JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD

M.TECH. (EMBEDDED SYSTEMS)

COURSE STRUCTURE AND SYLLABUS

I Year – I Semester

Category	Course Title	Int. marks	Ext. marks	L	P	C
Core Course I	Embedded System Design	25	75	4	--	4
Core Course II	ARM Architectures	25	75	4	--	4
Core Course III	Real Time Operating Systems	25	75	4	--	4
Core Elective I	Advanced Computer Architecture VLSI Technology and Design Embedded Computing	25	75	4	--	4
Core Elective II	Digital System Design Embedded C Design for Testability	25	75	4	--	4
Open Elective I	TCP/IP Networks Coding Theory and Techniques Soft Computing Techniques	25	75	4	--	4
Laboratory I	Embedded Systems Laboratory	25	75	--	4	2
Seminar I	Seminar	50	--	--	4	2
Total Credits				**24**	**8**	**28**

I Year – II Semester

Category	Course Title	Int. marks	Ext. marks	L	P	C
Core Course IV	Digital Signal Processors and Architectures	25	75	4	--	4
Core Course V	Embedded Networking	25	75	4	--	4
Core Course VI	Sensors and Actuators	25	75	4	--	4
Core Elective III	CPLD and FPGA Architectures and Applications Wireless Communication and Networks System On Chip Architecture	25	75	4	--	4
Core Elective IV	Multimedia and Signal Coding Network Security and Cryptography Hardware Software Co-Design	25	75	4	--	4
Open Elective II	Scripting languages Adhoc Wireless and Sensor Networks Device Modeling	25	75	4	--	4
Laboratory II	Advanced Embedded Systems Laboratory	25	75	--	4	2
Seminar II	Seminar	50	--	--	4	2
Total Credits				**24**	**8**	**28**

II Year - I Semester

Course Title	Int. marks	Ext. marks	L	P	C
Comprehensive Viva-Voce	--	100	--	--	4
Project work Review I	50	--	--	24	12
Total Credits			--	24	**16**

II Year - II Semester

Course Title	Int. marks	Ext. marks	L	P	C
Project work Review II	50	--	--	8	4
Project Evaluation (Viva-Voce)	--	150	--	16	12
Total Credits			--	24	**16**

EMBEDDED SYSTEMS DESIGN

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. Introduction to Embedded Systems - Shibu K.V, Mc Graw Hill.

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

ARM Architectures

UNIT – I:
ARM Architecture
ARM Design Philosophy, Registers, PSR, Pipeline, Interrupts and Vector Table, Architecture Revision, ARM Processor Families.

UNIT – II:
ARM Programming Model – I
Instruction Set: Data Processing Instructions, Branch, Load, Store Instructions, PSR Instructions, Conditional Instructions.

UNIT – III:
ARM Programming Model – II
Thumb Instruction Set: Register Usage, Other Branch Instructions, Data Processing Instructions, Single-Register and Multi Register Load-Store Instructions, Stack, Software Interrupt Instructions

UNIT – IV :
ARM Programming
Simple C Programs using Function Calls, Pointers, Structures, Integer and Floating Point Arithmetic, Assembly Code using Instruction Scheduling, Register Allocation, Conditional Execution and Loops.

UNIT – V:
Memory Management
Cache Architecture, Polices, Flushing and Caches, MMU, Page Tables, Translation, Access Permissions, Content Switch.

TEXT BOOKS:
1. ARM Systems Developer's Guides- Designing & Optimizing System Software – Andrew N. Sloss, Dominic Symes, Chris Wright, 2008, Elsevier.

REFERENCE BOOKS:
1. Embedded Microcomputer Systems, Real Time Interfacing – Jonathan W. Valvano – Brookes / Cole, 1999, Thomas Learning.

REAL TIME OPERATING SYSTEMS

UNIT – I:
Introduction
Introduction to UNIX/LINUX, Overview of Commands, File I/O,(open, create, close, lseek, read, write), Process Control (fork, vfork, exit, wait, waitpid, exec).

