

EE4800-03

Embedded Systems Design

Lessons 28-30

Design Case Studies

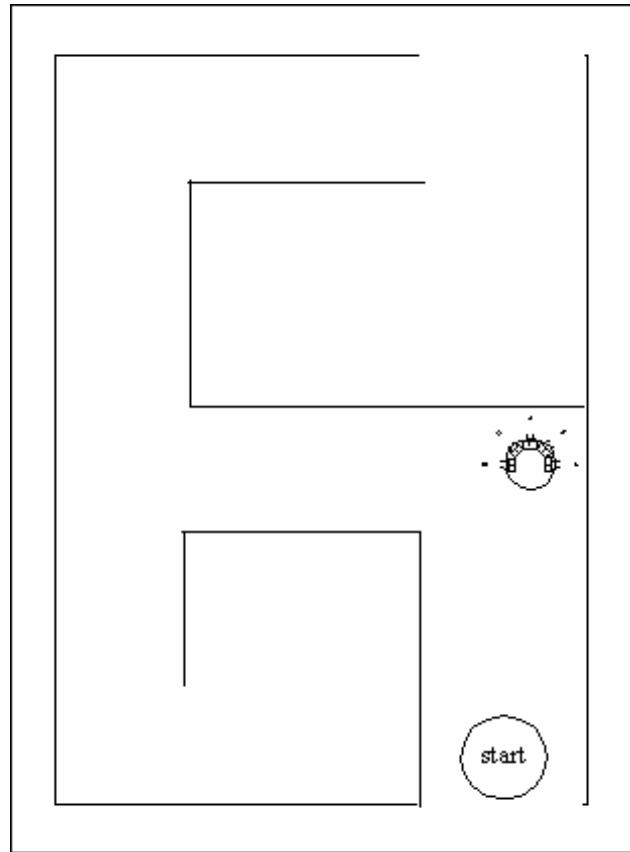
Systems Design Approach

- First reaction with new systems design - PANIC!!!
- No! Apply systematic design approach
 - Requirements
 - 68HC12 systems employed
 - Background theory
 - Hardware construction
 - Structure Chart and UML Activity Diagrams
 - Code
 - Testing

Design Case Study I - Wall-following Robot System

- Autonomous - self-contained
- Navigate through unknown maze
- Detect maze walls with IR emitter-detector pairs
- Avoid “land mines” (magnets) in maze floor

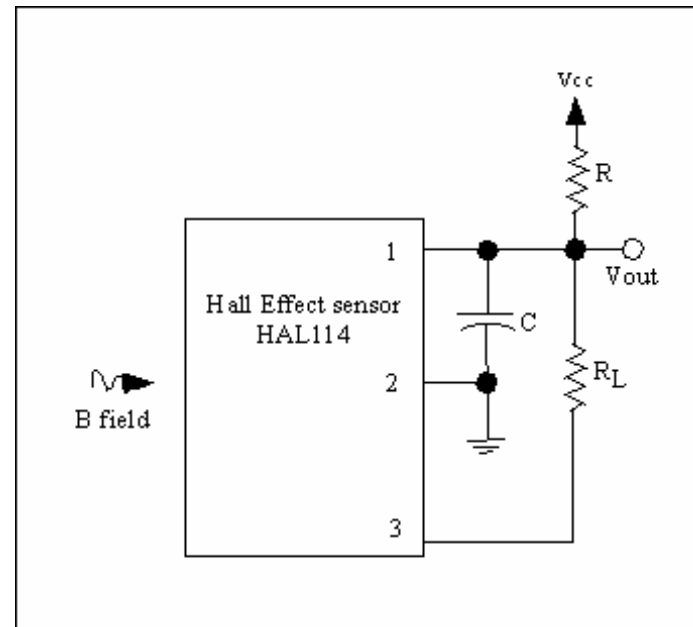
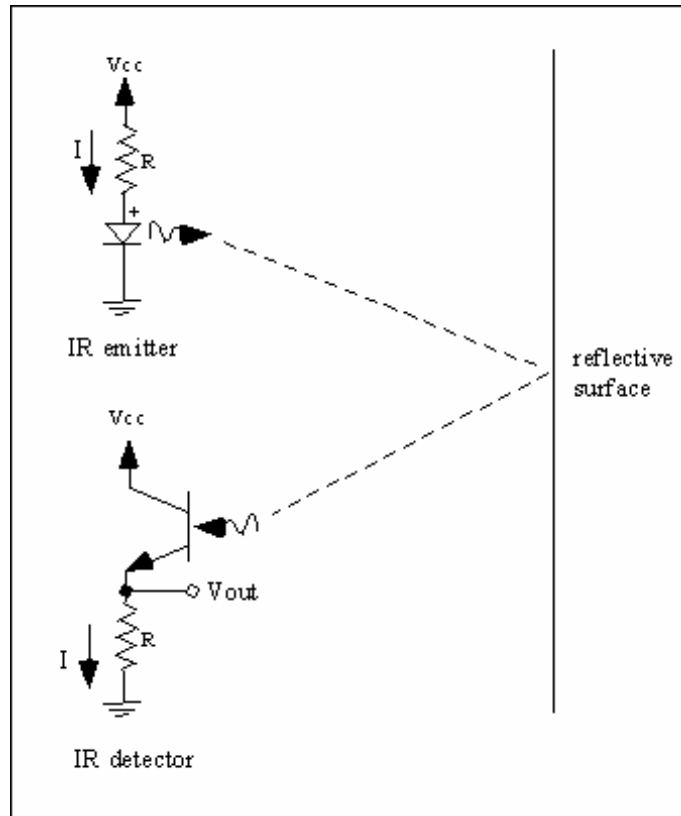
Wall-following Robot System



