Embedded System Design

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Columbia University

Spring 2010

Spot the Computer





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Embedded Systems: Ubiquitous Computers

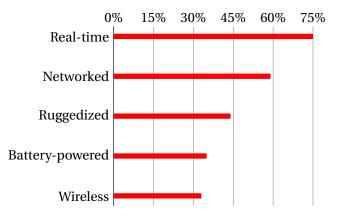


Is Your Current Embedded Project...

0%	6 159	% 30%	45%	60%	75%
Real-time					
Networked					
Ruggedized					
Battery-powered					
Wireless					

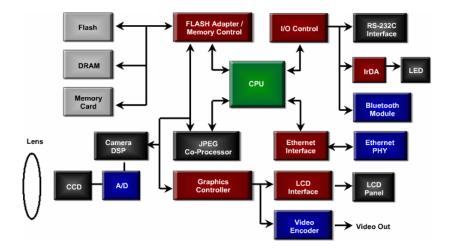
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Is Your Current Embedded Project...



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Digital Camera Block Diagram



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Design An Optimal Device that Meets Constraints On



Price

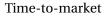


Performance









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Functionality





Safety

Embedded System Technologies



Integrated Circuits



Processing elements

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Design tools

IC Technology



1947: First transistor (Shockley, Bell Labs)



1958: First integrated circuit (Kilby, TI)



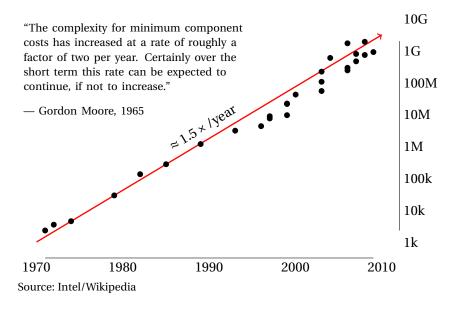
1971: First microprocessor (4004: Intel)



Today: eight wire layers, 45 nm features

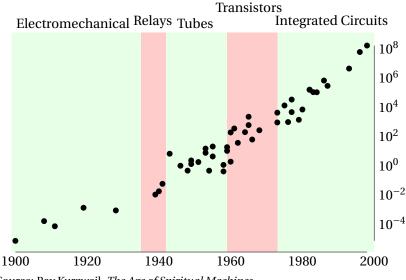
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Moore's Law: Transistors per chip



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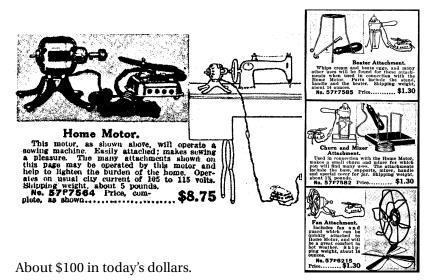
\$1000 Buys You This Many CPS



Source: Ray Kurzweil, The Age of Spiritual Machines

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1918 Sears Roebuck Catalog



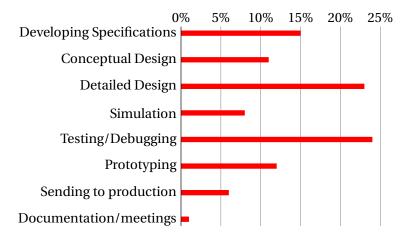
From Donald Norman, The Invisible Computer, 1998.

What Percentage of Time Do You Spend...

0% Developing Specifications	59	% 10 %	15%	20%	25%
Conceptual Design					
Detailed Design					
Simulation					
Testing/Debugging					
Prototyping					
Sending to production					
Documentation/meetings					

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What Percentage of Time Do You Spend...

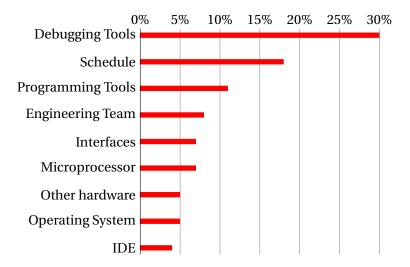


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If You Could Improve One Thing...

