JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M. TECH IN DIGITAL SYSTEMS & COMPUTER ELECTRONICS.
EFFECTIVE FROM ACADEMIC YEAR 2017- 18 ADMITTED BATCH

COURSE STRUCTURE AND SYLLABUS

I Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-1	Advanced Digital System Design	25	75	4	0	0	4
PC-2	CMOS VLSI Design	25	75	4	0	0	4
PC-3	Real Time Operating Systems	25	75	4	0	0	4
PE-1	Advanced Data Communications Image and Video Processing Digital Signal Processors and Architectures	25	75	**3**	0	0	3
PE-2	CPLD and FPGA Architectures and Applications TCP/IP Internetworking Wireless Communications and Networks	25	75	**3**	0	0	3
OE-1	***Open Elective – I**	25	75	3	0	0	3
Laboratory I	Digital System Design Lab	25	75	0	0	3	2
Seminar I	Seminar - I	100	0	0	0	3	2
Total		**275**	**525**	**21**	**0**	**6**	**25**

II Semester

Category	Course Title	Int. marks	Ext. marks	L	T	P	C
PC-4	Advanced Computer Architecture	25	75	4	0	0	4
PC-5	Design of Fault Tolerant Systems	25	75	4	0	0	4
PC-6	Embedded System Design	25	75	4	0	0	4
PE-3	Virtual Instrumentation Network Security and Cryptography Scripting Languages	25	75	**3**	0	0	3
PE4	Verilog Hardware Description Language Adhoc Wireless Networks System On Chip Architectures	25	75	**3**	0	0	3
OE-2	***Open Elective – II**	25	75	3	0	0	3
Laboratory II	Embedded Systems Lab	25	75	0	0	3	2
Seminar II	Seminar - II	100	0	0	0	3	2
Total		**275**	**525**	**21**	**0**	**6**	**25**

III Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Technical Paper Writing	100	0	0	3	0	2
Comprehensive Viva-Voce	0	100	0	0	0	4
Project work Review II	100	0	0	0	22	8
Total	**200**	**100**	0	**3**	22	**14**

IV Semester

Course Title	Int. marks	Ext. marks	L	T	P	C
Project work Review III	100	0	0	0	24	8
Project Evaluation (Viva-Voce)	0	100	0	0	0	16
Total	**100**	**100**	**0**	**0**	**24**	**24**

***Open Elective subjects must be chosen from the list of open electives offered by OTHER departments.**

 # For Project review I, please refer 7.10 in R17 Academic Regulations.

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. TECH. I YEAR II SEMESTER DIGITAL SYSTEMS & COMPUTER ELECTRONICS

ADVANCED COMPUTER ARCHITECTURE (PC - 4)

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 line for 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 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, Elsevier.

REFERENCE BOOKS

1. John P. Shen and Miikko H. Lipasti, "Modern Processor Design : Fundamentals of Super Scalar Processors", 2002, Beta Edition, McGrawHill
2. Kai Hwang, Faye A.Brigs., "Computer Architecture and Parallel Processing", Mc Graw Hill.
3. Dezso Sima, Terence Fountain, Peter Kacsuk , "Advanced Computer Architecture - A Design Space Approach", Pearson Education.

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DESIGN OF FAULT TOLERANT SYSTEMS (PC - 5)

UNIT - I

Fault Tolerant Design: Basic concepts: Reliability concepts, Failures & faults, Reliability and Failure rate, Relation between reliability and mean time between failure, maintainability and availability, reliability of series, parallel and parallel-series combinational circuits.

Fault Tolerant Design: Basic concepts-static, dynamic, hybrid, triple modular redundant system (TMR), 5MR reconfiguration techniques, Data redundancy, Time redundancy and software Redundancy concepts. [TEXTBOOK-1]

UNIT - II

Self Checking circuits & Fail safe Design: Self Checking Circuits: Basic concepts of self checking circuits, Design of Totally self checking checker, Checkers using m out of n codes, Berger code, Low cost residue code.

Fail Safe Design: Strongly fault secure circuits, fail safe design of sequential circuits using partition theory and Berger code, totally self checking PLA design. [TEXTBOOK-1]

UNIT - III

Design for Testability: Design for testability for combinational circuits: Basic concepts of Testability, Controllability and observability, The Reed Muller's expansion technique, use of control and syndrome testable designs.

