



DesIRE Implementation in ZNTU

Galyna Tabunshchyk Prof. Software Tools Department

GTU, Georgia

28 October, 2015





ЛАБОРАТОРІЯ ВБУДОВАНИХ СИСТЕМ

New Laboratory of Embedded System and Virtual Engineering











Teaching for teachers and MC







Organizing courses for the teachers and researchers in ZNTU





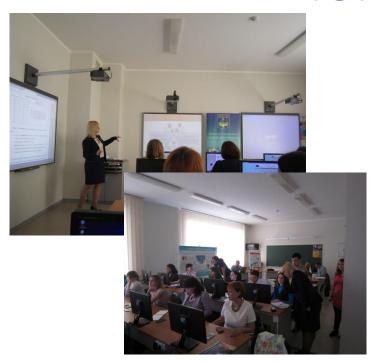
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Monitoring in Kiev and Teaching for teachers





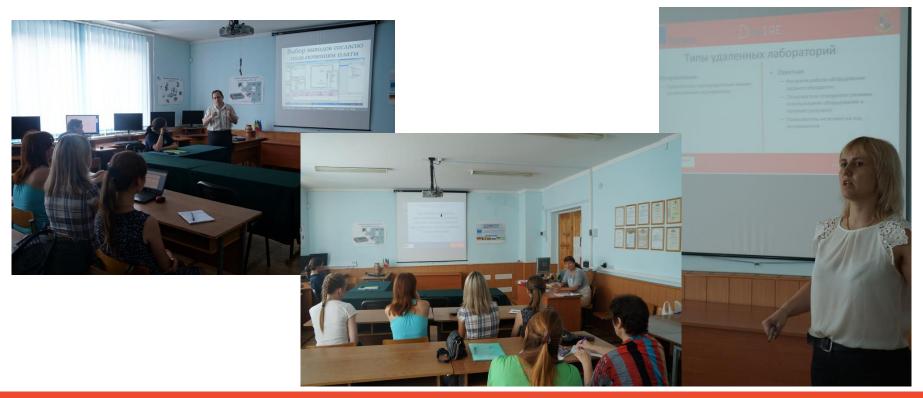
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Teaching the teachers after Spring school in Ilmenau











October 16, 2015 Software Department building III, room 57 10:05 a.m.

- √ To explain the use of hardware description languages. √ To show the participants basic logic gates, combinatory logic and sequential logic with the use of VHDL on a Xilinx FPGA-board.
- √ To introduce the ISE software

Abstract

FPGA's in embedded systems are omnipresent. They are used in a number of applications, being it ASIC-design for chip-emulation and fast time-to-market, being it in high-data-throughput telecommunication and Digital Signal processing. To work and to teach Digital System Design with FPGAs is rather complex, due to the fact that the principles behind describing hardware are somewhat different with traditional programming software. In this view, it is a good idea to start off with basic gates, to get a fundamental knowledge on the way these interesting components work.

About the Speaker

In 2002 Dirk Van Merode finished his engineering studies in Electronics to become a Master in Science. His first educational experience was in secondary education in electricity and electronics, to enhi so certificate for pedagogical apticulae, Dirk moved to Lessius University College, currently renamed Thomas More University College, in 2007, to take up a teaching assignment and to do research. His field of experies in in digital systems design, printed assignment and to do research. His field of experience is n digital systems design, printed crucult board design and production, and audic-video production. Research topics are mainly countries outside the EU. Dirk also did some in-depth research in space applications and sal-elled development. Currently he is project coordinator of the DESIRE Tempu expect. Devel-opment of Embedded System Courses with implementation of Innovative Virtual approaches for integration of Research, Education and Production in U.A. G.R. All "> 5409-1761. PUS-1-2013-1-BE-TEMPUS-JPCR. For the department electronics – ICT he is the int













MMATENG esIRE

October 15, 2015 **Software Department** building III, room 57 10:05 a.m.



√ To explain the process of integrated mechanical design and virtual prototyping.
√ To introduce the CREO-design software and interesting modules.

