

SE3910: Real Time Systems

Dr. Walter Schilling

Spring, 2013-2014

1 Administrative Details

Instructor: Dr. Walter W. Schilling, Jr.
Office: 1-335
Office Hours : MRF 10:00-11:00
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Course Web Page: <http://www.walterschilling.us/msoe/spring20132014se3910/spring20132014se3910.php>
Credits: 4.0
Meeting Times: M 11:00-11:50 L307, WF 13:00-13:50, L306(Class)
R 11:00 - 13:50, S343(Lab)

2 Catalog Description

This intense design course introduces students to software development for real-time systems, which often have stringent timing constraints that must be satisfied even under adverse circumstances. Real-time applications include flight control systems, vehicle control systems, industrial processes, life-support systems, robotic manipulators and multimedia applications. Special attention is paid to scheduling, latency minimization, bandwidth constraints, and other design issues that impact the design of these systems. Laboratory assignments provide experience in the design and implementation of realistic applications using a real-time operating system and embedded development board.

3 Outcomes

Upon successful completion of this course, the student will be able to:

1. Understand concepts of time-critical computing and identify real-time systems.
2. Get familiar with a host-target development environment for time-critical systems.
3. Write multitasking computer programs with inter-task communication and synchronization.
4. Apply concepts of inter-task communication and synchronization via shared memory, message queues, signals, semaphores, mailboxes.
5. Understand real-time kernels and task scheduling.
6. Understand concepts of reliability in relation to real-time software
7. Construct distributed real-time applications using a commercial Real-Time Operating System
8. Analyze the performance of a real-time system.

4 Pre-Requisites

- CS-3844
- CS-2710

5 Textbook

Real Time Systems Design and Analysis, 4th ed., Laplante and Ovaska, Wiley, 2012

6 Computer Software Resources

In any case, no matter the configuration of your laptop or the state of your laptop, you are responsible for completing all assignments on time. **Absolutely no extensions will be granted due to Computer difficulties.**

7 Class Participation and Activities

Lecture will be a mix of instructions, discussion, and code examples. Participation is expected.

Class attendance is mandatory. If you are unable to attend a class for any reason, please inform the professor as soon as possible.

Excessive, unexcused absences may result in a grade reduction.

Attendance is required at all lab sessions. It is expected that you will be working on the assigned lab assignment through the lab period unless the assignment is completed and submitted. You must stay for the entire lab period unless the current assignment is complete and turned in. This includes both the software that is to be written / developed as well as the written report on the lab activity. Failure to abide by this policy may result in a grade reduction.

8 Grading

Grades will be based upon Midterm Exams, Lab Work, Homework, Quizzes, and a comprehensive final exam.

Midterm Exams (1)	30%
Labs	30%
Quizzes / Homework	10%
Final Exam	30%
Total	100%

Grades will be based upon the following grading scale

A	92-100
AB	89-91
B	82-88
BC	80-81
C	71-79
D	65 - 70
F	Below 65

In order to receive a passing grade in this course, you must receive a passing grade (a grade of greater than 65%) on the final exam.

9 Late Submission Policy (Non-Homework)

Assignments are due to the designated time and place. Late submissions will not be tolerated and may result in a 10% per business day late penalty from the due date until the assignment is received.

10 Early Submission Bonus

In order to encourage timely completion of assignments, an early submission bonus will be available for all lab assignments. Lab assignments submitted 48 hours or more in advance of the due date may receive a 10% early submission bonus. Lab assignments submitted 24 hours or more in advance of the due date may receive a 5% bonus. However, in the event of incomplete or significantly flawed work being submitted, the early submission bonus will be forfeited.

11 Grading Challenges

Any grading challenges, unless specifically noted by the professor, must be submitted in writing within 5 days of the assignment being returned to the student. The writing shall clearly delineate the problem with the assignment as well as justification for the change in grade.

12 Student Integrity

All students are expected to abide by MSOE's policy on student integrity. If at any point in the semester you have a question about an assignment, please come discuss it with me.

Violations of this policy will be dealt with seriously, and may result in significant penalty, up to and including failure of the course. In specific, violations of student integrity on a lab assignment will most likely result in failure of the course.

In specific, it is expected that you will perform your own work and not work as a group or a team unless specifically allowed by the instructor. To be in possession of another student's source code or design or to submit an assignment which matches in whole or in part another student's assignment shall be considered a violation of academic integrity.

