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# **Introduction & Syllabus**

**ECE 376 Embedded Systems**

**Jake Glower - Lecture #0**

Please visit [Bison Academy](#) for corresponding  
lecture notes, homework sets, and solutions

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# What Are Embedded Systems?

Electronics which includes a microcontroller

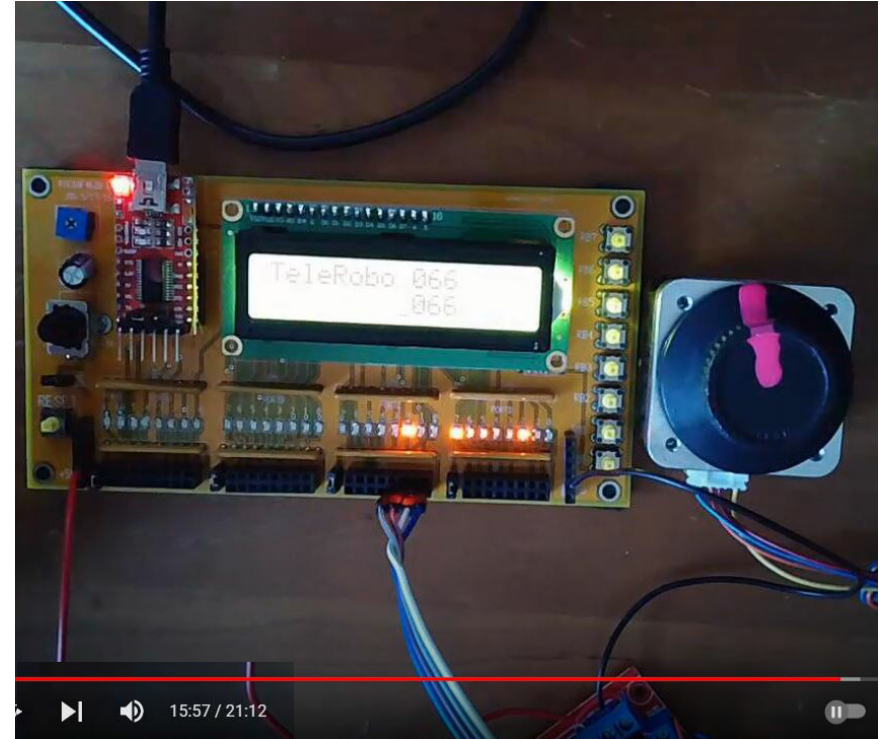
- Inputs: Sensors, what's happening?
- Outputs: Actuators: do something
- Microcontroller: Use software to control the outputs based upon the inputs

This is a fun course where you build, program, test, and demonstrate various devices

- Having a microcontroller allows you to much more than you could in other classes, much easier

Junior-Level Course

- Students don't know what they don't know
- 30 lectures = 30 things you can do with a microcontroller



# Course Content (Week 1-4)

## Binary Inputs

- 0V = logic 0, 5V = logic 1
- Converting switches, temperatures, etc. to 0V/5V

## Binary Outputs

- Turn on/off lights, heaters
- Drive a speaker, motors

## Assembler

- Low-level programming language
- Very fast, very powerful
- Very painful
- (How computers actually work)

|   | Date   | Lecture                                     |
|---|--------|---|
| M | Aug 21 | Holiday!                                    |
| W | Aug 23 | Syllabus<br>Slide #0                        |
| F | Aug 25 | Architecture and Boolean Math<br>Lecture #1 |
| M | Aug 28 | PIC Assembler<br>Lecture #2                 |
| W | Aug 30 | MPLAB8 & Flow Charts<br>Lecture #3          |
| F | Sep 1  | Binary Inputs & Counters<br>Lecture #4      |
| M | Sep 4  | Holiday!                                    |
| W | Sep 6  | Binary Outputs & Timing<br>Lecture #5       |
| F | Sep 8  | Binary Outputs: LEDs<br>Lecture #6          |
| M | Sep 11 | AdaFruit: NeoPixels<br>Lecture #7           |
| W | Sep 13 | Review<br>-                                 |
| F | Sep 15 | Test #1:<br>Assembler & Digital I/O         |

# Course Content (Week 5-9)

## C Programming

- Higher-level computer language
- Much easier than assembler (but slower)
- Allows for digital and analog I/O

