

**Unit-I****Chapter 1 : Introduction to Embedded Systems****1-1 to 1-12**

Syllabus : Block diagram of embedded system with hardware components, Harvard and Von-neumann architecture, RISC and CISC processors, Features of 89C51, PIC, AVR and ARM microcontrollers with their applications, Characteristics of embedded system processor power, memory, operating system, Reliability, performance, power consumption, NRE cost, Unit cost, Size, Flexibility, Time-to-prototype, Time-to-market, Maintainability, Correctness and safety, Classification of embedded system : small scale, Medium scale, Sophisticated, Stand-alone, Reactive/real time (soft and hard real time).

1.1	Embedded System	1-2
1.1.1	Introduction to Embedded System	1-2
1.1.2	Block Diagram of Embedded Systems with Hardware Components	1-2
1.1.3	Applications of Embedded Systems	1-3
1.1.4	Advantages of Embedded Systems	1-4
1.1.5	Disadvantages of Embedded Systems ..	1-4
1.2	Architecture of Processor/Microcontroller	1-4
1.2.1	Von Neumann Architecture	1-4
1.2.2	Harvard Architecture	1-4
1.2.3	Difference between Harvard and John Von Neumann Architecture	1-5
1.2.4	RISC Architecture	1-5
1.2.5	CISC Architecture	1-5
1.2.6	Difference between RISC and CISC	1-6
1.3	Features of 89C51, PIC, AVR and ARM Microcontroller	1-6
1.3.1	Basics of Microcontroller 89C51	1-6
1.3.1.1	Features of 89C51	1-7
1.3.1.2	Applications of 89C51	1-7
1.3.2	Basics of PIC (Programmable Interface Controllers)	1-7
1.3.2.1	Features of PIC	1-7
1.3.2.2	Application of PIC	1-7
1.3.2.3	Advantages of PIC	1-7
1.3.2.4	Disadvantages of PIC	1-8
1.3.3	Basics of AVR (Alf-Egil Bogen Vegard Wollan RISC microcontroller or Advanced Virtual RISC)	1-8
1.3.3.1	Features of AVR	1-8
1.3.3.2	Applications of AVR	1-8

1.3.4 Basics of ARM Microcontroller

1.3.4.1 Features of ARM Microcontroller

1.3.4.2 Applications of ARM Microcontroller

1.3.5 Difference between 89C51, PIC, AVR, ARM, Microcontrollers

1.4 Characteristics of Embedded System

1.5 Classification of Embedded System

1.5.1 Small Scale Embedded System

1.5.2 Medium Scale Embedded System

1.5.3 Large Scale or Sophisticated Embedded System

1.5.4 Stand-alone Embedded System

1.5.5 Reactive / Real Time (Soft and Hard Real Time) Embedded System

1.5.6 Networked Embedded System

1.5.7 Mobile Embedded System

1.5.8 Single Functioned Embedded System

• **Review Questions****Unit-II****Chapter 2 : Programming using Embedded 'C'****2-1 to 2-30**

Syllabus : Programming with 'Embedded C': Arithmetic and logical operations. Data transfer with memory and port, Decision control and looping, Timer / Counter program using 'embedded C' for given microcontroller, Serial communication program using 'embedded C' for given microcontroller, Interrupt control program with 'embedded C' for given microcontroller.

2.1	Embedded C	2-2
2.1.1	Assembly Versus Embedded C	2-2
2.1.2	Embedded C Compiler for 89C51 from SPJ System and Keil	2-2
2.1.3	Standard Embedded C Data Types	2-3
2.2	Programming with Embedded C	2-4
2.2.1	Arithmetic Operations	2-4
2.2.2	Logical Operations	2-4
2.2.3	Data Transfer with Memory and Port	2-5
2.2.4	Bit and Byte Operations	2-8
2.2.5	Decision Making and Looping	2-10
2.3	Timer / Counter Operations using Embedded C	2-12



2.4	Serial Communication Program using Embedded C	2-20
2.4.1	Programming Steps for Serial Data Transmission	2-20
2.4.2	Programming Steps for Serial Data Reception	2-21
2.5	Interrupt Control Program with Embedded C	2-23
2.5.1	Types of Interrupts	2-23
2.5.2	Interrupt Enable Register (IE)	2-23
2.5.3	Interrupt Vectors Address	2-24
2.5.4	Steps in Executing when an Interrupt Occurs	2-24
2.5.5	Interrupt Priority	2-24
2.5.6	Programming Timer Interrupts	2-25
2.5.7	Programming External Interrupt	2-27
2.5.8	Programming Serial Communication Interrupt	2-28
• Review Questions		2-30

Unit-III**Chapter 3 : Communication Standards and Protocols**
3-1 to 3-20

Syllabus : Modes of the data communication : Serial, Parallel, Synchronous and synchronous communication, Serial communication standards : RS232, MAX232 as bidirectional level converter, Communication protocols. i. Serial communication protocols : I²C, CAN, USB, Serial peripheral interface (SPI), Synchronous serial protocols (SSP), ii. Parallel communication protocols : PCI, PCI-X, Features of advanced serial protocol IrDA, Bluetooth, Zigbee.