Design for testability by means of scan: Making circuits Testable, Testability Insertion, Full scan DFT technique- Full scan insertion, flip-flop Structures, Full scan design and Test, Scan Architectures-full scan design, Shadow register DFT, Partial scan methods, multiple scan design, other scan designs.[TEXTBOOK-2]

UNIT - IV

Logic Built-in-self-test: BIST Basics-Memory-based BIST,BIST effectiveness, BIST types, Designing a BIST, Test Pattern Generation-Engaging TPGs, exhaustive counters, ring counters, twisted ring counter, Linear feedback shift register, Output Response Analysis-Engaging ORA's, One's counter, transition counter, parity checking, Serial LFSRs, Parallel Signature analysis, BIST architectures-BIST related terminologies, A centralized and separate Board-level BIST architecture, Built-in evaluation and self test(BEST), Random Test socket(RTS), LSSD On-chip self test, Self – testing using MISR and SRSG, Concurrent BIST, BILBO, Enhancing coverage, RT level BIST design-CUT design, simulation and synthesis, RTS BIST insertion, Configuring the RTS BIST, incorporating configurations in BIST, Design of STUMPS, RTS and STUMPS results. [TEXTBOOK-2]

UNIT - V

Standard IEEE Test Access Methods: Boundary Scan Basics, Boundary scan architecture- Test access port, Boundary scan registers, TAP controller, the decoder unit, select and other units, Boundary scan Test Instructions-Mandatory instructions, Board level scan chain structure-One serial scan chain, multiple-scan chain with one control test port, multiple-scan chains with one TDI,TDO but multiple TMS, Multiple-scan chain, multiple access port, RT Level boundary scan-inserting boundary scan test hardware for CUT, Two module test case, virtual boundary scan tester, Boundary Scan Description language. [TEXTBOOK-2]

TEXTBOOKS:

1. Parag K. Lala, "Fault Tolerant & Fault Testable Hardware Design", 1984, PHI

2. Zainalabedin Navabi, “Digital System Test and Testable Design using HDL models and Architectures”, Springer International Edition.

REFERENCES:

1. Miron Abramovici, Melvin A. Breuer and Arthur D. Friedman, “Digital Systems Testing and Testable Design”, Jaico Books
2. Bushnell & Vishwani D. Agarwal, “Essentials of Electronic Testing”, Springer.
3. Alfred L. Crouch, “Design for Test for Digital IC’s and Embedded Core Systems”, 2008, Pearson Education.

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EMBEDDED SYSTEM DESIGN (PC - 6)

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. Shibu K.V, “Introduction to Embedded Systems”, McGraw Hill.

REFERENCE BOOKS:

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

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VIRTUAL INSTRUMENTATION (PE - 3)

UNIT - I

Virtual Instrumentation: An Introduction: Historical perspective, Advantages, Block Diagram and Architecture of Virtual Instrument, Data-Flow Techniques, Graphical Programming in data flow, Comparison with convectional programming, Development of Virtual Instrumentation using GUI, Real-Time systems.

UNIT - II

VI Programming Techniques: VIs and sub-VIs, Loops and Charts, Arrays, Clusters and Graphs, Case and Sequence Structures, Formula nodes, local and global variables, String and file I/O, Instrument Drivers, Publishing measurement data in the web.

UNIT - III

Data Acquisition Basics: Introduction to data acquisition on PC, Sampling fundamentals, Input/Output techniques and buses. DC, DAC, Digital I/O, Counters and timers, DMA, Software and Hardware Installation, Calibration, Resolution, Data acquisition interface requirements.

UNIT - IV

VI Interface Requirements: Common Instrument Interfaces: Current loop, RS 232C/RS485, GPIB. Bus Interfaces: USB, PCMCIA, VXI, SCSI, PCI, PXI, Firewire. PXI system controllers, Ethernet control of PXI. Networking basics, for office and Industrial applications, VISA and IVI.

UNIT - V

VI Toolsets: Distributed I/O modules, Application of Virtual Instrumentation: Instrument Control, Development of process database management system, Simulation of systems using VI, Development of Control System, Industrial Communication, Image acquisition and processing, Motion control.

