

VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELGAUM
SCHEME OF TEACHING AND EXAMINATION FOR
M.Tech. VLSI Design and Embedded Systems

I Semester

CREDIT BASED

Subject Code	Name of the Subject	Teaching hours/week		Duration of Exam in Hours	Marks for		Total Marks	CREDITS
		Lecture	Practical / Field Work / Assignment/ Tutorials		I.A.	Exam		
14ELD11	Advanced Mathematics	4	2	3	50	100	150	4
14EVE12	Digital VLSI Design	4	2	3	50	100	150	4
14EVE13	Advanced Embedded Systems	4	2	3	50	100	150	4
14EVE14	VLSI Design Verification	4	2	3	50	100	150	4
14EVE15X	Elective - 1	4	2	3	50	100	150	4
14EVE16	VLSI Design and Embedded System Lab -1	--	3	3	25	50	75	2
14EVE17	Seminar on Advanced topics from refereed journals	--	3	--	25	--	25	1
Total		20	16	18	300	550	850	23

Elective-1:

14 EVE 151	ASIC Design	14 EVE 154	VLSI Process Technology
14 EVE 152	Advanced Microcontrollers	14 EVE 155	Digital System Design using Verilog
14 EVE 153	SOC Design		

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II Semester

CREDIT BASED

Subject Code	Name of the Subject	Teaching hours/week		Duration of Exam in Hours	Marks for		Total Marks	CREDITS
		Lecture	Practical / Field Work / Assignment/ Tutorials		I.A.	Exam		
14EVE21	Design of Analog and Mixed mode VLSI Circuits	4	2	3	50	100	150	4
14EVE22	Real Time Operating Systems	4	2	3	50	100	150	4
14EVE23	Low Power VLSI Design	4	2	3	50	100	150	4
14EVE 24	Design of VLSI Systems	4	2	3	50	100	150	4
14EVE25X	Elective-2	4	2	3	50	100	150	4
14EVE26	VLSI Design and Embedded System Lab -2		3	3	25	50	75	2
14EVE27	Seminar on Advanced topics from refereed journals	--	3	--	25	--	25	1
**Project Phase-I(6 week Duration)								
Total		20	16	18	300	550	850	23

Elective-2:

14 EVE 251	VLSI for signal processing	14 EVE 254	CMOS RF Circuit Design
14 EVE 252	Reconfigurable Computing	14 EVE 255	Modern DSP
14 EVE 253	VLSI Testing and Testability		

**** Between the II Semester and III Semester, after availing a vocation of 2 weeks.**

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III Semester: INTERNSHIP #

CREDIT BASED

Course Code	Subject	No. of Hrs./Week		Duration of the Exam in Hours	Marks for		Total Marks	CREDITS
		Lecture	Practical / Field Work		I.A.	Exam		
14EVE31	Midterm Presentation on Internship (After 8 weeks from the date of commencement) *	-	-	-	25	-	25	4
14EVE32	Report on Internship (After 16 weeks from the date of commencement)	-	-	-	75		75	12
14EVE33	Evaluation and Viva-voce	-	-	3	-	50	50	4
	Total	-	-	-	100	50	150	20

* The student shall make a midterm presentation of the activities undertaken during the first 8 weeks of internship to a panel comprising Internship Guide, a senior faculty from the department and Head of the Department.

The College shall facilitate and monitor the student internship program.

The internship report of each student shall be submitted to the University.

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IV Semester

CREDIT BASED

Subject Code	Subject	No. of Hrs./Week		Duration of Exam in Hours	Marks for		Total Marks	CREDITS
		Lecture	Practical / Field Work / Assignment/ Tutorials		I.A.	Exam		
14EVE41	Synthesis and Optimization of Digital Circuit	4	2					
14EVE42X	Elective-3	4	2					
14EVE43	Evaluation of Project Phase-I	-	-	-	25	-	25	1
14EVE44	Phase-II : Midterm evaluation of Project #	-	-	-	25	-	25	1
14EVE45	Evaluation of Project Work and Viva-voce	-	-	3	-	100+100	200	18
Total		8	04	09	150	400	550	28
Grand Total (I to IV Sem.) : 2400 Marks; 94 Credits								

Elective-3:

14 EVE 421	Advances in VLSI Design	14 EVE 424	Advanced Computer Architecture
14 EVE 422	Image and Video Processing	14 EVE 425	MEMS
14 EVE 423	Nanoelectronics		

Note:

- 1) Project Phase – I: 6 weeks duration shall be carried out between II and III Semesters. Candidates in consultation with the guides shall carryout literature survey / visit to Industries to finalize the topic of dissertation.
- 2) Project Phase – II: 16 weeks duration during III Semester. Evaluation shall be taken during the Second week of the IV Semester. Total Marks shall be 25.
- 3) Project Evaluation: 24 weeks duration in IV Semester. Project Work Evaluation shall be taken up at the end of the IV Semester. Project Work Evaluation and Viva-Voce Examinations shall be conducted. Total Marks shall be 250 (Phase I Evaluation: 25 Marks, Phase –II Evaluation: 25 Marks, Project Evaluation marks by Internal Examiner (guide): 50, Project Evaluation marks by External Examiner: 50, marks for external and 100 for viva-voce).

Marks of Evaluation of Project:

- The I.A. Marks of Project Phase – I & II shall be sent to the University along with Project Work report at the end of the Semester.
- 4) During the final viva, students have to submit all the reports.
 - 5) The Project Valuation and Viva-Voce will be conducted by a committee consisting of the following:
 - a) Head of the Department (Chairman)
 - b) Guide
 - c) Two Examiners appointed by the university. (Out of two external examiners at least one should be present).

Advanced Mathematics

Subject Code	: 14ELD11	IA Marks	: 50
No. of Lecture Hours / Week	: 04	Exam. Hours	: 03
Total No. of Lecture Hours	: 50	Exam. Marks	: 100

Matrix Theory

QR EL Decomposition – Eigen values using shifted QR algorithm- Singular Value EL Decomposition - Pseudo inverse- Least square approximations

Calculus of Variations

Concept of Functionals- Euler's equation – functional dependent on first and higher order derivatives – Functionals on several dependent variables – Isoperimetric problems- Variational problems with moving boundaries

Transform Methods

Laplace transform methods for one dimensional wave equation – Displacements in a string – Longitudinal vibration of a elastic bar – Fourier transform methods for one dimensional heat conduction problems in infinite and semi infinite rod.

Elliptic Equation

Laplace equation – Properties of harmonic functions – Fourier transform methods for laplace equations. Solution for Poisson equation by Fourier transforms method

Linear and Non Linear Programming

Simplex Algorithm- Two Phase and Big M techniques – Duality theory- Dual Simplex method. Non Linear Programming –Constrained extremal problems- Lagranges multiplier method- Kuhn- Tucker conditions and solutions

Reference Books:

1. Richard Bronson, "**Schaum's Outlines of Theory and Problems of Matrix Operations**", McGraw-Hill, 1988.

2. Venkataraman M K, "**Higher Engineering Mathematics**", National Pub. Co, 1992.
3. Elsgolts, L., "**Differential Equations and Calculus of Variations**", Mir, 1977.
4. Sneddon, I.N., "**Elements of Partial differential equations**", Dover Publications, 2006.
5. Sankara Rao, K., "**Introduction to partial differential equations**", Prentice – Hall of India, 1995
6. Taha H A, "**Operations research - An introduction**", McMillan Publishing co, 1982.

Digital VLSI Design

Subject Code : 14EVE12
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

MOS Transistor theory: Operation and characteristics, Threshold voltage, Body effect, Sub threshold conduction, Channel length modulation, mobility variation, Tunneling, Drain punch through and Hot electron effect. MOS models, small signal AC characteristics. CMOS inverter, β_n/β_p ratio, noise margin, static load MOS inverters, tri-state inverter. Advantages of CMOS over NMOS, CMOS/SOI technology, CMOS/Bulk technology, latch up in bulk CMOS and its prevention.

Principles of Digital VLSI Design using CMOS: Principles of circuit design using pass transistors and transmission gates. Combinational Logic circuit design using CMOS logic. Sequential logic Circuit design using CMOS, Flip Flops, synchronous sequential circuits and clocked storage elements.

Basic circuit concepts and performance estimation: Introduction, Resistance Estimation Capacitance Estimation and switching characteristics of CMOS gates. Transistor Sizing, Power dissipation, Sizing Routing Conductors, Design Margins and Reliability.

Data Path Sub System Design: Introduction, Addition, Subtraction, Comparators, Counters, Boolean logical operations, coding, shifters, Multiplication.

