

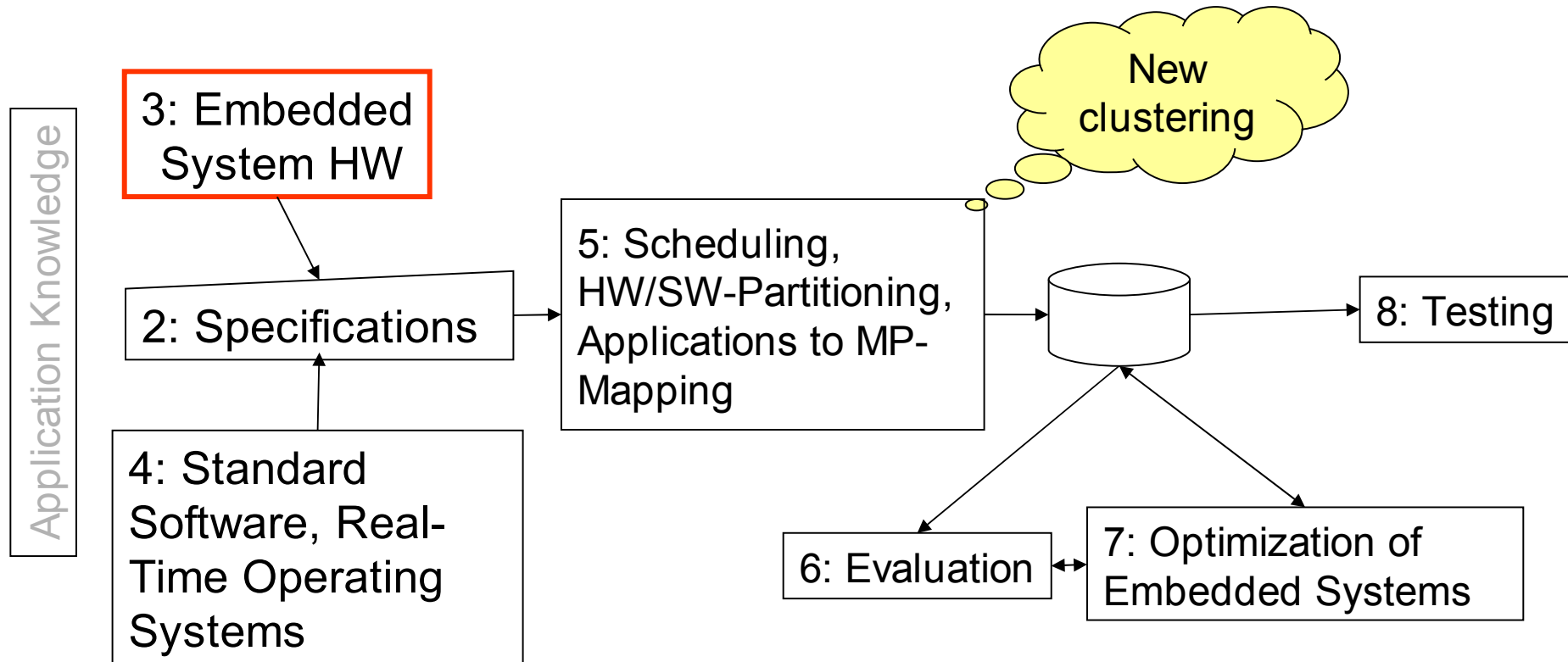
# Embedded System Hardware

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2008/11/03

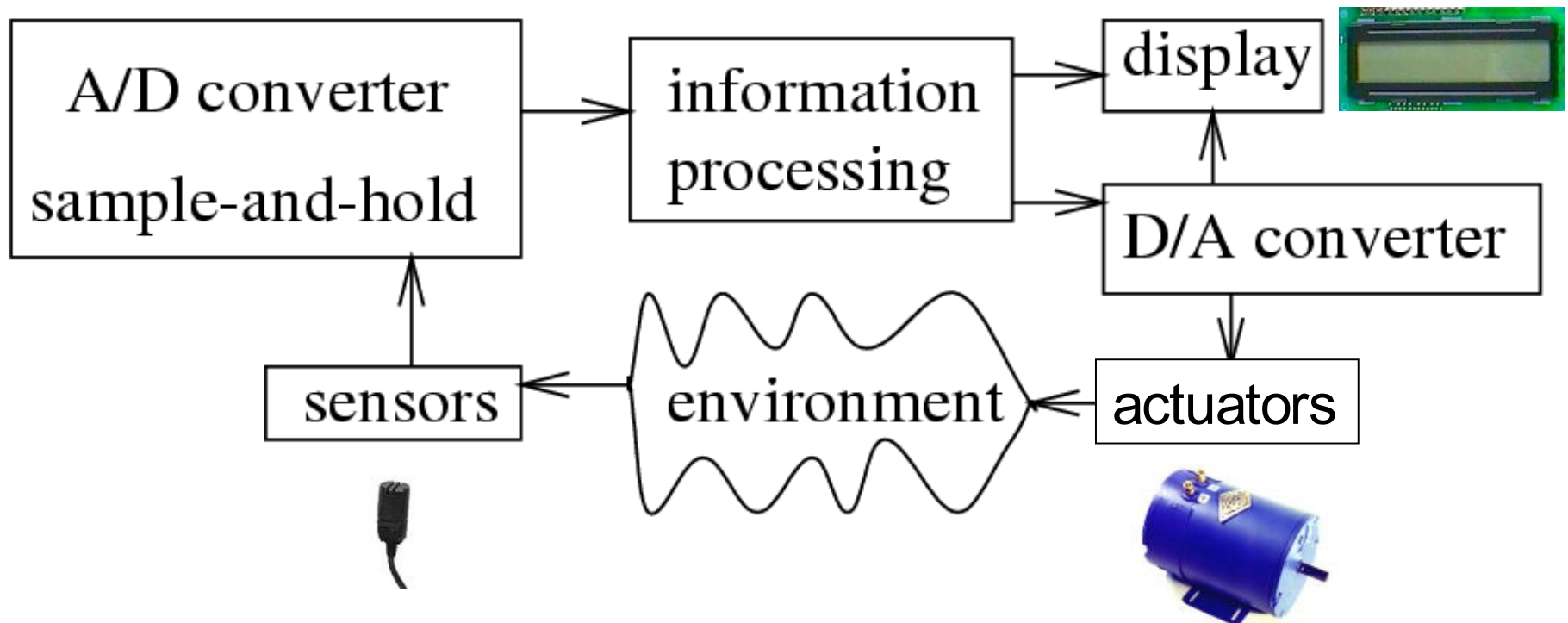


# Structure of this course



# Embedded System Hardware

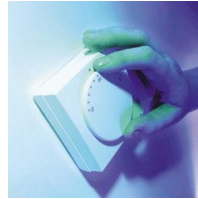
Embedded system hardware is frequently used in a loop (*„hardware in a loop“*):



# Many examples of such loops

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- Heating
- Lights
- Engine control
- Power supply
- ...
- Robots



Heating: [www.masonsplumbing.co.uk/images/heating.jpg](http://www.masonsplumbing.co.uk/images/heating.jpg)  
Robot: Courtesy and ©: H.Ulbrich, F. Pfeiffer, TU München

# Sensors

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Processing of physical data starts with capturing this data. Sensors can be designed for virtually every physical and chemical quantity

- including weight, velocity, acceleration, electrical current, voltage, temperatures etc.
- chemical compounds.

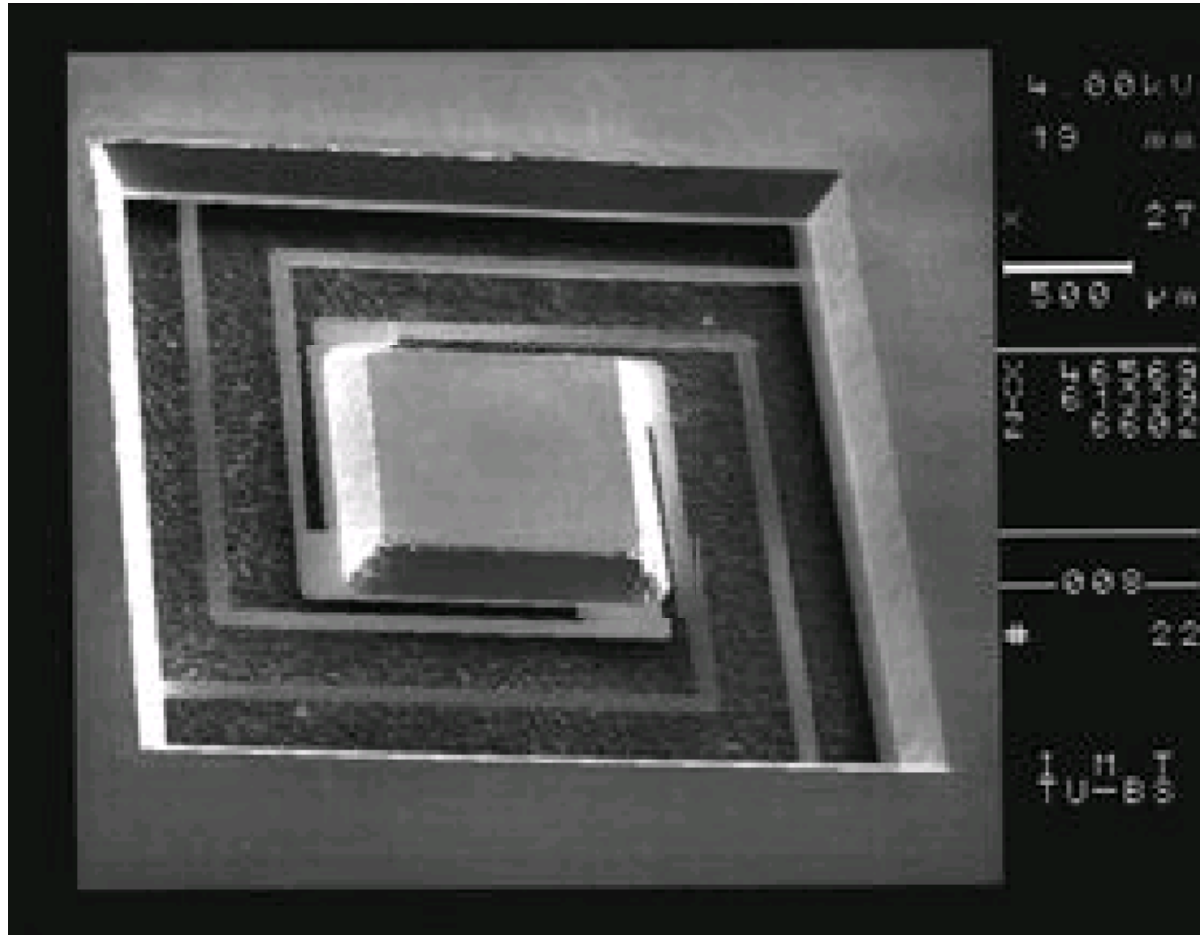
Many physical effects used for constructing sensors.

Examples:

- law of induction (generation of voltages in an electric field),
- light-electric effects.

Huge amount of sensors designed in recent years.

