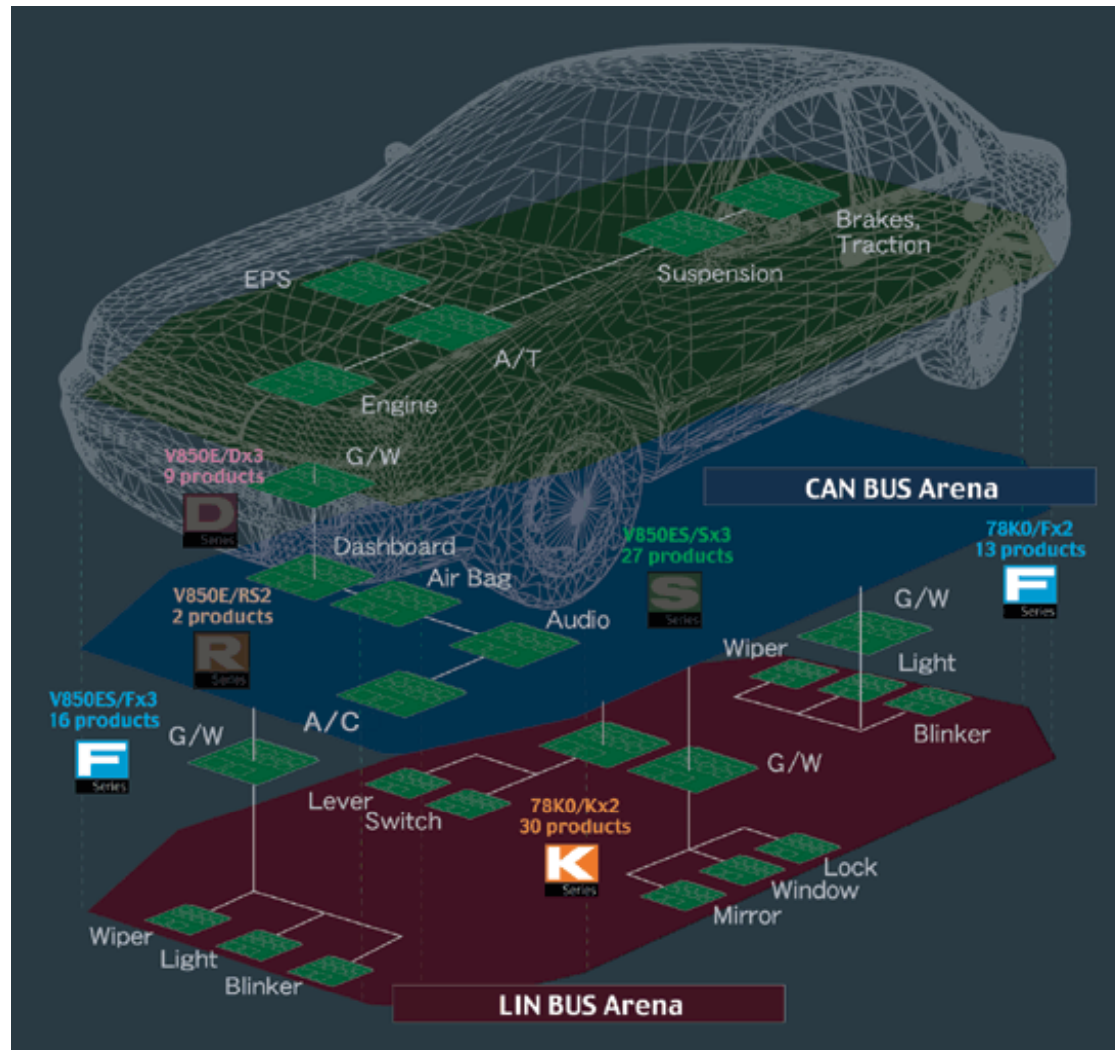
# Digital TV



Source: <http://www.avforum.com>



# Automotive



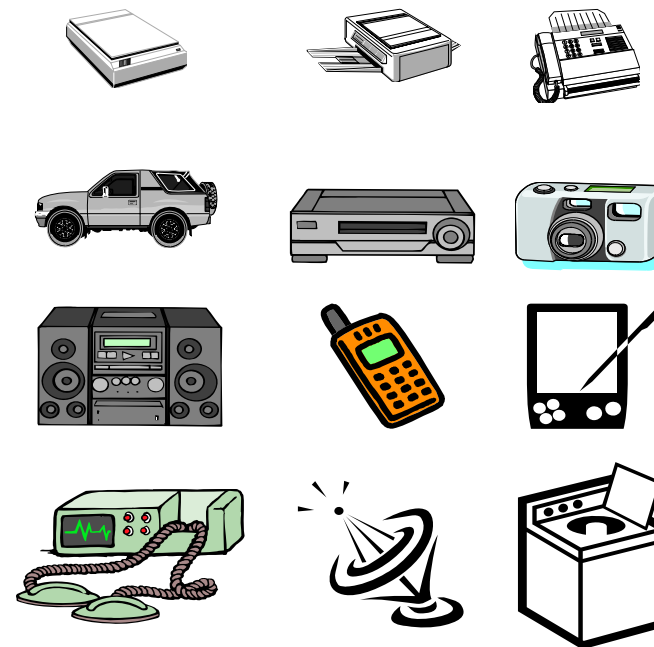
- ~ 100 ECUs
- 16/32-bit microcontrollers
- 2 ~ 3 CAN buses



# Other Examples

## ■ A “Short List” of embedded systems

Anti-lock brakes	Modems
Auto-focus cameras	MPEG decoders
Automatic teller machines	Network cards
Automatic toll systems	Network switches/routers
Automatic transmission	On-board navigation
Avionic systems	Pagers
Battery chargers	Photocopiers
Camcorders	Point-of-sale systems
Cell phones	Portable video games
Cell-phone base stations	Printers
Cordless phones	Satellite phones
Cruise control	Scanners
Curbside check-in systems	Smart ovens/dishwashers
Digital cameras	Speech recognizers
Disk drives	Stereo systems
Electronic card readers	Teleconferencing systems
Electronic instruments	Televisions
Electronic toys/games	Temperature controllers
Factory control	Theft tracking systems
Fax machines	TV set-top boxes
Fingerprint identifiers	VCR's, DVD players
Home security systems	Video game consoles
Life-support systems	Video phones
Medical testing systems	Washers and dryers



And the list goes on and on ...

