

# Industrial processors

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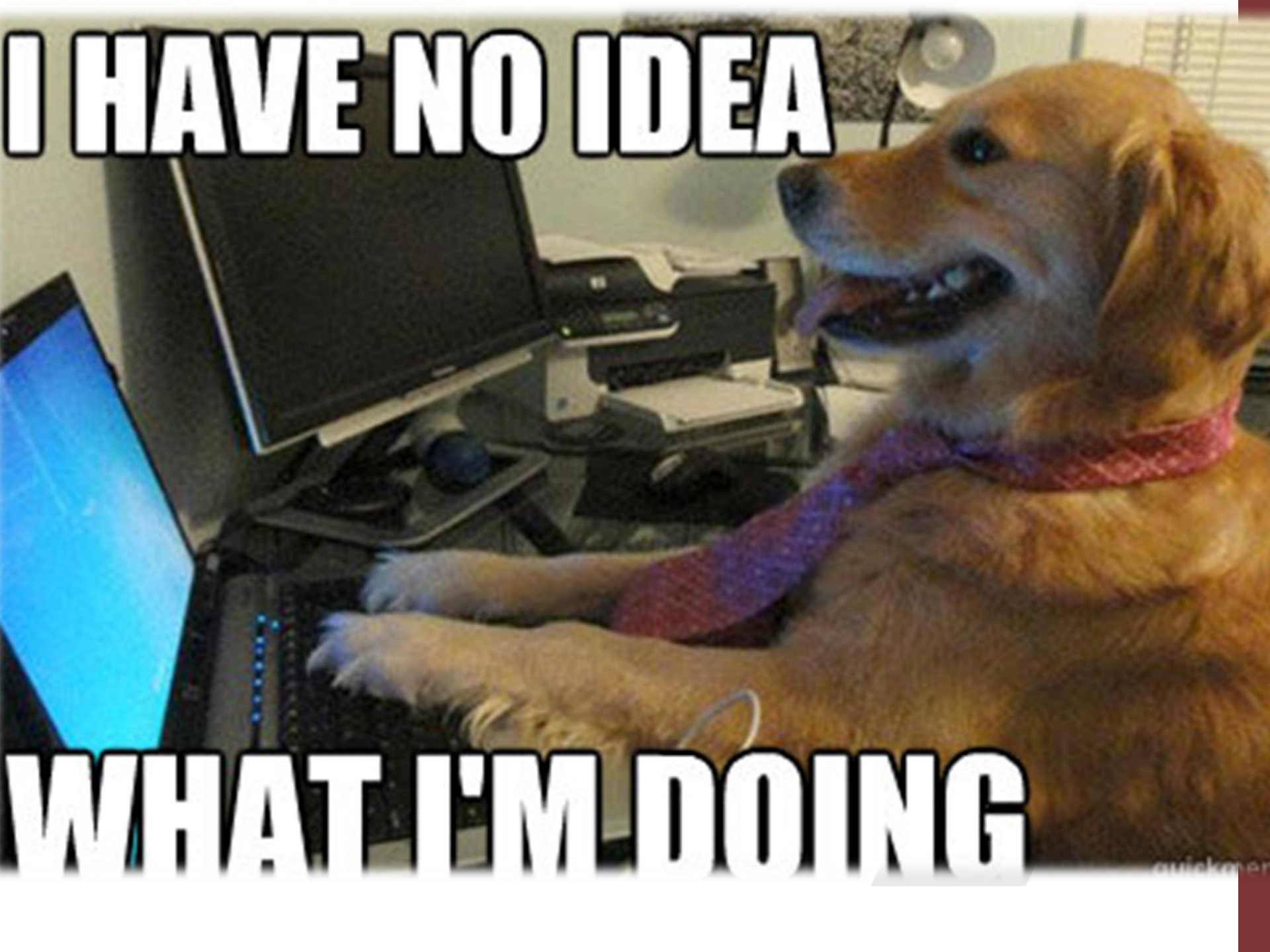


**UNIMORE**  
UNIVERSITÀ DEGLI STUDI DI  
MODENA E REGGIO EMILIA

High Performance  
Real Time **Lab**

**I HAVE NO IDEA**

**WHAT I'M DOING**





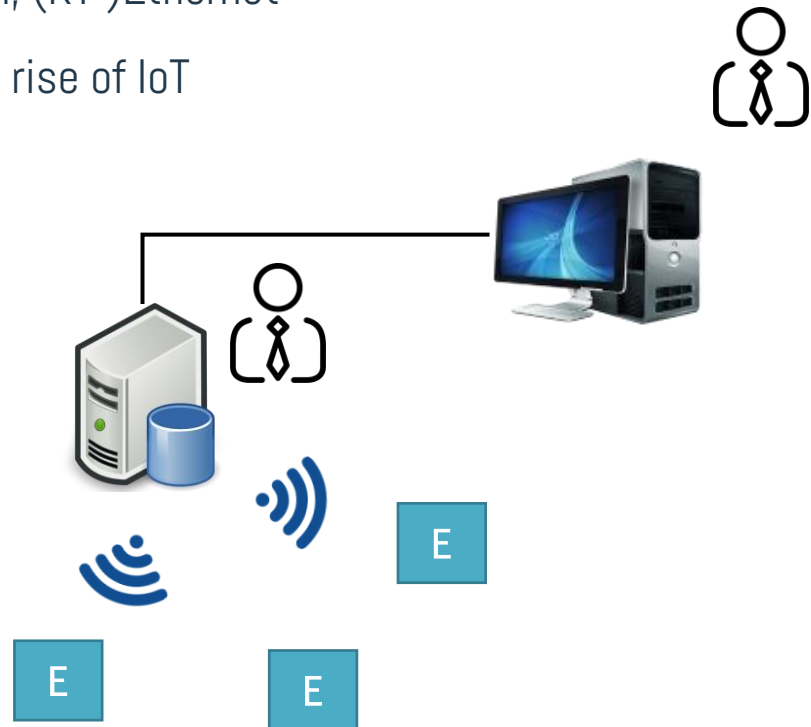
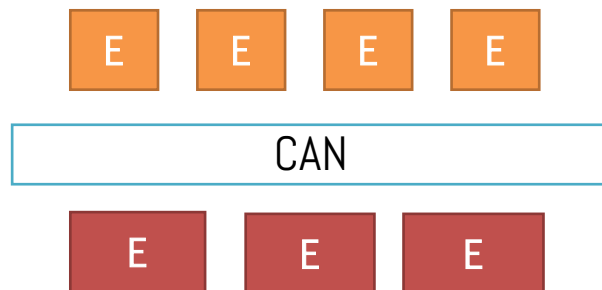
# Industrial computing continuum

A modern design: in the past might have been different!

