M.TECH. (EMBEDDED SYSTEMS)-R13 Regulations

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
(Established by an Act No.30 of 2008 of A.P. State Legislature)
Kukatpally, Hyderabad – 500 085, Andhra Pradesh (India)

M.TECH. (EMBEDDED SYSTEMS)

COURSE STRUCTURE AND SYLLABUS

I Year   - I Semester

Code	Group	Subject	L	P	Credits
		Embedded System Design	3	0	3
		Microcontrollers for Embedded System Design	3	0	3
		Embedded Real Time Operating Systems	3	0	3
		Embedded C	3	0	3
	Elective -I	Advanced Computer Architecture VLSI Technology and Design Embedded Computing	3	0	3
	Elective -II	Digital System Design Soft Computing Techniques Advanced Operating Systems	3	0	3
	Lab	Embedded C Laboratory	0	3	2
		Seminar	-	-	2
		Total Credits	18	3	22

I Year - II Semester

Code	Group	Subject	L	P	Credits
		Hardware Software Co-Design	3	0	3
		Digital Signal Processors and Architectures	3	0	3
		Embedded Networking	3	0	3
		CPLD and FPGA Architectures and Applications	3	0	3
	Elective - III	Sensors and Actuators Wireless Communications and Networks Network Security and Cryptography	3	0	3
	Elective – IV	Multimedia and Signal Coding System On Chip Architecture Wireless LANs and PANs	3	0	3
	Lab	Embedded Systems Laboratory	0	3	2
		Seminar	-	-	2
		Total Credits	18	3	22

II Year - I Semester

Code	Group	Subject	L	P	Credits
		Comprehensive Viva	-	-	2
		Project Seminar	0	3	2
		Project work	-	-	18
		Total Credits	-	3	22

II Year - II Semester

Code	Group	Subject	L	P	Credits
		Project work and Seminar	-	-	22
		Total Credits	-	-	22

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JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. Tech – I Year – I Sem. Embedded Systems

EMBEDDED SYSTEMS DESIGN

UNIT -I:
Introduction to Embedded Systems
Definition of Embedded System, Embedded Systems Vs General Computing Systems, History of Embedded Systems, Classification, Major Application Areas, Purpose of Embedded Systems, Characteristics and Quality Attributes of Embedded Systems.

UNIT -II:
Typical Embedded System:
Core of the Embedded System: General Purpose and Domain Specific Processors, ASICs, PLDs, Commercial Off-The-Shelf Components (COTS), Memory: ROM, RAM, Memory according to the type of Interface, Memory Shadowing, Memory selection for Embedded Systems, Sensors and Actuators, Communication Interface: Onboard and External Communication Interfaces.

UNIT -III:
Embedded Firmware:
Reset Circuit, Brown-out Protection Circuit, Oscillator Unit, Real Time Clock, Watchdog Timer, Embedded Firmware Design Approaches and Development Languages.

UNIT -IV:
RTOS Based Embedded System Design:
Operating System Basics, Types of Operating Systems, Tasks, Process and Threads, Multiprocessing and Multitasking, Task Scheduling.

UNIT -V:
Task Communication: Shared Memory, Message Passing, Remote Procedure Call and Sockets, Task Synchronization: Task Communication/Synchronization Issues, Task Synchronization Techniques, Device Drivers, How to Choose an RTOS.

TEXT BOOKS:
　　1.Introduction to Embedded Systems - Shibu K.V, Mc Graw Hill.

REFERENCE BOOKS:
　　1. Embedded Systems - Raj Kamal, TMH.
　　2. Embedded System Design - Frank Vahid, Tony Givargis, John Wiley.
　　3. Embedded Systems – Lyla, Pearson, 2013
　　4. An Embedded Software Primer - David E. Simon, Pearson Education.

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MICROCONTROLLERS FOR EMBEDDED SYSTEM DESIGN

UNIT –I:
ARM Architecture:
ARM Design Philosophy, Registers, Program Status Register, Instruction Pipeline, Interrupts and Vector Table, Architecture Revision, ARM Processor Families.

UNIT –II:
ARM Programming Model – I:
Instruction Set: Data Processing Instructions, Addressing Modes, Branch, Load, Store Instructions, PSR Instructions, Conditional Instructions.

UNIT –III:
ARM Programming Model – II:
Thumb Instruction Set: Register Usage, Other Branch Instructions, Data Processing Instructions, Single-Register and Multi Register Load-Store Instructions, Stack, Software Interrupt Instructions

UNIT –IV:
ARM Programming:
Simple C Programs using Function Calls, Pointers, Structures, Integer and Floating Point Arithmetic, Assembly Code using Instruction Scheduling, Register Allocation, Conditional Execution and Loops.

UNIT –V:
Memory Management:
Cache Architecture, Polices, Flushing and Caches, MMU, Page Tables, Translation, Access Permissions, Context Switch.

TEXT BOOKS:
1. ARM Systems Developer's Guides- Designing & Optimizing System Software – Andrew N. Sloss, Dominic Symes, Chris Wright, 2008, Elsevier.

REFERENCE BOOKS:
1. Embedded Microcomputer Systems, Real Time Interfacing – Jonathan W. Valvano – Brookes / Cole, 1999, Thomas Learning.

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M. Tech – I Year – I Sem. Embedded Systems

EMBEDDED REAL TIME OPERATING SYSTEMS

UNIT – I:
Introduction
Introduction to UNIX/LINUX, Overview of Commands, File I/O (open, create, close, lseek, read, write), Process Control (fork, vfork, exit, wait, waitpid, exec).

UNIT - II:
Real Time Operating Systems
Brief History of OS, Defining RTOS, The Scheduler, Objects, Services, Characteristics of RTOS, Defining a Task, asks States and Scheduling, Task Operations, Structure, Synchronization, Communication and Concurrency.
Defining Semaphores, Operations and Use, Defining Message Queue, States, Content, Storage, Operations and Use

UNIT - III:
Objects, Services and I/O
Pipes, Event Registers, Signals, Other Building Blocks, Component Configuration, Basic I/O Concepts, I/O Subsystem

UNIT - IV:
Exceptions, Interrupts and Timers
Exceptions, Interrupts, Applications, Processing of Exceptions and Spurious Interrupts, Real Time Clocks, Programmable Timers, Timer Interrupt Service Routines (ISR), Soft Timers, Operations.

UNIT - V:
Case Studies of RTOS
RT Linux, MicroC/OS-II, Vx Works, Embedded Linux, Tiny OS, and Basic Concepts of Android OS.