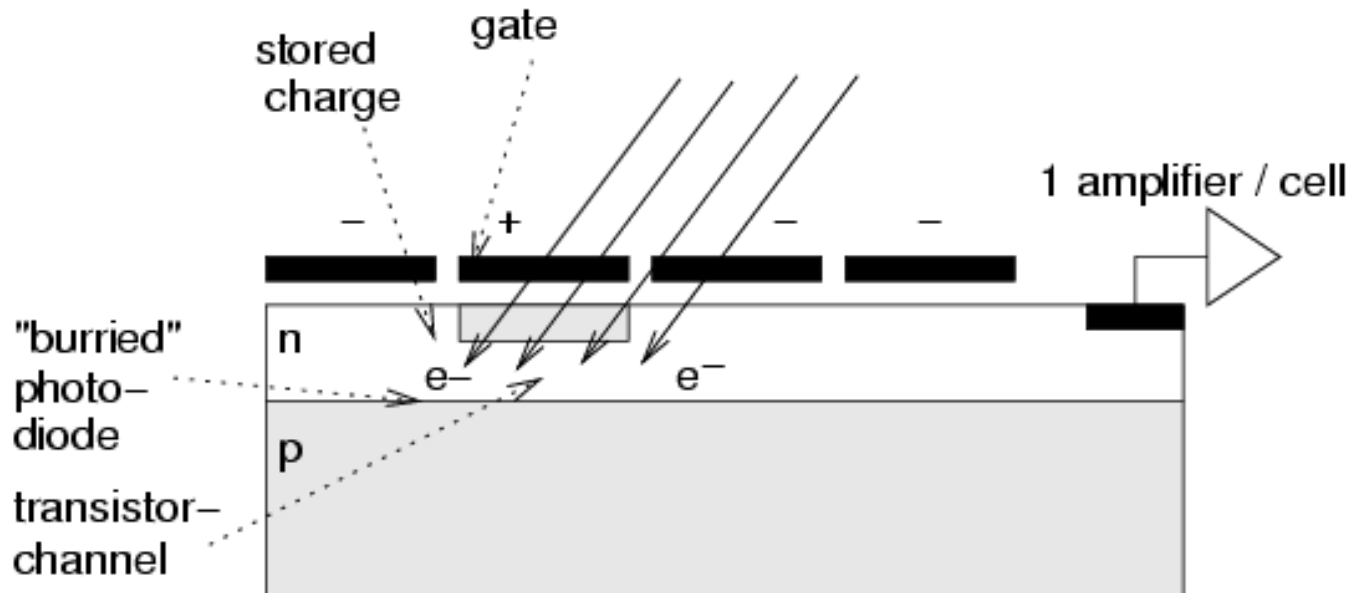
# Example: Acceleration Sensor



Courtesy & ©: S. Bütgenbach, TU Braunschweig

# Charge-coupled devices (CCD) image sensors

Based on charge transfer to next pixel cell

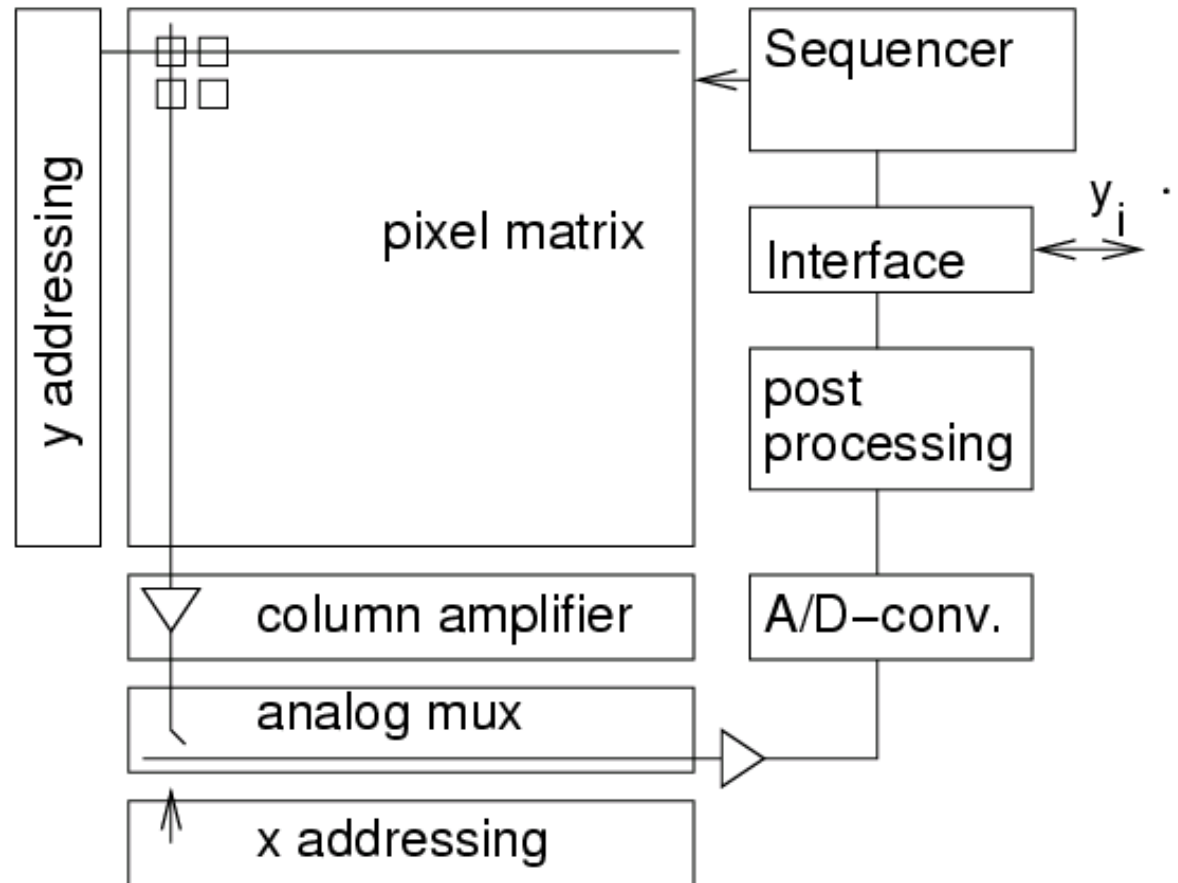


<http://www.schulen.regensburg.de/hhgs/klassen/2001a/feuerwehr/kette2.jpg>

Corresponding to "bucket brigade device" (German: "Eimerkettenschaltung")

# CMOS image sensors

Based on standard production process for CMOS chips, allows integration with other components.





# Comparison CCD/CMOS sensors

	CCD	CMOS
Property		
Signal/noise ratio (SNR)	Excellent	Medium
Dark current	Very low	Medium
Technology optimized for	Optics	VLSI technology
Technology	Special	Standard
Smart sensors?	No, no logic or A/D converters on chip	Logic elements on chip
Access	Serial	Random
Interface	Complex	Simple, single VDD

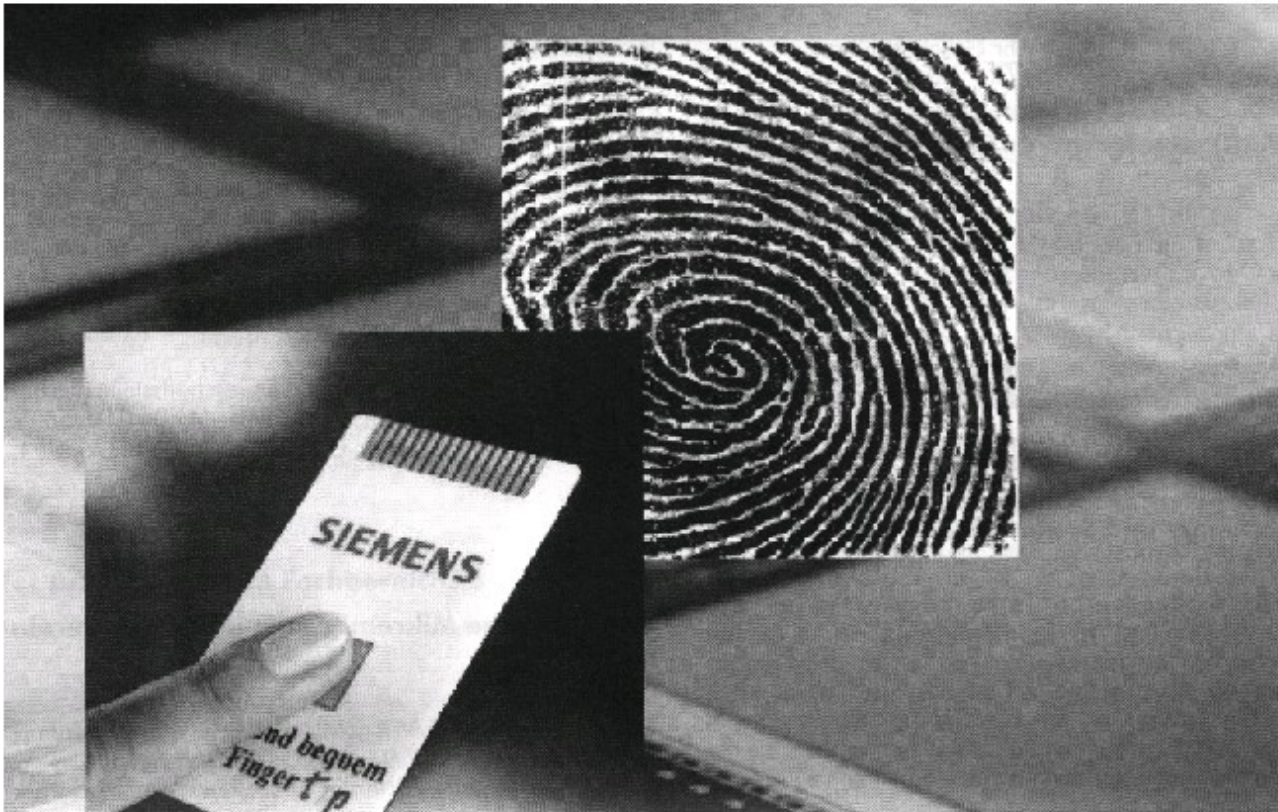
CMOS: low cost devices + digital SLR cameras (due to large size, ...)

CCD: medium to high end non-SLR cameras

Source: B. Diericks: CMOS image sensor concepts. Photonics West 2000 Short course (Web)

# Example: Biometrical Sensors

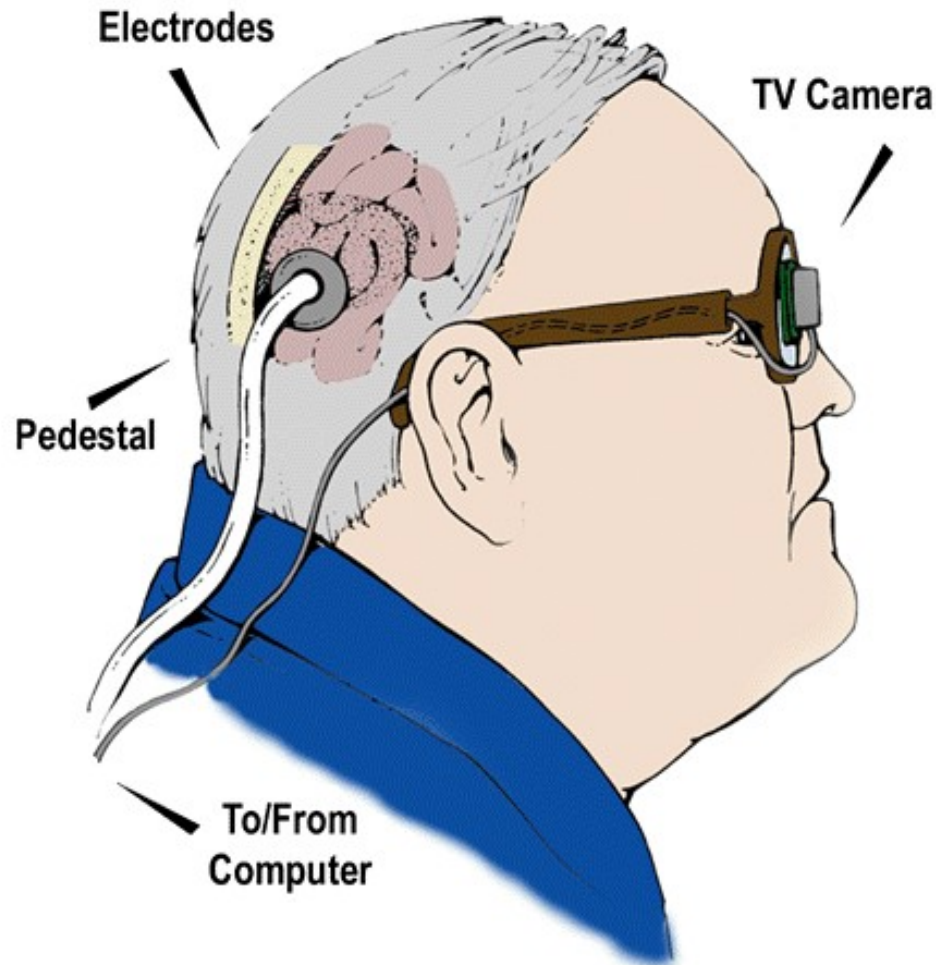
Example: Fingerprint sensor (© Siemens, VDE):



Matrix of 256 x 256 elem.  
Voltage ~ distance.  
Resistance also computed. No fooling by photos and wax copies.  
Carbon dust?

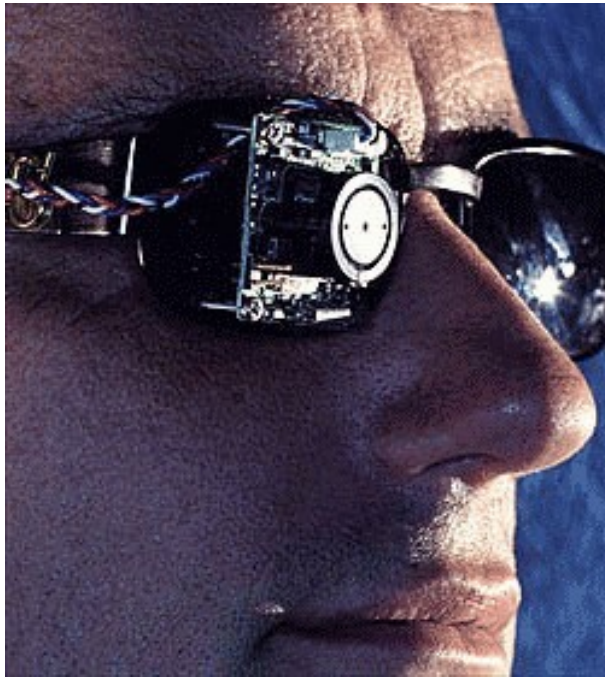
Integrated into ID mouse.