- › Embedded (*edge*) devices for plant control
- › Centralized aggregator or intermediate *fog* nodes

Connectivity *via* industrial standards

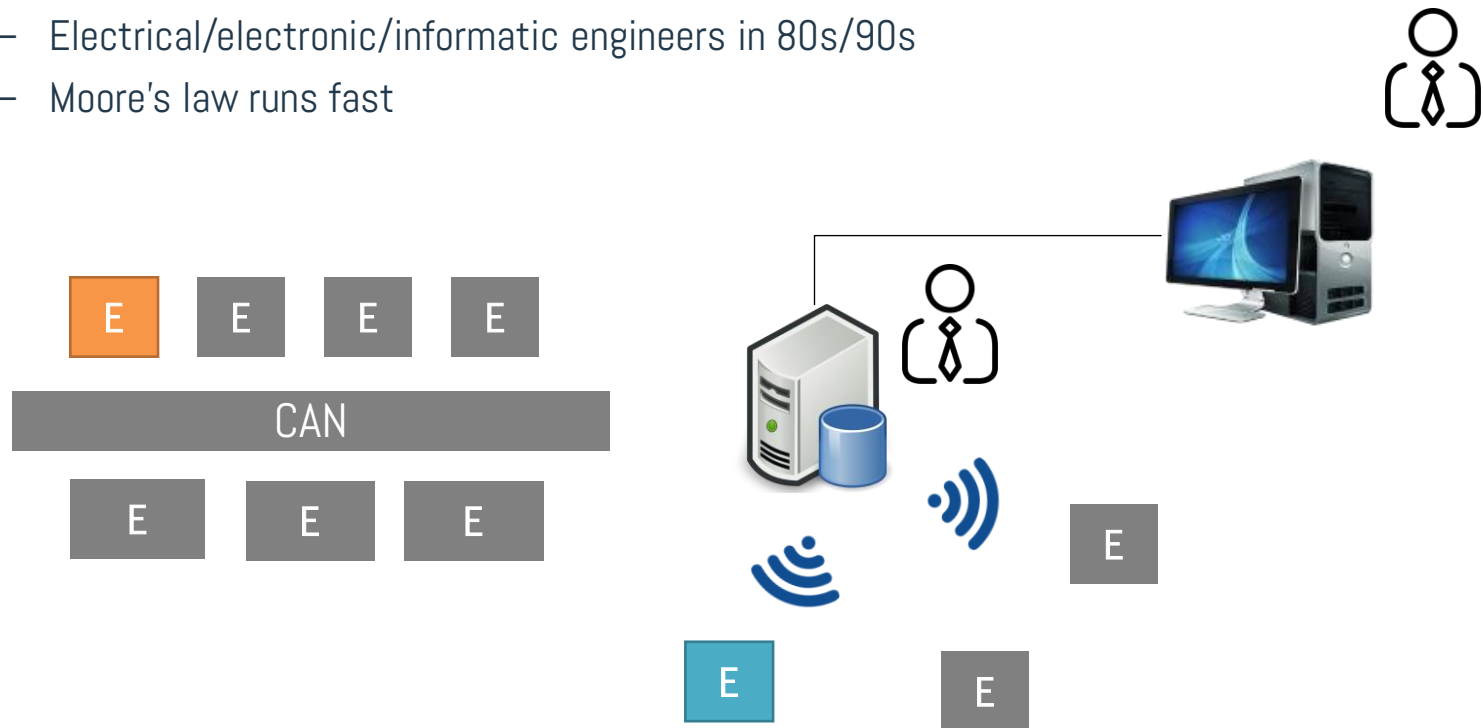
- › Wired: flexray, CAN (automotive), serial, (RT-)Ethernet
- › Wireless: WiFi, (soon) 4/5G due to the rise of IoT





# Requirements for industrial edge devices

- › Low cost and form factor might be key feature
  - ...we can trade performance for that
  - Reliability, dependability, safety, security, certifications....
  - Reduced Size, Weight and Power (SWaP)
- › Might be costly to update your plant to a new generation of processors
  - Several companies rely to old technologies (also, software tools!!)
  - Electrical/electronic/informatic engineers in 80s/90s
  - Moore's law runs fast





# Families of edge processors

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As opposite to GP/desktop systems, where more or less we know “who won”...