UNIT - II:
Real Time Operating Systems
Brief History of OS, Defining RTOS, The Scheduler, Objects, Services, Characteristics of RTOS, Defining a Task, asks States and Scheduling, Task Operations, Structure, Synchronization, Communication and Concurrency.
Defining Semaphores, Operations and Use, Defining Message Queue, States, Content, Storage, Operations and Use

UNIT - III:
Objects, Services and I/O
Pipes, Event Registers, Signals, Other Building Blocks, Component Configuration, Basic I/O Concepts, I/O Subsystem

UNIT - IV:
Exceptions, Interrupts and Timers
Exceptions, Interrupts, Applications, Processing of Exceptions and Spurious Interrupts, Real Time Clocks, Programmable Timers, Timer Interrupt Service Routines (ISR), Soft Timers, Operations.

UNIT - V:
Case Studies of RTOS
RT Linux, MicroC/OS-II, Vx Works, Embedded Linux, and Tiny OS.

TEXT BOOKS:
1. Real Time Concepts for Embedded Systems – Qing Li, Elsevier, 2011

REFERENCE BOOKS:
1. Embedded Systems- Architecture, Programming and Design by Rajkamal, 2007, TMH.
2. Advanced UNIX Programming, Richard Stevens
3. Embedded Linux: Hardware, Software and Interfacing – Dr. Craig Hollabaugh

ADVANCED COMPUTER ARCHITECTURE
(Core Elective –I)

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, An Imprint of Elsevier.

REFERENCE BOOKS:
1. John P. Shen and Miikko H. Lipasti, Modern Processor Design : Fundamentals of Super Scalar Processors
2. Computer Architecture and Parallel Processing ,Kai Hwang, Faye A.Brigs., MC Graw Hill.,
3. Advanced Computer Architecture - A Design Space Approach, Dezso Sima, Terence Fountain, Peter Kacsuk ,Pearson ed.

VLSI TECHNOLOGY AND DESIGN
(Core Elective –I)

UNIT –I:
Review of Microelectronics and Introduction to MOS Technologies:
MOS, CMOS, BiCMOS Technology. Basic Electrical Properties of MOS, CMOS & BiCMOS Circuits: I_{ds} – V_{ds} relationships, Threshold Voltage V_T, Gm, Gds and ω_0, Pass Transistor, MOS, CMOS & Bi CMOS Inverters, Zpu/Zpd, MOS Transistor circuit model, Latch-up in CMOS circuits.

UNIT –II:
Layout Design and Tools:
Transistor structures, Wires and Vias, Scalable Design rules, Layout Design tools.
Logic Gates & Layouts:
Static Complementary Gates, Switch Logic, Alternative Gate circuits, Low power gates, Resistive and Inductive interconnect delays.

UNIT –III:
Combinational Logic Networks:
Layouts, Simulation, Network delay, Interconnect design, Power optimization, Switch logic networks, Gate and Network testing.

UNIT –IV:
Sequential Systems:
Memory cells and Arrays, Clocking disciplines, Design, Power optimization, Design validation and testing.

UNIT –V:
Floor Planning:
Floor planning methods, Global Interconnect, Floor Plan Design, Off-chip connections.

TEXT BOOKS:
1.   Essentials of VLSI Circuits and Systems, K. Eshraghian Eshraghian. D, A. Pucknell, 2005, PHI.
2.   Modern VLSI Design – Wayne Wolf, 3rd Ed., 1997, Pearson Education.

REFERENCE BOOKS:
1.   Introduction to VLSI Systems: A Logic, Circuit and System Perspective – Ming-BO Lin, CRC Press, 2011.
2.   Principals of CMOS VLSI Design – N.H.E Weste, K. Eshraghian, 2nd Ed., Addison Wesley.

EMBEDDED COMPUTING
(Core Elective –I)

UNIT –I:
Programming on Linux Platform:
System Calls, Scheduling, Memory Allocation, Timers, Embedded Linux, Root File System, Busy Box.
Operating System Overview: Processes, Tasks, Threads, Multi-Threading, Semaphore, Message Queue.

UNIT –II:
Introduction to Software Development Tools:
GNU GCC, make, gdb, static and dynamic linking, C libraries, compiler options, code optimization switches, lint, code profiling tools,.