# Recent Trends



- **Key recent trends**
  - Increasing computation demands
  - Increasingly networked
  - Increasing need for flexibility
  - Getting complex
  - Increasingly platform-based

# Basic Architecture (1)

## ■ Control unit

- Custom logic
- FPGAs (Field-Programmable Gate Arrays)
- Microcontrollers
- Microprocessors
  - ARM, MIPS, PowerPC, SuperH, Cell, x86, ...
  - Mostly less than 1 GHz
- DSPs (Digital Signal Processors)
- ASIPs (Application Specific Instruction-set Processors)
- Multicore? (symmetric vs. asymmetric)
- Typical word sizes: 8-bit, 16-bit, 32-bit



# Basic Architecture (2)



- **RAM (Random access memory)**
  - SRAM
    - Easier to integrate on the same chip as processor
  - DRAM
    - SDRAM (Synchronous DRAM): SDR, DDR, DDR2, DDR3
    - Mobile SDR/DDR SDRAM
    - RDRAM (Rambus DRAM)
  - NVRAM (Nonvolatile RAM)
  - Future Nonvolatile RAMs: PRAM, MRAM, FeRAM
  - Cache memory
  - SPM (Scratch Pad Memory)

# Basic Architecture (3)



## ■ ROM (Read-only memory)

- Mask-programmed
- One-time programmable (OTP) ROM
- Erasable programmable ROM (EPROM)
- Electrically erasable programmable ROM (EEPROM)

## ■ Flash memory

- NOR
- NAND
- OneNAND

# Basic Architecture (4)

## ■ Interfacing

- ARM AMBA (Advanced Microcontroller Bus Architecture)
- ISA (Industry Standard Architecture)
- PCI (Peripheral Component Interconnect)
- I<sup>2</sup>C (Inter-IC) bus
- USB