Mechanical design switched from drawing oriented to model oriented design over the last decade. In a model oriented design you make a virtual prototype in the design software in which the design has all properties of the real object and behaves as the real objects. This allows for virtual prototyping and testing and as such for shorter and more robust design cycles: less physical prototypes are necessary or can sometimes be completely eliminated, saving in time and costs.

CREO (PTC) is a state of the art 3D-design software incorporating all possibilities for an integrated design (CAD), manufacturing (CAM), simulation (FEA, Multi-body Simulation) approach in mechanical engineering

About the Speaker

s Erasmus Mundus MANECA project.
Dr ing. Peter Arras is currently project coordinator for tempus MMATENG (Modernization of two cycles

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October 15, 2015 Software Department building III, room 24 10:05 a.m.

√ To explain the process of developing state-of-art printed circuit board. √ To show the participants the relation between design work and automated.

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Developing PCBs for professional goals and consumer end-products is not an arbitrary task. The designer needs to take a lot of parameters into account, the components' cost, deliverability, ease of implementation and lifetime, PCB manufacturability and PCB assembly. Designers should design for X, where X stands for testability, manufacturability, maintainability and so on. Altium is powerful tool to help designers with their task, with a lot of options available to increase productivity and decrease error margin. The workshop helps users to overcome the initial start-up with the software.

About the Speaker

In 2002 Dirk Van Merode finished his engineering studies in Electronics to become a Master in Science. His first educational experience was in secondary education in electricity and electronics, to sent his certificate in pridagogocial aptitude. Dirk moved to Lessass University College, currently renamed Thomas More University College, in 2007, to take up a teaching assignment and to do research. He field of opporties in in digital systems design, printed circuit board design and production, and audio-video production. Research topics are mainly in European projects, both on curriculum development and student and staff motibility with countries outside the EU. Dirk also did some in-depth research in space applications and satcounties outside the EU. Dirk also due some in-depth research in space applications and sat-ellite development. Currently the is project coordinator of the DESIRE Tempus project, Devel-opment of Embedded System Courses with implementation of Innovative Virtual approaches for integration of Research. Education and Production in UA. GE, AM." — 544091-TEM-PUS-1-2013-1-BE-TEMPUS-JPCR. For the department electronics – ICT he is the interna-

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Pilot teaching



GTU, Georgia

28 October, 2015





	Discipline/Module	Basic Information
1	Module name: Digital Electronics Course name: Digital Electronics and Microprocessors	Total – 108 h Contact – 54 h Study Cycle -BA
2	Module name: Microcontrollers Course name: Digital Electronics and Microprocessors	Total – 108 h Contact – 48 h Study Cycle -BA

Lecturer

Sergii Morshchavka PhD. Eng.

Assoc. Prof. on Radio Electronics and Telecommunication Departme t symorsh@mail.ru





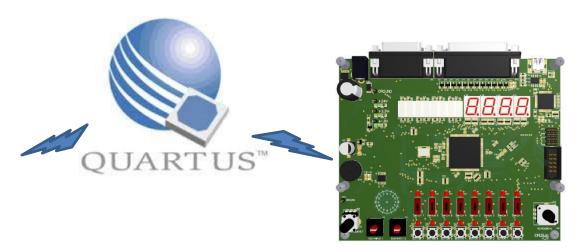




Idea

 It is proposed to use PLD as a linkage for all parts of the course and freely distributed EDA tools as a major environment for development and simulation on real and virtual devices











Course development

- Lectures
 - 1. Combinational devices
 - Boolean arithmetic as basis for digital electronics
 - The basic and universal logic units
 - Adders and digital comparators
 - Codes and coding in digital electronics
 - Coders, decoders
 - Multiplexors, demultiplexors
 - Arithmetic-logic units







- Lectures
 - 2. Sequential devices
 - Simplest triggers
 - Triggers with static and dynamic (flip-flops) sync
 - Counters and divider of frequency
 - Registers, shifter registers
 - RAM, ROM, bus conditioners and other parts of Microprocessor systems
 - CPLD, FPGA
 - The main technologies of digital ICs and their features