Dynamic CMOS logic and clocking: Introduction, static CMOS design, Pseudo-NMOS circuits, Domino CMOS structure and design, Charge sharing, Clocking, clock generation and distribution

Semiconductor memories: Read only memory (ROM) circuits, Static Read/Write memory (SRAM) circuits and Dynamic Read/Write memory (DRAM) circuits, Erasable PROMs and flash memories.

Chip input and output (I/O) circuits: ESD protection, Input circuits, Output circuits, $L(di/dt)$ noise and VLSI Packaging technology.

VLSI design methodologies: VLSI design flow, design hierarchy, Concepts of Regularity, Modularity and Locality, VLSI design styles, Design Quality and Computer Aided Design.

Reference Books:

1. Neil Weste and K. Eshragian, - **“Principles of CMOS VLSI Design”**: A System Perspective, Pearson Education, 2000.
2. Jan M, Rabaey, - **“Digital Integrated Circuits: A Design Perspective”**, Prentice Hall, 2003.
3. Wayne, Wolf, - **“Modern VLSI design: System on Silicon”** Pearson Education, 2005.
4. Sung, Mo Kang and Yosuf Leblebici, - **“CMOS Digital Integrated Circuits: Analysis and Design”**, TMH, 2003
5. Douglas A Pucknell and Kamran Eshraghian, - **“Basic VLSI Design”** PHI, 2005.

Advanced Embedded Systems

Subject Code : 14EVE13
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Typical Embedded System : Core of the Embedded System, Memory, Sensors and Actuators, Communication Interface, Embedded Firmware, Other System Components.

Characteristics and Quality Attributes of Embedded Systems: Hardware Software Co-Design and Program Modeling: Fundamental Issues in Hardware Software Co-Design, Computational Models in Embedded Design, Introduction to Unified Modeling Language, Hardware Software Trade-offs.

Embedded Hardware Design and Development :EDA Tools, How to Use EDA Tool, Schematic Design – Place wire, Bus , port, junction, creating part numbers, Design Rules check, Bill of materials, Netlist creation , PCB Layout Design – Building blocks, Component placement, PCB track routing.

ARM -32 bit Microcontroller family. Architecture of ARM Cortex M3 –General Purpose Registers, Stack Pointer, Link Register, Program Counter, Special Register,. Nested Vector Interrupt Controller. Interrupt behavior of ARM Cortex M3. Exceptions Programming. Advanced Programming Features. Memory Protection. Debug Architecture.

Embedded Firmware Design and Development: Embedded Firmware Design Approaches, Embedded Firmware Development Languages

Real-Time Operating System (RTOS) based Embedded System Design: Operating System Basics, Types of OS, Tasks, Process and Threads, Multiprocessing and Multitasking, Task Scheduling, Threads, Processes and Scheduling: Putting them altogether, Task Communication, Task Synchronization, Device Drivers, How to Choose an RTOS

The Embedded System Development Environment: The Integrated Development Environment (IDE), Types of Files Generated on Cross compilation, Disassembler/ELDompiler, Simulators, Emulators and Debugging, Target Hardware Debugging, Boundary Scan.

Reference Books:

1. Shibu K V, **“Introduction to Embedded Systems”**, Tata McGraw Hill Education Private Limited, 2009
2. Joseph Yiu, **“The Definitive Guide to the ARM Cortex-M3”**, Newnes, (Elsevier), 2008.
3. James K Peckol, **“Embedded Systems – A contemporary Design Tool”**, John Wiley, 2008.

VLSI Design and Verification

Subject Code : 14EVE14
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Note: Today, the complexity of the VLSI integrated circuits that are being designed is so large that pre-silicon verification presents a major challenge to the design team. The fact that IP from multiple sources are integrated today to create a system-on-chip design further complicates the matter. Simulation based verification techniques that were developed in the past are considered inadequate today, since they require too many test cases and require too much development time and run-time. Raising the level of abstraction to design can help bring down the simulation cost. Formal specification and verification techniques are another way to address the challenge of design verification.

Importance of Design Verification: What is verification? What is attest bench? The importance of verification, Reconvergence model, Formal verification, Equivalence checking, Model checking, Functional verification.[Ref1- Chapter1]

Functional verification approaches: Black box verification, white box verification, grey box verification. Testing versus verification: scan based testing, design for verification. Verification reuse. The cost of verification.[Ref1- Chapter1]

Verification Tools: Linting tools: Limitations of linting tools, linting verilog source code, linting VHDL source code, linting OpenVera and e-source code, code reviews. Simulators: Stimulus and response, Event based simulation, cycle based simulation, Co-simulators, verification intellectual property: hardware modelers, waveform viewers.[Ref1-Chapter2]

Code Coverage: statement coverage, path coverage, expression coverage, FSM coverage, what does 100% coverage mean? Functional coverage: Item Coverage, cross coverage, Transition coverage , what does 100% functional mean? Verification languages: Assertions: simulation based assertions, formal assertions proving. Metrics: Code related metrics, Quality related metrics, interpreting metrics.[Ref1-Chapter2]

The verification plan: The role of verification plan: specifying the verification plan, defining the first success. Levels of verification: unit level verification, reusable components verification, ASIC and FPGA verification, system level verification, board level verification, verifying strategies, verifying responses. [Ref1-Chapter3]

From specification to features: component level feature, system level features, Error types to look for?, prioritise, design for verification. Directed test bench approaches group into test cases, from test cases to test benches, measuring progress. Coverage driven random based approach: Measuring progress, From features to functional coverage, from features to test bench, From features to generators, directed test cases. [Ref1-Chapter3]

Static Timing Verification: Concept of static timing analysis. Cross talk and noise. Limitations of STA. slew of a wave form, Skew between the signals, Timing arcs and unateness, Min and Max timing paths, clock domains, operating conditions, critical path analysis, falsepaths, Timing models. [Ref2 Chapter 1, 2, 3, 8]

Physical Design Verification: Layout rule checks and electrical rule checks. Parasitic extraction. Antenna, Crosstalk and Noise: Cross talk glitch analysis, crosstalk delayanalysis, timing verification [Ref4 Chapter 8]

IP-Reuse in modern-day SoC: SoC Integration and the problem of verification of IP-based designs. Verification IP and their importance, Formal Verification: SAT BDDs, Symbolic Model Checking with BDDs, Model Checking using SAT, Equivalence Checking. [Ref 5, Ref3 Chapter 1, 2]

Reference Books:

1. JanickBergeron, “**Writing testbenches: functional verification of HDL models**”, 2nd edition ,Kluwer Academic Publishers,2003
2. JayaramBhasker,RakeshChadha ,“**Static Timing Analysis for Nanometer Designs**” A practical approach, Springer publications
3. S.Minato “**Binary Decision diagram and applications for VLSICAD**”, Kulwer Academic pub November 1996
4. PrakashRashinkar, PeterPaterson,Leena Singh “**System on a Chip Verification**”, Kulwer Publications.
5. <http://www.cse.psu.edu/~vijay/verify/instructors.html>

ASIC Design

Subject Code : 14EVE151
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Note: All Designs Will Be Based On VHDL

Introduction: Full Custom with ASIC, Semi custom ASICS, Standard Cell based ASIC, Gate array based ASIC, Channelled gate array, Channel less gate array, structured get array, Programmable logic device, FPGA design flow, SIC cell libraries.

Data Logic Cells: Data Path Elements, Adders, Multiplier, Arithmetic Operator, I/O cell, Cell Compilers

ASIC Library Design: Logical effort: practicing delay, logical area and logical efficiency logical paths, multi stage cells, optimum delay, optimum no. of stages, library cell design.

Low-Level Design Entry: Schematic Entry: Hierarchical design. The cell library, Names, Schematic, Icons & Symbols, Nets, schematic entry for ASIC'S, connections, vectored instances and buses, Edit in place attributes, Netlist, screener, Back annotation.

Programmable ASIC: programmable ASIC logic cell, ASIC I/O cell.

A Brief Introduction to Low Level Design Language: an introduction to EDIF, PLA Tools, an introduction to CFI designs representation. Half gate ASIC. Introduction to Synthesis and Simulation.

ASIC Construction Floor Planning and Placement And Routing: Physical Design, CAD Tools, System Partitioning, Estimating ASIC size, partitioning methods. Floor planning tools, I/O and power planning, clock planning, placement algorithms, iterative placement improvement, Time driven placement methods. Physical Design flow global Routing, Local Routing, Detail Routing, Special Routing, Circuit Extraction and DRC.

Reference Books:

1. M.J.S .Smith, - “**Application - Specific Integrated Circuits**” – Pearson Education, 2003.
2. Jose E.France, YannisTsvividis, “**Design of Analog-Digital VLSICircuits for Telecommunication and signal processing**”, Prentice Hall, 1994.