Allows you to do more than you could with assembler

- Drive LCD displays
- Read keypads
- Drive stepper motors
- Read analog inputs (temperature, light, etc)
- Collect data

|   |        |  |
|---|--------|--|
| M | Sep 18 | <b>C Programming with Mplab8</b><br>Lecture #8<br><b>C Programming with MplabX</b> |
| W | Sep 20 | <b>C &amp; LCD Displays</b><br>Lecture #9  |
| F | Sep 22 | <b>Keypads in C</b><br>Lecture #10   |
| M | Sep 25 | <b>Stepper Motors in C</b><br>Lecture #11  |
| W | Sep 27 | <b>NeoPixels and In-Line Assembly</b><br>Lecture #12                               |
| F | Sep 29 | <b>A/D Converters</b><br>Lecture #13   |
| M | Oct 2  | <b>Data Collection &amp; Calibration</b><br>Lecture #14                            |
| W | Oct 4  | <b>Statistics: Chi-Squared Test</b><br>Lecture #15                                 |
| F | Oct 6  | <b>Chi-Squared Examples</b><br>Lecture 15b   |
| M | Oct 9  | <b>Student t-Test with One Population</b><br>Lecture #16                           |
| W | Oct 11 | <b>Student t-Test with Two Populations</b><br>Lecture #16b                         |
| F | Oct 13 | <b>D/A Converters</b><br>Lecture #17   |
| M | Oct 16 | <b>Placing a PIC in stand-alone mode</b><br><b>Low-Power Operation</b>             |
| W | Oct 18 | <b>Review</b><br>-   |
| F | Oct 20 | <b>Test #2:</b><br>C Programming & Statistics                                      |

# Course Content: Week 10-15

## Interrupts

- Subroutines called by hardware
- Really confusing
- Really powerful

## With interrupts, you can

- Measure time to 100ns (!)
- Control binary outputs to 100ns (!)
- React to rising / falling edges within 5 $\mu$ s (!)
- Implement digital filters
- Read GPS sensors

|   |        |                                       |
|---|--------|---------------------------------------|
| M | Oct 23 | Timer 2 Interrupts<br>Lecture #18     |
| W | Oct 25 | Timer 2 Examples<br>Lecture #19       |
| F | Oct 27 | Timer 0 Interrupts<br>Lecture #20     |
| M | Oct 30 | Timer 0123 Interrupts<br>Lecture #21  |
| W | Nov 1  | INT Interrupts<br>Lecture #22         |
| F | Nov 3  | Timer 1 Capture<br>Lecture #23        |
| M | Nov 6  | Timer 1 Compare<br>Lecture #24        |
| W | Nov 8  | Filters in the s-Plane<br>Lecture #26 |
| F | Nov 10 | Holiday!<br>-                         |
| M | Nov 13 | z-Transform<br>Lecture #27            |
| W | Nov 15 | Filters in the z-Plane<br>Lecture #28 |
| F | Nov 17 | FIR Filters<br>Lecture #29            |
| M | Nov 20 | SCI and GPS<br>Lecture #25            |
| W | Nov 22 | Holiday!<br>-                         |
| F | Nov 24 | Holiday!<br>-                         |

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# Course Content: Week 16

## Term Projects

- Demonstrate your ability to build, test, and demo an embedded system
- Demonstrate your term project to the class
  - optional

Examples from previous semesters are linked under "Best of 376"

- YouTube videos



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### Car Parking Sensor

Spring 2020

An ultrasonic range sensor detects the distance to a car. When you're close enough, it triggers a red light.

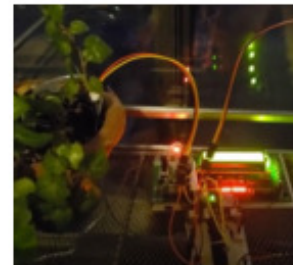


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### Refrigerator Data Logger

Spring 2020

A PIC microcontroller along with a temperature sensor and a relay to control the door. It logs the time that the door remains open.



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### Automated Watering System

Spring 2020

A PIC microcontroller monitors the soil moisture and automatically turns on a pump to water the plants.

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## Course Information

Instructor: Jake Glower

Class Times Mo / We / Fr

Lab Times: Open Lab

ECE 211

Office Hours: Tu/Th 11am - noon

ECE 201 & Zoom

Text: Bison Academy (free!)

