

**COURSE DATA****Data Subject**

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|----------------------|--------------------------------------|
| Code | 34824 |
| Name | Integrated Telecommunication Systems |
| Cycle | Grade |
| ECTS Credits | 6.0 |
| Academic year | 2020 - 2021 |

Study (s)

| Degree | Center | Acad. year | Period |
|---|-----------------------|-------------------|---------------|
| 1402 - Degree in Telecommunications Electronic Engineering | School of Engineering | 4 | Second term |

Subject-matter

| Degree | Subject-matter | Character |
|---|------------------------|------------------|
| 1402 - Degree in Telecommunications Electronic Engineering | 22 - Optional subjects | Optional |

Coordination

| Name | Department |
|---------------------------|------------------------------|
| SUAREZ ZAPATA, ADRIAN | 242 - Electronic Engineering |
| TORRES PAIS, JOSE GABRIEL | 242 - Electronic Engineering |

SUMMARY

Integrated Systems. The course is elective Telecommunications quarterly basis and is given in the fourth year, second quarter, of Engineering Degree in Telecommunication Electronics. The academic program consists of a total of 6 ECTS.

It is topically related to the subject Digital Systems and its general objective is to build on the techniques for the analysis and synthesis of digital systems already known, bringing new methodologies and tools to successfully address the co-design of hardware-software embedded computer systems designed to end product

As interest activities can highlight the following:



- To give a proper methodology to successfully address-based system design microcontroller (firmware and hardware), paying particular attention to developing real projects in telecommunications preferably embedded applications.
- To practice languages and programming models (C, etc..).
- To provide basic guidelines to follow in the design of optimal firmware maintenance and reusability.
- To present a professional designing platform and learn its use in detail, knowing the most important aspects to increase the productivity of Design engineers
- Not forgetting basic issues, to extend with cutting edge information on knowledge programmable devices and applications: analog - digital fusion, visual programming, codesign hard - soft, real-time applications, protocol design, multiprocessor systems, programmable platforms (PSoC) etc.

The teaching methodology is eminently practical, and consists essentially of the planned development of a project. Classes will be held prioritizing teaching of practical over theoretical. Periodically topics of interest will be addressed by additional technical seminars.

PREVIOUS KNOWLEDGE

Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

Other requirements

In order to successfully address the subject, it is recommended that students have some previous knowledge acquired in the matter Digital Systems. Such prior knowledge can be mentioned the following:

- Logic simulation
- Programmable Logic Devices
- Design methodology of combinational and sequential circuits
- Skills and abilities in laboratory

Also essential are the abilities and skills acquired in the subject of Computing, which is taught in the first course:

- Logical reasoning
- Analysis and syn

OUTCOMES

LEARNING OUTCOMES



As learning outcomes, this course allows for the following capabilities

1. To analyze and design product specifications
2. To plan properly the architecture of an electronic system product oriented with strong design constraints as well as the interrelation between the different elements
3. To analyze and design modules, subsystems, circuits, libraries and IP-based platform microprocessor and / or reconfigurable
4. To design firmware for concurrent and real time applications
5. To select and use designing tools, for synthesizing and debugging projects to allow a proper development of electronic products
6. To choose service providers for electronic prototyping
7. In addition to addressing the technical solution of the project, it must be properly managed using an appropriate methodology and specifically designed for projects

In addition, this subject also lets to acquire the following social skills:

- Properly enunciate the technical specification of a system projects digital electronic
- Employ skillfully design and verification tools for microcontroller based projects
- Make designs using different platforms: programmable logic devices, microprocessors, microcontrollers or other computational alternatives
- Develop a suitable methodology to design and implement algorithms in actual projects, ensuring the reusability and facilitating team work
- Make appropriate design decisions as a professional designer does

As a complement to the specific objectives mentioned above, during the course, several generic skills will be promoted:

- Experience in laboratory work, encouraging and working with hardware devices tools
- Knowledge of the scientific method to solve practical problems
- Capacity for analysis and synthesis
- Ability to argue from rational and logical criteria
- Ability to communicate correctly and organized
- Ability to develop a problem in a systematic and organized manner
- Ability to build correctly a written document that defines a project
- Ability to manage information
- Ability to plan and manage time
- Ability to work in group
- Interpersonal relationship skills
- Appropriate use of scientific technical terms



DESCRIPTION OF CONTENTS

1. Introduction to Integrated Telecommunications Systems

Introduction to Integrated Telecommunications Systems

Integrated System Concept.

Characteristics of an Integrated System.