3. Malcolm R. Haskard; Lan. C. May, **“Analog VLSI Design - NMOS and CMOS”**, Prentice Hall, 1998.
4. Mohammed Ismail and Terri Fiez, **“Analog VLSI Signal and Information Processing”**, McGraw Hill, 1994.

Advanced Microcontrollers

Subject Code : 14EVE152
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Note: Microcontrollers have become prevalent in a number of applications such as instrumentation, industrial electronics, automotive electronics, robotics, etc. Advances in VLSI technology permit the integration of not only the processor but also the analog electronics, memory and peripherals necessary for system implementation; this allows low-cost system implementation. Some microcontrollers used in industrial electronics also provide some digital signal processing capability to further reduce the system cost.

Power dissipation is often a consideration in many systems and modern microcontrollers address it through the support of several low-power modes of operation. The aim of the course is to introduce advanced microcontrollers (16-bit and 32-bit).

Motivation for advanced microcontrollers – Low Power embedded systems, On-chip peripherals, low-power RF capabilities. Examples of applications.

MSP430 – 16-bit Microcontroller family. CPU architecture, Instruction set, Interrupt mechanism, Clock system, Memory subsystem, bus – architecture. The assembly language and „C“ programming for MSP-430 microcontrollers. On-chip peripherals. WDT, Comparator, Op-Amp, Timer, Basic Timer, Real Time Clock (RTC), ADC, DAC, Digital I/O. Using the low-power features of MSP430. Clock system, low-power modes, Clock request feature, Low-power programming and interrupts.

ARM -32 bit Microcontroller family. Architecture of ARM Cortex M3 – General Purpose Registers, Stack Pointer, Link Register, Program Counter, Special Register,. Nested Vector Interrupt Controller. Interrupt behavior of ARM Cortex M3. Exceptions Programming. Advanced Programming Features. Memory Protection. Debug Architecture.

Applications – Wireless Sensor Networking with MSP430 and Low-Power RF circuits; Pulse Width Modulation(PWM) in Power Supplies.

References Books:

1. Joseph Yiu “ **The Definitive Guide to the ARM Cortex-M3**, , Newnes, (Elsevier), 2008.
2. John Davies, “ **MSP430 Microcontorller Basics**”, Newnes (Elsevier Science), 2008.
3. **MSP430 Teaching CD-ROM**, Texas Instruments, 2008.

4. **Sample Programs for MSP430** downloadable from msp430.com
5. David Patterson and John L. Hennessy, “**Computer Organization and Design**”, (ARM Edition), Morgan Kauffman.

SoC Design

Subject Code : 14EVE153
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Goal of the course – Today, VLSI chips are entire “system-on-chip” designs, which include processors, memories, peripheral controllers, and connectivity sub-systems. The course aims to provide an appreciation for the motivation behind SoC design, the challenges of SoC design, and the overall SoC design flow.

Motivation for SoC Design - Review of Moore’s law and CMOS scaling, benefits of system-on-chip integration in terms of cost, power, and performance. Comparison on System-on-Board, System-on-Chip, and System-in-Package. Typical goals in SoC design – cost reduction, power reduction, design effort reduction, performance maximization. Productivity gap issues and the ways to improve the gap – IP based design and design reuse.

System On Chip Design Process: A canonical SoC Design, SoC Designflow, waterfall vs spiral, top down vs bottom up, Specification requirement, Types of Specification, System Design Process, System level design issues, Soft IP vs Hard IP, IP verification and Integration, Hardware-Software codesign, Design for timing closure, Logic design issues, Verification strategy, On chip buses and interfaces, Low Power, Hardware Accelerators in Soc.

Embedded Memories –cache memories, flash memories, embedded DRAM. Topics related to cache memories. Cache coherence. MESI protocol and Directory-based coherence.

Interconnect architectures for SoC. Bus architecture and its limitations. Network on Chip (NOC) topologies. Mesh-based NoC. Routing in an NoC. Packet switching and wormhole routing.

MPSoCs: What, Why, How MPSoCs, Techniques for designing MPSoCs, Performance and flexibility for MPSoCs design

Case Study: A Low Power Open Multimedia Application Platform for 3G Wireless.

Reference Books:

1. Sudeep Pasricha and Nikil Dutt, "**On-Chip Communication Architectures: System on Chip Interconnect**", Morgan Kaufmann Publishers © 2008.
2. Rao R. Tummala, Madhavan Swaminathan, "**Introduction to system on package sop- Miniaturization of the Entire System**", McGraw-Hill, 2008.
3. James K. Peckol, "**Embedded Systems: A Contemporary Design Tool**", Wiley Student Edition.
4. Michael Keating, Pierre Bricaud, "**Reuse Methodology Manual for System on Chip designs**", Kluwer Academic Publishers, 2nd edition, 2008.
5. Sung-Mo Kang, Yusuf Leblebici, "**CMOS Digital Integrated Circuits**", Tata Mcgraw-Hill, 3rd Edition.

VLSI Process Technology

Subject Code : 14 EVE154
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Crystal Growth and Wafer Preparation: Introduction, Electronic-Grade Silicon, Czochralski Crystal Growing, Silicon Shaping, Process Considerations.

Epitaxy: Introduction, Vapour-Phase Epitaxy, Molecular Beam Epitaxy, Silicon on Insulators, Epitaxial Evaluation.

Lithography: Introduction, Optical Lithography, Electron Lithography, X-ray Lithography, Ion Lithography.

Reactive Plasma Etching: Introduction, Plasma Properties, Feature-Size Control and Anisotropic Etch Mechanisms, Other Properties of Etch Processes, Reactive Plasma-Etching Techniques and Equipment, Specific Etch Processes.

Dielectric and Polysilicon Film Deposition: Introduction, Deposition Processes, Polysilicon, Silicon Dioxide, Silicon Nitride, Plasma-Assisted Depositions, Other Materials.

Ion Implantation: Introduction, Range Theory, Implantation Equipment, Annealing, Shallow Junctions, High-Energy Implantation.

Metallization: Introduction, Metallization Applications, Metallization Choices, Physical Vapor Deposition, Patterning, Metallization Problems, New Role of Metallization.

VLSI Process Integration: Introduction, Fundamental Considerations for IC Processing, NMOS IC technology, CMOS IC Technology, MOS Memory IC Technology, Bipolar IC Technology, IC Fabrication.

Packaging of VLSI Devices: Introduction, Package Types, Packaging Design Considerations.

Reference Books:

1. S. M. Sze, "VLSI Technology", McGraw-Hill, Second Edition.
2. S.K. Ghandhi, "VLSI Fabrication Principles", John Wiley Inc., New York, 1994, Second Edition.

Digital System Design Using Verilog

Subject Code : 14 EVE155
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction and Methodology: Digital Systems and Embedded Systems, Binary representation and Circuit Elements, Real-World Circuits, Models, Design Methodology.

Combinational Basics: Boolean Functions and Boolean Algebra, Binary Coding, Combinational Components and Circuits, Verification of Combinational Circuits.

Number Basics: Unsigned and Signed Integers, Fixed and Floating-point Numbers.

Sequential Basics: Storage elements, Counters, Sequential Datapaths and Control, Clocked Synchronous Timing Methodology.

Memories: Concepts, Memory Types, Error Detection and Correction.

Implementation Fabrics: ICs, PLDs, Packaging and Circuit Boards, Interconnection and Signal Integrity.

Processor Basics: Embedded Computer Organization, Instruction and Data, Interfacing with memory.

I/O interfacing: I/O devices, I/O controllers, Parallel Buses, Serial Transmission, I/O software.

Accelerators: Concepts, case study, Verification of accelerators.

Design Methodology: Design flow, Design optimization, Design for test.

REFERENCE BOOKS:

1. Peter J. Ashenden, “**Digital Design: An Embedded Ssystems Approach Using VERILOG**”, Elsevier, 2010.

VLSI Design and Embedded System Lab -1

Subject Code : 14EVE16
No. of Lecture Hours /week : 03
Total no. of Lecture Hours : 42

IA Marks : 50
Exam Hours : 03
Exam Marks : 50

VLSI Digital Design

ASIC-Digital Design Flow

1. Write Verilog Code for the following circuits and their Test Bench for verification, observe the waveform and synthesize the code with technological library(**constraints to be given**). Do the initial timing verification with gate level simulation.