- Laboratory works
 - 1. Combinational devices
 - Logical elements
 - Coders, decoders
 - Multiplexors, demultiplexors
 - Arithmetic-logic units







- Laboratory works
 - 2. Sequential devices
 - Triggers with static sync (latches)
 - Triggers with dynamic sync (flip-flops)
 - Counters and divider
 - Registers, shifters







Microprocessors module covers

Lectures

Review of PIC microcontrollers

 Microcontrollers basics: architectures, features, etc. Memory organization for program and data, addressing, instruction organization and set for PIC16. Basic peripheries for PIC16

Review of AVR microcontrollers

 The AVR RISC Microcontroller architecture. Memory organization for program and data, addressing, instruction organization and set for AVR. Basic peripheries of AVR MCU family.







Microprocessors module covers

Laboratory works

Review of PIC microcontrollers

- The first program for PIC16.
- Using the main instructions
- Using ports for the input/output

Review of AVR microcontrollers

- Writing "hello World" program for AVR.
- Learning the basic instruction
- Using IO on AVR







to be continued ...

- Programming of MCU (eq. Embedded Software)
- MCU in Electronic System (eq. Embedded System)
- Digital Signal Processing
- Computers and MCU in Telecommunication







Informational Technologies for Electronic Device

Lecturer



Teaching Assistant



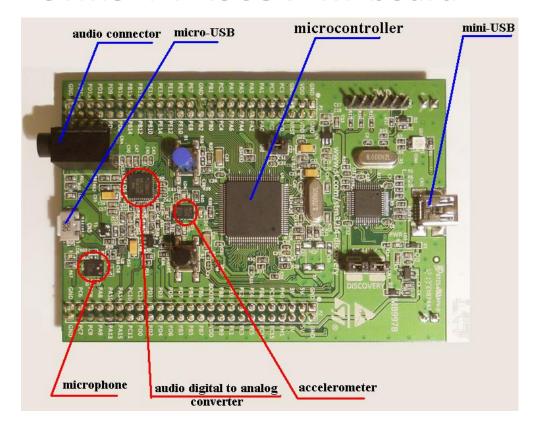
Olexiy Pharaphonov PhD, Assoc. Prof. of ITED Department farafon@zntu.edu.ua Marina Mischenko PhD, Senior Lecture