3.1	Mode of Data Communication	3-2
3.1.1	Serial Communication	3-2
3.1.2	Synchronous Serial Communication	3-2
3.1.3	Asynchronous Serial Communication	3-2
3.1.4	Synchronous Versus Asynchronous Communication	3-3
3.1.5	Difference between Asynchronous and Synchronous Data Communication	3-3
3.1.6	Parallel Data Communication	3-3
3.1.7	Serial Versus Parallel Communication	3-4
3.1.8	Difference between Parallel and Serial Data Communication	3-4
3.2	Serial Communication Standard RS-232	3-4

3.2.1	RS-232 (DB9) Pin Functions	3-5
3.2.2	Pin out of RS-232	3-5
3.3	MAX232 Bidirectional Level Converter	3-6
3.3.1	Pin Description of MAX232	3-6
3.3.2	Interfacing of RS-232 using MAX232 with 89C51	3-7
3.4	Communication Protocols	3-7
3.4.1	Serial Communication Protocols	3-7
3.4.1.1	I ² C (Inter Integrated Circuit)	3-8
3.4.1.1.1	Features of I ² C	3-8
3.4.1.1.2	Description of I ² C	3-8
3.4.1.1.3	Advantages of I ² C Serial Bus	3-9
3.4.1.1.4	Disadvantages of I ² C Serial Bus	3-9
3.4.1.1.5	Applications of I ² C Serial Bus	3-9
3.4.1.2	CAN (Controller Area Network) Protocol	3-9
3.4.1.2.1	Features of CAN Bus	3-9
3.4.1.2.2	Description of CAN Bus	3-9
3.4.1.2.3	Format of a CAN Message	3-10
3.4.1.2.4	Advantages of CAN Bus	3-11
3.4.1.2.5	Disadvantages of CAN Bus	3-11
3.4.1.2.6	Applications of CAN Bus	3-11
3.4.1.2.7	Difference between I ² C and CAN	3-11
3.4.1.3	Universal Serial Bus (USB)	3-12
3.4.1.3.1	Features of USB	3-12
3.4.1.3.2	Description of USB	3-12
3.4.1.3.3	Advantages of USB	3-12
3.4.1.3.4	Disadvantages of USB	3-12
3.4.1.3.5	Applications of USB	3-12
3.4.1.4	Serial Peripheral Interface (SPI)	3-13
3.4.1.4.1	Features of SPI	3-13
3.4.1.4.2	Description of SPI	3-13
3.4.1.4.3	Advantages of SPI	3-13
3.4.1.4.4	Disadvantages of SPI	3-13
3.4.1.4.5	Applications of SPI	3-14
3.4.1.5	Synchronous Serial Protocol (SSP)	3-14
3.4.1.6	Comparison of I ² C, SPI, CAN Serial Buses	3-14
3.4.2	Parallel Communication Protocols	3-14
3.4.2.1	PCI (Peripheral Component Interconnect)	3-14
3.4.2.1.1	Features of PCI Bus	3-14
3.4.2.1.2	Description of PCI Bus	3-15



