AME 3623:
Embedded Real-Time Systems

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What is an Embedded System?

What is an Embedded System?

- Computing system with a non-standard interface (often no keyboard or screen)
- Often involved in sensing and control (and may not even talk to a human)
- Typically a custom system for a very specific application

What is an Embedded System? (cont)

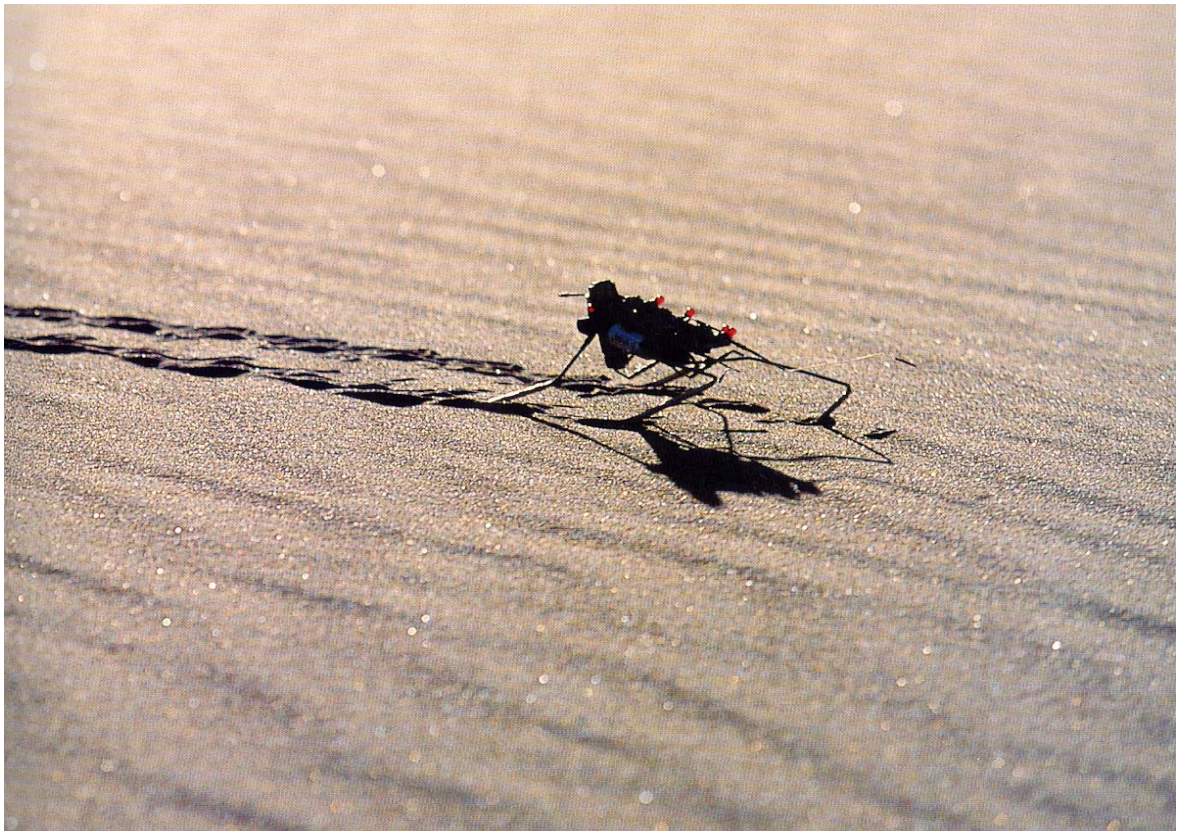
- Limited processing capabilities:
  - Can be extremely small
  - Can require a small amount of power
- Can have significant real-time constraints
  - Act on inputs very quickly
  - Generate high-frequency outputs
- Often a higher expectation of reliability