# Artificial eyes



© Dobelle Institute  
(was at [www.dobelle.com](http://www.dobelle.com))

## Artificial eyes (2)



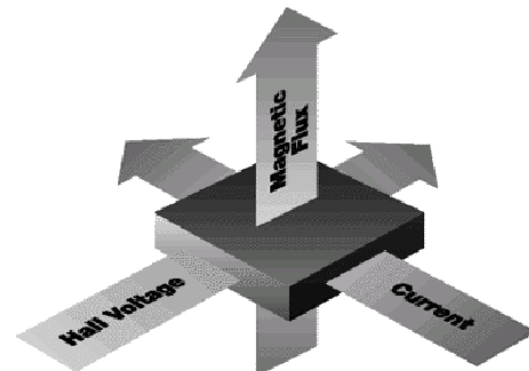
He looks hale, hearty, and healthy — except for the wires. They run from the laptops into the signal processors, then out again and across the table and up into the air, flanking his face like curtains before disappearing into holes drilled through his skull. Since his hair is dark and the wires are black, it's hard to see the actual points of entry. From a distance the wires look like long ponytails.

© Dobbelle Institute

# Other sensors

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- Rain sensors for wiper control  
(„Sensors multiply like rabbits“ [ITT automotive])
- Pressure sensors
- Proximity sensors
- Engine control sensors
- Hall effect sensors



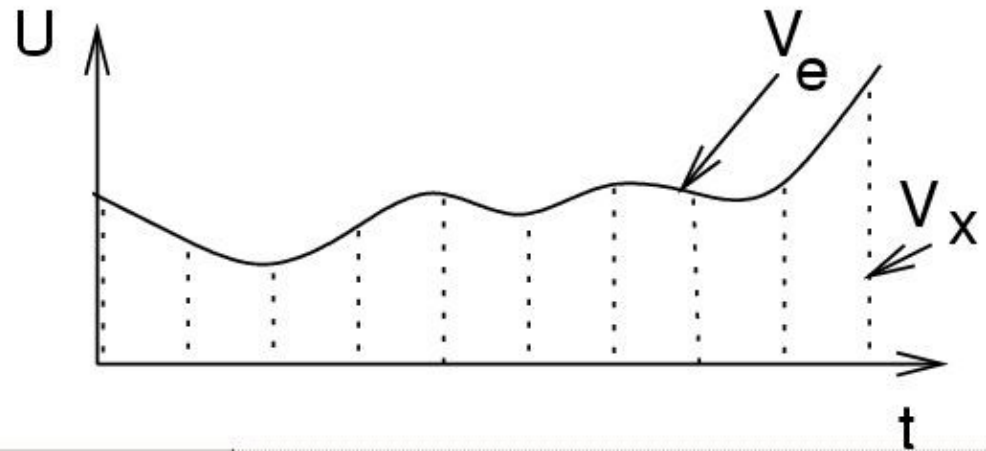
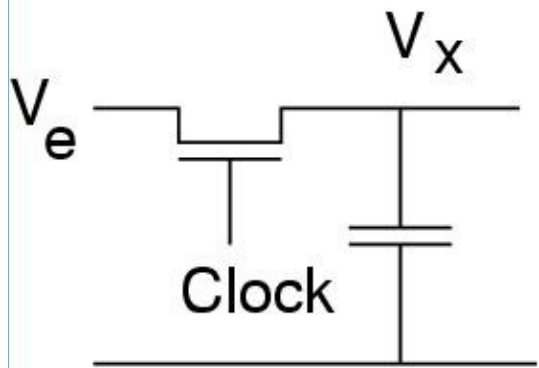
# Discretization


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# Discretization of time

$V_e$  is a mapping  $\mathbb{R} \rightarrow \mathbb{R}$



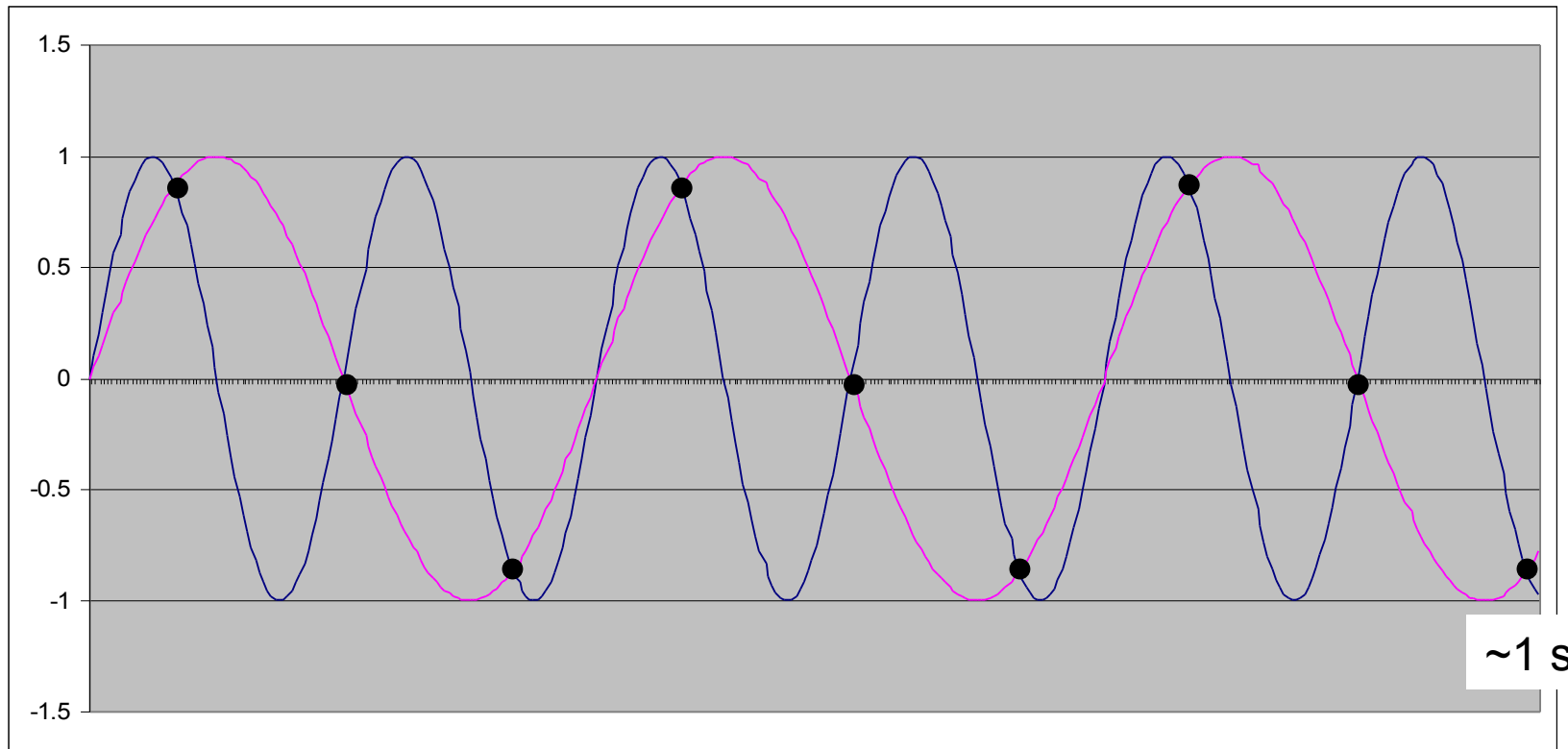
In this course: restriction to digital information processing;  
Known digital computers can only process discrete time series.  Discrete time; sample and hold-devices.

Ideally: width of clock pulse  $\rightarrow 0$

$V_x$  is a **sequence** of values or a mapping  $\mathbb{Z} \rightarrow \mathbb{R}$

# Aliasing

Impossible to reconstruct fast signals after slow sampling:  
multiple fast signals share same sampled sequence;  
Example: Signal: 5.6 Hz; Sampling: 9 Hz



[<http://www.cise.ufl.edu/~prabhat/Teaching/cis6930-f04/comp1.ppt>]

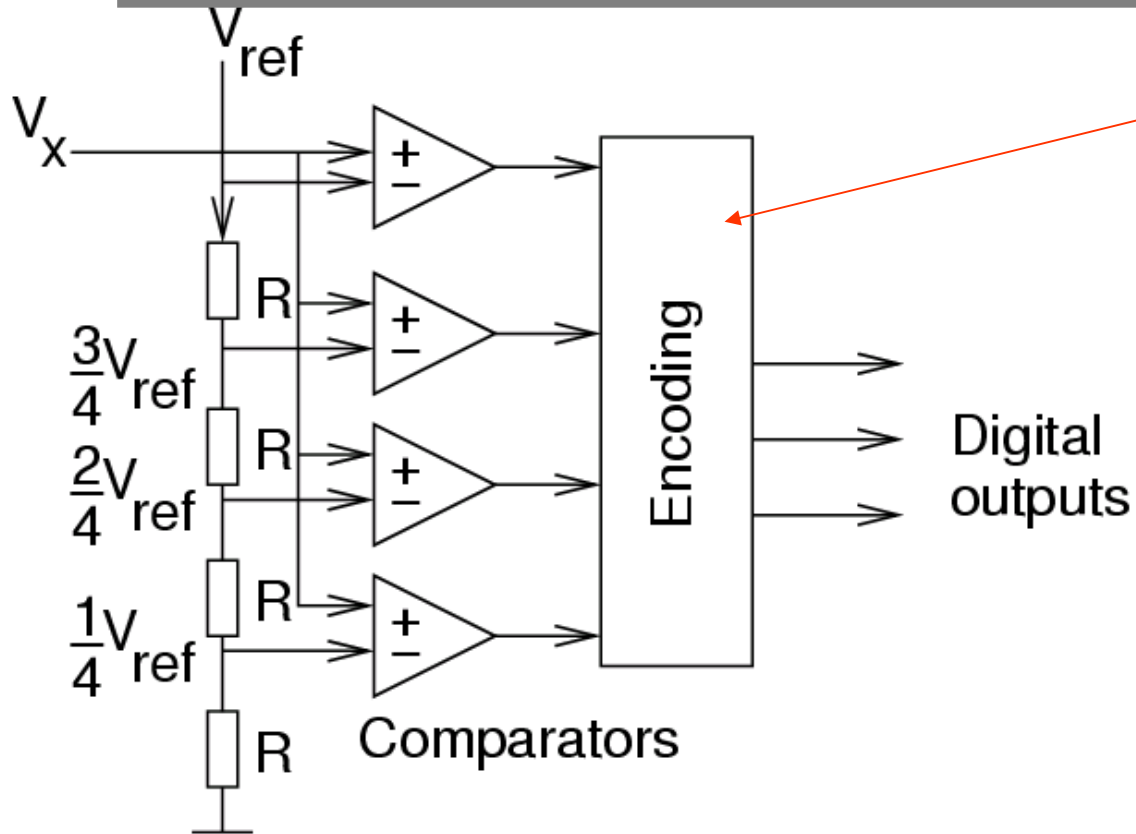
➡ More info at end of chapter.



# Discretization of values: A/D-converters

## 1. Flash A/D converter (1)

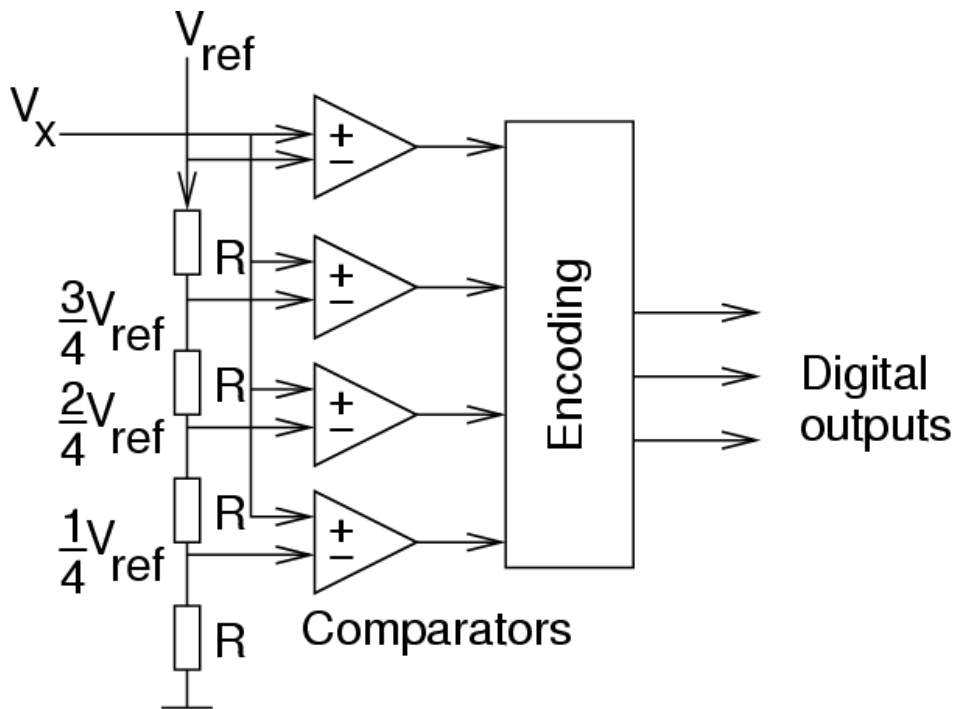
Digital computers require digital form of physical values  
👉 A/D-conversion; many methods with different speeds.  
Example: 1. Flash A/D converter:



Encodes input number of most significant '1' as an unsigned number, e.g.  
"1111" -> "100",  
"0111" -> "011",  
"0011" -> "010",  
"0001" -> "001",  
"0000" -> "000"  
(Priority encoder).