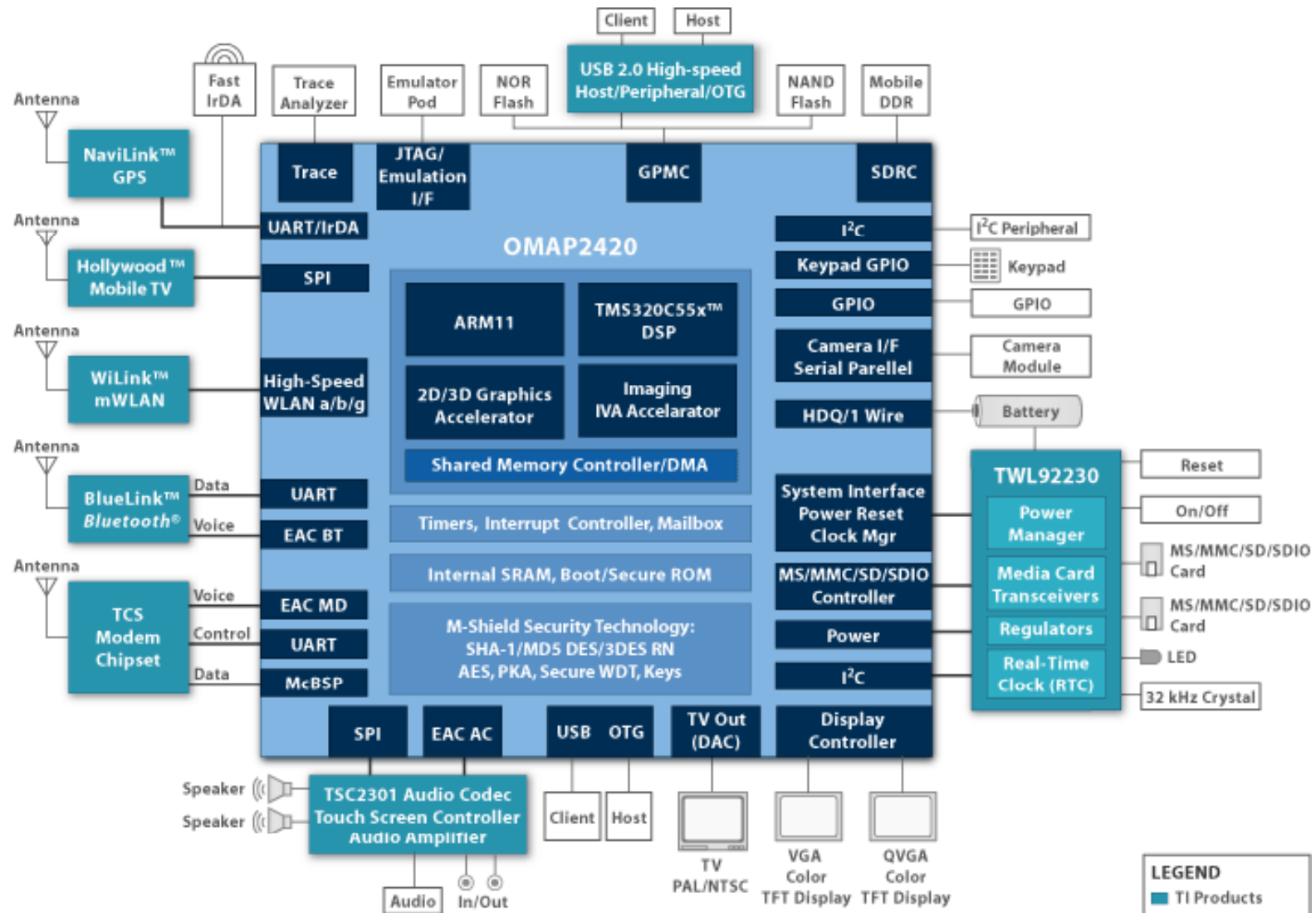


# Basic Architecture (5)

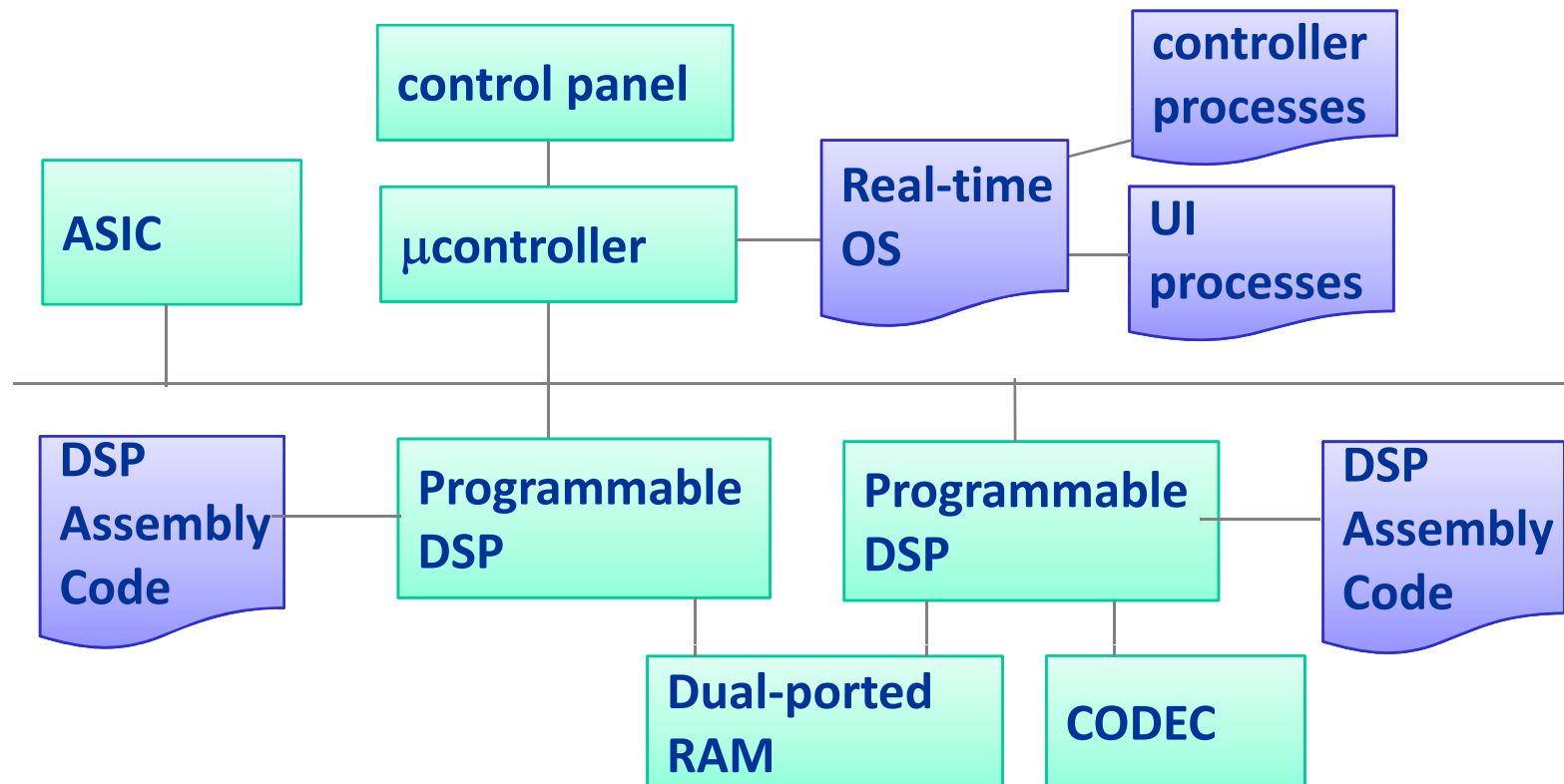


- **Common peripheral devices**
  - Interrupt controller
  - DMA controller
  - Timer / Counter
  - Real-time clock
  - Watchdog timer
  - UART (Universal Asynchronous Receiver Transmitter)
  