Examples of Embedded Systems

Robotics

Mark Tilden

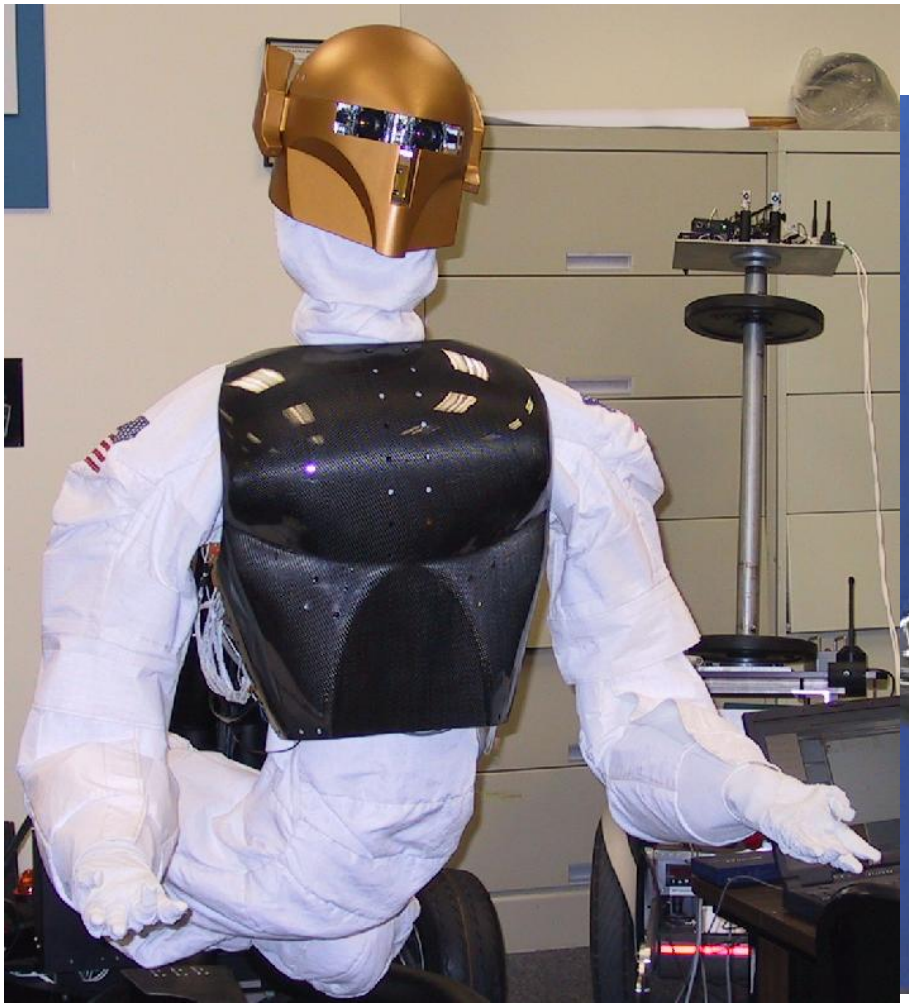
Los Alamos National Labs and Wowwee



picture from *Robosapiens*

Humanoid Robotics

NASA/JSC Robonaut



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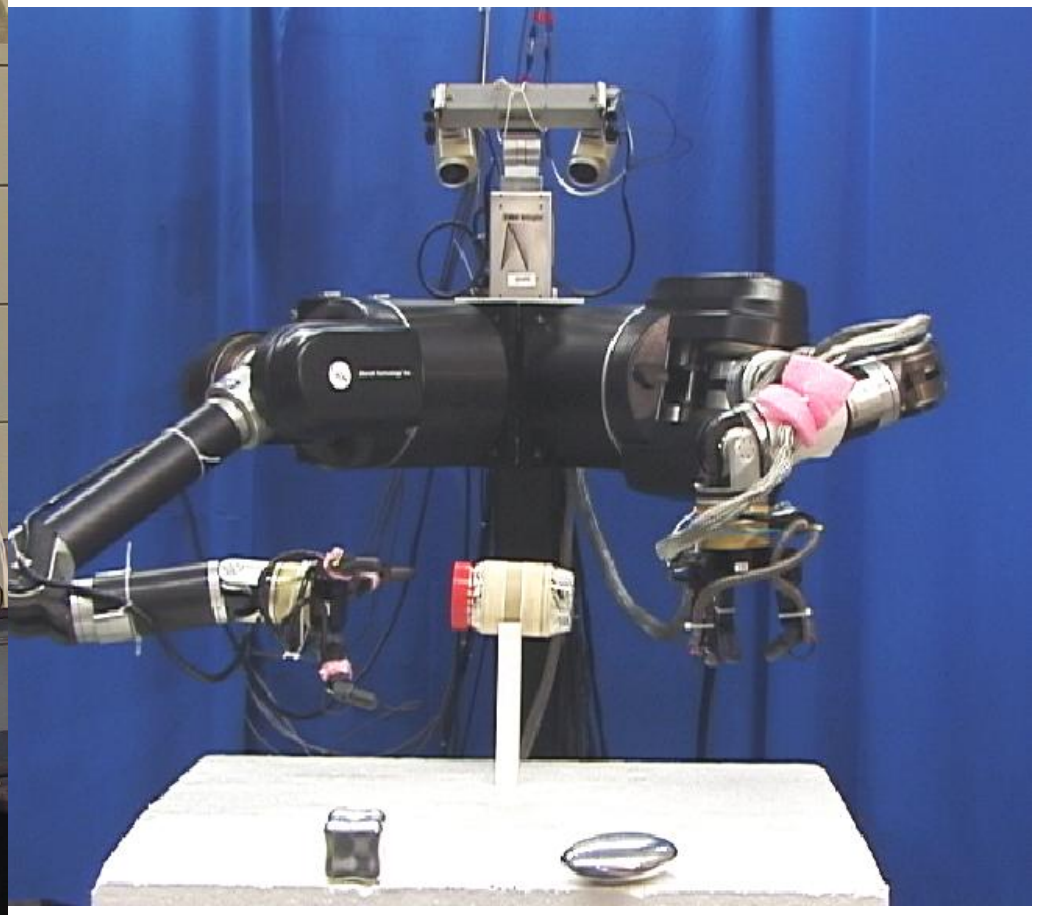


