



COURSE DESCRIPTION CARD - SYLLABUS

Course name

Emulation techniques

Course

Field of study

Computing

Area of study (specialization)

Edge Computing

Level of study

Second-cycle studies

Form of study

full-time

Year/Semester

2/3

Profile of study

general academic

Course offered in

Polish

Requirements

elective

Number of hours

Lecture

15

Tutorials

Laboratory classes

15

Projects/seminars

Other (e.g. online)

Number of credit points

1

Lecturers

Responsible for the course/lecturer:

dr inż. Mariusz Naumowicz

email: mariusz.naumowicz@put.poznan.pl

tel. +48 61 665-2364

Faculty of Computing and Telecommunications

ul. Piotrowo 3 60-965 Poznań

Responsible for the course/lecturer:

Prerequisites

The student starting the course should have basic knowledge of operating systems and electronics. They should also understand the need to expand their competences and be ready to cooperate as part of the team.



Course objective

- Provide students with knowledge related to modern techniques of emulation of embedded systems.
- Familiarizing students with modern methods of designing, testing and prototyping embedded systems with the use of emulators.
- Developing students' skills in solving complex design problems in the field of building and testing embedded systems.
- Developing teamwork skills in students.

Course-related learning outcomes

Knowledge

1. Has ordered and theoretically founded general knowledge related to key issues in the field of computer science - [K2st_W2]
2. Has advanced detailed knowledge of selected issues in the field of computer science - [K2st_W3]
3. Has knowledge of development trends and the most important new achievements of computer science and other selected related scientific disciplines - [K2st_W4]
4. Has advanced and detailed knowledge of the life cycle of hardware or software information systems - [K2st_W5]

Skills

1. Can obtain information from literature, databases and other sources (in Polish and English), integrate them, interpret and critically evaluate them, draw conclusions and formulate and exhaustively justify opinions - [K2st_U1]
2. Can plan and carry out experiments, including measurements and computer simulations, interpret the obtained results and draw conclusions as well as formulate and verify hypotheses related to complex engineering problems and simple research problems - [K2st_U3]
3. Can use analytical, simulation and experimental methods to formulate and solve engineering tasks and simple research problems - [K2st_U4]
4. Can - when formulating and solving engineering tasks - integrate knowledge from various areas of computer science (and, if necessary, also knowledge from other scientific disciplines) and apply a system approach, also taking into account non-technical aspects - [K2st_U5]
5. can assess the usefulness and the possibility of using new achievements (methods and tools) and new IT products - [K2st_U6]

Social competences

1. understands that in computer science knowledge and skills very quickly become obsolete - [K2st_K1]



2. Understands the importance of using the latest knowledge in the field of computer science in solving research and practical problems - [K2st_K2]

Methods for verifying learning outcomes and assessment criteria

Learning outcomes presented above are verified as follows:

Formative assessment:

a) in the field of lectures: on the basis of answers to questions about the material discussed in previous lectures,

b) in the field of laboratories: on the basis of the assessment of the current progress in the implementation of tasks,

Summative assessment:

a) in the field of lectures, verification of the assumed learning outcomes is carried out by a test (an electronic test on the Moodle platform);

b) in the field of laboratories, verification of the assumed learning outcomes is carried out by means of a design test and an assessment of the tasks performed during each laboratory meeting;

Getting extra points for activity during classes, especially for:

- discussion of additional aspects of the issue,
- the effectiveness of applying the acquired knowledge while solving a given problem,
- the ability to cooperate as part of a team practically carrying out a detailed task in the laboratory.

Programme content

The lecture program includes the following topics:

Software, hardware, software and hardware emulation techniques. Modern emulation tools and their capabilities. The use of emulators in industry. Emulators optimization techniques. Testing of embedded systems with the use of an emulator. Adaptation of emulators to your own needs.

Laboratory classes are conducted in the form of 2-hour lab exercises, preceded by a 2-hour instructional session at the beginning of the semester. Exercises are carried out by 2-person teams.

The program of laboratory classes includes the following topics:

Preparation of the development environment necessary to run selected emulators. Building your own embedded system based on the existing structures in the emulator. Preparation of the operating system for the emulated embedded system. Analysis of embedded system signals by means of an emulator. Emulation of a complex IT system based on several IoT devices. Automatic testing with the use of an emulator.



Teaching methods

1. Lecture with multimedia presentation (diagrams, formulas, definitions, etc.) supplemented by the content of the board.
2. Laboratory exercises: multimedia presentation, presentation illustrated with examples given on the board and performance of tasks given by the teacher - practical exercises.

Bibliography

Basic

1. John L. Hennessy, John L. Hennessy, Computer Architecture: A Quantitative Approach, 4th Edition. Elsevier, 2007. ISBN: 0123704901.
2. Eldad Eilam, Reversing: Secrets of Reverse Engineering, Wiley, 2011. ISBN: 0764574817.

Additional

1. Noam Nisan, Shimon Schocken, The Elements of Computing Systems: Building a Modern Computer from First Principles, The MIT Press, 2005. ISBN: 0262640686.

Breakdown of average student's workload

| | Hours | ECTS |
|---|-------|------|
| Total workload | 35 | 1,0 |
| Classes requiring direct contact with the teacher | 30 | 1,0 |
| Student's own work (literature studies, preparation for laboratory classes, preparation for tests) ¹ | 5 | 0,0 |

¹ delete or add other activities as appropriate