TEXT BOOKS:
1. Real Time Concepts for Embedded Systems – Qing Li, Elsevier, 2011

REFERENCE BOOKS:
1. Embedded Systems- Architecture, Programming and Design by Rajkamal, 2007, TMH.
2. Advanced UNIX Programming, Richard Stevens
3. Embedded Linux: Hardware, Software and Interfacing – Dr. Craig Hollabaugh

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M. Tech – I Year – I Sem. Embedded Systems

EMBEDDED C

UNIT – I:
Programming Embedded Systems in C
Introduction ,What is an embedded system, Which processor should you use, Which programming language should you use, Which operating system should you use, How do you develop embedded software, Conclusions
Introducing the 8051 Microcontroller Family
Introduction, What's in a name, The external interface of the Standard 8051, Reset requirements ,Clock frequency and performance, Memory issues, I/O pins, Timers, Interrupts, Serial interface, Power consumption ,Conclusions

UNIT – II:
Reading Switches
Introduction, Basic techniques for reading from port pins, Example: Reading and writing bytes, Example: Reading and writing bits (simple version), Example: Reading and writing bits (generic version), The need for pull-up resistors, Dealing with switch bounce, Example: Reading switch inputs (basic code), Example: Counting goats, Conclusions

UNIT – III:
Adding Structure to the Code
Introduction, Object-oriented programming with C, The Project Header (MAIN.H), The Port Header (PORT.H), Example: Restructuring the 'Hello Embedded World' example, Example: Restructuring the goat-counting example, Further examples, Conclusions

UNIT – IV:
Meeting Real-Time Constraints
Introduction, Creating 'hardware delays' using Timer 0 and Timer 1, Example: Generating a precise 50 ms delay, Example: Creating a portable hardware delay, Why not use Timer 2?, The need for 'timeout' mechanisms, Creating loop timeouts, Example: Testing loop timeouts, Example: A more reliable switch interface, Creating hardware timeouts, Example: Testing a hardware timeout, Conclusions

UNIT – V:
Case Study: Intruder Alarm System
Introduction, The software architecture, Key software components used in this example, running the program, the software, Conclusions

TEXT BOOKS:
1. Embedded C - Michael J. Pont, 2nd Ed., Pearson Education, 2008

REFERENCE BOOKS:
1. PICmicro MCU C-An introduction to programming, The Microchip PIC in CCS C - Nigel Gardner

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M. Tech – I Year – I Sem. Embedded Systems

ADVANCED COMPUTER ARCHITECTURE
(ELECTIVE -I)

UNIT -I:
Fundamentals of Computer Design:
Fundamentals of Computer design, Changing faces of computing and task of computer designer, Technology trends, Cost price and their trends, measuring and reporting performance, Quantitative principles of computer design, Amdahl's law.
Instruction set principles and examples- Introduction, classifying instruction set- memory addressing- type and size of operands, Operations in the instruction set.

UNIT –II:
Pipelines:
Introduction, basic RISC instruction set, Simple implementation of RISC instruction set, Classic five stage pipe lined RISC processor, Basic performance issues in pipelining, Pipeline hazards, Reducing pipeline branch penalties.
Memory Hierarchy Design:
Introduction, review of ABC of cache, Cache performance, Reducing cache miss penalty, Virtual memory.

UNIT -III:
Instruction Level Parallelism (ILP) - The Hardware Approach:
Instruction-Level parallelism, Dynamic scheduling, Dynamic scheduling using Tomasulo's approach, Branch prediction, High performance instruction delivery- Hardware based speculation.
ILP Software Approach:
Basic compiler level techniques, Static branch prediction, VLIW approach, Exploiting ILP, Parallelism at compile time, Cross cutting issues - Hardware verses Software.

UNIT –IV:
Multi Processors and Thread Level Parallelism:
Multi Processors and Thread level Parallelism- Introduction, Characteristics of application domain, Systematic shared memory architecture, Distributed shared – Memory architecture, Synchronization.

UNIT –V:
Inter Connection and Networks:
Introduction, Interconnection network media, Practical issues in interconnecting networks, Examples of inter connection, Cluster, Designing of clusters.
Intel Architecture: Intel IA-64 ILP in embedded and mobile markets Fallacies and pit falls.

TEXT BOOKS:
1. John L. Hennessy, David A. Patterson - Computer Architecture: A Quantitative Approach, 3rd Edition, an Imprint of Elsevier.

REFERENCE BOOKS:
1. John P. Shen and Miikko H. Lipasti -, Modern Processor Design : Fundamentals of Super Scalar Processors
2. Computer Architecture and Parallel Processing - Kai Hwang, Faye A.Brigs., MC Graw Hill.

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M. Tech – I Year – I Sem. Embedded Systems

VLSI TECHNOLOGY AND DESIGN
(ELECTIVE -I)

UNIT –I:
Review of Microelectronics and Introduction to MOS Technologies:
MOS, CMOS, BiCMOS Technology.

Basic Electrical Properties of MOS, CMOS & BiCMOS Circuits: $I_{ds} - V_{ds}$ relationships, Threshold Voltage V_T, G_m, G_{ds} and ω_o, Pass Transistor, MOS, CMOS & Bi CMOS Inverters, Z_{pu}/Z_{pd}, MOS Transistor circuit model, Latch-up in CMOS circuits.

UNIT –II:
Layout Design and Tools:
Transistor structures, Wires and Vias, Scalable Design rules, Layout Design tools.
Logic Gates & Layouts:
Static Complementary Gates, Switch Logic, Alternative Gate circuits, Low power gates, Resistive and Inductive interconnect delays.

UNIT –III:
Combinational Logic Networks:
Layouts, Simulation, Network delay, Interconnect design, Power optimization, Switch logic networks, Gate and Network testing.

UNIT –IV:
Sequential Systems:
Memory cells and Arrays, Clocking disciplines, Design, Power optimization, Design validation and testing.

UNIT –V:
Floor Planning:
Floor planning methods, Global Interconnect, Floor Plan Design, Off-chip connections.

TEXT BOOKS:
1. Essentials of VLSI Circuits and Systems, K. Eshraghian Eshraghian. D, A. Pucknell, 2005, PHI.
2. Modern VLSI Design – Wayne Wolf, 3rd Ed., 1997, Pearson Education.

REFERENCE BOOKS:
1. Introduction to VLSI Systems: A Logic, Circuit and System Perspective – Ming-BO Lin, CRC Press, 2011.
2. Principals of CMOS VLSI Design – N.H.E Weste, K. Eshraghian, 2nd Ed., Addison Wesley.

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EMBEDDED COMPUTING
(ELECTIVE – I)

UNIT –I:
Programming on Linux Platform:
System Calls, Scheduling, Memory Allocation, Timers, Embedded Linux, Root File System, Busy Box. **Operating System Overview**: Processes, Tasks, Threads, Multi-Threading, Semaphore, Message Queue.