# Discretization of values: A/D-converters

## 1. Flash A/D converter (2)



**Parallel comparison with reference voltage**

Speed:  $O(1)$

Hardware

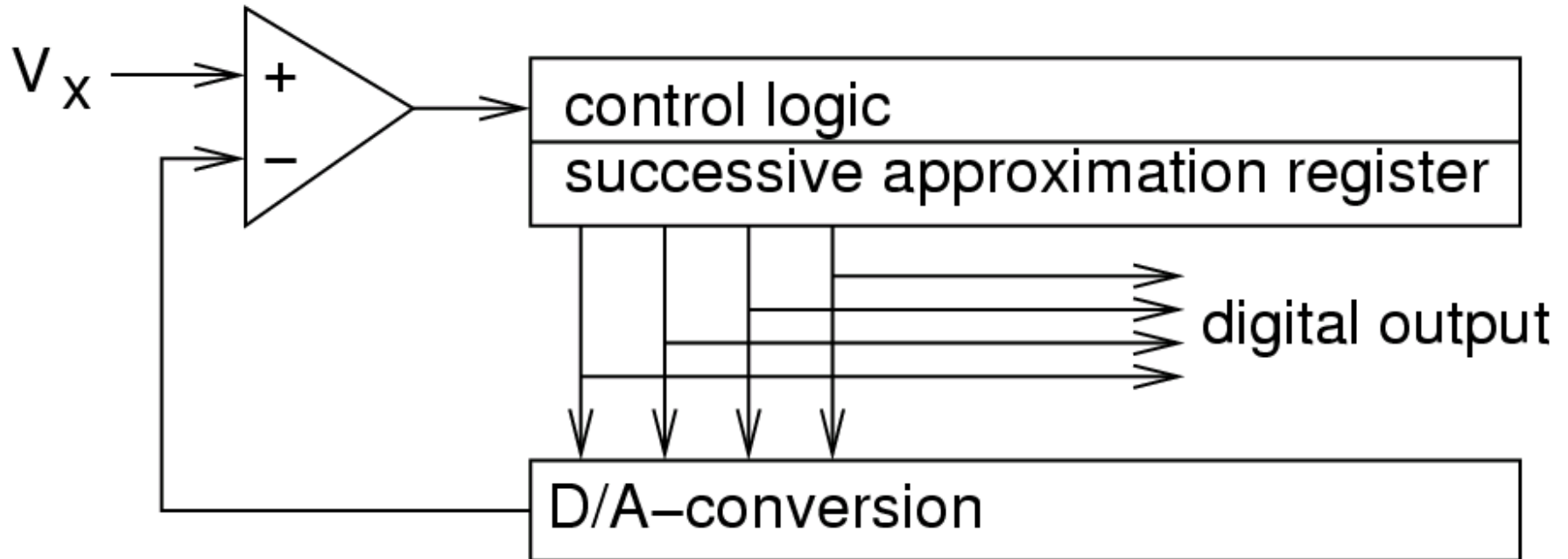
complexity:  $O(n)$

with  $n = \#$  of distinguished voltage levels

**Applications:** e.g. in video processing

# Discretization of values

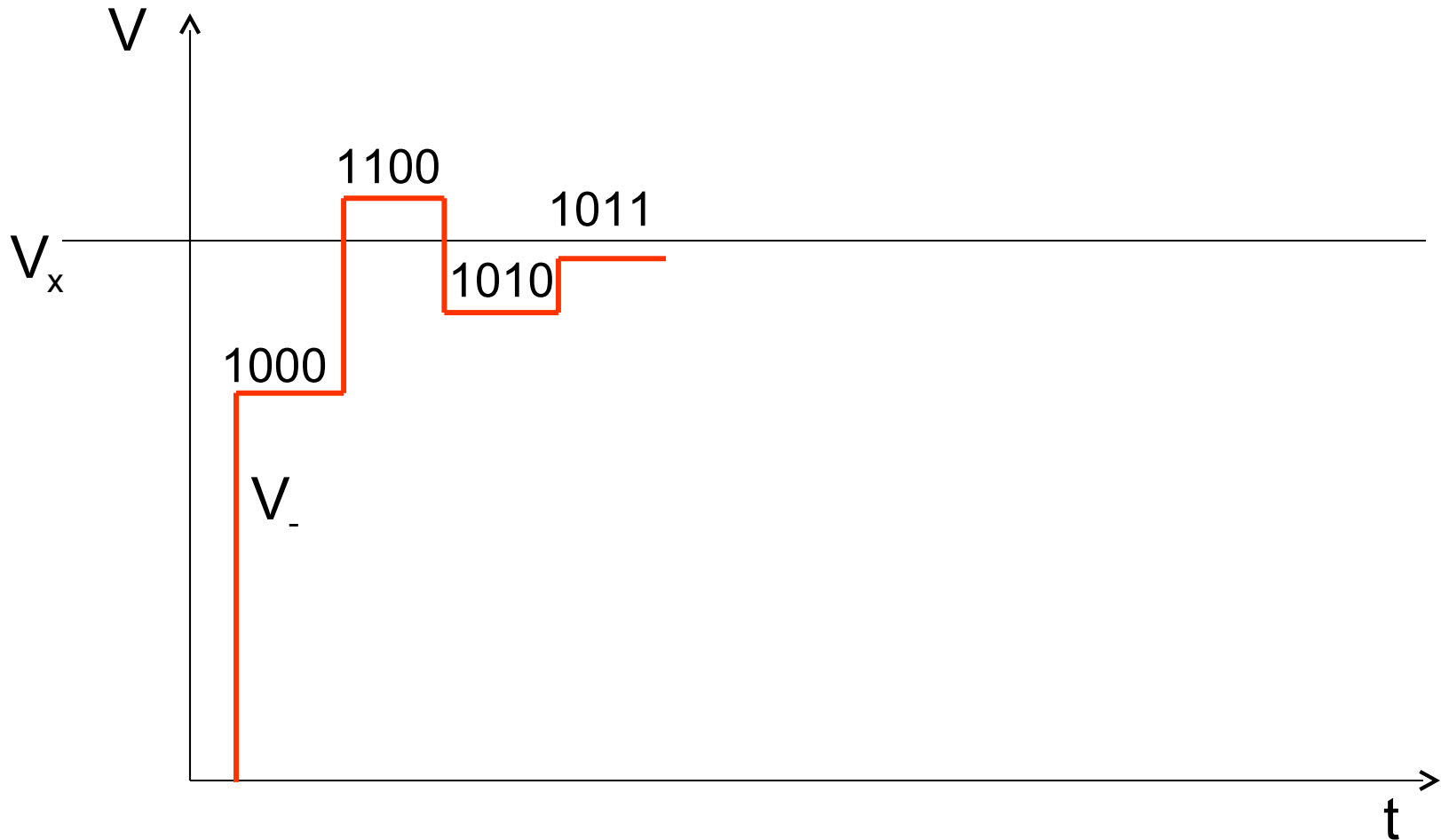
## 2. Successive approximation



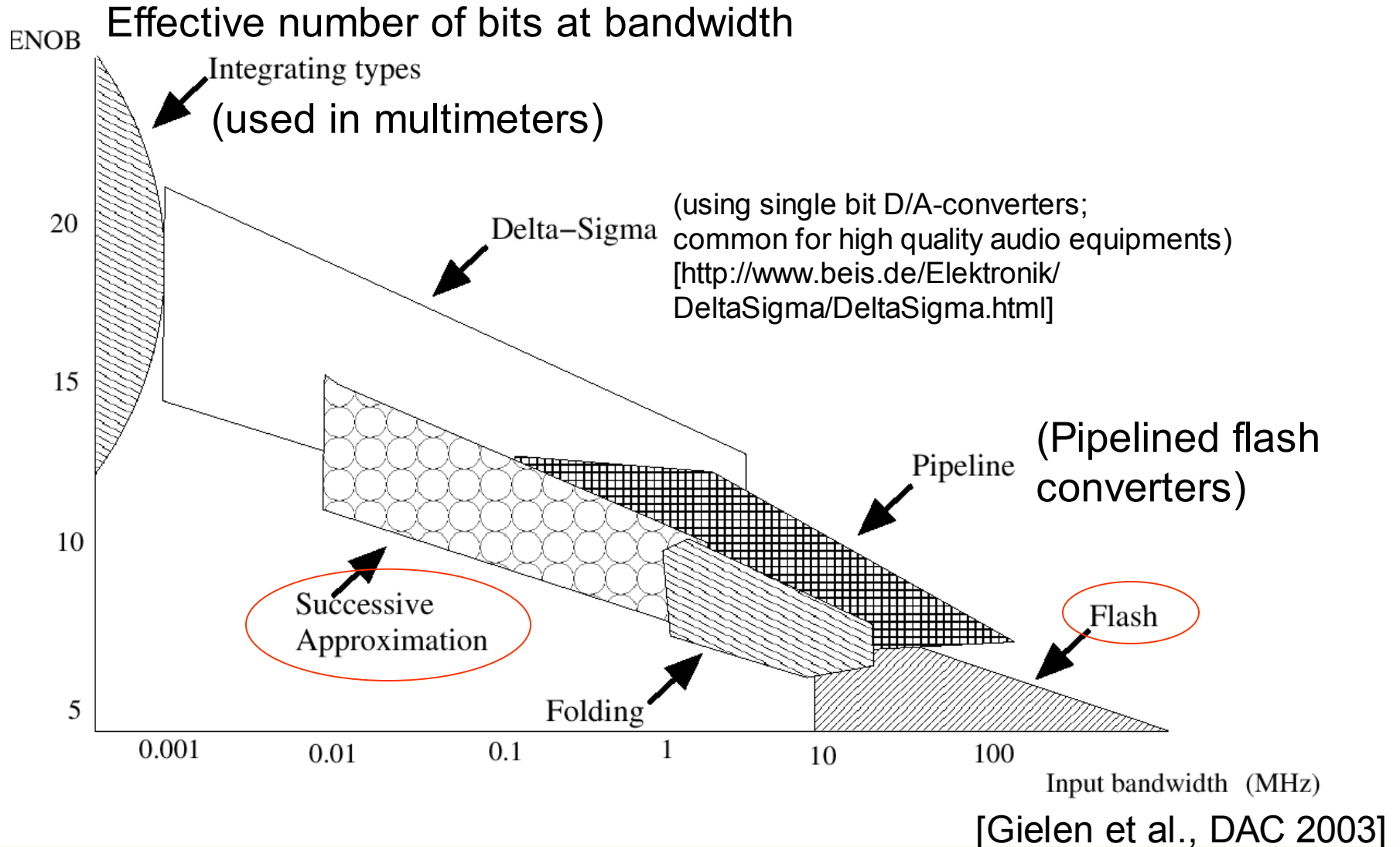
Key idea: binary search:  
Set MSB='1'  
if too large: reset MSB  
Set MSB-1='1'  
if too large: reset MSB-1

Speed:  $O(\log(n))$   
Hardware complexity:  $O(\log(n))$   
with  $n = \#$  of distinguished  
voltage levels;  
slow, but high precision possible.