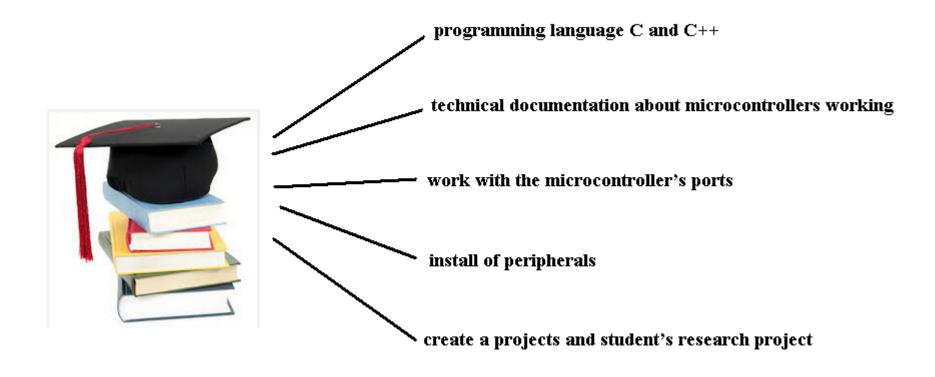


STM32F4DISCOVERY board















Idea of the project to create helicopter

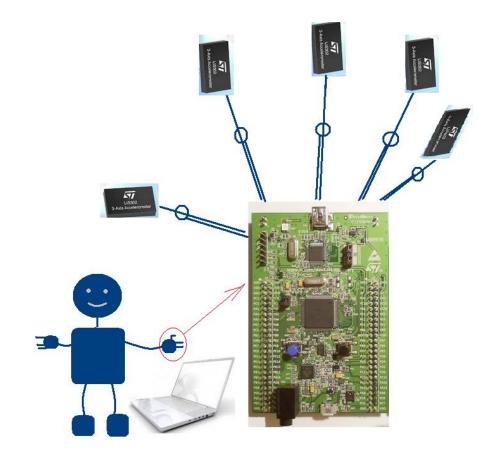








Idea of the project for people with disabilities







	Discipline/Module	Basic Information
1	CAD/CAM/CAE FOR EMBEDDED SYSTEMS	MsC Total hours 360 Contact hours 144
2	Remote Labs and Virtualization	MsC Total hours 180 Contact hours 64

Lecturer



Teaching Assistant



Anzhelika V. Parkhomenko Assoc. Prof. Software Tools Department

Olya Gladkove



CAD/CAM/CAE FOR EMBEDDED SYSTEMS



		Co	ontac	t wor	k hou	urs		Time and tasks for individual work			
Themes	Lectures	Consultation	Seminars	Practical work	Laboratory work	Placements	Total contact work	Individual work	Tasks		
Module 1. Basics of CAD/CAM/CAE	32				32		64	80			
1.1 Structure, possibilities and classification of modern CAD/CAM/CAE-systems	8						8	40	Reading literature and preparing case-study		
1.2 MCAD structural design (by means of Creo) 1.2.1 Part modeling 1.2.2 Assemblies 1.2.3 Drawings	12				20		32	20	Working on individual tasks and preparing labs reports		
1.3 ECAD electronic and schematic design (by means of ALTIUM) 1.3.1 Before designing 1.3.2 Integrated schematic and PCB design	12				12		24	20	Working on individual tasks and preparing labs reports		





CAD/CAM/CAE for Embedded Systems



Module 2. Advanced techniques.	32		48	80	136	
2.1 MCAD structure design (by means of Creo) 2.1.1 Sheetmetal modeling 2.1.2 Family tables 2.1.3 Automatic assembly 2.1.4 Layouts 2.1.5 Surfaces modeling 2.1.6 Numerical simulations	10		20	30	40	Working on applied task and preparing presentation of integrated project
2.2 Introduction to the technology of CAM (Computer Aided Manufacturing)	8		8	16	20	Working on individual tasks and preparing labs reports
2.3 Finite Element Analysis2.3.1 Principles of FEA2.3.2 Case studies for structural strength calculations (by means of Mech Wildfire)	4		8	12	36	Working on individual tasks and preparing labs reports
2.4 ECAD electronic and schematic design(by means of ALTIUM)2.4.1 Routing strategies2.4.2 Design for testability	10		12	22	40	Working on applied task and preparing presentation of integrated project





Remote Labs and Virtualization



		Cor	itact	: wo	rk ho	ours		Time and tasks for individual work			
Themes	Lectures	Consultation	Seminars	Practical work	<u>Laboratory work</u>	Placements	Total contact work	Individual work	Tasks		
Module 1. Basics of ES development	8						8	64			
1.1. New approaches to ES design and production activity based on virtual engineering and remote experiments	2						2	20	Reading literature and preparing presantation		
1.2 Analysis of Embedded Systems features and market. The phases of the life cycle of embedded system	2						2	20	Reading literature		
1.3 Embedded systems requirements analysis and creation of project documentation	4						4	24	Working on individual tasks		





