### **Embedded System Design**

Stephen A. Edwards

Columbia University

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### Spot the Computer







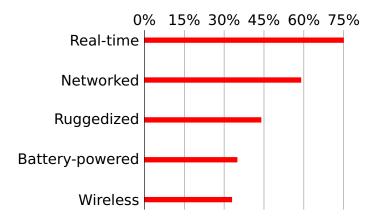
### **Embedded Systems: Ubiquitous Computers**



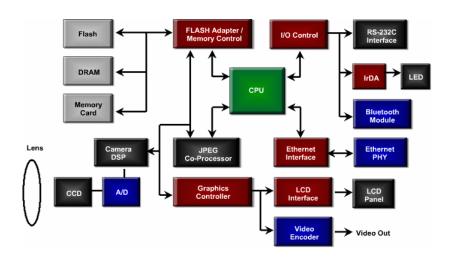
### Is Your Current Embedded Project...

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

### Is Your Current Embedded Project...



### Digital Camera Block Diagram



## Design An Optimal Device that Meets Constraints On



Price



Functionality



Performance



Size



Power



Time-to-market



Maintainability



Safety

### **Embedded System Technologies**



**Integrated Circuits** 



Processing elements



### IC Technology



1947: First transistor (Shockley, Bell Labs)



1958: First integrated circuit (Kilby, TI)

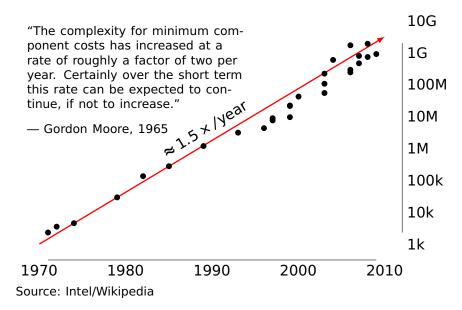


1971: First microprocessor (4004: Intel)

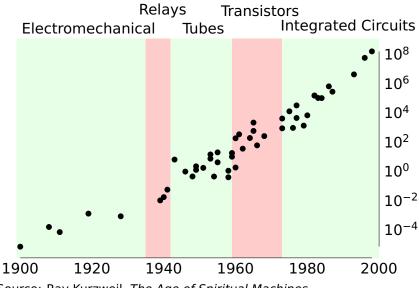


Today: eight wire layers, 45 nm features

### Moore's Law: Transistors per chip

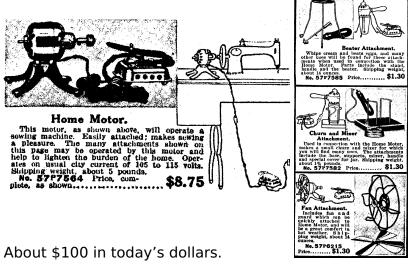


### \$1000 Buys You This Many CPS



Source: Ray Kurzweil, The Age of Spiritual Machines

### 1918 Sears Roebuck Catalog

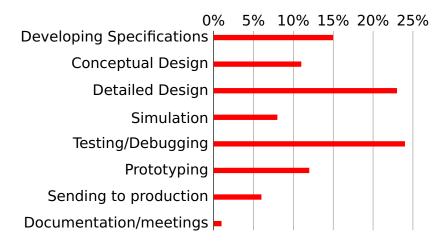


From Donald Norman, The Invisible Computer, 1998.

### What Percentage of Time Do You Spend...

0%	%	5%	10%	15%	20%	25%
Developing Specifications						
Conceptual Design						
Detailed Design						
Simulation						
Testing/Debugging						
Prototyping						
Sending to production						
Documentation/meetings						

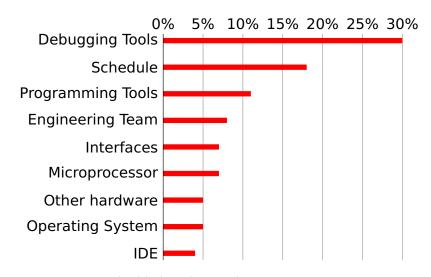
### What Percentage of Time Do You Spend...



### If You Could Improve One Thing...

0% Debugging Tools	5%	10%	15%	20%	25%	30%
Schedule						
Programming Tools						
Engineering Team						
Interfaces						
Microprocessor						
Other hardware						
Operating System						
IDE						

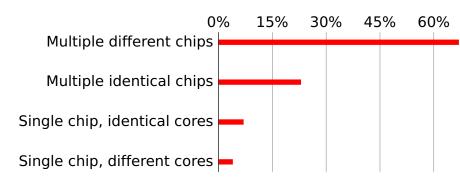
### If You Could Improve One Thing...



