



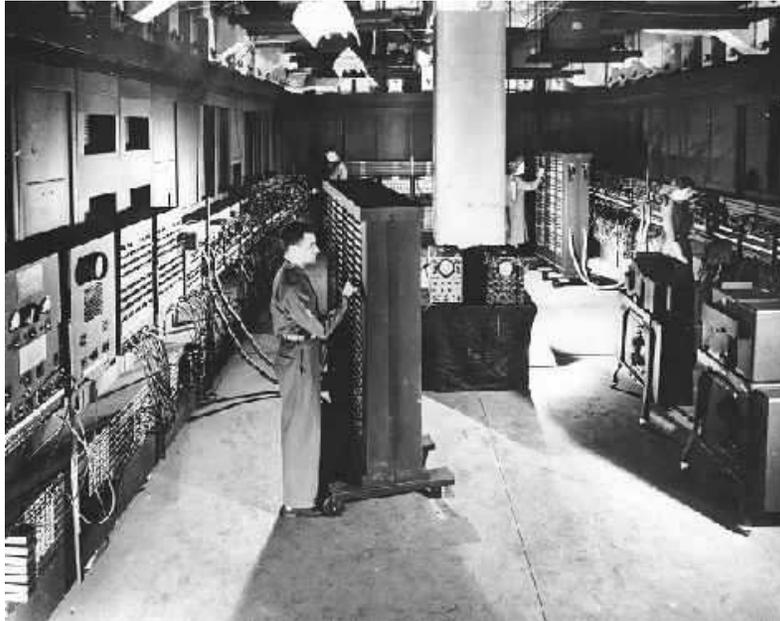
# **Embedded Systems**

## ***CSEE W4840***

Prof. Stephen A. Edwards

Columbia University

# Spot the Computer



# Hidden Computers



Casio  
Camera  
Watch



Nokia 7110  
Browser  
Phone



Sony  
Playstation 2



Philips  
DVD Player

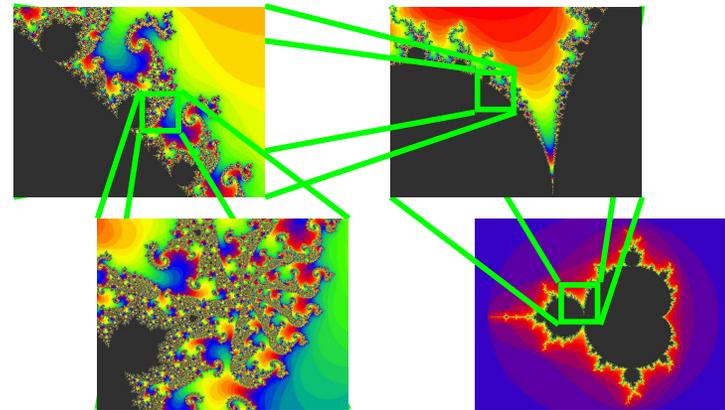


Philips  
TiVo Recorder

# Technical Challenges



Real-time



Complexity

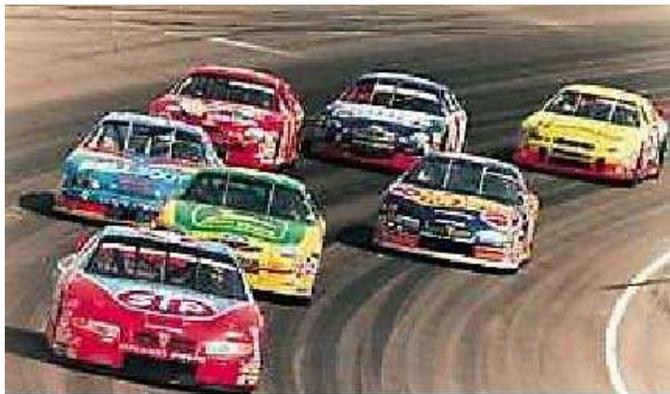