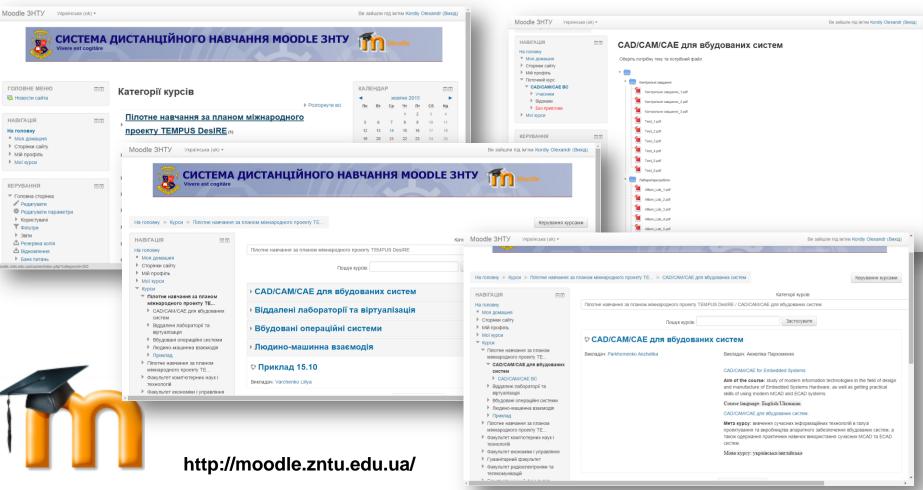
Remote Labs and Virtualization



Module 2. Using Remote and Virtual tools for ES design	24		32	56	52	
2.1 Approaches to embedded systems hardware realization. Embedded systems based on microcontrollers. Stages of microcontroller system design. Atmel microcontrollers architecture.	8		4	12	14	Working on individual tasks and preparing labs reports
2.2 Approaches to embedded systems software realization. Software engineering medium Atmel Studio and Arduino IDE.			10	18	14	Working on individual tasks and preparing labs reports
2.3 Design of embedded control systems using lab GOLDI and RELDES.	4		10	14	12	Working on individual tasks and preparing labs reports
2.4 Testing embedded systems' virtual prototype using Proteus and Arduino simulators.	4		8	12	12	Working on individual tasks and preparing labs reports
Is viso	32		32	64	116	











Software for Embedded systems

	Discipline	Basic Information
1	Embedded OS	Total 105 h Contact 35 h BA
2	GUI Development	Total 60 hours Contact 30 hours BA

Lecturer



Teaching Assistant



Sergiy Serdjuk
Assoc.Prof of Software Tools Department
serdjuksn@mail.ru

Zhanna Kaminsaya kamzhana@gmail.com







Embedded OS

1. To know the principles of the Linux shell programming	2		4	6	4	Writing Scripts
2.To know the principles of the /dev/mem file in Linux	2			2	8	Access to RAM
3. To know the Linux device driver sysfs and spi interface	4			4	8	The Linux device driver programming
4. Cross-compile a Linux kernel (with some changes)	4		3	7	8	Application of gss
5. File and file system structure control			3	3	8	
6. Process control			2	2	8	Configure and administer Linux
7. Distribution of user rights			1	1	4	
8. Read some I2C and SPI data			4	4	8	Embedded data communication
9. Write a SPI sysfs driver			6	6	14	The Linux device driver programming







GUI Development

1 Understanding of ergonomic requirements for each component of the "man-machine-environment" (MME) such as: human operator, technical facilities, workplaces, production environment	3		2	5	2	
2. Knowledge of methods utilizing formalization and modeling options for operator activity applicable to embedded system	3		2	5		Study of specialized tools
3. Understanding the principles of information systems virtual reality design	4			4	4	
4. GUI development			8	8	4	Human-centered design
5. GUI usability testing	2		6	8	4	GUI assessment
6. Quantitative assessment of human operator's activity					16	Improving the efficiency and quality of an operator's activity