TEXTBOOKS:

1. Gary Johnson, “Lab VIEW Graphical Programming”, Second Edition, McGraw Hill, Newyork, 1997.
2. S. Sumathi and P. Surekha, “Lab VIEW based Advanced Instrumentation Systems”, Springer.

REFERENCES:

1. Kevin James, “PC Interfacing and Data Acquisition: Techniques for Measurement, Instrumentation and Control”, Newnes, 2000.
2. Lisa K. Wells & Jeffrey Travis, “Lab VIEW for everyone”, Prentice Hall, New Jersey, 1999.
3. WEB RESOURCES: www.ni.com

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD
M. TECH. I YEAR II SEMESTER DIGITAL SYSTEMS & COMPUTER ELECTRONICS
NETWORK SECURITY AND CRYPTOGRAPHY (PE - 3)

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.

Modern Techniques: Simplified DES, Block Cipher Principles, Data Encryption standard, Strength of DES, Block Cipher Design Principles.

UNIT- II

Encryption Algorithm: Triple DES, International Data Encryption algorithm, Blowfish, RC5, Characteristics of Advanced Symmetric block ciphers.

Conventional Encryption: Placement of Encryption function, Traffic confidentiality, Key distribution, Random Number Generation.

UNIT - III

Public Key Cryptography: Principles, RSA Algorithm, Key Management, Diffie-Hellman Key exchange, Elliptic Curve Cryptography.

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.

UNIT- IV

Message Authentication and Hash Functions: Authentication requirements and functions, Message Authentication, Hash functions, Security of Hash functions and MACs.

Hash and Mac Algorithms: MD File, Message digest Algorithm, Secure Hash Algorithm.

Digital signatures and Authentication protocols: Digital signatures, Authentication Protocols, Digital signature standards.

Authentication Applications: Kerberos, Electronic Mail Security: Pretty Good Privacy, S/MIME.

UNIT – V

IP Security: Overview, Architecture, Authentication, Encapsulating Security Payload, 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. William Stallings, "Cryptography and Network Security: Principles and Practice", Pearson Education.
2. William Stallings, "Network Security Essentials (Applications and Standards)", Pearson Education.

REFERENCE BOOKS:

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

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SCRIPTING LANGUAGES (PE - 3)

UNIT - I

Introduction to Scripts and Scripting: Characteristics and uses of scripting languages, Introduction to PERL, Names and values, Variables and assignment, Scalar expressions, Control structures, Built-in functions, Collections of Data, Working with arrays, Lists and hashes, Simple input and output, Strings, Patterns and regular expressions, Subroutines, Scripts with arguments.

UNIT - II

Advanced PERL: Finer points of Looping, Subroutines, Using Pack and Unpack, Working with files, Navigating the file system, Type globs, Eval, References, Data structures, Packages, Libraries and modules, Objects, Objects and modules in action, Tied variables, Interfacing to the operating systems, Security issues.

UNIT - III

TCL: The TCL phenomena, Philosophy, Structure, Syntax, Parser, Variables and data in TCL, Control flow, Data structures, Simple input/output, Procedures, Working with Strings, Patterns, Files and Pipes, Example code.

UNIT - IV

Advanced TCL: The eval, source, exec and up-level commands, Libraries and packages, Namespaces, Trapping errors, Event-driven programs, Making applications 'Internet-aware', 'Nuts-and-bolts' internet programming, Security issues, running untrusted code, The C interface.

UNIT - V

TK and JavaScript: Visual tool kits, Fundamental concepts of TK, TK by example, Events and bindings, Geometry managers, PERL-TK.

JavaScript – Object models, Design Philosophy, Versions of JavaScript, The Java Script core language, Basic concepts of Pythan.

Object Oriented Programming Concepts (Qualitative Concepts Only): Objects, Classes, Encapsulation, Data Hierarchy.

TEXT BOOKS:

1. David Barron, “The World of Scripting Languages”, Wiley Student Edition, 2010.
2. Brent Welch, Ken Jones and Jeff Hobbs., “Practical Programming in Tcl and Tk” – 4th Edition, Prentice Hall
3. Herbert Schildt, “Java the Complete Reference”, 7th Edition, TMH.