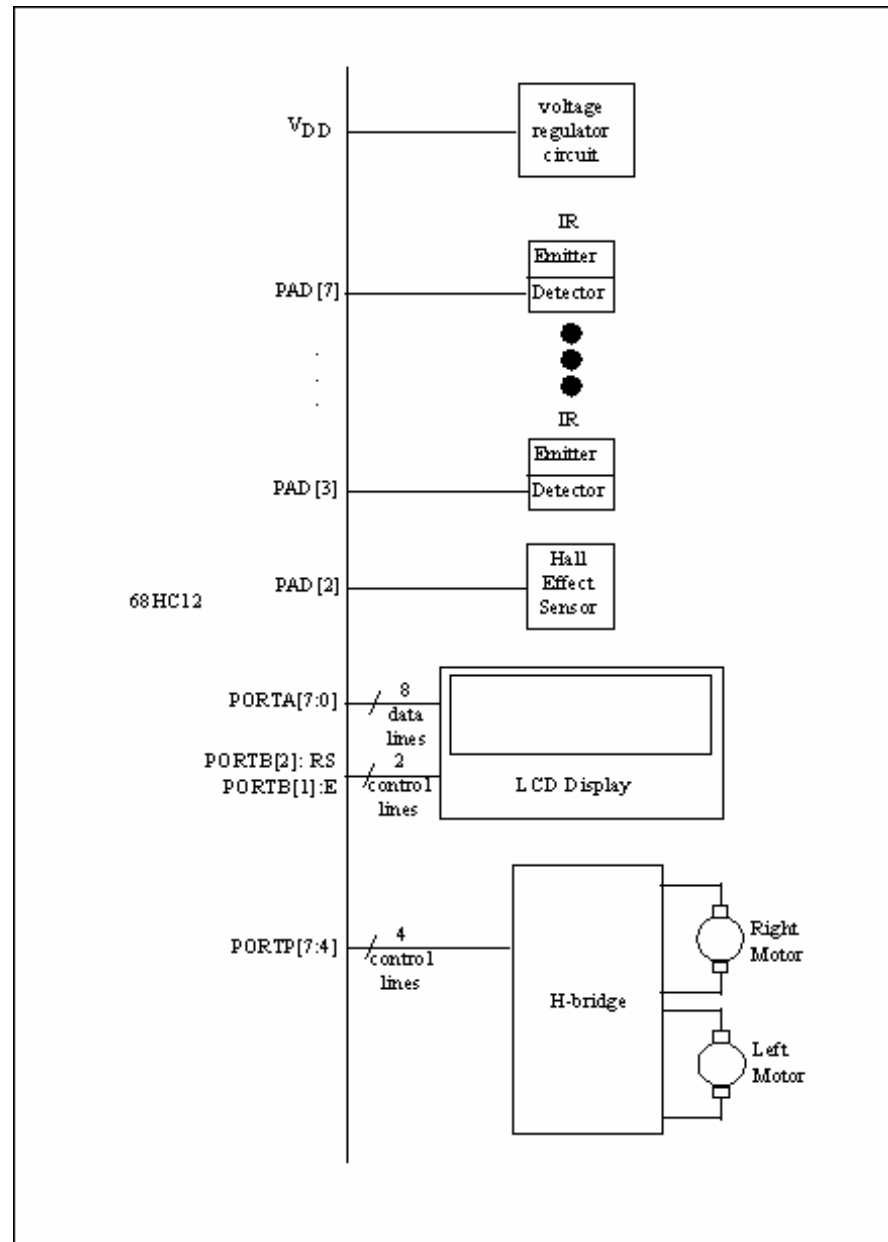
Required Robot Functions

- ATD conversion for IR sensors
- Turn decision algorithm
- Turn control function
- Hall Effect sensor processing
- Land mine avoidance algorithm
- LCD display