UNIT –II:
Introduction to Software Development Tools:
GNU GCC, make, gdb, static and dynamic linking, C libraries, compiler options, code optimization switches, lint, code profiling tools,.

UNIT –III:
Interfacing Modules:
Sensor and actuator interface, data transfer and control, GPS, GSM module interfacing with data processing and display, OpenCV for machine vision, Audio signal processing.

UNIT –IV:
Networking Basics:
Sockets, ports, UDP, TCP/IP, client server model, socket programming, 802.11, Bluetooth, ZigBee, SSH, firewalls, network security.

UNIT –V:
IA32 Instruction Set: application binary interface, exception and interrupt handling, interrupt latency, assemblers, assembler directives, macros, simulation and debugging tools.

TEXT BOOKS:
1. Modern Embedded Computing - Peter Barry and Patrick Crowley, 1st Ed., Elsevier/Morgan Kaufmann, 2012.
2. Linux Application Development - Michael K. Johnson, Erik W. Troan, Adission Wesley, 1998.
3. Assembly Language for x86 Processors by Kip R. Irvine
4. Intel® 64 and IA-32 Architectures Software Developer Manuals

REFERENCE BOOKS:
1. Operating System Concepts by Abraham Silberschatz, Peter B. Galvin and Greg Gagne.
2. The Design of the UNIX Operating System by Maurice J. Bach Prentice-Hall
3. UNIX Network Programming by W. Richard Stevens

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M. Tech – I Year – I Sem. Embedded Systems

DIGITAL SYSTEM DESIGN
(ELECTIVE -II)

UNIT -I:
Minimization and Transformation of Sequential Machines:
The Finite State Model – Capabilities and limitations of FSM – State equivalence and machine minimization – Simplification of incompletely specified machines.
Fundamental mode model – Flow table – State reduction – Minimal closed covers – Races, Cycles and Hazards.

UNIT -II:
Digital Design:
Digital Design Using ROMs, PALs and PLAs , BCD Adder, 32 – bit adder, State graphs for control circuits, Scoreboard and Controller, A shift and add multiplier, Array multiplier, Keypad Scanner, Binary divider.

UNIT -III:
SM Charts:
State machine charts, Derivation of SM Charts, Realization of SM Chart, Implementation of Binary Multiplier, dice game controller.

UNIT -IV:
Fault Modeling & Test Pattern Generation:
Logic Fault model – Fault detection & Redundancy- Fault equivalence and fault location –Fault dominance – Single stuck at fault model – Multiple stuck at fault models –Bridging fault model.
Fault diagnosis of combinational circuits by conventional methods – Path sensitization techniques, Boolean Difference method – Kohavi algorithm – Test algorithms – D algorithm, PODEM, Random testing, Transition count testing, Signature analysis and test bridging faults.

UNIT -V:
Fault Diagnosis in Sequential Circuits:
Circuit Test Approach, Transition Check Approach – State identification and fault detection experiment, Machine identification, Design of fault detection experiment

TEXT BOOKS:
1. Fundamentals of Logic Design – Charles H. Roth, 5th Ed., Cengage Learning.
2. Digital Systems Testing and Testable Design – Miron Abramovici, Melvin A. Breuer and Arthur D. Friedman- John Wiley & Sons Inc.
3. Logic Design Theory – N. N. Biswas, PHI

REFERENCE BOOKS:
1. Switching and Finite Automata Theory – Z. Kohavi , 2nd Ed., 2001, TMH
2. Digital Design – Morris Mano, M.D.Ciletti, 4th Edition, PHI.
3. Digital Circuits and Logic Design – Samuel C. Lee , PHI

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SOFT COMPUTING TECHNIQUES
(ELECTIVE -II)

UNIT –I:
Introduction:
Approaches to intelligent control, Architecture for intelligent control, Symbolic reasoning system, Rule-based systems, the AI approach, Knowledge representation - Expert systems.

UNIT –II:
Artificial Neural Networks:
Concept of Artificial Neural Networks and its basic mathematical model, McCulloch-Pitts neuron model, simple perceptron, Adaline and Madaline, Feed-forward Multilayer Perceptron, Learning and Training the neural network, Data Processing: Scaling, Fourier transformation, principal-component analysis and wavelet transformations, Hopfield network, Self-organizing network and Recurrent network, Neural Network based controller.

UNIT –III:
Fuzzy Logic System:
Introduction to crisp sets and fuzzy sets, basic fuzzy set operation and approximate reasoning, Introduction to fuzzy logic modeling and control, Fuzzification, inferencing and defuzzification, Fuzzy knowledge and rule bases, Fuzzy modeling and control schemes for nonlinear systems, Self-organizing fuzzy logic control, Fuzzy logic control for nonlinear time delay system.

UNIT –IV:
Genetic Algorithm:
Basic concept of Genetic algorithm and detail algorithmic steps, Adjustment of free parameters, Solution of typical control problems using genetic algorithm, Concept on some other search techniques like Tabu search and Ant-colony search techniques for solving optimization problems.

UNIT –V:
Applications:
GA application to power system optimisation problem, Case studies: Identification and control of linear and nonlinear dynamic systems using MATLAB-Neural Network toolbox, Stability analysis of Neural-Network interconnection systems, Implementation of fuzzy logic controller using MATLAB fuzzy-logic toolbox, Stability analysis of fuzzy control systems.

TEXT BOOKS:
1. Introduction to Artificial Neural Systems - Jacek.M.Zurada, Jaico Publishing House, 1999.
2. Neural Networks and Fuzzy Systems - Kosko, B., Prentice-Hall of India Pvt. Ltd., 1994.

REFERENCE BOOKS:
1. Fuzzy Sets, Uncertainty and Information - Klir G.J. & Folger T.A., Prentice-Hall of India Pvt. Ltd., 1993.
2. Fuzzy Set Theory and Its Applications - Zimmerman H.J. Kluwer Academic Publishers, 1994.
3. Introduction to Fuzzy Control - Driankov, Hellendroon, Narosa Publishers.
4. Artificial Neural Networks - Dr. B. Yagananarayana, 1999, PHI, New Delhi.
5. Elements of Artificial Neural Networks - Kishan Mehrotra, Chelkuri K. Mohan, Sanjay Ranka, Penram International.
6. Artificial Neural Network –Simon Haykin, 2nd Ed., Pearson Education.
7. Introduction Neural Networks Using MATLAB 6.0 - S.N. Shivanandam, S. Sumati, S. N. Deepa,1/e, TMH, New Delhi.

