

The I²C Bus

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Course Title: Peripherals, Interfacing and Embedded Systems
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Lecture References:

- ▶ **Book:**

- ▶ *Embedded System Design*, **Author:** P. Marwedel
- ▶ *Embedded System Design: An Introduction to Processes, Tools and Techniques*, **Author:** Arnold Berger, Arnold S. Berger

- ▶ **Lecture Materials:**

- ▶ *Microprocessor Engineering*, Sheffield Halam University.

The I²C Bus

- ▶ What is the I²C Bus and what is it used for?
- ▶ Bus characteristics
- ▶ I²C Bus Protocol
- ▶ Data Format
- ▶ Typical I²C devices
- ▶ Example device

What is I²C

- ▶ **The name stands for “Inter - Integrated Circuit Bus”**
- ▶ **A Small Area Network connecting ICs and other electronic components in an embedded systems**
- ▶ **Originally intended for operation on one single board / PCB having features like:**
 - ▶ Synchronous Serial Signal
 - ▶ Two wires carry information between a number of devices
 - ▶ One wire use for the data
 - ▶ One wire used for the clock
- ▶ **Today, a variety of devices are available with I²C Interfaces**
 - ▶ Microcontroller, EEPROM, Real-Timer, interface chips, LCD driver, A/D converter

What is I²C used for?

- ▶ **Data transfer between ICs and systems at relatively low rates**
 - ▶ “Classic” I²C is rated to 100K bits/second
 - ▶ “Fast Mode” devices support up to 400K bits/second
 - ▶ “High Speed Mode” is defined for operation up to 3.4 Mbits/second
- ▶ **Reduces Board Space and Cost By:**
 - ▶ Allowing use of ICs with fewer pins and smaller packages
 - ▶ Greatly reducing interconnect complexity
 - ▶ Allowing digitally controlled components to be located close to their point of use

I²C Bus Characteristics

- ▶ **Includes electrical and timing specifications, and an associated bus protocol**
- ▶ **Two wire serial data & control bus implemented with the serial data (SDA) and clock (SCL) lines**
 - ▶ For reliable operation, a third line is required: Common ground
- ▶ **Unique start and stop condition**
- ▶ **Slave selection protocol uses a 7-Bit slave address**
 - ▶ The bus specification allows an extension to 10 bits
- ▶ **Bi-directional data transfer**
- ▶ **Acknowledgement after each transferred byte**
- ▶ **No fixed length of transfer**

I²C Bus Characteristics (cont'd)

- ▶ **True multi-master capability**
 - ▶ Clock synchronization
 - ▶ Arbitration procedure
- ▶ **Transmission speeds up to 100Khz (classic I²C)**
- ▶ **Allows series resistor for IC protection**
- ▶ **Compatible with different IC technologies**

