

SNS COLLEGE OF TECHNOLOGY



Coimbatore-35
An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

DEPARTMENT OF ELECTRONICS & COMMUNICATION ENGINEERING

19ECT312 – EMBEDDED SYSTEM DESIGN

III YEAR/ VI SEMESTER

UNIT 1 – INTRODUCTION TO EMBEDDED SYSTEMS

TOPIC 2 –1.4 System design using general purpose processor

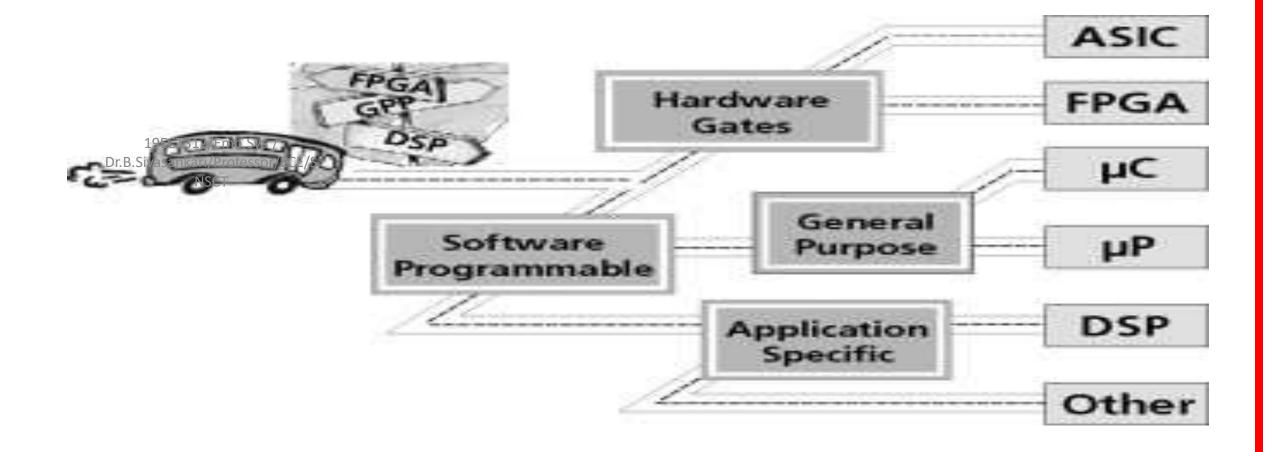
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General-purpose processors are the target processors that probably first come to mind to anyone writing a computer program.

GPPs are the processors that power desktop computers and are at the centre of the computer revolution that began in the 1970s.







What is a general purpose processor in embedded system?

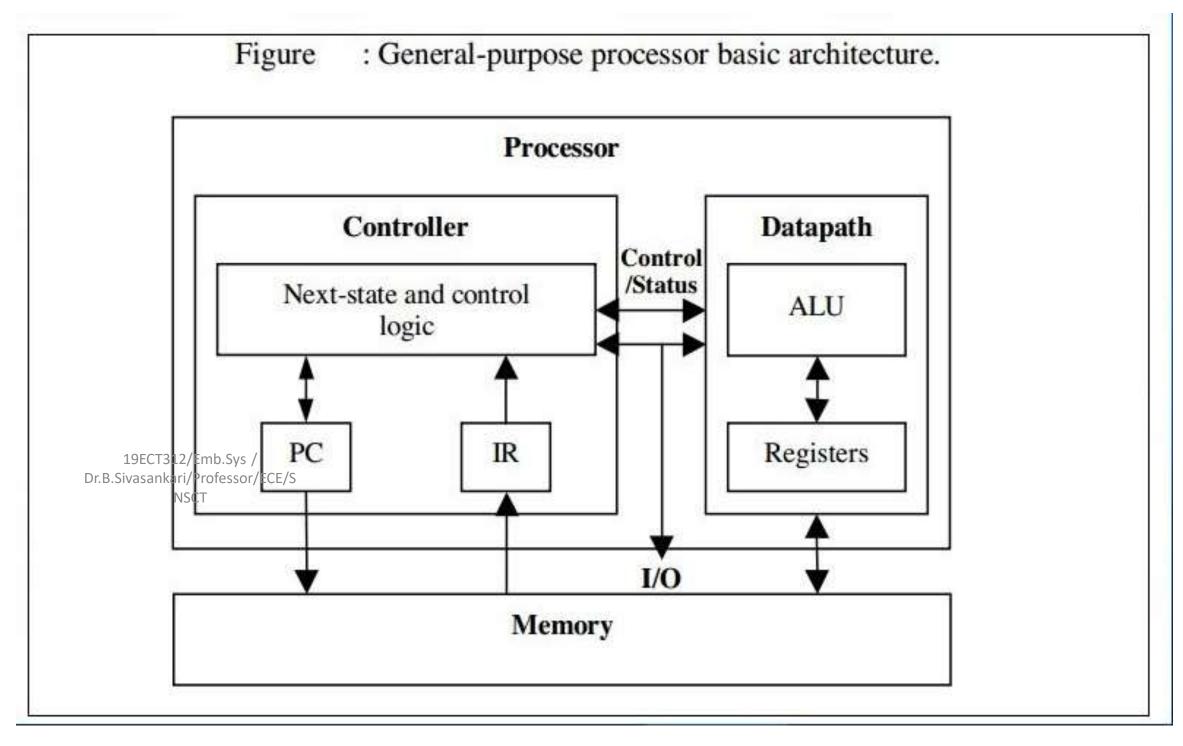
General Purpose Processor (GPP): GPP is **used for processing signal from input to output by controlling the operation of system bus, address bus and data bus inside** an embedded system.