UNIT –III:
Interfacing Modules:
Sensor and actuator interface, data transfer and control, GPS, GSM module interfacing with data processing and display, OpenCV for machine vision, Audio signal processing.

UNIT –IV:
Networking Basics:
Sockets, ports, UDP, TCP/IP, client server model, socket programming, 802.11, Bluetooth, ZigBee, SSH, firewalls, network security.

UNIT –V:
IA32 Instruction Set: application binary interface, exception and interrupt handling, interrupt latency, assemblers, assembler directives, macros, simulation and debugging tools.

TEXT BOOKS:
1. Modern Embedded Computing - Peter Barry and Patrick Crowley, 1st Ed., Elsevier/Morgan Kaufmann, 2012.
2. Linux Application Development - Michael K. Johnson, Erik W. Troan, Adission Wesley, 1998.
3. Assembly Language for x86 Processors by Kip R. Irvine
4. Intel® 64 and IA-32 Architectures Software Developer Manuals

REFERENCE BOOKS:
1. Operating System Concepts by Abraham Silberschatz, Peter B. Galvin and Greg Gagne.
2. The Design of the UNIX Operating System by Maurice J. Bach Prentice-Hall
3. UNIX Network Programming by W. Richard Stevens

DIGITAL SYSTEM DESIGN
(Core Elective –II)

UNIT -I:
Minimization and Transformation of Sequential Machines:
The Finite State Model – Capabilities and limitations of FSM – State equivalence and machine minimization – Simplification of incompletely specified machines.
Fundamental mode model – Flow table – State reduction – Minimal closed covers – Races, Cycles and Hazards.

UNIT -II:
Digital Design:
Digital Design Using ROMs, PALs and PLAs , BCD Adder, 32 – bit adder, State graphs for control circuits, Scoreboard and Controller, A shift and add multiplier, Array multiplier, Keypad Scanner, Binary divider.

UNIT -III:
SM Charts:
State machine charts, Derivation of SM Charts, Realization of SM Chart, Implementation of Binary Multiplier, dice game controller.

UNIT -IV:
Fault Modeling & Test Pattern Generation:
Logic Fault model – Fault detection & Redundancy- Fault equivalence and fault location –Fault dominance – Single stuck at fault model – Multiple stuck at fault models –Bridging fault model.
Fault diagnosis of combinational circuits by conventional methods – Path sensitization techniques, Boolean Difference method – Kohavi algorithm – Test algorithms – D algorithm, PODEM, Random testing, Transition count testing, Signature analysis and test bridging faults.

UNIT -V:
Fault Diagnosis in Sequential Circuits:
Circuit Test Approach, Transition Check Approach – State identification and fault detection experiment, Machine identification, Design of fault detection experiment

TEXT BOOKS:
1. Fundamentals of Logic Design – Charles H. Roth, 5th Ed., Cengage Learning.
2. Digital Systems Testing and Testable Design – Miron Abramovici, Melvin A. Breuer and Arthur D. Friedman- John Wiley & Sons Inc.
3. Logic Design Theory – N. N. Biswas, PHI

REFERENCE BOOKS:
1. Switching and Finite Automata Theory – Z. Kohavi , 2nd Ed., 2001, TMH
2. Digital Design – Morris Mano, M.D.Ciletti, 4th Edition, PHI.
3. Digital Circuits and Logic Design – Samuel C. Lee , PHI

EMBEDDED C
(Core Elective –II)

UNIT – I:
Programming Embedded Systems in C
Introduction ,What is an embedded system, Which processor should you use, Which programming language should you use, Which operating system should you use, How do you develop embedded software, Conclusions
Introducing the 8051 Microcontroller Family
Introduction, What's in a name, The external interface of the Standard 8051, Reset requirements ,Clock frequency and performance, Memory issues, I/O pins, Timers, Interrupts, Serial interface, Power consumption ,Conclusions

UNIT – II:
Reading Switches
Introduction, Basic techniques for reading from port pins, Example: Reading and writing bytes, Example: Reading and writing bits (simple version), Example: Reading and writing bits (generic version), The need for pull-up resistors, Dealing with switch bounce, Example: Reading switch inputs (basic code), Example: Counting goats, Conclusions