1. An inverter, Buffer and Transmission gate
2. Basic/universal gates
3. Flip flop -RS, D, JK, MS, T
4. Serial & Parallel adder
5. 4-bit counter [Synchronous & Asynchronous counter]

FPGA DIGITAL DESIGN

VLSI Front End Design programs:

Programming can be done using any compiler. Download the programs on FPGA/CPLD boards and performance testing may be done using pattern generator (32 channels and logic analyzer)/Chipscope pro apart from verification by simulation with any of the front end tools

1. Write Verilog code for the design of 8-bit
 - i. Carry Ripple Adder
 - ii. Carry LookAhead adder
 - iii. Carry Skip Adder
 - iv. BCD Adder & Subtractor
2. Write Verilog Code for 8-bit

i. Array Multiplication (Signed and Unsigned)

ii. Booth Multiplication (Radix-4)

3. Write Verilog code for 4/8-bit

i. Magnitude Comparator

ii. LFSR

iii. Parity Generator

iv. Universal Shift Register

4. Write Verilog Code for 3-bit Arbitrary Counter to generate 0,1,2,3,6,5,7 and repeats.

5. Design a Mealy and Moore Sequence Detector using Verilog to detect Sequence.

Eg 11101 (with and without overlap) any sequence can be specified

6. Design a FIFO and LIFO buffers in Verilog and Verify its Operation.

7. Design a coin operated public Telephone unit using Mealy FSM model with following operations

i. The calling process is initiated by lifting the receiver.

ii. Insert 1 Rupee Coin to make a call.

iii. If line is busy, placing the receiver on hook should return a coin

iv. If line is through, the call is allowed for 60 seconds at the 45th second prompt another 1 Rupee coin to be inserted, to continue the call.

v. If user doesn't insert the coin within 60 seconds the call should be terminated.

vi. The system is ready to accept new call request when the receiver is placed on the hook.

vii. The FSM goes 'out of order' state when there is a Line Fault.

Note: Implementing the above designs on Xilinx/Altera/Cypress/equivalent based FPGA/CPLD kits

Embedded Systems:

1. Use any EDA (Electronic Design Automation) tool to learn the Embedded Hardware Design and for PCB design.

2. Familiarize the different entities for the circuit diagram design.

3. Familiarize with the layout design tool, building blocks, component placement, routings, design rule checking etc.

ARM-CORTEX M3

[Programming to be done using Keiluvision 4 and download the program on to a M3 evaluation board such as NXP LPC1768 or ATMEL ATSAM3U].

1. Write an Assembly language program to calculate $10+9+8+\dots+1$
2. Write a Assembly language program to link Multiple object files and link them together.
3. Write a Assembly language program to store data in RAM.
4. Write a C program to Output the "Hello World" message using UART.
5. Write a C program to Design a Stopwatch using interrupts.
6. Write an Exception vector table in C
7. Write an Assembly Language Program for locking a Mutex.
8. Write a SVC handler in C. Use the wrapper code to extract the correct stack frame starting location. The C handler can then use this to extract the stacked PC location and the stacked register values.

Design of Analog and Mixed Mode VLSI Circuits

Subject Code : 14 EVE21
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Basic MOS Device Physics: General considerations, MOS I/V Characteristics, second order effects, MOS device models.

Single stage Amplifier: CS stage with resistance load, diode connected load, current source load, triode load, CS stage with source degeneration, source follower, common-gate stage, cascade stage, choice of device models.

Frequency response of CS stage: source follower, Common gate stage, Cascade stage and Difference pair. Noise in CS stage, C- G stage, source follower, cascade stage, differential pair.

Differential Amplifiers & Current Mirrors: Basic difference pair, common mode response, Differential pair with MOS loads, Gilbert cell. Basic current mirrors, Cascade mirrors, active current mirrors.

Operational Amplifiers: One Stage OP-Amp. Two Stage OP-Amp, Gain boosting, Common Mode Feedback, Slew rate, Power Supply Rejection, Noise in Op Amps.

Oscillators and Phase Locked Loops: Ring Oscillators, LC Oscillators, VCO, Mathematical Model of VCO.

Simple PLL, Charge pump PLL, Non-ideal effects in PLL, Delay locked loops and applications.

Bandgap Refernces and Switched capacitor Circuits: General Considerations, Supply Independent biasing, PTAT Current Generation, Constant Gm Biasing, Sampling Switches, Switched Capacitor Amplifiers.

Data Converter Architectures: DAC & ADC Specifications, Resistor String DAC, R-2R Ladder Network, Current Steering DAC, Charge Scaling DAC, Cyclic DAC, Pipeline DAC, Flash ADC, Pipeline ADC, Integrating ADC, Successive Approximation ADC.

Reference Book:

1. “Design of Analog CMOS Integrated Circuits”, Behzad Razavi, TMH, 2007.

Real Time Operating Systems

Subject Code : 14 EVE22
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction to Real-Time Embedded Systems: Brief history of Real Time Systems, A brief history of Embedded Systems.

System Resources: Resource Analysis, Real-Time Service Utility, Scheduling Classes, The Cyclic Executive, Scheduler Concepts, Preemptive Fixed Priority Scheduling Policies, Real-Time OS, Thread Safe Reentrant Functions.

Processing: Preemptive Fixed-Priority Policy, Feasibility, Rate Monotonic least upper bound, Necessary and Sufficient feasibility, Deadline – Monotonic Policy, Dynamic priority policies.

I/O Resources: Worst-case Execution time, Intermediate I/O, Execution efficiency, I/O Architecture.

Memory: Physical hierarchy, Capacity and allocation, Shared Memory, ECC Memory, Flash file systems.

Multi-resource Services: Blocking, Deadlock and livelock, Critical sections to protect shared resources, priority inversion

Soft Real-Time Services: Missed Deadlines, QoS, Alternatives to rate monotonic policy, Mixed hard and soft real-time services.

Embedded System Components: Firmware components, RTOS system software mechanisms, Software application components.

Debugging Components: Exceptions assert, Checking return codes, Single-step debugging, kernel scheduler traces, Test access ports, Trace ports, Power-On self test and diagnostics, External test equipment, Application-level debugging.

Performance Tuning: Basic concepts of drill-down tuning, hardware – supported profiling and tracing, Building performance monitoring into software, Path length, Efficiency, and Call frequency, Fundamental optimizations.

High availability and Reliability Design: Reliability and Availability, Similarities and differences, Reliability, Reliable software, Available software, Design tradeoffs, Hierarchical applications for Fail-safe design.

Design of RTOS – PIC microcontroller. (Chap 13 of book Myke Predko)

Reference Books:

1. “**Real-Time Embedded Systems and Components**”, Sam Siewert, Cengage Learning India Edition, 2007.

2. “Programming and Customizing the PIC microcontroller”, Myke Predko, 3rd Ed, TMH, 2008.
3. “Programming for Embedded Systems”, Dreamtech Software Team, Jhon Wiley, India Pvt. Ltd., 2008.

Low Power VLSI Design

Subject Code : 14 EVE23
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction: Need for low power VLSI chips, Sources of power dissipation on Digital Integrated circuits. Emerging Low power approaches, Physics of power dissipation in CMOS devices.

Device & Technology Impact on Low Power: Dynamic dissipation in CMOS, Transistor sizing & gate oxide thickness, Impact of technology Scaling, Technology & Device innovation.

Power estimation, Simulation Power analysis: SPICE circuit simulators, gate level logic simulation, capacitive power estimation, static state power, gate level capacitance estimation, architecture level analysis, data correlation analysis in DSP systems, Monte Carlo simulation.

Probabilistic power analysis: Random logic signals, probability & frequency, probabilistic power analysis techniques, signal entropy.

Low Power Design Circuit level: Power consumption in circuits. Flip Flops & Latches design, high capacitance nodes, low power digital cells library.

Logic level: Gate reorganization, signal gating, logic encoding, state machine encoding, pre-computation logic.

Low power Architecture & Systems: Power & performance management, switching activity reduction, parallel architecture with voltage reduction, flow graph transformation, low power arithmetic components, low power memory design.

Low power Clock Distribution: Power dissipation in clock distribution, single driver Vs distributed buffers, Zero skew Vs tolerable skew, chip & package co design of clock network.

Algorithm & Architectural Level Methodologies: Introduction, design flow, Algorithmic level analysis & optimization, Architectural level estimation & synthesis.

Reference Books:

1. Kaushik Roy, Sharat Prasad, “**Low-Power CMOS VLSI Circuit Design**” Wiley, 2000
2. Gary K. Yeap, “**Practical Low Power Digital VLSI Design**”, KAP, 2002

3. Rabaey, Pedram, "**Low Power Design Methodologies**" Kluwer Academic, 1997

Design of VLSI Systems

Subject Code : 14 EVE24

No. of Lecture Hours /week: 04

Total no. of Lecture Hours : 50

IA Marks : 50

Exam Hours : 03

Exam Marks : 100

VLSI System Design Methodology: Structure Design, Strategy, Hierarchy, Regularity, Modularity, and Locality. System on Chip Design options: Programmable logic and structures, Programmable interconnect, programmable gate arrays, Sea of gate and gate array design, standard cell design, full custom mask design.

