

AP5191 EMBEDDED SYSTEM DESIGN

DETAILED SYLLABUS

OBJECTIVES:

The students should be made to:

- Learn design challenges and design methodologies
- Study general and single purpose processor
- Understand bus structures

UNIT I EMBEDDED SYSTEM OVERVIEW

Embedded System Overview, Design Challenges – Optimizing Design Metrics, Design Methodology, RT-Level Combinational and Sequential Components, Optimizing Custom Single-Purpose Processors.

UNIT II GENERAL AND SINGLE PURPOSE PROCESSOR

Basic Architecture, Pipelining, Superscalar and VLIW architectures, Programmer's view, Development Environment, Application-Specific Instruction-Set Processors (ASIPs) Microcontrollers, Timers, Counters and watchdog Timer, UART, LCD Controllers and Analog-to-Digital Converters, Memory Concepts.

UNIT III BUS STRUCTURES

Basic Protocol Concepts, Microprocessor Interfacing – I/O Addressing, Port and Bus-Based I/O, Arbitration, Serial Protocols, I2C, CAN and USB, Parallel Protocols – PCI and ARM Bus, Wireless Protocols – IrDA, Bluetooth, IEEE 802.11.

UNIT IV STATE MACHINE AND CONCURRENT PROCESS MODELS

Basic State Machine Model, Finite-State Machine with Datapath Model, Capturing State Machine in Sequential Programming Language, Program-State Machine Model, Concurrent Process Model, Communication among Processes, Synchronization among processes, Dataflow Model, Real-time Systems, Automation: Synthesis, Verification: Hardware/Software Co-Simulation, Reuse: Intellectual Property Cores, Design Process Models.

UNIT V EMBEDDED SOFTWARE DEVELOPMENT TOOLS AND RTOS

Compilation Process – Libraries – Porting kernels – C extensions for embedded systems – emulation and debugging techniques – RTOS – System design using RTOS.

REFERENCES:

1. Bruce Powel Douglas, "Real time UML, second edition: Developing efficient objects for embedded systems", 3rd Edition 1999, Pearson Education.
2. Daniel W. Lewis, "Fundamentals of embedded software where C and assembly meet", Pearson Education, 2002.
3. Frank Vahid and Tony Gwargie, "Embedded System Design", John Wiley & sons, 2002.
4. Steve Heath, "Embedded System Design", Elsevier, Second Edition, 2004