

★ Chapter 1 : Introduction

- Define Embedded System
- Example : "Digital Camera" with explanation
- Types of Embedded System
- Characteristics + Explanation
- Design metrics
- Application of Embedded System.
- Numerical : Simplified Revenue Model. Derivation.

- 4 marks

Week 1: Qno. 1, 2, 3, 5, 6.

★ Chapter 2 : Hardware Design.

- Steps for designing Single Purpose Processor
- Design questions : - Fibonacci series : VImp.
- x^n VImp. - Largest of 4 integers.
- LCM. (69 Bhadra)
- HCF

- 8 marks.

◦ Dual purpose processor design.

◦ Median & Variance of 5 numbers -- 70 Mar

◦ Optimization. (Explanation + Example) - VVImp

Week #3: 2, 4, 5 + Example, 8, 9.

★ Chapter 3: Software design Issue.

- 8 marks.

◦ Datapath & Control Unit.

◦ General purpose processor

◦ Datapath operation with example. - Imp.

◦ Instruction Cycle.

◦ Addressing modes - Imp

◦ Development Environment, Software development process - VVImp ; Embedded System Dev. Process

◦ Pipelining, 6 stage - Imp

◦ General purpose processor v/s application specific.

◦ DSP + Characteristic & Advantages



- Programmer's view.
- Selecting a microprocessor.
- General purpose processor design.

- 8 marks.

Chapter - 4 Memory

Q3 ~~Imp~~ Write Ability & Storage Performance ~~Permanence~~

~~Imp~~ ◦ Types of mapping - VImp

◦ Types of ROM - Imp

↳ Storing + Erasing data.

✓ ~~Imp~~ ◦ Cache Write Technique.

◦ Internal design of a ROM.

✓ ~~Imp~~ ◦ Compose: ① $1K \times 8$ ROMs into $1K \times 32$ ROMs

② $1K \times 8$ ROMs into $4K \times 8$ ROMs

③ $1K \times 8$ ROMs into $4K \times 16$ ROMs

◦ Implementing combinational function using ROM

◦ Cache

◦ SRAM and DRAM

◦ Memory Hierarchy

Ch-5 Interface

8 marks

◦ Strobe, Handshake, Strobe + Handshake Compromise

◦ Arbitration, Priority + Daisy chain - VVImp.

◦ Interrupt processor

◦ Multilevel Bus Architecture - Two level - Imp.

◦ Design an interface circuit

◦ DMA + Operation - Imp

◦ Serial & Parallel Communications

◦ USB Protocol, Serial Protocol, I²C

◦ Wireless Protocols

◦ Port based I/O, Bus based I/O, Memory mapped I/O, Interrupt driven I/O

Ch 6 RTOS

- 12 marks

- o Operating System Architecture
- o GPOS v/s RTOS & Imp
- o Kernel, Types of Kernel - VImp.
- o Thread, Process, Differences - VImp. - At least 6 dys
- o Concept of multithreading, Importance
- o User-level Thread v/s Kernel-level threads.
- o Multitasking v/s multiprocessing
- o Scheduling Algorithm, Numerical.
- o Deadlock + Coffman's condition
- o Context switching. - Imp.
- o Task synchronization, "Busy/Wait"

Ch. 7 Control System

- 8 marks

- o Open loop System v/s Closed loop System
- o Challenge of modeling a real physical system.
- o PID Control - - VVImp.

o Metrics to be used to measure control objective.

o Design an open loop automobile cruise

controller and derive condition for no oscillation and reduction of road disturbance and determine performance parameters

o Design an closed loop control system for automa

o PID controller in software. \Rightarrow Algorithm.

o

Ch-8 : IC Technology

- 8 marks

o IC manufacturing process

o Photolithography. - - VVImp

o Full Custom IC, Semi-Custom IC, PLD.

\rightarrow Implementation, Adv. Disadv.

o $F = xz + y$ on IC.



Ch-9 - Microcontrollers

- 8 marks

- o 8051 Microcontroller
- o Microcontroller v/s microprocessor
- o Internal structure of 8051 / Architecture
- o Addressing modes
- o Optional features
- o Assembly program - Old questions + C program.
- o Pin diagram of 8051.

Ch-10: VHDL

- ~~10~~ 8 marks.

- o VHDL Code
- o Component
- o Datapath, Behavioral, Structural modeling
- o Explain process in VHDL
- o Structure of VHDL code
- o Explain component.
- o Algorithm + FSM VHDL code.