

Course Description

Computers are embedded in countless real-world devices such as cell phones and remote controllers and in systems inside automobiles and aircrafts. These devices and systems are required to perform flawlessly and in real-time. This course will address some of the fundamental challenges in the design, implementation, and validation of these real-time and embedded systems. Course topics include resource management, concurrency, secure coding practices, memory management, timeline design and analysis, schedulability tests, hardware interfacing, device driver programming, memory maps and boot kernels, firmware and ROM-resident system code, communications and networking, and debugging live systems. These concepts will be reinforced through C programming assignments using the Linux operating system. We will use Arduino (<http://arduino.cc/>), and Raspberry PI (<https://www.raspberrypi.org/>) based programming lab project. (optional) Students may also work on CrazyFlie 2.0 (<https://www.bitcraze.io/crazyflie-2/>) or equivalent quadcopters.

Learning Outcomes:

On completion of this course students will be able to (i) understand the components and working of a realtime and embedded operating systems, (ii) program devices using C and C-like programming language and (ii) design and implement various embedded operating system functions. Students will also learn the regulations related to designing and using drones.

Course Information

Website:	http://www.cse.buffalo.edu/~bina/cse321/fall2015
Instructor:	Bina Ramamurthy (bina@buffalo.edu)
Lecture Time:	MWF: 12.00-12.50PM
Lecture Location:	NSC 215
Office Hours:	MWF: 10.00 – 11.00 AM
Office:	345 Davis Hall

Recitations: All recitations in Bell 340 unless otherwise TA specifies other location.

Textbook and other material

The primary textbook for this course is: Real-Time Systems Development (Paperback) by Rob Williams
Paperback: 320 pages
Publisher: Butterworth-Heinemann (December 3, 2005)
ISBN-10: 0750664711
ISBN-13: 978-0750664714

Other recommended books:

1. Systems Programming in C and Unix
By Adam Hoover; Publisher: Addison-Wesley; 1 edition (February 23, 2009); ISBN-10: 0136067123
2. Debugging: The 9 Indispensable Rules for Finding Even the Most Elusive Software and Hardware Problems by David J Agans, Publisher: AMACOM; ISBN-10: 0814474578

We will also be using the **CodeCon** code development environment for C language assignments. Codecon is a development environment created as a tool for hackathons and codathons. We will use it as a C language learning environment. This Codecon environment is supported by volunteer developers from Bloomberg L.P.

We will also work with **Arduino development boards (Arduino Uno and Zero) and Raspberry PI Model b**. (The details of the plans for the various lab items will be discussed in class.)

We will explore programing and working with technology related to **drones** and programming them.

We will also design embedded systems projects using Linksys WRT54G series wireless router that can embed Linux operating system. Specifically we will follow the projects discussed in the **Embedded XINU** project at <http://xinu.mscs.mu.edu/>

Pre-requisites

You should have CSE241 and CSE250, its equivalent. Much of the lab work revolves around strong design foundation, which you have all been exposed to in Computer Science I and II and digital systems.

Grading Distribution (Tentative)

Grades will consist of the following components:

Component (Quantity)	Percentage
Labs (2)	10%+ 10% = 20%
C-language homework on CodeCon	15%
Exams (2)	20 + 25 = 45%
Term project (group of 2or less)	20%
Total	100%

Point distribution guideline will be as follows:

Point Range	Letter Grade
95.00-100	A
90.00-94.99	A-
85.00-89.99	B+
80.00-84.99	B
75.00-79.99	B-
70.00-74.99	C+
65.00-69.99	C
60.00-64.99	C-
55.00-59.99	D+
50.00-54.99	D
0-49.99	F

I reserve the right to alter component weighting or provide a “curve” on an assignment as warranted.

Labs

Lab assignments constitute a major portion of the course. Over the semester, you will be given two lab assignments. The lab experiments will cover fundamental areas of embedded systems. We will implement some of the labs using special hardware LinkSys WRT54GL. The labs will be based on Embedded XINU platform created at Marquette University. We will also work with Arduino, Raspberry Pi or Crazyflie.

Exams

There will be a midterm that will be administered and graded before the resign date. Midterm material will cover all lecture and reading assignments before the exam, as well as concepts from the lab assignments. Midterms are closed book, closed notes, and closed neighbor. Please see the additional handout for exam taking policies for this course. The final is a comprehensive exam, covering all lecture, lab, and homework areas. The final is closed book, closed notes, and closed neighbor. Final exam is on 12/16/2015, Wednesday 11.45AM-2.45PM, NSC 215.

Attendance Policy

You are responsible for the contents of all lectures and recitations (your assigned section). If you know that you are going to miss a lecture or a recitation, have a reliable friend take notes for you. Of course, there is no excuse for missing due dates or exam days. We do, however, reserve the right to take attendance in both end of the course, especially if we see a lack of attendance and participation during lecture sessions. During lectures, we will be covering material from the textbook. We will also work out several of the problems from the text. Lecture will also consist of the exploration of several real world realtime and embedded

systems problems not covered in the book. You will be given a reading assignment at the end of each lecture for the next class.

Office Hour Policy

If you can't meet during these hours, you will have to communicate with us via email. Office hours are intended to resolve questions about the material that could not be answered in lecture or recitation. Come to office hours prepared.

Grading Policy

All assignments will be graded and returned in a timely manner. When an assignment is returned, you will have a period of one week to contest any portion of the grade. The TA who graded your assignment will be the first person to resolve a grading conflict. If the conflict cannot be resolved, the instructor will mediate the dispute. The judgment of the instructor will be final in all such cases. When contesting a grade, you must be able to demonstrate how your particular solution is correct. Also, when contesting a grade, the instructor or TA reserves the right to re-evaluate the entire lab or exam, not just the portion in dispute.

Incomplete Policy

We only grant incompletes in this course under the direst of circumstances. By definition, an incomplete is warranted if the student is capable of completing the course satisfactorily, but some traumatic event has interfered with their capability to finish within the timeframe of the semester. Incompletes are not designed as stalling tactic to defer a poor performance in a class.

Academic Integrity Policy

UB's definition of Academic Integrity in part is, "Students are responsible for the honest completion and representation of their work". It is required as part of this course that you read and understand the departmental academic integrity policy located at the following URL:

http://www.cse.buffalo.edu/undergrad/policy_academic.php

There is a very fine line separating conversation pertaining to concepts and academic dishonesty. You are allowed to converse about general concepts, but in no way are you allowed to share code or have one person do the work for others. You must abide by the UB and Departmental Academic Integrity policy at all times. Remember that items taken from the Internet are also covered by the academic integrity policy! If you are unsure if a particular action violates the academic integrity policy, assume that it does until you receive clarification from the instructor. If you are caught violating the academic integrity policy, you will minimally receive a ZERO in the course.

Web Site

The CSE321 website should be checked frequently for important news. Course assignments, slides, grade reporting, and general hints and tips will be posted on the website.

Students with Disabilities

If you have special needs due to a disability, you must be registered with the Office of Disability Services (ODS). If you are registered with ODS please let your instructors know about this so that they can make special arrangements for you.

Accessibility Resources

There are many resources available help you navigate the UB system. Please see all the resources available for students at <http://www.student-affairs.buffalo.edu/ods/accommodations.php>