I²C Bus Definitions

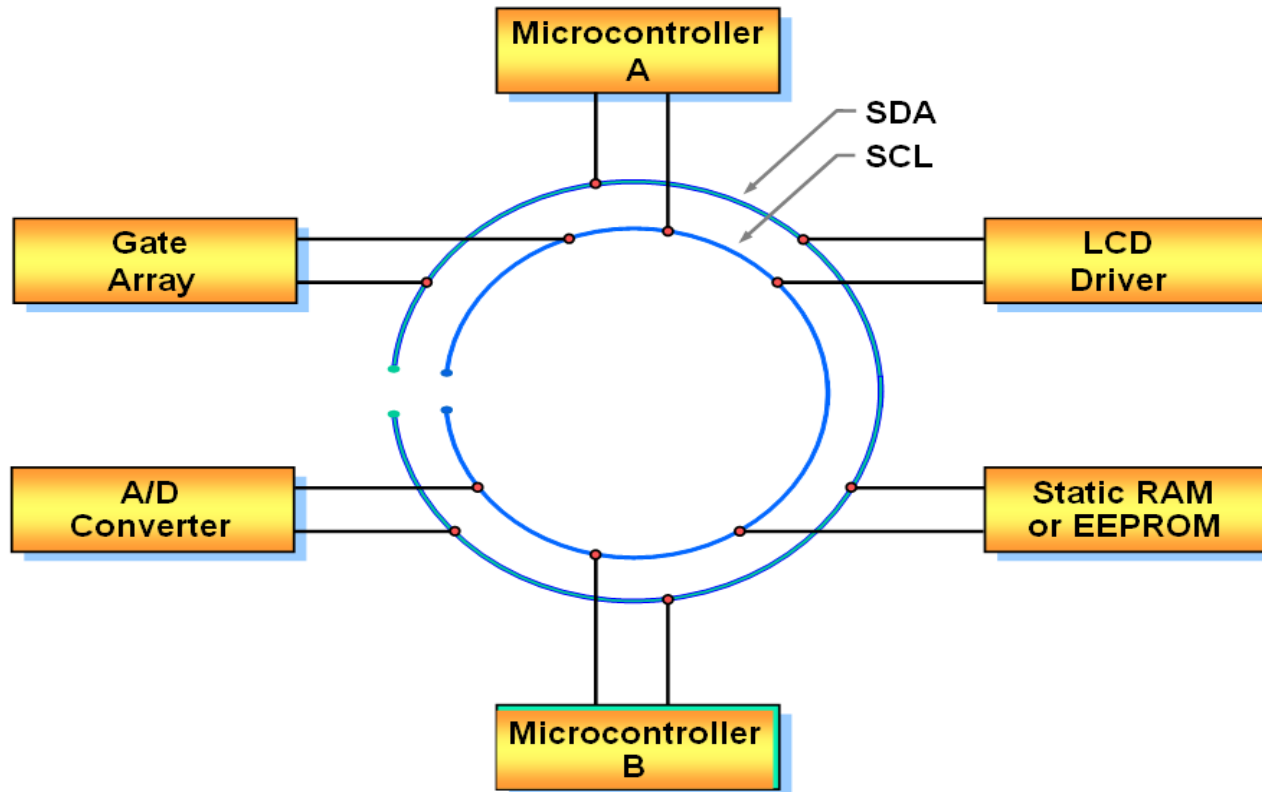
▶ **Master:**

- ▶ Initiates a transfer by generating **start** and **stop** conditions
- ▶ Generates the clock pulses
- ▶ Transmits the slave address
- ▶ Determines data transfer direction

▶ **Slave:**

- ▶ Responds only when addressed by master
- ▶ Timing is controlled by the clock line