Real-Time Robotic Control

Dual-Limb Coordination

Personal Satellite Assistants

NASA Ames Research Center

picture from *Robosapiens*

Intelligent Prosthetics

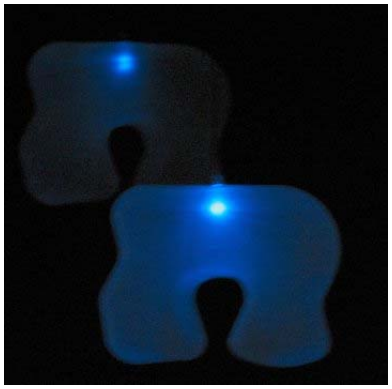
Hugh Herr
MIT Leg Lab

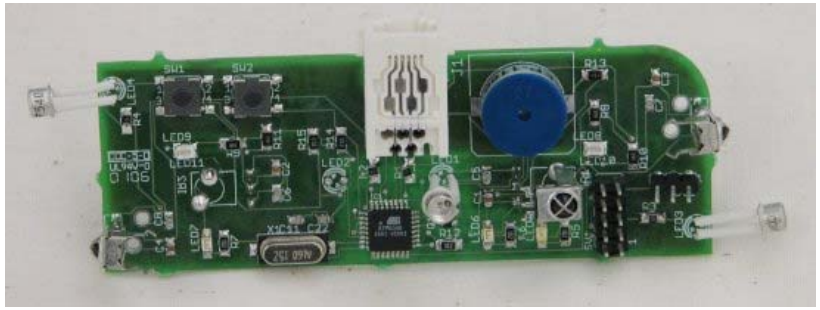
picture from
Robosapiens

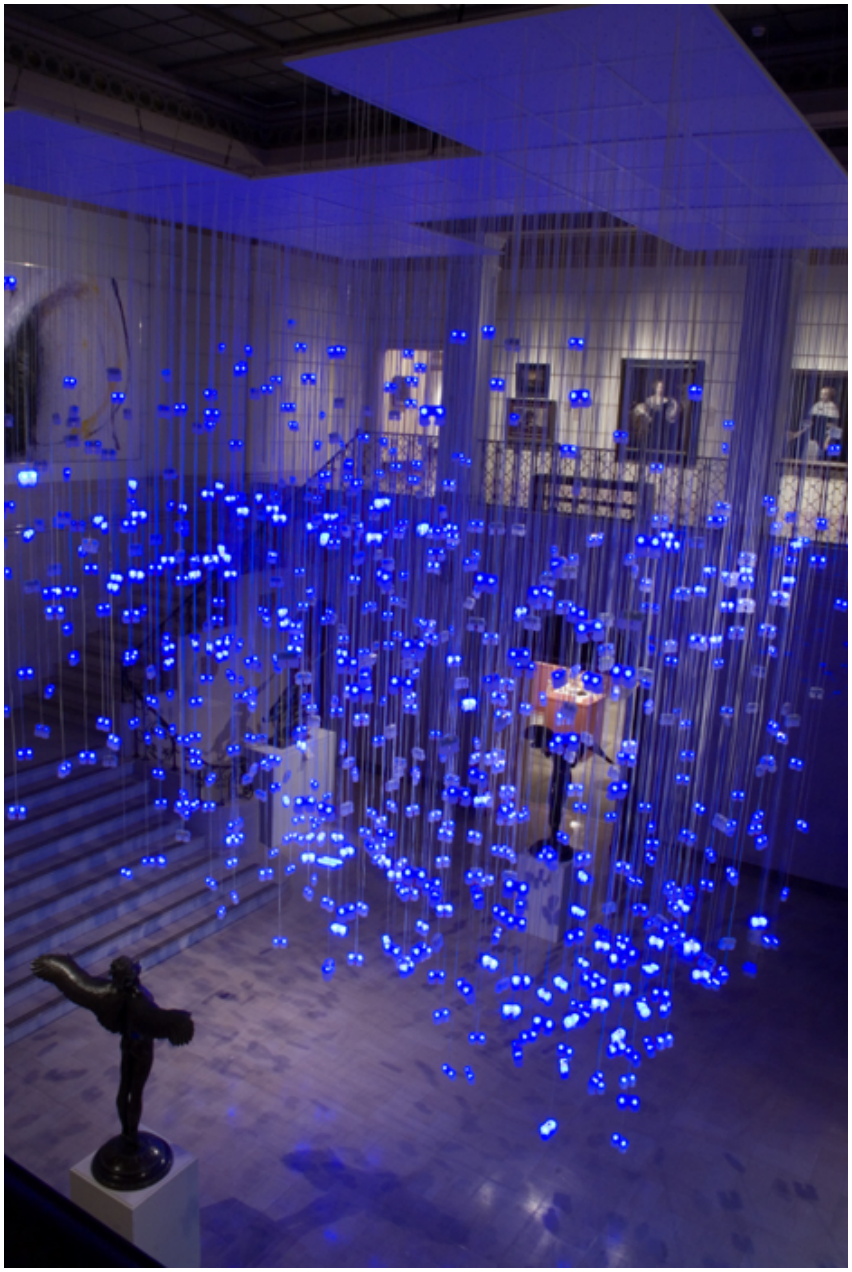

Autonomous Flying Vehicle
USC Robotics

Sensor Networks

1000 sensor nodes







Embedded Systems Challenges

Embedded Systems Challenges

- Sensing the environment:
  - Sensors are typically far from ideal (noise, nonlinearities, etc.)
  - Sensors fail
  - Hard to get a ‘complete’ view of the environment
- Affecting the environment through “actuators”
  - Application can require fast, precise responses

Embedded Systems Challenges (cont)