  - IrDA (Infrared)
  - Ethernet (wired/wireless)
  - Bluetooth

# TI OMAP2420

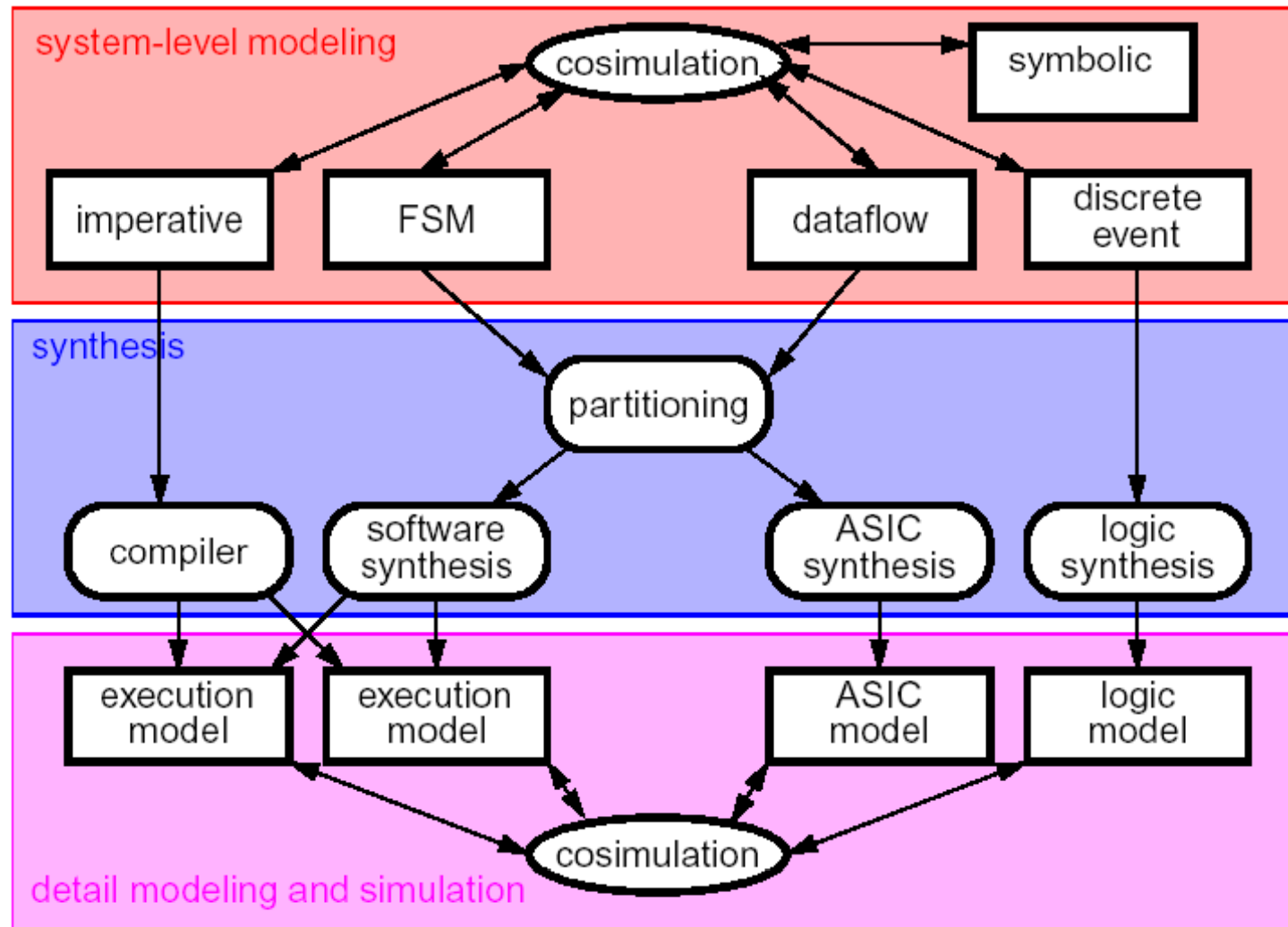


# Complexity / Heterogeneity





# Handling Heterogeneity





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# Embedded Operating Systems

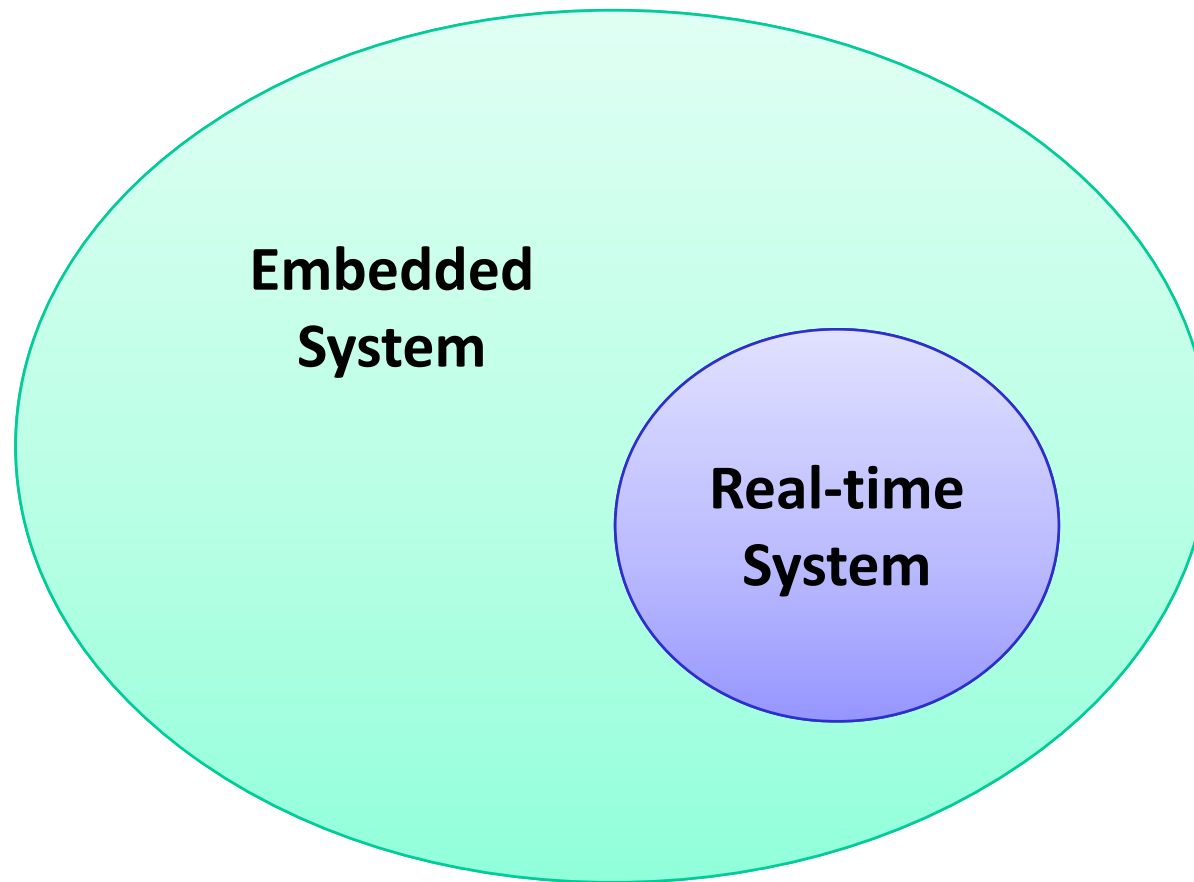
**KAIST**

# Embedded vs. Real Time (1)

## ■ What is real time?

- Definition (by Donald Gillies):
  - A real time system is one in which the correctness of the computations not only depends upon the logical correctness of the computation, but also upon the time at which the result is produced. If the timing constraints of the system are not met, system failure is said to have occurred.
- Real time in operating systems:
  - The ability of the operating system to provide a required level of service in a bounded response time.
    - (POSIX Standard 1003.1)
- Hard vs. soft real time

# Embedded vs. Real Time (2)





# OS Flavors



## ■ Desktop

- Microsoft Windows (2K/XP/Vista)
- Mac OS X
- Linux

## ■ Server

- Microsoft Windows (2K/XP/Vista Data Center/Enterprise)
- Unix Variants: Sun Solaris, IBM AIX, HP HP-UX, Linux, OpenBSD/NetBSD/FreeBSD, ...

