

EC6703 EMBEDDED AND REAL TIME SYSTEMS

DETAILED SYLLABUS

OBJECTIVES:

The student should be made to:

- Learn the architecture and programming of ARM processor.
- Be familiar with the embedded computing platform design and analysis.
- Be exposed to the basic concepts of real time Operating system.
- Learn the system design techniques and networks for embedded systems

UNIT I INTRODUCTION TO EMBEDDED COMPUTING AND ARM PROCESSORS

Complex systems and microprocessors– Embedded system design process –Design example: Model train controller- Instruction sets preliminaries - ARM Processor – CPU: programming input and output supervisor mode, exceptions and traps – Co-processors- Memory system mechanisms – CPU performance- CPU power consumption.

UNIT II EMBEDDED COMPUTING PLATFORM DESIGN

The CPU Bus-Memory devices and systems–Designing with computing platforms – consumer electronics architecture – platform-level performance analysis - Components for embedded programs Models of programs- Assembly, linking and loading – compilation techniques- Program level performance analysis – Software performance optimization – Program level energy and power analysis and optimization – Analysis and optimization of program size- Program validation and testing.

UNIT III PROCESSES AND OPERATING SYSTEMS

Introduction – Multiple tasks and multiple processes – Multirate systems- Preemptive real-time operating systems- Priority based scheduling- Interprocess communication mechanisms – Evaluating operating system performance- power optimization strategies for processes – Example Real time operating systems-POSIX-Windows CE.

UNIT V SYSTEM DESIGN TECHNIQUES AND NETWORKS

Design methodologies- Design flows - Requirement Analysis – Specifications-System analysis and architecture design – Quality Assurance techniques- Distributed embedded systems – MPSoCs and shared memory multiprocessors.

UNIT V CASE STUDY

Data compressor - Alarm Clock - Audio player - Software Modem-Digital still camera – Telephone answering machine-Engine control unit – Video accelerator.

TEXT BOOK:

1. Marilyn Wolf, “Computers as Components - Principles of Embedded Computing System Design”, Third Edition “Morgan Kaufmann Publisher (An imprint from Elsevier), 2012.

REFERENCES:

1. Jonathan W. Valvano, "Embedded Microcomputer Systems Real Time Interfacing", Third Edition Cengage Learning, 2012.
2. David. E. Simon, "An Embedded Software Primer", 1st Edition, Fifth Impression, Addison-Wesley Professional, 2007.
3. Raymond J.A. Buhr, Donald L. Bailey, "An Introduction to Real-Time Systems- From Design to Networking with C/C++", Prentice Hall, 1999.
4. C.M. Krishna, Kang G. Shin, "Real-Time Systems", International Editions, Mc Graw Hill 1997
5. K.V.K.K. Prasad, "Embedded Real-Time Systems: Concepts, Design & Programming", Dream Tech Press, 2005.
6. Sriram V Iyer, Pankaj Gupta, "Embedded Real Time Systems Programming", Tata Mc Graw Hill, 2004.