UNIT – III:
Adding Structure to the Code
Introduction, Object-oriented programming with C, The Project Header (MAIN.H), The Port Header (PORT.H), Example: Restructuring the 'Hello Embedded World' example, Example: Restructuring the goat-counting example, Further examples, Conclusions

UNIT – IV:
Meeting Real-Time Constraints
Introduction, Creating 'hardware delays' using Timer 0 and Timer 1, Example: Generating a precise 50 ms delay, Example: Creating a portable hardware delay, Why not use Timer 2?, The need for 'timeout' mechanisms, Creating loop timeouts, Example: Testing loop timeouts, Example: A more reliable switch interface, Creating hardware timeouts, Example: Testing a hardware timeout, Conclusions

UNIT – V:
Case Study: Intruder Alarm System
Introduction, The software architecture, Key software components used in this example, running the program, the software, Conclusions

TEXT BOOKS:
1. Embedded C - Michael J. Pont, 2nd Ed., Pearson Education, 2008

REFERENCE BOOKS:
1. PICmicro MCU C-An introduction to programming, The Microchip PIC in CCS C - Nigel Gardner

DESIGN FOR TESTABILITY
(Core Elective –II)

UNIT -I:
Introduction to Testing:
Testing Philosophy, Role of Testing, Digital and Analog VLSI Testing, VLSI Technology Trends affecting Testing, Types of Testing, Fault Modeling: Defects, Errors and Faults, Functional Versus Structural Testing, Levels of Fault Models, Single Stuck-at Fault.

UNIT -II:
Logic and Fault Simulation:
Simulation for Design Verification and Test Evaluation, Modeling Circuits for Simulation, Algorithms for True-value Simulation, Algorithms for Fault Simulation, ATPG.

UNIT -III:
Testability Measures:
SCOAP Controllability and Observability, High Level Testability Measures, Digital DFT and Scan Design: Ad-Hoc DFT Methods, Scan Design, Partial-Scan Design, Variations of Scan.

UNIT -IV:
Built-In Self-Test:
The Economic Case for BIST, Random Logic BIST: Definitions, BIST Process, Pattern Generation, Response Compaction, Built-In Logic Block Observers, Test-Per-Clock, Test-Per-Scan BIST Systems, Circular Self Test Path System, Memory BIST, Delay Fault BIST.

UNIT -V:
Boundary Scan Standard:
Motivation, System Configuration with Boundary Scan: TAP Controller and Port, Boundary Scan Test Instructions, Pin Constraints of the Standard, Boundary Scan Description Language: BDSL Description Components, Pin Descriptions.

TEXT BOOKS:
1. Essentials of Electronic Testing for Digital, Memory and Mixed Signal VLSI Circuits - M.L. Bushnell, V. D. Agrawal, Kluwer Academic Pulishers.

REFERENCE BOOKS:
1. Digital Systems and Testable Design - M. Abramovici, M.A.Breuer and A.D Friedman, Jaico Publishing House.
2.
     Digital Circuits Testing and Testability - P.K. Lala, Academic Press.

TCP/IP NETWORKS
(Open Elective I)

UNIT I:
Network Models: Layered Tasks, The OSI Model, Layers in OSI Model, TCP/IP, Protocol suite, Addressing.
Network Layer Protocols: Internet Protocol (IP), ICMPv4, Mobile IP, IPv6, Addressing IPv6 Protocol, ICMPV6 Protocol, Transition from IPV4 to IPV6
Unit II
Transport Layer: Introduction to Transport Layer, Transport Layer Protocols: Simple Protocols, Stop and Wait Protocols, Go Back N Protocol, Selective Repeat Protocol, Bidirectional Protocols: Piggybacking Transport layer protocols Services and Port Numbers.
Transmission Control Protocol: TCP Services, TCP Features, Segments, TCP Connection, State Transition Diagram, Windows in TCP, Flow and Error Control ,TCP Congestion Control, TCP Timers,
Unit III
User Datagram Protocol: User Datagram, UDP Services, UDP Applications
Stream Control Transmission Protocol (SCTP): Services, Features, Packet Format, Flow Control, Error Control, Congestion Control.
UNIT IV:
Mobile Network Layer: Entities and Terminology, IP Packet Delivery, Agents, Addressing, Agent Discovery, Registration, Tunneling and Encapsulating, Inefficiency in Mobile IP.
TCP in Wireless Domain: Traditional TCP, TCP Over Wireless, Snooping TCP, TCP Unware Link Layer. Indirect TCP, Mobile TCP, Explicit Loss Notification, WTCP, Transaction-Oriented TCP, Impact of Mobility.
UNIT V:
Congestion Control and Quality of Service: Data Traffic, Congestion, Congestion Control, Quality of Service, Techniques to Improve QoS, Integrated Services, Differentiated Services, QoS in Switched Networks
Queue Management: Passive-Drop trial, Drop front, Random drop, Active- early Random drop, Random Early detection
1. High performance TCP/IP Networking -- Mahbub Hasan & Raj Jain PHI -2005