# Successive approximation (2)

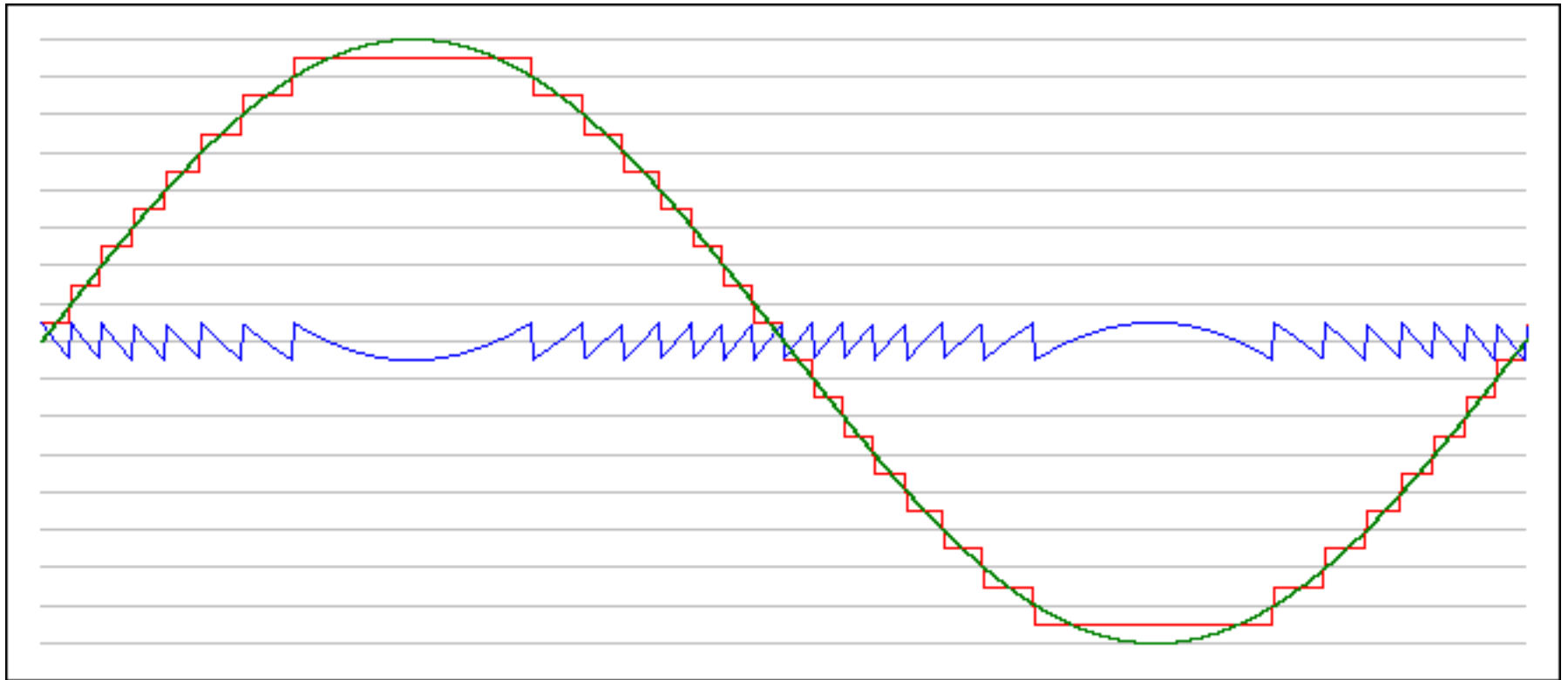


# Application areas for flash and successive approximation converters



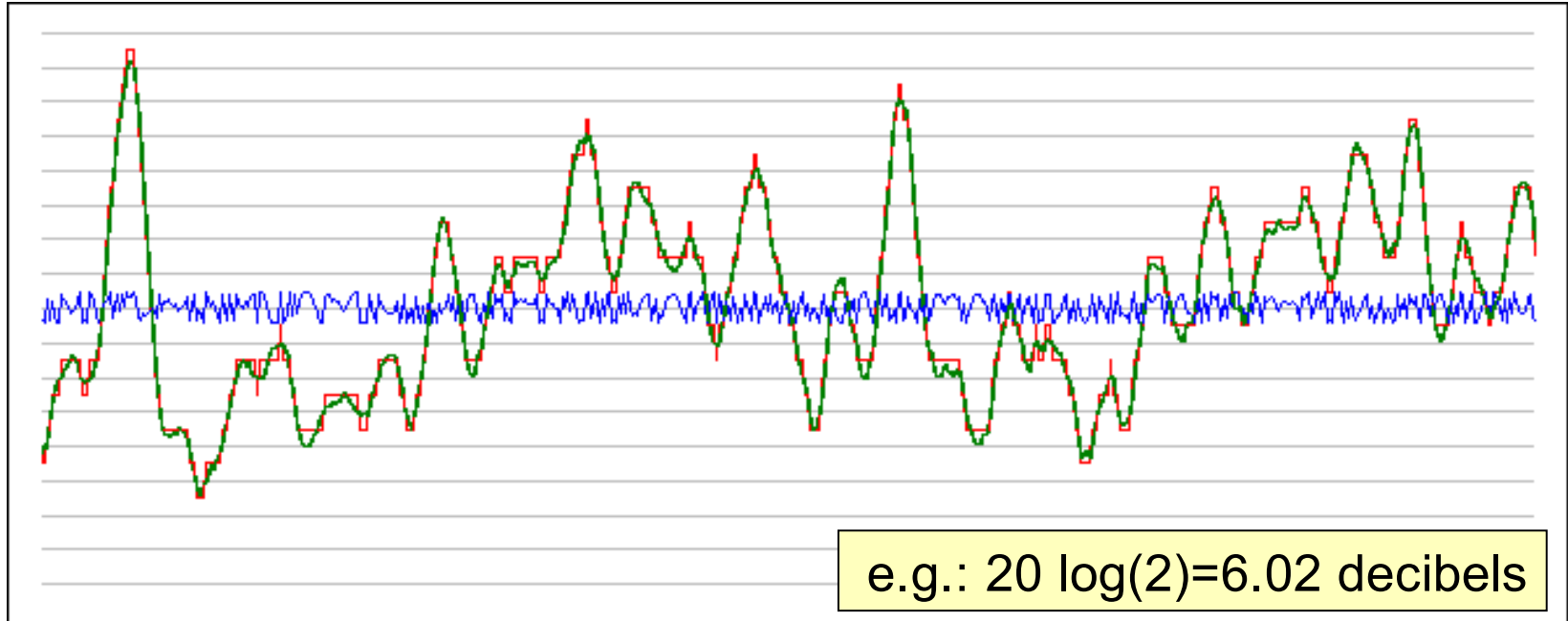
# Quantization Noise

$N = (\text{approximated} - \text{real signal})$  called **quantization noise**.  
Example: quantization noise for sine wave



\* [<http://www.beis.de/Elektronik/DeltaSigma/DeltaSigma.html>]

# Quantization noise for audio signal



$$\text{signal to noise ratio (SNR) [db]} = 20 \log \left( \frac{\text{effective signal voltage}}{\text{effective noise voltage}} \right)$$

Signal to noise for ideal n-bit converter :  $n * 6.02 + 1.76$  [dB]

e.g. 98.1 db for 16-bit converter, ~ 160 db for 24-bit converter

Additional noise for non-ideal converters

Source: [<http://www.beis.de/Elektronik/DeltaSigma/DeltaSigma.html>]

# Information Processing

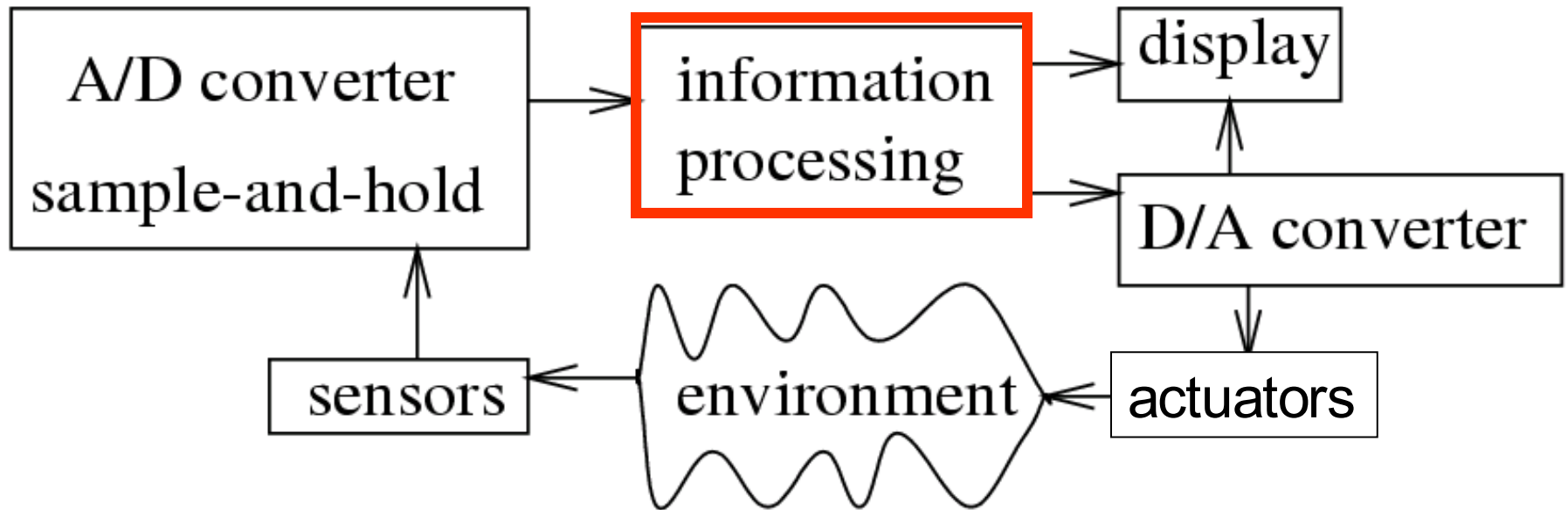
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# Embedded System Hardware

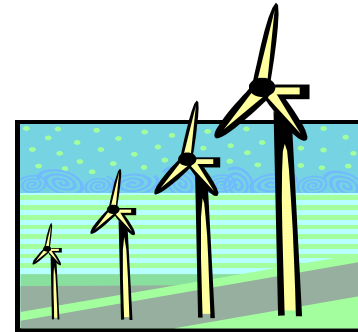
Embedded system hardware is frequently used in a loop (*„hardware in a loop“*):



# Processing units

Need for efficiency (power + energy):

Why worry about energy and power?



*„Power is considered as the most important constraint in embedded systems“*

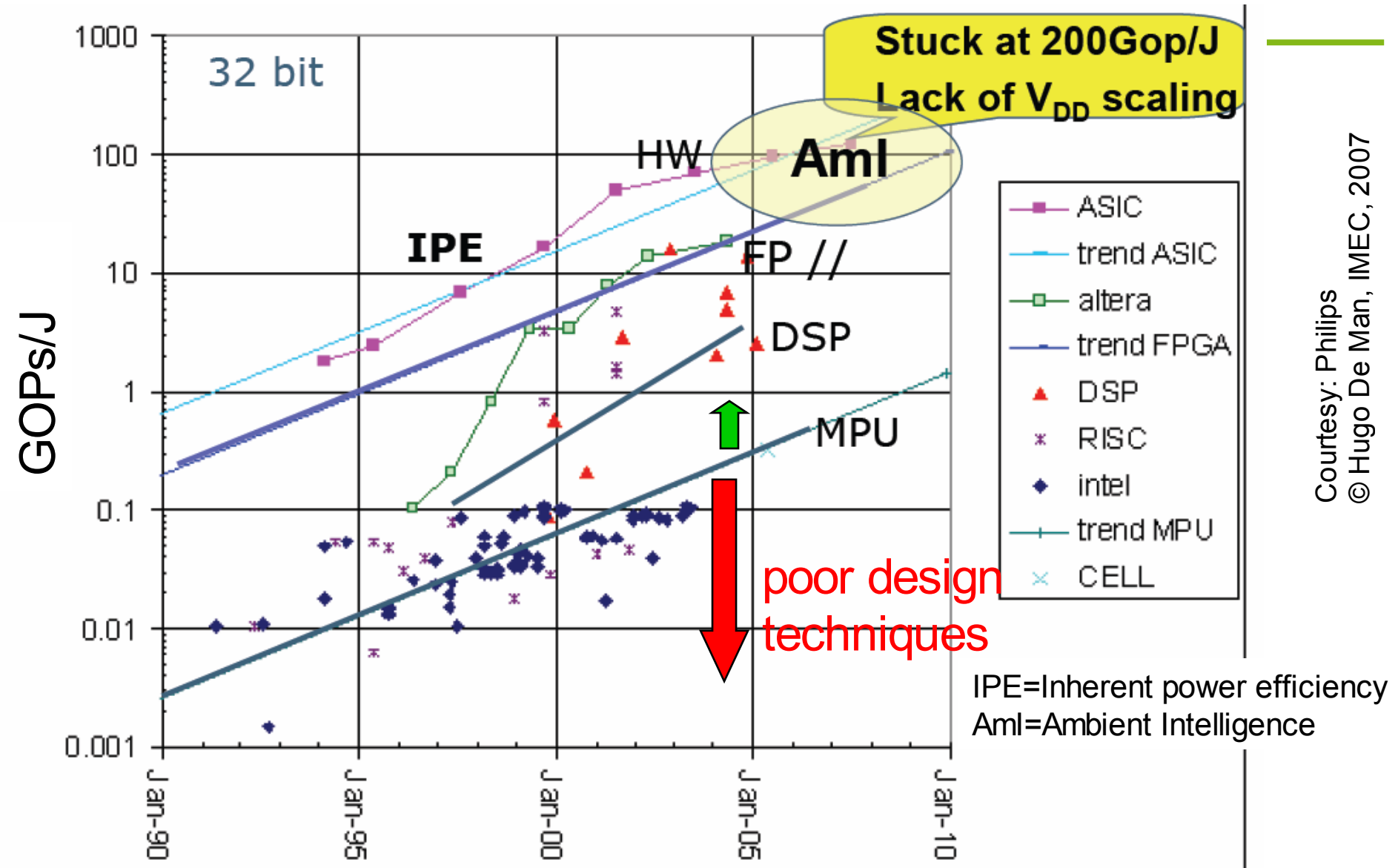
[in: L. Eggermont (ed): Embedded Systems Roadmap 2002, STW]

Energy consumption by IT is the key concern of green computing initiatives (**embedded computing leading the way**)



[http://www.esa.int/imag/es/earth\\_4.jpg](http://www.esa.int/imag/es/earth_4.jpg)

# Importance of Energy Efficiency



Courtesy: Philips  
© Hugo De Man, IMEC, 2007

Efficient software design needed, otherwise, the price for software flexibility cannot be paid.