- › Micro Controller Units – MCUs
- › Digital Signal Processors - DSPs
- › Micro Processor Units – MPUs
- › Programmable Logic Controllers / PLCs

Now

More recently, heterogeneous architectures

- › Multi-core host + accelerator
- › Many-core processor, such as GPGPUs (but not only....)
- › Field-Programmable Gate Arrays – FPGAs

....soon



# Micro Controller Units

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Lowest end that we will see

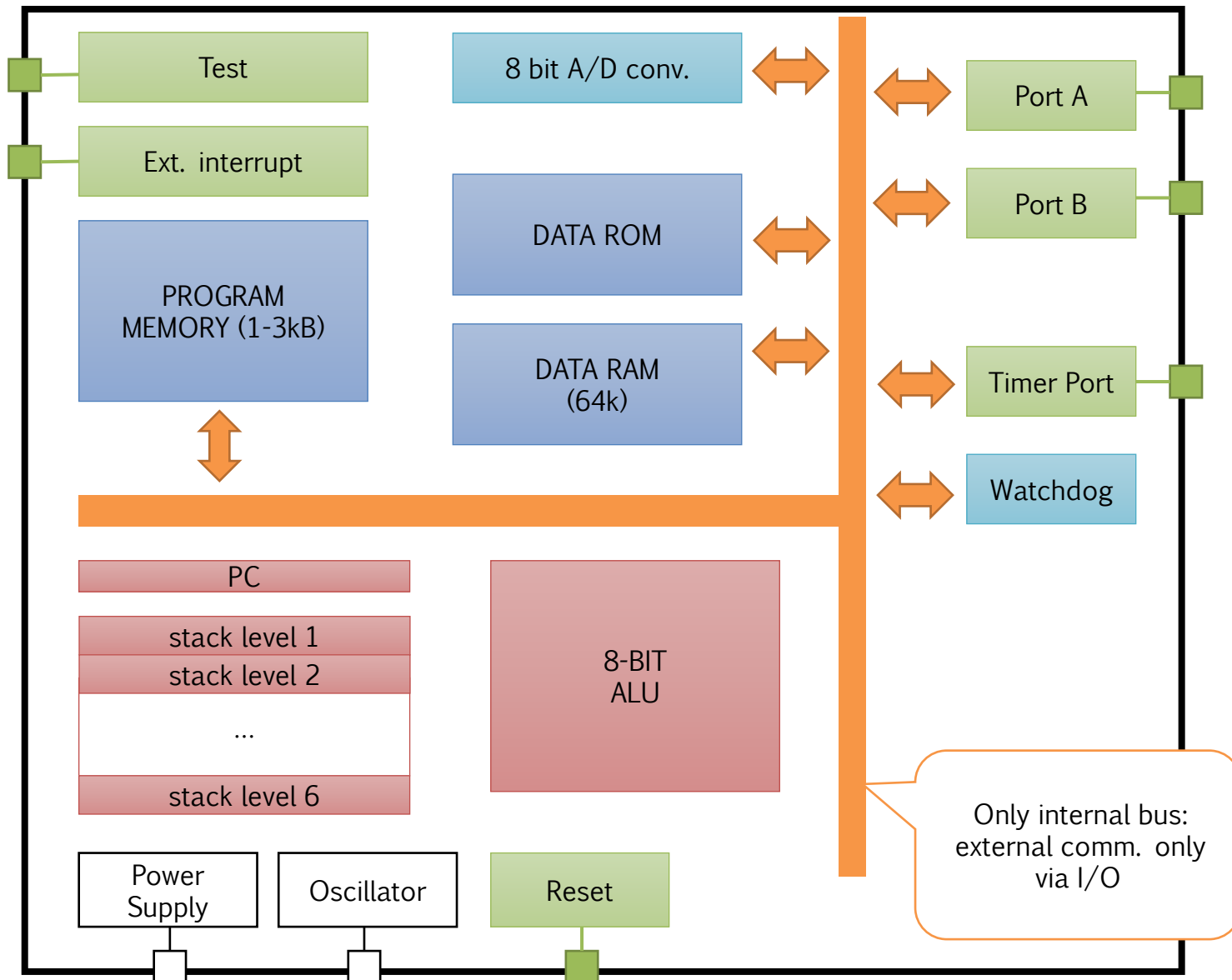
- › 8, 16, 32-bit processors, limited memory
- › Designed for I/O interaction, can poorly do more
- › Also, programmability might suffer (ASM)

We will see (and play with)

- › ST Microelectronic's SC6
- › Arduino's first family
- › Expressif's ESP8266 => ESP32 (NodeMCU)
- › Raspberry PI
- › STM IoT Node



# STM's ST6





# Watchdog



Watchdog

Checks whether a ~~program process~~ processor is stuck, e.g., in deadlock, or infinite loop

In MCUs/single core, single thread machines it is a problem

- › A watchdog circuit is basically a  $x$ -bit counter
- › It **must** be **manually** reset every  $\frac{2^x}{y \cdot 10^6}$  seconds ( $y$  = clk in Mhz) by software
- › Else, it “takes care of the situation”
  - Typically => full reset



Modern system does not actually block the full machine (SW managed) nor resets it

- › Multi-processing
- › Preemption (we'll see..)
- › OS-level controls on processes





# Memory space

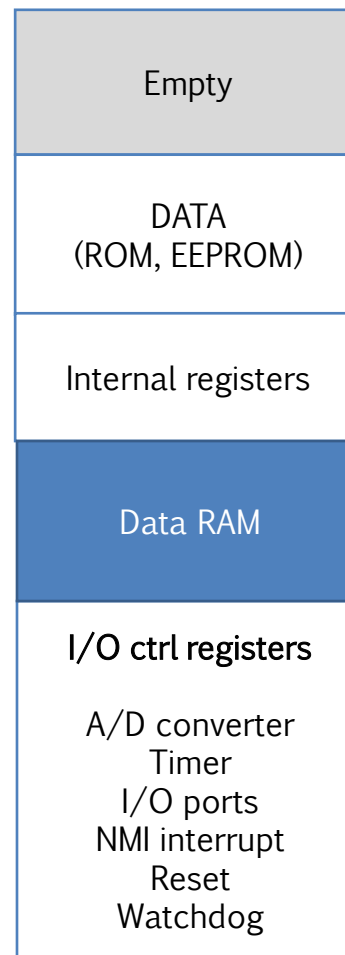
This is what programmers “see”