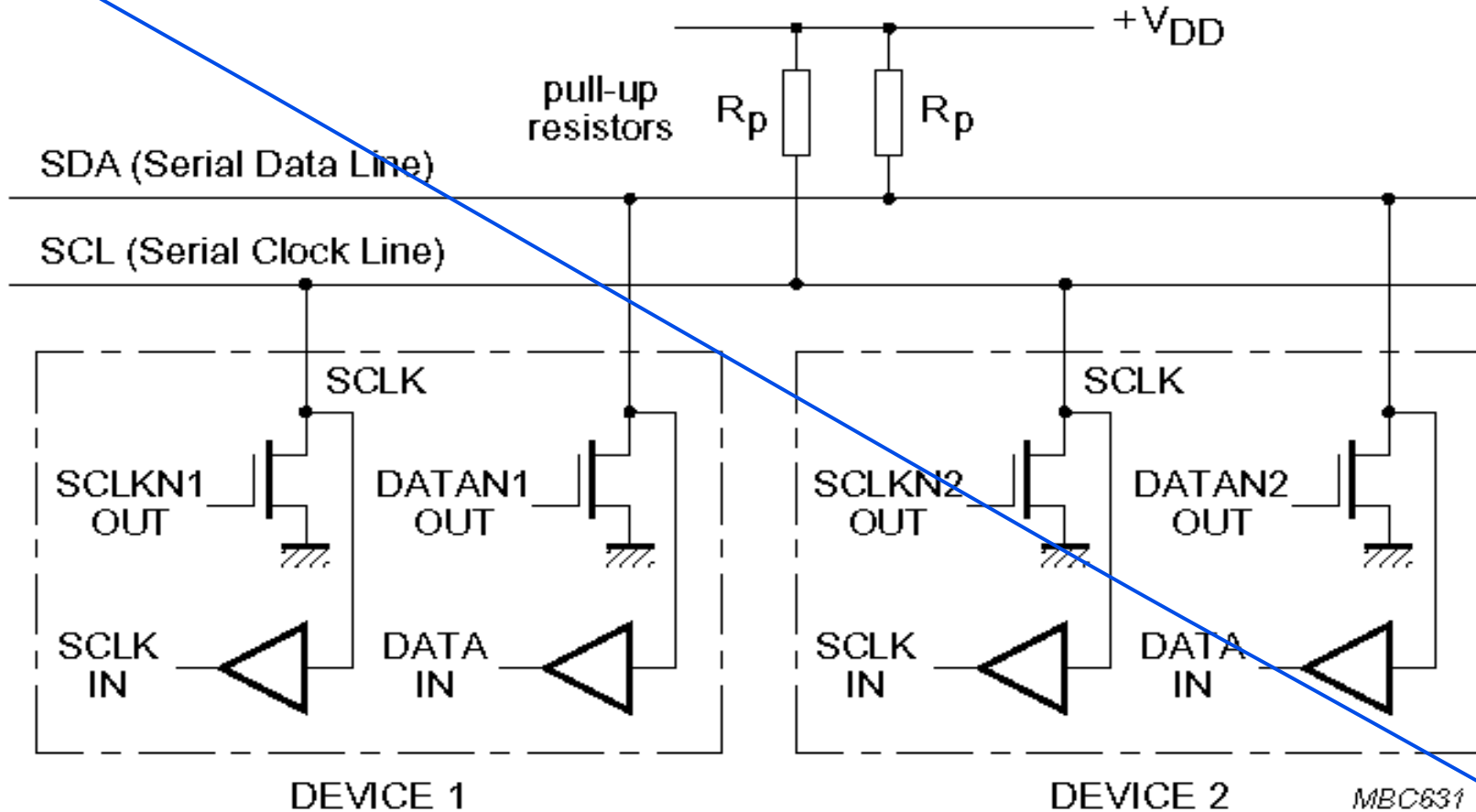
I²C Bus Configuration Example



I²C Hardware Details

- ▶ **Devices connected to the bus must have an open drain or open collector output for serial clock and data signal**
- ▶ **The device must also be able to sense the logic level on these pins**
- ▶ **All devices have a common ground reference**
- ▶ **The serial clock and data lines are connected to V_{dd}(typically +5V) through pull up resistors**
- ▶ **At any given moment the I²C bus is:**
 - ▶ Quiescent (Idle), or
 - ▶ in Master transmit mode or
 - ▶ in Master receive mode.

