

EMBEDDED SYSTEM COURSE

LECTURE 2: EMBEDDED SOFTWARE DEVELOPMENT

Learning Goals

- Understanding how the code has been compiled, and generated to an image.
- Understand how does loading/debugging process happen.
- Understand most basis concepts **regarding** software engineering: pooling & interrupt.
- Having knowledge on how to access peripheral via memory mapped.

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2. Embedded Software Development Flow
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5. Summary

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Embedded Software Overview

Definition

Embedded software is **computer software**, written to control machines or devices that are not typically thought of as computers. It is typically specialized for the particular hardware that it runs on and has **time and memory constraints**. This term is sometimes used interchangeably with **firmware**

(wiki)

Embedded Software Overview

Features:

- Acts directly with and on the hardware

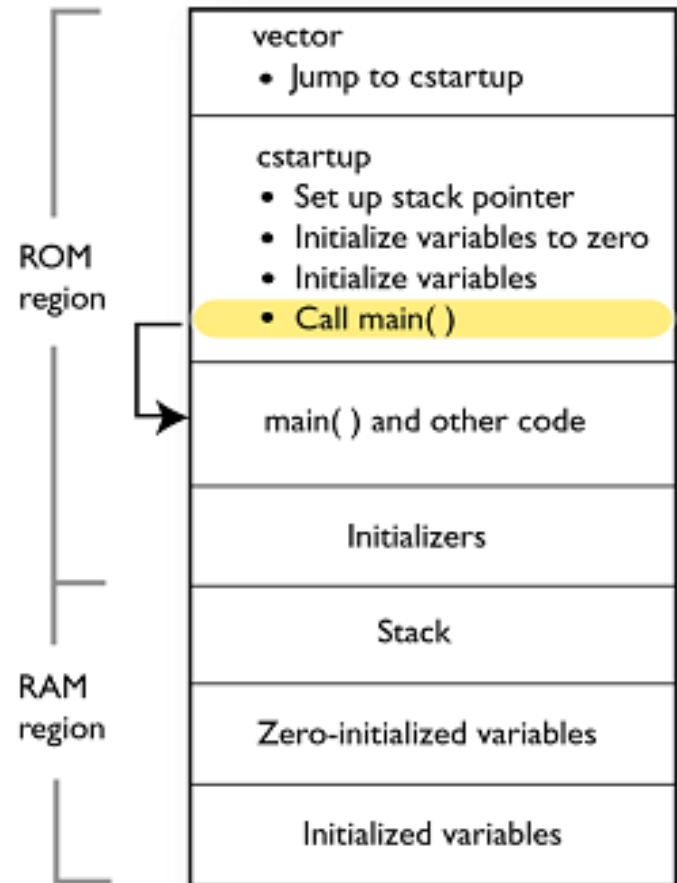
Nguồn lực khá hạn chế

- Quite limited resources.
- Using a “Non-hosted environment”

Embedded Software Overview

Common Components: Các thành phần:

- Reset vector
- Startup code
- Application code
- Libraries
- Interrupt/Exception Handler



Embedded Software Overview

What is needed to start:

- Development suites
- Development board
- Debug Adapter
- Software device driver
- Documents and other resources.