Examples of Integrated Systems currently in existence.

2. Architecture of a Programmable System on Chip (PSoC)

Architecture of a Programmable System on Chip (PSoC)

Internal structure of a PSoC

Main features of a PSoC

Comparison between the different families of PSoCs

3. Design flow with PSoC Creator

Design flow with PSoC Creator

Introduction to the PSoC Creator design and programming platform

Hardware-firmware co-design

My First Program with PSoC Creator.

4. PSoC device resources

PSoC device resources

Power system

Memory characteristics

System clock management

Timers Management

GPIOs

Interruptions

5. Digital peripherals and integrated digital communications

Digital peripherals and integrated digital communications:

Universal digital blocks (UDB)

PWM control

Serial communication (UART)

SPI communication

I2C communication

**6. Analog peripherals and sensor management**

Analog peripherals and sensor management:

Delta-sigma converters (ADCs)

Integrated operational amplifiers

Comparators

DACs

7. Bluetooth communication

Bluetooth communication:

Features of the Bluetooth protocol

Description of the BLE component in PSoC Creator

8. Introduction to real-time operating systems (RTOS)

Introduction to real-time operating systems (RTOS)

RTOS concept

PSRC FreeRTOS

Description of an application run on a FreeRTOS with PSoC

WORKLOAD

| ACTIVITY | Hours | % To be attended |
|--|---------------|------------------|
| Theory classes | 30,00 | 100 |
| Laboratory practices | 20,00 | 100 |
| Classroom practices | 10,00 | 100 |
| Attendance at events and external activities | 4,00 | 0 |
| Development of group work | 14,00 | 0 |
| Development of individual work | 2,00 | 0 |
| Study and independent work | 10,00 | 0 |
| Readings supplementary material | 10,00 | 0 |
| Preparation of evaluation activities | 2,00 | 0 |
| Preparing lectures | 10,00 | 0 |
| Preparation of practical classes and problem | 30,00 | 0 |
| Resolution of case studies | 8,00 | 0 |
| TOTAL | 150,00 | |



TEACHING METHODOLOGY

The training activities will be developed according to the following distribution:

a) Theoretical activities.

In the theoretical classes, the topics will be developed, providing a global and integrating vision, analyzing in greater detail the key and more complex aspects, encouraging, at all times, student participation.

b) Experimental activities.

They complement the theoretical activities with the objective of applying the basic concepts and expanding them with the knowledge and experience that they acquire during the completion of the proposed works. In general they will be carried out in a group, to enhance the teamwork skills of the students. They include the following types of face-to-face activities:

- Experimental application of the concepts associated with the theory topics described above.
- Realization of a final mini-project in which the groups of students must apply the knowledge acquired to solve an application defined by the teaching team. The final mini-project will be carried out using a robotic platform that must be controlled by a microcontroller device that is capable of receiving instructions from an APP through bluetooth communication.

c) Personal work of the student.

Preparation of theoretical classes, experimental sessions and exams (study). This task will be carried out individually and tries to promote autonomous work.

d) Evaluation.

The performance of the students in the experimental sessions, a mini-project that will be presented by the groups in the last two sessions and the final theoretical / practical exam will be continuously evaluated.

e) Scheduled tutorials (individualized or in groups).

The objective of these will be to guide and resolve any doubts that appear. For this, the student must raise them, allowing him to review his work process.

EVALUATION

In the **first call**, the subject will be evaluated continuously, as follows:

- 1. Student work, up to 3.5 points

Evaluation based on attending experimental sessions and reviewing and rating the projects created during each of them. This activity is not recoverable and non-attendance entails obtaining a score of 0 points in that session that will mean the failure of the subject.



rest.

- 2. Evaluation of a mini-project, up to 3.5 points

The mini-project will be carried out in a group and will be qualified through a presentation and demonstration of operation. The presentation will take place during the last two sessions of the course.

- 3. Final exam of the subject, up to 3.0 points

The exam consisting in the realization of a project based on the learning and development of the subject, as well as the resolution of theoretical / practical questions.

In order to pass the subject it will be necessary to obtain a minimum grade of 4 (out of 10) on average in both the exam sessions, the mini-project and the exam. The final grade will be the sum of the three sections and a minimum grade of 4 over the total of 10 points must be obtained to pass the subject.

The e-learning platforms (Virtual Classroom) will be used as communication support with the students. Through it, students will have access to the teaching material used in class, as well as the tasks to be solved.