- Testing/debugging can be very difficult:
  - Hard to identify and replicate all possible situations
  - Often involves the interaction of many different components
  - Often no standard user interface
  - Limited on-board resources with which to record system state

- Competing requirements of cost, complexity, design time, size, power…

Embedded Systems Challenges (cont)

- Lack of reliability can be a killer ….. literally

My Assumptions About You

- Circuits and sensors class (or equivalent): basic analog circuits
- Some background in programming
  - We will be using C for all four projects
- Everyone has a laptop that can be used for the projects

Course Goals

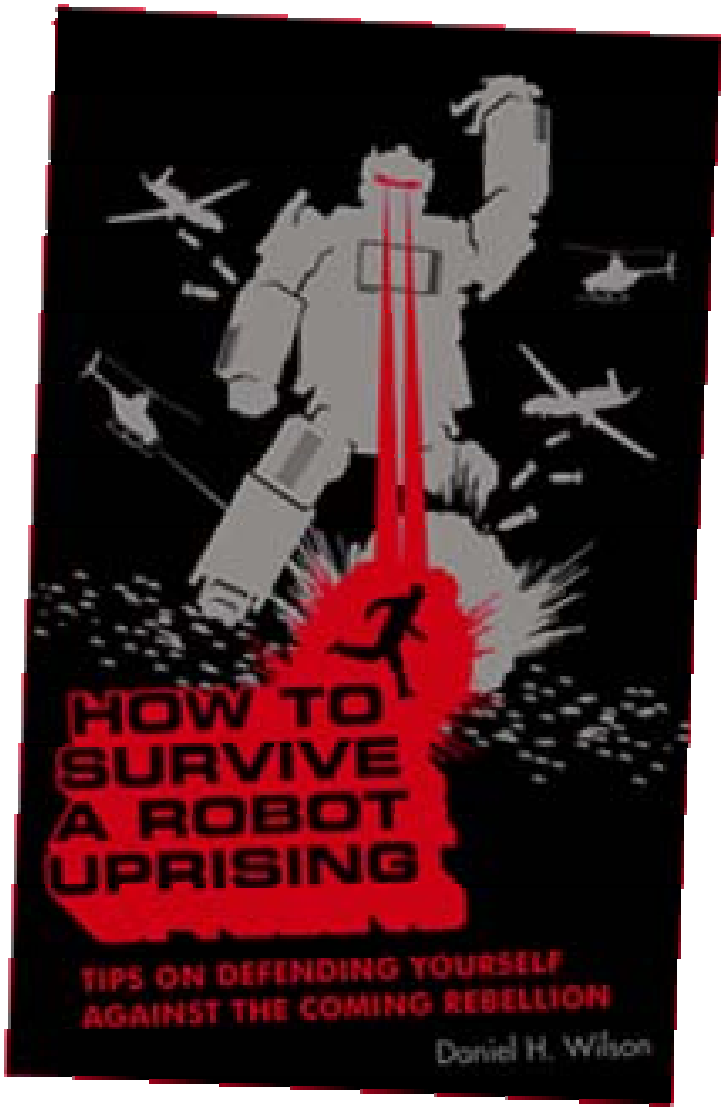
By the end of this course, you will have:

- An understanding of:
  - Basics of computer architecture
  - Theory of embedded system design
  - Practical issues in embedded system implementation
- Hands-on experience with embedded systems
- Communication and team-oriented skills within and outside of your field

Sources of Information

- Textbooks:
  - Designing Embedded Hardware, John Catsoulis, O'Reilly, 2005, **2nd Edition**, ISBN: 0-596-00755-8
  - **(optional)** Embedded C Programming and the Atmel AVR, Richard H. Barnett, Sarah Cox, Larry O'Cull (2006), **2nd Edition**, Thomson/Delmar Learning, ISBN: 1418039594
- Class web page: www.cs.ou.edu/~fagg/classes/ame3623
- Desire2Learn: learn.ou.edu

You are responsible for making sure that you have access to all of these resources


HOW TO SURVIVE A ROBOT UPRISING
TIPS ON DEFENDING YOURSELF AGAINST THE COMING REBELLION
Daniel H. Wilson

Class Schedule

www.cs.ou.edu/~fagg/classes/ame3623/schedule.html

- Lecture plans
- Required reading

As changes are made, they will be posted here

Channels of Communication

- Lecture
- Class email list: time-critical messages to the class
- Desire2Learn announcements
- Desire2Learn discussion group: you may post questions (and answers)
- Private email or office hours for non-public questions/discussions

Grading

- Components of your grade:
  - Midterm exam: 10%
  - Final exam: 20%
  - Five homework assignments and several pop quizzes: 30%
  - Four projects: 35%
  - In-class participation: 5%

- Grades will be posted on the Desire2Learn

- Final grades boundaries will be selected based on the overall class distribution

Exams

- Closed book/closed notes
  - Exception: you are allowed 1 page of your own notes
- Assigned seating
- No electronic devices
- Grading questions must be addressed before the returned exams leave the classroom

Homework Assignments

- Individual work
- Hand-in:
  - Through the digital dropbox of Desire2Learn or hardcopy
  - By 5:00 on the due date (no exceptions)
- Grading questions must be addressed within one week of being returned

Group Projects

- Four group projects will focus on sensor processing and design of robot control circuits
  - Control of an X-UFO

- Project Topics:
  - Inter-processor communication
  - Finite-state machines and microcontrollers
  - Sensor interface and processing

Project Grading

Group grades are a function of:

- Code correctness and readability
- Documentation
- Demonstration and presentation

Individual grades:

- Group grade scaled by your personal contribution
- The scaling factor is determined in part by your fellow group members

Group Projects (cont)

- Groups will be of size ~4 and will be assigned
- Be ready to demonstrate project by the due date
- Projects require more than a day to complete
- Project reports in **pdf or postscript** format
- Projects may be late (but I do not recommend this):
  - 0-24 hrs: 10% penalty
  - 24-48 hrs: 20% penalty
  - 48+ hrs: 100% penalty

Laboratory Details

- Location: FH 100/101
- Times: the TA and I will hold our office hours in the lab
  - Once projects are assigned, we will have the lab open for ~18 hrs/week
- Laboratory policies are discussed in the syllabus

Classroom Conduct

- Ask plenty of questions
- Contribute to the discussions

- No: cell phone use (including texting)
- No: laptop use (except for classroom exercises)

Academic Conduct/Misconduct

Homework assignments:

- All work must be your own: no looking at or copying solutions from other students or from the net
- General discussion is OK (e.g., the fundamental skills that we are learning)

- When in doubt: ask

Academic Conduct/Misconduct

Projects:

- All work must be that of your group: no looking at or copying solutions from other groups or from the net
- General discussion is (again) OK

Secure your data

Next Time

- Analog circuits review
- Readings: see the schedule page