General purpose microprocessors make use of Von Neumann architecture.

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Four General Embedded System Types

General Computing

- Applications similar to desktop computing, but in an embedded package
- Video games, set-top boxes, wearable computers, automatic tellers

Control Systems

- Closed-loop feedback control of real-time system
- Vehicle engines, chemical processes, nuclear power, flight control

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- Computations involving large data streams
- · Radar, Sonar, video compression

Communication & Networking

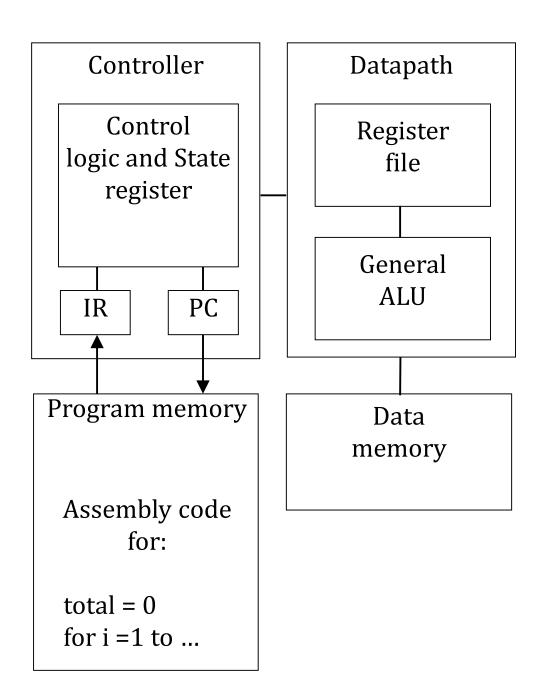
- Switching and information transmission
- Telephone system, Internet







- Programmable device used in a variety of applications
 - Also known as "microprocessor"
- Features
 - Program memory
 - General datapath with large register file and general ALU
- User benefits
 - Low time-to-market and NRE costs
 - High flexibility
- "Pentium" the most well-known, but there are hundreds of others

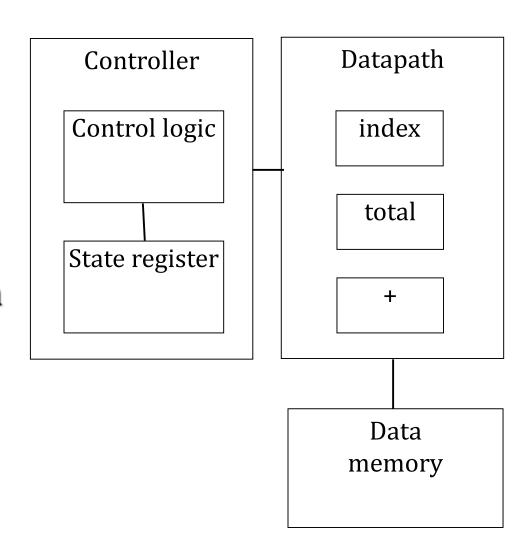






Single-purpose processors

- Digital circuit designed to execute exactly one program
 - a.k.a. coprocessor, accelerator or peripheral
- Features
 - Contains only the components
 needed to execute a single program
 - No program memory
- Benefits
 - Fast
 - Low power
 - Small size