Photo by Thomas Danoghue

Concurrency



Legacy Languages

# 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

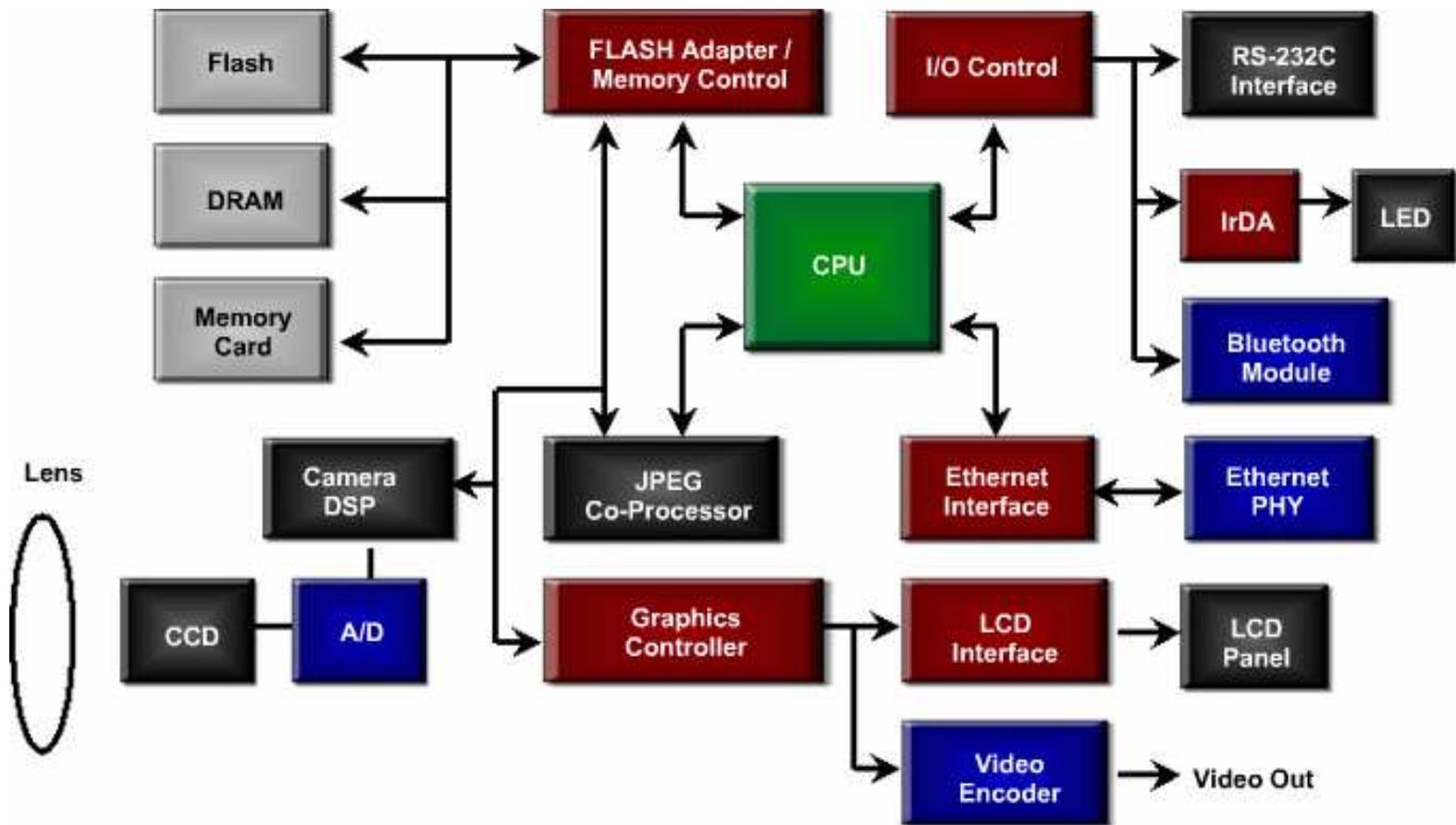
# Written in stone-age languages

“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

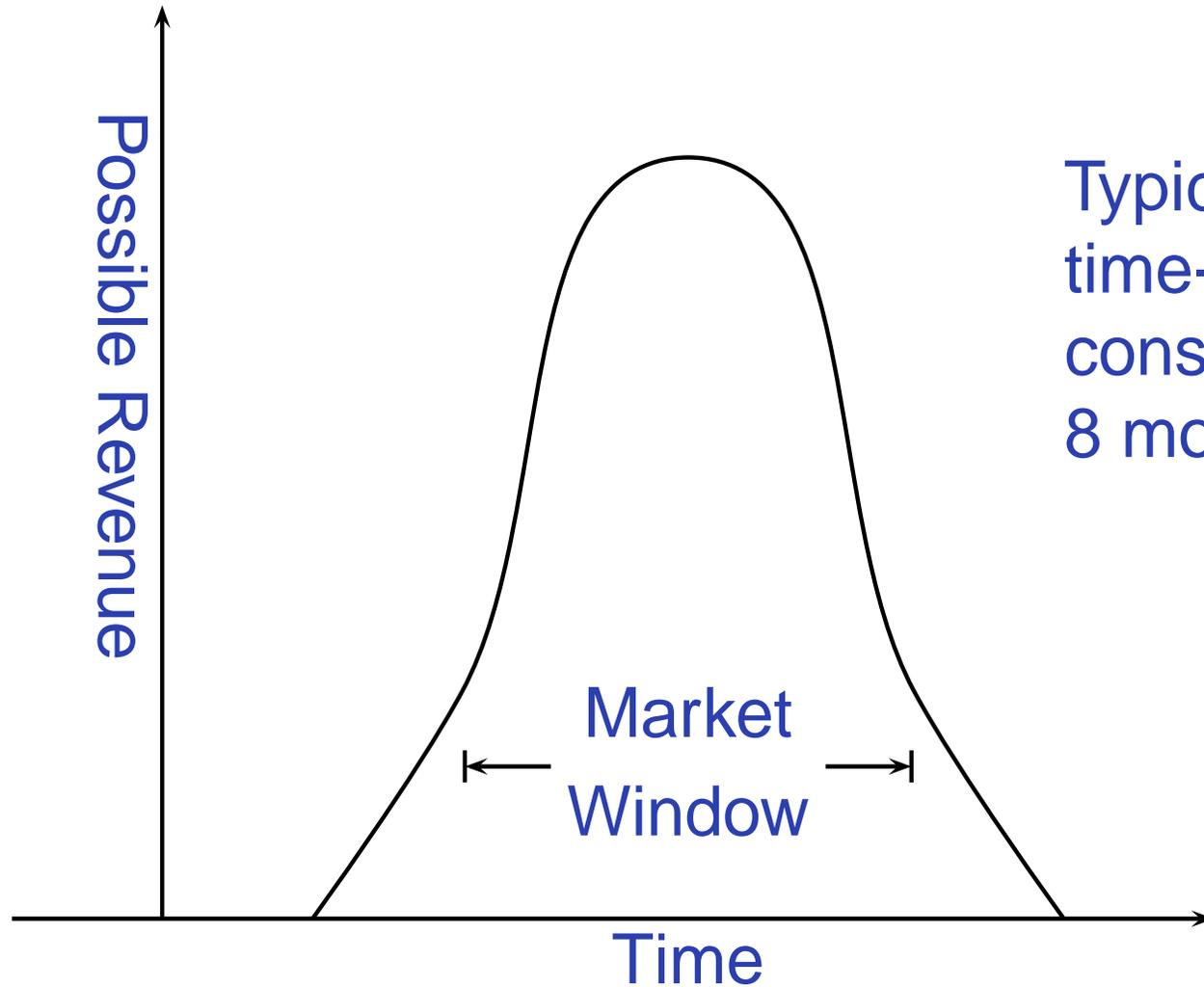


Maintainability



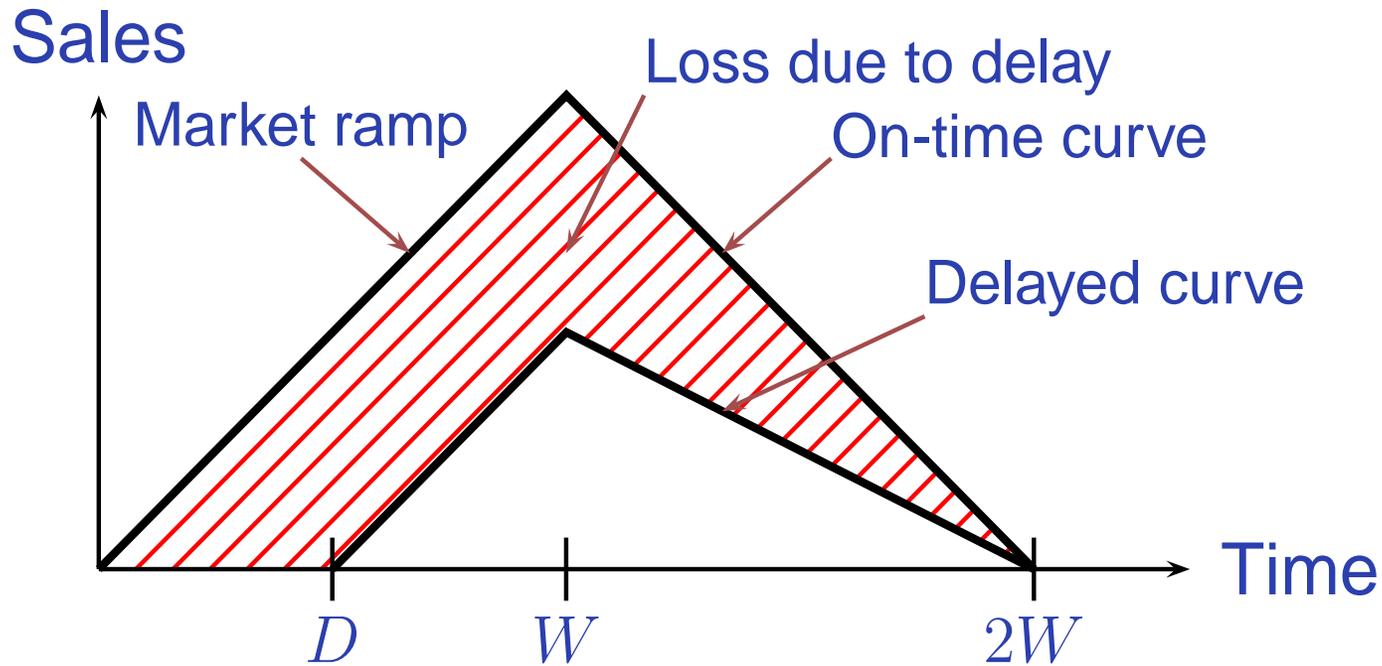
Safety

# The Time-to-Market Challenge



Typical  
time-to-market  
