



INSTITUTE OF AERONAUTICAL ENGINEERING

(AUTONOMOUS)

Dundigal, Hyderabad - 500 043

ELECTRONICS AND COMMUNICATION ENGINEERING

COURSE DESCRIPTION FORM

Course Title	EMBEDDED SYSTEM ARCHITECTURE			
Course Code	BES004			
Regulation	R16 -AUTONOMOUS			
Course Structure	Lectures	Tutorials	Practical's	Credits
	3	-	-	3
Course Coordinator	ECE			
Team of Instructors	Ms. Anitha.P,AssistantProfessor, ECE			

I. COURSE OVERVIEW:

This course starts by introducing some basic ideas of embedded systems design paradigms, architectures. Subsequently the course covers important concepts like interpret possibilities and challenges, both with respect to software and hardware. In later units analysis of a system both as whole and in the included parts, to understand how these parts interact in the functionality and properties of the system.

II. PREREQUISITE(S):

Level	Credits	Periods/ Week	Prerequisites
PG	3	3	Embedded System & Architecture

III. MARKS DISTRIBUTION:

Sessional Marks	University End Exam Marks	Total Marks
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Midterm Test There shall be two midterm examinations. Each midterm examination consists of essay paper and assignment. The essay paper is for 25 marks of 120 minutes duration and shall contain 4 questions. The student has to answer 2 questions, each carrying 5 marks. First midterm examination shall be conducted for the first two and half units of syllabus and second midterm examination shall be conducted for the remaining portion. Five marks are marked for assignments. There shall be two assignments in	70	100
Sessional Marks	University End Exam Marks	Total Marks
every theory course. Assignments are usually issued at the time of commencement of the semester. These are of problem solving in nature with critical thinking. Marks shall be awarded considering the average of two midterm tests in each course.		

IV. EVALUATION SCHEME:

S. No	Component	Duration	Marks
1.	I Mid Examination	120 minutes	25
2.	I Assignment	-	5
3.	II Mid Examination	120 minutes	25
4.	II Assignment	-	5
5.	External Examination	3 hours	70

V. COURSE OBJECTIVES:

At the end of the course, the students will be able to:

- I. Understanding of fundamental embedded systems design paradigms, architectures. II. Interpret possibilities and challenges, both with respect to software and hardware.
- III. Analyze a system both as whole and in the included parts, to understand how these parts interact in the functionality and properties of the system.

VI. COURSE OUTCOMES:

After completing this course the student must demonstrate the knowledge and ability to:

1. Understanding the basic concepts of embedded system.
2. Analysis of processor hardware.
3. Interpretation of memory management.
4. Application of software in embedded system.
5. Designing of models.

VII. HOW PROGRAM OUTCOMES ARE ASSESSED:

Program Outcomes	Level	Proficiency assessed by
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PO1	Engineering Knowledge Apply the knowledge of mathematics, science, engineering fundamentals, and an engineering specialization to the solution of complex engineering problems	H	Assignments, Tutorials
PO2	Problem Analysis Identify, formulate, review research literature, and analyze complex engineering problems reaching substantiated conclusions using first principles of mathematics, natural sciences, and engineering sciences	S	Assignments
PO3	Design/Development of Solutions Design solutions for complex engineering problems and design system components or processes that	H	Mini Projects
Program Outcomes		Level	Proficiency assessed by
	meet the specified needs with appropriate consideration for the public health and safety, and the cultural, societal, and environmental considerations		
PO4	Conduct Investigations of Complex Problems Use research-based knowledge and research methods including design of experiments, analysis and interpretation of data, and synthesis of the information to provide valid conclusions	H	Projects
PO5	Modern Tool Usage Create, select, and apply appropriate techniques, resources, and modern engineering and IT tools including prediction and modeling to complex engineering activities with an understanding of the limitations	S	Projects
PO6	The Engineer and Society Apply reasoning informed by the contextual knowledge to assess societal, health, safety, legal and cultural issues and the consequent responsibilities relevant to the professional engineering practice	N	--
PO7	Environment and Sustainability Understand the impact of the professional engineering solutions in societal and environmental contexts, and demonstrate the knowledge of, and need for sustainable development	S	Assignments
PO8	Ethics Apply ethical principles and commit to professional ethics and responsibilities and norms of the engineering practice	S	Oral Discussions
PO9	Individual and Team Work Function effectively as an individual, and as a member or leader in diverse teams, and in multidisciplinary settings	N	--
PO10	Communication Communicate effectively on complex engineering activities with the engineering community and with society at large, such as, being able to comprehend and write effective reports and design documentation, make effective presentations, and give and receive clear instructions	S	Presentations
PO11	Project Management and Finance Demonstrate knowledge and understanding of the engineering and management principles and apply these to one's own work, as a member and leader in a team, to manage projects and in multidisciplinary environments	S	Seminars, Discussions
PO12	Life-long Learning Recognize the need for, and have the preparation and ability to engage in independent and life-long learning in the broadest context of technological change	H	Development of Prototype, Projects

N - None S - Supportive H - Highly Related

VIII. HOW PROGRAM SPECIFIC OUTCOMES ARE ASSESSED:

Program Specific Outcomes	Level	Proficiency assessed by
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PSO1	Professional Skills: An ability to understand the basic concepts in Electronics & Communication Engineering and to apply them to various areas, like Electronics, Communications, Signal processing, VLSI, Embedded systems etc., in the design and implementation of complex systems.	H	Lectures, Assignments
PSO2	Problem-solving skills: An ability to solve complex Electronics and communication Engineering problems, using latest hardware and software tools, along with analytical skills to arrive cost effective and appropriate solutions.	S	Tutorials
PSO3	Successful career and Entrepreneurship: An understanding of social-awareness & environmental-wisdom along with ethical responsibility to have a successful career and to sustain passion and zeal for real-world	S	Seminars and Projects
Program Specific Outcomes		Level	Proficiency assessed by
	applications using optimal resources as an Entrepreneur.		
N - None		S - Supportive	H - Highly Related

IX. SYLLABUS:

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UNIT -I:

INTRODUCTION TO EMBEDDED SYSTEMS: -Embedded system model, embedded standards, block diagrams, powering the hardware: Embedded board using von Neuman model.