12.1 Student Integrity Policy (as stated in the MSOE Handbook)

As an institution of higher learning, MSOE is committed above all to the educational development of its students as responsible and principled human beings. As such, MSOE is accountable to all whom it serves and by whom it is scrutinized. The university has a priority interest in promoting personal integrity and in ensuring the authenticity of its graduates' credentials.

The university is similarly mindful that the professions, business and industry are concerned with ethical behavior, no less than the professional practice of their members and employees. It follows, therefore, the students of MSOE preparing for professional careers and leadership roles that are founded on responsibility and trust must observe and be guided by the highest standards of personal integrity both in and out of the classroom. The expectations of the university with respect to academic and classroom integrity are reflected in, but not limited to, the following guidelines:

1. Each student must recognize that even a poorly developed piece of work that represents his or her best efforts is far more worthwhile than the most outstanding piece of work taken from someone else.
2. Assignments prepared outside of class must include appropriate documentation of all borrowed ideas and expressions. The absence of such documentation constitutes plagiarism, which is the knowing or negligent use of the ideas, expressions or work of another with intent to pass such materials off as one's own. It is an act of plagiarism if a student purchases a paper or submits a paper, computer program, or drawing claiming it to be his/hers when he/she did not write it.
3. Each student should consistently prepare for examinations so as to reduce temptation toward dishonesty.
4. A student may not share examination answers with others for the purpose of cheating, nor should he or she, intentionally or through carelessness, give them an opportunity to obtain the same.
5. Academic dishonesty or cheating includes the act of obtaining or attempting to obtain credit for academic work through the use of any dishonest, deceptive, or fraudulent means. Cheating at MSOE includes but is not limited to:
 - Copying, in part or in whole, from another's test or homework assignments, worksheets, lab reports, essays, summaries, quizzes, etc.
 - Copying examinations and quizzes, in whole or in part, unless approved by the instructor.
 - Submitting work previously graded in another course unless this has been approved by the course instructor or by departmental policy.
 - Submitting work simultaneously presented in two courses, unless this has been approved by both course instructors or by the department policies of both departments.
 - Communicating electronically (unless approved by the instructor) during examinations with the intent to seek or provide answers.
 - Attempting to present as the student's own work, materials or papers purchased or downloaded from the Internet.
 - Any other act committed which defrauds or misrepresents, including aiding or abetting in any of the actions defined above.
 - Claiming credit for a group project or paper when the individual student made little or no contribution to the group's product.
 - Accessing reference documents during a computerized exam or quiz unless approved by the course instructor.

6. A student of integrity will not support, encourage or protect others who are involved in academic dishonesty in any way, and will furthermore attempt to dissuade another student from engaging in dishonest acts.

Acceptance of this responsibility is essential to the educational process and must be considered as an express on of mutual trust, the foundation upon which creative scholarship rests. Students are directed to use great care when preparing all written work and to acknowledge fully the source of all ideas and language other than their own.

In cases of alleged academic dishonesty, procedures involving the student, the instructor, the department chair, and a Board of Review have been established to assess the facts and determine the appropriate penalties. For further information on the policy please see the MSOE Academic Catalog.

12.2 Lecture Note and Handout Availability

To the greatest extent possible, all lecture notes and handouts will be made available on the course website following class / lab. These materials are made available for your learning enrichment. These materials, however, are governed by the Copyright Laws of the United States and are not to be distributed beyond the MSOE environment. This includes, but is not limited to, lecture notes and slides, lab assignments, homework problems, sample solutions, source code examples, and quizzes.

Failure to adhere to this policy may result in a reduction of final course grade.

13 Cell Phone Policy

To enhance learning and reduce disruptions, cell phones will be turned off during class. If a cell phone rings during class, one point will be subtracted from your final grade. Two additional points will be subtracted from your final grade for each additional offense. If your cell phone rings during a quiz or exam, the final grade for the course will be reduced by one half letter grade (i.e. from A to AB). For each additional offense during an exam, the final grade will be reduced by one full letter grades (i.e. from A to B).

Under no circumstances may a cell phone be used as a calculator during exams or quizzes.