TEXT BOOKS:
2. Data communication & Networking: B.A. Forouzan, TMH, 5th Edition.
3. High performance TCP/IP Networking -- Mahbub Hasan & Raj Jain PHI -2005

REFERENCES:
1. Internetworking with TCP/IP -- Douglas. E.Comer, Volume I PHI -
2. Computer Networks-Larry L. Perterson and Bruce S.Davie -
3. Mobile Communications , Jochen Schiiler, Pearson , Second Edition

CODING THEORY AND TECHNIQUES
(Open Elective I)

UNIT – I:
Coding for Reliable Digital Transmission and storage
Mathematical model of Information, A Logarithmic Measure of Information, Average and Mutual Information and Entropy, Types of Errors, Error Control Strategies.
Linear Block Codes: Introduction to Linear Block Codes, Syndrome and Error Detection, Minimum Distance of a Block code, Error-Detecting and Error-correcting Capabilities of a Block code, Standard array and Syndrome Decoding, Probability of an undetected error for Linear Codes over a BSC, Hamming Codes. Applications of Block codes for Error control in data storage system

UNIT - II:
Cyclic Codes
Description, Generator and Parity-check Matrices, Encoding, Syndrome Computation and Error Detection, Decoding ,Cyclic Hamming Codes, Shortened cyclic codes, Error-trapping decoding for cyclic codes, Majority logic decoding for cyclic codes.

UNIT – III:
Convolutional Codes
Encoding of Convolutional Codes, Structural and Distance Properties, maximum likelihood decoding, Sequential decoding, Majority- logic decoding of Convolution codes. Application of Viterbi Decoding and Sequential Decoding, Applications of Convolutional codes in ARQ system.

UNIT – IV:
Turbo Codes
LDPC Codes- Codes based on sparse graphs, Decoding for binary erasure channel, Log-likelihood algebra, Brief propagation, Product codes, Iterative decoding of product codes, Concatenated convolutional codes- Parallel concatenation, The UMTS Turbo code, Serial concatenation, Parallel concatenation, Turbo decoding

UNIT - V:
Space-Time Codes
Introduction, Digital modulation schemes, Diversity, Orthogonal space- Time Block codes, Alamouti's schemes, Extension to more than Two Transmit Antennas, Simulation Results, Spatial Multiplexing : General Concept, Iterative APP Preprocessing and Per-layer Decoding, Linear Multilayer Detection, Original BLAST Detection, QL Decomposition and Interface Cancellation, Performance of Multi – Layer Detection Schemes, Unified Description by Linear Dispersion Codes.

TEXT BOOKS:
1. Error Control Coding- Fundamentals and Applications –Shu Lin, Daniel J.Costello,Jr, Prentice Hall, Inc.
2. Error Correcting Coding Theory-Man Young Rhee- 1989, McGraw-Hill

REFERENCE BOOKS:
1. Error Correcting Coding Theory-Man Young Rhee-1989,McGraw – Hill Publishing,19
2. Digital Communications-Fundamental and Application - Bernard Sklar, PE.
3. Digital Communications- John G. Proakis, 5th ed., 2008, TMH.
4. Introduction to Error Control Codes-Salvatore Gravano-oxford
5. Error Correction Coding – Mathematical Methods and Algorithms – Todd K.Moon, 2006, Wiley India.
6. Information Theory, Coding and Cryptography – Ranjan Bose, 2nd Edition, 2009, TMH.