constraint:  
8 months

# Simplified Revenue Model



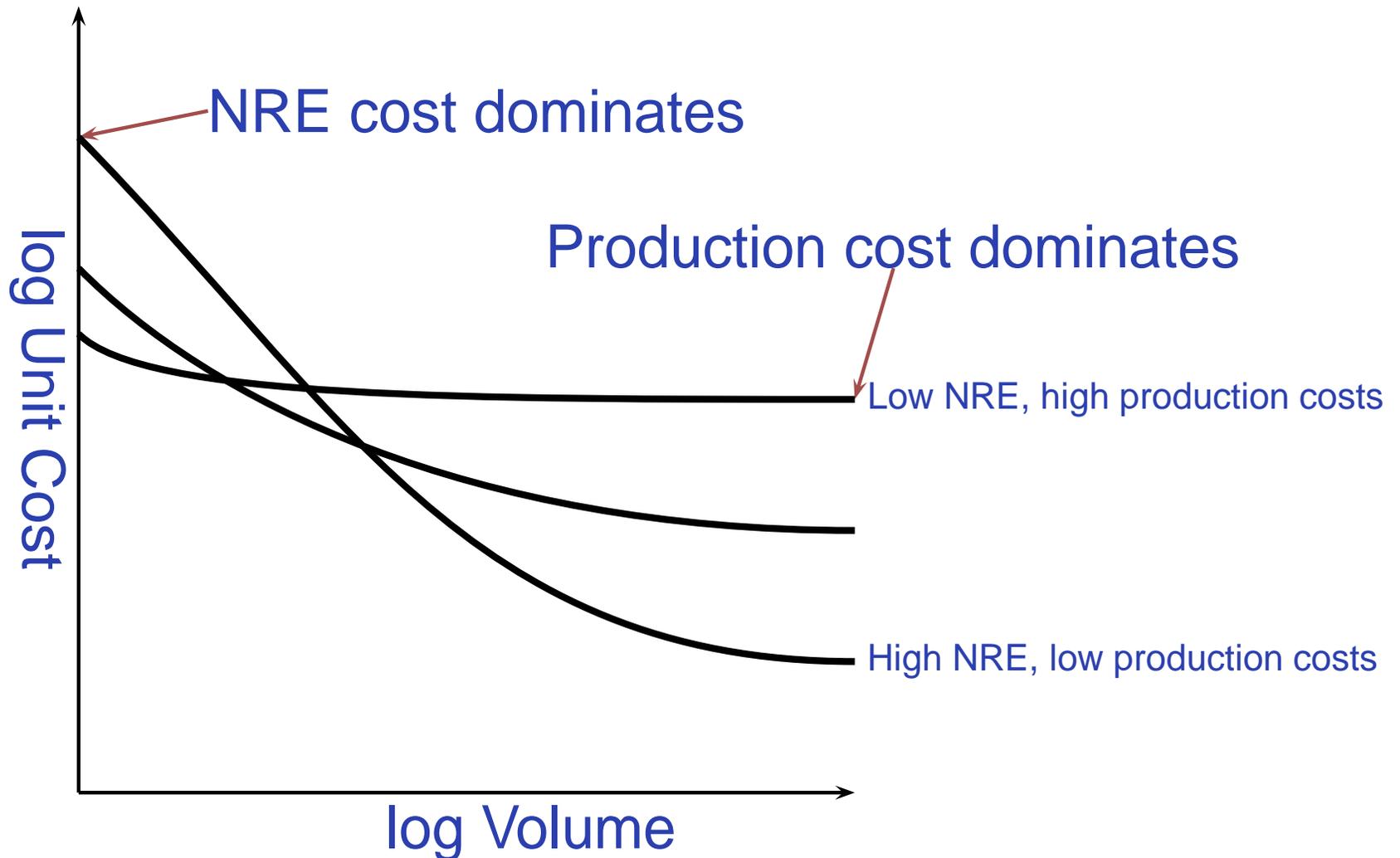
Assuming a constant market ramp, on-time revenue is  $\frac{1}{2}bh = \frac{1}{2} \cdot 2W \cdot W = W^2$  and delayed revenue is  $\frac{1}{2}(2W - D)(W - D)$  so fractional revenue loss is

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

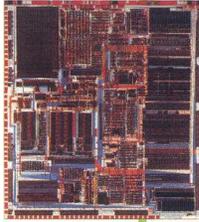
Example: when  $W = 26$  and  $D = 10$ , fraction lost is about 50%.

# NRE

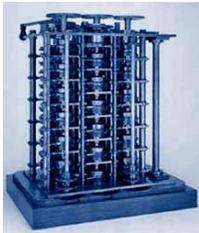
Nonrecurring engineering cost:  
*The cost of producing the first one.*



# Embedded System Technologies



Integrated Circuits

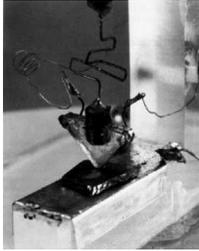


Processing elements



Design tools

# IC Technology



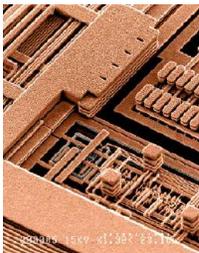
1947: First transistor (Shockley, Bell Labs)



1958: First integrated circuit (Kilby, TI)