In the **second call**, both a final exam of the theoretical and practical content taught in the classroom (up to 3.0 points) and an exam on experimental work (up to 3.5 points) will be held. The latter will consist of programming a robotic platform using a PSoC to meet specific specifications. Both exams will have the same weight as in the first call and a score of 4 out of 10 must be obtained in both exams in order to be evaluated.

The final grade will be given, as in the first call, for the sum of the three sections. A grade of 5 points over the total of 10 must be obtained to pass the subject. In the case of not taking the final exam, the qualification in the corresponding section will be "not presented".

In any case, the evaluation system will be governed by what is established in the Evaluation and Qualification Regulations of the Universitat de València for Degrees and Masters
(<https://webges.uv.es/uvTaeWeb/MuestraInformacionEdictoPublicoFrontAction.do?accion=inicio&idEdictoSelecc>)

REFERENCES

Basic

- Wolf, W. Computers as Components: Principles of Embedded Computing System Design The Morgan Kaufmann Series in Computer Architecture and Design, 3^o Ed. 2012. ISBN 0123884365
- Ashby, R. Designer's Guide to the Cypress PSOC Embedded Series. Ed. Newnes, 2005. ISBN 0750677805
- Pont, M. Patterns for Time-Triggered Embedded Systems. ACM Press, Addison Wesley, 2001. ISBN 0201331381



- Pont, M. Embedded C. ACM Press, Addison Wesley, 2002. ISBN 020179523X
- Pedroni, V.A Circuit Design and Simulation with VHDL, The MIT Press, 2º Ed. 2010. ISBN 0262014335
- Vahid, F., Givargis, T. Embedded System Design: a Unified Hardware/Software Introduction. Ed. John Wiley & Sons. 2002. ISBN 0471386782

Additional

- <http://www.cypress.com/>
- <http://www.psocdeveloper.com/forums/>
- Getting Started. Creating Applications with Keil uVision 4 (<http://www.keil.com>)
- Atmel Microcontroller Data Book. Atmel Co, 2010. (<http://www.atmel.com>)
- Ball, S.R. Embedded mP Systems: Real World Design, 3 Ed. Newnes Elsevier Science, Burlington (MA), 2002. ISBN 0750675349
- Floyd T., Fundamentos de Sistemas Digitales, 9ª edición, Ed. Pearson Education, 2007, ISBN 8483220857
- Wakerly, J.F. Diseño digital. Principios y prácticas. 3º Ed. Pearson Education, Mexico, 2001. ISBN 9701704045

ADDENDUM COVID-19

This addendum will only be activated if the health situation requires so and with the prior agreement of the Governing Council

Contents

The contents initially included in the teaching guide are maintained.

Workload and temporary teaching planning

The different activities described in the teaching guide are maintained with the planned dedication.

The material for the follow-up of the classes of theory/practices allows to continue with the professor of temporary planning so much in days as in schedule, so much if the teaching is face-to-face in the classroom or if it is not.



Teaching methodology

In classroom theory and practices, students will tend to have the maximum physical attendance possible, always respecting the sanitary restrictions that limit the capacity of the classrooms as indicated by the competent public health authorities to the estimated percentage of their usual occupation.

Depending on the capacity of the classroom and the number of students enrolled, it may be necessary to distribute the students into two groups. If this situation arises, each group will attend classroom theory and practical sessions with physical presence in the classroom by rotating shifts, thus ensuring compliance with the criteria for occupying spaces.

The rotation system will be established once the actual enrollment data is known, guaranteeing, in any case, that the attendance percentage of all the students enrolled in the subject is the same.

With respect to laboratory practices, attendance at sessions scheduled in the schedule will be totally face-to-face.

Once the actual enrollment data is available and the availability of spaces is known, the Academic Committee of the Degree will approve the Teaching Model of the Degree and its adaptation to each subject, establishing in said model the specific conditions in which it will be developed teaching the subject.

If there is a closure of the facilities for sanitary reasons that totally or partially affects the classes of the subject, these will be replaced by non-contact sessions following the established schedules.

Evaluation

The evaluation system described in the teaching guide of the subject in which the different evaluable activities have been specified as well as their contribution to the final grade of the subject is maintained.



If there is a closure of the facilities for health reasons that affect the development of any face-to-face evaluable activity of the subject, it will be replaced by a test of a similar nature that will be carried out in virtual mode using the computer tools licensed by the Universitat de València.

The contribution of each evaluable activity to the final grade for the course will remain unchanged, as established in this guide.

Bibliography

The bibliography recommended in the teaching guide.