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## Bulletin Description:

- The use of microcontrollers for data acquisition and device control. Includes assembly language and high-level programming, serial and parallel I/O, timers and interface design. 3 lectures, 1 two-hour laboratory. Prereq: ECE 173, ECE 275, EE 206. F, S

## Course Objectives:

By the end of the semester, students should:

- Be able to solder a circuit board,
  - Be able interface a microcontroller to binary inputs and outputs,
  - Be able to interface a microcontroller to analog inputs and outputs,
  - Be able to control these inputs and outputs using programs written in assembler and C, and
  - Be able to use interrupts to control the precise timing of a microcontroller, precise to 100ns
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# Bison Academy

- [www.BisonAcademy.com](http://www.BisonAcademy.com)
- Where to access lecture notes, homework sets, etc. for ECE 376

## BISON ACADEMY

ECE LABS

[Advising Info](#)

[ECE Lab Supplies \(new\)](#)

[ECE 111: Intro to ECE](#)

[ECE 206: Circuits I](#)

[ECE 311: Circuits II](#)

[ECE 320: Digital Electronics](#)

[ECE 321: Analog Electronics](#)

[ECE 331: Energy Conversion](#)

[ECE 341: Random Processes](#)

[ECE 343: Signals and Systems](#)

[ECE 376: Embedded Systems](#)

[ECE 461: Controls Systems](#)



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# Bison Academy: Syllabus

- Daily material (lecture topic in pdf format)
- Recorded lectures (YouTube)
- Sample Code (from lecture notes)
- Homework assignments

## ECE 376: Embedded Systems

[Syllabus](#) - [HW & Solutions](#) - [Best of 376](#) - [Lab Kits](#) - [Resources](#) - [Comments](#)

|   | Date   | Lecture                                     | Videos<br><a href="#">YouTube PlayList</a> | Sample Code  | Homework |
|---|--------|---|--|--|----------|
| M | Aug 21 | Holiday!                                    | Photo of EVB<br>Soldering you PCB          | Install <a href="#">Matlab</a>                           | HW #1    |
| W | Aug 23 | Syllabus<br>Slide #0                        | 0 Syllabus                                 | FTDI Driver<br>FTDI Driver (exe)                         |          |
| F | Aug 25 | Architecture and Boolean Math<br>Lecture #1 | 1 Architecture                             | Assembler (handout)                                      |          |
| M | Aug 28 | PIC Assembler<br>Lecture #2                 | 2 Assembler                                | Assembler Code (handout)<br>1234.asm<br>Add Subtract.asm | HW #2    |
| W | Aug 30 | MPLAB8 & Flow Charts<br>Lecture #3          | 3 MPLAB8                                   | CountRB0.asm<br>Random.asm<br>BootLoader.zip             |          |
| F | Sep 1  | Binary Inputs & Counters<br>Lecture #4      | 4 Binary Inputs                            | Up.asm<br>UpDown.asm<br>HungryHungryHippo.asm            |          |

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# Bison Academy: Homework and Solutions

Homework Assignments & Solutions from previous semesters

Tests and Solutions from Previous Semesters

- Good resource if you want sample problems to work on
- Code is usually removed (use sample code from the Syllabus as a starting point)

| Fall 2021   | Spring 2021                      | Fall 2020   | Spring 2020                      | Fall 2019                        |
|---|----------------------------------|---|----------------------------------|----------------------------------|
| 1: PIC Background<br>Solution #1 (pdf)<br>Solution #1 (YouTube) | 1: PIC Background<br>Solution #1 | 1: PIC Background<br>Solution #1 (pdf)<br>Solution #1 (YouTube) | 1: PIC Background<br>Solution #1 | 1: PIC Background<br>Solution #1 |
| 2: PIC Assembler<br>Solution #2 (pdf)<br>Solution #2 (YouTube)  | 2: PIC Assembler<br>Solution #2  | 2: PIC Assembler<br>Solution #2 (pdf)<br>Solution #2 (YouTube)  | 2: Assembler<br>Solution #2      | 2: Assembler<br>Solution #2      |
| 3: Binary I/O<br>Solution #3 (pdf)                              | 3: Binary I/O<br>Solution #3     | 3: Binary I/O<br>Solution #3                                    | 3: Binary I/O<br>Solution #3     | 3: Binary I/O<br>Solution #3     |
| Test #1<br>Test #1 Solution (pdf)<br>Test #1 Solution (YouTube) | Test #1<br>Test #1 Solution      | Test #1<br>Test #1 Solutions                                    | Test #1<br>Test#1 Solution       | Test #1<br>Test #1 Solution      |
| 4: C-Coding<br>Solution #4 (pdf)<br>Solution #4 (YouTube)       | 4: C Coding<br>Solution #4       | 4: C Coding<br>Solution #4                                      | 4: C Coding<br>Solution #4       | 4: C Coding<br>Solution #4       |
| 5: PIC I/O Coding   |                                  | 5: PIC I/O Coding   |                                  |                                  |