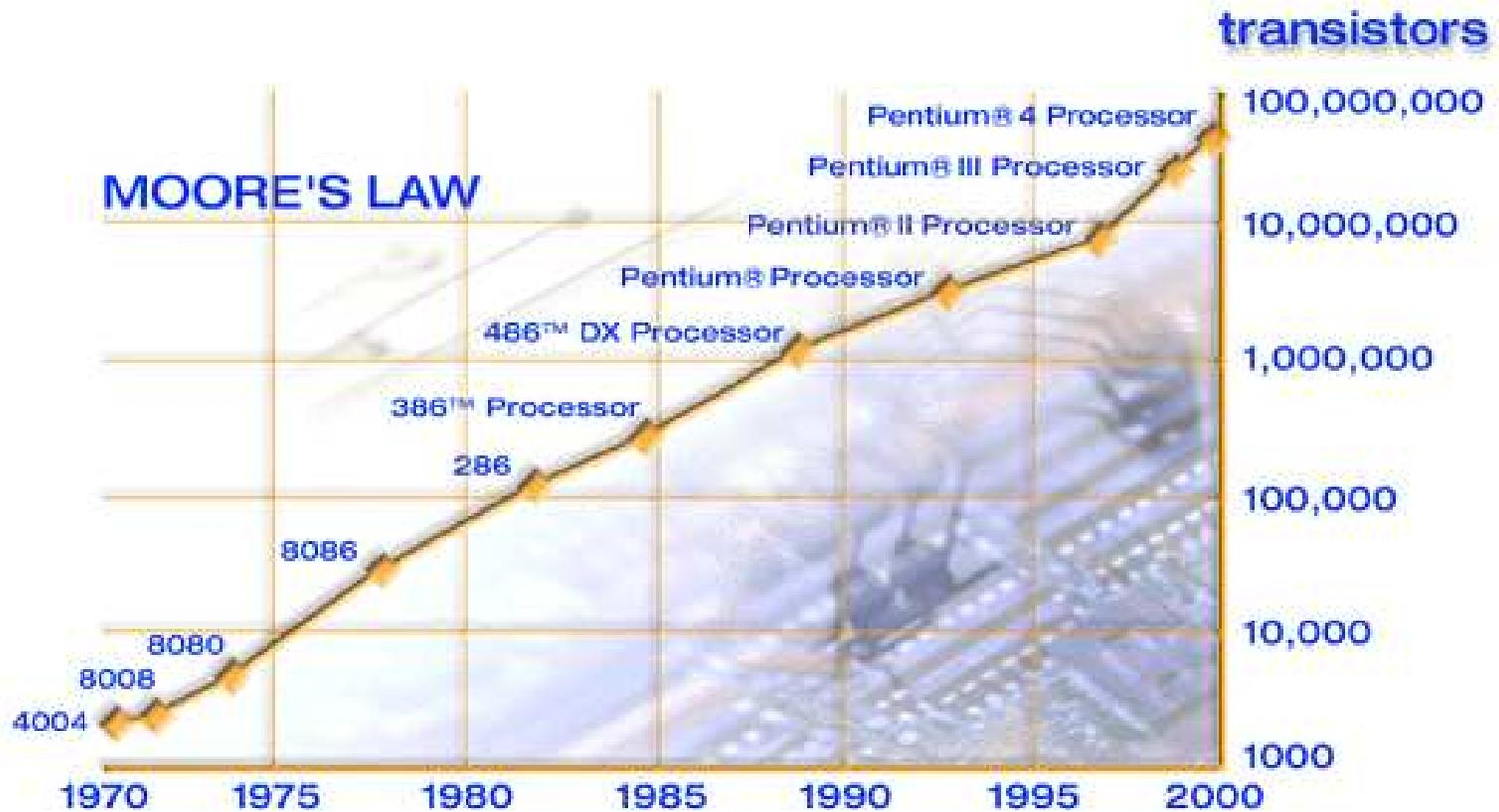


1971: First microprocessor (4004: Intel)



