

Editorial

C-Based Design of Heterogeneous Embedded Systems

Christoph Grimm,¹ Axel Jantsch,² Sandeep Shukla,³ and Eugenio Villar⁴

¹Vienna University of Technology, Vienna 1040, Australia

²Royal Institute of Technology, 100 44 Stockholm, Sweden

³Virginia Tech, Blacksburg, VA 24061, USA

⁴University Cantabria, 39005 Santander, Spain

Correspondence should be addressed to Christoph Grimm, grimm@ict.tuwien.ac.at

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With the proliferation of all kinds of electronic devices and our increased dependences on electronics in every aspect of our lives from handheld PDAs, cell phones, medical and prosthetic devices to automobiles and fly-by-wire airplanes, embedded systems have changed dramatically. Such changes have given rise to increasingly complex applications on resource constrained embedded platforms, and new innovative system architectures. On the application side, embedded systems are not any more only invisible computers that do one dedicated task, but also ones which sense, observe, decide, act, and are networked with their environment (ambient intelligence).

Obviously, the extended role of embedded systems is not without impact on the hardware and system architecture. Embedded architectures have evolved from a low-end processor with application-specific coprocessors to networked multiprocessor systems including sensors, analog/mixed-signal, and RF components, giving rise to a high degree of heterogeneity which in turn requires sophisticated and heterogeneous modeling techniques. Because these systems are within the space of the physical world requiring interaction with analog physical phenomena, and communicate through radio-frequency (RF) communication links, the newer architectures are aptly referred to as “embedded analog/mixed-signal systems” (E-AMSs). This nomenclature captures the new complexity and heterogeneity that arise from the fact that HW/SW systems and analog, mixed-signal, RF blocks are so functionally interwoven.

To handle this growing complexity and heterogeneity, new methods and tools are required that are able to handle such intricate and closely coupled heterogeneity between software, hardware, and other (e.g., analog/RF) components.

Even though the standard hardware description languages such as Verilog and VHDL have been extended over the years to model analog and mixed signal designs, the complexity ensuing from the close interaction of hardware, software, and mixed signal domains, and the multiple models of computation has necessitated newer system level languages and surrounding methodologies. One pragmatic approach championed by researchers and the industry has been to use existing software languages such as C and C++ for the design of the overall systems due to the dominant role of software. This helps tremendously in hardware/software cosimulation in the early stages of design, and also allows one to dynamically experiment with hardware/software partitioning for better performance. Among these C-based system level languages, SystemC has evolved as an industry standard for design of HW/SW systems—but with limited ability to deal with complex issues that arise when designing E-AMS systems. Hence, more research and development of tools and standards are required in this field.

This special issue on “C-based design of embedded systems” of the EURASIP journal on Embedded Systems includes 10 articles that will certainly give the readers an overview on the ongoing research towards a design technology that integrates all kind of components for the realization of future “ambient intelligence” systems.

The first two articles offer a deeper insight into the problems and also potential solutions: the first paper “Power aware simulation framework for wireless sensor networks and nodes” by Glaser et al. deals with new methods to optimize power consumption in energy self-sufficient sensor networks, based on SystemC and OMNET. The second paper “Modeling field bus communications in mixed signal