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M. Tech – I Year – I Sem. Embedded Systems

ADVANCED OPERATING SYSTEMS
(ELECTIVE -II)

UNIT –I:
Introduction to Operating Systems:
Overview of computer system hardware, Instruction execution, I/O function, Interrupts, Memory hierarchy, I/O Communication techniques, Operating system objectives and functions, Evaluation of operating System

UNIT –II:
Introduction to UNIX and LINUX:
Basic commands & command arguments, Standard input, output, Input / output redirection, filters and editors, Shells and operations

UNIT –III:
System Calls:
System calls and related file structures, Input / Output, Process creation & termination.
Inter Process Communication
Introduction, file and record locking, Client – Server example, pipes, FIFOs, Streams & Messages, Name Spaces, Systems V IPC, Message queues, Semaphores, Shared Memory, Sockets & TLI.

UNIT –IV:
Introduction to Distributed Systems:
Goals of distributed system, Hardware and software concepts, Design issues.
Communication in Distributed Systems:
Layered protocols, ATM networks, Client - Server model, Remote procedure call and Group communication.

UNIT –V:
Synchronization in Distributed Systems:
Clock synchronization, Mutual exclusion, E-tech algorithms, Bully algorithm, Ring algorithm, Atomic transactions
Deadlocks:
Dead lock in distributed systems, Distributed dead lock prevention and distributed dead lock detection.

TEXT BOOKS:
1. The design of the UNIX Operating Systems – Maurice J. Bach, 1986, PHI.
2. Distributed Operating System - Andrew. S. Tanenbaum, 1994, PHI.
3. The Complete reference LINUX – Richard Peterson, 4th Ed., McGraw – Hill.

REFERENCE BOOKS:
1. Operating Systems: Internal and Design Principles - Stallings, 6th Ed., PE.
2. Modern Operating Systems, Andrew S Tanenbaum, 3rd Ed., PE.
3. Operating System Principles- Abraham Silberchatz, Peter B. Galvin, Greg Gagne, 7th Ed., John Wiley
4. UNIX User Guide – Ritchie & Yates.
5. UNIX Network Programming - W.Richard Stevens, 1998, PHI.

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EMBEDDED C LABORATORY

Note:
- Minimum of 10 experiments have to be conducted.
- The following programs have to be tested on 89C51 Development board/equivalent using Embedded C Language on Keil IDE or Equivalent.

1. Program to toggle all the bits of Port P1 continuously with 250 mS delay.
2. Program to toggle only the bit P1.5 continuously with some delay. Use Timer 0, mode 1 to create delay.
3. Program to interface a switch and a buzzer to two different pins of a Port such that the buzzer should sound as long as the switch is pressed.
4. Program to interface LCD data pins to port P1 and display a message on it.
5. Program to interface keypad. Whenever a key is pressed, it should be displayed on LCD.
6. Program to interface seven segment display unit.
7. Program to transmit a message from Microcontroller to PC serially using RS232.
8. Program to receive a message from PC serially using RS232.
9. Program to get analog input from Temperature sensor and display the temperature value on PC Monitor.
10. Program to interface Stepper Motor to rotate the motor in clockwise and anticlockwise directions
11. Program to Sort RTOS on to 89C51 development board.
12. Program to interface Elevator.

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HARDWARE - SOFTWARE CO-DESIGN

UNIT –I:
Co- Design Issues:
Co- Design Models, Architectures, Languages, A Generic Co-design Methodology.
Co- Synthesis Algorithms:
Hardware software synthesis algorithms: hardware – software partitioning distributed system co-synthesis.

UNIT –II:
Prototyping and Emulation:
Prototyping and emulation techniques, prototyping and emulation environments, future developments in emulation and prototyping architecture specialization techniques, system communication infrastructure

Target Architectures:
Architecture Specialization techniques, System Communication infrastructure, Target Architecture and Application System classes, Architecture for control dominated systems (8051-Architectures for High performance control), Architecture for Data dominated systems (ADSP21060, TMS320C60), Mixed Systems.

UNIT –III:
Compilation Techniques and Tools for Embedded Processor Architectures:
Modern embedded architectures, embedded software development needs, compilation technologies, practical consideration in a compiler development environment.

UNIT –IV:
Design Specification and Verification:
Design, co-design, the co-design computational model, concurrency coordinating concurrent computations, interfacing components, design verification, implementation verification, verification tools, interface verification

UNIT –V:
Languages for System – Level Specification and Design-I:
System – level specification, design representation for system level synthesis, system level specification languages,
Languages for System – Level Specification and Design-II:
Heterogeneous specifications and multi language co-simulation, the cosyma system and lycos system.

TEXT BOOKS:
1. Hardware / Software Co- Design Principles and Practice – Jorgen Staunstrup, Wayne Wolf – 2009, Springer.
2. Hardware / Software Co- Design - Giovanni De Micheli, Mariagiovanna Sami, 2002, Kluwer Academic Publishers

REFERENCE BOOKS:
1. A Practical Introduction to Hardware/Software Co-design -Patrick R. Schaumont - 2010 – Springer

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DIGITAL SIGNAL PROCESSORS AND ARCHITECTURES

UNIT –I:
Introduction to Digital Signal Processing:
Introduction, a Digital signal-processing system, the sampling process, discrete time sequences. Discrete Fourier Transform (DFT) and Fast Fourier Transform (FFT), Linear time-invariant systems, Digital filters, Decimation and interpolation.
Computational Accuracy in DSP Implementations:
Number formats for signals and coefficients in DSP systems, Dynamic Range and Precision, Sources of error in DSP implementations, A/D Conversion errors, DSP Computational errors, D/A Conversion Errors, Compensating filter.

UNIT –II:
Architectures for Programmable DSP Devices:
Basic Architectural features, DSP Computational Building Blocks, Bus Architecture and Memory, Data Addressing Capabilities, Address Generation UNIT, Programmability and Program Execution, Speed Issues, Features for External interfacing.

UNIT -III:
Programmable Digital Signal Processors:
Commercial Digital signal-processing Devices, Data Addressing modes of TMS320C54XX DSPs, Data Addressing modes of TMS320C54XX Processors, Memory space of TMS320C54XX Processors, Program Control, TMS320C54XX Instructions and Programming, On-Chip Peripherals, Interrupts of TMS320C54XX Processors, Pipeline Operation of TMS320C54XX Processors.

UNIT –IV:
Analog Devices Family of DSP Devices:
Analog Devices Family of DSP Devices – ALU and MAC block diagram, Shifter Instruction, Base Architecture of ADSP 2100, ADSP-2181 high performance Processor.
Introduction to Black fin Processor - The Black fin Processor, Introduction to Micro Signal Architecture, Overview of Hardware Processing Units and Register files, Address Arithmetic Unit, Control Unit, Bus Architecture and Memory, Basic Peripherals.

