

UTAustinX: UT.6.01x Embedded Systems - Shape the World

KarenWest (/dashboard)

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When connecting two components together we need a way to **synchronize** them. Put another way, each devices needs to know the status of the other. This is true if the devices are hardware, software, or in this case we have hardware connected to software.

VIDEO 11.1 DEVICE COMMUNICATION REQUIRES SYNCHRONIZATION

C11 1 YouTube

Help



DR. RAMESH YERRABALLI: Let's look at device communication.

Let's say we have two devices, A and B, that want to communicate.

One of the things that we have to address in this communication

is synchronization.

Synchronization is simply a process by which

we hridge the sneed mismatch hetween



and artificial intelligence.

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