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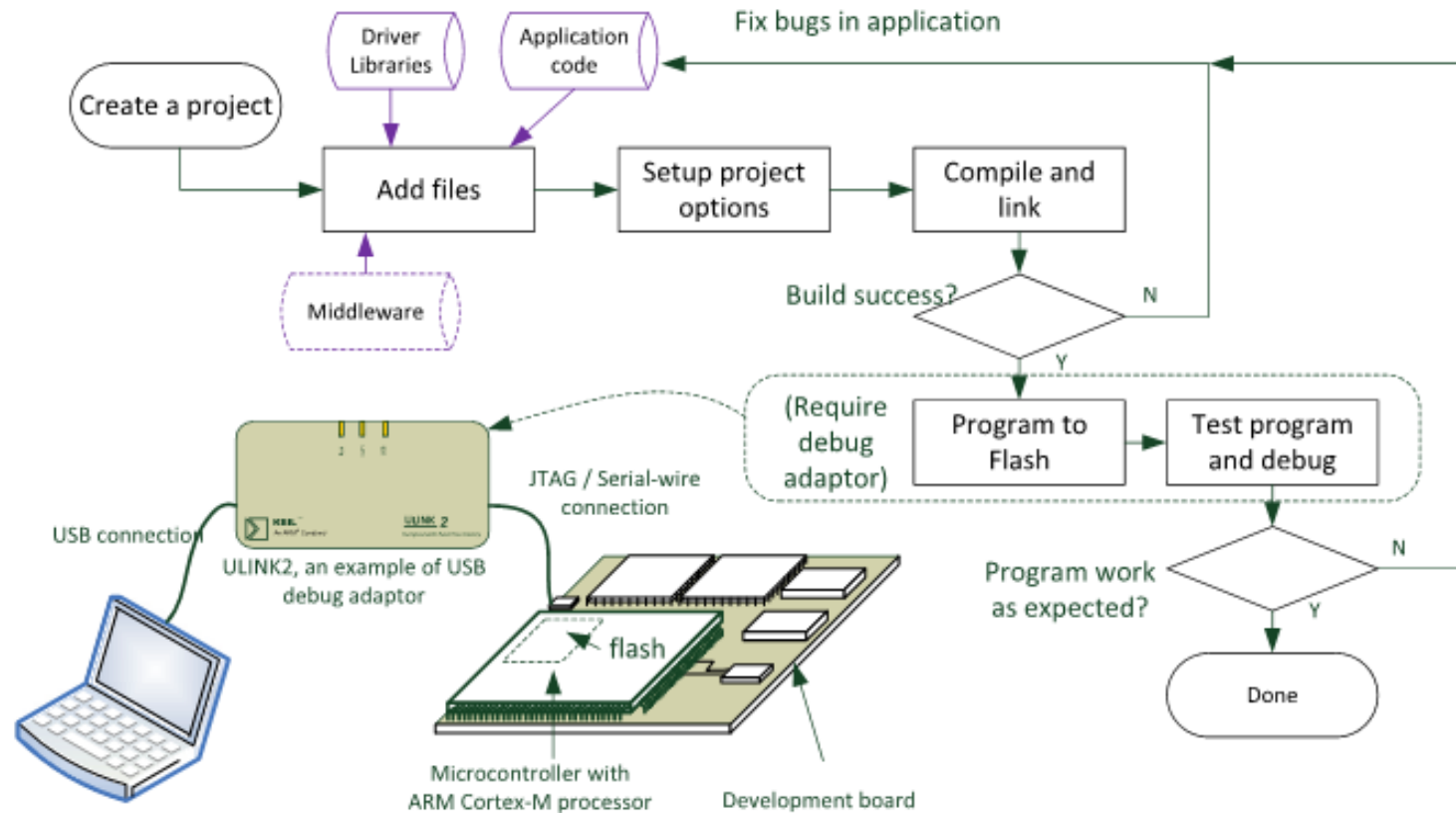
Embedded Software Development Flow

Software Development Steps in IDE

- Create project
- Setup project option
- Compile & Link
- Flash Program
- **Hành hình**
- Execute & Debug