UNIT –V:
Interfacing Memory and I/O Peripherals to Programmable DSP Devices:
Memory space organization, External bus interfacing signals, Memory interface, Parallel I/O interface, Programmed I/O, Interrupts and I/O, Direct memory access (DMA).

TEXT BOOKS:
1. Digital Signal Processing – Avtar Singh and S. Srinivasan, Thomson Publications, 2004.
2. A Practical Approach To Digital Signal Processing - K Padmanabhan, R. Vijayarajeswaran, Ananthi. S, New Age International, 2006/2009
3. Embedded Signal Processing with the Micro Signal Architecture: Woon-Seng Gan, Sen M. Kuo, Wiley-IEEE Press, 2007

REFERENCE BOOKS:
1. Digital Signal Processors, Architecture, Programming and Applications – B. Venkataramani and M. Bhaskar, 2002, TMH.
2. Digital Signal Processing – Jonatham Stein, 2005, John Wiley.
3. DSP Processor Fundamentals, Architectures & Features – Lapsley et al. 2000, S. Chand & Co.
4. Digital Signal Processing Applications Using the ADSP-2100 Family by The Applications Engineering Staff of Analog Devices, DSP Division, Edited by Amy Mar, PHI
5. The Scientist and Engineer's Guide to Digital Signal Processing by Steven W. Smith, Ph.D., California Technical Publishing, ISBN 0-9660176-3-3, 1997
6. Embedded Media Processing by David J. Katz and Rick Gentile of Analog Devices, Newnes , ISBN 0750679123, 2005

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EMBEDDED NETWORKING

UNIT –I:
Embedded Communication Protocols:
Embedded Networking: Introduction – Serial/Parallel Communication – Serial communication protocols -RS232 standard – RS485 – Synchronous Serial Protocols -Serial Peripheral Interface (SPI) – Inter Integrated Circuits (I2C) – PC Parallel port programming - ISA/PCI Bus protocols – Firewire.

UNIT –II:
USB and CAN Bus:
USB bus – Introduction – Speed Identification on the bus – USB States – USB bus communication: Packets –Data flow types –Enumeration –Descriptors –PIC 18 Microcontroller USB Interface – C Programs –CAN Bus – Introduction - Frames –Bit stuffing –Types of errors –Nominal Bit Timing – PIC microcontroller CAN Interface –A simple application with CAN.

UNIT –III:
Ethernet Basics:
Elements of a network – Inside Ethernet – Building a Network: Hardware options – Cables, Connections and network speed – Design choices: Selecting components –Ethernet Controllers – Using the internet in local and internet communications – Inside the Internet protocol.

UNIT –IV:
Embedded Ethernet:
Exchanging messages using UDP and TCP – Serving web pages with Dynamic Data – Serving web pages that respond to user Input – Email for Embedded Systems – Using FTP – Keeping Devices and Network secure.

UNIT –V:
Wireless Embedded Networking:
Wireless sensor networks – Introduction – Applications – Network Topology – Localization –Time Synchronization - Energy efficient MAC protocols –SMAC – Energy efficient and robust routing – Data Centric routing.

TEXT BOOKS:
1. Embedded Systems Design: A Unified Hardware/Software Introduction - Frank Vahid, Tony Givargis, John & Wiley Publications, 2002
2. Parallel Port Complete: Programming, interfacing and using the PCs parallel printer port - Jan Axelson, Penram Publications, 1996.

REFERENCE BOOKS:
1. Advanced PIC microcontroller projects in C: from USB to RTOS with the PIC18F series - Dogan Ibrahim, Elsevier 2008.
2. Embedded Ethernet and Internet Complete - Jan Axelson, Penram publications, 2003.
3. Networking Wireless Sensors - Bhaskar Krishnamachari, Cambridge press 2005.

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CPLD AND FPGA ARCHITECTURES AND APPLICATIONS

UNIT-I:
Introduction to Programmable Logic Devices:
Introduction, Simple Programmable Logic Devices – Read Only Memories, Programmable Logic Arrays, Programmable Array Logic, Programmable Logic Devices/Generic Array Logic; Complex Programmable Logic Devices – Architecture of Xilinx Cool Runner XCR3064XL CPLD, CPLD Implementation of a Parallel Adder with Accumulation.

UNIT-II:
Field Programmable Gate Arrays:
Organization of FPGAs, FPGA Programming Technologies, Programmable Logic Block Architectures, Programmable Interconnects, Programmable I/O blocks in FPGAs, Dedicated Specialized Components of FPGAs, Applications of FPGAs.

UNIT -III:
SRAM Programmable FPGAs:
Introduction, Programming Technology, Device Architecture, The Xilinx XC2000, XC3000 and XC4000 Architectures.

UNIT -IV:
Anti-Fuse Programmed FPGAs:
Introduction, Programming Technology, Device Architecture, The Actel ACT1, ACT2 and ACT3 Architectures.

UNIT -V:
Design Applications:
General Design Issues, Counter Examples, A Fast Video Controller, A Position Tracker for a Robot Manipulator, A Fast DMA Controller, Designing Counters with ACT devices, Designing Adders and Accumulators with the ACT Architecture.

TEXT BOOKS:
1. Field Programmable Gate Array Technology - Stephen M. Trimberger, Springer International Edition.
2. Digital Systems Design - Charles H. Roth Jr, Lizy Kurian John, Cengage Learning.

REFERENCE BOOKS:
1. Field Programmable Gate Arrays - John V. Oldfield, Richard C. Dorf, Wiley India.
2. Digital Design Using Field Programmable Gate Arrays - Pak K. Chan/Samiha Mourad, Pearson Low Price Edition.
3. Digital Systems Design with FPGAs and CPLDs - Ian Grout, Elsevier, Newnes.
4. FPGA based System Design - Wayne Wolf, Prentice Hall Modern Semiconductor Design Series.