- › Non-physical, here, abstracts the HW blocks
- › != virtualized ☺

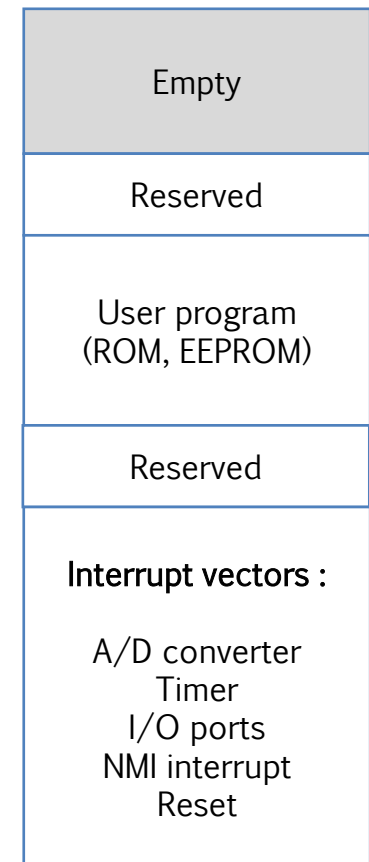
Program data (variables, ..) are in data RAM

- › Stack, heap (..?)
- › ...if we could use high-level languages! (e.g., C)
- › Might be necessary to work in ASM