Chip Design Methods: Behavioral synthesis, RTL synthesis, Logic optimization and structural tools layout synthesis, layout synthesis, EDA Tools for System.

Design Capture Tools: HDL Design, Schematic Design, Layout Design, Floor planning and Chip Composition. Design Verification Tools: Simulation Timing Verifiers, Net List Comparison Layout Extraction, Design Rule Verification.

Data Path Sub System Design: Introduction, Addition, Subtraction, Comparators, Counters, Boolean logical operations, coding, shifters, Multiplication, Parallel Prefix computations.

Array Subsystem Design: SRAM, Special purpose RAMs, DRAM, Read only memory, Content Addressable memory, Programmable logic arrays.

Control Unit Design: Finite State Machine (FSM) Design, Control Logic Implementation: PLA control implementation, ROM control implementation.

Special Purpose Subsystems: Packaging, power distribution, I/O, Clock, Transconductance amplifier, follower integrated circuits, etc

Design Economics: Nonrecurring and recurring engineering Costs, Fixed Costs, Schedule, Person power, example

VLSI System Testing & Verification: Introduction, A walk through the Test Process, Reliability, Logic Verification Principles, Silicon Debug Principles, Manufacturing Test Principles, Design for Testability, Boundary Scan.

VLSI Applications: Case Study: RISC microcontroller, ATM Switch, etc.

Reference Books:

1. Neil H.E. Weste, Davir Harris, “**CMOS VLSI Design: A Circuits and System Perspectives**” Addison Wesley - Pearson Education, 3rd Edition, 2004.
2. Wayne, Wolf, “**Modern VLSI Design: System on Silicon**” Prentice Hall PTR/Pearson Education, Second Edition, 1998
3. Douglas A Pucknell & Kamran Eshragian , “**Basic VLSI Design**” PHI 3rd Edition (original Edition – 1994)

VLSI for Signal Processing

Subject Code : 14 EVE251
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction to DSP systems: Typical DSP Algorithms, DSP Application Demands And Scaled CMOS Technologies, Representations Of DSP Algorithms.

Iteration Bounds: Data flow graph Representations, loop bound and Iteration bound, Algorithms for Computing Iteration Bound, Iteration Bound of multi rate data flow graphs.

Pipelining and parallel processing, pipelining of FIR Digital Filters, parallel processing, Pipelining and parallel processing for low power.

Retiming: Definition and Properties, Solving Systems of Inequalities, Retiming Techniques, Unfolding An Algorithm for Unfolding, Properties Of Unfolding, Critical path, Unfolding And Retiming, Application of Unfolding

Systolic architecture design: systolic array design Methodology, FIR systolic array, Selection of Scheduling Vector, Matrix-Matrix Multiplication and 2D systolic Array Design, Systolic Design for space representation containing Delays.

Fast convolution–Cook-Toom Algorithm, Winograd Algorithm, Iterated convolution, cyclic Convolution Design of fast convolution Algorithm by Inspection

Pipelined and Parallel recursive and adaptive filter: Pipeline Interleaving in Digital Filter, first order IIR digital Filter, Higher order IIR digital Filter, parallel processing for IIR filter, Combined pipelining and parallel processing for IIR Filter, Low power IIR Filter Design Using Pipe lining and parallel processing, pipelined Adaptive digital filter.

Reference Books:

1. KeshabK.Parthi, " VLSI Digital Signal Processing systems, Design and implementation ", Wiley, Inter Science, 1999.
2. Mohammed Isamail and Terri Fiez, " Analog VLSI Signal and Information Processing ", Mc Graw-Hill,1994.
3. S.Y. Kung, H.J. White House, T. Kailath, " VLSI and Modern Signal Processing ", Prentice Hall, 1985.

4. Jose E. France, YannisTsividis, " Design of Analog - Digital VLSI Circuits for Telecommunication and Signal Processing ", Prentice Hall, 1994

Reconfigurable Computing

Subject Code : 14 EVE252

No. of Lecture Hours /week: 04

Total no. of Lecture Hours : 50

IA Marks : 50

Exam Hours : 03

Exam Marks : 100

Introduction : Goals and motivations - History, state of the art, future trends - Basic concepts and related fields of study - Performance, power, and other metrics - Algorithm analysis and speedup projections - RC Architectures - Device characteristics - Fine-grained architectures - Coarsegrained architectures .

Fpga Design : FPGA Physical Design Tools -Technology mapping - Placement & routing - Register transfer (RT)/Logic Synthesis - Controller/Data path synthesis - Logic minimization.

Parallel Processing : RC Application Design - Parallelism - Systolic arrays -Pipelining - Optimizations - Bottlenecks - High-level Design - High-level synthesis - High-level languages - Design tools.

Architectures : Hybrid architectures- Communication - HW/SW partitioning - Soft-core microprocessors- System architectures -System design strategies - System services - Small-scale architectures - HPC architectures - HPEC architectures - System synthesis - Architectural design space explorations.

Case Study : Case Studies- Signal and image processing - Bioinformatics - Security - Special Topics - Partial Reconfiguration - Numerical Analysis -Performance Analysis/Prediction - Fault Tolerance.

Reference Books:

1. C. Maxfield, “**The Design Warrior's Guide to FPGAs: Devices, Tools and flows**”, Newnes, 2004.
2. M. Gokhale and P. Graham, “**Reconfigurable Computing: Accelerating Computation with Field-Programmable Gate Arrays**”, Springer, 2005.
3. C. Bobda, “**Introduction to Reconfigurable Computing: Architectures, Algorithms and Applications**”, Springer, 2007.
4. P. Lysaght and W. Rosenstiel, “**New Algorithms, Architectures and Applications for Reconfigurable Computing**”, Springer, 2005.
5. D. Pellerin and S. Thibault, “**Practical FPGA Programming in C**”, Prentice-Hall, 2005.
6. W. Wolf, “**FPGA Based System Design**”, Prentice-Hall, 2004.

7. R. Cofer and B. Harding, "**Rapid System Prototyping with FPGAs: Accelerating the Design Process**", Newnes, 2005.

VLSI Testing and Testability

Subject Code : 14 EVE253
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction to Testing: Testing Philosophy, Role of Testing, Digital and Analog VLSI Testing, VLSI Technology Trends Affecting Testing.

VLSI Testing Process and Test Equipment: How to Test Chips? Automatic Test Equipment, Electrical Parametric Testing.

Faults in Digital Circuits: Failures and Faults, Modeling of Faults, Temporary Faults.

Test Generation for Combinational Logic Circuits: Fault Diagnosis of Digital Circuits, Test Generation Techniques for Combinational Circuits, Detection of Multiple Faults in Combinational Logic Circuits.

Testable Combinational Logic Circuit Design: The Reed-Mullar Expansion Technique, Three-Level OR-AND-OR Design, Automatic Synthesis of Testing Logic, Testable Design of Multilevel Combinational Circuits, Synthesis of Random Pattern Testable Combinational Circuits, Path Delay Fault Testable Combinational Logic Design, Testable PLA Design.

Test Generation for Sequential Circuits: Testing of Sequential Circuits as Iterative Combinational Circuits, State Table Verification, Test Generation Based on Circuit Structure, Functional Fault Models, Test Generation Based on Functional Fault Models.

Design of Testable Sequential Circuits: Controllability and Observability, Ad Hoc Design Rules for Improving Testability, Design of Dignosable Sequential Circuits, The Scan-Path Technique for Testable Sequential Circuit Design, Level-Sensitive Scan Design, Random Access Scan Technique, Partial Scan, Testable Sequential Circuit Design Using Nonscan Techniques, Cross Check, Boundary Scan.

Built-In Self Test: Test Pattern Generation for BIST, Output Response Analysis, Circular BIST, BIST Architectures.

Testable Memory Design: RAM Fault Models, Test Algorithms for RAMs, Detection of Pattern Sensitive Faults, BIST Techniques for Ram Chips, Test Generation and BIST for Embedded RAMs.

References Books:

1. P. K. Lala, “**Digital Circuit Testing and Testability**”, Academic Press

2. M.L. Bushnell and V.D. Agrawal, **“Essentials of Electronic Testing for Digital, Memory and Mixed-Signal VLSI Circuits”**, Kluwar Academic Publishers.
3. M. Abramovici, M.A. Breuer and A.D. Friedman, **"Digital Systems and Testable Design"**, Jaico Publishing House, 2002.

