μClinux on a ARM Cortex-M4!?

(a cost-benefit analysis)







Master Thesis at University of Applied Sciences (Hochschule Emden/Leer) Supported by Doulos Ltd.

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Doulos and Standards

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Doulos is a Training and Know-How provider in electronics for over 18 years and has been involved with standards form day 1

VHDL, SystemC, SystemVerilog, C++, OVM....., ARM, CMSIS

- Doulos is has delivered Training to over 800 companies and in 36 countries world-wide.
- Public classes are scheduled regularly in Europe and the USA
- Doulos has been an ATC (Approved Training Centre) for over 10 years
 - Free resources in our Know-How section on the web
 - See <u>www.doulos.com/knowhow</u>
 - Tutorial: Getting started with CMSIS
 - German book with nice Cortex-M3 Intro and Examples !

ARM Cortex













- Microcontroller Prototyping System
- FPGA based rapid prototyping system, which emulates ARM Cortex-M microcontrollers







- offers a variety of interfaces, and I/O devices
 - Ethernet, USB (host/device), UART, DVI, Flexray, CLCD, etc.
 - push buttons, LED
- includes 8 MB RAM and 64 MB Flash



Linux is on the rise!





- Slightly modified standard-Kernel
- Does not require MMU
 - No virtual memory
- Smaller memory footprint than standard kernel
- Includes special features to support embedded systems
 - e.g. XIP (eXecute In Place)





- Academic approach to determine whether uClinux on a Cortex-M4 makes any sense
- To use uClinux at the microcontroller level
- Integrate the features of Cortex-M4 (FPU, SIMD) into uClinux
 - starting with Cortex-M3 variant of uClinux





- Using vanilla distribution
 - requires bootloader
 - ARM-provided standalone-kernel not used here
 - needs RV Debugger scripts to load image
 - more of a proof-of-concept solution
- Demonstrate Example application





- Use of the uClinux distribution and the C-library uClibc
- Minimal example application was added to the distribution



uClinux vs. others



- Easily extendable
- Driver support
- Console integrated
- File system integrated
- High memory requirements
 - compared to RTOS
 - requires external memory
- Big community
- Use of standard kernel

Realtime Operating Systems

- Easily configurable
- No direct driver support
- No console
- Comes without file system
- Low to medium memoryfootprint
- Medium community
- Independent OS



Cost-benefit-analysis



- Porting kernel (400 to 800 man-hours)
- Porting distribution (300 to 500 man-hours)
- Implement own software

Benefits

 Usage of file system, network, USB

- Usage of varity tools
- Use own functionality





- uClinux offers plenty communication options
- RAM and Flash usages require external memory
 - additional peripherals needed
- High development effort needed if architecture is not already supported



Interesting facts

- Busybox Applet mechanism first argument is the name of the command
- only UART 2 has RTS-control flow
 - MPS limitation
- uClinux uses bFLT instead of ELF
- Bootloader required





- External memory required (in 2010)
- Increases total system cost
- kernel reserves 2.5 MB for itself
- mounting FS requires minimum 0.5 MB
- System frequency of 50+ MHz





- Requires larger RAM
- Copying image consumes time during system start-up
- Might increase execution performance
 - In case of Flash wait states and no cache



Memory Options (XIP)



- eXecute In Place
 - Kernel will be executed from Flash
 - Applications still executed from RAM
- Reduces RAM usage by up to 4 MB
- Accelerates the initialization process
- Might *reduce* execution performance
 - In case of Flash wait states and no cache



Normal configuration vs. XIP

Normal configuration		XIP University of Applied Sciences CEN Fachhochschule Fachhochschule Fachhochschule Fachhochschule
Interrupt-vector	0x0000000	Interrupt-vector
 Linux kernel start parameter Linux-Image RAM Initramfs-Image	0x10000000 0x10000200 RAM 4 MB Bank 1	 Linux kernel start parameter Initramfs Free RAM
Initramfs Bootloader Linux-Image Flash	0x10400000 0x18000000 0x18800000 Flash 64 MB	 Bootloader Linux-Image Flash
 Free RAM 	0x1B000000 0x20000000 RAM 4 MB Bank 2 0x20400000	 Free RAM

APPROVED





- Low power systems that need file system and network support
- Systems that must be extensible



* Beispiele für andere (Echtzeit-)Betriebssysteme





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- The hardest work is to understand the kernel build architecture

• Overall, with a time of 1000 man-hours expected.



Demonstration

- PuTTY is used as console
- Two serial connections are needed
 - The first interacts with the Bootloader
 - The second communicates with the Linuxconsole
- Compilation is made in a Linuxenvironment
 - The kernel build system uses symbolic links which don't exist in NTFS





- Full ROMFS integration
 - Flash devices currently not visible through UDEV
- Activation and testing of system interfaces
 - Ethernet, USB, MMC, Sound
- Bootloader extensions
 - Enabling additional transfer channels (JTAG, TCP/IP)



Conclusion

- Linux can be useful even on small microcontroller devices
- limited, manageable development overhead
- small runtime overhead
- requires external memory interface for Flash/RAM
 - additional costs justified if applications take advantage of uClinux features



Training & Support options



Wissen kompakt

- ARM Training options include:
 - ARM Cortex-M Embedded Software Workshop (4 days)
 - ARM Cortex-R4 Embedded Software Workshop (4 days)
 - RapidGain[™] Advanced Debug for ARM Cortex-M
 - One day events with partners !
- Embedded Software classes:
 - Embedded C for real time applications
 - Embedded Linux
 - Fundamentals of RTOS
- More information about Doulos ARM trainings at <u>www.doulos.com/arm</u>



References



- ARM Cortex-M4 Technical Reference Manual (DDI 0439C)
- ARM v7-M Architecture Reference Manual (DDI 0403D)
- Textbooks
 - The Definitive Guide to the ARM Cortex-M3
 - ISBN: 978-0-7506-8534-4
 - C und C++ für Embedded Systems
 - First German ARM Cortex-M Introduction by Doulos ARM Experts
 - ISBN: 978-3-8266-5949-2



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ARM Cortex-M(3) embedded software

	Day 1	Day 2	Day 3	Day 4		
9am	The ARM Architecture	Thumb-2 Instruction Sets	Embedded SW Development	Cortex-M3 MPU *		
	Cortex-M3 Introduction & Processor core	Migrating Legacy ARM/Thumb code to Cortex-M3	Compiler Hints and Tips	CoreSight Debug Architecture Overview		
Lunch						
	RealView Overview	Cortex-M3 Interrupts	Cortex-M3 Memory Types	Invasive & Non-invasive		
		Cortex-M3		Debug		
	Handling					
5pm	RealView Introductory Workbook	Cortex-M3 Embedded SW- Workbook	Embedded MCU SW Workbook	Embedded MCU SW Workbook		

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System Design

SystemC ARM • C++

Verification Methodology *e* • PSL • SCV SystemVerilog

Hardware Design VHDL • Verilog Altera • Xilinx Perl • Tcl/Tk



Concluding slide

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