3.4.2.1.3	Advantages of PCI Bus	3-15	4.2.2.1	Interfacing of LCD with 89C51 Microcontroller	4-5	
3.4.2.2	PCI-X Bus	3-15	4.2.2.2	Instruction Register (IR) and Data Register (DR)	4-5	
3.5	Advanced Serial Protocols (Wireless communication)	3-15	4.2.2.3	LCD Commands Set	4-5	
3.5.1	IrDA (Infrared Data Association)	3-16	4.2.2.4	Initializing and Sending Data to the LCD	4-6	
3.5.1.1	Features of IrDA	3-16	4.2.2.5	Program to Display "WELCOME"	4-7	
3.5.1.2	Description of IrDA	3-16	4.2.2.6	Program to Send Letters 'M', 'D' and 'E'	4-8	
3.5.1.3	Advantages of IrDA	3-16	4.2.2.7	Interfacing 20 x 4 LCD with 89C51	4-8	
3.5.1.4	Disadvantages of IrDA	3-16	4.2.3	Description of Seven Segments Display	4-10	
3.5.1.5	Applications of IrDA	3-16	4.2.3.1	Interfacing of a 7-segment Display with 89C51	4-11	
3.5.2	Bluetooth	3-16	4.2.3.2	Interfacing Multiplexed 7 Segment with 89C51 (4 Digit)	4-11	
3.5.2.1	Features of Bluetooth	3-16	4.2.4	Description of Relay	4-13	
3.5.2.2	Description of Bluetooth	3-17	4.2.4.1	Interfacing of Relay with 89C51	4-13	
3.5.2.3	Advantages of Bluetooth	3-17	4.2.4.2	Interfacing a Switch to Pin P0.0 and Relay to Pin P2.0 of 89C51	4-14	
3.5.2.4	Disadvantages of Bluetooth	3-17	4.3	Interfacing of Input Devices	4-14	
3.5.2.5	Applications of Bluetooth	3-18	4.3.1	Description of Keys	4-14	
3.5.2.6	Difference between IrDA and Bluetooth	3-18	4.3.1.1	Interfacing of Single Key with 89C51	4-15	
3.5.3	ZigBee (802.15.4)	3-18	4.3.1.2	Interfacing of Seven Keys with 89C51	4-16	
3.5.3.1	Features of ZigBee	3-18	4.3.2	Description of Matrix Keyboard	4-16	
3.5.3.2	Description of ZigBee	3-18	4.3.2.1	Interfacing of 4 x 4 Matrix Keyboard	4-17	
3.5.3.3	Advantages of ZigBee	3-19	4.3.2.2	Algorithm	4-17	
3.5.3.4	Disadvantages of ZigBee.....	3-19	4.3.2.3	Flowchart	4-18	
3.5.3.5	Applications of ZigBee	3-19	4.3.2.4	89C51 Program in C for 4 x 4 Matrix Keyboard	4-18	
3.5.3.6	Difference between ZigBee and Bluetooth	3-19	4.3.2.5	Interfacing of 8 x 8 Matrix Keyboard with 89C51 microcontroller	4-19	
• Review Questions			3-20	4.4	Motors	4-19

Unit-IV

Chapter 4 : Interfacing Input and Output Devices

4-1 to 4-34

Syllabus : Interface the various input, Output and special devices to the microcontroller 89C51 / AVR, Output Devices : LED, LCD, Relays, 7-segment displays, Multiplex 7-segment display, Input Devices : Key, Matrix keyboard, Motor : Stepper motor, DC motor, ADC / DAC : 8 bit ADC / DAC (0808 / 09), Sensor : Temperature sensor (LM35).

4.1	Basics of Interfacing of I/O and Special Devices with Microcontroller	4-2
4.2	Interfacing of Output Devices	4-2
4.2.1	Description of LED	4-2
4.2.1.1	Interfacing LED with 89C51	4-2
4.2.2	Description of LCD Display	4-4

4.2.2.1	Interfacing of LCD with 89C51 Microcontroller	4-5
4.2.2.2	Instruction Register (IR) and Data Register (DR)	4-5
4.2.2.3	LCD Commands Set	4-5
4.2.2.4	Initializing and Sending Data to the LCD	4-6
4.2.2.5	Program to Display "WELCOME"	4-7
4.2.2.6	Program to Send Letters 'M', 'D' and 'E'	4-8
4.2.2.7	Interfacing 20 x 4 LCD with 89C51	4-8
4.2.3	Description of Seven Segments Display	4-10
4.2.3.1	Interfacing of a 7-segment Display with 89C51	4-11
4.2.3.2	Interfacing Multiplexed 7 Segment with 89C51 (4 Digit)	4-11
4.2.4	Description of Relay	4-13
4.2.4.1	Interfacing of Relay with 89C51	4-13
4.2.4.2	Interfacing a Switch to Pin P0.0 and Relay to Pin P2.0 of 89C51	4-14
4.3	Interfacing of Input Devices	4-14
4.3.1	Description of Keys	4-14
4.3.1.1	Interfacing of Single Key with 89C51	4-15
4.3.1.2	Interfacing of Seven Keys with 89C51	4-16
4.3.2	Description of Matrix Keyboard	4-16
4.3.2.1	Interfacing of 4 x 4 Matrix Keyboard	4-17
4.3.2.2	Algorithm	4-17
4.3.2.3	Flowchart	4-18
4.3.2.4	89C51 Program in C for 4 x 4 Matrix Keyboard	4-18
4.3.2.5	Interfacing of 8 x 8 Matrix Keyboard with 89C51 microcontroller	4-19
4.4	Motors	4-19
4.4.1	Description of Stepper Motor	4-19
4.4.1.1	Interfacing of Stepper Motor with 89C51	4-20
4.4.1.2	Programming of Stepper Motor in C	4-21
4.4.2	Description of DC Motor	4-23
4.4.2.1	Interfacing of DC Motor with 89C51	4-23
4.4.2.2	Programming of DC Motor in C	4-24
4.5	ADC (Analog to Digital Converter) and DAC (Digital to Analog Converter)	4-24
4.5.1	Description to ADC	4-24
4.5.1.1	Features of ADC 0808/0809	4-25



