Software concepts for hardware developers



30/31 MEI & 1 JUNI 2017 EL JAARBEURS UTRECHT Software concepts for hardware developers

Outline:

- HW versus SW
- Exploring Linux
- To Linux or not to Linux?
- Use case: video pipeline



1) HW versus SW

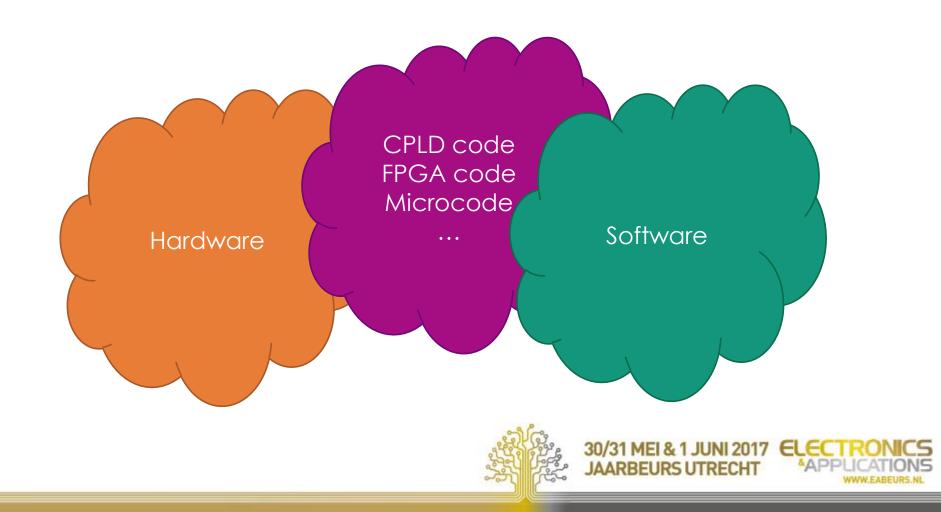








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Changing the meaning of "embedded"









Hardware (-oriented)

- Analog + Digital I/O
- Serial communication
- Limited cycles, memory
- Limited power
- State machine
- Real-time
- Robust

Software (-oriented)

- UI
- Web
- Scripting
- Rapid prototyping
- Run-time code path



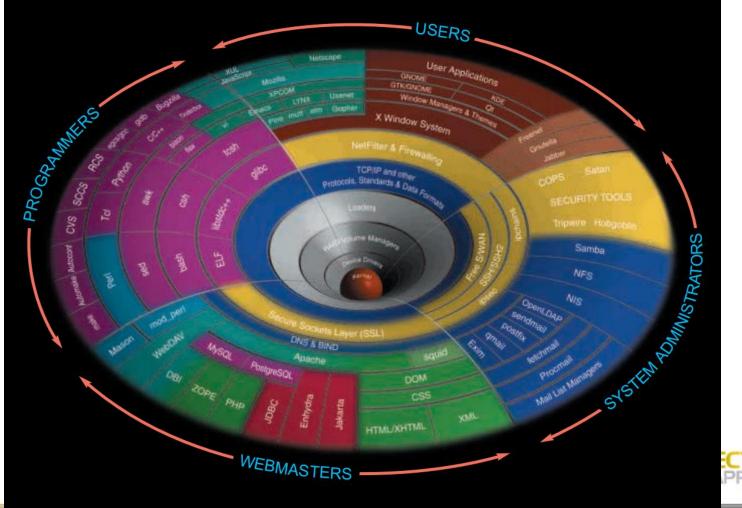
2) Enter the high-level SW developer



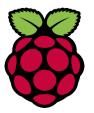
High-level SW dev comfort zone

- Resources++ => on-target debugging
- Resources++ => OS, pre-installed tools, ...
- Reuse, rapid prototyping/development, ...
- I/O access









Software (-oriented)

https://raspberrypi.org/downloads/• UI

https://openelec.tv/

. . .

openelec

- Rapid prototyping
- Web
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- Run-time code path

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Bare-metal ("pure embedded", …) GitHub: dwelch67/raspberrypi GitHub: PeterLemon/RaspberryPi





CS NS

3) To Linux or not to Linux?





