

Competence Research:

Teaching Embedded Micro/Nano Systems

1. Background
2. Competence Model
3. Current Work
4. Summary

Motivation

- Several years ago, the New York Times estimated that the average American came into contact with 100 microprocessors daily [Wolf et Madsen, 2000]
- "Computer-based embedded systems have been designed for more than 30 years and the need for adequate education in embedded systems is deemed more important now than ever." [Grimheden et Törngren, 2005]
- "Embedded systems are under-represented in teaching and in public discussion" [Marwedel, 2011]

Talks

- Practical Embedded Systems Engineering Syllabus for Graduate Students with Multidisciplinary Backgrounds
- Embedded System Design 2.0: Rationale Behind a Textbook Revision
- Innovative System and Application Curriculum on Multicore Systems
- Teaching Embedded Software Concepts Using Android
- Teaching Cross-Platform Design and Testing Methods for Embedded Systems using DICE
- Bringing Soccer to the Field of Real-Time Embedded Systems Education

Challenges

- Which competencies do the students need
- How to develop these competencies
- How to structure teaching/learning processes

DFG-Project: Competence development with embedded micro- and nanosystems (KOMINA)



Faculty IV: Natural and Engineering Sciences

Department of Electrical Engineering and Computer Science

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Institute of Microsystems Technology (Prof. Dr. Rainer Brück) [André Schäfer]



Faculty of Engineering

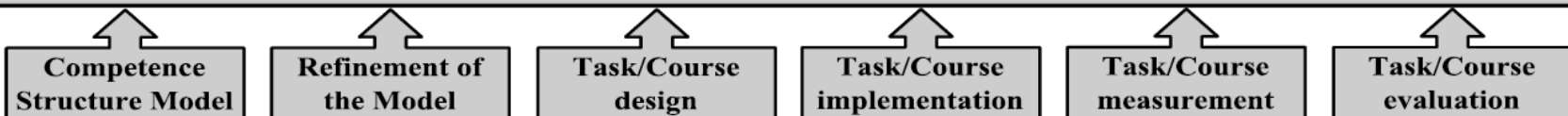
Department of Computer Science

Computer Architecture (Prof. Dr. Dietmar Fey)

Project KOMINA

- Computer engineering education
- Theoretically founded courses/tasks
- Embedded systems engineering
 - Focus on micro- and nanosystems (EMNS)

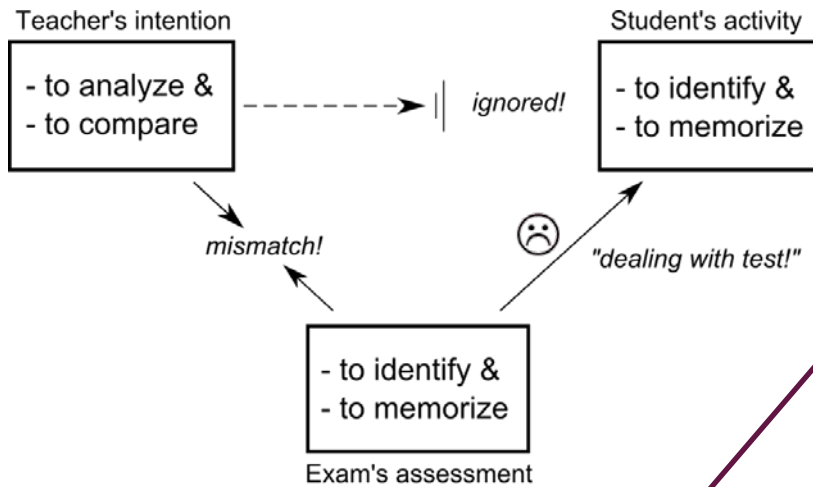
Project of German Research Foundation (DFG): "Competence development with embedded micro- and nanosystems (KOMINA)"