## Data memory

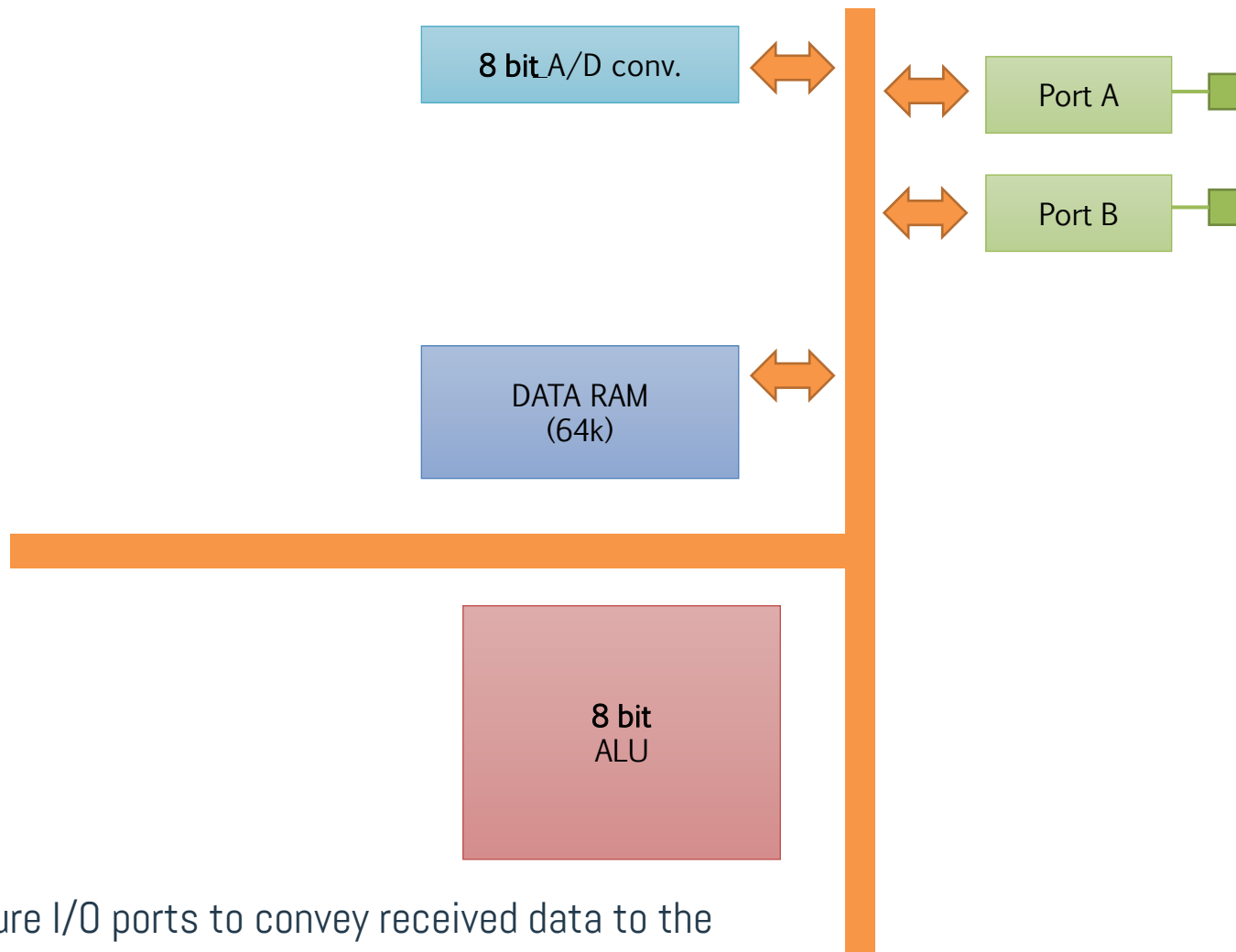


## Program memory





# A/D converter



Configure I/O ports to convey received data to the A/D converter

- › Use memory-mapped registers

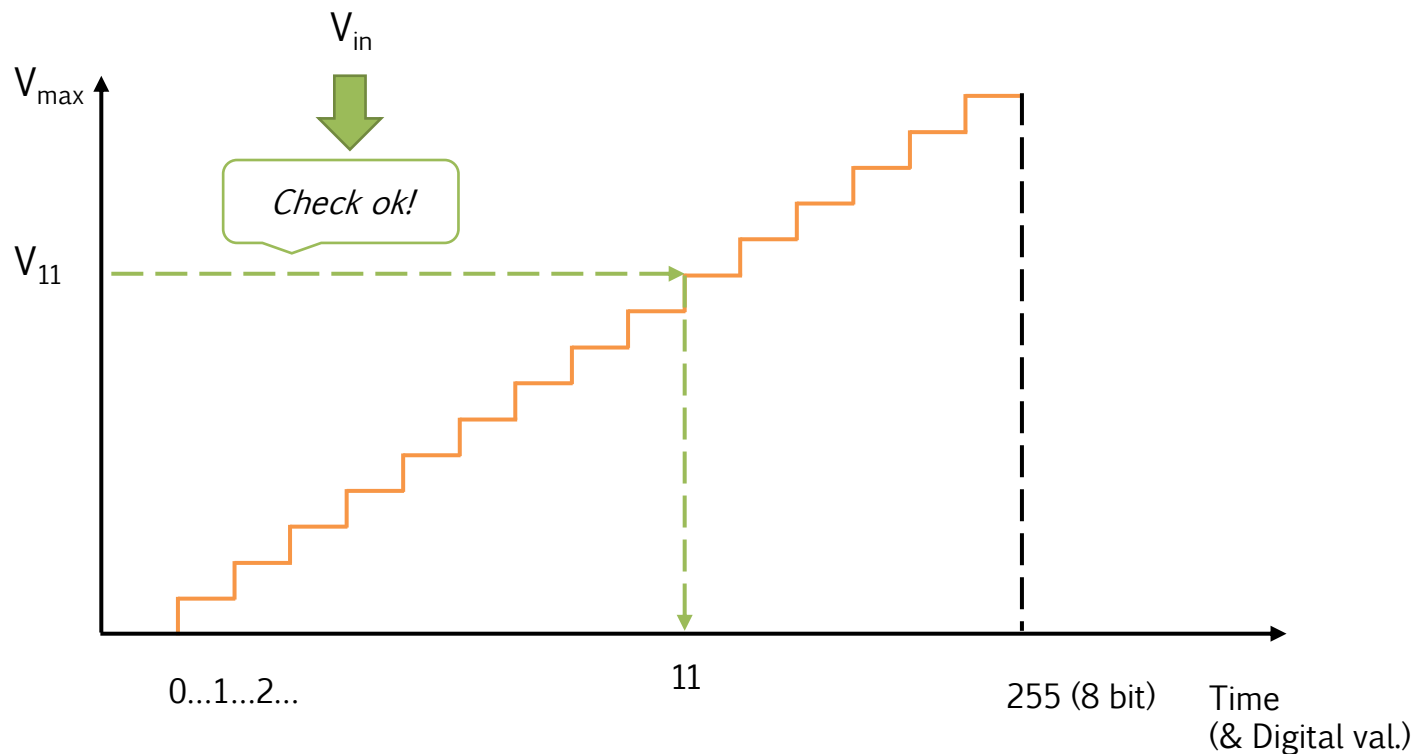


# A/D conversion

8 bit A/D conv.

Using the internal wave generator of A/D module, our program

- › Generate a signal with increasing  $V_{in}$  (y-axis)
- › Compare (in HW) it with the  $V$  received by the analog I/O port
- › When equals, assign the corresponding digital value (x-axis)





# D/A conversion

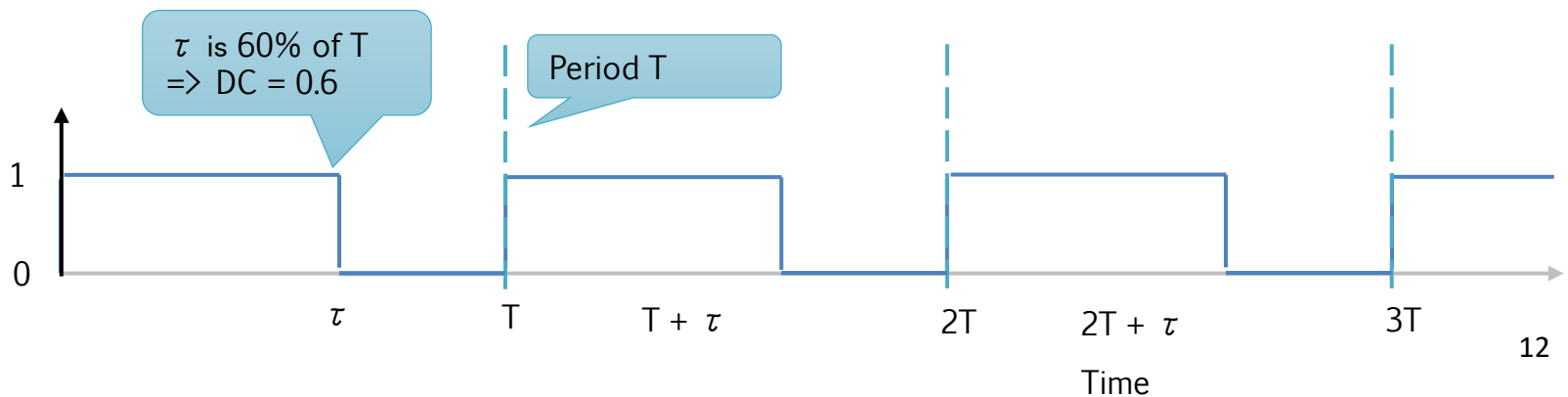
*Generate a tension corresponding to a digital value stored in a register*

- › Not easy! Use Pulse-Width Modulation (PWM)
  - (Almost) fully implementable in SW!

$$DC = \tau / T$$

How it works

1. Generate a periodic signal of amplitude 1 whose **duty cycle** is proportional to the digital value we want to convert
2. Give it to a low-pass filter, to average (such as Resistor-Capacitor - RC circuit)
3. ..and enjoy your analog signal! 😊