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SENSORS AND ACTUATORS
(ELECTIVE –III)

UNIT -I:
Sensors / Transducers: Principles – Classification – Parameters – Characteristics - Environmental Parameters (EP) – Characterization
Mechanical and Electromechanical Sensors: Introduction – Resistive Potentiometer – Strain Gauge – Resistance Strain Gauge – Semiconductor Strain Gauges -Inductive Sensors: Sensitivity and Linearity of the Sensor –Types-Capacitive Sensors:– Electrostatic Transducer– Force/Stress Sensors Using Quartz Resonators – Ultrasonic Sensors

UNIT –II:
Thermal Sensors: Introduction – Gas thermometric Sensors – Thermal Expansion Type Thermometric Sensors – Acoustic Temperature Sensor – Dielectric Constant and Refractive Index thermosensors – Helium Low Temperature Thermometer – Nuclear Thermometer – Magnetic Thermometer – Resistance Change Type Thermometric Sensors –Thermoemf Sensors– Junction Semiconductor Types– Thermal Radiation Sensors –Quartz Crystal Thermoelectric Sensors – NQR Thermometry – Spectroscopic Thermometry – Noise Thermometry – Heat Flux Sensors
Magnetic sensors: Introduction – Sensors and the Principles Behind – Magneto-resistive Sensors – Anisotropic Magnetoresistive Sensing – Semiconductor Magnetoresistors– Hall Effect and Sensors – Inductance and Eddy Current Sensors– Angular/Rotary Movement Transducers – Synchros – Synchro-resolvers - Eddy Current Sensors – Electromagnetic Flowmeter – Switching Magnetic Sensors SQUID Sensors

UNIT -III:
Radiation Sensors: Introduction – Basic Characteristics – Types of Photosensistors/Photo detectors– X-ray and Nuclear Radiation Sensors– Fiber Optic Sensors
Electro analytical Sensors: Introduction – The Electrochemical Cell – The Cell Potential - Standard Hydrogen Electrode (SHE) – Liquid Junction and Other Potentials – Polarization – Concentration Polarization-– Reference Electrodes - Sensor Electrodes – Electro ceramics in Gas Media .

UNIT -IV:
Smart Sensors: Introduction – Primary Sensors – Excitation – Amplification – Filters – Converters – Compensation– Information Coding/Processing - Data Communication – Standards for Smart Sensor Interface – The Automation
Sensors –Applications: Introduction – On-board Automobile Sensors (Automotive Sensors)– Home Appliance Sensors – Aerospace Sensors –– Sensors for Manufacturing –Sensors for environmental Monitoring

UNIT -V:
Actuators: Pneumatic and Hydraulic Actuation Systems- Actuation systems – Pneumatic and hydraulic systems - Directional Control valves – Presure control valves – Cylinders - Servo and proportional control valves – Process control valves – Rotary actuators
Mechanical Actuation Systems- Types of motion – Kinematic chains – Cams – Gears – Ratchet and pawl – Belt and chain drives – Bearings – Mechanical aspects of motor selection
Electrical Actuation Systems-Electrical systems -Mechanical switches – Solid-state switches Solenoids – D.C. Motors – A.C. motors – Stepper motors

TEXT BOOKS:
1. D. Patranabis – "Sensors and Transducers" –PHI Learning Private Limited.
2. W. Bolton – "Mechatronics" –Pearson Education Limited.

REFERENCE BOOKS:
1. Sensors and Actuators – D. Patranabis – 2nd Ed., PHI, 2013.

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WIRELESS COMMUNICATIONS AND NETWORKS
(ELECTIVE –III)

UNIT -I:
The Cellular Concept-System Design Fundamentals: Introduction, Frequency Reuse, Channel Assignment Strategies, Handoff Strategies- Prioritizing Handoffs, Practical Handoff Considerations, Interference and system capacity – Co channel Interference and system capacity, Channel planning for Wireless Systems, Adjacent Channel interference , Power Control for Reducing interference, Trunking and Grade of Service, Improving Coverage & Capacity in Cellular Systems- Cell Splitting, Sectoring .

UNIT –II:
Mobile Radio Propagation: Large-Scale Path Loss: Introduction to Radio Wave Propagation, Free Space Propagation Model, Relating Power to Electric Field, The Three Basic Propagation Mechanisms, Reflection-Reflection from Dielectrics, Brewster Angle, Reflection from prefect conductors, Ground Reflection (Two-Ray) Model, Diffraction-Fresnel Zone Geometry, Knife-edge Diffraction Model, Multiple knife-edge Diffraction, Scattering, Outdoor Propagation Models- Longley-Ryce Model, Okumura Model, Hata Model, PCS Extension to Hata Model, Walfisch and Bertoni Model, Wideband PCS Microcell Model, Indoor Propagation Models-Partition losses (Same Floor), Partition losses between Floors, Log-distance path loss model, Ericsson Multiple Breakpoint Model, Attenuation Factor Model, Signal penetration into buildings, Ray Tracing and Site Specific Modeling.

UNIT –III:
Mobile Radio Propagation: Small –Scale Fading and Multipath: Small Scale Multipath propagation-Factors influencing small scale fading, Doppler shift, Impulse Response Model of a multipath channel- Relationship between Bandwidth and Received power, Small-Scale Multipath Measurements-Direct RF Pulse System, Spread Spectrum Sliding Correlator Channel Sounding, Frequency Domain Channels Sounding, Parameters of Mobile Multipath Channels-Time Dispersion Parameters, Coherence Bandwidth, Doppler Spread and Coherence Time, Types of Small-Scale Fading-Fading effects Due to Multipath Time Delay Spread, Flat fading, Frequency selective fading, Fading effects Due to Doppler Spread-Fast fading, slow fading, Statistical Models for multipath Fading Channels-Clarke's model for flat fading, spectral shape due to Doppler spread in Clarke's model, Simulation of Clarke and Gans Fading Model, Level crossing and fading statistics, Two-ray Rayleigh Fading Model.

UNIT -IV:
Equalization and Diversity: Introduction, Fundamentals of Equalization, Training A Generic Adaptive Equalizer, Equalizers in a communication Receiver, Linear Equalizers, Non linear Equalization-Decision Feedback Equalization (DFE), Maximum Likelihood Sequence Estimation (MLSE) Equalizer, Algorithms for adaptive equalization-Zero Forcing Algorithm, Least Mean Square Algorithm, Recursive least squares algorithm. Diversity Techniques-Derivation of selection Diversity improvement, Derivation of Maximal Ratio Combining improvement, Practical Space Diversity Consideration-Selection Diversity, Feedback or Scanning Diversity, Maximal Ratio Combining, Equal Gain Combining, Polarization Diversity, Frequency Diversity, Time Diversity, RAKE Receiver.

UNIT -V:
Wireless Networks: Introduction to wireless Networks, Advantages and disadvantages of Wireless Local Area Networks, WLAN Topologies, WLAN Standard IEEE 802.11,IEEE 802.11 Medium Access Control, Comparision of IEEE 802.11 a,b,g and n standards, IEEE 802.16 and its enhancements, Wireless PANs, Hiper Lan, WLL.

TEXT BOOKS:
1. Wireless Communications, Principles, Practice – Theodore, S. Rappaport, 2nd Ed., 2002, PHI.
2. Wireless Communications-Andrea Goldsmith, 2005 Cambridge University Press.
3. Mobile Cellular Communication – Gottapu Sasibhushana Rao, Pearson Education, 2012.

REFERENCE BOOKS:

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1.　Principles of Wireless Networks – Kaveh Pah Laven and P. Krishna Murthy, 2002, PE
2.　Wireless Digital Communications – Kamilo Feher, 1999, PHI.
3.　Wireless Communication and Networking – William Stallings, 2003, PHI.
4.　Wireless Communication – Upen Dalal, Oxford Univ. Press
5.　Wireless Communications and Networking – Vijay K. Gary, Elsevier.