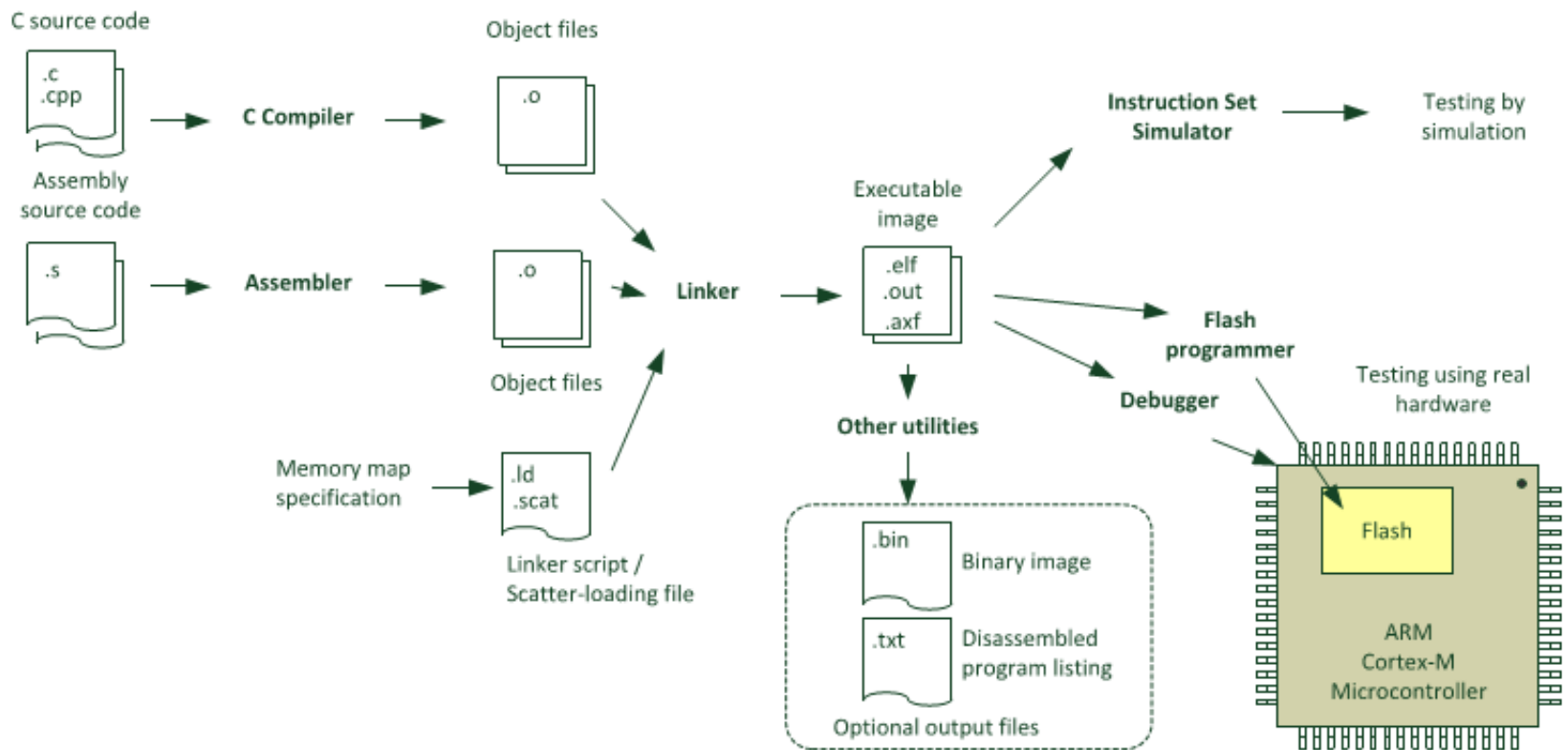
Embedded Software Development Flow

Development Flow



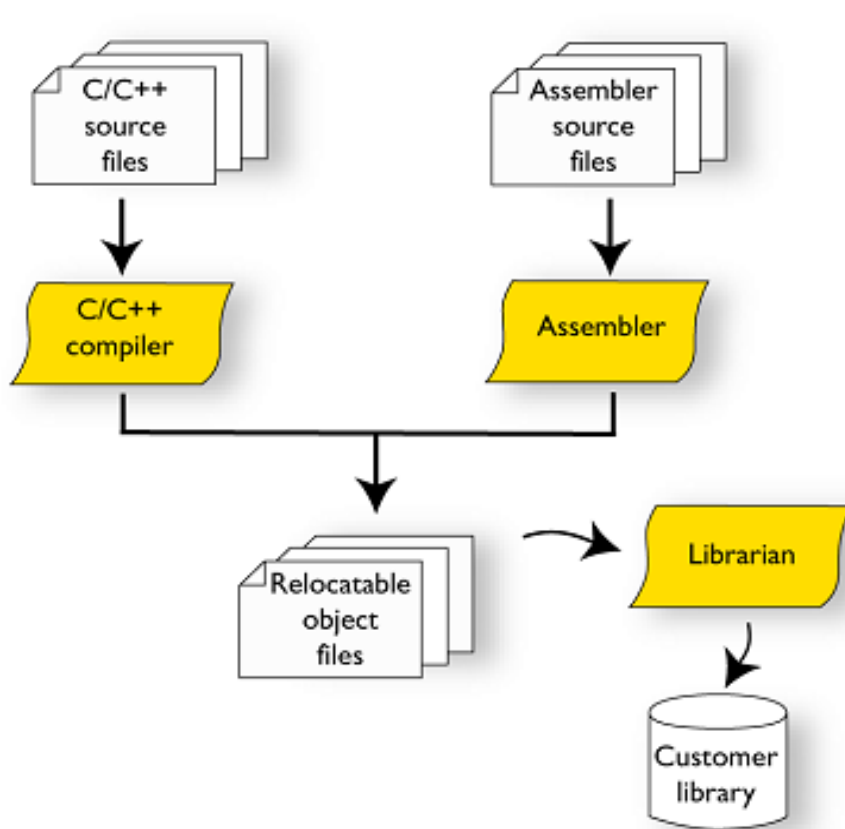
Embedded Software Development Flow

Compilation Flow



Embedded Software Development Flow

IAR Compilation Flow



IAR Link Flow

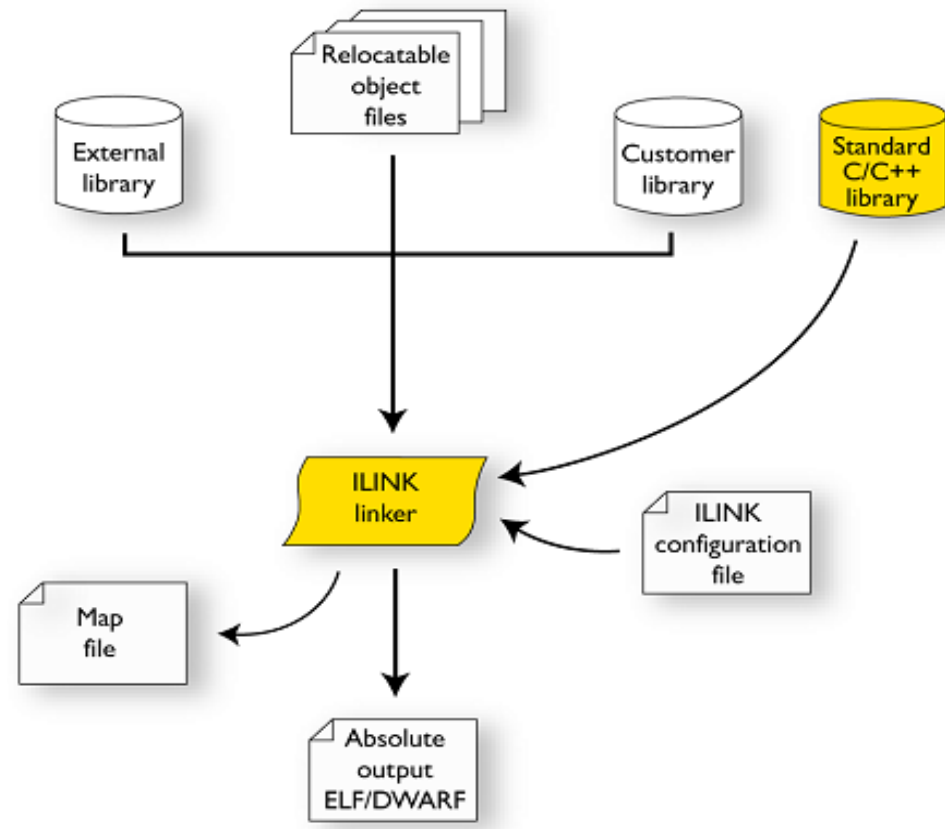