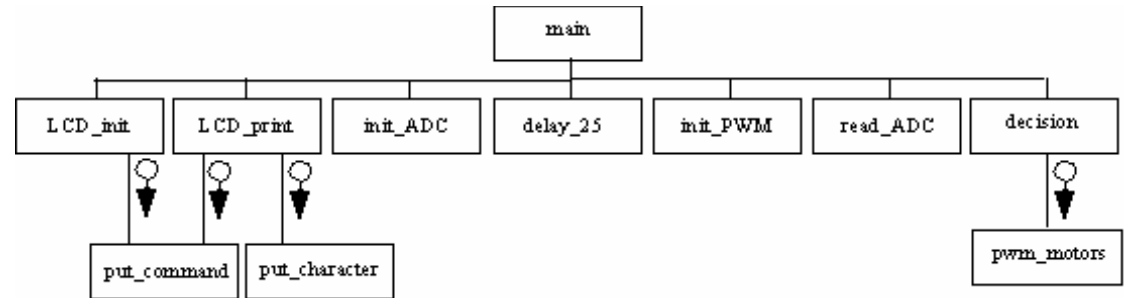
Background Theory



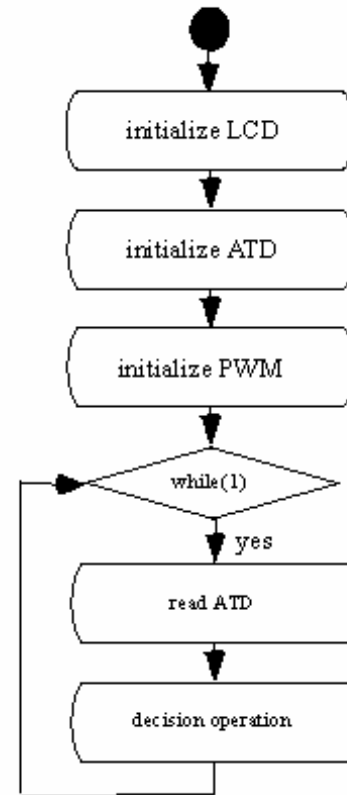
Hardware Interface



Software Interface



a) Structure Chart

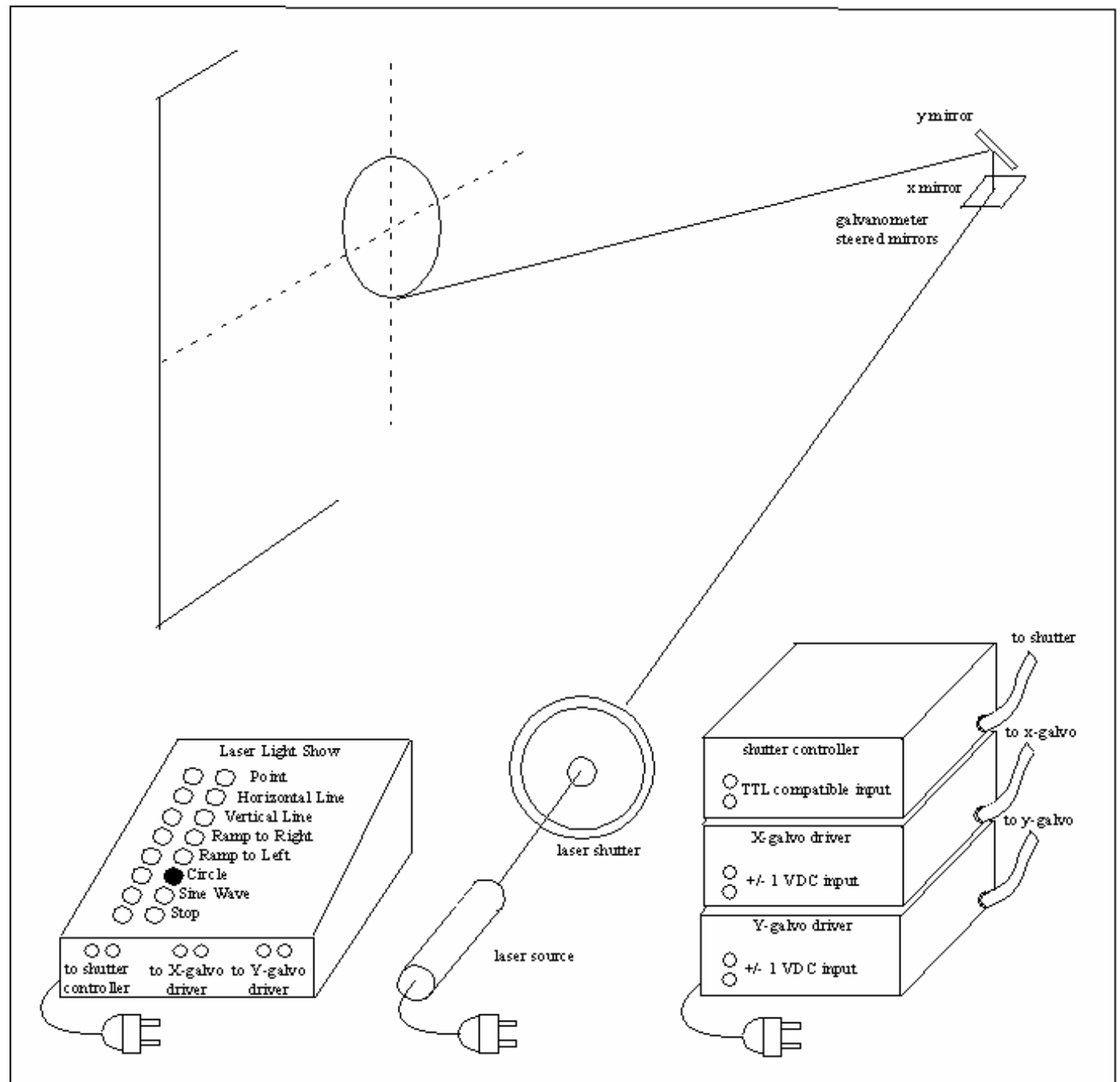


b) UML activity diagram

Design Case Study II - Laser Light Show

- Seven pre-coded patterns
- traced by laser
- LED illuminates on control panel to indicate selected pattern
- Control system traces selected pattern