ACTIVITY

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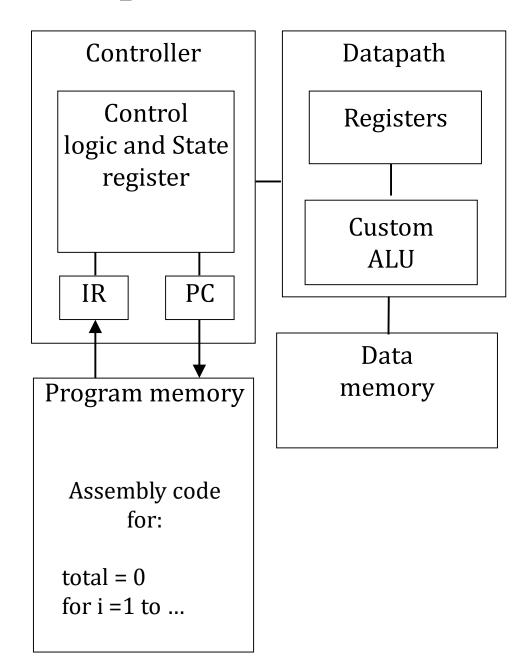




Application-specific processors

- Programmable processor optimized for a particular class of applications having common characteristics
 - Compromise between generalpurpose and single-purpose processors
- Features
 - -19 Program memory
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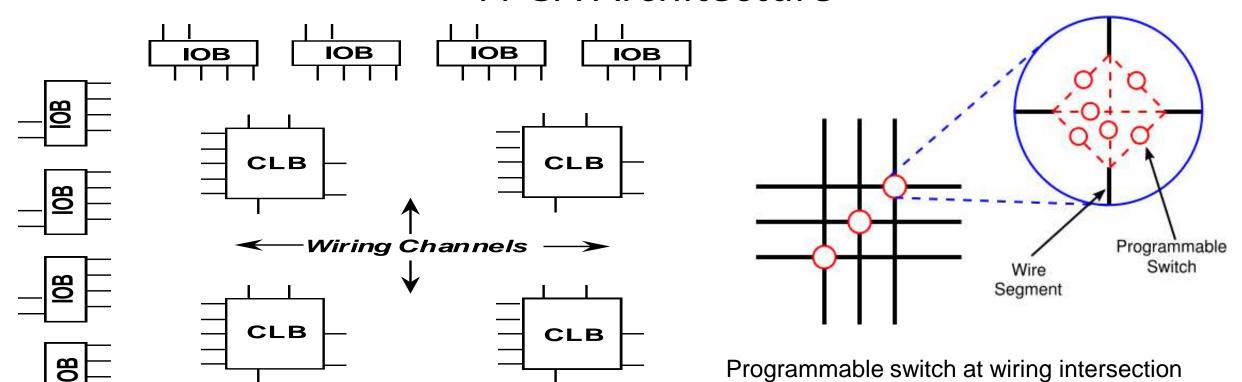
 Optimized datapath
 - Special functional units
- Benefits
 - Some flexibility, good performance, size and power
- DSP





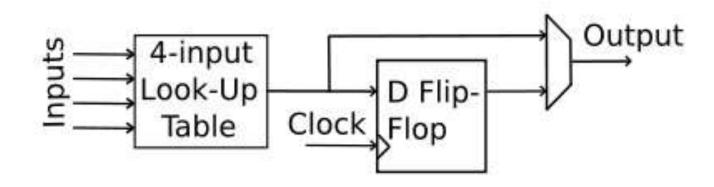


FPGA Architecture



FPGA layout with Configurable Logic Blocks (CLB) and I/O Blocks (IOB) (credit: Katz's Contemporary Logic Design)

(credit: www.wikipedia.com)