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Software Flow

Pooling

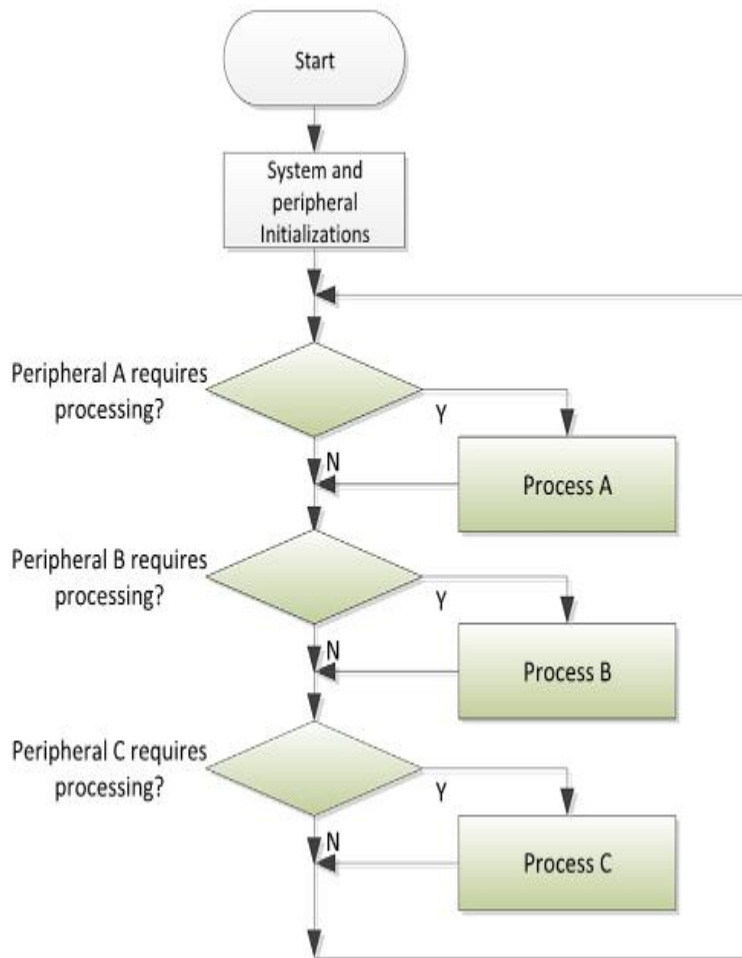
- Continuously checking the status of a peripheral; e.g. read data from an input keyboard.
- Polling is ^{tương đối} **relatively** ^{thẳng thắn} **straightforward** in design and programming with the ^{hy sinh} **sacrifice** of system performance.

