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- Embedded is not merely 'small'.
 - A small, and a not so small example.

• Embedded means: *time matters*.

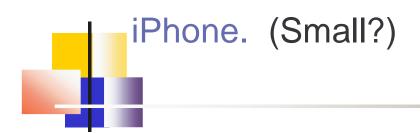
Not 'fast', but determinate and predictable (Multi-threaded is neither of the three). Bachelor Class 09/02/12

A small Embedded System



NASA's Mars Sojourner Rover (July 8, 1997) Microprocessor: 8-bit Intel 80C85 (produced 1977-1990)

Rover senses the environment (input signals), decides on (computes) its actions (response) in real time.

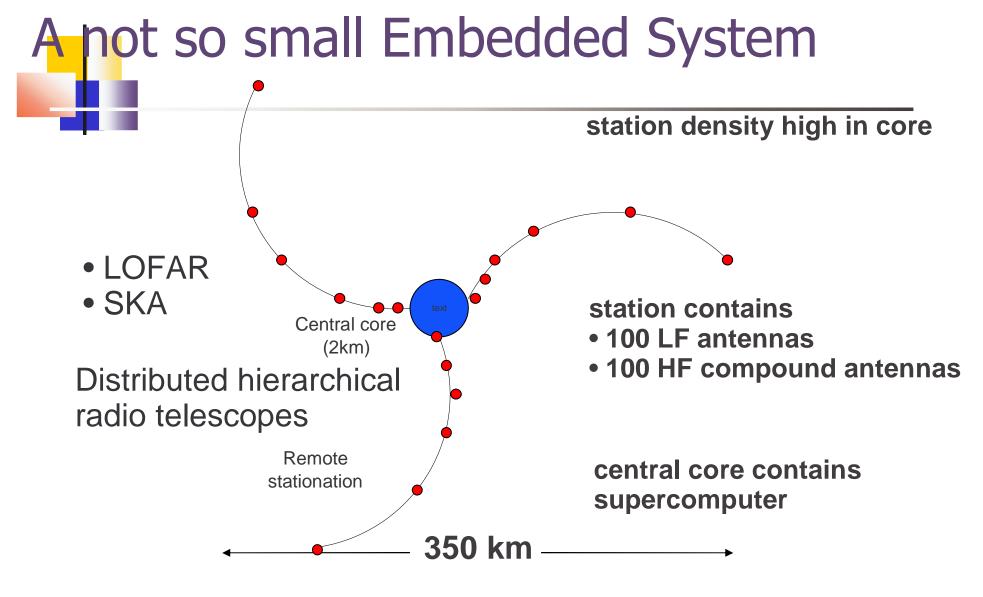




ARM11 core Vector Floating Point co-processor (3D-graphics) SIMD integer CPU (2,1 MIPS) DMA .45mW/MHz

oDigital

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Embedded is What?

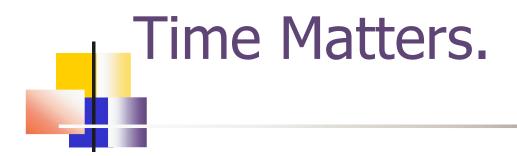
An Embedded System is an information processing system that is:

- application domain specific (not general purpose)
- *tightly coupled* to its *environment*

Examples of *application domains* are: automotive, multimedia.

- Environment: type and properties of input/output information.
- Tightly coupled: environment *dictates* what the system's *response* behavior must be. (*"ES cannot synchronize with environment"*)

Embedded Systems are reactive and real-time



Computer Science has been concerned about *abstraction*.

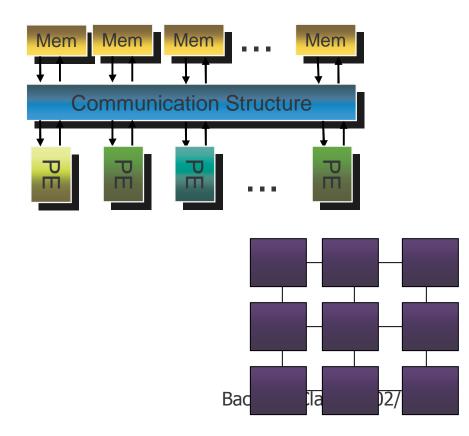
An *instruction set,* a *register file*, and a *program counter*, is all we need to execute whatever application(s) we can dream of.