Bare metal

- Deterministic + repeatable
- Compile-time/static
 - memory allocation
 - Scheduling
- Limited extensibility & scalability
- Debugging: chip support
- Complex in interweaving
- +- DIY
- Maximum effect per cycle, if you're a guru

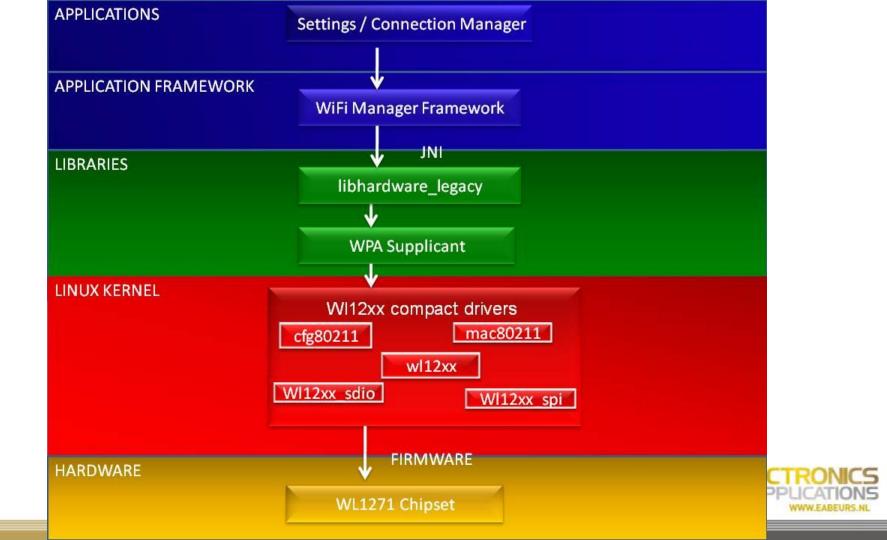
OS-supported

- Stochastic
- Run-time/dynamic
 - memory allocation
 - Scheduling
- Extremely extensible & scalable
- Debugging: OS support
- Complex in building block count

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- +- Energy can go to porting
- Overhead

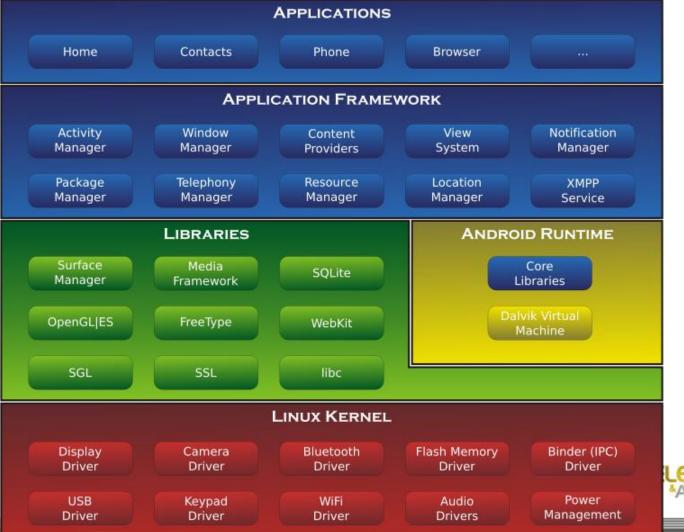




THE 7 LAYERS OF OSI









It's the API, stupid!

- Because:
- Enables re-use of the interfaced code
 - Provided code
 - Self-written code too
- API's force you to design better
- Designing a good API is important design work

API – overhead?

- Both yes and no
- Are you making:
 - Extremely low power?
 - Very high volumes?
- If not: then add the extra memory, and upgrade to the faster SoC

4) Real world use case





- Multi-camera multi-display system
- + other features
- Latency requirement



30/31

- Linux
- i.MX libraries
- GStreamer-i.MX
- GStreamer

- Datasheet
- # possible configurations
- How does...
- What is the impact when...
- ... is not the optimal way of



Recap: to Linux or not to Linux?

- Yes, it allows for rapid prototyping/feasibility tests
- Yes, it comes with loads of reusable components
- Yes, it offers good API's
- Yes, you can adapt whatever you like
- Hmm, not everything is super documented
- No, if you need extreme low power
- No, if the extra € of HW cost will really increase total cost
- Maybe/maybe not, if you have real-time constraints



Conclusion

- HW / SW have become intertwined
- Abstraction (API) is a good thing
- Challenges:
 - Rigid & old company structures, processes, ...
 - Documentation / complexity
 - Expertise



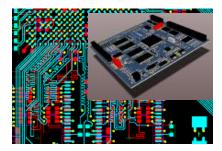


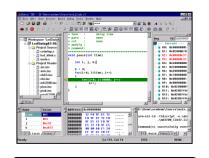


Electronic design: analog/digital



ELECTRONICS SOFTWARE MECHATRONICS MANUFACTURING





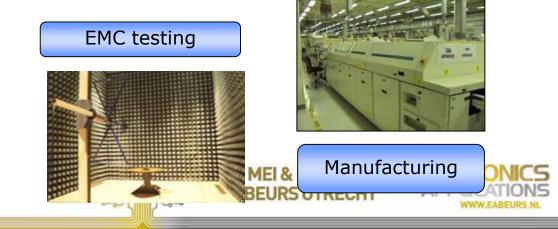
Firmware / Software

Prototypes





Mechanical engineering and production



Stand 7C085

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