CMOS RF Circuit Design

Subject Code : 14 EVE254
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction to RF Design and Wireless Technology: Design and Applications, Complexity and Choice of Technology. Basic concepts in RF design: Nonlinearly and Time Variance, Intersymbol interference, random processes and noise. Sensitivity and dynamic range, conversion of gains and distortion

RF Modulation: Analog and digital modulation of RF circuits, Comparison of various techniques for power efficiency, Coherent and non-coherent detection, Mobile RF communication and basics of Multiple Access techniques. Receiver and Transmitter architectures, Direct conversion and two-step transmitters

RF Testing: RF testing for heterodyne, Homodyne, Image reject, Direct IF and sub sampled receivers.

BJT and MOSFET Behavior at RF Frequencies: BJT and MOSFET behavior at RF frequencies, modeling of the transistors and SPICE model, Noise performance and limitations of devices, integrated parasitic elements at high frequencies and their monolithic implementation

RF Circuits Design: Overview of RF Filter design, Active RF components & modeling, Matching and Biasing Networks. Basic blocks in RF systems and their VLSI implementation, Low noise Amplifier design in various technologies, Design of Mixers at GHz frequency range, Various mixers- working and implementation. Oscillators- Basic topologies VCO and definition of phase noise, Noise power and trade off. Resonator VCO designs, Quadrature and single sideband generators. Radio frequency Synthesizers- PLLS, Various RF synthesizer architectures and frequency dividers, Power Amplifier design, Liberalization techniques, Design issues in integrated RF filters.

Reference Books:

B. Razavi, “**RF Microelectronics**” PHI 1998

R. Jacob Baker, H.W. Li, D.E. Boyce “**CMOS Circuit Design, layout and Simulation**”, PHI 1998.

Thomas H. Lee “**Design of CMOS RF Integrated Circuits**” Cambridge University press 1998.

Y.P. Tsividis, “**Mixed Analog and Digital Devices and Technology**”, TMH 1996

Modern DSP

Subject Code : 14EVE255
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Goal of the course – Advances in Digital Signal Processing involve variable sampling rates and thus the multirate signal processing and hence their applications in communication systems and signal processing. It is intended to introduce a basic course in multirate signal processing especially meant for students of branches eligible for M Tech courses in EC related disciplines.

Introduction and Discrete Fourier Transforms: Signals, Systems and Processing, Classification of Signals, The Concept of Frequency in Continuous-Time and Discrete-Time Signals, Analog-to-Digital and Digital-to-Analog Conversion, Frequency-Domain Sampling: The Discrete Fourier Transform, Properties of the DFT, Linear Filtering Methods Based on the DFT (Ref.1 Chap. 1 & 7)

Design of Digital Filters: General Considerations, Design of FIR Filters, Design of IIR Filters from Analog Filters, Frequency Transformations. (Ref.1Chap.10)

Multirate Digital Signal Processing: Introduction, EL Dimation by a factor ‘D’, Interpolation by a factor ‘I’, Sampling rate Conversion by a factor ‘I/D’, implementation of Sampling rate conversion, Multistage implementation of Sampling rate conversion, Sampling rate conversion of Band Pass Signals, Sampling rate conversion by an arbitrary factor, Applications of Multirate Signal Processing, Digital Filter banks, Two Channel Quadrature Mirror Filter banks, M-Channel QMF bank. (Ref.1 Chap.11)

Adaptive Filters: Applications of Adaptive Filters, Adaptive Direct Form FIR Filters- The LMS Algorithm, Adaptive Direct Form Filters-RLS Algorithm. (Ref.1 Chap.13)

Reference Books:

1. Proakis and Manolakis, “**Digital Signal Processing**”, Prentice Hall 1996. (Fourth Edition).
2. Roberto Cristi, “**Modern Digital Signal Processing**”, Cengage Publishers, India, (Erstwhile Thompson Publications), 2003.
3. S.K. Mitra, “**Digital Signal Processing: A Computer Based Approach**”, III Ed, Tata McGraw Hill, India, 2007.
4. E.C. Ifeachor and B W Jarvis, “**Digital Signal Processing, a practitioners approach,**” II Edition, Pearson Education, India, 2002 Reprint.

VLSI Design and Embedded System Lab -2

Subject Code : 14EVE26
No. of Lecture Hours /week : 03
Total no. of Lecture Hours : 42

IA Marks : 25
Exam Hours : 03
Exam Marks : 50

ANALOG DESIGN

Analog Design Flow

1. Design an **Inverter** with given specifications*, completing the design flow mentioned below:

a. **Draw the schematic** and verify the following

i) DC Analysis

ii) Transient Analysis

b. **Draw the Layout** and verify the DRC, ERC

c. Check for XX

d. Extract RC and back annotate the same and verify the Design

e. Verify & Optimize for Time, Power and Area to the given constraint***

2. Design the following circuits with given specifications*, completing the design flow mentioned below:

a. Draw the schematic and verify the following

i) DC Analysis

ii) AC Analysis

iii) Transient Analysis

b. Draw the Layout and verify the DRC, ERC

c. Check for XX

d. Extract RC and back annotate the same and verify the Design.

i) A Single Stage differential amplifier

ii) Common source and Common Drain amplifier.

3. Design an op-amp with given specification* using given differential amplifier Common source and Common Drain amplifier in library** and completing the design flow mentioned below:

a. Draw the schematic and verify the following

i) DC Analysis

ii). AC Analysis

iii) Transient Analysis

b. Draw the Layout and verify the DRC, ERC

c. Check for XX

d. Extract RC and back annotate the same and verify the Design.

4. Design a 4 bit R-2R based DAC for the given specification and completing the design flow mentioned using given op-amp in the library**.

a. Draw the schematic and verify the following

i) DC Analysis

ii) AC Analysis

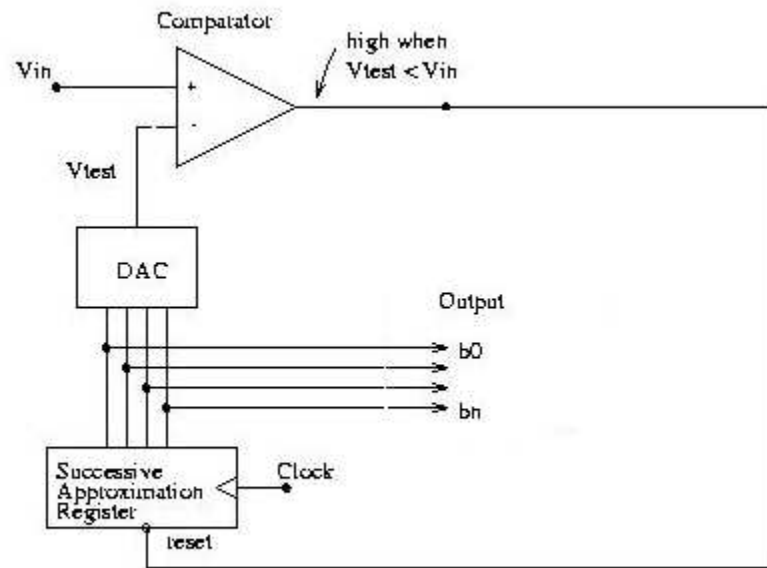
iii) Transient Analysis

b. Draw the Layout and verify the DRC, ERC

c. Check for XX

d. Extract RC and back annotate the same and verify the Design.

5. For the SAR based ADC mentioned in the figure below draw the mixed signal schematic and verify the functionality by completing ASIC Design FLOW.[Specifications to GDS-II]



* Appropriate specification should be given.

** Applicable Library should be added & information should be given to the Designer.

*** An appropriate constraint should be given

6 Design a simple 8-bit ADC converter using any one of the tools given above.

7. Design a simple NAND/NOR gate using any one of the tools given above.(Any other experiments may be added in supportive of the course)

EMBEDDED SYSTEMS

Embedded Programming Concepts (RTOS)

1.Create 'n' number of child threads. Each thread prints the message " I'm inthread number ..." and sleeps for 50 ms and then quits. The main threadwaits for complete execution of all the child threads and then quits. Compileand execute in Linux.

2.Implement the multithread application satisfying the following :

i.Two child threads are crated with normal priority.

ii. Thread 1 receives and prints its priority and sleeps for 50ms and then quits.

iii. Thread 2 prints the priority of the thread 1 and rises its priority to above normal and retrieves the new priority of thread 1, prints it and then quits.

iv. The main thread waits for the child thread to complete its job and quits.