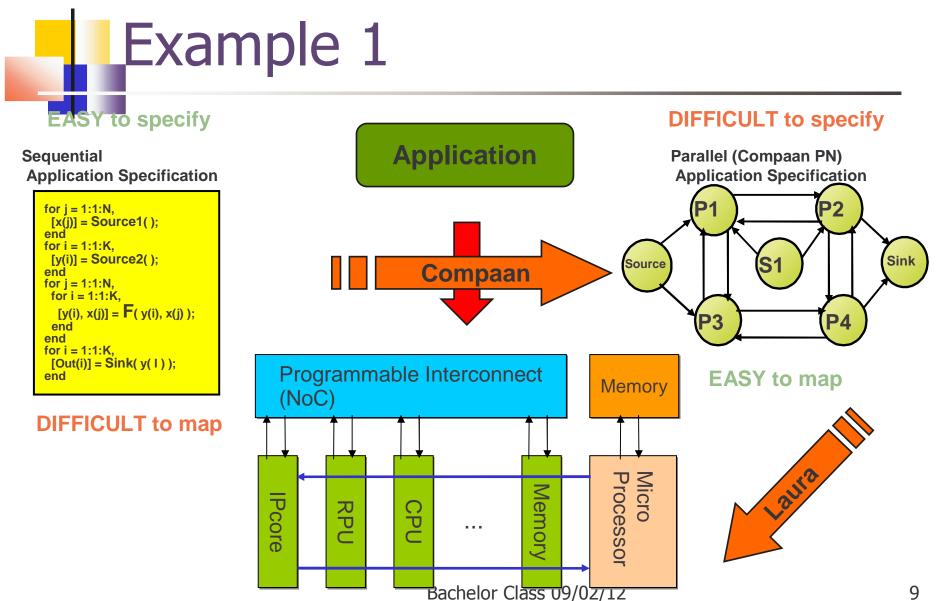
True. But, no programming language (except assembly) considers *timing requirements* and *constraints*.

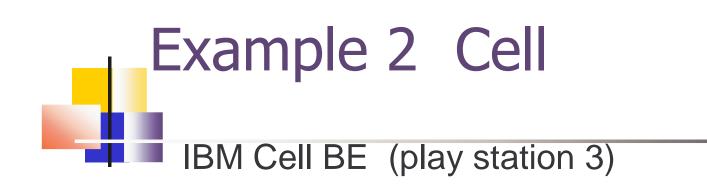
Modern languages and computers make it impossible to tell how long it will take to execute a piece of code.

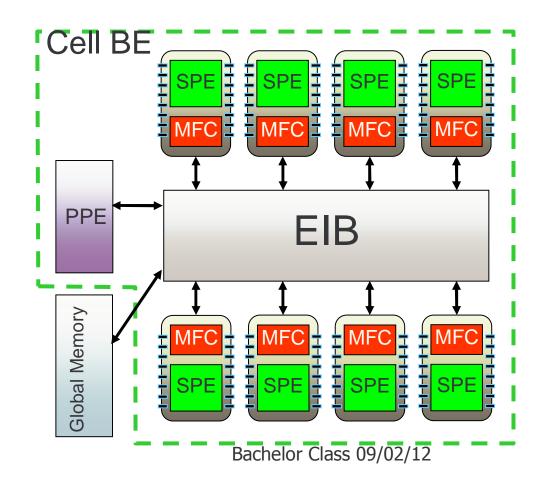
Main problem

How to program heterogeneous multiprocessor on chip

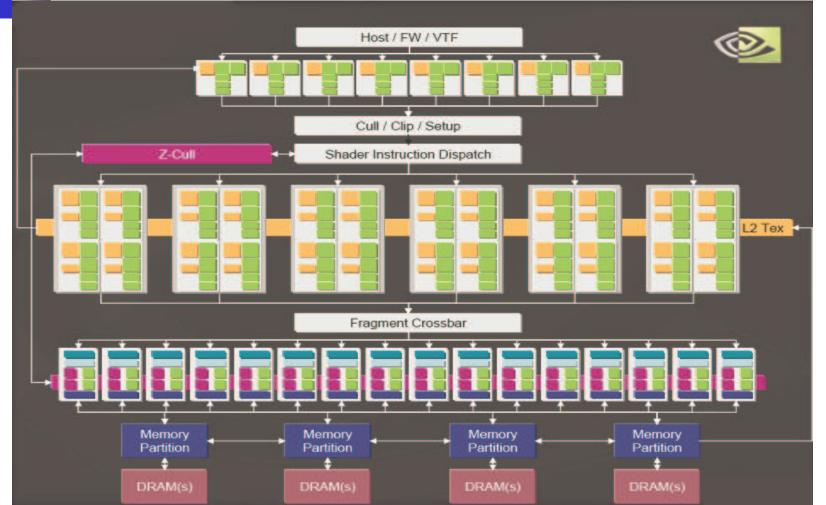








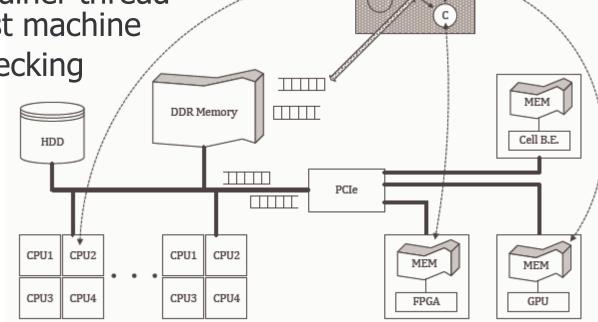
Example 3 nVIDIA GPU



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Example 4 Multi-Core

- Desktop computer as framework controlling communication, ensure concurrency
- Dispatch processes to different platforms, container thread remains on host machine
- Correctness checking
- Use input from pn, ESPAM
- Goal: integrate



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