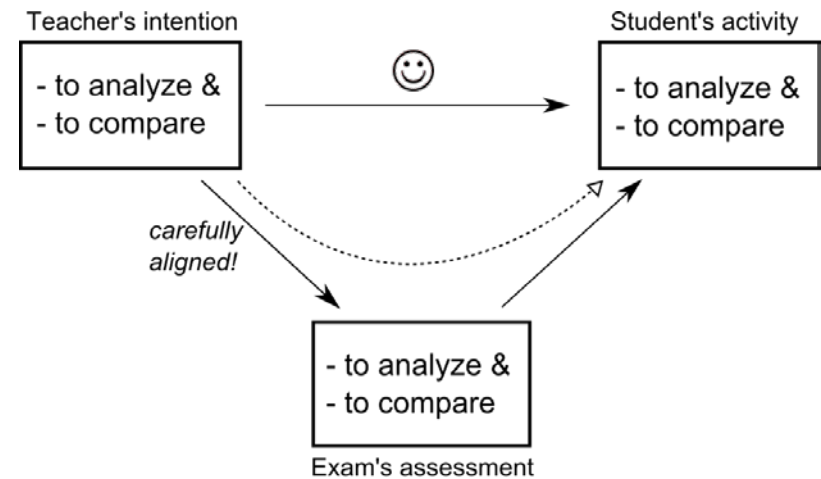
Paradigm shift

- Miniaturization leads to nano-structured components
- New manufacturing processes in a Bottom-Up approach
 - on molecular level (self-assembly, ...)
 - but NOT the field of computer engineers activity
- Consideration of physical constraints on even high levels of abstraction
 - DFG SPP 1500
- Nanotechnology and its effects are not yet part of teaching in Computer Engineering

Outcome orientation / Constructive alignment



(a) An *unaligned* course.



(b) An *aligned* course.

[Brabrand, C. 2008]

Competence research

- Competencies \neq knowledge

Competencies

- skills and abilities
- solving problems in variable situations
- motivational, volitional and social willingness

Taxonomy assignment

- which concrete abilities must the students have?
 - Field Programmable Gate Array (FPGA)
 - be able to understand a Field Programmable Gate Array (FPGA) based processor.
 - be able to implement a Field Programmable Gate Array (FPGA) based processor.
 - be able to evaluate a Field Programmable Gate Array (FPGA) based processor.

- define the teachers/systems intention with concrete verbs
 - to state clearly the examination requirements in order to motivate students learning

- Taxonomy of Anderson & Krathwohl (Bloom)

Level	Alternative names
1. Remember	recognizing, recalling
2. Understand	interpreting, exemplifying, classifying, summarizing, inferring, comparing, explaining
3. Apply	executing, implementing
4. Analyze	differentiating, organizing, attributing
5. Evaluate	checking, critiquing
6. Create	generating, planning, producing

[Anderson/Krathwohl, 2009]

Normative proceeding

- Module descriptions
 - Embedded Systems
 - Computer engineering
- Curricula recommendations
 - ACM/IEEE Computer Science Curriculum
 - German Informatics Society
- Collection of competencies
- Cluster
 - Thematic division
 - Solution approaches

Cluster of competence dimensions

- C1: Competencies as preconditions
- C2: Development competencies
- C3: Competencies for multi-level development
- C4: Non-cognitive competencies

C1	Competencies as preconditions
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C1.1 Mathematics

C1.2 Physics

C1.3 Computer Science

C1.4 Electrical Engineering

C1.5 Material Science

C1.6 English

C1.7 Scientific work

C1.8 Learning organization

C2 Development competencies

- C2.1 Organization of the development process
- C2.2 Requirement analysis
- C2.3 System design
- C2.4 Implementation
- C2.5 Optimization and Test

Examples of C2.2 Requirement analysis:

- are able to explain the relevance of the terms fault tolerance, reliability, and availability. (ACM/IEEE)*
- are able to outline the range of methods for implementing fault tolerance in an operating system. (ACM/IEEE)*