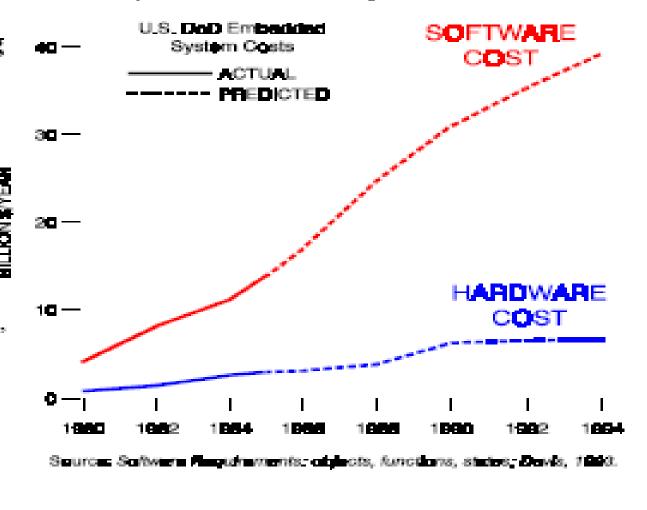


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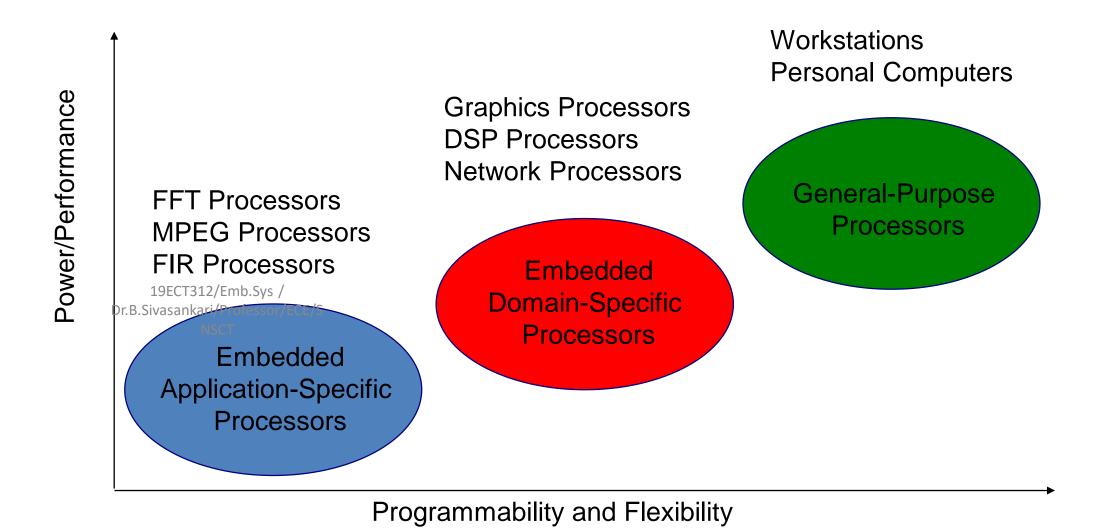
- Highly constrained products tend to use application specific processors
 - Many mobile phones (power & size constrained) contain ARM chips
 - Hi-Fi (high performance & time constrained) contain DSP chips
 - Hardware is mostly a recurring cost
 - Cost proportional to number of units manufactured
 - Software is a "one-time" nonrecumning engineering design costiva (NEE) or /ECE/S
 - · Paid for "only once"
 - But bug fixes may be expensive, or impossible
 - Cost is related to complexity & number of functions
 - Market pressures lead to feature creep
 - SOFTWARE Is Not FREE!!!!!







Hardware vs Software



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Levels of Embedded System Design

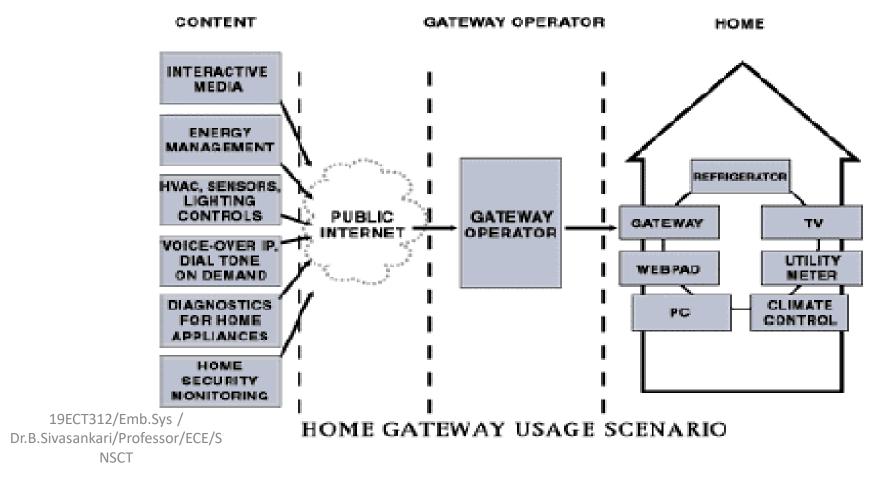
- Specification
 - Design productivity increases with the level of abstraction
 - The task of functional verification is very difficult 19ECT312/Emb.Sys / Dr.B.Sivasa 23 i/ 10 W.Spr/2012/Straction levels NSCT
- Implementation
 - Efficient implementations require to exploit the lowlevel features of the target architecture







Future Embedded Systems



- Will people adopt this other than as a toy?
 - Will the same people who can't set time on a VCR be able to debug their house?
- If we can make the system readily accessible, reliable, affordable,
 ...the possibilities are almost endless





SUMMARY & THANK YOU

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