Software for Embedded systems

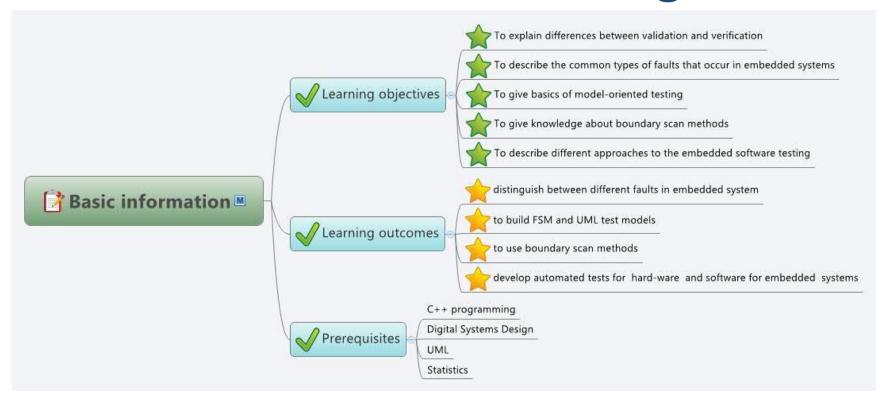
	Discipline	Specialty	Developers
1	C for Embedded Systems	Informational Technology of Design	Prof. Galyna Tabunshchyk
2	Embedded Software Development	Software Engineering Informational Technology of Design	Prof. Galyna Tabunshchyk Senior Lecture Natalya Mironova Ba Student Evgeniy Tverdohleb
3	Quality Engineering	Informational Technology of Design	Prof. Galyna Tabunshchyk Seniour Lecture Tetyana Kaplienko
4	ES Software Testing	Artificial Intelligence	Prof. Galyna Tabunshchyk Seniour Lecture Tetyana Kaplienko
5	FC Buggy	Project Work	Prof. Galyna Tabunshchyk







ES Software Testing









Basic Information

Duration:72h

Lectures: 36 h

Lab works: 36 h

Lecturer



Teaching Assistant



Galyna TABUNSHCHYK, PhD, Prof. galina.tabunshchik@gmail.com

Tatyana Kaplienko, tabr007@yandex.ua







Week	Subject					
1	Introduction					
2	Validation and verification of the digital systems					
3	Faults in Embedded Systems. Hardware Faults					
4	Software-Hardware covalidation Faults Model					
5	Model based testing					
6	FSM Models for test generation					
7	Midterm Exam					
8	Testing of Embedded core-based systems ob chips					
9-10	Boundary scan methods and standards.					
11	Virtual instrumentation for boundary scan					
12	Embedded software testing. Functional testing					
13	Embedded software testing. Coverage testing,					
14	On-line testing of embedded systems					
15	Comparison of IT technologies used for verification and validation					
16	Review, Exam					







Experiments, Projects,	Subject	
Lab Works		
Lab work 1	Working with Git	
Lab work 2	Functional Testing with Basys 2 Board	
Lab work 3	Functional testing of embedded software	
Lab work 4	FMS based testing with remotes experiments	
Lab work 5	Remote functional testing	

















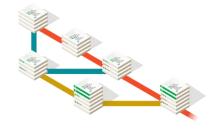
Quality Engineering

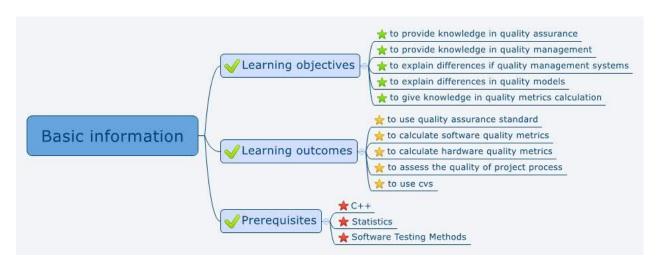
Total hours 108h

Lectures: 12 h

Lab works: 12 h

Self work 60 h











Week	Subject
1	Introduction
2	Quality Management Philosophy.
3	The economics of Quality
4	Quality Engineering
5	Quality Control Methods
6	Configurational Management
7	Software Quality Assurance
8	Software quality system organization.
9	Software quality models
10	Software quality metrics
11	Software certification
12	Licenses of software and documentation