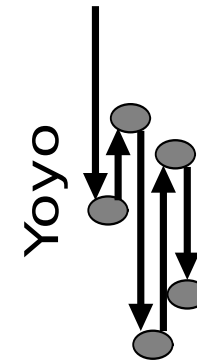
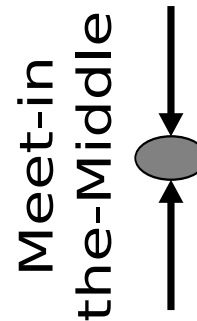
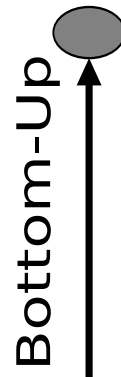
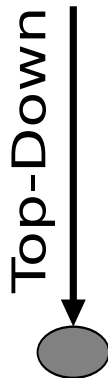
C 2.3: System design:

- remember formal- and computer-aided design methods for the design of embedded systems
- understand most important technologies and concepts for designing and analyzing computer-aided systems
- understand structure and function of all important basic circuits and arithmetic logic units
- understand computer systems as stratified abstract machines
- understand, analyze unknown circuits, create own circuits

C3 Competencies for multi-level development

- C3.1 Top-Down-Design
- C3.2 Bottom-Up-Design
- C3.3 Meet-in-the-Middle-Design
- C3.4 Yoyo-Design