Laser Light Show

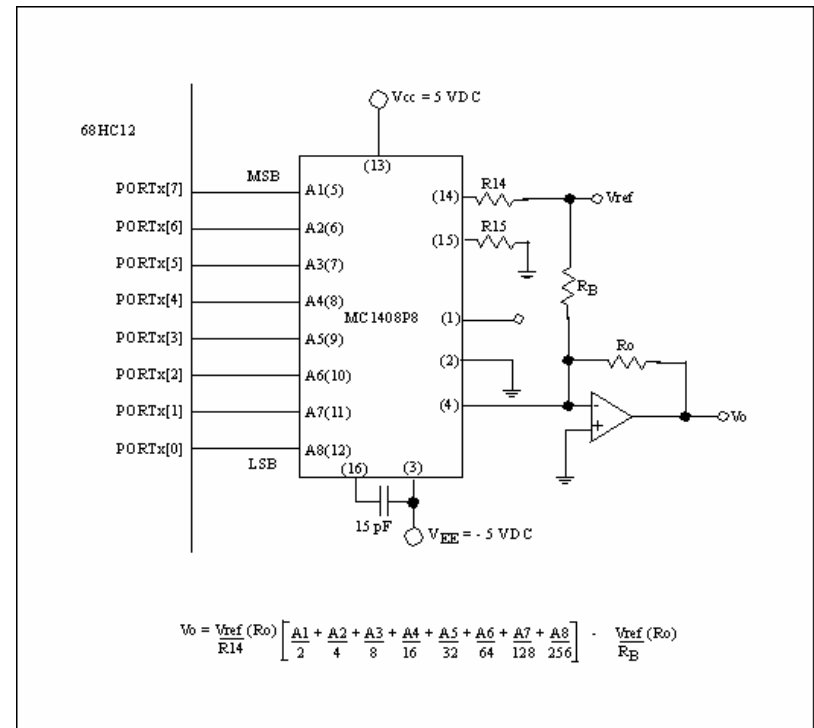


68HC12 Systems Employed

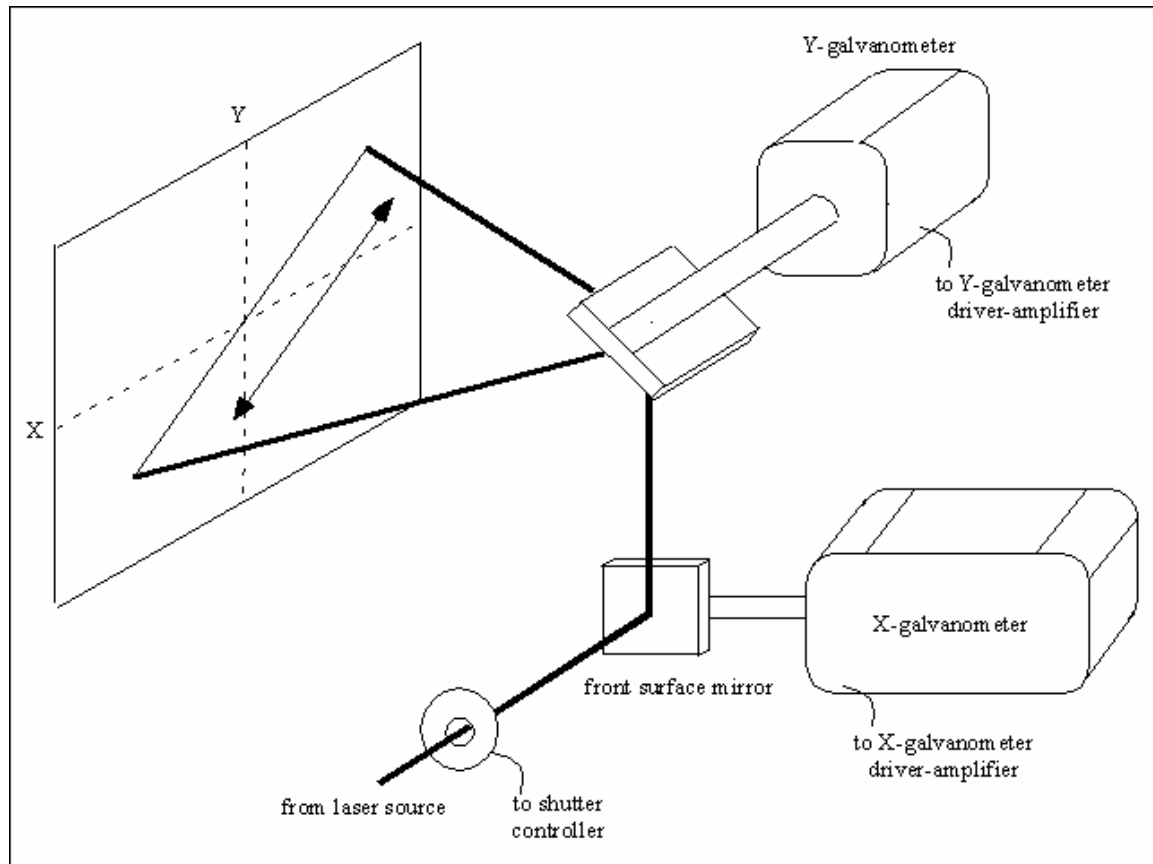
- Debounced eight switch bank
- Eight position LED display
- Two-channel DAC
- Laser source
- Shutter and shutter controller
- Two galvanometer steered mirrors