EMBEDDED PROCESSORS: ISA architecture models, application specific ISA models and general-purpose ISA models: Instruction level parallelism.

UNIT-II:

PROCESSOR HARDWARE: - Internal processor design: ALU, registers, control unit, clock, on chip memory, processor i/o, interrupts, processor buses, processor performance.

UNIT-III:

SUPPORT HARDWARE: -Board memory: ROM, RAM, cache, auxiliary memory, memory management, memory performance, board buses: Arbitration and timing, PCI bus example, integrating bus with components, bus performance.

UNIT-IV:

SOFTWARE: -Middleware and applications: PPP, IP middleware UDP, Java. Application layer: FTP client, SMTP, HTTP server and client.

UNIT-V:

ENGINEERING ISSUES OF SOFTWARE: - Design and development: architectural patterns and reference models: Creating the architectural structures, documenting the architecture, analyzing and evaluating the architecture, debugging testing, and maintaining.

TEXT BOOKS:

1. Tammy Noergaard, "Embedded system architecture", Elsevier, 2006.

REFERENCE BOOKS:

1. Jean J. Labrosse, "Embedded Systems Building Blocks: Complete and Ready-To-Use Modules in C", the publisher Paul Temme, 2011.

X. COURSE PLAN:

At the end of the course, the students are able to achieve the following course learning outcomes:

Lecture No.	CLO	Unit	Learning Objective	Topics to be covered	Reference
		Course Content Delivery --- Lecture Wise Break-up of Topics			
			I SPELL		
1-3	1.	I	Understand the basic concept of embedded system and the various standards used	Introduction to embedded system, embedded system model, embedded standards	Text book 1
4-5	2.		Analyzing the block diagram and hardware introduction	Block Diagrams & Powering the Hardware	Textbook 1
6	3.		Identify the concept of neuman model and its implementation	Embedded board using von Neuman model	Textbook1
7-10	4.		Application of various ISA models and its architecture, getting acquainted with various instructions used	Application specific ISA models and general purpose ISA models, Instruction level parallelism	Text book 1
11	5.		Define the design of processor	Internal processor design	Text book 1
12-15	6.		Discuss the memory, registers used in embedded system	ALU, Registers, Control Unit, Clock, On chip memory	Text book 1
16-17	7.		Understanding the various interrupts and processor	processor i/o, interrupts	Text book 1

18	8.	II	Analyzing the performance of processor and buses	Processor buses and processor performance.	Text book 1
19-20	9.	III	Describe the board memory and supporting hardware	Support Hardware Board memory: ROM, RAM,	Text book 1
21-22	10.		Define auxiliary memory and cache	cache , auxiliary memory	Text book 1
23	11.		Understanding memory management	memory management	Text book 1

24	12.	III	Analyze the performance of memory	memory performance	Text book 1
25-26	13.		Understanding the concept of buses	Board buses: Arbitration and timing, PCI bus example	Text book 1
27-29	14.		Analyze the performance of bus and its components	Integrating bus with components, bus performance.	Text book1

Course Content Delivery --- Lecture Wise Break-up of Topics

II SPELL

30-32	15.	IV	Application of middleware and software	Software Middleware and Application	Text book 1
33	16.		Describe concepts of PPP	PPP	
34	7.		Understanding the IP middleware	IP middleware	Text book 1
35-36	18.		Analyzing the concepts of UDP, JAVA	UDP, Java	Text book 1
37-40	19.		Describe the various protocols used	Application layer: FTP client, SMTP, HTTP server and client	Text book 1
41	20.		Understanding various issues of softwares	Engineering issues of softwares	Text book 1
42-45	21.		Formulate & Analyze Architectural patterns	Design and development: architectural patterns	Text book 1

46-47	22.	V	Extend the concept of architectural structures and models	Creating the architectural structures, Reference models	Text book 1
48	23.		Formulating the architecture documentation	Documenting the architecture	Text book 1
49-55	24.		Evaluate various architectures and its maintenance	Analyzing and evaluating the architecture, debugging testing, and maintaining	Text book 1

XI. MAPPING OF COURSE OBJECTIVES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Objectives	Program Outcomes												Program Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
I	H							S				H		S	S
II		S					S			S			H	S	
III				H				S			S		H	S	

S – Supportive

H - Highly Related

XII. MAPPING COURSE OUTCOMES LEADING TO THE ACHIEVEMENT OF PROGRAM OUTCOMES AND PROGRAM SPECIFIC OUTCOMES:

Course Outcomes	Program Outcomes												Program Specific Outcomes		
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11	PO12	PSO1	PSO2	PSO3
1	H		H					S			S	H		S	S
2	H				S		S				S		H	S	
3		S			S			S				H	H	S	
4	H			H			S	S		S	S			S	
5	H	S	H		S								H	S	

S – Supportive

H - Highly Related

Prepared by : Ms. Anitha.P, Assistant Professor, ECE

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HOD ECE