Interrupt

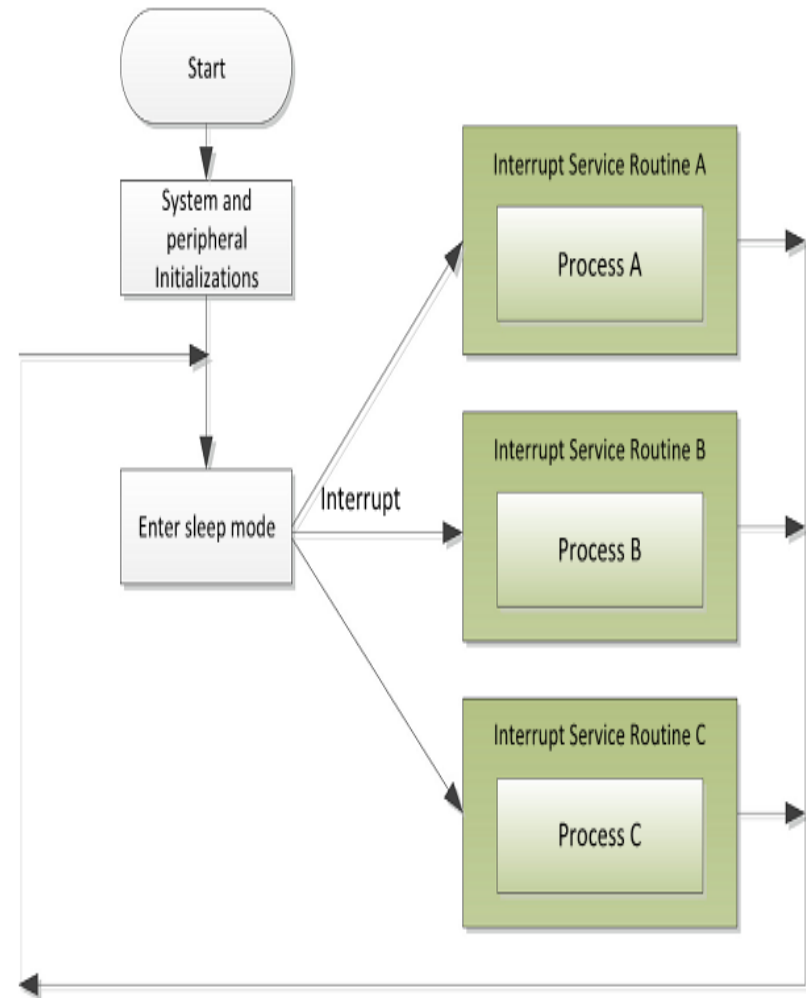
- Device “interrupts” CPU to ^{biểu thị} **indicate** that it needs service.
- These events only ^{biểu thị} **occur** if the interrupt is enabled.
- A handler (software to service the interrupt) is ^{Thực thi} **executed**.
- CPU returns to where it left off in the main program.

