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

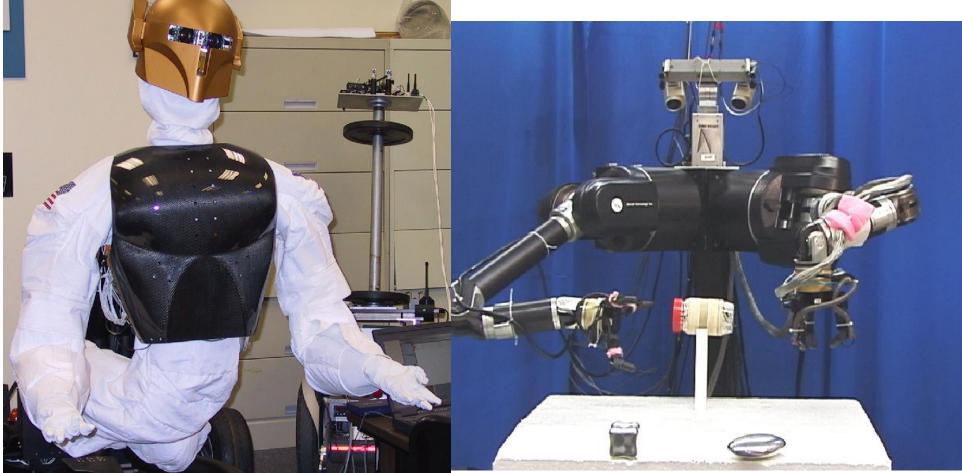
picture from *Robosapiens*



Humanoid Robotics

NASA/JSC Robonaut

UMass Torso



Real-Time Robotic Control



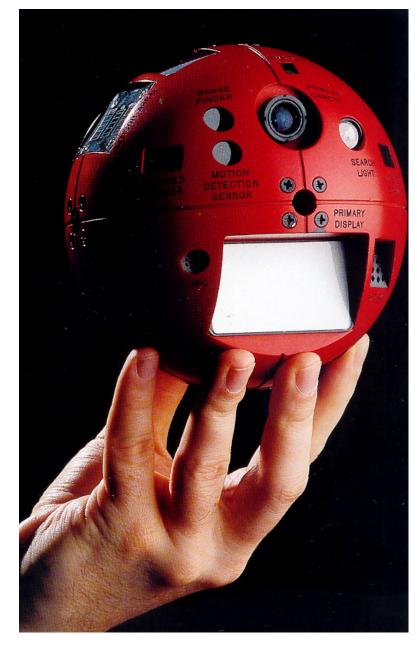
Dual-Limb Coordination



Personal Satellite Assistants

NASA Ames Research Center

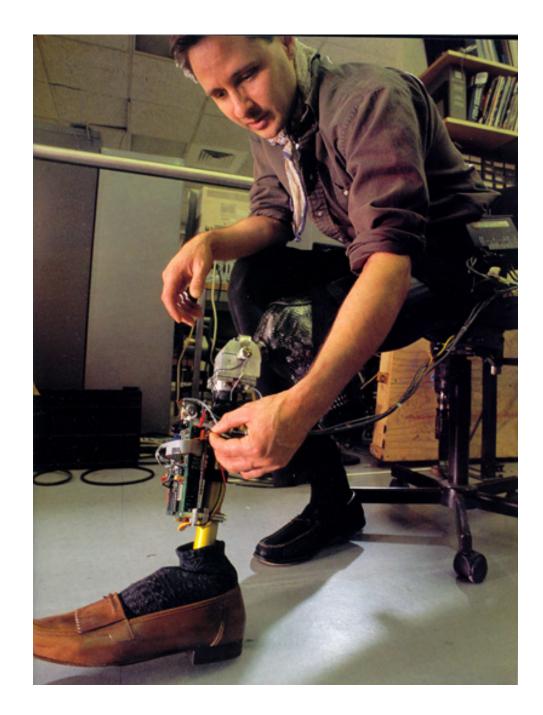
picture from *Robosapiens*



Intelligent Prosthetics

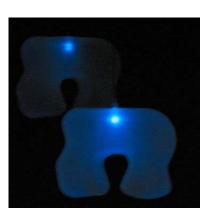
Hugh Herr MIT Leg Lab

picture from *Robosapiens*



Sensor Networks

1000 sensor nodes







Embedded Systems Challenges

Embedded Systems Challenges

- Sensing the environment:
 - Sensors are typically far from ideal (noise, nonlinearities, etc.)
 - Sensors/subsystems can 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):
 - Boolean logic and circuits (AND/OR/NOT gates)
 - Analog circuits (in particular, resistive-capacitive circuits)
- Some background in programming
 - We will be using C for all projects
- Everyone has a functional laptop that can be used for the projects

Course Goals

By the end of this course, you will be able to:

- design and implement embedded circuits involving microcontrollers, sensors and actuators,
- use code and circuit design tools,
- design, program and debug embedded sensing and control software,
- work in collaborative teams to solve system design and implementation problems, and
- communicate in both oral and written forms with team members.

Sources of Information

- Primary readings: web pages and book sections (posted on D2L & linked in the schedule)
- Other textbooks:
 - Optional reference material listed on the class website
- 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



Class Schedule

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

- Lecture plans
- Required reading

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%
 - Four homework assignments: 16%
 - Ten pop quizzes: 10%
 - Four projects: 40%
 - In-class participation: 4%
- 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

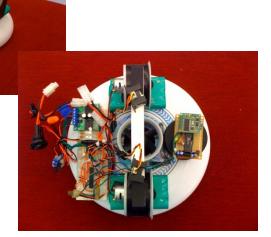
- Individual work
- Hand-in:
 - Through the digital dropbox of Desire2Learn or hardcopy
 - By 5:00 on the due date (no exceptions)
- Grading questions must be addressed within one week of being returned

Pop Quizzes

- Short in-class exercises
- Mostly individual (but some group work)
- Can be on material already covered in class or in the assigned readings
 - For the readings: this includes material assigned for the current day

Group Projects

- Four group projects will focus on sensor processing and design of robot control circuits
- Project Topics:
 - Digital and Analog I/O
 - Intra-processor communication
 - Motor control



- Finite-state machines and microcontrollers

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, plus
- Personal contribution (must have 2 significant contributions over the course of the semester)

Group Projects (cont)

- Lab space: Felgar Hall 300
- Groups will be of size 2-3 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
- Code handed in through your group's "subversion" tree
- Projects may be late (but I do not recommend this): 0-24 hrs: 10% penalty; 24-48 hrs: 20% penalty; 48+ hrs: 100% penalty

Classroom Conduct

- Ask plenty of questions
- Contribute to the discussions
- No: cell phone use (including texting)
- No: laptop use (except for classroom exercises)
- More details in the syllabus

Proper Academic Conduct

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 me or the TA

Proper Academic Conduct

Projects:

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

Secure your data

Next Time

- Analog circuits review
- Review readings: see the schedule page