

## HARDWARE SOFTWARE CO-DESIGN

<b>I Semester: ES</b>																													
Course Code	Category	Hours / Week			Credits	Maximum Marks																							
BESB05	Elective	L	T	P	C	CIA	SEE	Total																					
		3	-	-	3	30	70	100																					
<b>Contact Classes: 45</b>		<b>Tutorial Classes: Nil</b>		<b>Practical Classes: Nil</b>			<b>Total Classes: 45</b>																						
<p><b>I. COURSE OVERVIEW:</b>            This course intended to provide combined effort of hardware and software concurrent design in order to meet embedded system level objectives. It focuses on the hardware architectures, languages for systems design, system partitioning and design challenges. It gives the platform for designing applications in the area of aircraft, industrial automation, robotics, wireless communication and automobiles.</p> <p><b>II. COURSE OBJECTIVES:</b>  <b>The students will try to learn:</b></p> <ol style="list-style-type: none"> <li>I. The various prototyping and emulation techniques for co-design models.</li> <li>II. The compilation techniques for embedded processor architecture.</li> <li>III. Use verification tools for verification of co-design.</li> </ol> <p><b>III. COURSE OUTCOMES:</b>  <b>After successful completion of the course, students should be able to:</b></p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 10%; text-align: center;">CO1</td> <td style="width: 70%;">Illustrate the co-design issues, models and languages used for the development of embedded systems.</td> <td style="width: 20%; text-align: center;">Understand</td> </tr> <tr> <td style="text-align: center;">CO2</td> <td>Demonstrate the generic co-design methodology, co- synthesis algorithms used for the design of cost-effective systems.</td> <td style="text-align: center;">Understand</td> </tr> <tr> <td style="text-align: center;">CO 3</td> <td>Choose the proper prototyping and emulation techniques for verifying complex hardware designs and validating the systems.</td> <td style="text-align: center;">Apply</td> </tr> <tr> <td style="text-align: center;">CO 4</td> <td>Interpret the architecture for control dominated systems and data dominated systems to use in a wide class of applications in embedded systems</td> <td style="text-align: center;">Understand</td> </tr> <tr> <td style="text-align: center;">CO 5</td> <td>Utilize the various compilation techniques and tools for implementing the compiler development environment.</td> <td style="text-align: center;">Apply</td> </tr> <tr> <td style="text-align: center;">CO 6</td> <td>Select the latest tools available for both co-design and co-verification of systems for determining the optimum solution to any co-design problem.</td> <td style="text-align: center;">Apply</td> </tr> </table> <p><b>IV. SYLLABUS:</b></p> <table border="1" style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 15%; padding: 5px;"><b>UNIT-I</b></td> <td style="width: 60%; padding: 5px;"><b>CO-DESIGN ISSUES</b></td> <td style="width: 25%; padding: 5px; text-align: center;"><b>Classes: 09</b></td> </tr> </table> <p>Co-design models, architectures, languages and a generic co-design methodology; Co-synthesis algorithms: hardware software synthesis algorithms: Hardware, software partitioning distributed system co-synthesis.</p>									CO1	Illustrate the co-design issues, models and languages used for the development of embedded systems.	Understand	CO2	Demonstrate the generic co-design methodology, co- synthesis algorithms used for the design of cost-effective systems.	Understand	CO 3	Choose the proper prototyping and emulation techniques for verifying complex hardware designs and validating the systems.	Apply	CO 4	Interpret the architecture for control dominated systems and data dominated systems to use in a wide class of applications in embedded systems	Understand	CO 5	Utilize the various compilation techniques and tools for implementing the compiler development environment.	Apply	CO 6	Select the latest tools available for both co-design and co-verification of systems for determining the optimum solution to any co-design problem.	Apply	<b>UNIT-I</b>	<b>CO-DESIGN ISSUES</b>	<b>Classes: 09</b>
CO1	Illustrate the co-design issues, models and languages used for the development of embedded systems.	Understand																											
CO2	Demonstrate the generic co-design methodology, co- synthesis algorithms used for the design of cost-effective systems.	Understand																											
CO 3	Choose the proper prototyping and emulation techniques for verifying complex hardware designs and validating the systems.	Apply																											
CO 4	Interpret the architecture for control dominated systems and data dominated systems to use in a wide class of applications in embedded systems	Understand																											
CO 5	Utilize the various compilation techniques and tools for implementing the compiler development environment.	Apply																											
CO 6	Select the latest tools available for both co-design and co-verification of systems for determining the optimum solution to any co-design problem.	Apply																											
<b>UNIT-I</b>	<b>CO-DESIGN ISSUES</b>	<b>Classes: 09</b>																											

<b>UNIT-II</b>	<b>PROTOTYPING AND EMULATION</b>	<b>Classes: 09</b>
<p>prototyping and emulation techniques, prototyping and emulation environments, future developments in emulation and prototyping architecture specialization techniques, system communication infrastructure</p> <p>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.</p>		
<b>UNIT-III</b>	<b>COMPILATION TECHNIQUES AND TOOLS FOR EMBEDDED PROCESSOR ARCHITECTURES</b>	<b>Classes: 09</b>
<p>Modern embedded architectures, embedded software development needs.</p> <p>Compilation technologies, practical consideration in a compiler development environment.</p>		
<b>UNIT-IV</b>	<b>DESIGN SPECIFICATION AND VERIFICATION</b>	<b>Classes: 09</b>
<p>Design, co-design, the co-design computational model, concurrency coordinating concurrent computations, interfacing components, design verification, implementation verification, verification tools, interface verification.</p>		
<b>UNIT-V</b>	<b>LANGUAGES FOR SYSTEM</b>	<b>Classes: 09</b>
<p>Level specification and design-I system, level specification, design representation for system level synthesis, system level specification languages;</p> <p>Level specification and design-II: Heterogeneous specifications and multi language co-simulation, cosyma system and Lycos system.</p>		
<b>Text Books:</b>		
<ol style="list-style-type: none"> <li>1. Jorgen Staunstrup, Wayne Wolf, "Hardware / Software Co-Design Principles and Practice", Springer, 2<sup>nd</sup> Edition, 2009.</li> <li>2. Giovanni De Micheli, Mariagiovanna Sami, "Hardware / Software Co-Design", Kluwer Academic Publishers, 1<sup>st</sup> Edition, 2012.</li> </ol>		
<b>Reference Books:</b>		
<ol style="list-style-type: none"> <li>1. Patrick R. Schaumont , "A Practical Introduction to Hardware/Software Co-design," Springer Issues and Practices", Elsevier, 1<sup>st</sup> Edition, 2005.</li> </ol>		
<b>Web References:</b>		
<ol style="list-style-type: none"> <li>1. <a href="http://www.springer.com/in/book/9781461437369">http://www.springer.com/in/book/9781461437369</a></li> <li>2. <a href="http://www.springer.com/us/book/9781441960009">http://www.springer.com/us/book/9781441960009</a></li> <li>3. <a href="http://rijndael.ece.vt.edu/gezel2/book">http://rijndael.ece.vt.edu/gezel2/book</a></li> </ol>		
<b>E-Text Books:</b>		
<ol style="list-style-type: none"> <li>1. <a href="http://www.tik.ee.ethz.ch/education/lectures/hswcd/">http://www.tik.ee.ethz.ch/education/lectures/hswcd/</a></li> <li>2. <a href="http://freevideolectures.com/Course/3401/Digital-System-design-with-PLDs-and-FPGAs/8">http://freevideolectures.com/Course/3401/Digital-System-design-with-PLDs-and-FPGAs/8</a></li> </ol>		