# Application Specific Circuits (ASICs) or Full Custom Circuits

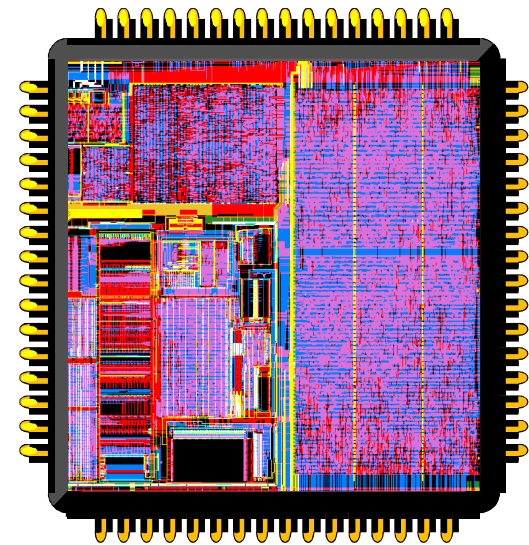
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Custom-designed circuits necessary

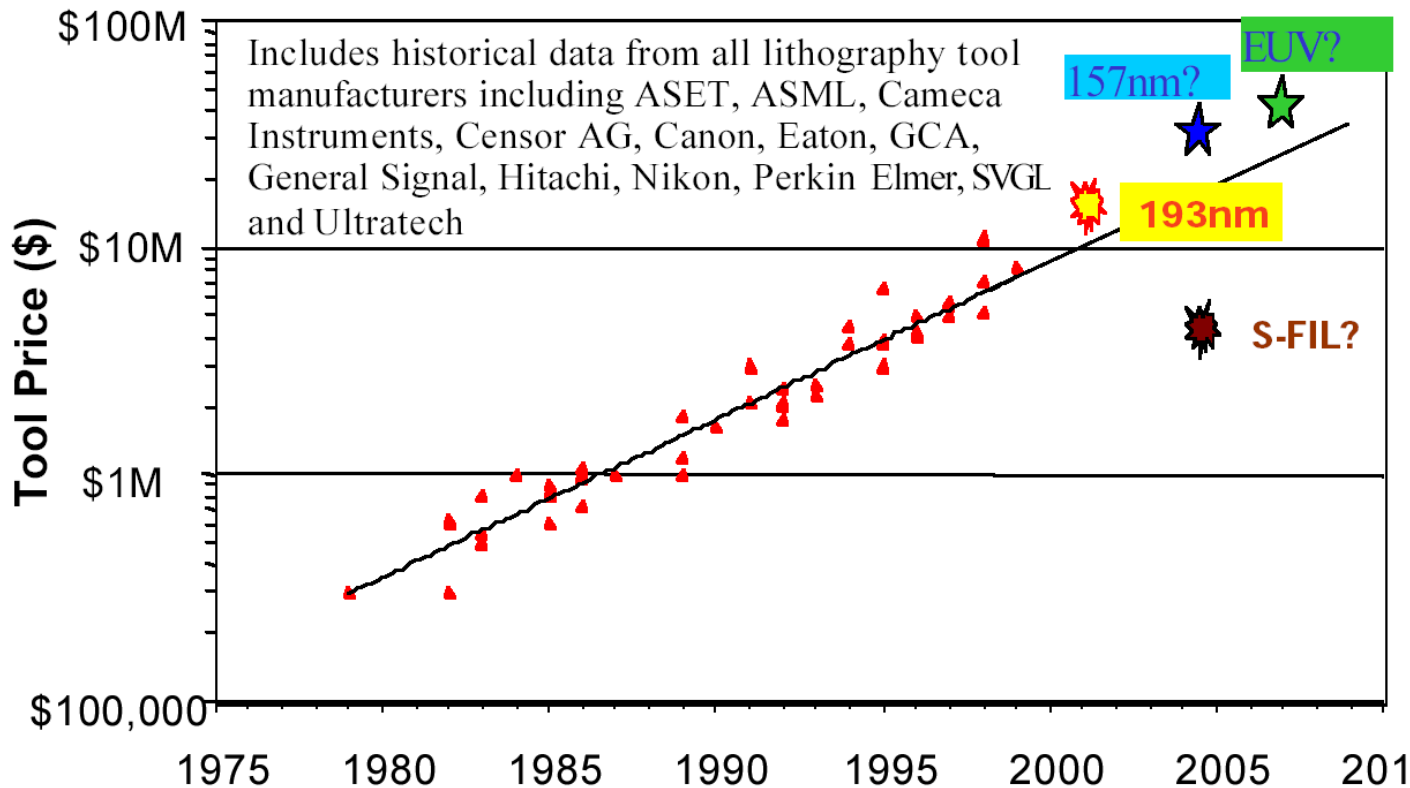
- if ultimate speed or
- energy efficiency is the goal and
- large numbers can be sold.

Approach suffers from

- long design times,
- lack of flexibility  
(changing standards) and
- high costs  
(e.g. Mill. \$ mask costs).



# Mask cost for specialized HW becomes very expensive



➔ Trend towards implementation in Software

HW synthesis not covered in this course.

[[http://www.molecularimprints.com/Technology/tech\\_articles/MII\\_COO\\_NIST\\_2001.PDF](http://www.molecularimprints.com/Technology/tech_articles/MII_COO_NIST_2001.PDF)]

# Microcontrollers

## - MHS 80C51 as an example -

---

- 8-bit CPU optimised for control applications ←-----
- Extensive Boolean processing capabilities ←-----
- 64 k Program Memory address space
- 64 k Data Memory address space
- 4 k bytes of on chip Program Memory
- 128 bytes of on chip data RAM ←-----
- 32 bi-directional and individually addressable I/O lines ←-----
- Two 16-bit timers/counters ←-----
- Full duplex UART ←-----
- 6 sources/5-vector interrupt structure with 2 priority levels ←---
- On chip clock oscillators ←-----
- Very popular CPU with many different variations ←-----

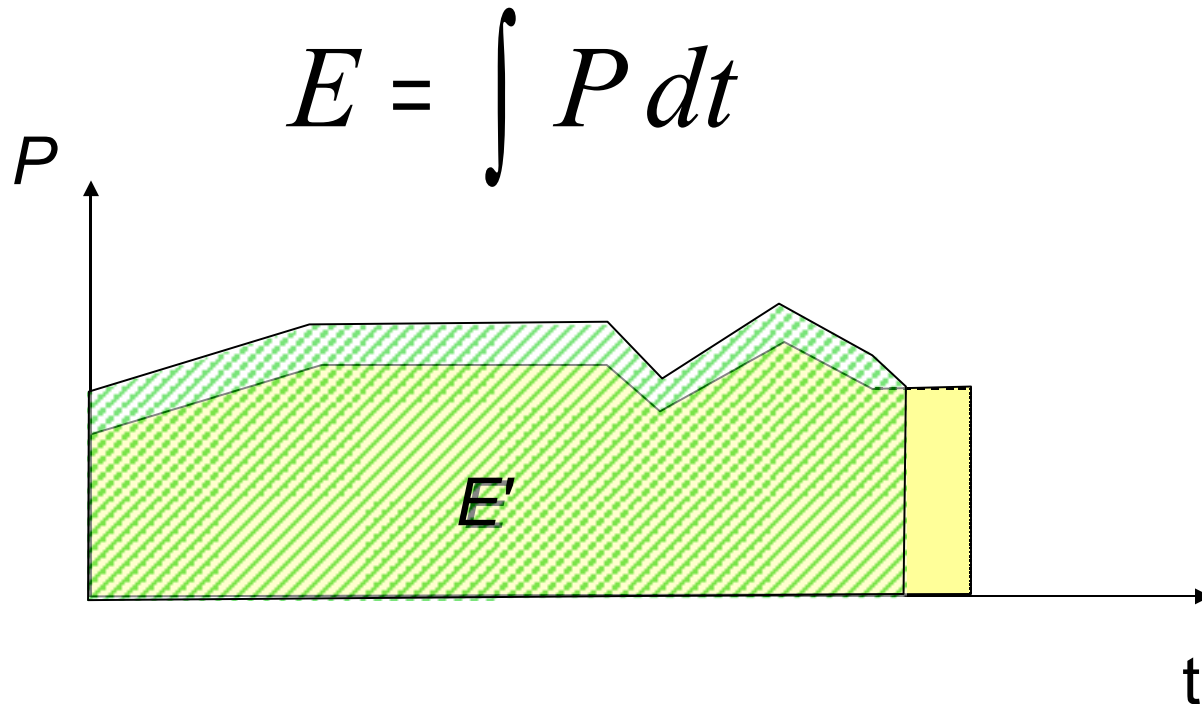
*Features for Embedded Systems*

# Key requirements for processors

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## 1. Energy/power-efficiency

# Power and energy are related to each other



In many cases, faster execution also means less energy, but the opposite may be true if power has to be increased to allow faster execution.

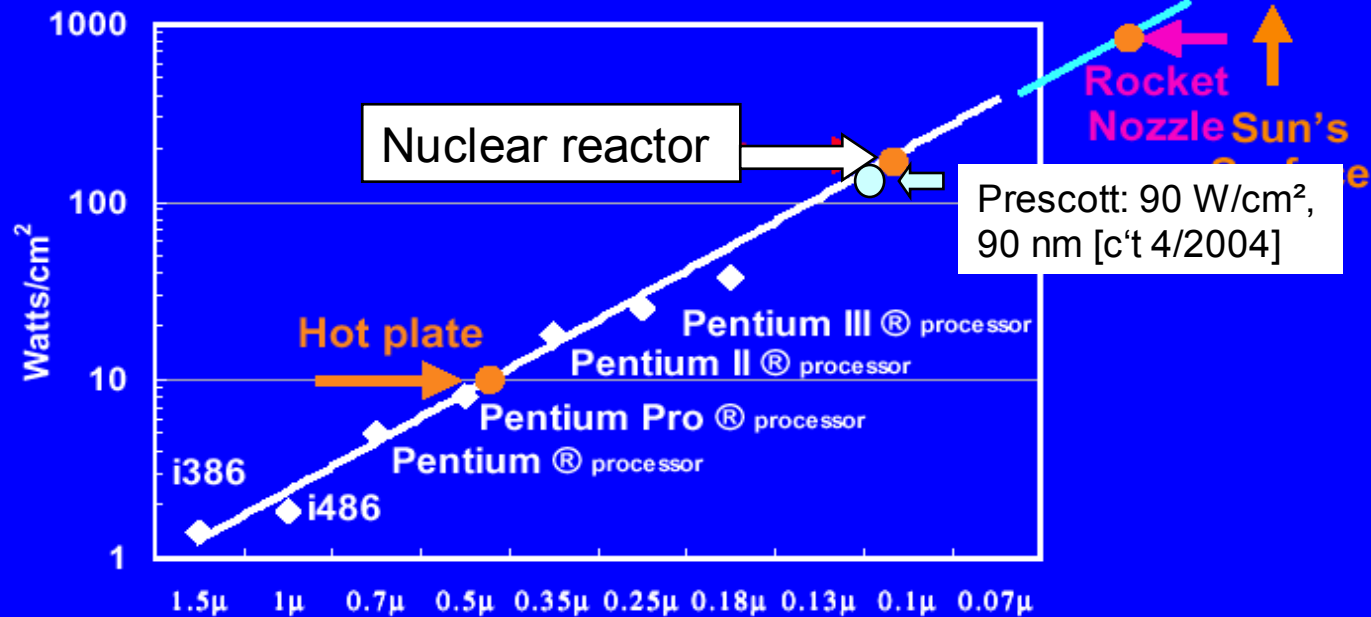


# Low Power vs. Low Energy Consumption

- Minimizing the **power consumption** is important for
  - the design of the power supply
  - the design of voltage regulators
  - the dimensioning of interconnect
  - short term cooling
- Minimizing the **energy consumption** is important due to
  - restricted availability of energy (mobile systems)
    - limited battery capacities (only slowly improving)
    - very high costs of energy (solar panels, in space)
  - cooling
    - high costs
    - limited space
  - dependability
  - long lifetimes, low temperatures