4.5.1.2	Pin description of ADC 0808 / 0809	4-25
4.5.1.3	Interfacing of ADC 0808 with 89C51	4-25
4.5.1.4	Algorithm to Read Data from ADC 0808	4-27
4.5.1.5	Programming ADC0808 in C	4-27
4.5.2	Description of DAC	4-27
4.5.2.1	Features of DAC 0808	4-27
4.5.2.2	Pin description of DAC 0808	4-28
4.5.2.3	Interfacing of DAC 0808 with 89C51 Microcontroller	4-28
4.5.2.4	Programming DAC 0808 in C	4-29
4.6	Temperature Sensors LM35	4-32
4.6.1	Features of LM35	4-32
4.6.2	Description of LM35	4-32
4.6.3	Interfacing of LM35 using ADC0809	4-33
4.6.4	Program to read temperature from LM35 using ADC0809 in 'C'	4-33
• Review Questions		4-34

Unit-V**Chapter 5 : Real Time Operating Systems 5-1 to 5-15**

Syllabus : Operating system : General and real time operating system, Characteristics of real time operating system : Consistency, Reliability, Scalability, Performance, Predictability, Functions of RTOS : i. Task management : Inter task communication and multitasking. ii. Scheduling : Scheduling algorithms. iii. Resource allocation and interrupt handling, Features of RTOS : Watchdog timer, Semaphore, Deadlock : i. Reason of occurrence. ii. Handling of deadlock detection, Prevention, Ignoring.

5.1	Operating System	5-2
5.1.1	General Purpose Operating System	5-2
5.1.2	Real Time Operating System	5-2
5.1.3	Difference Between GPOS and RTOS	5-2
5.1.4	Architecture of RTOS	5-3
5.1.5	Key Specifications of RTOS	5-3
5.2	Characteristics of RTOS	5-4
5.2.1	Consistency	5-4
5.2.2	Reliability	5-4

5.3	Scalability	5-4
5.3.1	Performance	5-4
5.3.2	Predictability	5-4
5.3	Function of RTOS	5-4
5.3.1.1	Task Management	5-4
5.3.1.2	Task	5-4
5.3.1.3	Task State	5-5
5.3.1.4	Task Synchronization	5-5
5.3.1.5	Inter Task Communication :.....	5-6
5.3.1.6	Multitasking	5-7
5.3.2	Scheduling in RTOS	5-7
5.3.3	Scheduling Algorithms	5-8
5.3.3.1	Cooperative Scheduling	5-9
5.3.3.2	Round Robin Scheduling	5-9
5.3.3.3	Earliest Deadline First (EDF) Scheduling	5-9
5.3.3.4	Rate-Monotonic or Fixed-Priority Pre-emptive Scheduling	5-10
5.3.4	Resource Allocation and Interrupt Handling	5-10
5.4	Features of RTOS	5-11
5.4.1	Watchdog Timer	5-11
5.4.2	Semaphore	5-11
5.4.2.1	Binary Semaphore	5-11
5.4.2.2	Counting Semaphore	5-12
5.4.2.3	Mutually Exclusion (Mutex) Semaphore	5-12
5.5	Deadlock	5-13
5.5.1	Reason of Occurrence (Necessary Conditions)	5-14
5.5.2	Handling the Deadlock	5-14
5.5.2.1	Deadlock Prevention	5-14
5.5.2.2	Deadlock Avoidance	5-14
5.5.2.3	Deadlock Detection	5-15
5.5.2.4	Deadlock Ignoring	5-15
5.5.2.5	Concept of Starvation	5-15
• Review Questions		5-15