## ■ Embedded

- Many
- Why do we need embedded OS?

# Embedded OS vs. GPOS (1)



## ■ Similarities

- Some level of multitasking
- Software and hardware resource management
- Provision of underlying OS services to applications
- Abstracting the hardware from the software application

# Embedded OS vs. GPOS (2)



## ■ Differences

- Better reliability in embedded application contexts
- The ability to scale up or down to meet application needs
- Faster performance
- Reduced memory requirements
- Scheduling policies tailored for real-time embedded systems
- Support for diskless embedded systems by allowing executables to boot and run from ROM or RAM
- Better portability to different hardware platforms

# Criteria



- **What makes a good embedded OS?**
  - Modular
  - Scalable
  - Configurable
  - Small footprint
  - CPU support
  - Device drivers
  - Integrated Development Environments (IDE)
  - etc, etc, etc...



# Embedded OS Players (1)



- **Wind River Systems**
  - VxWorks
  - pSOS
  - <http://www.wrs.com>
- **QNX Software Systems**
  - QNX
  - <http://www.qnx.com>
- **Green Hills Software, Inc.**
  - Integrity, velOSity
  - <http://www.ghs.com>

# Embedded OS Players (2)



- **Mentor Graphics**

- VRTX
- Nucleus
- <http://www.mentor.com>

- **Palm Computing**

- PalmOS
- <http://www.palm.com>

- **Symbian**

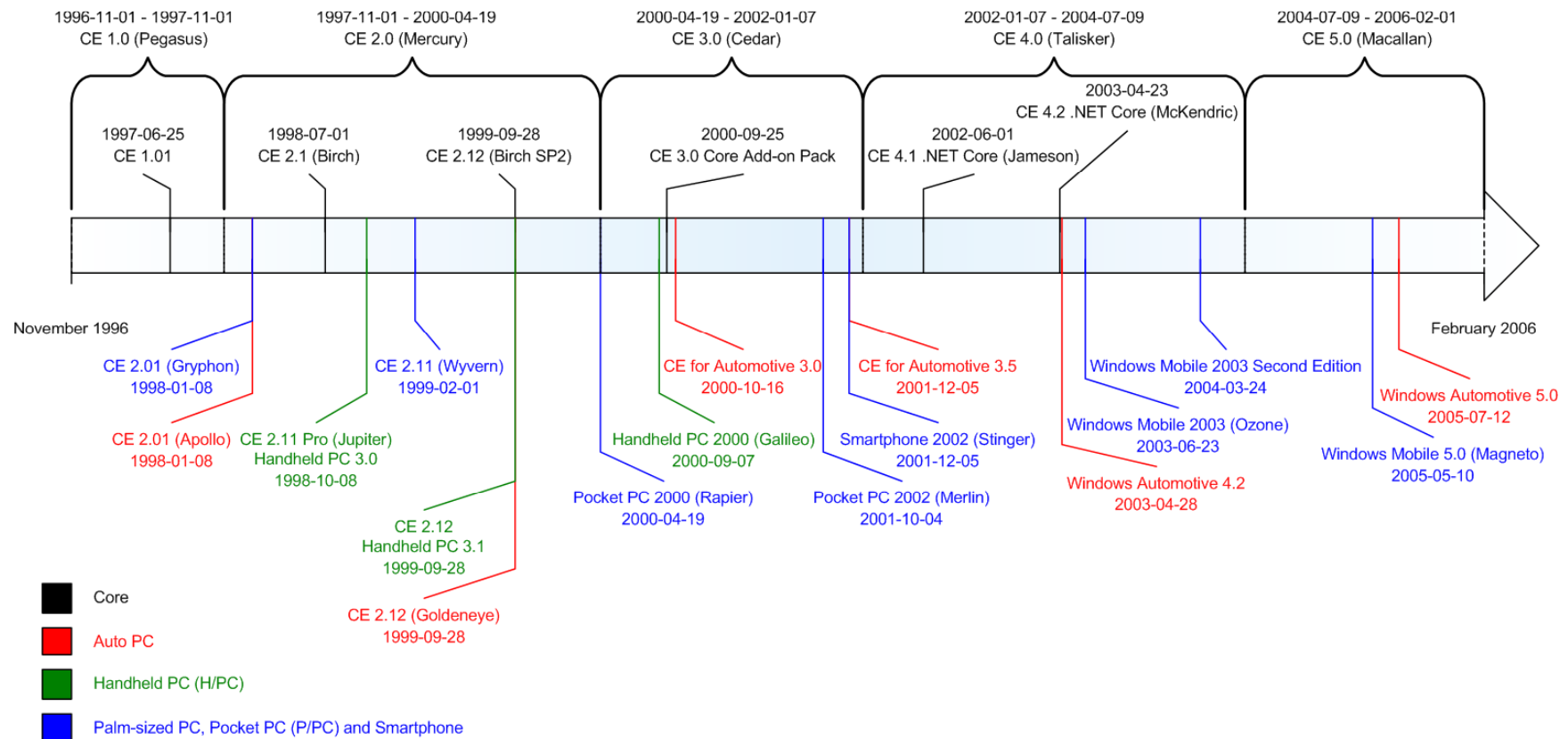
- SymbianOS
- <http://www.symbian.com>

# Embedded OS Players (3)

## ■ Microsoft

### Windows CE Timeline

Source: "A Brief History of Windows CE" (<http://www.hpcfactor.com/support/windowsce/>), HPC:Factor, retrieved February 2, 2006





