## **CSCE 317- Computer System Engineering**

- **Credit Hours:** 3 hours
- Contact Hours: 75 lecture minutes and 75 lab minutes
- Instructor: Dr. Jason D. Bakos
- **Required Textbooks:** Marilyn Wolf. Embedded System Interfacing. Elsevier, ISBN: 978-0-12-817402-9, **to be replaced in Spring 2024 with:** Jason D. Bakos. Integrative Design and Programming of Internet-of-Things and Cyberphysical Platforms. Cognella. 2024.
- **Bulletin Description:** Design and deployment of cyberphysical systems, with emphasis on design constraints, meeting performance and efficiency objectives, low-level programming, interfacing, control theory, and real-time systems.
- **Prerequisite:** CSCE 212, CSCE 240
- **Required Course** in CE
- Course Outcomes: Students will be able to:
  - 1. Learn industry standard chip-to-chip interface protocols
  - 2. Learn methods for deploying, testing, and characterizing cyberphysical systems in a laboratory environment
  - 3. Learn the concepts of control theory
  - 4. Learn the concepts of real-time systems

## • Student Outcomes addressed by course

Program	Student Outcomes Addressed
Computer Engineering	1, 2, 6, 7

## • Topics Covered

- 1. Various interface protocols and properties governing their operation, e.g. synchronous vs asynchronous, serial vs parallel, single-master vs multi-master, push-pull vs open-drain, arbitrated vs non-arbitrated, etc.
- 2. Hardware-software interfacing, e.g. programmed I/O, interrupts, and direct memory access, use of GPIO and pulse width modulation
- 3. Deploying and debugging code on embedded processor and field programmable gate array platforms
- 4. Control theory, e.g. continuous and discrete transfer functions, physical system modeling, open- and closed-loop control, S-transform, Z-transform, state-space models
- 5. Real-time systems, including scheduling algorithms, schedulability tests, single- and multi-processor real-time scheduling
- 6. CMOS design, semiconductors, semiconductor device models, switch models, RC delay models, CMOS fabrication, parasitics