09	% 5	%	10%	15%	20%	25%	30%
Debugging Tools							
Schedule							
Programming Tools							
Engineering Team							
Interfaces							
Microprocessor							
Other hardware							
Operating System							
IDE							

If You Could Improve One Thing...



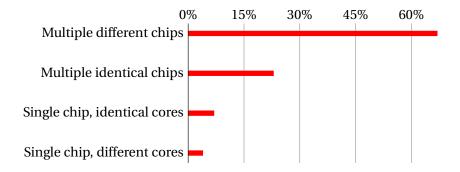
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If Your System Has More Than One Processor, Does It Use...

	0%	15%	30%	45%	60%
Multiple different chip	s				
Multiple identical chip	s				
Single chip, identical core	s				
Single chip, different core	s				

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If Your System Has More Than One Processor, Does It Use...



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Does Your Current Project Contain FPGAs?

Does Your Current Project Contain FPGAs?

45% Yes

55% No

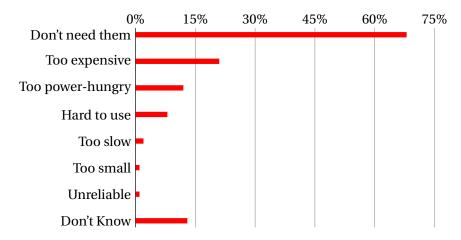
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Why Won't Your Next Project Use FPGAs?

0	% 15	5% 3	0% 45	5% 60	0% 75%
Don't need them					
Too expensive					
Too power-hungry					
Hard to use					
Too slow					
Too small					
Unreliable					
Don't Know					

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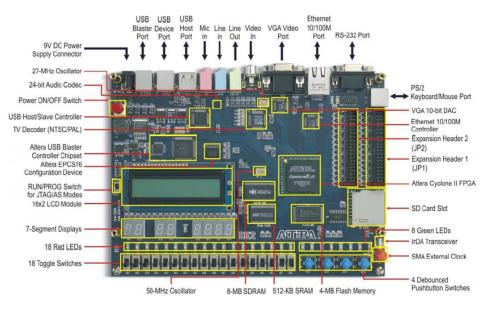
Why Won't Your Next Project Use FPGAs?



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Your Nemesis: The Altera DE2

DE2 Peripherals



Three Introductory Labs: 1.5 weeks each

1. Access, modify, and display memory in VHDL

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- 2. An Ethernet chat client (software only)
- 3. Either
 - an FM audio synthesizer; or
 - a video bouncing ball.

The project: Design-your-own

Custom Project Ideas

Broadly: C + VHDL + peripheral(s)



Video game (e.g., Pac-Man)



Video effects processor



Digital photo frame



Very fancy digital clock

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More Ideas



Digital tone control



Real-time audio spectrum analyzer

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Internet radio



Speech Synthesizer



MIDI synthesizer



Line-following robot with video vision



SAE student vehicle telemetry system

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Stereo video vision system



Internet video camera



Pac-man-like video game



Scrabble Timer



Scorched Earth



SAE Auto Shifter



Internet Radio

Broadcaster



3D Maze Game



VoIP Telephone



JPEG decoder



Rally-X video game

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Video-guided Lego Robot



360° camera de-warper



Videogame with accelerated line-drawing

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Voice recorder



JPEG decoder



Pac-Edwards



Button Hero Videogame



Digital Picture Frame: SD card with JPEG to VGA

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Networked game of Clue



Conway's Game of Life (60 gps)



Real-time ray tracer



Video-camera-controlled pool game



Real-time video decryption



WiiMote-controlled maze game

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Lightsaber video overlay



Networked Video Phone



Sound-controlled videogame

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Visual object tracker

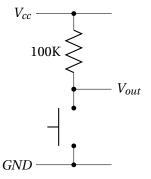
The Three Main Challenges of Embedded Systems

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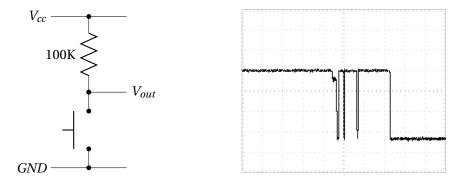
- Coping with Real-world Sensor Data
- Algorithm Design
- Implementation Details

What Does this Circuit Do When You Press the Switch?