SOFT COMPUTING TECHNIQUES
(Open Elective - I)

UNIT – I: Fundamentals of Neural Networks & Feed Forward Networks
Basic Concept of Neural Networks, Human Brain, Models of an Artificial Neuron, Learning Methods, Neural Networks Architectures, Signal Layer Feed Forward Neural Network :The Perceptron Model, Multilayer Feed Forward Neural Network :Architecture of a Back Propagation Network(BPN), The Solution, Backpropagation Learning, Selection of various Parameters in BPN. Application of Back propagation Networks in Pattern Recognition & Image Processing.

UNIT – II: Associative Memories & ART Neural Networks
Basic concepts of Linear Associator, Basic concepts of Dynamical systems, Mathematical Foundation of Discrete-Time Hop field Networks(HPF), Mathematical Foundation of Gradient-Type Hopfield Networks, Transient response of Continuous Time Networks, Applications of HPF in Solution of Optimization Problem: Minimization of the Traveling salesman tour length, Summing networks with digital outputs, Solving Simultaneous Linear Equations, Bidirectional Associative Memory Networks; Cluster Structure, Vector Quantization, Classical ART Networks, Simplified ART Architecture.

UNIT – III: Fuzzy Logic & Systems
Fuzzy sets, Crisp Relations, Fuzzy Relations, Crisp Logic, Predicate Logic, Fuzzy Logic, Fuzzy Rule based system, Defuzzification Methods, Applications: Greg Viot's Fuzzy Cruise Controller, Air Conditioner Controller.

UNIT – IV: Genetic Algorithms
Basic Concepts of Genetic Algorithms (GA), Biological background, Creation of Offsprings, Working Principle, Encoding, Fitness Function, Reproduction, Inheritance Operators, Cross Over, Inversion and Deletion, Mutation Operator, Bit-wise Operators used in GA, Generational Cycle, Convergence of Genetic Algorithm.

UNIT – V: Hybrid Systems
Types of Hybrid Systems, Neural Networks, Fuzzy Logic, and Genetic Algorithms Hybrid, Genetic Algorithm based BPN: GA Based weight Determination, Fuzzy Back Propagation Networks: LR-type fuzzy numbers, Fuzzy Neuron, Fuzzy BP Architecture, Learning in Fuzzy BPN, Inference by fuzzy BPN.

TEXT BOOKS:
1. Introduction to Artificial Neural Systems - J.M.Zurada, Jaico Publishers
2. Neural Networks, Fuzzy Logic & Genetic Algorithms: Synthesis & Applications -S.Rajasekaran, G.A. Vijayalakshmi Pai, July 2011, PHI, New Delhi.
3. Genetic Algorithms by David E. Gold Berg, Pearson Education India, 2006.
4. Neural Networks & Fuzzy Sytems- Kosko.B., PHI, Delhi,1994.

REFERENCE BOOKS:
1. Artificial Neural Networks - Dr. B. Yagananarayana, 1999, PHI, New Delhi.
2. An introduction to Genetic Algorithms - Mitchell Melanie, MIT Press, 1998
3. Fuzzy Sets, Uncertainty and Information- Klir G.J. & Folger. T. A., PHI, Delhi, 1993.

EMBEDDED SYSTEMS LABORATORY

Note: Minimum of 10 Experiments have to be conducted

1. Write a simple program to print "hello world"
2. Write a simple program to show a delay.
3. Write a loop application to copy values from P1 to P2
4. Write a c program for counting the no of times that a switch is pressed & released.
5. Illustrate the use of port header file (port M) using an interface consisting of a keypad and liquid crystal display.
6. Write a program to create a portable hardward delay.
7. Write a c program to test loop time outs.
8. Write a c program to test hardware based timeout loops.
9. Develop a simple EOS showing traffic light sequencing.
10. Write a program to display elapsed time over RS-232 link.
11. Write a program to drive SEOS using Timer 0.
12. Develop software for milk pasteurization system.

Mini Project

Develop & implement a program for intruder alarm system.