Today: six wire layers, 100 nm features

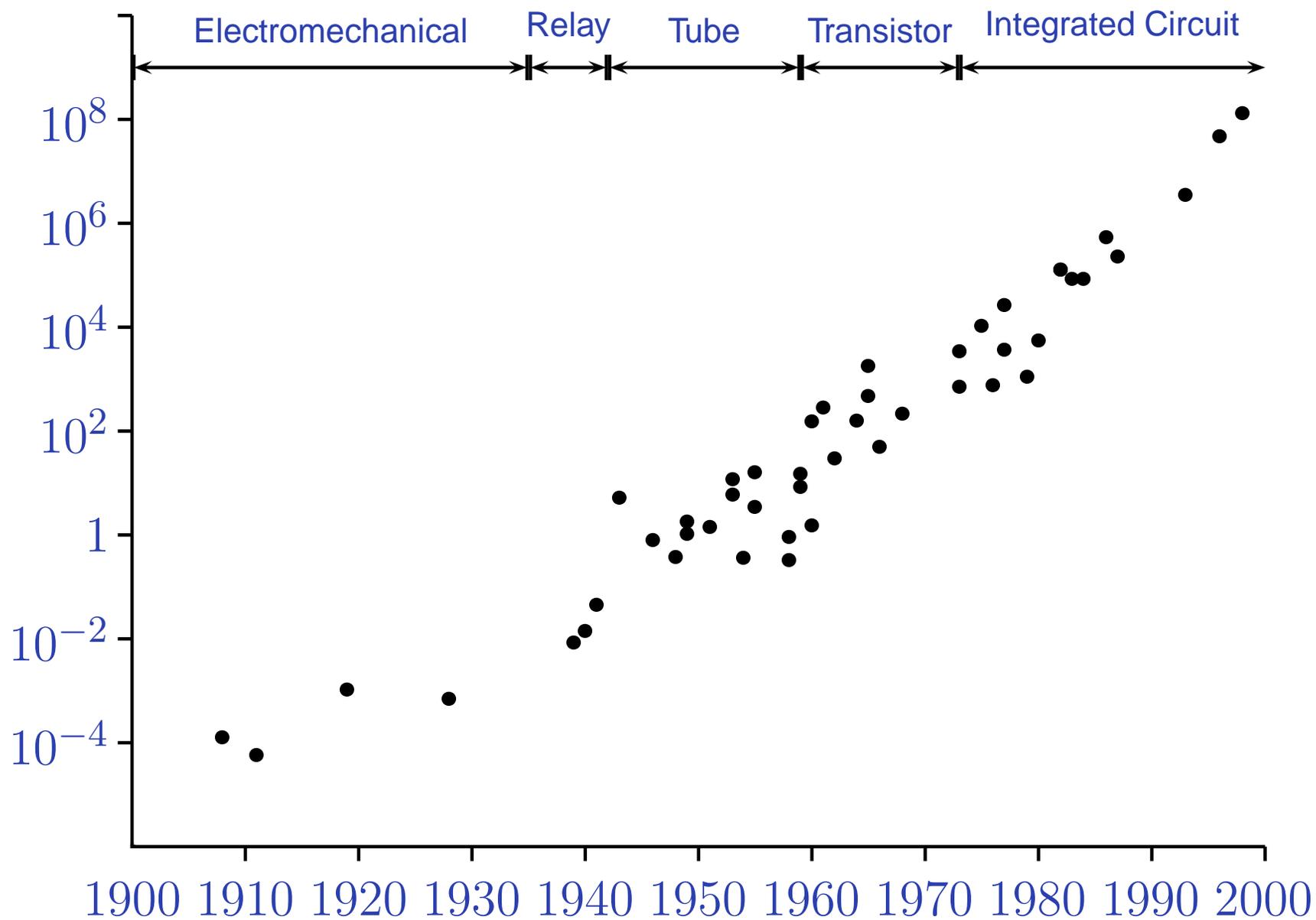
# Moore's Law



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

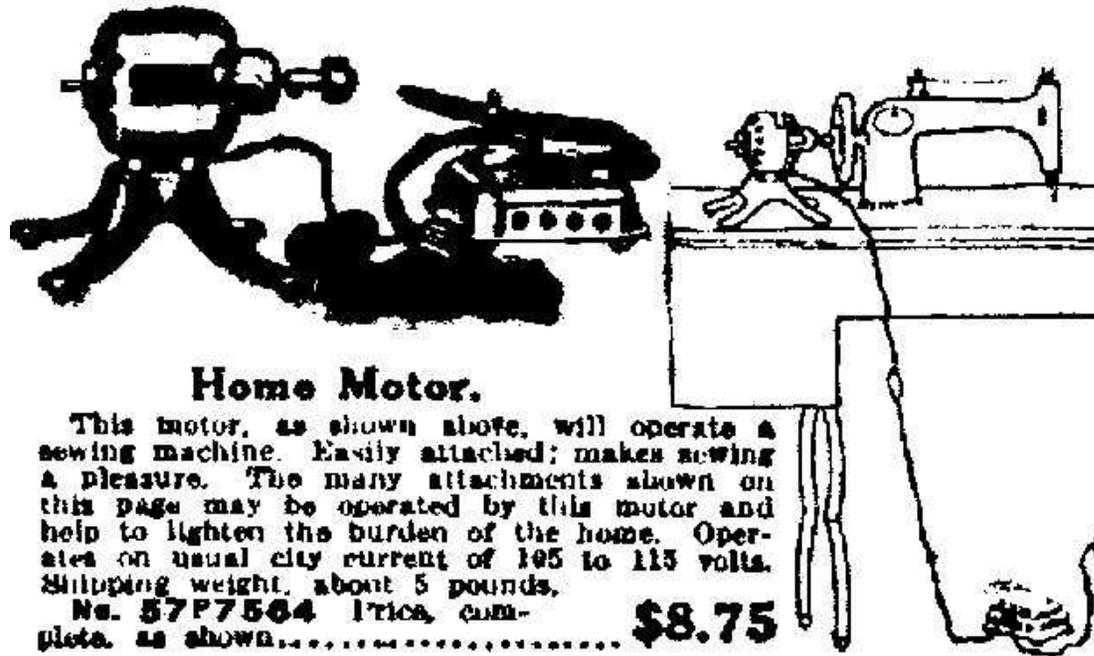
Source: Intel

# \$1000 buys you this many CPS



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

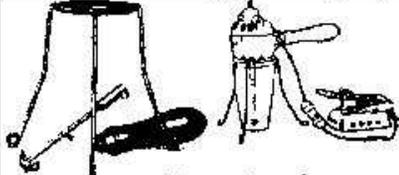
# 1918 Sears Roebuck Catalog



**Home Motor.**

This motor, as shown above, will operate a sewing machine. Easily attached; makes sewing a pleasure. The many attachments shown on this page may be operated by this motor and help to lighten the burden of the home. Operates on usual city current of 105 to 115 volts. Shipping weight, about 5 pounds.

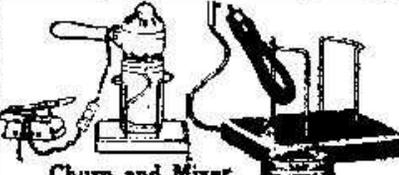
No. 57F7564 Price, complete, as shown..... **\$8.75**



**Beater Attachment.**

Whips cream and beats eggs, and many other uses will be found for these attachments when used in connection with the Home Motor. Parts include the stand, handle and the beater. Shipping weight, about 14 ounces.

No. 57F7585 Price..... **\$1.30**



**Churn and Mixer Attachment.**

Used in connection with the Home Motor, makes a small churn and mixer for which you will find many uses. The attachments include the base, supports, mixer, handle and special cover for jar. Shipping weight, about 1 3/4 pounds.