Background Theory

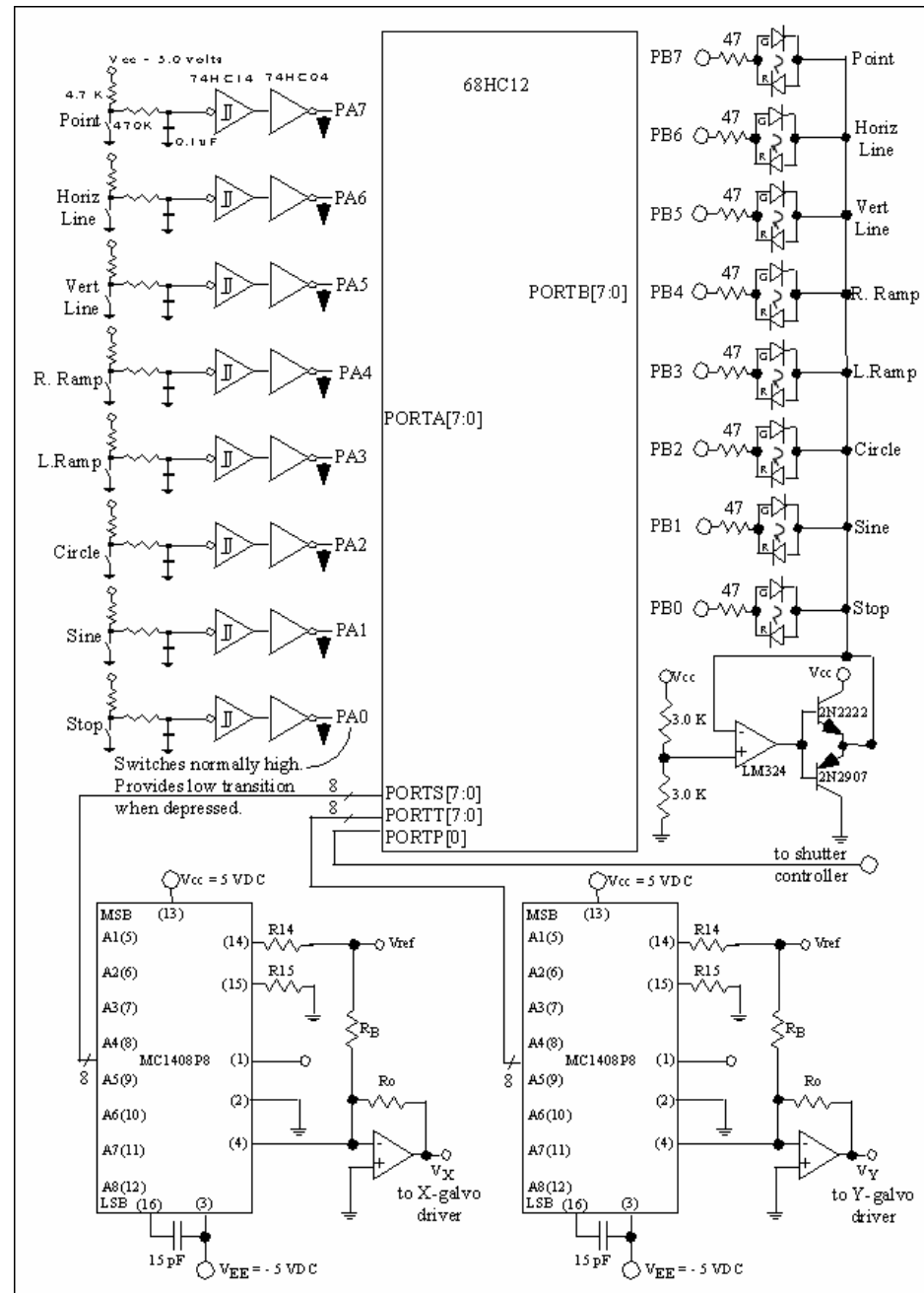
- DAC
- Lasers
- Laser Safety
- Laser Control HW
 - mirrors
 - shutters
 - galvanometers