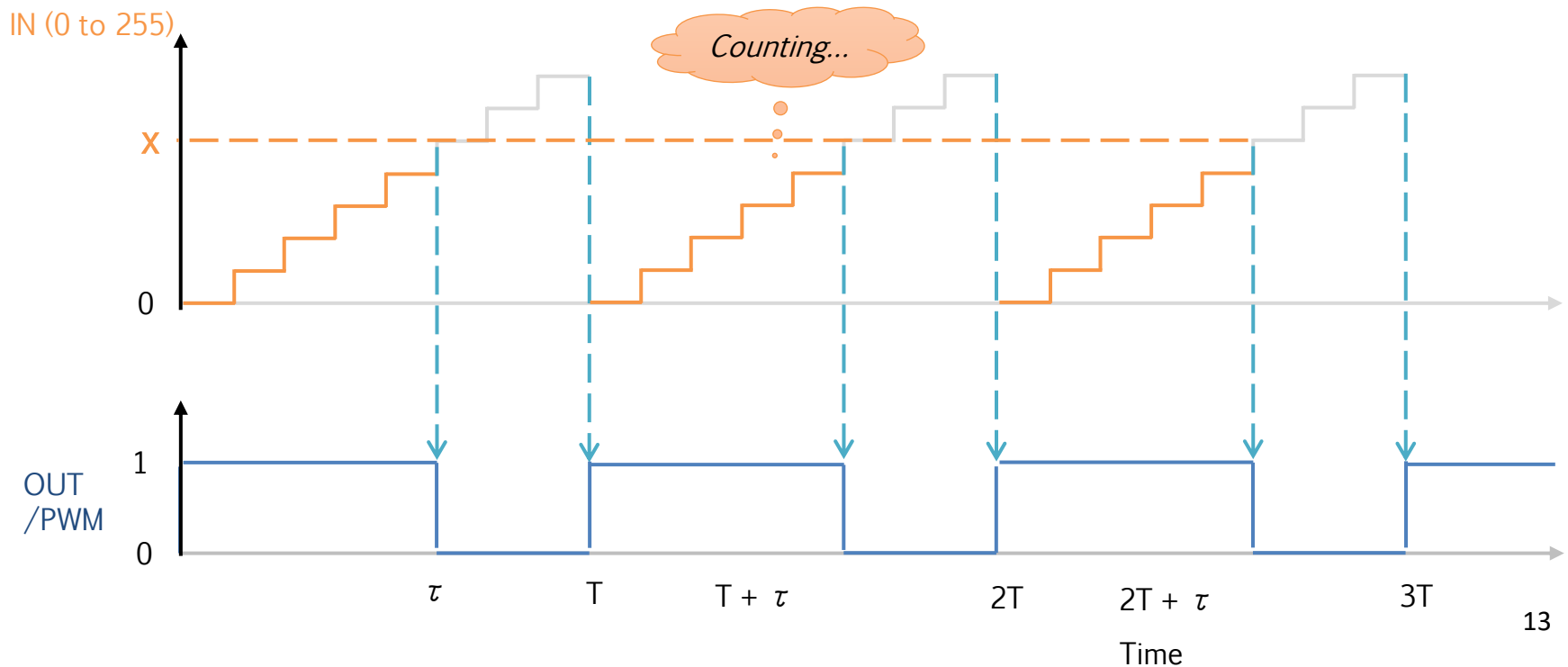




# PWM – step 1

We need

- › A register that counts from 0 to 255 (8-bit)
- › An output port (bit) set to '1' and becoming '0' when input value matches the one of the register





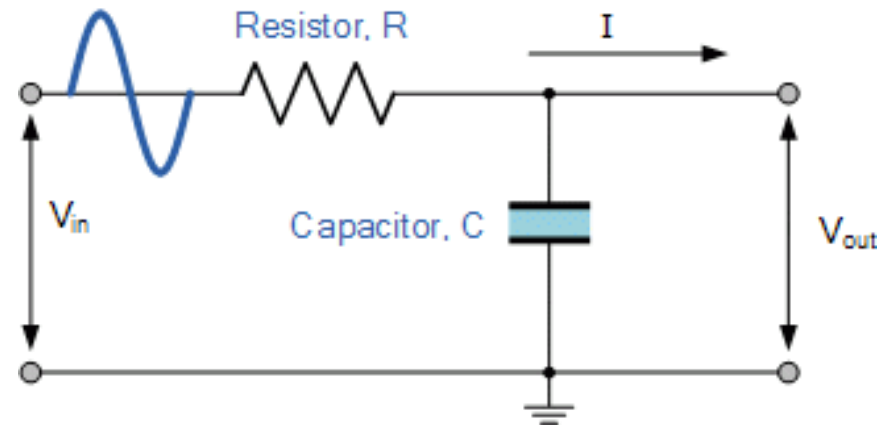
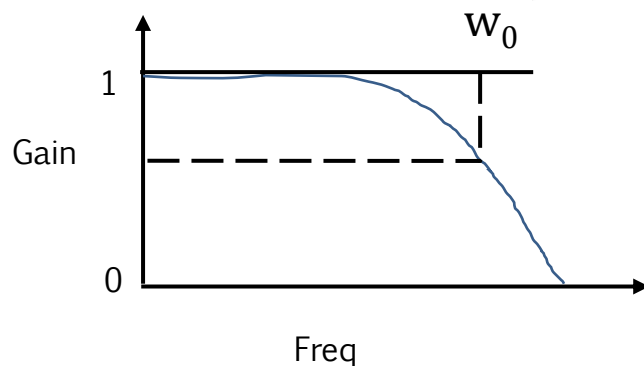
# RC low-pass filter