No. 57F7582 Price..... **\$1.30**



**Fan Attachment.**

Includes fan and guard which can be quickly attached to Home Motor, and will be a great comfort in hot weather. Shipping weight, about 14 ounces.

No. 57F6215 Price..... **\$1.30**

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

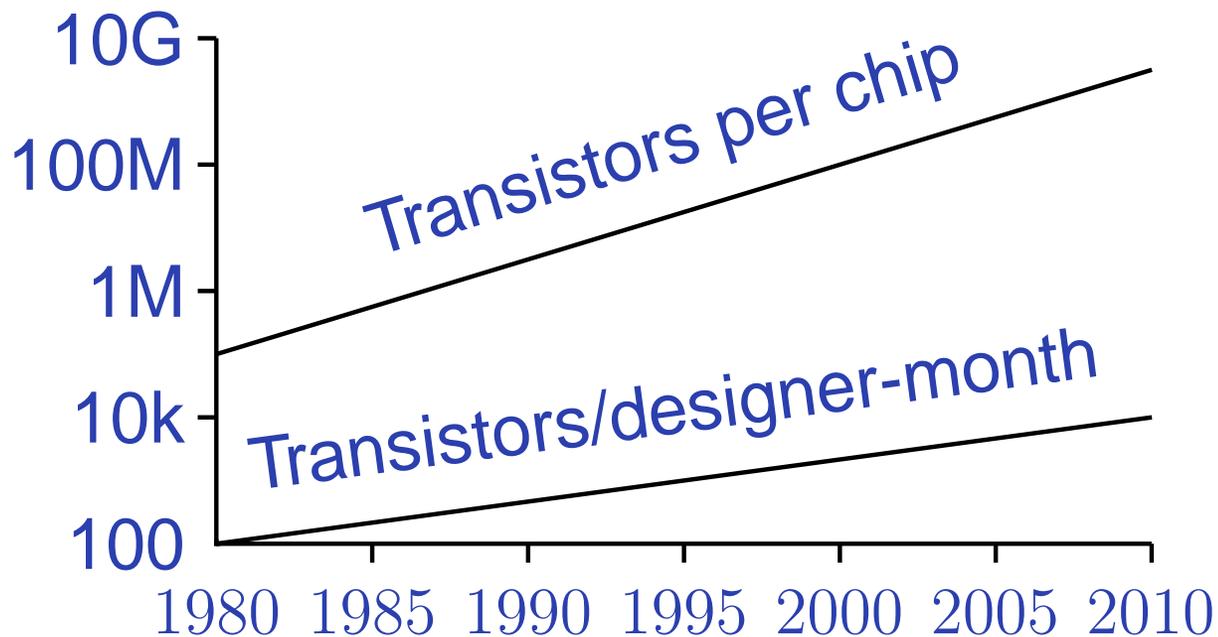
Debuggers

# Cost of Designs is Rising

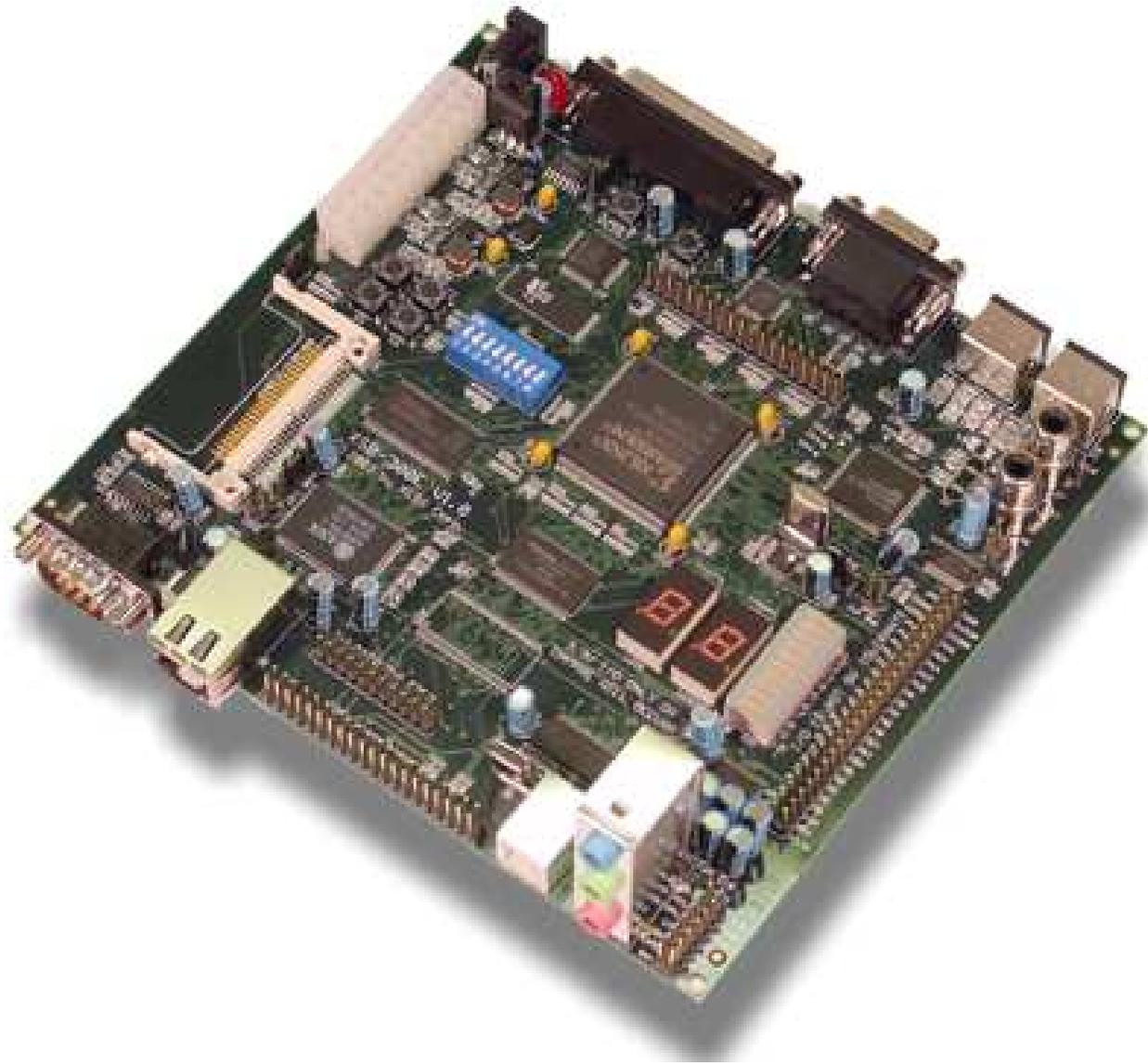
1981: 100 designer-months for leading-edge chip  
10k transistors, 100 transistors/month