# Embedded Linux (1)

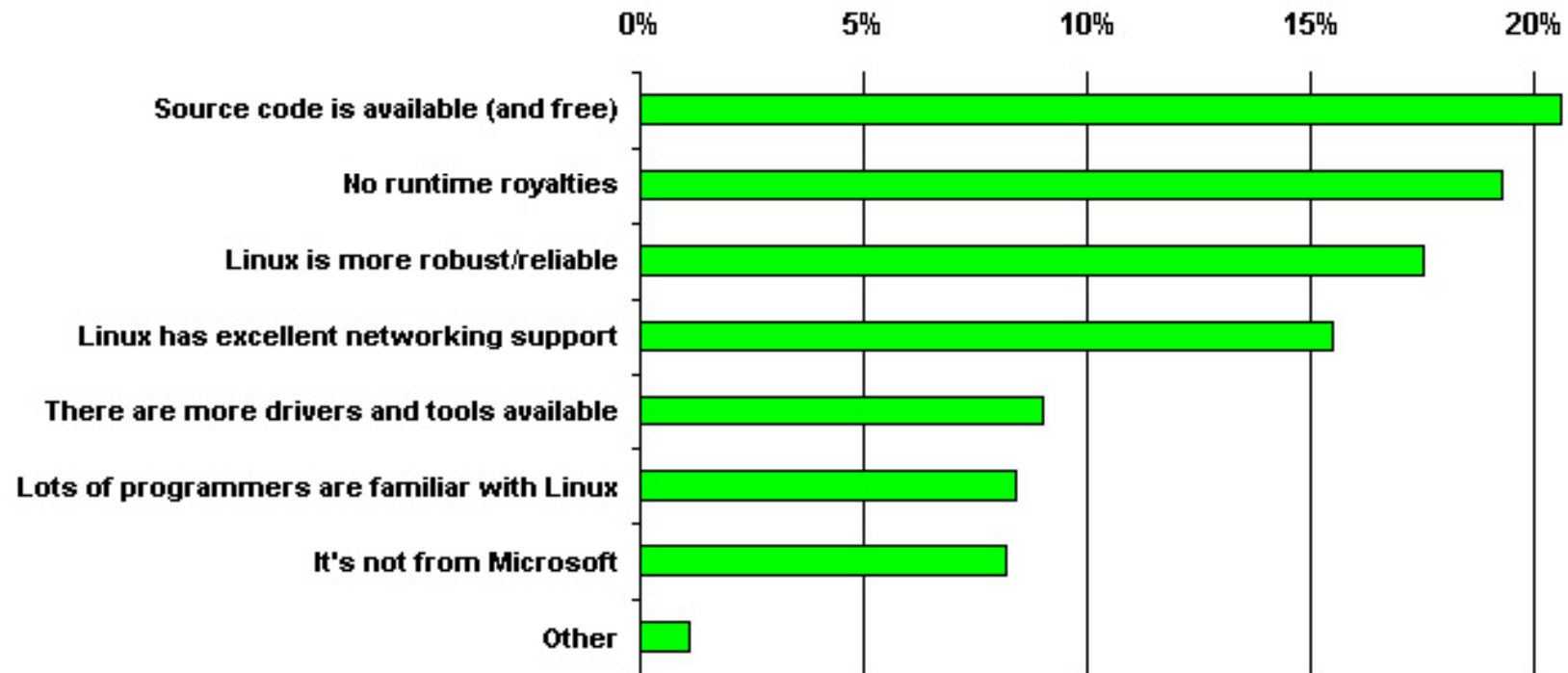


- **What's so special about Linux?**
  - Vendor independence
  - Source code is freely available
  - No runtime licenses
  - Robust and reliable
  - Modular, configurable, scalable
  - Diverse hardware support
  - Superb support for networking and Internet
  - Large pool of skilled developers
  - A rich set of toolsets and utilities
  - Standards compliance

# Embedded Linux (2)

## ■ What's so special about Linux? (cont'd)

What are your main reasons for wanting to use Linux in embedded applications?



Source: LinuxDevices.com survey, December 2000 -- <http://www.linuxdevices.com/polls/>

# Embedded Linux (3)



## ■ Embedded Linux vs. Linux

- Configured with a different set of device drivers, file systems, and kernel modules
  - Flash driver
  - Flash file system
- More focus is paid to a set of cross-development tools.
- Shipped with different utilities
- Lightweight windowing and GUI environments
- Systems mostly run in single-user mode with almost no system administration capabilities.
- Real-time support



# Embedded Linux (4)



## ■ Linux and Real-time

- Linux can not be considered as a hard real time system.
- There are long sections of code where all interrupts are masked.
- Kernel code (system calls) not preemptible until they complete or decide to release the processor by calling the scheduler.
- Linux 2.6 improves this by offering a preemptible option.
  - Kernel code can be interrupted at almost any time (except when spinlocks are held)
  - This reduces latency for high priority processes.

# Open Source Embedded Linux (1)



## ■ Embedded Linux Development Kit (ELDK)

- Open source Linux distribution from Denx Software Engineering
- U-Boot open source boot loader
- <http://www.denx.de>

## ■ Embedded Debian (Emdebian)

- Open source embedded Linux distribution derived from Debian project
- <http://www.emdebian.org>

# Open Source Embedded Linux (2)



## ■ uClinux

- For microprocessors that don't have MMU
- <http://www.uclinux.com>

## ■ ETLinux

- A complete Linux-based system designed to run on very small industrial computers (PC104 SBC's)
- <http://www.prosa.it/etlinux>

## ■ ETRI Qplus/Esto

- Linux-based embedded operating system and integrated development environment

# Commercial Embedded Linux (1)

## ■ MontaVista Linux

- A leading global supplier of commercial Linux-based system software and development tools
- Licensed by Samsung
- <http://www.mvista.com>

## ■ BlueCat Linux

- A commercial distribution based on the Linux 2.6 kernel.
- Targeted for use in embedded systems ranging from small consumer-type devices to large-scale, multi-CPU systems.
- <http://www.linuxworks.com>



