

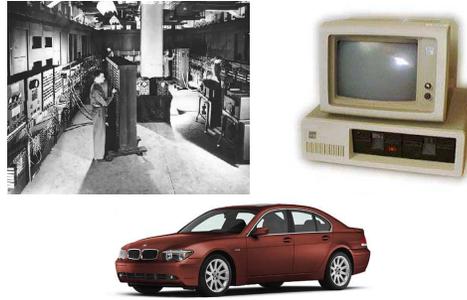
# Embedded Systems

## CSEE W4840

Prof. Stephen A. Edwards

Columbia University

# Spot the Computer



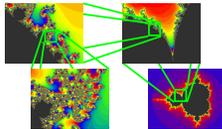
# Hidden Computers



# Technical Challenges



Real-time



Complexity



Concurrency



Legacy Languages

Photo: by Thomas K. Rapp

# Software complexity growing

## Size of Typical Embedded System

1985	13 kLOC	
1989	21 kLOC	↓ 44 % per year
1998	1 MLOC	
2000	2 MLOC	
2008	16 MLOC	≈ Windows NT 4.0
2010	32 MLOC	≈ Windows 2000

Source: "ESP: A 10-Year Retrospective," Embedded Systems Programming, November 1998

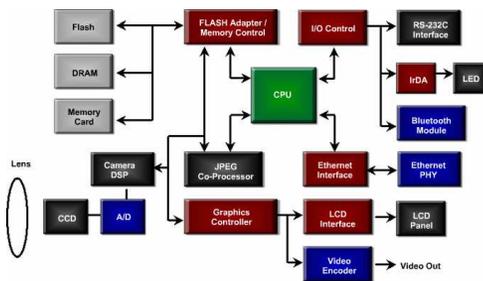
# Written in stone-age languages

"Which of the following programming languages have you used for embedded systems in the last 12 months?"

C	81%
Assembly	70%
C++	39%
Visual Basic	16%
Java	7%

Source: "ESP: A 10-Year Retrospective," Embedded Systems Programming, November 1998

# Digital Camera Block Diagram



# The Design Challenge

Design optimal device that meets constraints on



Price



Functionality



Performance



Size



Power



Time-to-market

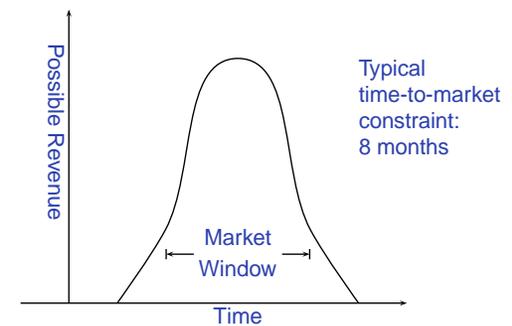


Maintainability

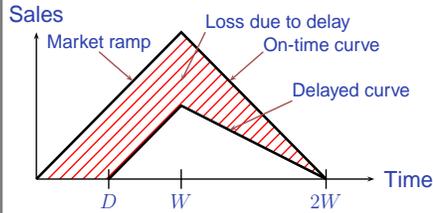


Safety

# The Time-to-Market Challenge



## Simplified Revenue Model



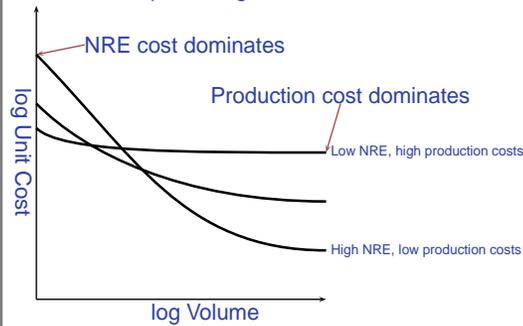
Assuming a constant market ramp, on-time revenue is  $\frac{1}{2}bh = \frac{1}{2} \cdot 2W \cdot W = W^2$  and delayed revenue is  $\frac{1}{2}(2W - D)(W - D)$  so fractional revenue loss is

$$\frac{D(3W - D)}{2W^2} = O(D^2)$$

Example: when  $W = 26$  and  $D = 10$ , fraction lost is about 50%.

## NRE

Nonrecurring engineering cost:  
The cost of producing the first one.