2002: 30 000 designer-months  
150M transistors, 5000 transistors/month

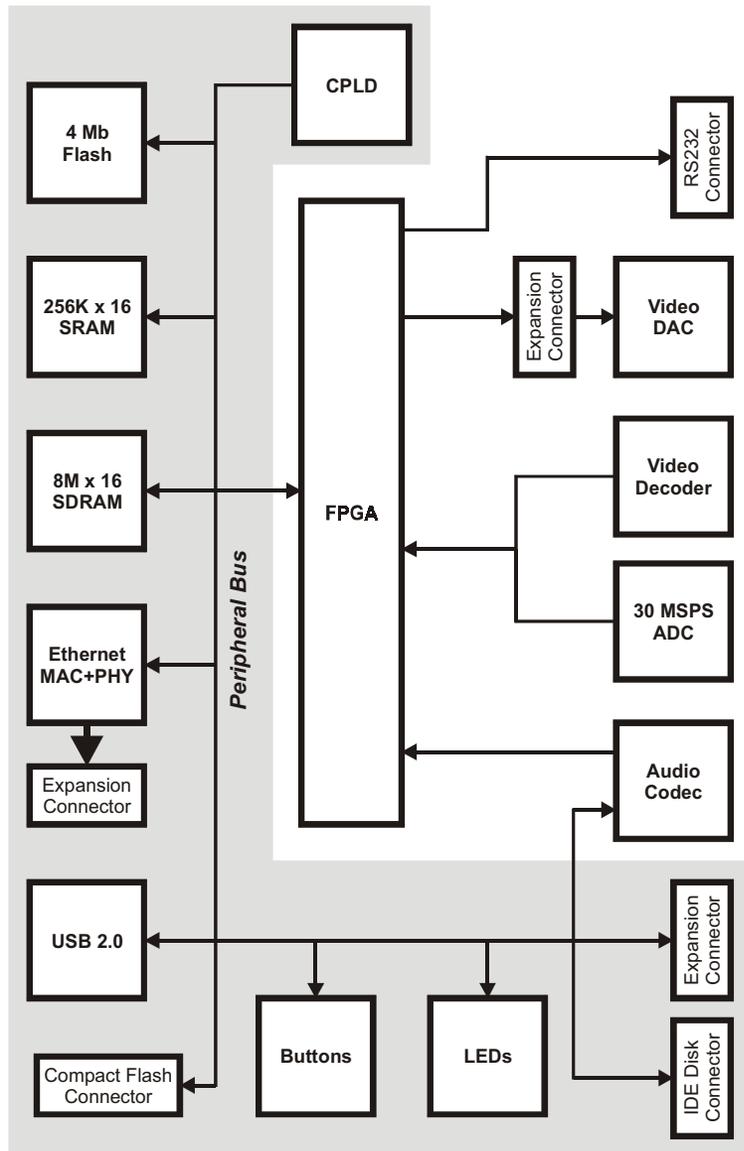
Design cost increased from \$1M to \$300M



# Your Nemesis: The XESS XSB-300E



# Block Diagram



XC2S300E FPGA

XC9572 CPLD

256K x 16 SRAM

8M x 16 SDRAM

512K x 8 Flash

6-channel NTSC video decoder

12-bit, 30 MSPS ADC

80 MHz, 30-bit video DAC

20-bit, 4-input, 1-output stereo codec

Microphone/line-in/line-out jacks

10/100 Ethernet MAC+PHY

USB 2.0 peripheral port

Six pushbuttons, DIP switch

Two LED digits, bargraph

Three programmable oscillators

Two expansion headers w/ 75 I/O pins

Peripheral header w/ 18 I/O pins

Parallel and Serial port

Compact Flash interface

IDE hard disk interface

# 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**

# 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