Simple electric circuit with a Capacitor and a Resistance

› “Averages” the IN value

$$|V_{out}| = |V_{in}| \times \frac{1}{\sqrt{1 + \omega^2 R^2 C^2}}$$

Frequency domain



$$\text{Cutoff freq } \omega_0 = \frac{1}{RC}$$



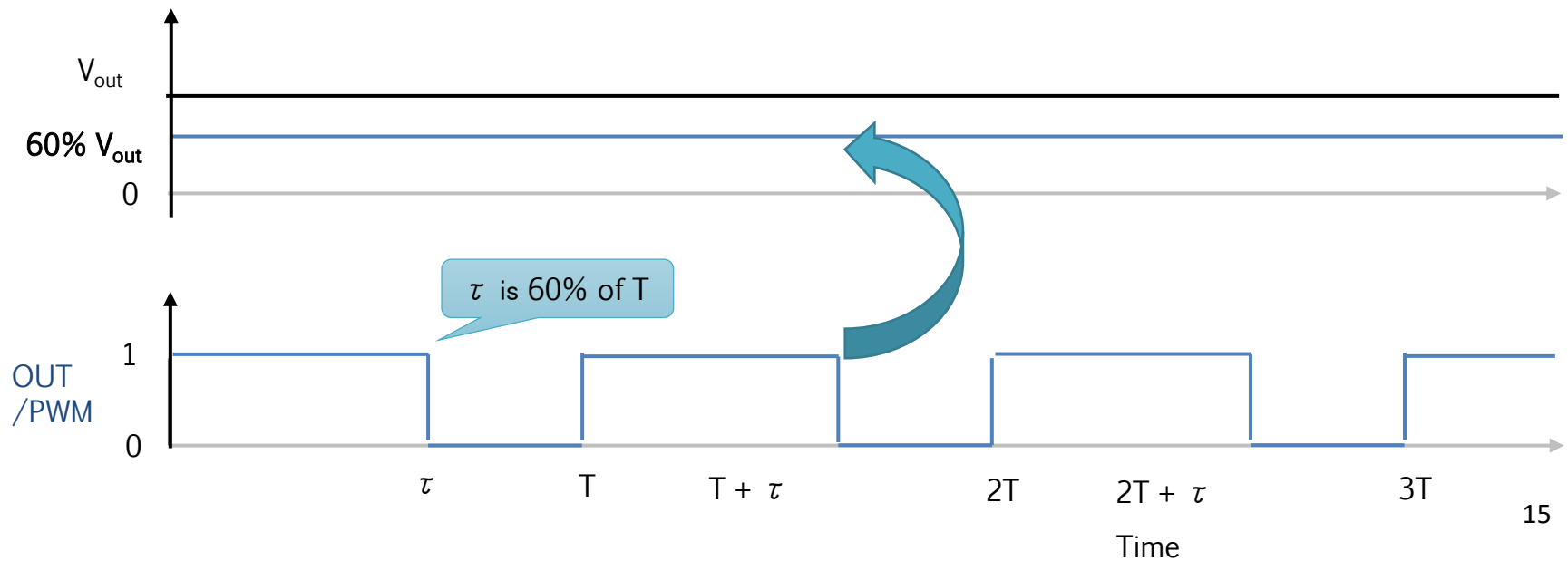
# PWM – step 2

Now, compute the average for every  $T$

- › Using a low-pass filter
- › Plug it to output port
- › *Et voilà*

Extremely useful in engine controls

ANALOG OUT





# Digital Signal Processors

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A family of MCUs explicitly designed for **digital** signal processing

- › We have A/D converters..

Example: **Digital** Finite Impulse Response filter (FIR)

- › Computes the weighted sum of  $N$  timing samples of a discrete signal  $x$

$$y_n = a_0 \cdot x_n + a_1 \cdot x_{n-1} \dots a_N \cdot x_{n-N}$$

$$y_n = \sum_{i=0}^N x_{n-i} \cdot a_i$$

- › Typically, discrete time series
- ›  $N$  is also called *order* and specifies “how much in the past” we go





# How to implement it?

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$$y_n = a_0 \cdot x_n + a_1 \cdot x_{n-1} \dots a_N \cdot x_{n-N}$$

- › (Assume time series...)
- › We can't accumulate multiplied values, as every sample is multiplied with a different coefficient  $a$
- › We can keep a buffer in memory of the last  $N-1$  samples, and slide on it (aka: sliding window)

Compute multiplications in parallel, then sum

- › Parallel programming patterns: reduction, data parallelism
- › The principle behind GPUs!