REFERENCE BOOKS:

1. Clif Flynt, “Tcl/Tk: A Developer's Guide”, 2003, Morgan Kaufmann Series.
2. John Ousterhout, “Tcl and the Tk Toolkit”, 2nd Edition, 2009, Kindel Edition.
3. Wojciech Kocjan and Piotr Beltowski, “Tcl 8.5 Network Programming book”, Packt Publishing.
4. Bert Wheeler, “Tcl/Tk 8.5 Programming Cookbook”, 2011, Packt Publishing Limited.

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VERILOG HARDWARE DESCRIPTION LANGUAGE (PE - 4)

UNIT - I

Introduction to Verilog HDL: Verilog as HDL, Levels of Design Description, Concurrency, Simulation and Synthesis, Function Verification, Systems tasks, programming language interface, Module, Simulation and Synthesis tools.

Language Constructs and Conventions: Introduction, Keywords, Identifiers, White Space Characters, Comments, Numbers, Strings, Logic values, Strengths, Data types, Scalars and Vectors, Parameters, Operators.

UNIT - II

Gate Level Modeling: Introduction, AND Gate Primitive, Module, Structure, Other Gate Primitives, Illustrative Examples, Tristate Gates, Array of Instances of Primitives, Design of Flip – Flops with Gate Primitives, Delays, Strengths and Construction Resolution, Net Types, Design of Basic Circuit.

Modeling at Dataflow Level: Introduction, Continuous Assignment Structure, Delays and Continuous Assignments Assignment to Vectors, Operators.

UNIT - III

Behavioral Modeling: Introduction, Operations and Assignments, Functional Bifurcation, Initial Construct, Always Construct, Assignments with Delays, Wait Construct, Multiple Always Block, Designs at Behavioral Level, Blocking and Non-Blocking Assignments, The Case Statement, Simulation Flow if an if-Else Constructs, Assign- De-Assign Construct, Repeat Construct, for Loop, the Disable Construct, While Loop, For Ever Loop, Parallel Blocks, Force-Release, Construct, Event.

UNIT - IV

Switch Level Modeling: Basic Transistor Switches, CMOS Switches, Bi Directional Gates, Time Delays with Switch Primitives, Instantiation with Strengths and Delays, Strength Contention with Trireg Nets.

System Tasks, Functions and Compiler Directives: Parameters, Path Delays, Module Parameters, System Tasks and Functions, File Based Tasks and Functions, Computer Directives, Hierarchical Access, User Defined Primitives.

UNIT - V

Sequential Circuit Description: Sequential Models – Feedback Model, Capacitive Model, Implicit Model, Basic Memory Components, Functional Register, Static Machine Coding, Sequential Synthesis.

Component Test and Verification: Test Bench-Combinational Circuit Testing, Sequential Circuit Testing, Test Bench Techniques, Design Verification, Assertion Verification

TEXT BOOKS:

1. T R Padmanabhan, B.Bala Tripura Sundari, Design through Verilog HDL, 2009, Wiley.
2. Zainalabdien Navabi, Verilog Digital System Design, TMH,2nd Edition,

REFERENCES:

1. Stephen Brown, Zvonkoc Vranesic, “Fundamentals of Digital Logic with Verilog Design”, 2nd Edition, 2010, TMH
2. Sunggu Lee, “ Digital Logic Design using Verilog, State Machine & Synthesis for FPGA,” Cengage Learning 2009
3. Samir Palnitkar, “Verilog HDL”, 2nd Edition, Pearson Education, 2009.
4. Michel D. Ciletti, “Advanced Digital Design with verilog HDL”, PHI, 2009.

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ADHOC WIRELESS NETWORKS (PE - 4)

UNIT - I

Wireless Local Area Networks: Introduction, wireless LAN Topologies, Wireless LAN Requirements, Physical Layer- Infrared Physical Layer, Microwave based Physical Layer Alternatives, Medium Access Control Layer- HIPERLAN 1 Sublayer, IEEE 802.11 MAC Sublayer and Latest Developments-802.11a, 802.11b, 802.11g.

