

Contents

Preface	xix
Foreword	xxi
Acknowledgments.....	xxv

PART 1 PRINCIPLES OF MODERN EMBEDDED SYSTEMS

CHAPTER 1 Embedded Systems Landscape 3

What Is an Embedded Computer System?	3
Applications and Form Factors	4
Power	4
System Resources and Features	5
User Assumptions	5
Why Is This Transition Inevitable?	5
What Range of Embedded Systems Exists?.....	7
What to Expect from the Rest of This Book.....	8

CHAPTER 2 Attributes of Embedded Systems 9

Embedded Platform Characteristics.....	12
Central Processing Unit (CPU)	12
Integration Level.....	13
Power Consumption.....	14
Form Factor	15
Expansion.....	17
Application-Specific Hardware	17
Certification	18
Reliability/Availability.....	18
User Interfaces	19
Connectivity	20
Security	20
Summary.....	21

CHAPTER 3 The Future of Embedded Systems..... 23

Technology Trends	23
Computation.....	24
Connectivity	25
Storage	29
Sensing	30
Issues, Applications, and Initiatives.....	30
Energy	30

Security	32
Health.....	33
Challenges and Uncertainties.....	34
Open Systems, Internet Access, and Neutrality.....	34
Privacy	35
Successful Commercialization	36
Summary.....	36

PART 2 EMBEDDED SYSTEMS ARCHITECTURE AND OPERATION

CHAPTER 4 Embedded Platform Architecture	41
Platform Overview	41
Processor	41
System Memory Map	43
Interrupt Controller.....	44
Timers	55
Volatile Memory Technologies.....	61
DRAM Controllers	62
SRAM Controllers	66
Nonvolatile Storage	67
NOR Flash	68
NAND Flash	70
Hard Disk Drives and Solid State Drives	72
Device Interface—High Performance.....	73
Peripheral Component Interconnect (PCI).....	74
Universal Serial Bus.....	80
Programming Interface	85
Linux Driver	89
Device Interconnect—Low Performance.....	89
Inter-Integrated Circuit Bus.....	89
System Management Bus (SMBus)	91
Serial Peripheral Interface (SPI)	92
Audio Buses.....	93
Inter IC Sound (I ² S)	93
Universal Asynchronous Receiver/Transmitter.....	93
General-Purpose Input/Output	96
Power Delivery	97
Summary.....	97
CHAPTER 5 Embedded Processor Architecture	99
Basic Execution Environment.....	99
Privilege Levels	103
Floating-Point Units	104

Processor Specifics	105
Application Binary Interface.....	107
Processor Instruction Classes.....	112
Immediate Operands.....	113
Register Operands.....	113
Memory Operands	114
Data Transfer Instructions	114
Arithmetic Instructions	115
Branch and Control Flow Instructions	118
Structure/Procedure Instructions	119
SIMD Instructions	120
Exceptions/Interrupts Model	121
Precise and Imprecise Exceptions	122
Vector Table Structure.....	124
Exception Frame	126
Masking Interrupts	126
Acknowledging Interrupts.....	128
Interrupt Latency	128
Memory Mapping and Protection	130
Memory Management Unit.....	131
Translation Caching.....	135
MMU and Processes	135
Memory Hierarchy	136
Local Memory	138
Cache Hierarchy	138
Cache Coherency	142
System Bus Interface.....	145
Memory Technology.....	145
Intel Atom Microarchitecture (Supplemental Material).....	145
Microarchitecture.....	146
Front End	149
Memory Execution Cluster	151
Bus Cluster.....	152
CHAPTER 6 Embedded Platform Boot Sequence	153
Multi-Core and Multi-Processor Boot	153
Boot Technology Considerations	154
Hardware Power Sequences (the Pre-Pre-Boot).....	156
Reset: The First Few Steps and a Jump	157
Early Initialization.....	159
CPU Initialization	159
IA Microcode Update	159
Device Initialization	161
Memory Configuration	161