3. Implement the usage of anonymous pipe with 512 bytes for data sharing between parent and child processes using handle inheritance mechanism.

4. Test the program below using multithread application

i. The main thread creates a child thread with default stack size and name 'Child_Thread'.

ii. The main thread sends user defined messages and the message 'WM_QUIT' randomly to the child thread.

iii. The child thread processes the message posted by the main thread and quits when it receives the 'WM_QUIT' message.

iv. The main thread checks the termination of the child thread and quits when the child thread completes its execution.

v. The main thread continues sending the random messages to the child thread till the 'WM_QUIT' message is sent to child thread.

vi. The messaging mechanism between the main thread and child thread is synchronous.

5. Test the program application for creating an anonymous pipe with 512 bytes of size and pass the 'Read Handle' of the pipe to a second process using memory mapped object. The first process writes a message 'Hi from Pipe Server'. The 2nd process reads the data written by the pipe server to the pipe and displays it on the console. Use event object for indicating the availability of data on the pipe and mutex objects for synchronizing the access in the pipe.

6. Create a POSIX based message queue for communicating between two tasks as per the requirements given below:-

i. Use a named message queue with name 'MyQueue'.

ii. Create two tasks (Task1 & Task2) with stack size 4000 & priorities 99 & 100 respectively.

iii. Task 1 creates the specified message queue as Read Write and reads the message present, if any, from the message queue and prints it on the console.

iv. Task 2 opens the message queue and posts the message 'Hi from Task2'. Handle all possible error scenarios appropriately.

Synthesis and Optimization of Digital Circuits

Subject Code : 14EVE41
No. of Lecture Hours /week: 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction: Microelectronics, semiconductor technologies and circuit taxonomy, Microelectronic design styles, computer aided synthesis and optimization.

Graphs: Notation, undirected graphs, directed graphs, combinatorial optimization, Algorithms, tractable and intractable problems, algorithms for linear and integer programs, graph optimization problems and algorithms, Boolean algebra and Applications.

Hardware Modeling: Hardware Modeling Languages, distinctive features, structural hardware language, Behavioural hardware language, HDLs used in synthesis, abstract models, structures logic networks, state diagrams, dataflow and sequencing graphs, compilation and optimization techniques.

Two Level Combinational Logic Optimization: Logic optimization, principles, operation on two level logic covers, algorithms for logic minimization, symbolic minimization and encoding property, minimization of Boolean relations.

Multiple Level Combinational Optimizations: Models and transformations for combinational networks, algebraic model, Synthesis of testable network, algorithm for delay evaluation and optimization, rule based system for logic optimization.

Sequential Circuit Optimization: Sequential circuit optimization using state based models, sequential circuit optimization using network models.

Schedule Algorithms: A model for scheduling problems, Scheduling wither source and without resource constraints, Scheduling algorithms for extended sequencing models, Scheduling Pipe lined circuits.

Cell Library Binding: Problem formulation and analysis, algorithms for library binding, specific problems and algorithms for library binding (lookup table F.P.G.As and Anti fuse based F.P.G.As), rule based library binding.

Testing: Simulation, Types of simulators, basic components of a simulator, fault simulation Techniques, Automatic test pattern generation methods(ATPG), design for Testability (DFT) Techniques.

Reference Books:

1. Giovanni De Micheli, **“Synthesis and Optimization of Digital Circuits”**, Tata McGraw-Hill, 2003.
2. SrinivasDevadas, AbhijitGhosh, and Kurt Keutzer, **“Logic Synthesis”**, McGraw-Hill, USA, 1994.
3. NeilWeste and K. Eshragian, **“Principles of CMOS VLSI Design: A System Perspective”**, 2nd edition, Pearson Education (Asia) Pte. Ltd., 2000.
4. KevinSkahill, **“VHDL for Programmable Logic”**, Pearson Education(Asia) Pvt. Ltd., 2000

Advances in VLSI Design

Subject Code : 14EVE421
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Review of MOS Circuits: MOS and CMOS static plots, switches, comparison between CMOS and BI - CMOS.

MESFETS: MESFET and MODFET operations, quantitative description of MESFETS.

MIS Structures and MOSFETS: MIS systems in equilibrium, under bias, small signal operation of MESFETS and MOSFETS.

Short Channel Effects and Challenges to CMOS: Short channel effects, scaling theory, processing challenges to further CMOS miniaturization

Beyond CMOS: Evolutionary advances beyond CMOS, carbon Nanotubes, conventional vs. tactile computing, computing, molecular and biological computing Mole electronics-molecular Diode and diode- diode logic. Defect tolerant computing,

Super Buffers, Bi-CMOS and Steering Logic: Introduction, RC delay lines, super buffers- An NMOS super buffer, tri state super buffer and pad drivers, CMOS super buffers, Dynamic ratio less inverters, large capacitive loads, pass logic, designing of transistor logic, General functional blocks -NMOS and CMOS functional blocks.

Special Circuit Layouts and Technology Mapping: Introduction, Talley circuits, NAND-NAND, NOR- NOR, and AOI Logic, NMOS, CMOS Multiplexers, Barrel shifter, Wire routing and module layout.

System Design: CMOS design methods, structured design methods, Strategies encompassing hierarchy, regularity, modularity & locality, CMOS Chip design Options, programmable logic, Programmable inter connect, programmable structure, Gate arrays standard cell approach, Full custom design.

Reference Books:

1. Kevin F Brennan “**Introduction to Semi Conductor Device**”, Cambridge publications
2. Eugene D Fabricius “**Introduction to VLSI Design**”, McGraw-Hill International publications
3. D.APucknell “**Basic VLSI Design**”, PHI Publication

4. Wayne Wolf, “**Modern VLSI Design**” Pearson Education, SecondEdition , 2002

Image and Video Processing

Subject Code : 14EVE422
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction: 2D systems, Mathematical preliminaries – Fourier Transform, Z Transform, Optical & Modulation transfer function, Matrix theory, Random signals, Discrete Random fields, Spectral density function.(Ref.1,Chap.2)

Image Perception: Light, Luminance, Brightness, Contrast, MTF of the visual system, Visibility function, Monochrome vision models, Fidelity criteria, Color representation, Chromaticity diagram, Color coordinate systems, Color difference measures, Color vision model, Temporal properties of vision. (Ref.1, Chap.3)

Image Sampling and Quantization: Introduction, 2D sampling theory, Limitations in sampling & reconstruction, Quantization, Optimal quantizer, Compander, Visual quantization. (Ref.1, Chap.4)

Image Transforms: Introduction, 2D orthogonal & unitary transforms, Properties of unitary transforms, DFT, DCT, DST, Hadamard, Haar, Slant, KLT, SVD transform. (Ref.1, Chap.5)

Image Representation by Stochastic Models: Introduction, one dimensional Causal models, AR models, Non-causal representations, linear prediction in two dimensions. (Ref.1, Chap.6)

Image Enhancement: Point operations, Histogram modelling, spatial operations, Transform operations, Multi-spectral image enhancement, false color and Pseudo-color, Color Image enhancement. (Ref.1, Chap.7)

Image Filtering & Restoration: Image observation models, Inverse & Wiener filtering, Fourier Domain filters, Smoothing splines and interpolation, Least squares filters, generalized inverse, SVD and Iterative methods, Maximum entropy restoration, Bayesian methods, Coordinate transformation & geometric correction, Blind de-convolution. (Ref.1, Chap.8)

Image Analysis & Computer Vision: Spatial feature extraction, Transform features, Edge detection, Boundary Extraction, Boundary representation, Region representation, Moment representation, Structure, Shape features, Texture, Scene matching & detection, Image segmentation, Classification Techniques. (Ref.1, Chap.9)

Image Reconstruction from Projections: Introduction, Radon Transform, Back projection operator, Projection theorem, Inverse Radon transform, Fourier reconstruction, Fan beam reconstruction, 3D tomography. (Ref.1,Chap.10)

Image Data Compression: Introduction, Pixel coding, Predictive techniques, Transform coding, Inter-frame coding, coding of two tone images, Image compression standards. (Ref.1, Chap.11)

Video Processing: Fundamental Concepts in Video – Types of video signals, Analog video, Digital video, Color models in video, Video Compression Techniques – Motion compensation, Search for motion vectors, H.261,H.263, MPEG I, MPEG 2, MPEG 4, MPEG 7 and beyond, Content based video indexing. (Ref.4)

Reference Books:

1. Anil K. Jain, “**Fundamentals of Digital Image Processing**,” Pearson Education (Asia) Pte. Ltd./Prentice Hall of India, 2004.
2. Z. Li and M.S. Drew, “**Fundamentals of Multimedia**” Pearson Education (Asia) Pte. Ltd., 2004.
3. R. C. Gonzalez and R. E. Woods, “**Digital Image Processing**” 2nd edition, Pearson Education (Asia) Pte. Ltd/Prentice Hall of India, 2004.
4. M. Tekalp, “**Digital Video Processing**”, Prentice Hall, USA, 1995.

