

EMBEDDED SYSTEMS

(Open Elective)

OBJECTIVES:

- Technology capabilities and limitations of the hardware, software components
- Methods to evaluate design tradeoffs between different technology choices.
- Design Methodologies

UNIT-I:

Introduction to Embedded systems: What is an embedded system Vs. General computing system, history, classification, major application areas, and purpose of embedded systems. Core of embedded system, memory, sensors and actuators, communication interface, embedded firmware, other system components, PCB and passive components.

UNIT-II:

8—bit microcontrollers architecture: Characteristics, quality attributes application specific, domain specific, embedded systems. Factors to be considered in selecting a controller, 8051 architecture, memory organization, registers, oscillator unit, ports, source current, sinking current, design examples.

UNIT-III:

RTOS and Scheduling, Operating basics, types, RTOS, tasks, process and threads, multiprocessing and multitasking, types of multitasking, non preemptive, preemptive scheduling.

UNIT-IV:

Task communication of RTOS, Shared memory, pipes, memory mapped objects, message passing, message queue, mailbox, signaling, RPC and sockets, task communication/synchronization issues, racing, deadlock, live lock, the dining philosopher's problem.

UNIT-V:

The producer-consumer problem, Reader writers problem, Priority Inversion, Priority ceiling, Task Synchronization techniques, busy waiting, sleep and wakery, semaphore, mutex, critical section objects, events, device, device drivers, how to clause an RTOS, Integration and testing of embedded hardware and fire ware.

UNIT-VI:

Simulators, emulators, Debuggers, Embedded Product Development life cycle (EDLC), Trends in embedded Industry, Introduction to ARM family of processor.

OUTCOMES:

Understand the basics of an embedded system

- Program an embedded system
- Design, implement and test an embedded system.

Identify the unique characteristics of real-time systems

- Explain the general structure of a real-time system
- Define the unique design problems and challenges of real-time systems

TEXT BOOK:

1. Introduction to embedded systems Shibu. K.V, TMH, 2009.

REFERENCE BOOKS:

1. Ayala &Gadre: The 8051 Microcontroller & Embedded Systems using Assembly and C, CENGAGE
2. Embedded Systems, Rajkamal, TMH, 2009.
3. Embedded Software Primer, David Simon, Pearson.
4. The 8051 Microcontroller and Embedded Systems, Mazidi, Mazidi, Pearson,.