14 Laptop Usage

Laptop usage is permitted in class to view the Piazza livestream of the lecture as well as to interact with the instructor. No other laptop usage is allowed during lecture periods unless specifically requested by the instructor.

15 Course Drops

Under no circumstances will the professor drop you from this course. If you desire to withdraw from this course, it is your responsibility to complete the process in the appropriate fashion.

16 Examinations

Midterm exams will be held during class meetings unless other arrangements are made prior to the exam. **NO MAKEUP EXAMS** will be given without advanced reason excepting documented medical or family emergencies.

17 Final Exam

Per university policy, "A final examination is required in every credit course except in courses designated by the various departments, and that exam will be administered in the two-hour block designated. The type of examination should be in agreement with that specified in the departmental course outline and announced to the class near the beginning of the quarter. Final examinations may not count more than 40% of the final grade."

18 Homework / Quizzes

Quizzes may be given weekly, either at a lecture or lab meeting. Homework may also be assigned from time to time. The lowest quiz score will be dropped. **Absolutely no make-up quizzes will be given.**

A homework assignment will be worth one quiz grade unless otherwise noted.

19 Reading Assignments

The syllabus indicates reading assignments. Students are expected to read the indicated pages prior to meeting that day.

20 Course Coverage

Week	Day	Topic	Reading and References
1	Monday (3/10)	Course Introduction and Policies	
1	Wednesday (3/12)	Real Time Systems Fundamentals	Chapter 1, pages 1-15
1	Friday (3/14)	No class (Travel)	
2	Monday (3/17)	Modeling Response Time	
2	Wednesday (3/19)	Lab Topic: Measuring with an Oscilloscope	
2	Friday (3/21)	Drawing Basic Schematics and Circuit Theory	
3	Monday (3/24)	Real Time Systems Hardware	Chapter 2, pgs 27-62
3	Wednesday (3/26)	Lab Topic: Designing a Basic Multithreaded application for the Beaglebone	
3	Friday(3/28)	Real Time Operating Systems	Chapter 3, pages 79 - 97
4	Monday (3/31)	Real Time CPU Scheduling	Chapter 3, pages 97-106
4	Wednesday (4/2)	Lab Topic: Socket communications in Embedded Linux	
4	Friday(4/4)	Communications Between Processes	Chapter 3, pages 106-118
5	Monday (4/7)	Introduction to GStreamer and OpenCV	
5	Wednesday (4/9)	Lab Topic: Measuring Execution Time for Tasks with an oscilloscope	
5	Friday(4/11)	Introduction to QT	
6	Monday (4/14)	Catchup / Review	
6	Wednesday (4/16)	Midterm Exam	
6	Friday(4/18)	No class (Good Friday)	
7	Monday (4/21)	An Introduction to audio	
7	Wednesday (4/23)	Lab Topic: Digitization of audio	
7	Friday(4/25)	Embedded Code Quality and the MISRA Standards	
8	Monday (4/28)	Real Time Software Qualities	pgs 267-284
8	Wednesday (4/30)	Structured Design and Data Flow Diagrams	pgs 286-293
8	Friday(5/2)	Performance Analysis	pgs 379-398
9	Monday (5/5)	Queuing Theory	pgs 398-405
9	Wednesday (5/7)	Memory Utilization	pgs 408-411
9	Friday(5/9)	Real World Study: The Toyota Acceleration Problem	
10	Monday (5/12)	Catch up and Special Topics	
10	Wednesday (5/14)	Catch Up and Special Topics	
10	Friday(5/16)	Final Exam Review	
11	Final Exam	To be determined by the registrar	

21 Lab Topics

Week	Day	Topic
1	Thursday (3/13)	Burning our operating System
2	Thursday (3/20)	Basic Input and Output on the Beaglebone
3	Thursday (3/27)	Developing a reaction time measurement game using the Beaglebone Black
4	Thursday (4/3)	Networking with the Beaglebone Black and Sockets
5	Thursday (4/10)	Image Capturing with the Beaglebone Black and a USB WebCAM
6	Thursday (4/17)	Developing a GUI on the Beaglebone Black
7	Thursday (4/24)	Audio Capture on the Beaglebone Black
8	Thursday (5/1)	Internet Chat Design / Internet Chat Construction
9	Thursday (5/8)	Internet Chat Construction
10	Thursday (5/15)	Internet Chat and Performance Testing