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# Bison Academy: Best of 376

Most homework sets have four parts

- Requirements
- Hardware & Software
- Testing
- Validation & Demonstration

YouTube videos work well for validating and demonstrating your code works.

- The better videos are shared under "Best of 376" (with student permission)
- Good recruiting tool for ECE
- Good way to demonstrate your skills to future employers

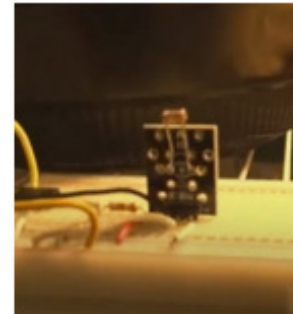


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## Car Parking Sensor

Spring 2020

An ultrasonic range sensor detects the distance to a car. When you're close enough, it triggers a red light.

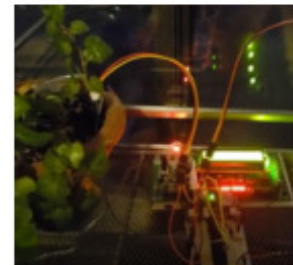


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## Refrigerator Data Logger

Spring 2020

A PIC microcontroller along with a temperature sensor monitors the temperature of the refrigerator. The data is logged to a computer.



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## Automated Watering System

Spring 2020

A PIC microcontroller monitors the soil moisture and automatically waters the plants. The system is controlled by a computer.

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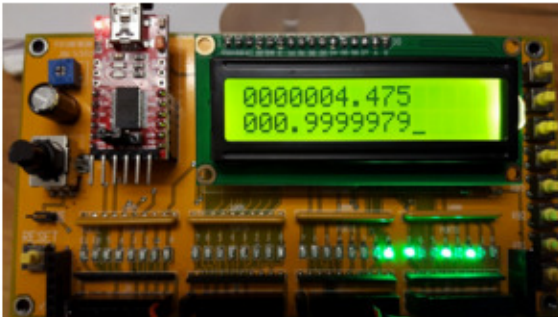
# Lab Kits

One lab kit is required for each student

- \$65 from SWE (check or cash)
- Pick up in ECE 201

Allows you to test your code in hardware

- Course is a lot more fun if you can see your program working
- You learn by doing: about the only way to understand the concepts in this course is to write and debug the code yourself.



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Instructions for how to build your circuit board

- [Text File](#)
  - [YouTube Video](#)
  - [Photo of what's inside the box](#)
  - [Photo of Finished Board](#)
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## **What to do if your board quits working:**

About a third of the boards will quit working

- Usually this is a bad solder connection
- Eventually, the solder oxidizes and creates an open-circuit
- If you flex your board and the LEDs turn on then off - that's a sign of a bad solder joint

If this happens to you, please see the instructor (Jake Glower).