Post-Memory Setup	162
Shadowing.....	163
AP Processor Initialization.....	163
Advanced Initialization	164
General-Purpose Input/Output.....	164
Interrupt Controller.....	164
Timers	165
Cache Control	165
UART Serial Ports.....	166
Debug Output.....	166
Configuration Storage.....	167
PCIe Bus Initialization	167
Image Storage	168
USB.....	168
SATA.....	168
SDIO	168
Legacy BIOS and UEFI Framework Software.....	169
Legacy Operating System Boot.....	169
Extensible Firmware Interface	173
Cold and Warm Boot	176
Summary.....	177
CHAPTER 7 Operating Systems Overview.....	179
Application Interface.....	179
OS Application Interface.....	179
OS Service Calls.....	180
Processes, Tasks, and Threads	181
Task Context	184
Task State and State Transitions	184
Scheduling	186
Simple FIFO Scheduler	186
Round-Robin Scheduler with Priority and Preemption	187
Linux Kernel's Scheduler.....	189
POSIX-Compliant Scheduler	190
Memory Allocation	191
Virtual Memory and Protection.....	193
Freeing Memory	195
Swapping Memory.....	195
Clocks and Timers.....	195
Synchronous Execution	195
Asynchronous Execution	196
Time of Day	197
Mutual Exclusion/Synchronization.....	197
Device Driver Models	202

Low-Level Data Path.....	207
Direct Memory Access	209
Memory Addresses	210
Bus Drivers.....	212
Networking	213
Buffer Management.....	215
Polling Interface	215
Acceleration	216
Storage File Systems.....	216
Device Wear and Tear	218
Power Interactions	219
Power Management.....	219
Real Time	221
Device Interrupt Delivery.....	221
Processor Interrupt Handler.....	222
Deferred Task.....	222
RTOS Characteristics	223
Licensing	224
CHAPTER 8 Embedded Linux.....	227
Tool Chain	227
Getting the Tools	228
Tools Overview.....	229
Anatomy of an Embedded Linux.....	231
Building a Kernel	234
Kernel Build.....	234
Kernel Options.....	236
Root File System Build	239
Busybox	242
C Library.....	243
Boot Sequence	244
Debugging	246
Debugging Applications	246
Kernel Debugging.....	247
Driver Development	249
Character Driver Model.....	250
PCI Device Drivers.....	256
Interrupt Handling	258
Memory Management	262
User Space	262
Access to User Space Memory from the Kernel	262
Kernel Allocation.....	263
Page Allocation.....	264
The <code>kmalloc()</code> Function.....	265

PCI Memory Allocation and Mapping.....	265
Synchronization/Locking	267
Atomic Operations.....	267
Spinlock	267
Semaphore	268
Summary.....	268
CHAPTER 9 Power Optimization	269
Power Basics	269
The Power Profile of an Embedded Computing System.....	270
Constant Versus Dynamic Power.....	271
Constant Power	271
Dynamic Power	271
A Simple Model of Power Efficiency	273
Advanced Configuration and Power Interface (ACPI).....	275
Idle Versus Sleep	277
ACPI System States.....	277
Global System States (Gx States).....	278
Sleep States (Sx States)	278
Device Power States (Dx States).....	279
Processor Power States (Cx States).....	280
Processor Performance States (Px States).....	280
Enhanced Intel SpeedStep Technology	281
Optimizing Software for Power Performance	281
Race to Sleep	281
The Linux PowerTOP Tool	282
Basic PowerTOP Usage.....	282
Using PowerTOP to Evaluate Software and Systems	284
Summary.....	289
CHAPTER 10 Embedded Graphics and Multimedia Acceleration	291
Screen Display	293
Display Engine	293
Window Management	296
Screen Composition	296
Embedded Panels.....	297
Display Query and Timing	299
Copy Protection.....	299
Graphics Stack	299
Accelerated Media Decode	301
Lip Syncing	303
Video Capture and Encoding	304
Video Capture	304

Media Frameworks	310
GStreamer	310
OpenMAX™	313
Framework Summary.....	315
Summary	315
 CHAPTER 11 Digital Signal Processing Using General-Purpose Processors ...	317
Overview.....	318
Signals	318
DSP Building Blocks	319
Data Acquisition	321
Fixed-Point and Floating-Point Implementations	322
Single Instruction Multiple Data.....	324
SIMD Microarchitecture and Instructions	324
Operating System	324
Microarchitecture Considerations	325
Implementation Options	325
Intrinsics and Data Types	326
Vectorization	328
Performance Primitives	331
Finite Impulse Response Filter.....	332
FIR Example: C Code.....	333
FIR Example: Intel Performance Primitives	333
FIR Example: Intel SSE	334
Application Examples	337
Codec.....	337
Medical Ultrasound Imaging	339
Performance Results	344
Summary	346
 CHAPTER 12 Network Connectivity	347
Networking Basics.....	349
Layering and Network Software.....	349
Node Operation and Network Hardware.....	350
Sockets and a Simple Example	351
TCP/IP Networking	353
Governance, the IETF, and RFCs	354
Addresses, Packets, and Routes.....	355
Port Numbers, Byte Ordering, and OS Tools.....	359
Supporting Protocols and Services	360
Ethernet.....	361
History	361