# Commercial Embedded Linux (2)

## ■ Freescale (formerly Metrowerks)

- A Motorola subsidiary
- Acquires Embedix Inc. (former Lineo) in 2002.
- Integrates Lineo Embedix with CodeWarrior Development Studio
- Offers a complete end-to-end commercial embedded Linux development solution.
- <http://www.freescale.com>

## ■ Timesys Linux

- Low latency enhanced kernel
- <http://www.timesys.com>

# Commercial Embedded Linux (3)

## ■ Cadenux

- Provides embedded Linux distributions for MMU-less ARM7 and ARM9 processors.
- Built around uClinux.
- Merged with RidgeRun.
- <http://www.ridgerun.com>

## ■ ELinOS

- A commercial Linux-based development environment.
- The core of ELinOS is a Linux kernel custom-tailored for the target.
- <http://www.sysgo.com>

# Commercial Embedded Linux (4)

- **Red Hat Embedded Linux**

- General purpose embedded solution
- <http://www.redhat.com>

- **Coollogic Coollinux**

- Combines Linux and Java for Internet applications
- <http://www.coollogic.com>

- **미지리서치 미지리눅스**

- Linux-based embedded operating system
- <http://www.mizi.com>

# Commercial Linux RTOS



- **FSMLabs RTLinux**
  - <http://www.fsmlabs.com>
- **LynuxWorks BlueCat RT**
  - <http://www.lynuxworks.com>
- **MontaVista Linux Real Time Extensions**
  - <http://www.mvista.com>
- **TimeSys Linux/Real-Time**
  - <http://www.timesys.com>



# Open Source Linux RTOS



## ■ RTAI

- “Hard” Real-Time Application Interface
- <http://www.rtai.org>

## ■ Kansas Univ. Real-Time Linux (KURT)

- Microsecond timing resolution and event-driven real-time scheduling
- <http://www.ittc.ku.edu/kurt/>

## ■ ART Linux

- A Real-Time extension to Linux inspired by RT-Linux.
- <http://www.movingeye.co.jp>

## ■ Univ. of Mass, Qlinux

- A QoS enhanced Linux Kernel for Multimedia Computing
- <http://lass.cs.umass.edu/software/qlinux/>

# RTLinux



## ■ RTLinux

- Linux real-time extension
- The author filed a software patent covering the addition of real time support to general OS as implemented in RTLinux.
- Offers two products:
  - RTLinuxPro, RTLinuxFree
- Community unfriendly.
- The patent issue and uncertainty drew many developers away and frightened users.

# RTAI (1)

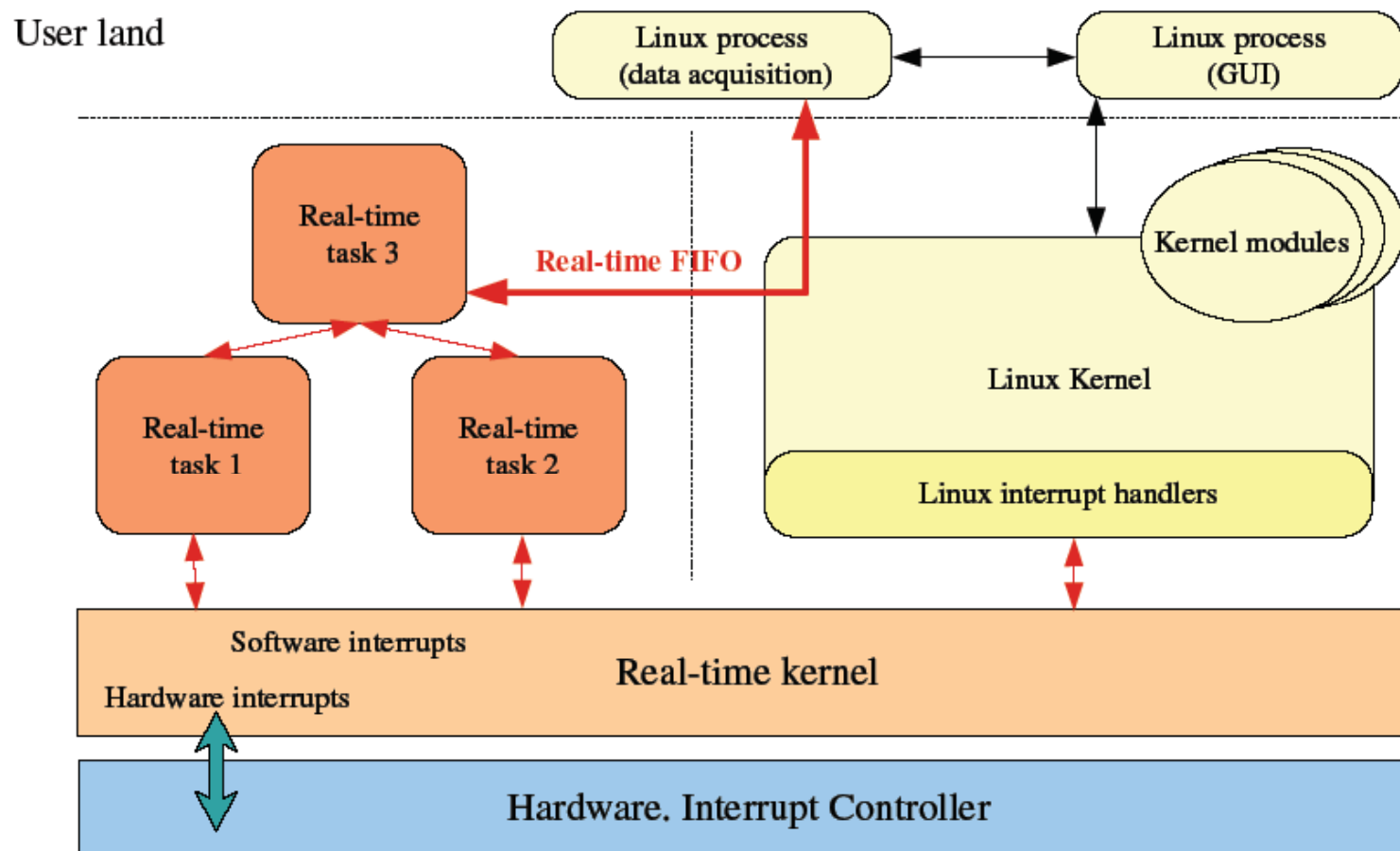


## ■ RTAI

- Real-Time Application Interface for Linux
- Supports Linux 2.6 since April 2004.
- Community project, large user base.
- Excellent documentation
- Supported architectures (+ SMP support):
  - x86, PowerPC, ARM, MIPS, CRIS, ...
- License: LGPL
- Modularity
- Support for POSIX and other RTOS APIs