- I can usually fix the problem in 10-20 minutes.
- I also have spare boards we can swap
  - Take a board - leave a board

The course is a lot more fun if your board works

- It also helps with completing the homework assignments.
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# Hy-Flex Model for ECE 376

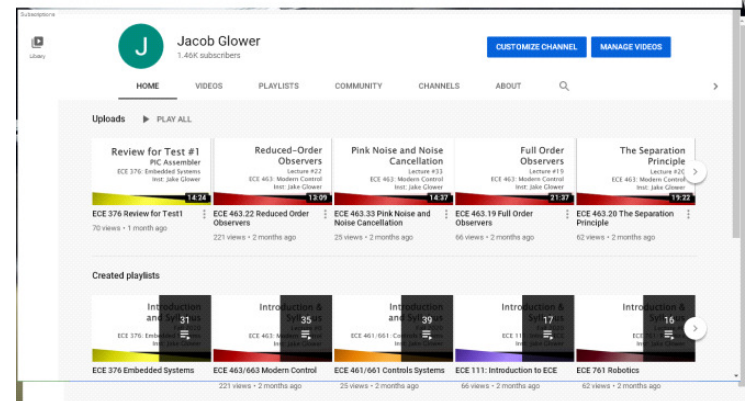
Students are welcome to take this course however they like:

- In-Person:
- Live-Stream: on Zoom
- On-Line: YouTube recordings of lectures

There is plenty of room, so you are welcome to attend each day however you like

- Whatever fits your schedule

Everyone is welcome to use the on-line resources on Bison Academy.



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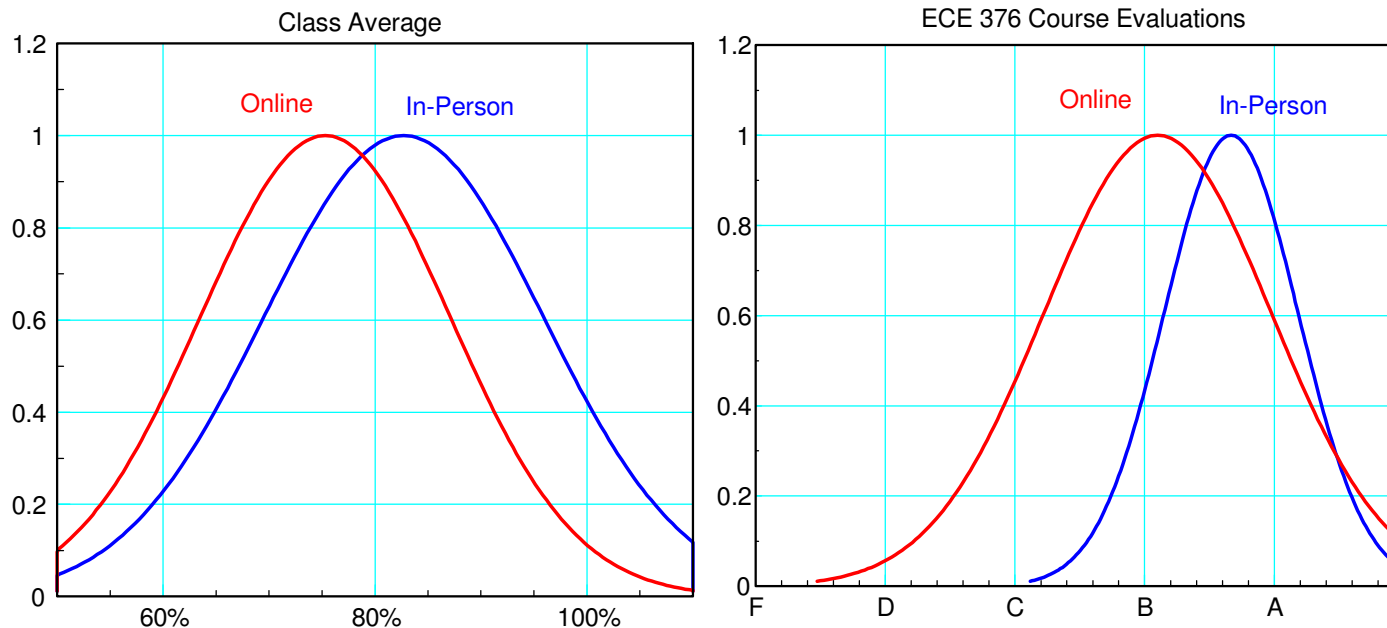
# In-Person vs. Online

In-person appears to be better than online.

- Course evaluations were 1 letter grade higher for students who took the course in-person
- Grades were 7% higher on average for students who took the course in-person

Regardless, it's your choice how you take the course

- It can change on a daily basis





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# Evaluation Procedures and Grading Criteria

Grades will be the average of the following:

| Midterms<br>(x3) | Homework | Projects | Final Exam |
|------------------|----------|----------|------------|
| 50%              | 17%      | 17%      | 17%        |

Grades are rounded to the nearest 1%, with your final grade being

| F           | D         | C         | B         | A           |
|-------------|-----------|-----------|-----------|-------------|
| 59% or less | 60% - 69% | 70% - 79% | 80% - 89% | 90% or more |

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## How to Get an A or B:

Keep up and do the homework.

