

BE1-R4 : EMBEDDED SYSTEMS**NOTE :**

1. Answer question 1 and any FOUR from questions 2 to 7.
2. Parts of the same question should be answered together and in the same sequence.

Time: 3 Hours

Total Marks: 100

1. (a) Explain common characteristics of embedded systems with suitable examples.
- (b) What types of processors are used in embedded system. If you want to build room temperature controller and car engine controller which processor will you choose and why ?
- (c) List and define the three main IC technologies. What are the benefits of using each of the three different IC technologies ?
- (d) Given a 120-step stepper motor with its own controller, write a C function or Pseudo code Rotate (int degrees), which, given the desired rotation amount in degrees (between 0 and 360), pulses a microcontroller's output port the correct number of times to achieve the desired rotation.
- (e) What is the difference between timer and counters in Microcontrollers ?
- (f) Compute the memory needed in bytes to store a 4-bit digital encoding of a 3-second analog audio signal sampled every 10 milliseconds.
- (g) How does combination of functions reduce memory requirement in embedded system ? 7x4

2. (a) Briefly describe the Motorola 68HC11 Architecture and its features.
- (b) Discuss the advantages and disadvantages of using memory-mapped I/O versus isolated or standard I/O.
- (c) Draw a block diagram of a processor, memory, peripheral, and DMA controller connected with a system bus, in which the peripheral transfers 100 bytes of data to the memory using DMA. Show all relevant control and data lines of the bus, and label component inputs/outputs clearly. Draw a timing diagram showing what happens during the transfer of byte 0 and byte 1 only. 9+4+5

3. (a) Compose 1Kx 8 ROMs into a 2Kx 16 ROMs.
- (b) How do you achieve transfer of Multi-byte data set or burst of data or block of data in/out of embedded system. Explain components of it. 9+9

4. (a) Explain why implementing synchronization primitives by disabling interrupts is not appropriate in a single-processor system if the synchronization primitives are to be used in user-level programs.
- (b) Servers can be designed to limit the number of open connections. For example, a server may wish to have only N socket connections at any point in time. As soon as N connections are made, the server will not accept another incoming connection until an existing connection is released. Explain how semaphores can be used by a server to limit the number of concurrent connections.
- (c) The semaphore variables full, empty and mutex are initialized to 0, n and 1, respectively. Process P1 repeatedly adds one item at a time to a buffer of size n, and process P2 repeatedly removes one item at a time from the same buffer using the programs given below. In the programs, K, L, M and N are unspecified statements.
- P1
- while (1) { K; P(mutex); Add an item to the buffer; V(mutex); L; }
- P2 while (1) { M; P(mutex); Remove an item from the buffer; V(mutex); N; }
- What values does the statements K, L, M and N respectively will have ?
- (d) Which scheduling policy is most suitable for time-shared operating system ? 4+4+5+5
5. (a) List and describe the eight parts of the closed-loop system. Give a real-life example of each.
- (b) List and describe three general approaches to improving designer productivity.
- (c) Give differences between Controller area networks (CAN) and local area interconnect network difference. 6+6+6
6. (a) Describe the new challenges created by cores for processor developers as well as users.
- (b) What features of JAVA attracts Embedded system development ?
- (c) Write Embedded C program to create an approximate 1 sec delay using the Timer 0 for PIC microcontrollers. (4 MHz clock frequency) 6+6+6
7. Write short notes on **any three** of the following :
- (a) Run time exception handling in embedded system
- (b) Verification and validation in embedded systems
- (c) List down important components of set-up box design
- (d) Priority inversion problem in RTOS with example 3x6

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