Software Flow

Pooling



Interrupt



Software Flow

Interrupt Process:

- CPU waits until the current instruction has finished being executed.
cho đến khi
- Save the contents of internal registers of the CPU & the state information within Control Unit
nội bộ
ở trong
- The PC is loaded with address of the Interrupt Service Routine (ISR)
- ISR is executed.
- Return program from interrupt.

Software Flow

Interrupt Handler Features:

- Differs from subroutine because it is executed at any time due to interrupt, not due to Call
- **Nên thực hiện càng nhỏ càng tốt**
Should be implemented as small as possible
- **Nên thực hiện trong thời gian ngắn.**
Should be executed in short-time.

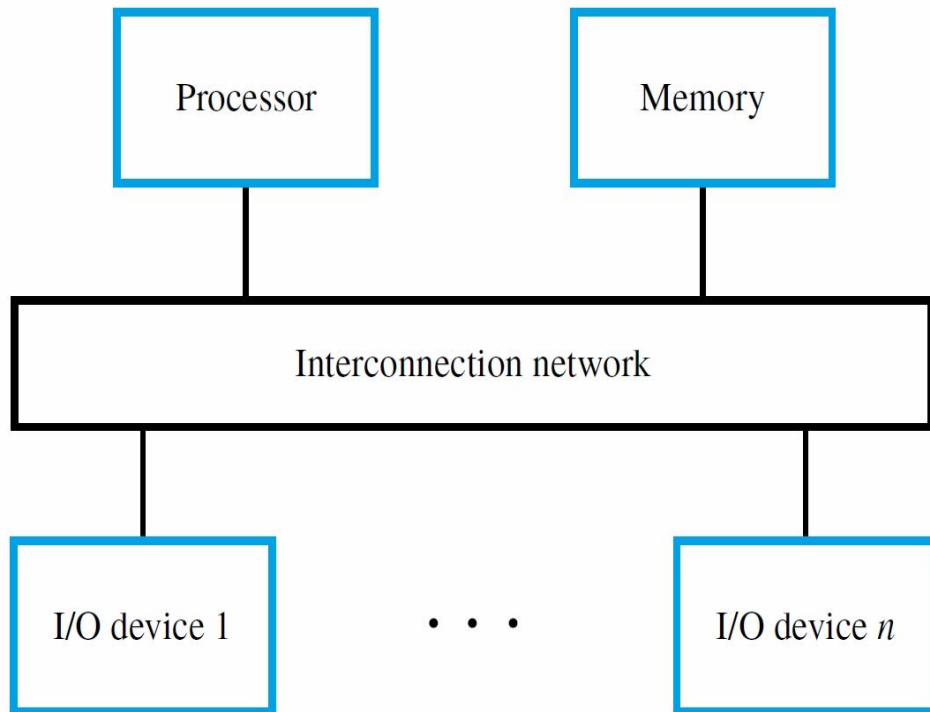
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Input Output Basic

Truy cập Accessing I/O Devices

- Computer system components communicate through an interconnection network
xuyên qua sự kết nối
- Memory-mapped I/O allows I/O registers to be accessed as memory locations. As a result, these registers can be accessed using only Load and Store instructions



Input Output Basic

I/O Device Interface

- Provides the means for data transfer and **exchange of status** and control information
- Includes data, status, and control registers **accessible** with Load and Store instructions
- Memory-mapped I/O **enables** software to view these registers as locations in memory

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Summary

- Embedded Software, or **firmware**, is program that **specialized** for particular processor
- Embedded software developments including: Create project, compile & link to generate image; load & debug in hardware
- There are two kinds of software flow: pooling & interrupt.
- Peripheral (IO) registers are memory-mapped and therefore can be accessed as the memory.

Question and Answer



Thanks for your attention !

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