Introduction to embedded system design
DSE (Electronics) Sem IV
(For Physics and Electronics as core subjects)
Credit: 04 (Theory-02, Practical-02)

Course Title & Code	Credits	Credit distribution of the course			Pre- requisite of the course	Department offering the course
		Lecture	Tutorial	Practical		
Introduction to Embedded System Design GE – 16	4	2	0	2	NIL	Physics and Astrophysics

LEARNING OBJECTIVES

This paper aims to introduce the basic concepts or fundamentals of embedded system design to students not majoring in physics. The course covers the comprehensive introduction to embedded systems, their role and application areas in our daily life. Basic elements needed to design a typical embedded system are discussed to provide the students a broader perspective. Specific applications of embedded systems which are a part of our daily life were discussed. In the end Arduino Uno is introduced.

LEARNING OUTCOMES

Upon completion of this course, students will be able to,

- Learn about an embedded system and how it is different than a general purpose computing system like computer or laptop etc.
- The student should be able to identify various embedded systems available around us in our daily life.
- Classify embedded systems based on generation, complexity and performance, major applications areas etc.
- Explain the domains and areas of applications of embedded systems. The students should be able to get a broader perspective of different embedded systems available in industry, telecom, photography, homes, automobile, aviation and ship industry etc.
- Explain the roles and uses of various components like microcontroller, memory, sensors and actuators, interface types etc. of embedded systems.
- Know the basic characteristics and quality attributes that any typical embedded system must possess.

- This paper is designed in such a way that the students will be able to connect the textbook knowledge with basic design and working of the various embedded systems present in our daily life. By the end of this course the student will have a fairly good idea of embedded systems and the gained knowledge will be helpful in predicting the possible design and working of an unknown system. Arduino Uno is introduced so that students can learn how to use different sensors to control different processes.

SYLLABUS OF GE - 16 THEORY COMPONENT

UNIT – I - Introduction to Embedded Systems (3 Hours)

Embedded systems, historical background, difference between an embedded systems and general computing systems, classification of embedded systems based on generation, complexity and performance, major applications areas, purpose of embedded systems like in data collection/storage/representation, data communication, data/signal processing, monitoring, control, application specific user interface.

Unit – II - Elements of Embedded System (6 Hours)

Core of the embedded system: General purpose and domain specific processors like microprocessors, microcontrollers and digital signal processors, application specific integrated circuits (ASICs), programmable logic devices (PLDs), commercial off-the-shelf components (COTS), reduced instruction set computing (RISC) and complex instruction set computing (CISC), Harvard vs Von-Neumann architecture, different types of memory (RAM, ROM, Storage etc) their classification and different versions, reset circuit, oscillator unit

Unit – III - Peripheral devices, sensors and actuators (6 Hours)

General discussion on light emitting diodes (LEDs), 7-segment LED display, piezo buzzer, push button switch, keypad or keyboard (discuss design using push button switches), relay (single pole single throw), LDR, thermistor, IR sensor, ultrasonic sensor, opto-coupler, DC motors, servo motor, stepper motor (unipolar and bipolar)

Unit – IV - Communication Interface (2 Hours)

Serial and parallel interface, universal serial bus (USB), Infra-red data transfer, bluetooth (BT), Wi-Fi, general packet radio Service (GPRS), 3G, 4G, LTE

Unit – V - Characteristics and quality attributes of an embedded systems (3 Hours)

Characteristics: Application and domain specific, reactive and real time, operation under harsh environments, distributed or stand alone, size and weight, power consumption Operational and non-operational attributes: response time, throughput, reliability, maintainability, security, safety, testability and debug-ability, evolvability, portability, cost and revenue

Unit – VI - Applications of Embedded Systems (4 Hours)

General discussion on the design and working of washing machine, refrigerator, microwave oven, automobiles, mobile phones, hearing aid device, electrocardiogram (ECG), AC or TV remote control system, smart watch, digital camera and laser printers etc.

Unit – VII - Introduction to Arduino (6 Hours)

Pin diagram and description of Arduino UNO, basic programming and applications

References:

Essential Readings:

1) Introduction to embedded system, K. V. Shibu, 1st edition, 2009, McGraw Hill

2) Embedded Systems: Architecture, Programming and Design, R. Kamal, 2008, Tata McGraw Hill
3) Embedded Systems and Robots, S. Ghoshal, 2009, Cengage Learning.
4) Embedded Microcomputer systems: Real time interfacing, J. W. Valvano, 2011, Cengage
Learning
5) Embedded System, B. K. Rao, 2011, PHI Learning Pvt. Ltd.

6) Programming Arduino: Getting Started with Sketches, S. Monk, 2nd edition, Mc Graw Hills

7) Arduino: Getting Started With Arduino and Basic Programming with Projects by E. Leclerc

Additional Readings:

1) The 8051 Microcontroller and Embedded Systems Using Assembly and C, M. A. Mazidi, J. G. Mazidi and R. D. McKinlay, 2nd edition, 2007, Pearson Education
2) Microprocessors and Microcontrollers, K. Kant, 2nd edition, 2016, PHI learning Pvt. Ltd.
3) The 8051 Microcontroller, Ayala, 3rd edition, Cengage learning

PRACTICAL COMPONENT

(15 Weeks with 4 hours of laboratory session per week)

- Every student must perform at least six experiments from the following list
- Mandatory exercise for all students: Familiarization with power supply, function generator, CRO/DSO, multimeter, bread board etc. Measure the frequency and amplitude (pp or rms) of a given signal using CRO/DSO. (The purpose is to acquaint the students with these instruments so that they can have a basic understanding of these instruments).
  ARDUINO based Experiments:
  1) Flashing LEDs ON/OFF after a given delay.
  2) Design a simple transmitter and receiver circuit using IR LED and a detector and use it for obstacle detection.
  3) Interface a simple relay circuit to switch ON and OFF a dc motor/LED.
  4) Interface DC motor to Arduin UNO and rotate it clockwise and anticlockwise.

5) Interface Servo motor to Arduin Uno and rotate it clockwise and anticlockwise for a given angle.
6) Interface an ADC and read the output of the LDR sensor. Display the value on the serial monitor.
7) To design an alarm system using an Ultrasonic sensor.
8) To design a counter/Motion sensor alarm using IR Led and Detector
9) To design a circuit to control ON/OFF of LED light using LDR.
10) To design a circuit to control ON/OFF of a process using a thermistor.
11) To design a thermistor based thermometer.
12) Control the speed of the DC motor using LDR.

References for laboratory work:

1) Arduino Programming: 3 books in 1 - The Ultimate Beginners, Intermediate and Expert Guide to Master Arduino Programming, R. Turner
2) Arduino: Getting Started With Arduino and Basic Programming with Projects, E. Leclerc
3) Basic Electronics: A text lab manual, P. B. Zbar, A. P. Malvino, M. A. Miller, 1994, McGraw Hill.
4) Electronic Devices and circuit theory, R. L. Boylestad and L. D. Nashelsky, 2009, Pearson
5) Electronics: Fundamentals and Applications, J. D. Ryder, 2004, Prentice Hall.
6) Modern Electronic Instrumentation and Measurement Tech., Helfrick and Cooper, 1990, PHI Learning.