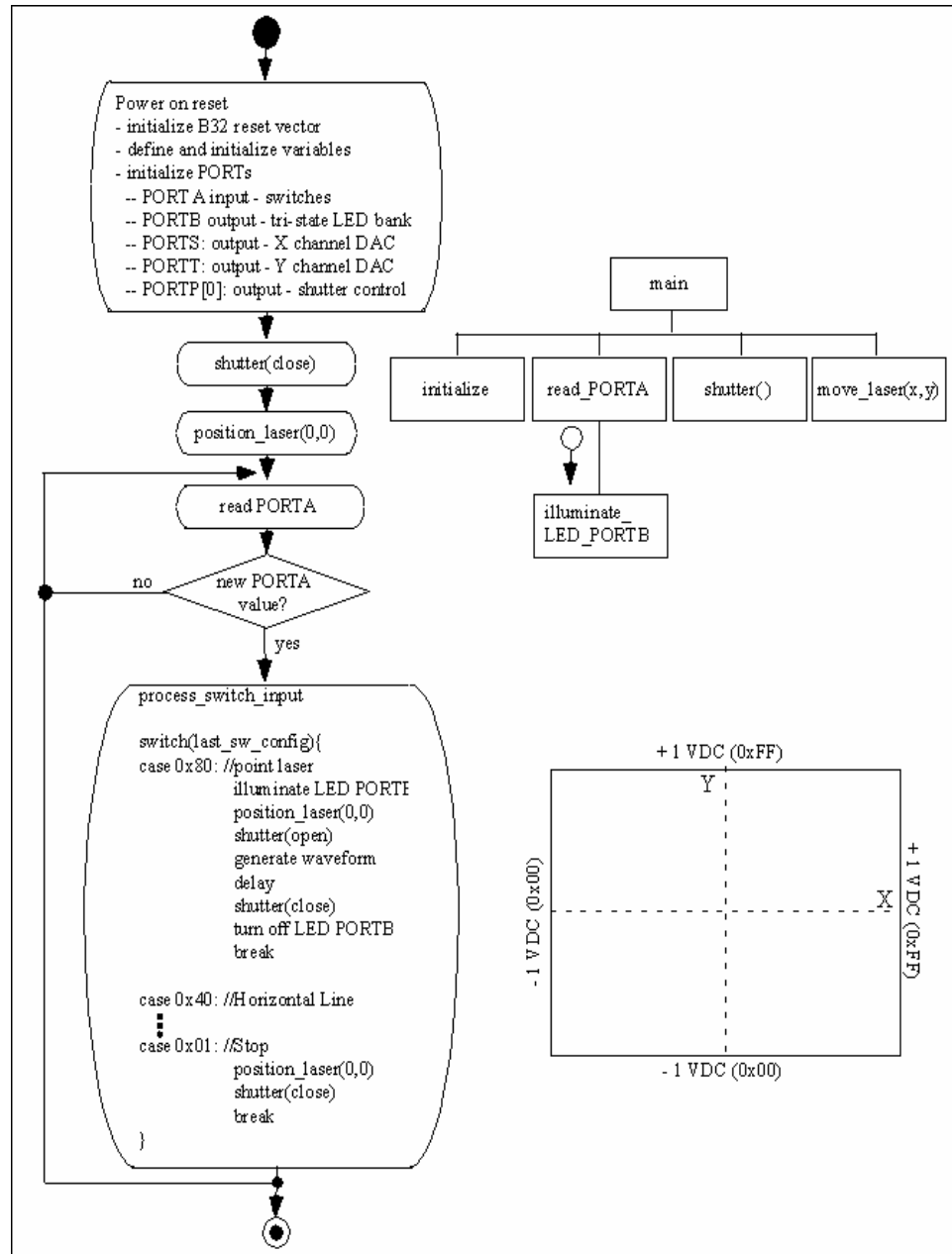
X-Y Scanning System



Hardware Interface



Software Design



Testing

- Use bottom-up implementation approach
- Test each subsystem separately and exhaustively
- Combine subsystems one at a time until system fully functional
- Test! Test! Test!