

2 weekly

Project

Number of positions

# CS-473 Embedded systems

Beuchat René

| Cursus                                  | Sem.     | Туре | l anguage of                                       | English                     |
|---|----------|------|--|-----------------------------|
| Computer engineering minor              | Н        | Opt. | teaching<br>Credits<br>Session<br>Semester<br>Exam | Linglish                    |
| Computer science                        | MA1, MA3 | Opt. |  | 4<br>Winter<br>Fall<br>Oral |
| Electrical and Electronical Engineering | MA1, MA3 | Opt. |  |                             |
| Mineur STAS Chine                       | Н        | Opt. |  |                             |
| SC master EPFL                          | MA1, MA3 | Opt. | Workload<br>Weeks                                  | 120h<br>14                  |
|   |          |      | Hours<br>Courses                                   | <b>4 weekly</b><br>2 weekly |

### Summary

The main topics of this course are understanding and designing embedded system on a programmable circuit (FPGA). Students will be able to design a camera or a LCD controller on an FPGA in VHDL and will use their controller through a softcore processor.

### Content

- Microcontrollers and their associated programmable interfaces (GPIO, Timer, SPI, A/D, PWM, interrupts)
- Hardcore/softcore processors (ie. NIOS II, ARM)
- Memory organizations, little/big endian
- Synchronous busses, dynamic bus sizing (ie. Avalon Bus in Memory Mapped mode)
- Processor busses, bussesrealized in a FPGA
- Serial busses(ie. UART, SPI, i2c, ...)
- How an LCD graphical screen and a CMOS camera work
- FPGA-based conception of Embedded Systems
- Embedded systems with processors on FPGAs

Laboratories provide knowledge & practice to develop an embedded system based on an FPGA device.

#### Keywords

microprocessors, microcontroller, FPGA, embedded systems, SoC, programmable interface

### Learning Prerequisites

Required courses Introduction to computing systems, Logic systems, Computer architecture

Recommended courses Electronic, Programming (C/C++), Project System On Chip

## Important concepts to start the course

- Computer architecture (processor, memory, programmable interfaces)
- Processor Architecture (PC, registers, ALU, instruction decoding, instruction execution)
- Knowledge of C programming language

Knowledge of VHDL

## **Learning Outcomes**

By the end of the course, the student must be able to:

- Design an embedded system on an FPGA
- Analyze a specific problem to be solved and propose an FPGA-based system to solve it
- Implement a solution to the given problem
- Realize and simulate the design
- Test the developed solution on an FPGA
- Use complex development tools and hardware debugging tools such as a logic analyzer and an oscilloscope

#### **Transversal skills**

- Use a work methodology appropriate to the task.
- Negotiate effectively within the group.
- Set objectives and design an action plan to reach those objectives.
- Continue to work through difficulties or initial failure to find optimal solutions.
- Use both general and domain specific IT resources and tools
- Make an oral presentation.

### **Teaching methods**

Ex cathedra and exercises, laboratories by specific sub-topics, final mini-project

### **Expected student activities**

- Reading and deepening of course concepts
- Preparation of exercises performed in the laboratory
- Writing reports on different labs
- Realization of a final mini-project by group with oral presentation, report and demonstration

## Assessment methods

With continuous control. all labs 30%, mini-projet 20%, oral exam 50%

#### **Supervision**

| Office hours | No                          |
|--------------|-----------------------------|
| Assistants   | Yes                         |
| Forum        | Yes                         |
| Others       | Course on Moodle with forum |

#### Resources

Virtual desktop infrastructure (VDI) No

**Bibliography** 

Teaching notes and suggested reading material on moodle Specialized datasheets (micro-controllers, FPGA) and standards(ie, SPI, i2c, Amba, Avalon, etc.)

## Notes/Handbook

Documents and slides provided on moodle

Websites

• http://fpga4u.epfl.ch

# Moodle Link

• http://moodle.epfl.ch/course/view.php?id=1231

Prerequisite for CS-476 Real-time embedded systems