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[Books] Arm System Developer Guide Andrew Sloss

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y[6] Sloss, Symes, Wright "ARM System Developer's Guide: Designing and Optimizing System Software" page 661, Retrieved 13 February 2013 y[7] "The ARM11 Microarchitecture", ARM Ltd, 2002, Retrieved 13 February 2013 y[8] "Cortex-A8 Processors"

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operating system has become mostly negligible in many system designs Some designers choose not to use an operating system due to system complexity Operating System: Linux Linux is an open-source operating system used in many embedded designs It is available from many vendors as a distribution, or it can be built from the open-source

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Operating system services: Message queues, mailboxes and pipes, timer functions, events, memory management, Interrupt routines in an RTOS environment Suggested Readings: 1 Arnold S Berger, Embedded Systems Design, South Asian edition, CMP Books, 2005 2 Andrew Sloss, Dominic Symes, Chris Wright, ARM System Developer's Guide: Designing

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ARM is a 32-bit architecture that has a simple goal in mind: exibility While this is great for integrators (as they have a lot of freedom when designing their hardware), it is not so good for system developers who have to cope with the di erences in the ARM hardware So in this text we will assume that everything is done on a Raspberry