# RTAI (2)

## ■ RTAI Architecture





# Montavista (1)



## ■ Montavista Linux Professional Edition

- Employs some of the most active kernel hackers, in particular on the ARM platform.
- All kernel development shared with the community kernel core and drivers
  - Linux 2.6 example: preemption option, many drivers, etc.
- O(1) fixed overhead / fixed priority scheduler for real-time running in front of the Linux scheduler.
  - Handles real-time POSIX pthreads, and leaves the other to the standard scheduler.

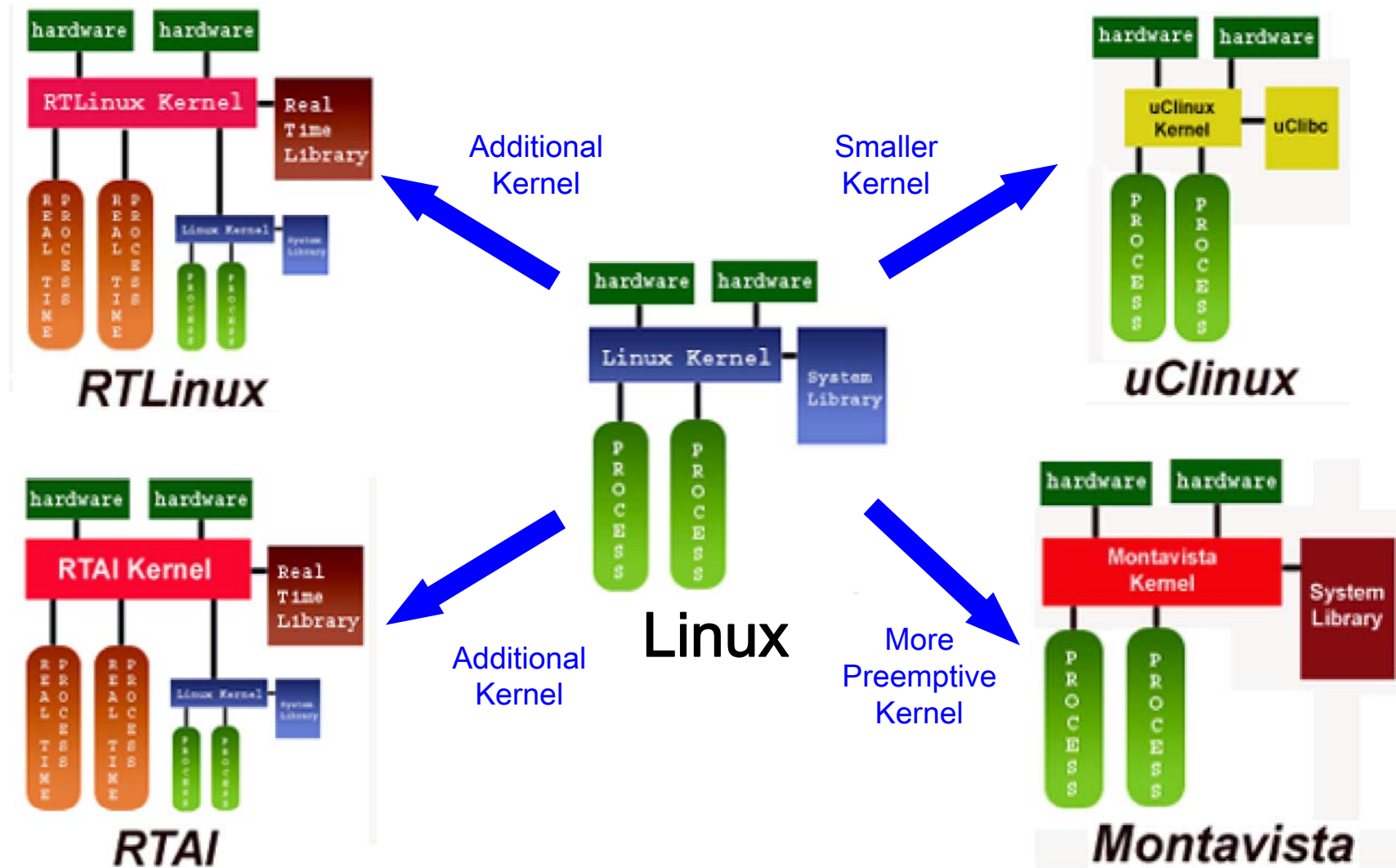
# Montavista (2)



## ■ Montavista Characteristics

- Keeps the standard Linux API
- Emulates VxWorks and pSOS API
- Can be tried through a preview kit.
- Supports an impressive list of processors.
- Tools to analyze performance and track down latency sources.
- Development tools seem to be proprietary.

# Linux Real Time Support



# References (1)



## ■ General Linux

- <http://www.kernel.org>
- <http://www.lwn.net>
- <http://kerneltrap.org>
- <http://slashdot.org>
- <http://kernelnewbies.org>
- <http://www.lkml.org>
- <http://www.linux-tutorial.info>
- <http://www.linuxjournal.com>
- <http://www.linux-mag.com>
- <http://www.kldp.org>



# References (2)



## ■ Embedded Linux

- <http://www.linuxdevices.com>
- <http://www.celinuxforum.org>
- <http://www.elinux.org>
- <http://www.ddjembedded.com>
- <http://www.embedded.com>
  
- <http://www.kelp.or.kr>
- <http://www.embeddedworld.co.kr>
- <http://elinus.net>