Protocol Description	362
Ethernet MAC Addresses	363
Ethernet Packet Format.....	363
A Gigabit Ethernet Controller and Its Features	364
Wi-Fi and IEEE 802.11	365
History	366
Protocol Description	366
Frame Format	367
A Wi-Fi Adapter and Its Features.....	368
Bluetooth.....	369
History	369
Protocol Details.....	369
Packet Format	370
Linux Networking.....	372
Tools and Monitor and Control Network Interfaces and Sockets	372
Programming Sockets in C.....	372
Linux Kernel Networking Structures	376
Summary	378
CHAPTER 13 Application Frameworks	379
Overview	379
Android	379
Android Framework Architecture.....	381
Android Application Architecture	384
Android Development Environment.....	389
Deployment	391
Qt	392
Qt Application Development Framework	392
Qt Creator.....	394
Other Environments.....	394
More Resources	395
Summary	395
CHAPTER 14 Platform and Content Security	397
Security Principles	398
Confidentiality, Integrity, and Availability (CIA).....	400
Security Concepts and Building Blocks	402
Encryption and Cryptography.....	402
Secure Web Communications: TLS	404
Secure Shell (SSH)	407
Security Architecture for IP: IPSec	408
Two-Factor Authentication	411
Major Categories of Security Attacks	411

Firewalls	416
Servers and Logs.....	419
Platform Support for Security	420
Summary.....	421
CHAPTER 15 Advanced Topics: SMP, AMP, and Virtualization	423
Multiprocessing Basics.....	424
History and Motivation.....	424
A Concrete Example.....	428
Physical versus Logical Cores.....	432
Impact on Systems and Software	432
Symmetric Multiprocessing.....	433
Overview	433
Linux SMP Support	433
Interprocess Communication	435
Asymmetric Multiprocessing	435
Concepts and Motivation	436
System Organization	436
Virtualization Basics.....	437
History and Motivation	437
Basic Concepts.....	437
Methods for Platform Virtualization	438
Paravirtualization	438
Hardware Support for Virtualization	439
Linux VServers	439
Xen TM	439
Xenomai	440
Summary.....	442
PART 3 DEVELOPING AN EMBEDDED SYSTEM	
CHAPTER 16 Example Designs.....	445
Intel Atom E6XX Series Platforms.....	445
Architecture Overview	446
Platform Controller Hub(s)	448
Multi-Radio Communications Design	452
Hardware Platform	452
Software Platform	455
Multimedia Design	458
Hardware Platform	458
Software Platform	459
Modular References.....	463
Summary	464

CHAPTER 17 Platform Debug	465
Debugging New Platforms	465
A Process for Debugging a New Platform	466
Debug Tools and Chipset Features.....	467
Oscilloscopes.....	468
Logic Analyzers	468
Bus Analyzers	468
Power-On Self-Test (POST) Cards.....	468
JTAG Adapters	469
Debug Process Details	469
Visual Examination.....	469
Hardware Evaluation.....	470
Software Evaluation	474
Additional Resources.....	474
Summary	475
CHAPTER 18 Performance Tuning	477
What Are Patterns?.....	477
General Approaches	478
Defined Performance Requirement.....	478
Performance Design	478
Premature Code Tuning Avoided	479
Step-by-Step Records.....	479
Slam-Dunk Optimization	480
Best Compiler for Application	480
Compiler Optimizations.....	481
Data Cache	482
Code and Design	483
Reordered Struct	483
Supersonic Interrupt Service Routines	483
Assembly-Language-Critical Functions	484
Inline Functions.....	484
Cache-Optimizing Loop.....	484
Minimizing Local Variables	485
Explicit Registers	485
Optimized Hardware Register Use	485
Avoiding the OS Buffer Pool.....	486
C Language Optimizations	486
Disabled Counters/Statistics	487
Processor-Specific.....	488
Stall Instructions	488
Profiling Tools.....	488
Prefetch Instructions	489

Separate DRAM Memory Banks.....	489
Line-Allocation Policy.....	490
Cache Write Policy	490
Cache-Aligned Data Buffers.....	491
On-Chip Memory	491
Optimized Libraries	491
Modulo/Divide Avoided.....	492
Networking Techniques	492
Bottleneck Hunting	492
Evaluating Traffic Generator and Protocols	493
Environmental Factors	494
References.....	497
Index	503