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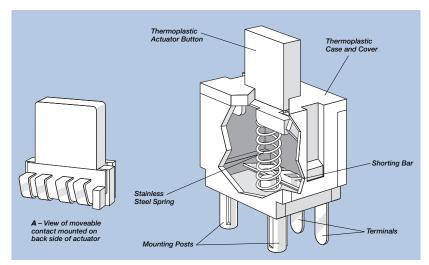


What Does this Circuit Do When You Press the Switch?



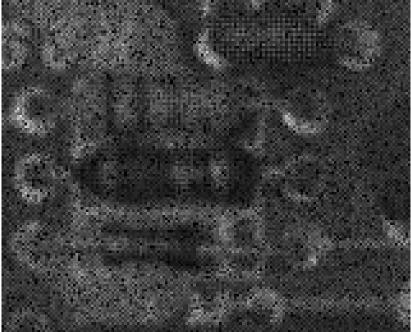
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Inside a Pushbutton Switch

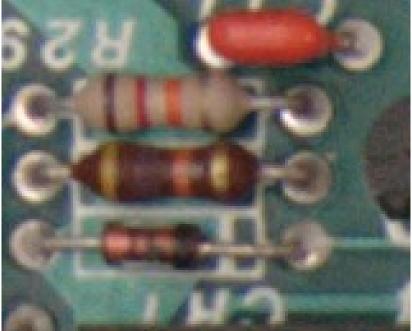


Source: Cheery CS series data sheet

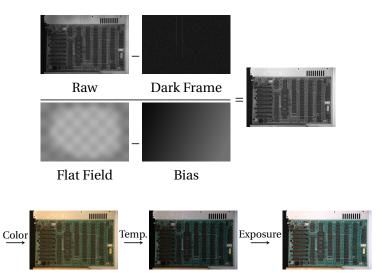
Raw Data from a CCD (zoomed in)



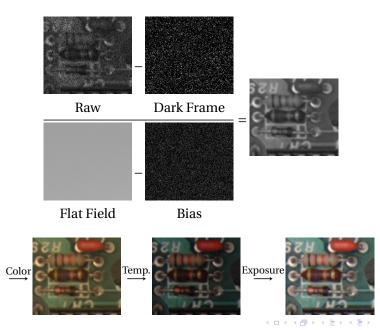
Corrected Image (zoomed in)



Correcting Data from CCDs



Correcting Data from CCDs



Where Does This Noise Come From?

Digital camera sensors are remarkably sensitive. My high-end Nikon D300 has a 23.6 mm \times 15.8 mm 12.3 megapixel CMOS sensor whose pixels are 5.5 μ m on a side. When each pixel is sampled with the 12-bit A/D converter, the sensor efficiency is

ISO:	LO	200	400	800	1600	3200
G	7.1	5.5	2.7	1.3	0.65	0.33
В	5.8	4.6	2.3	1.1	0.55	0.27
R	4.7	4.5	2.2	1.1	0.54	0.26



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The units: *electrons per ADU* (digital unit).

Emil Martinec, A comparison of the Nikon D300 and Canon 40D sensors, 2007.

Development Plan

- 1. Obtain some representative raw sensor data
- 2. Develop an algorithmic prototype using your favorite language (e.g., Java, C, Matlab)

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- 3. Plan how to implement it
- 4. Implement while constantly testing