Abstraction



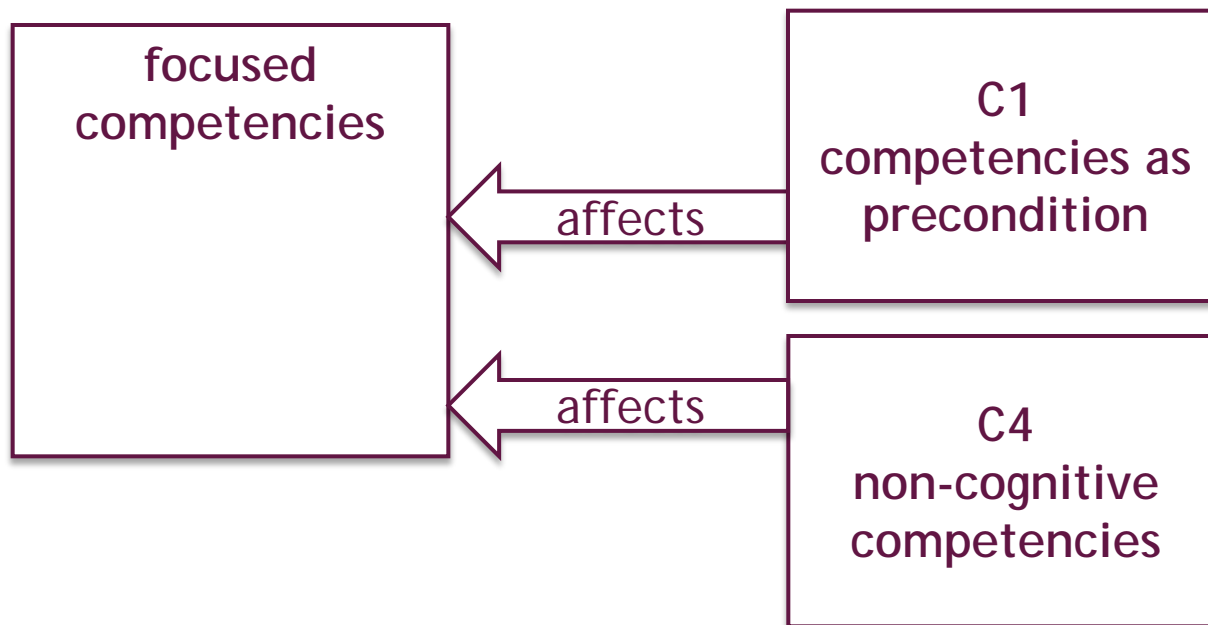
Specialization

C4 Non-cognitive competencies

C4.1 Attitudes

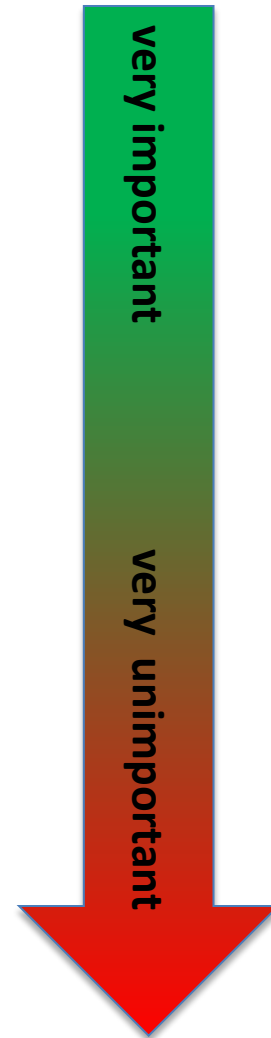
C4.2 Social-communicative competencies

C4.3 Motivational and volitional skills



First results

- Empirical refinement of the competence structure model
- The experts rate the importance of the given competencies of the NCSM:
 - Very important
 - Rather important
 - Rather unimportant
 - Very unimportant
- Survey of 96 experts
- 36 results



First results

C 4.3 Motivational and volitional skills (1.1-1.4)

C 2.1 Organization of the development process (1.4)

C 3.2 Bottom-Up-Design (1.4)

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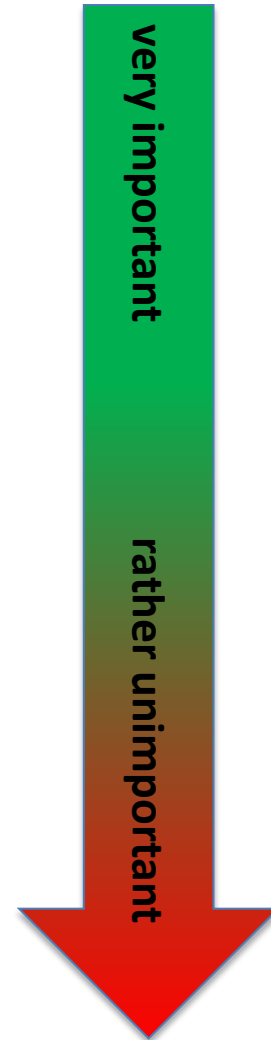
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C 3.2 Bottom-Up-Design (2.7)

C 1.5 Material Science (3.1)



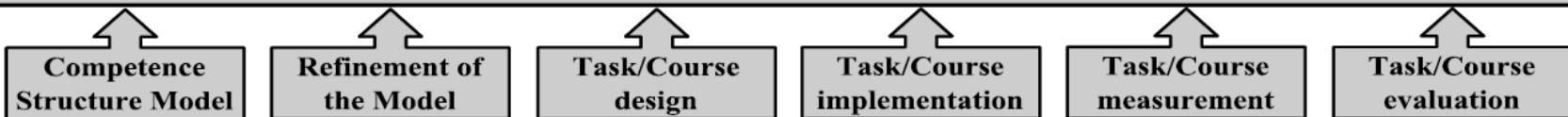
Alignment of the hardware-practical course

- Current status
 - 16-Bit microprocessor on FPGA

Objectives

- Provide a wider range of competencies (C1-3)
 - Focus on the most important competencies
- Project-group based work (C4)
- Life-world related tasks like Android programming (C4)

Project of German Research Foundation (DFG): "Competence development with embedded micro- and nanosystems (KOMINA)"



FPGA-Online

- Reduce cost
- Independent of time and place
- Competence development



Competence structure model

- Normative developed
 - C1-C4
- Empirical refinement in progress (Dec. 2011)
 - The most defined sub competencies are important

Course design

- Analyze of existing courses
- Alignment of concepts to the competence structure model

Further work

Project of German Research Foundation (DFG): "Competence development with embedded micro- and nanosystems (KOMINA)"

Competence
Structure Model

Refinement of
the Model

Task/Course
design

Task/Course
implementation

Task/Course
measurement

Task/Course
evaluation

Thank you for your attention!

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