JNTUWORLD

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M. Tech – I Year – II Sem. Embedded Systems

NETWORK SECURITY AND CRYPTOGRAPHY
(ELECTIVE – III)

UNIT –I:
Introduction: Attacks, Services and Mechanisms, Security attacks, Security services, A Model for Internetwork security.Classical Techniques: Conventional Encryption model, Steganography, Classical Encryption Techniques.

UNIT –II:
Modern Techniques: Simplified DES, Block Cipher Principles, Data Encryption standard, Strength of DES, Differential and Linear Cryptanalysis, Block Cipher Design Principles and Modes of operations.
Algorithms: Triple DES, International Data Encryption algorithm, Blowfish, RC5, CAST-128, RC2, Characteristics of Advanced Symmetric block cifers.
Conventional Encryption: Placement of Encryption function, Traffic confidentiality, Key distribution, Random Number Generation.
Public Key Cryptography: Principles, RSA Algorithm, Key Management, Diffie-Hellman Key exchange, Elliptic Curve Cryptography.

UNIT –III:
Number Theory: Prime and Relatively prime numbers, Modular arithmetic, Fermat's and Euler's theorems, Testing for primality, Euclid's Algorithm, the Chinese remainder theorem, Discrete logarithms.
Message authentication and Hash Functions: Authentication requirements and functions, Message Authentication, Hash functions, Security of Hash functions and MACs.

UNIT –IV:
Hash and Mac Algorithms: MD File, Message digest Algorithm, Secure Hash Algorithm, RIPEMD-160, HMAC. **Digital signatures and Authentication Protocols**: Digital signatures, Authentication Protocols, Digital signature standards.
Authentication Applications: Kerberos, X.509 directory Authentication service.Electronic Mail Security: Pretty Good Privacy, S/MIME.

UNIT –V:
IP Security: Overview, Architecture, Authentication, Encapsulating Security Payload, Combining security Associations, Key Management.
Web Security: Web Security requirements, Secure sockets layer and Transport layer security, Secure Electronic Transaction.
Intruders, Viruses and Worms: Intruders, Viruses and Related threats.
Fire Walls: Fire wall Design Principles, Trusted systems.

TEXT BOOKS:
1. Cryptography and Network Security: Principles and Practice - William Stallings, Pearson Education.
2. Network Security Essentials (Applications and Standards) by William Stallings Pearson Education.

REFERENCE BOOKS:
1. Fundamentals of Network Security by Eric Maiwald (Dreamtech press)
2. Network Security - Private Communication in a Public World by Charlie Kaufman, Radia Perlman and Mike Speciner, Pearson/PHI.
3. Principles of Information Security, Whitman, Thomson.
4. Network Security: The complete reference, Robert Bragg, Mark Rhodes, TMH
5. Introduction to Cryptography, Buchmann, Springer.

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MULTI MEDIA AND SIGNAL CODING
(ELECTIVE -IV)

UNIT -I:
Introduction to Multimedia: Multimedia, World Wide Web, Overview of Multimedia Tools, Multimedia Authoring, Graphics/ Image Data Types, and File Formats.
Color in Image and Video: Color Science – Image Formation, Camera Systems, Gamma Correction, Color Matching Functions, CIE Chromaticity Diagram, Color Monitor Specifications, Out-of-Gamut Colors, White Point Correction, XYZ to RGB Transform, Transform with Gamma Correction, L*A*B* Color Model. Color Models in Images – RGB Color Model for CRT Displays, Subtractive Color: CMY Color Model, Transformation from RGB to CMY, Under Color Removal: CMYK System, Printer Gamuts, Color Models in Video – Video Color Transforms, YUV Color Model, YIQ Color Model, Ycbcr Color Model.

UNIT -II:
Video Concepts: Types of Video Signals, Analog Video, Digital Video.
Audio Concepts: Digitization of Sound, Quantization and Transmission of Audio.

UNIT -III:
Compression Algorithms:
Lossless Compression Algorithms: Run Length Coding, Variable Length Coding, Arithmetic Coding, Lossless JPEG, Image Compression.
Lossy Image Compression Algorithms: Transform Coding: KLT And DCT Coding, Wavelet Based Coding.
Image Compression Standards: JPEG and JPEG2000.

UNIT -IV:
Video Compression Techniques: Introduction to Video Compression, Video Compression Based on Motion Compensation, Search for Motion Vectors, H.261- Intra-Frame and Inter-Frame Coding, Quantization, Encoder and Decoder, Overview of MPEG1 and MPEG2.

UNIT -V:
Audio Compression Techniques: ADPCM in Speech Coding, G.726 ADPCM, Vocoders – Phase Insensitivity, Channel Vocoder, Formant Vocoder, Linear Predictive Coding, CELP, Hybrid Excitation Vocoders, MPEG Audio – MPEG Layers, MPEG Audio Strategy, MPEG Audio Compression Algorithms, MPEG-2 AAC, MPEG-4 Audio.

TEXT BOOKS:
1. Fundamentals of Multimedia – Ze- Nian Li, Mark S. Drew, PHI, 2010.
2. Multimedia Signals & Systems – Mrinal Kr. Mandal Springer International Edition 1st Edition, 2009

REFERENCE BOOKS:
1. Multimedia Communication Systems – Techniques, Stds& Netwroks K.R. Rao, Zorans. Bojkoric, Dragorad A.Milovanovic, 1st Edition, 2002.
2. Fundamentals of Multimedia Ze- Nian Li, Mark S.Drew, Pearson Education (LPE), 1st Edition, 2009.
3. Multimedia Systems John F. Koegel Bufond Pearson Education (LPE), 1st Edition, 2003.
4. Digital Video Processing – A. Murat Tekalp, PHI, 1996.
5. Video Processing and Communications – Yaowang, Jorn Ostermann, Ya-QinZhang, Pearson, 2002

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SYSTEM ON CHIP ARCHITECTURE
(ELECTIVE -IV)

UNIT –I:
Introduction to the System Approach:
System Architecture, Components of the system, Hardware & Software, Processor Architectures, Memory and Addressing. System level interconnection, An approach for SOC Design, System Architecture and Complexity.

UNIT –II:
Processors:
Introduction , Processor Selection for SOC, Basic concepts in Processor Architecture, Basic concepts in Processor Micro Architecture, Basic elements in Instruction handling. Buffers: minimizing Pipeline Delays, Branches, More Robust Processors, Vector Processors and Vector Instructions extensions, VLIW Processors, Superscalar Processors.