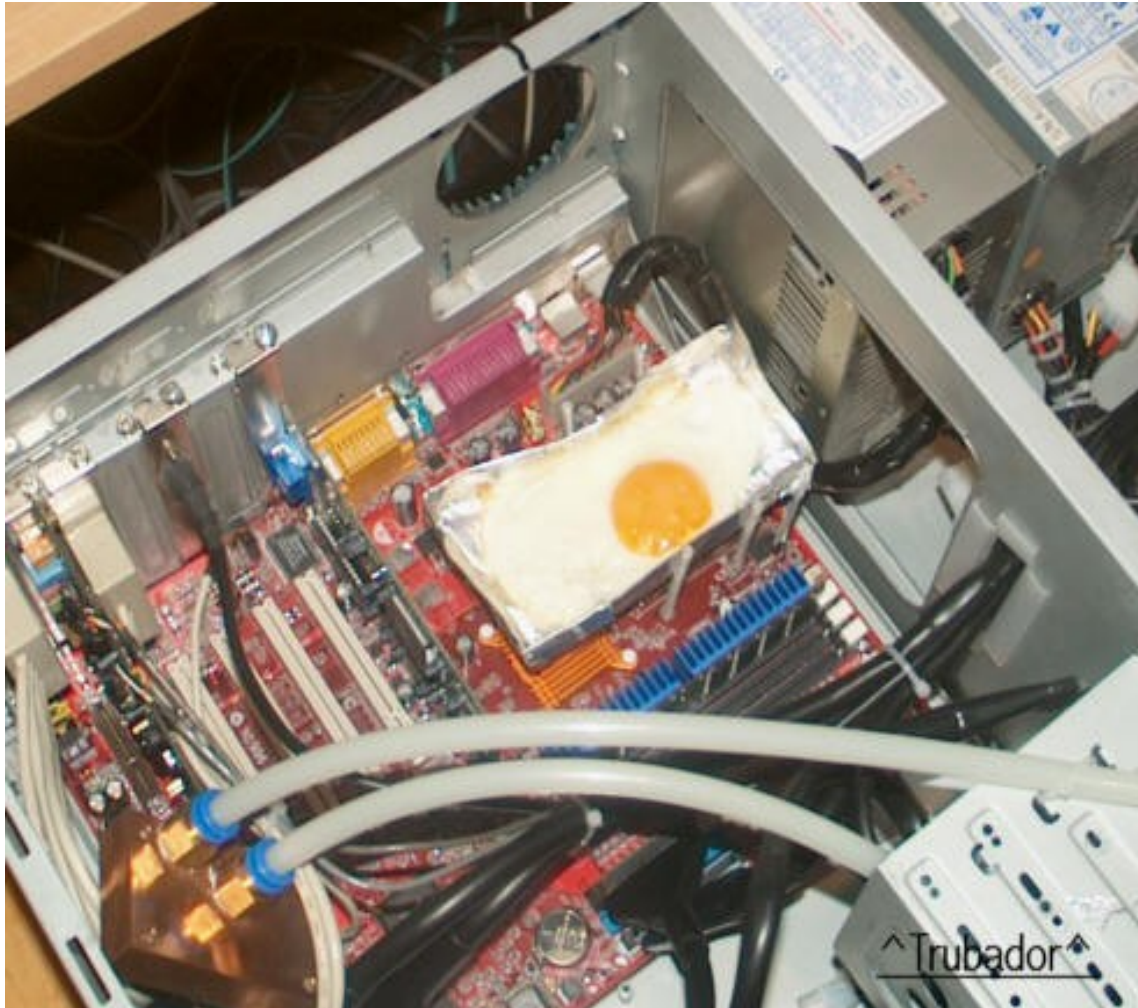


# Power density continues to get worse



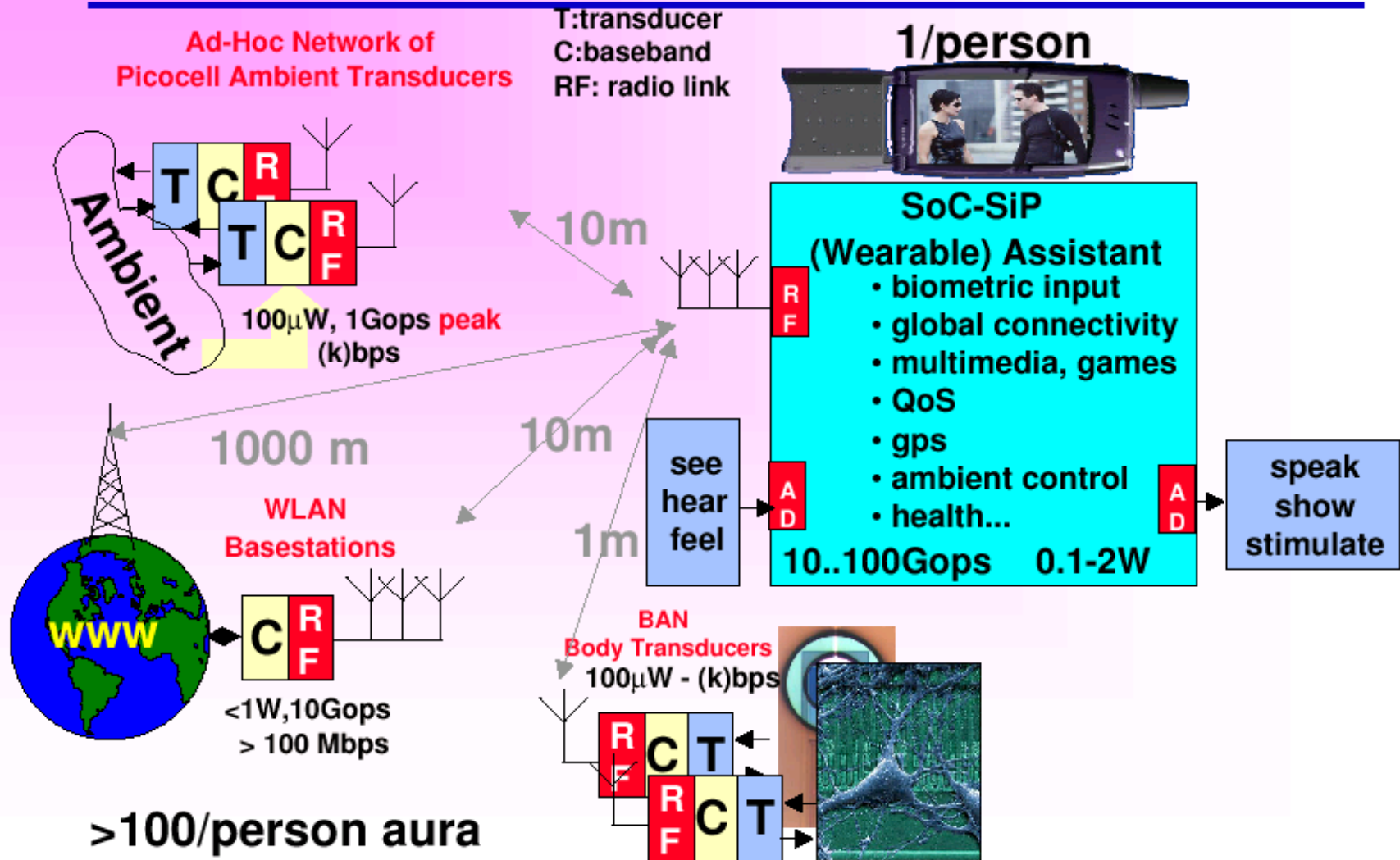
Surpassed hot-plate power density in 0.5µ  
 Not too long to reach nuclear reactor

# Surpassed hot (kitchen) plate ...? Why not use it?



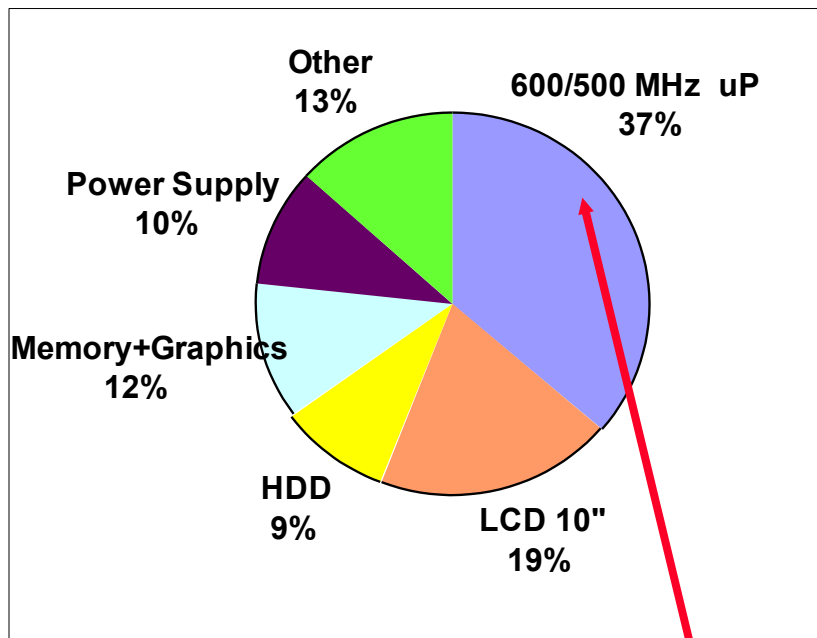
[http://www.phys.ncsu.edu.tw/~htsu/humor/fry\\_egg.html](http://www.phys.ncsu.edu.tw/~htsu/humor/fry_egg.html)

# Ambient Intelligence Global System



# Need to consider CPU & System Power

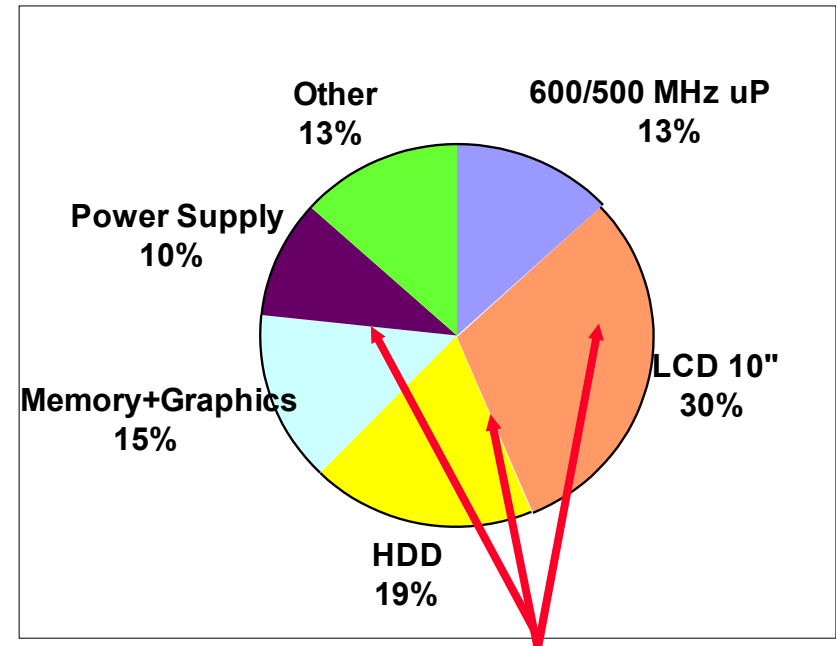
## Mobile PC (notebook) Thermal Design (TDP) System Power



Note: Based on Actual Measurements

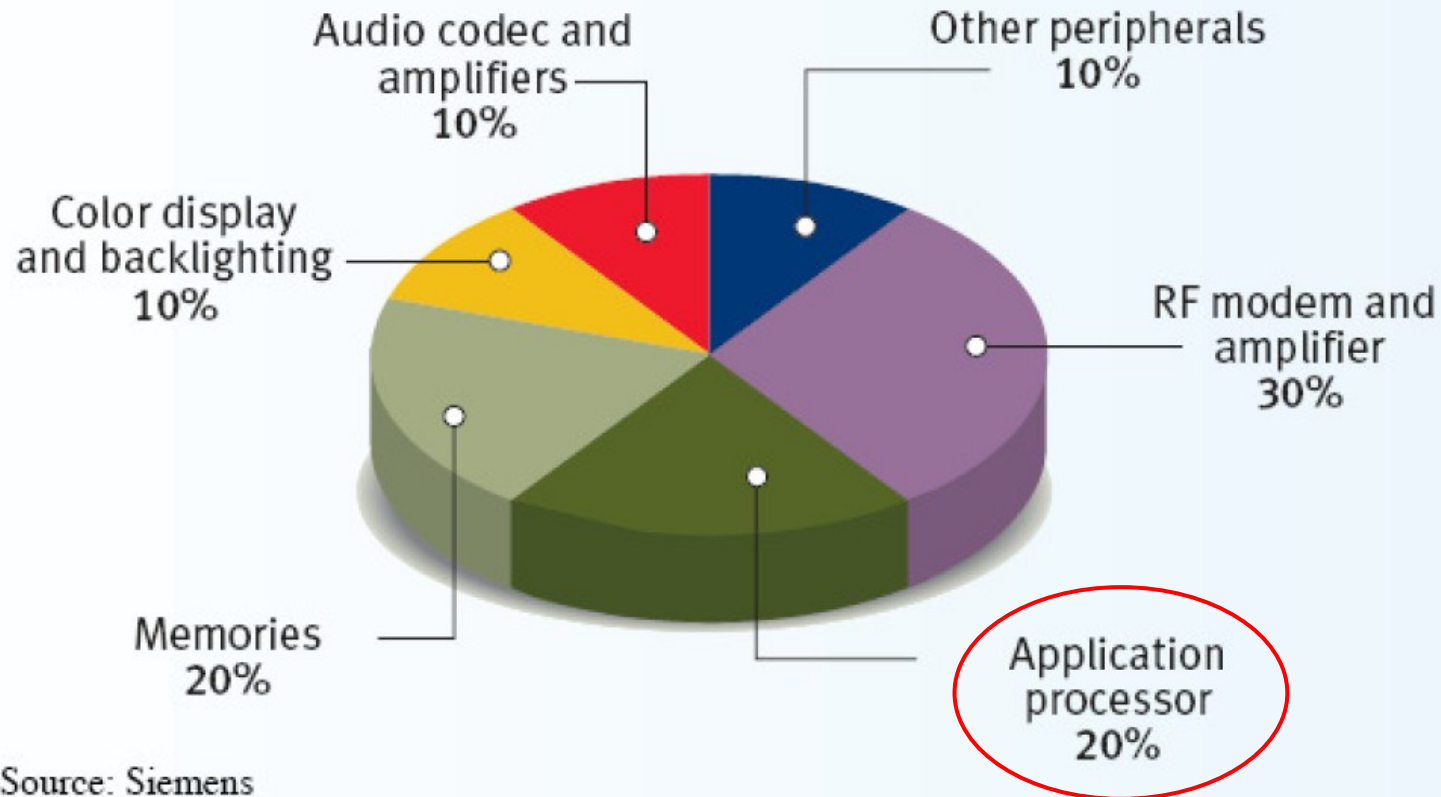
***CPU Dominates Thermal Design Power***

## Mobile PC (notebook) Average System Power



***Multiple Platform Components Comprise Average Power***

# Energy consumption in mobile devices



[O. Vargas (Infineon Technologies): Minimum power consumption in mobile-phone memory subsystems; Pennwell Portable Design - September 2005;] Thanks to Thorsten Koch (Nokia/ Univ. Dortmund) for providing this source.