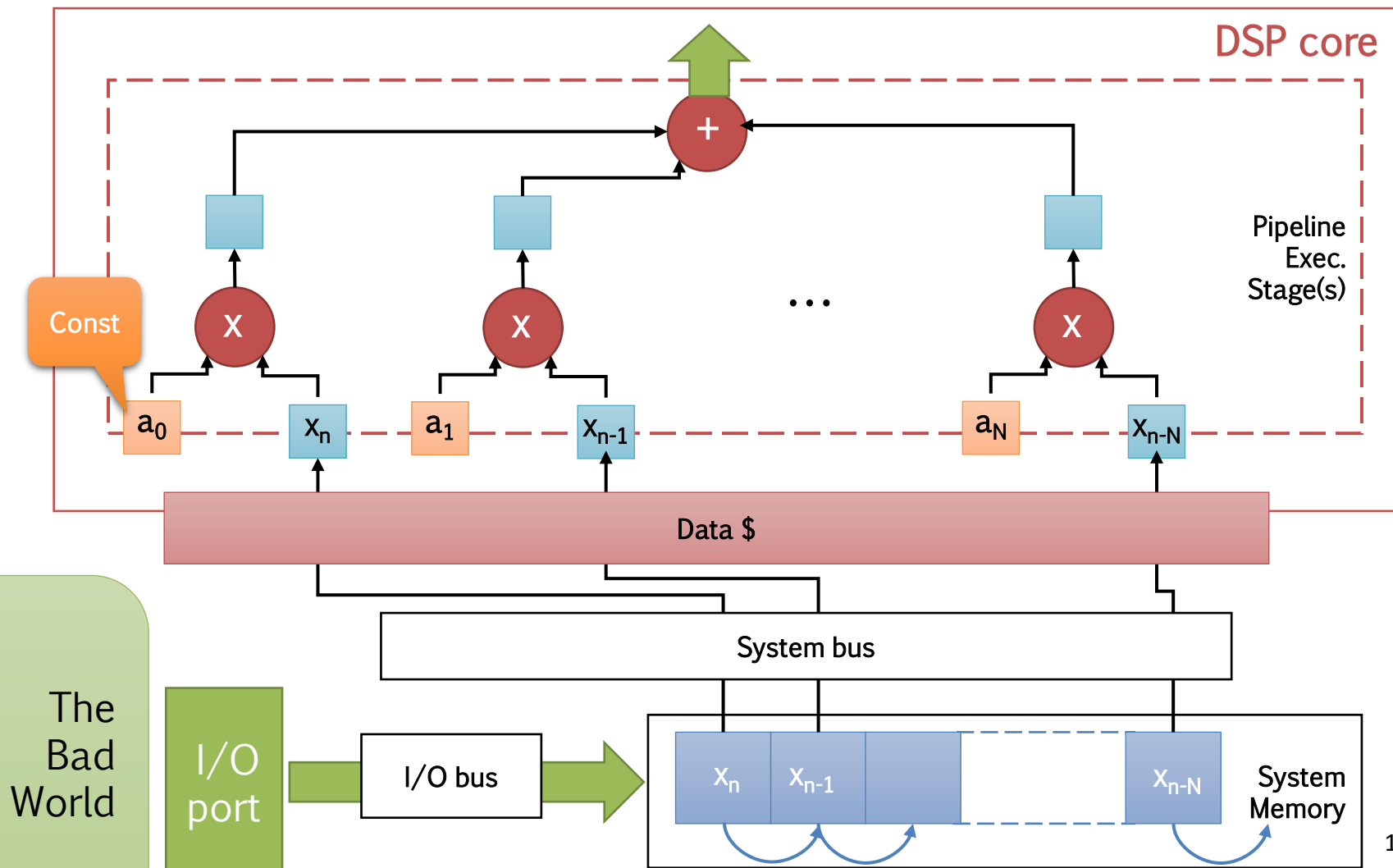
Assuming that

- › We have a  $N$ -wide execution pipeline
- › Our memory bandwidth can read  $N$  samples in parallel
- › Else, we create stages



# Data-parallel FIR

$$y_n = a_0 \cdot x_n + a_1 \cdot x_{n-1} \dots a_N \cdot x_{n-N}$$





# DSP typical ingredients

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Like standard MCUs...but...

- › Wide and simple pipeline for data parallelism
  - Multipliers, accumulators
- › Wide data bus to avoid staging
  - Similar problem also for exec pipeline, but it's much more exacerbated in busses!
- › Fast I/O and A/D, D/A conversion
  - Typically, ~~interacts with the world~~ Cyber-Physical System CPS

Often, problem-dependent architecture

- › Clock frequency depends on how fast is input data sampling
- › Register size (16, 32-bit) and data type (fixed, double) depends on the signal we want to process

A recent example: Texas Instrument's Keystone II



# Limits of MCUs

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As complexity of applications grows....

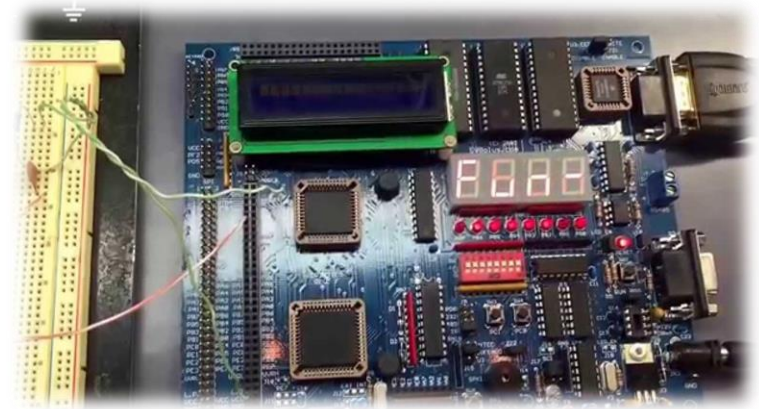
- › 8-bits might not be enough to capture wide data dynamics
- › Limited memory size
- › Poor programmability
  - In the worst case, assembly
- › Poor extendibility
- › Industry can stand more consuming, costly and bulky edge computers
  - Traded for performance



# Micro Processor Units - MPUs

*Motorola 68HC11*

- › Embed “standard” processors
  - 16... 32... 64 bit
  - Also, Intel!
  - Advanced RISC Machines (ARM) is **the big guy** here
- › Desktop-like memories and programmability
  - C, C++..
- › Rich I/O and connectivity
  - A/D, D/A, watchdog..
  - Support for industrial-grade fieldbusses such as CAN
  - Traditional connectivity (ETH, Wireless..)
- › Typically, built to be mounted in racks
- › Easily extendable
  - Arduino, Raspberry Pi are very simple, low-cost samples
  - ExpressIF's ESP8266 (NodeMCU) and ESP32





# Programmable Logic Controllers - PLCs

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Designed for industrial controls

- › Drive electricity via relays

Typically have

- › Central processing units

+

- › Rich set of actuation interfaces the plant

Used to build wide SCADA systems

- › Supervisory Control And Data Acquisition



PLC SIMATIC S7-1500



# Programmable Logic Controllers - PLCs

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Programmed *via*

- › **Ladder diagram**
  - We'll see this..
- › **Function Block Diagram – FBD**
  - For electronics
- › **Sequential Functional Chart – SFC**
  - Petri-net style
- › **Instruction List – IL**
  - ASM-like
- › **Structured Text – ST**
  - Similar to Pascal/VB



PLC SIMATIC S7-1500



## Course website

- › [http://hipert.unimore.it/people/paolob/pub/Industrial\\_Informatics/index.html](http://hipert.unimore.it/people/paolob/pub/Industrial_Informatics/index.html)

## My contacts

- › [paolo.burgio@unimore.it](mailto:paolo.burgio@unimore.it)
- › <http://hipert.mat.unimore.it/people/paolob/>

## Resources

- › Alessandro Fantechi, «Informatica Industriale», Città Studi Edizioni
- › Giacomo Bucci, «Calcolatori elettronici: architettura e organizzazione», McGraw-Hill Education
- › A "small blog"
  - <http://www.google.com>