

# **EMBEDDED SYSTEM DESIGN**

## **REPORT**

An embedded system is a computer system with a dedicated function within a larger mechanical or electrical system, often with real-time computing constraints.[1][2] It is embedded as part of a complete device often including hardware and mechanical parts. Embedded systems control many devices in common use today.[3] Ninety-eight percent of all microprocessors are manufactured as components of embedded systems.[4]

Examples of properties of typical embedded computers when compared with general-purpose counterparts are low power consumption, small size, rugged operating ranges, and low per-unit cost. This comes at the price of limited processing resources, which make them significantly more difficult to program and to interact with. However, by building intelligence mechanisms on top of the hardware, taking advantage of possible existing sensors and the existence of a network of embedded units, one can both optimally manage available resources at the unit and network levels as well as provide augmented functions, well beyond those available.[5] For example, intelligent techniques can be designed to manage power consumption of embedded systems.[6]

This year the workshop was organized on **26th to 30th March 2012** by the **Department of Electronics and Communication Engineering** under the supervision of **Dr.T.Jagannadha swamy**, Professor & Head .

**(Dr. T.Jagannadha swamy)**

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