UNIT –III:
Memory Design for SOC:
Overview of SOC external memory, Internal Memory, Size, Scratchpads and Cache memory, Cache Organization, Cache data, Write Policies, Strategies for line replacement at miss time, Types of Cache, Split – I, and D – Caches, Multilevel Caches, Virtual to real translation , SOC Memory System, Models of Simple Processor – memory interaction.

UNIT -IV:
Interconnect Customization and Configuration:
Inter Connect Architectures, Bus: Basic Architectures, SOC Standard Buses , Analytic Bus Models, Using the Bus model, Effects of Bus transactions and contention time. SOC Customization: An overview, Customizing Instruction Processor, Reconfiguration Technologies, Mapping design onto Reconfigurable devices, Instance- Specific design, Customizable Soft Processor, Reconfiguration - overhead analysis and trade-off analysis on reconfigurable Parallelism.

UNIT –V:
Application Studies / Case Studies:
SOC Design approach, AES algorithms, Design and evaluation, Image compression – JPEG compression.

TEXT BOOKS:
1. Computer System Design System-on-Chip - Michael J. Flynn and Wayne Luk, Wiely India Pvt. Ltd.
2. ARM System on Chip Architecture – Steve Furber –2nd Ed., 2000, Addison Wesley Professional.

REFERENCE BOOKS:
1. Design of System on a Chip: Devices and Components – Ricardo Reis, 1st Ed., 2004, Springer
2. Co-Verification of Hardware and Software for ARM System on Chip Design (Embedded Technology) – Jason Andrews – Newnes, BK and CDROM.
3. System on Chip Verification – Methodologies and Techniques –Prakash Rashinkar, Peter Paterson and Leena Singh L, 2001, Kluwer Academic Publishers.

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WIRELESS LANS AND PANS
(ELECTIVE-IV)

UNIT –I:
Wireless System & Random Access Protocols:
Introduction, First and Second Generation Cellular Systems, Cellular Communications from 1G to 3G, Wireless 4G systems, The Wireless Spectrum; Random Access Methods: Pure ALOHA, Slotted ALOHA, Carrier Sense Multiple Access (CSMA), Carrier Sense Multiple Access with Collision Detection (CSMA/CD), Carrier Sense Multiple Access with Collision Avoidance (CSMA/CA).

UNIT –II:
Wireless LANs:
Introduction, importance of Wireless LANs, WLAN Topologies, Transmission Techniques: Wired Networks, Wireless Networks, comparison of wired and Wireless LANs; WLAN Technologies: Infrared technology, UHF narrowband technology, Spread Spectrum technology

UNIT –III:
The IEEE 802.11 Standard for Wireless LANs:
Network Architecture, Physical layer, The Medium Access Control Layer; MAC Layer issues: Hidden Terminal Problem, Reliability, Collision avoidance, Congestion avoidance, Congestion control, Security, The IEEE 802.11e MAC protocol

UNIT –IV:
Wireless PANs:
Introduction, importance of Wireless PANs, The Bluetooth technology: history and applications, technical overview, the Bluetooth specifications, piconet synchronization and Bluetooth clocks, Master-Slave Switch; Bluetooth security; Enhancements to Bluetooth: Bluetooth interference issues, Intra and Inter Piconet scheduling, Bridge selection, Traffic Engineering, QoS and Dynamics Slot Assigment, Scatternet formation.

UNIT –V:
The IEEE 802.15 working Group for WPANs:
The IEEE 802.15.3, The IEEE 802.15.4, ZigBee Technology, ZigBee components and network topologies, The IEEE 802.15.4 LR-WPAN Device architecture: Physical Layer, Data Link Layer, The Network Layer, Applications; IEEE 802.15.3a Ultra wideband.

TEXT BOOKS:
1. Ad Hoc and Sensor Networks - Carlos de Morais Cordeiro and Dharma Prakash Agrawal, World Scientific, 2011.
2. Wireless Communications and Networking - Vijay K.Garg, Morgan Kaufmann Publishers, 2009.

REFERENCE BOOKS:
1. Wireless Networks - Kaveh Pahlaram, Prashant Krishnamurthy, PHI, 2002.
2. Wireless Communication- Marks Ciampor, Jeorge Olenewa, Cengage Learning, 2007.

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EMBEDDED SYSTEMS LABORATORY

Note:
  A. The following programs are to be implemented on ARM based Processors/Equivalent.
  B. Minimum of 10 programs from Part –I and 6 programs from Part -II are to be conducted.

PART- I:

The following Programs are to be implemented on ARM Processor
   1. Simple Assembly Program for
         a. Addition | Subtraction | Multiplication | Division
         b. Operating Modes, System Calls and Interrupts
         c. Loops, Branches
   2. Write an Assembly programs to configure and control General Purpose Input/Output (GPIO) port pins.
   3. Write an Assembly programs to read digital values from external peripherals and execute them with the Target board.
   4. Program for reading and writing of a file
   5. Program to demonstrate Time delay program using built in Timer / Counter feature on IDE environment
   6. Program to demonstrates a simple interrupt handler and setting up a timer
   7. Program demonstrates setting up interrupt handlers. Press button to generate an interrupt and trace the program flow with debug terminal.
   8. Program to Interface 8 Bit LED and Switch Interface
   9. Program to implement Buzzer Interface on IDE environment
   10. Program to Displaying a message in a 2 line x 16 Characters LCD display and verify the result in debug terminal.
   11. Program to demonstrate I2C Interface on IDE environment
   12. Program to demonstrate I2C Interface – Serial EEPROM
   13. Demonstration of Serial communication. Transmission from Kit and reception from PC using Serial Port on IDE environment use debug terminal to trace the program.
   14. Generation of PWM Signal
   15. Program to demonstrate SD-MMC Card Interface.

PART- II:
Write the following programs to understand the use of RTOS with ARM Processor on IDE Environment using ARM Tool chain and Library:
   1. Create an application that creates two tasks that wait on a timer whilst the main task loops.
   2. Write an application that creates a task which is scheduled when a button is pressed, which illustrates the use of an event set between an ISR and a task
   3. Write an application that Demonstrates the interruptible ISRs(Requires timer to have higher priority than external interrupt button)
   4. a).Write an application to Test message queues and memory blocks.
       b).Write an application to Test byte queues
   5. Write an application that creates two tasks of the same priority and sets the time slice period to illustrate time slicing.

Interfacing Programs:
   6. Write an application that creates a two task to Blinking two different LEDs at different timings
   7. Write an application that creates a two task displaying two different messages in LCD display in two lines.
   8. Sending messages to mailbox by one task and reading the message from mailbox by another task.
   9. Sending message to PC through serial port by three different tasks on priority Basis.
   10. Basic Audio Processing on IDE environment.