## Embedded System Technologies



Integrated Circuits



Processing elements



Design tools

## IC Technology



1947: First transistor (Shockley, Bell Labs)



1958: First integrated circuit (Kilby, TI)

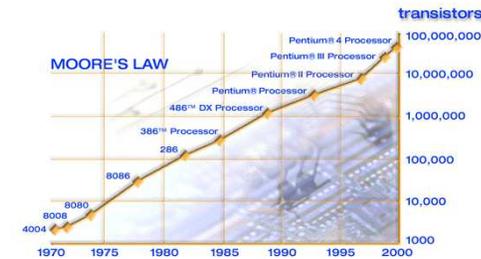


1971: First microprocessor (4004: Intel)



Today: six wire layers, 100 nm features

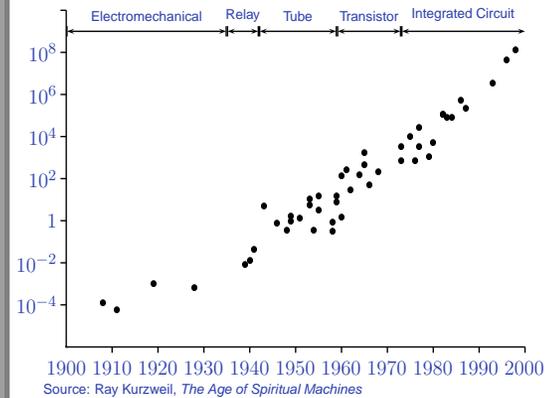
## Moore's Law



Gordon Moore, 1965: Exponential growth in the number of transistors per IC

Source: Intel

## \$1000 buys you this many CPS



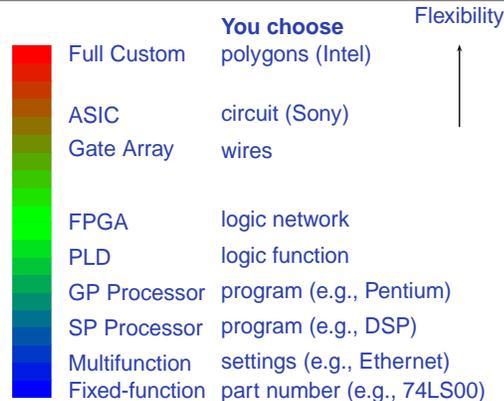
Source: Ray Kurzweil, *The Age of Spiritual Machines*

## 1918 Sears Roebuck Catalog

About \$100 in today's dollars.

From Donald Norman, *The Invisible Computer*, 1998.

## Spectrum of IC choices



## Hardware and Software

### Hardware

Parallel  
Synchronous  
Logic Gates  
Wire-based  
communication  
Fixed topology  
Low power  
More detailed  
High NRE  
Faster

### Software

Sequential  
Asynchronous  
Stored programs  
Memory-based  
communication  
Highly programmable  
High power  
Less detailed  
No NRE  
Slower

## Design Tools

### Hardware

Logic Synthesis  
Place-and-route  
DRC/ERC/LVS  
Simulators

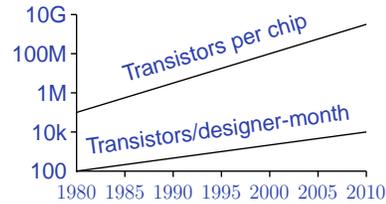
### Software

Compilers  
Assemblers  
Linkers  
Debuggers

Embedded Systems - p. 19/2

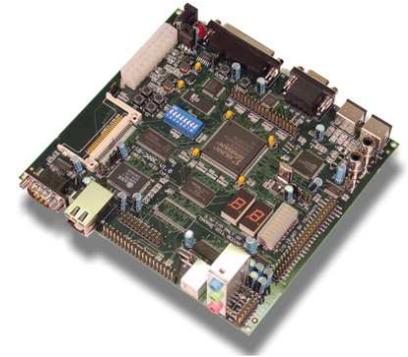
## Cost of Designs is Rising

1981: 100 designer-months for leading-edge chip  
10k transistors, 100 transistors/month  
2002: 30 000 designer-months  
150M transistors, 5000 transistors/month  
Design cost increased from \$1M to \$300M



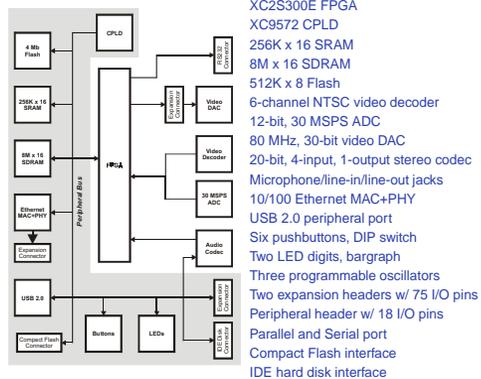
Embedded Systems - p. 20/2

## Your Nemesis: The XESS XSB-300E



Embedded Systems - p. 21/2

## Block Diagram



Embedded Systems - p. 22/2

## Class Structure

First half project: **TV Typewriter**. Six Labs:

1. Count in C on the 7-segment display
2. Hello World in C to video display
3. TV Typewriter in C
4. Count in VHDL on the 7-segment display
5. Character Generator in VHDL
6. TV Typewriter in HW/SW

Second half project: **Design-your-own**

Embedded Systems - p. 23/2

## Custom Project Ideas

Broadly: C + VHDL + peripheral(s)

- Digital tone control
- Digital sound effects processor
- Real-time spectrum analyzer
- Simple video effects processor
- Speech synthesizer
- Digital picture frame
- Internet radio

Embedded Systems - p. 24/2