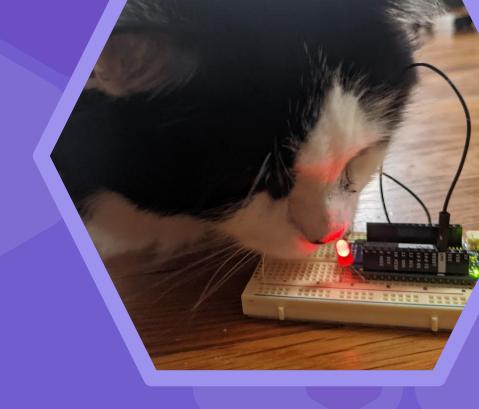
CSCI 1600: Real-time and Embedded Systems





Not counting laptops and phones, estimate the number of computers in this classroom

Class estimates/examples:

TVs

Podium control

Motion sensors

HVAC system, fire alarms, purifier

Speakers

Projector

Smartwatches

Wireless headphones

Switch

Keycard

Lecture capture cameras

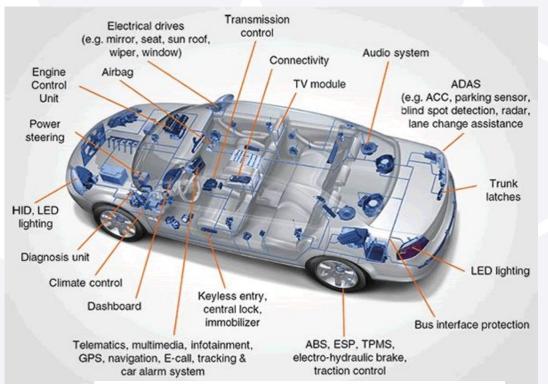


What are some other examples of embedded systems you can think of?





How many different embedded systems can you think of that make up a car?



Thomas Scannel, "Automotive Connectivity Evolves to Meet Demands for Speed & Bandwidth", 2017

Some products are made up of **distributed** embedded systems



Choose a device we mentioned.

Discuss:

- How does the device interface/interact with the outside world (sensors, buttons, displays, other devices)?
- What sorts of constraints are put on its design (size, cost, safety)?



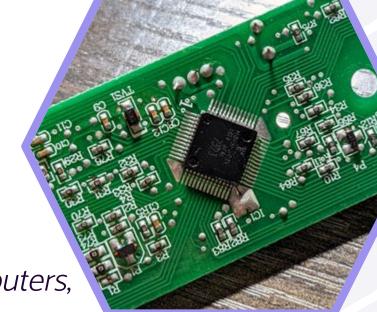
Controlled by a microcontroller

CPU, memory, IO in one chip

Contrasted with general-purpose computers,

embedded systems:

- Are made for a specific purpose
- May be less "visible"
- Interface with the physical world
- Have timing constraints that affect correctness (real-time systems)



Challenges

Constraints

Memory space Form factor Power No OS*/standard API or architecture

Engineering

Safety
Software/hardware design
process
Cost at scale

Real-world interactions

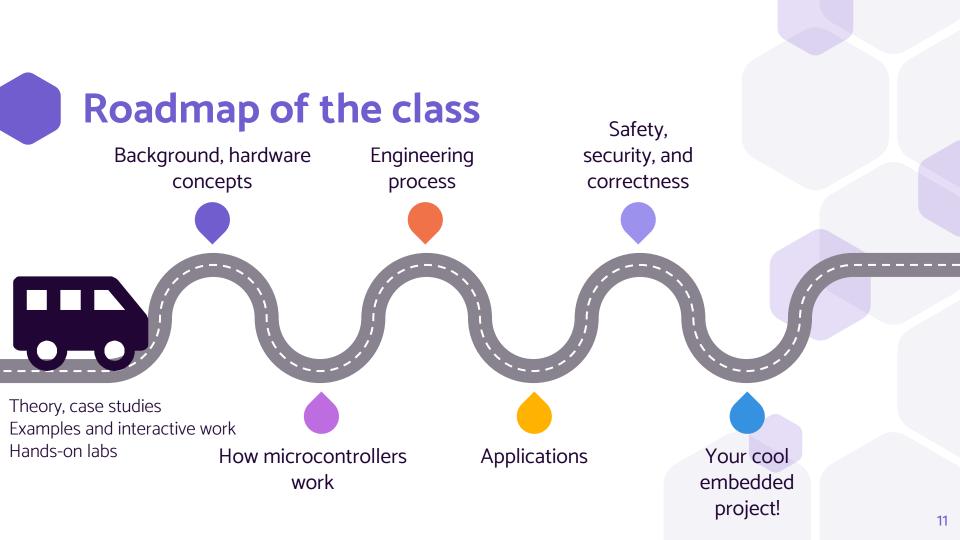
Interface with peripherals
Peripheral failure
Communication protocols
Harsh environments

Verification & Validation

Timing analysis

Modeling physical properties

HW and SW testing and debugging

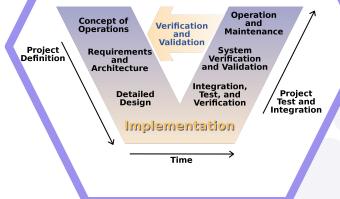


Throughout the class

How design, implementation, verification/validation connect

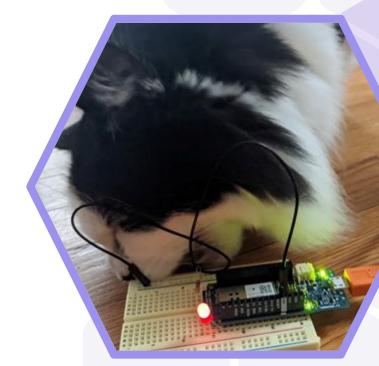
How HW influences SW and the other way around

Societal impacts of embedded technology



Embedded Systems...

are everywhere
have many different applications
have interesting design challenges





Homeworks

...prepare you for...

Concepts presented in lecture

...prepare you for...

Hands-on experience in lab

further assessed in

Group project

Logistics

Website: brown-cs1600.github.io

Waitlist: through HWO (please drop the class if

you know you won't take it!)



Incredible work on your projects, CS 1600! We want to brag about you!
- Arun, Jason, Stephen, and Prof. Zizyte





DE&I

Engineering involves working with people to create artifacts that will be used by people

Your work impacts others

Course has a major participation and teamwork component → inclusion and respect

I want to hear how I can do better, too

Ways you can give me feedback

E-mail

In person (after class, in office hours)

Anonymous form

Via TAs (anonymous or not)

DE&I, accessibility, culture issues: department and university-wide resources

→ Feedback only works if I follow up on it



Think about the classroom practices that have enabled your learning in the past.
Where do you see room for a similar practice in this class?





What is one community guideline that would help your learning that you would like to see in the syllabus?

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