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

0.	% 15	5% 30	0% 45	5% 60	%
Multiple different chips					
Multiple identical chips					
Single chip, identical cores					
Single chip, different cores					

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



# Does Your Current Project Contain FPGAs?

### Does Your Current Project Contain FPGAs?

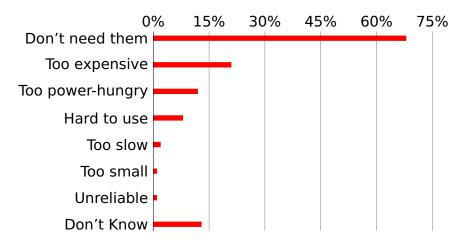
45% Yes

55% No

### Why Won't Your Next Project Use FPGAs?

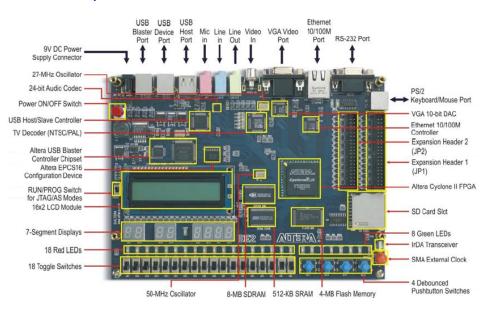
09	% <b>15</b> %	6 30%	45%	60%	75%
Don't need them					
Too expensive					
Too power-hungry					
Hard to use					
Too slow					
Too small					
Unreliable					
Don't Know					

### Why Won't Your Next Project Use FPGAs?



# Your Nemesis: The Altera DE2

### **DE2 Peripherals**



#### Class Structure

Three Introductory Labs: 2 weeks each

- 1. Access, modify, and display memory in VHDL
- 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

### More Ideas



Digital tone control



Real-time audio spectrum analyzer



Internet radio



Speech Synthesizer



MIDI synthesizer



Line-following robot with video vision



SAE student vehicle telemetry system



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



Video-guided Lego Robot



360° camera de-warper



Videogame with accelerated line-drawing



Voice recorder



JPEG decoder



Pac-Edwards



Button Hero Videogame



Digital Picture Frame: SD card with JPEG to VGA



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



Lightsaber video overlay



Networked Video Phone



Sound-controlled videogame

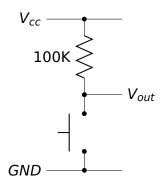


Visual object tracker

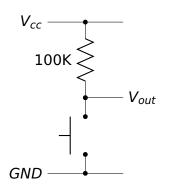
# The Three Main Challenges of Embedded Systems

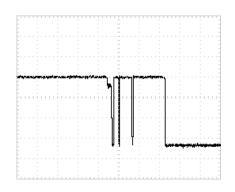
- Coping with Real-world Sensor Data
- Algorithm Design
- Implementation Details

# What Does this Circuit Do When You Press the Switch?

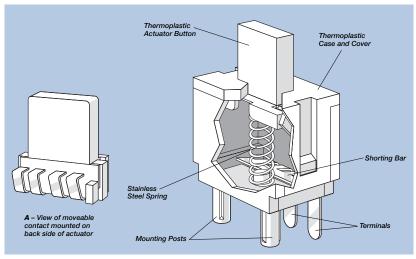


# What Does this Circuit Do When You Press the Switch?





### Inside a Pushbutton Switch

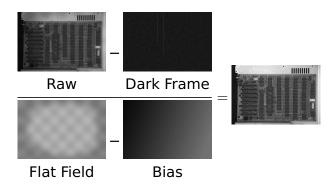


Source: Cheery CS series data sheet

Raw Data from a CCD (zoomed in)

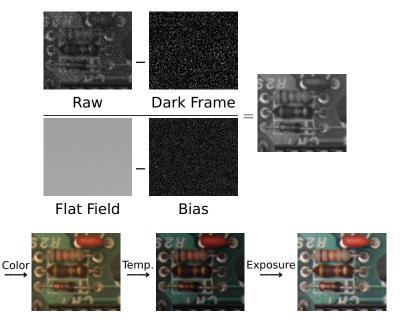
Corrected Image (zoomed in)

### 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  $\mu$ 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

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