Personal Area Networks: Introduction to PAN technology and Applications, Bluetooth - specifications, Radio Channel, Piconets and Scatternets, Inquiry, Paging and Link Establishment, Packet Format, Link Types, Power Management, Security, Home RF -Physical and MAC Layer

UNIT - II

MAC Protocols: Introduction, Issues in Designing a MAC protocol for Ad Hoc Wireless Networks, Design goals of a MAC Protocol for Ad Hoc Wireless Networks, Classifications of MAC Protocols, Contention - Based Protocols, Contention - Based Protocols with reservation Mechanisms, Contention – Based MAC Protocols with Scheduling Mechanisms, MAC Protocols that use Directional Antennas, Other MAC Protocols.

UNIT - III

Routing Protocols: Introduction, Issues in Designing a Routing Protocol for Ad Hoc Wireless Networks, Classification of Routing Protocols, Table –Driven Routing Protocols, On – Demand Routing Protocols, Hybrid Routing Protocols, Routing Protocols with Efficient Flooding Mechanisms, Hierarchical Routing Protocols, Power – Aware Routing Protocols.

UNIT – IV

Transport Layer Protocols: Introduction, Issues in Designing a Transport Layer Protocol for Ad Hoc Wireless Networks, Design Goals of a Transport Layer Protocol for Ad Hoc Wireless Networks, Classification of Transport Layer Solutions, TCP Over Ad Hoc Wireless Networks, Other Transport Layer Protocol for Ad Hoc Wireless Networks.

UNIT – V

Quality of Service in Ad Hoc Wireless Networks: Introduction, Real Time Traffic Support in Ad Hoc Wireless Networks, QoS Parameters in Ad Hoc Wireless Network, Issues and Challenges in providing QoS in Ad Hoc Wireless Networks, Classification of QoS Solutions: MAC Layer Solutions, Cluster TDMA, IEEE 802.11e, DBASE, Network Layer Solutions, QoS Routing Protocols, Ticket Based QoS Routing Protocol, Predictive Location Based QoS routing protocol, Trigger Based Distributed QoS Routing Protocol, QoS enabled AODV Routing Protocol, Bandwidth QoS Routing Protocol, On Demand QoS Routing Protocol, On Demand Link-State Multipath QoS Routing Protocol, Asynchronous Slot Allocation Strategies. QoS Frameworks for Ad Hoc Wireless Networks.

TEXT BOOKS:

1. C. Siva Ram Murthy and B.S.Manoj, “Ad Hoc Wireless Networks: Architectures and Protocols”, 2004, PHI.
2. P Nicopolitidis and M S Obaidat, “Wireless Networks”, Wiley India Edition, 2003.

REFERENCE BOOKS:

1. Roy Blake, “Wireless Communication Technology”, CENGAGE,2012
2. Jagannathan Sarangapani, “Wireless Ad- hoc and Sensor Networks: Protocols, Performance and Control”, CRC Press.

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SYSTEM ON CHIP ARCHITECTURES (PE - 4)

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. Michael J. Flynn and Wayne Luk, “Computer System Design System-on-Chip”, Wiley India Pvt. Ltd.
2. Steve Furber, “ARM System on Chip Architecture “, 2nd Edition, 2000, Addison Wesley Professional.

REFERENCE BOOKS:

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

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EMBEDDED SYSTEMS LAB

Part - I

a.
   i. Write a simple program to print “hello world”
   ii. Write a simple program to show a delay.
   iii. Write a program for counting the number of times that a switch is pressed & released.
   iv. Write a c program to test loop time outs.
   v. Write a c program to test hardware based timeout loops.
   vi. Illustrate the use of port header file (port M) using an interface consisting of a keypad and liquid crystal display.

b. Write a program to create a portable hardware delay.
c. Write a loop application to copy values from P1 to P2
d. Develop a simple EOS showing traffic light sequencing.
e. Write a program to drive SEOS using Timer 0.

Part-II

The following programs are to be implemented on ARM Processor

1. Simple assembly program for addition, Subtraction, Multiplication, Division, Operating Modes, System Calls and Interrupts, Loops, Branches.
2. Write an Assembly program to configure and control general purpose input/output (GPIO) port pins
3. To read digital values from external peripherals and execute them with the target board
4. Program for reading and writing of a file
5. To demonstrate time delay program using built in timer / counter feature on IDE environment
6. To demonstrate a simple interrupt handler and setting up a timer
7. Program to demonstrate a simple interrupt handler. 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