

M.Sc. Computer Science Syllabus Second Year (2019-24) (Sem - IV)
Embedded Systems


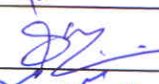

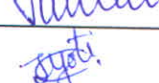


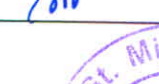

Semester IV	Subject Code: MSE41903	Lectures: 60
--------------------	-------------------------------	---------------------

Objectives:

The syllabus aims in equipping students with,

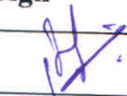
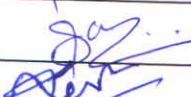
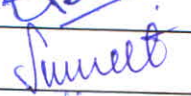
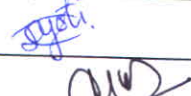
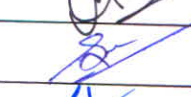



- design embedded systems and real-time systems
- understanding real-time systems:
- Apply real-time systems design techniques to various software programs.
- understanding embedded systems, it will enable you to :
 - Understand the basics of an embedded system
 - Program an embedded system

Unit 1: Introduction to ES	08
<p>Chapter 1 : Introduction to ES</p> <ul style="list-style-type: none"> • What is ES • Examples of ES • Inside ES : processor, memory, peripherals, software <p>Chapter 2 : Embedded Processors , Memories & Peripherals</p> <ul style="list-style-type: none"> • Microcontrollers 8051 • Discrete processors : 8-bit architecture, 16/32 bit CISC, RISC, DSP • Integrated processors : ARM RISC • Choosing a processor • Memory systems : types (SRAM, DRAM, FLASH), organization, access time, validating the contents of memory • Basic peripherals : parallel ports, timers, clocks 	02 06

Sr. No.	BOS member		Sign
1	Dr. Razak Sayyed	Subject Expert	
2	Prof. Abhijit Sathe	Subject Expert	
3	Prof. Sonali Deshmukh	Subject Expert	
4	Mr. Sumeet Kakroo	Industry Expert	
5	Ms. Jyoti Sharma	Alumni	
6	Prof. Ashwini Kulkarni	Chairman	
7	Prof. Swati Pulate	Internal Faculty	
8	Prof. Smita Borkar	Internal Faculty	



Unit 2: Software for embedded systems	20
<p>Chapter 3 : Real time system concepts</p> <ul style="list-style-type: none"> • Foreground/ background systems • Critical section of code • Resource, shared resource • Multitasking, task, task switch • Kernel, scheduler, non-preemptive kernel, preemptive kernel • Reentrancy, round-robin scheduling • Task priority, static priority, dynamic priority, priority inversions, assigning task priorities • Mutual exclusion, deadlock, synchronization, event flags, intertask communication • Interrupts : latency, response, recovery, ISR processing time, NMI <p>(For 'C' implementation of above concepts, please refer to chapters 4,5,6,7 of the book "An Embedded Software Primer" by David E. Simon published by Pearson Educations)</p> <p>Chapter 4 : Writing software for embedded systems</p> <ul style="list-style-type: none"> • The compilation process : compile, link, load • Cross compilers • Run-time-libraries : processor dependent, I/O dependent, system calls,exit routines • Writing a library, using alternative libraries • Porting Kernels • C extensions for embedded systems • Buffering and other data structures <ul style="list-style-type: none"> Linear buffers, Directional buffers, Double buffering, Buffer exchange, Linked lists, FIFO, Circular buffers, Buffer underrun and overrun, Allocating buffer memory, Buffer leakage • Downloading 	12
	8

Sr. No.	BOS member		Sign
1	Dr. Razak Sayyed	Subject Expert	
2	Prof. Abhijit Sathe	Subject Expert	
3	Prof. Sonali Deshmukh	Subject Expert	
4	Mr. Sumeet Kakroo	Industry Expert	
5	Ms. Jyoti Sharma	Alumni	
6	Prof. Ashwini Kulkarni	Chairman	
7	Prof. Swati Pulate	Internal Faculty	
8	Prof. Smita Borkar	Internal Faculty	

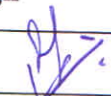

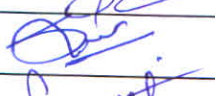
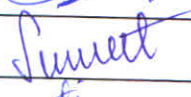


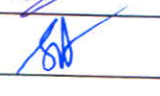



Unit 3: Basic design using RTOS

20

Chapter 5 : Emulation and Debugging techniques <ul style="list-style-type: none"> • Debugging techniques : <ul style="list-style-type: none"> ▪ HLL simulation, low level simulation, on-board debugger, task level debugging, symbolic debug • Emulation • Optimization problems 	6
Chapter 6 : Basic design using RTOS <ul style="list-style-type: none"> • Overview • Principles • Example • Encapsulating semaphores and queues • Hard real time scheduling considerations • Saving memory space • Saving power 	6
Chapter 7 : Real time without RTOS <ul style="list-style-type: none"> • Choosing the SW environment • Deriving real time performance from non-real time system • Scheduling and data sampling • Controlling from an external switch • Problems 	8




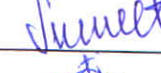



***Contact hours=12**

Sr. No.	BOS member		Sign
1	Dr. Razak Sayyed	Subject Expert	
2	Prof. Abhijit Sathe	Subject Expert	
3	Prof. Sonali Deshmukh	Subject Expert	
4	Mr. Sumeet Kakroo	Industry Expert	
5	Ms. Jyoti Sharma	Alumni	
6	Prof. Ashwini Kulkarni	Chairman	
7	Prof. Swati Pulate	Internal Faculty	
8	Prof. Smita Borkar	Internal Faculty	



Reference Books:

1. Steve Heath Embedded Systems Design
2. Michael Barr :Programming Embedded Systems
3. Jean J. Labrosse :Embedded Systems Building Blocks
4. David E. Simon : An Embedded Software Primer published by Pearson Educations
ISBN-13: 978-93-5134-153-6

Sr. No.	BOS member		Sign
1	Dr. Razak Sayyed	Subject Expert	
2	Prof. Abhijit Sathe	Subject Expert	
3	Prof. Sonali Deshmukh	Subject Expert	
4	Mr. Sumeet Kakroo	Industry Expert	
5	Ms. Jyoti Sharma	Alumni	
6	Prof. Ashwini Kulkarni	Chairman	
7	Prof. Swati Pulate	Internal Faculty	
8	Prof. Smita Borkar	Internal Faculty	