- This class involves programming and interfacing hardware to your computer board.
- The only way I know to understand this interaction is to do it yourself.
- Sort of like weight lifting: watching someone else lift weights isn't the same as doing it yourself

Grades in this class are often bimodal:

- People who did the homework themselves tend to get either an A or a B.
  - People who did not do the homework or copied tend to struggle to get a D.
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# Homework & Lab Projects

Groups of 1 or 2 allowed

- Only one homework set per group

Exams serve as a check that you're doing the homework

- If you do the homework, exams should be straight forward
- If you're giving moral support or copying code you found online, you'll probably struggle



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## Security Passcode Systems

Spring 2019

Using a numeric keypad, a passcode is entered, and a buzzer sounds.



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## Mission Impossible Theme

Fall 2015

Using three PIC microcontrollers, the system plays the Mission Impossible theme through three separate speakers.



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## Padlock Solver

Spring 2014

This embedded system will determine the correct combination by testing the combination and a force combination (the motor turns the lock and goes through the combination and a force combination)

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# Open-Ended Assignments

Most homework sets are open-ended:

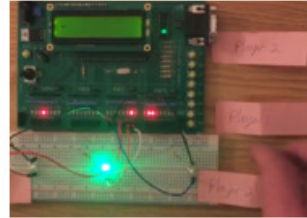
- You are free to specify what it is you're going to build and program
- Subject to it including things that we're covering that week, such as stepper motors

Each write-up includes four sections:

- Requirements What your device does
- Hardware & Software: Schematics & Code
- Test & Validation: Data to verify your design works (voltages, frequencies...)
- Demonstration: In-person or YouTube

This allows you to tailor your homework to your own interests

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## Reaction Test Game

Spring 2016

A game is set up using a PIC processor. After a few seconds later, a light turns on. Because the fastest player wins. The time is displayed on the LCD screen.



## Scooby Doo Theme using Timer

Spring 2017

The theme from Scooby Doo is played each note and Timer2 sets the duration.



## Stepper Motor Tennis Game

Spring 2016

A game is programmed where two players hit a ball. If the stepper motor reaches your side and you miss, you suffer humiliation. Time is displayed on the LCD screen.

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## Legal Stuff:

**Attendance:** According to NDSU Policy 333, attendance in classes is expected. How you attend is up to you: in-person, live-stream, or watching YouTube videos. Note that all lecture notes, homework sets, and solutions are available on-line at [www.BisonAcademy.com](http://www.BisonAcademy.com)

**Students with Special Needs:** Any students with disabilities or other special needs, who need special accommodations in this course, are invited to share these concerns or requests with the instructor and contact the Disability Services Office ([www.ndsu.edu/disabilityservices](http://www.ndsu.edu/disabilityservices)) as soon as possible.

**Academic Honesty:** The academic community is operated on the basis of honesty, integrity, and fair play. NDSU Policy 335: Code of Academic Responsibility and Conduct applies to cases in which cheating, plagiarism, or other academic misconduct have occurred in an instructional context. Students found guilty of academic misconduct are subject to penalties, up to and possibly including suspension and/or expulsion. Student academic misconduct records are maintained by the Office of Registration and Records. Informational resources about academic honesty for students and instructional staff members can be found at [www.ndsu.edu/academichonesty](http://www.ndsu.edu/academichonesty).

**Academic Honesty Defined:** All written and oral presentations must “respect the intellectual rights of others. Statements lifted verbatim from publications must be cited as quotations. Ideas, summaries or paraphrased material, and other information taken from the literature must be properly referenced” (Guidelines for the Presentation of Disquisitions, NDSU Graduate School).

**ECE Honor Code:** On my honor I will not give nor receive unauthorized assistance in completing assignments and work submitted for review or assessment. I have to complete all my work with complete integrity.

**Veterans and Student Soldiers:** Veterans and student soldiers with special circumstances or who are activated are encouraged to notify the instructor in advance.

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