Embedded Software Development

Total hours 108h

Lectures: 12 h

Lab works: 24 h

Self work 72 h

Lecturer

Galyna TABUNSHCHYK,

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Teaching Assistant



Natali Myronova natali.myronova@gmail.com

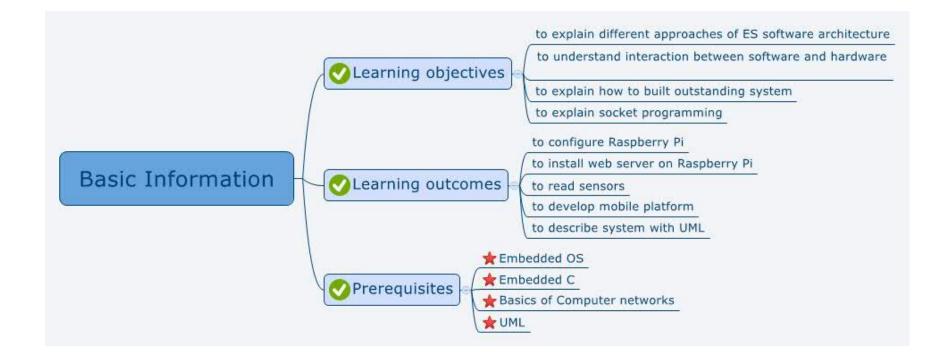


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Week	Subject
1	Introduction
2-3	Modelling of software for Embedded Systems
3-4	Standard component models
5-6	Architecture of the software for Embedded Systems
6-8	Templates for Software Architecture for Embedded Systems
9-10	Socket programming
11-12	Programming Linux Socket

Experiments, Projects, Lab Works	Subject	
Lab work 1	Configuring Raspberry Pi	
Lab work 2	Installing Web-server at Raspberry Pi	
Lab work 3	Developing QT application at Raspberry Pi	
Lab work 4	Reading sensors from extension board	
Lab work 5	Developing Project on Raspberry Pi	







Project FC Buggy

Tasks

- 1. To develop software for moving the maze
- 2. Do develop software for follow the line
- 3. Do develop software for rout search, following the line
- 4. To develop software for rout search in maze
- 5. To make musical dancing car
- 6. To control the car with smartphone





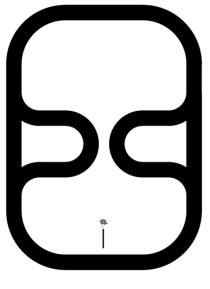
FORMULA FLOWCODE

V. Okhmak

B. Klochko





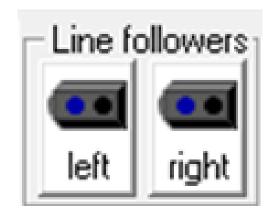


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Working with sensors Formula Flowcode Buggy



Сенсоры определения цвета поверхности

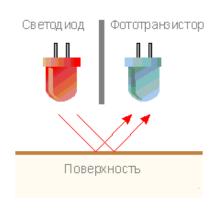


Схема отражения света

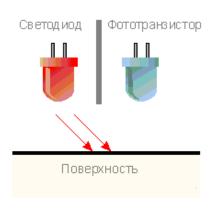
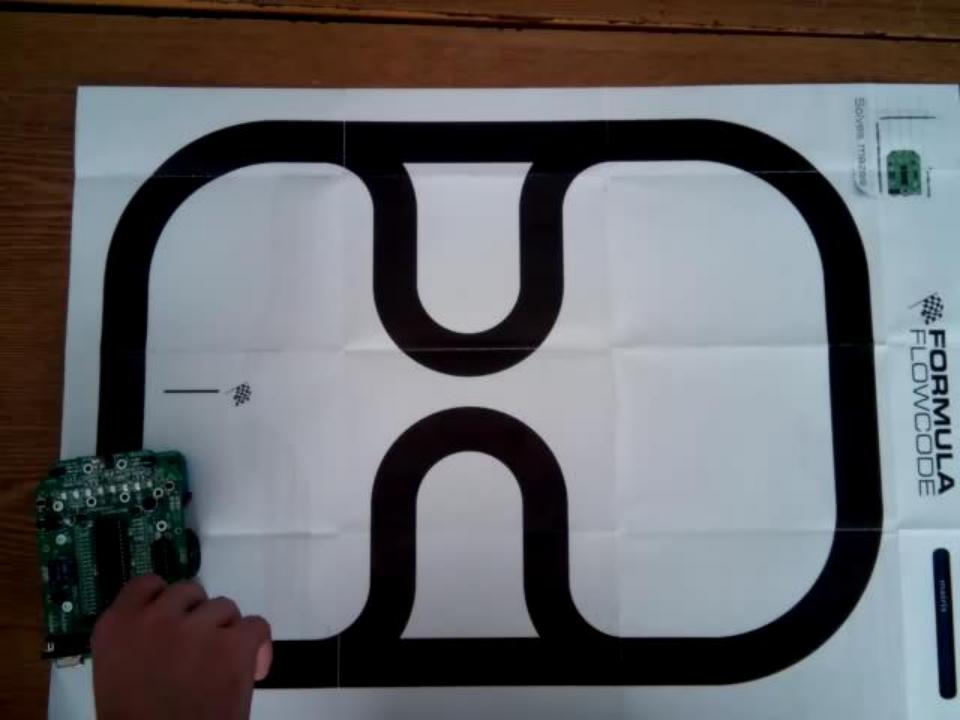