NanoElectronics

Subject Code : 14EVE423
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction: Overview of nanoscience and engineering. Development milestones in microfabrication and electronic industry. Moores law and continued miniaturization., Classification of Nanostructures, Electronic properties of atoms and solids: Isolated atom, Bonding between atoms, Giantmolecular solids, Free electron models and energy bands, crystalline solids, Periodicity of crystal lattices, Electronic conduction, effects of nanometerlength scale, Fabrication methods: Top down processes, Bottom up processes methods for templating the growth of nanomaterials, ordering of nanosystems.

Characterization: Classification, Microscopic techniques, Field ion microscopy, scanning probe techniques, diffraction techniques: bulk, surface, spectroscopy techniques: photon, radiofrequency, electron, surface analysis and dept profiling: electron, mass, Ion beam, Reflectrometry, Techniques for property measurement: mechanical, electron, magnetic, thermal properties.

Inorganic semiconductor nanostructures: overview of semiconductor physics. Quantum confinement in semiconductor nanostructures: quantumwells, quantum wires, quantum dots, super-lattices, band offsets, electronicdensity of states.

Fabrication techniques: requirements of ideal semiconductor, epitaxial growth of quantum wells, lithography and etching, cleaved edgeover growth, growth of vicinal substrates, strain induced dots and wires, electrostatically induced dots and wires, Quantum well width fluctuations, thermally annealed quantum wells, semiconductor nanocrystals, collidal quantum dots, self-assembly techniques.

Physical processes: modulation doping, quantum hall effect, resonanttunneling, charging effects, ballistic carrier transport, Inter band absorption, intraband absorption, Light emission processes, phonon bottleneck, quantumconfined stark effect, nonlinear effects, coherence and dephasing, characterization of semiconductor nanostructures: optical electrical and structural.

Methods of measuring properties:structure:atomic,crystallography,microscopy,spectroscopy. Properties of nanoparticles: metalnano clusters, semiconducting nanoparticles, rare gas and molecularclusters, methods of synthesis(RF, chemical, thermolysis, pulsed laser methods) Carbon nanostructures and its applications(field emission and shielding, computers, fuelcells, sensors, catalysis).Self assembling nanostructured

molecular materials and devices: building blocks, principles of self assembly, methods to prepare and pattern nanoparticles, template nanostructures, liquid crystal mesophases. Nanomagnetic materials and devices: magnetism, materials, magnetoresistance, nanomagnetism technology, challenges facing nanomagnetism.

Applications: Injection lasers, quantum cascade lasers, single photon sources, biological tagging, optical memories, coulomb blockade devices, photonic structures, QWIP's, NEMS, MEMS.

Reference Books:

1. Ed Robert Kelsall, Ian Hamley, Mark Geoghegan, “ **Nanoscale science and technology**” ,John wiley and sons,2007.
2. Charles P Poole,Jr, Frank J Owens, “**Introduction to Nanotechnology**” ,John wiley, copyright 2006, Reprint 2011.
3. Ed William A Goddard III, Donald W Brenner, Sergey Edward Lyshevski, Gerald J Lafrate, “ **Hand Book of Nanoscience Engineering and Technology**” ,CRC press,2003

Advanced Computer Architecture

Subject Code : 14EVE424
No. of Lecture Hours /week: 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Introduction and Review of Fundamentals of Computer Design: Introduction; Classes computers; Defining computer architecture; Trends in Technology; Trends in power in Integrated Circuits; Trends in cost; Dependability, Measuring, reporting and summarizing Performance; Quantitative Principles of computer design; Performance and Price-Performance; Fallacies and pitfalls; Case studies.

Some topics in Pipelining, Instruction –Level Parallelism, Its Exploitation and Limits on ILP: Introduction to pipelining, ILP; Crosscutting issues, fallacies, and pitfalls with respect to pipelining; Basic concepts and challenges of ILP; Case study of Pentium 4, Fallacies and pitfalls. Introduction to limits in ILP; Performance and efficiency in advanced multiple-issue processors.

Memory Hierarchy Design, Storage Systems: Review of basic concepts; Crosscutting issues in the design of memory hierarchies; Case study of AMD Opteron memory hierarchy; Fallacies and pitfalls in the design of memory hierarchies. Introduction to Storage Systems; Advanced topics in disk storage.

Definition and examples of real faults and failures ; I/O performance, reliability measures, and benchmarks; Queuing theory; Crosscutting issues; Designing and evaluating an I/O system – The Internet archive cluster; Case study of NetAA FAS6000 filer; Fallacies and pitfalls.

Hardware and Software for VLIW and EPIC Introduction: Exploiting Instruction-Level Parallelism Statically, Detecting and Enhancing Loop-Level Parallelism, Scheduling and Structuring Code for Parallelism, Hardware Support for Exposing Parallelism: Predicated Instructions, Hardware Support for Compiler Speculation, The Intel IA-64 Architecture and Itanium Processor, Concluding Remarks.

Large-Scale Multiprocessors and Scientific Applications Introduction, Interprocessor Communication: The Critical Performance Issue, Characteristics of Scientific Applications, Synchronization: Scaling Up, Performance of Scientific Applications on Shared-Memory Multiprocessors, Performance Measurement of Parallel Processors with Scientific Applications, Implementing Cache Coherence, The Custom Cluster Approach: Blue Gene/L, Concluding Remarks.

Computer Arithmetic: Introduction, Basic Techniques of Integer Arithmetic, Floating Point, Floating-Point Multiplication, Floating-Point Addition, Division and Remainder, More on Floating-Point Arithmetic, Speeding Up Integer Addition, Speeding Up Integer Multiplication and Division, Fallacies and Pitfalls.

Reference Books:

1. Hennessey and Patterson, “**Computer Architecture A Quantitative Approach**”, 4th Edition, Elsevier, 2007.
2. Kai Hwang, “**Advanced Computer Architecture - Parallelism, Scalability, Programmability**”, 2nd Edition

MEMS

Subject Code : 14EVE425
No. of Lecture Hours /week : 04
Total no. of Lecture Hours : 50

IA Marks : 50
Exam Hours : 03
Exam Marks : 100

Overview of MEMS & Microsystems: MEMS & Microsystems, Typical MEMS and Micro system products — features of MEMS, The multidisciplinary nature of Microsystems design and manufacture, Applications of Microsystems in automotive industry, health care industry, aerospace industry, industrial products, consumer products and telecommunications.

Scaling Laws in Miniaturization: Introduction to scaling, scaling in geometry, scaling in rigid body dynamics, scaling electrostatic forces, electromagnetic forces, electricity, scaling in fluid mechanics & heat transfer.

Transduction Principles in MEMS & Microsystems: Introduction, Micro sensors — thermal, radiation, mechanical, magnetic and bio — sensors, Micro actuation, MEMS with micro actuators.

Microsystems Fabrication Process: Introduction, Photolithography, Ion-implantation, diffusion, oxidation, CVD, PVD, etching and materials used for MEMS, Some MEMS fabrication processes: surface micro-machining, bulk micromachining, LIGA process, LASER micro machining, MUMPS, FAB-less fabrication.

Micro System Design and Modeling: Introduction, Design considerations: Process design, Mechanical design, Modeling using CAD tools: ANSYS / Multiphysics or Intellisuite or MEMS CAD, Features and Design considerations of RF MEMS, Design considerations of Optical MEMS (MOEMS), Design and Modeling: case studies - i) Cantilever beam ii) Micro switches iii) MEMS based SMART antenna in mobile applications for maximum reception of signal in changing communication conditions and iv) MEMS based micro mirror array for control and switching in optical communications.

Micro system packaging: Over view of mechanical packaging of micro electronics micro system packaging, Interfaces in micro system packaging, Packaging technologies.

Reference Books

1. Tai — Ran Hsu, “MEMS and Micro Systems : Design and Manufacture”, Tata McGraw Hill, 2002

2. Boca Raton, **“MEMS and NEMS: Systems, Devices and Structures”**, CRC Press, 2002
3. J. W. Gardner and V. K. Vardan, **“Micro Sensors MEMS and SMART Devices”**, John Wiley, 2002
4. N. Maluf **“Introduction to Micro Mechanical Systems Engineering, Artech House”**, Norwood, MA, 2000.