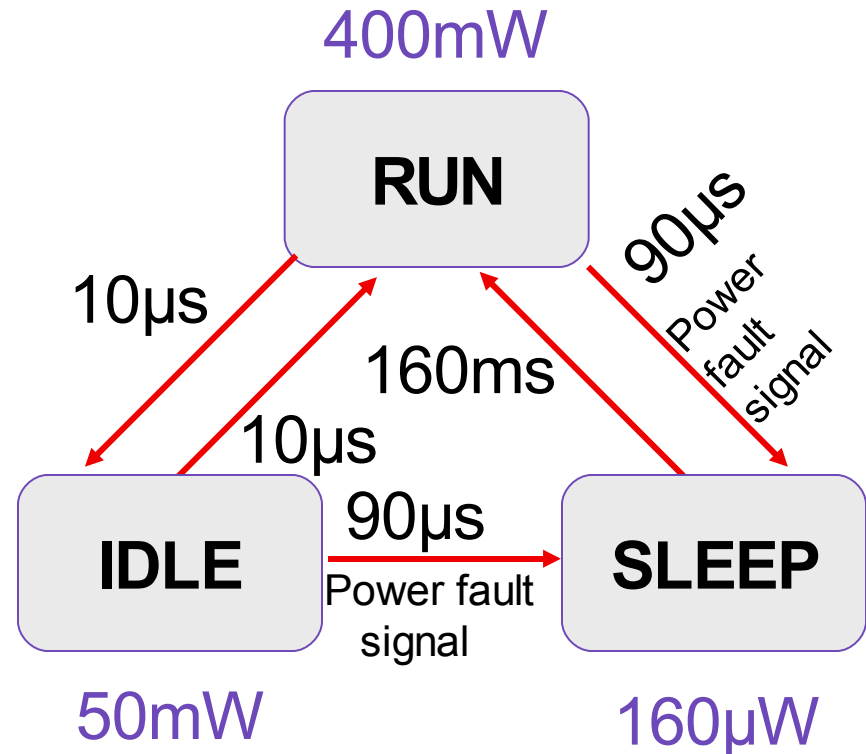
# Dynamic power management (DPM)

## Example: STRONGARM SA1100

**RUN**: operational

**IDLE**: a sw routine may stop the CPU when not in use, while monitoring interrupts

**SLEEP**: Shutdown of on-chip activity



# Fundamentals of dynamic voltage scaling (DVS)

Power consumption of CMOS circuits (ignoring leakage):

$$P = \alpha C_L V_{dd}^2 f \text{ with}$$

$\alpha$  : switching activity

$C_L$  : load capacitance

$V_{dd}$  : supply voltage

$f$  : clock frequency

Delay for CMOS circuits:

$$\tau = k C_L \frac{V_{dd}}{(V_{dd} - V_t)^2} \text{ with}$$

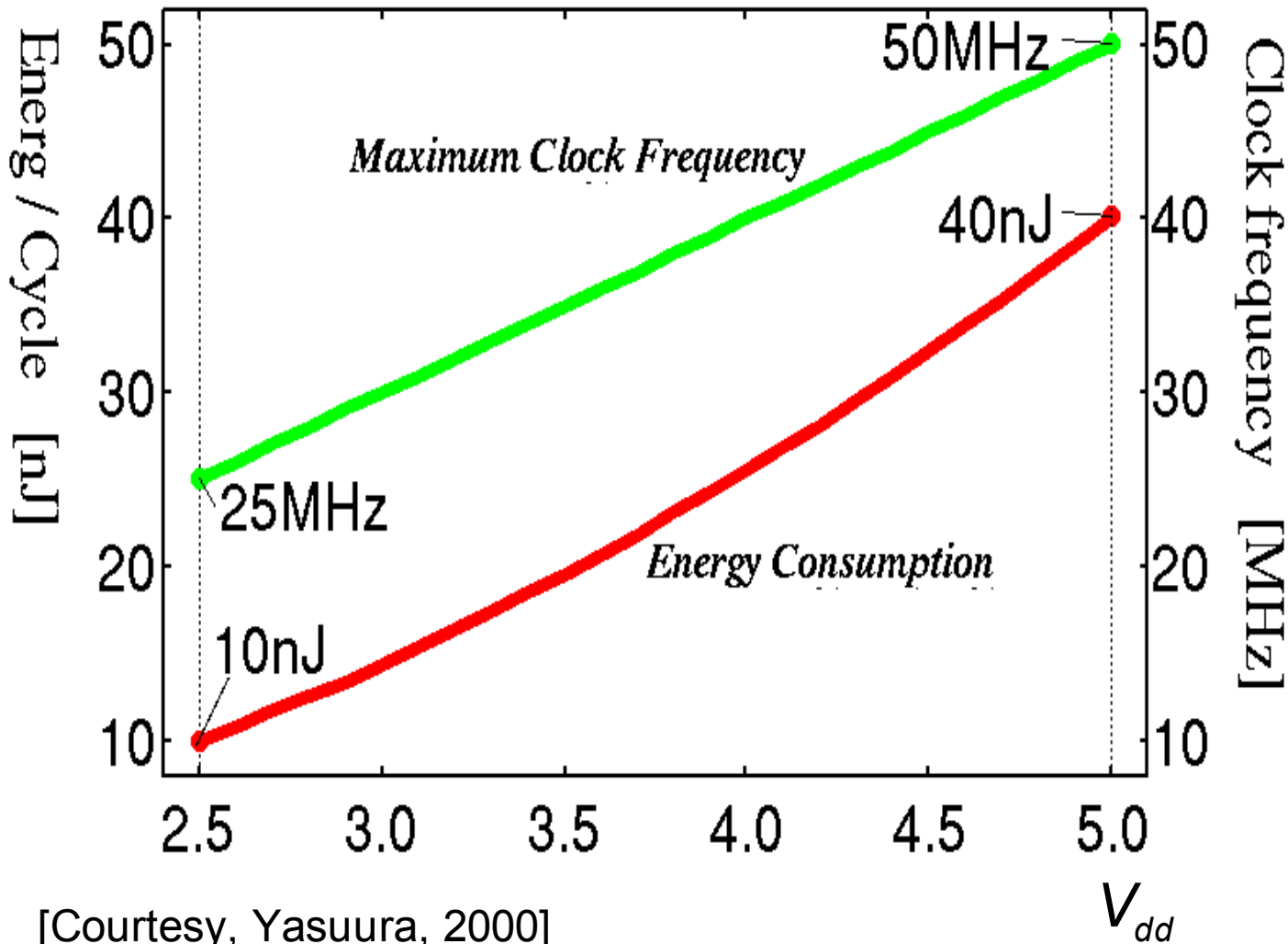
$V_t$  : threshold voltage

( $V_t < \text{than } V_{dd}$ )

☞ Decreasing  $V_{dd}$  reduces  $P$  quadratically,  
while the run-time of algorithms is only linearly increased  
 $E = P \times t$  decreases linearly  
(ignoring the effects of the memory system and  $V_t$ )



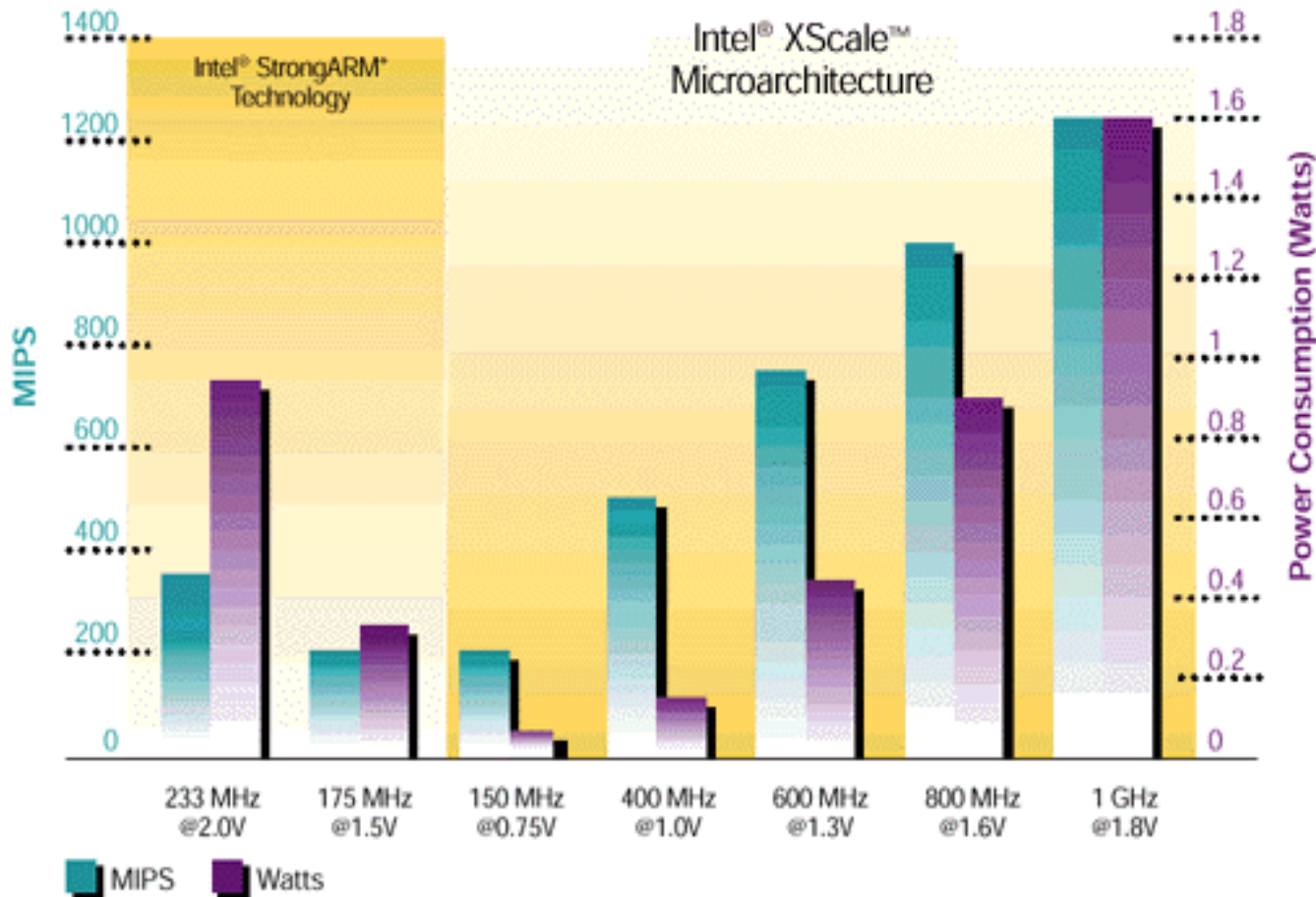
# Voltage scaling: Example



[Courtesy, Yasuura, 2000]

# Variable-voltage/frequency example: INTEL Xscale

## POWER-PERFORMANCE COMPARISON



OS should schedule distribution of the energy budget.

# Summary

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## Hardware in a loop

- Sensors
- Discretization
  - Sample-and-hold circuits
  - A/D-converters
- Information processing
  - Importance of energy efficiency
  - Special purpose HW very expensive
  - Energy efficiency of processors
  - ..
- D/A converters
- Actuators