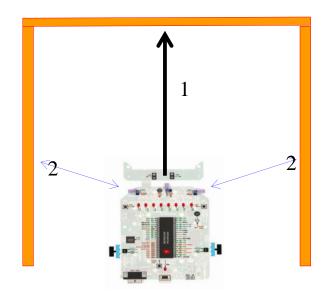
Схема поглощения света

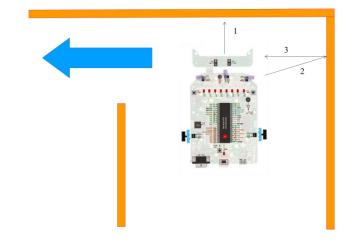


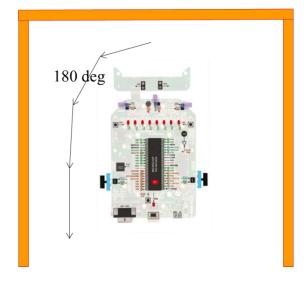






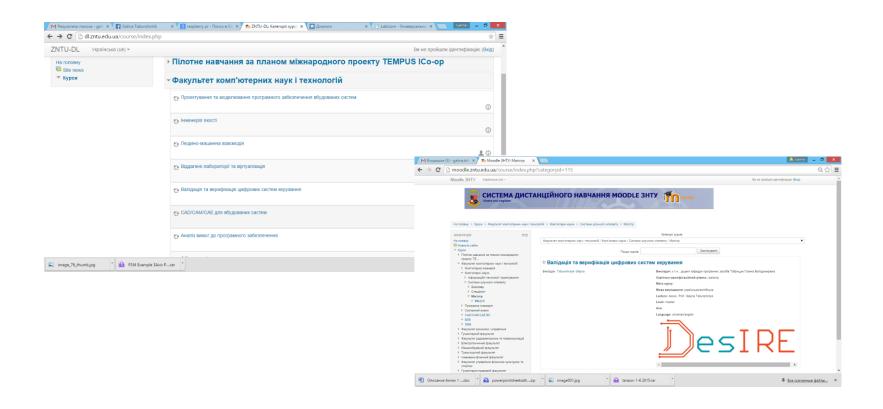










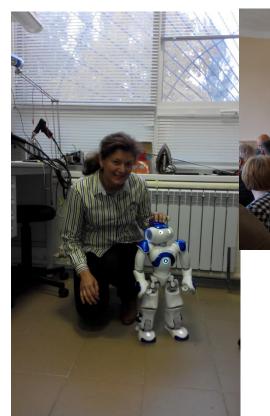


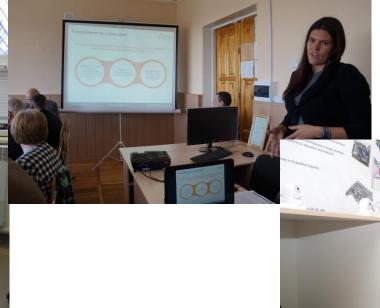






Dissemination











Thank You for Your Attention