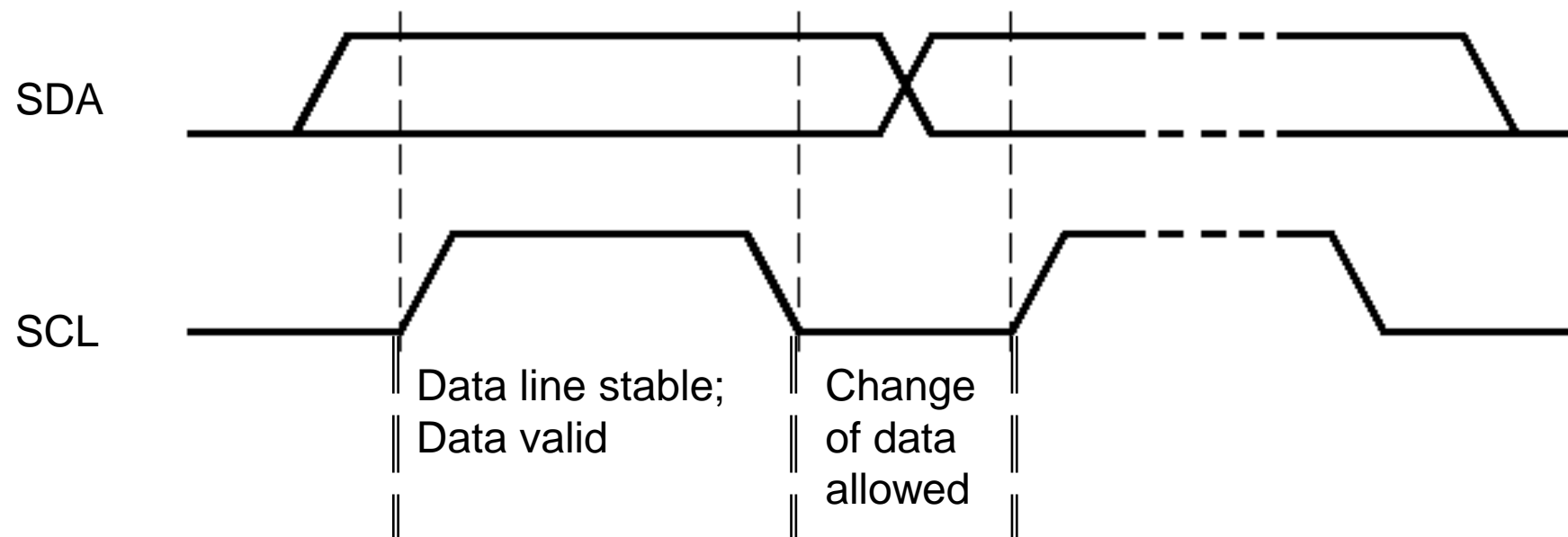
I²C Electrical Aspects



- I²C devices are wire ANDed together.
- If any single node writes a zero, the entire line is zero

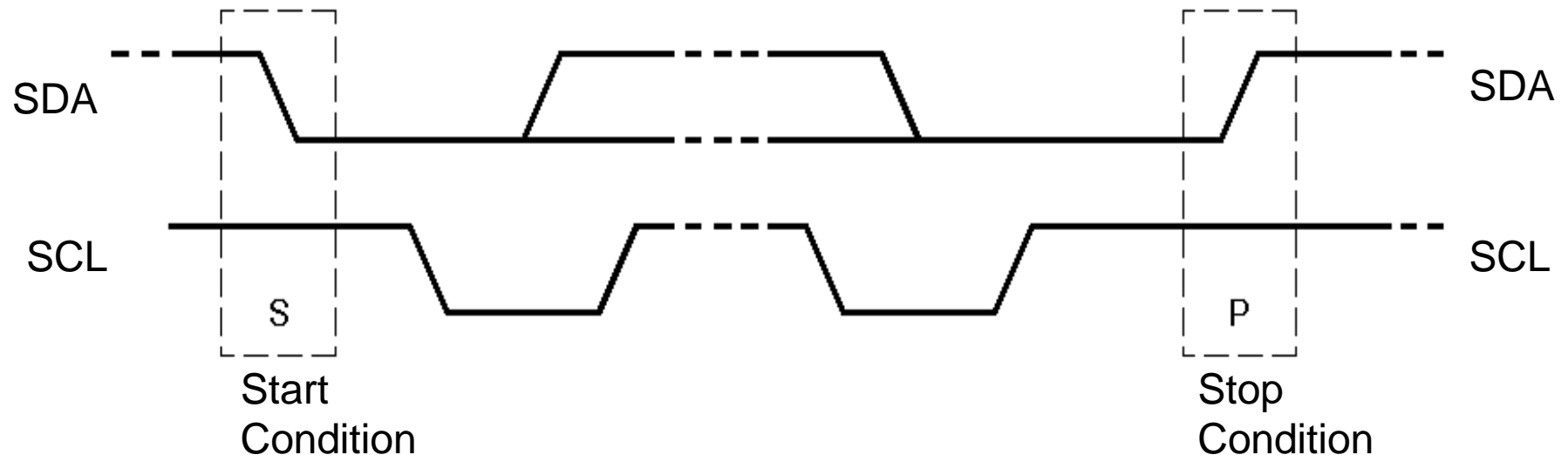
Bit Transfer on the I²C Bus

- ▶ In normal data transfer, the data line only changes state when the clock is low



Start and Stop Conditions

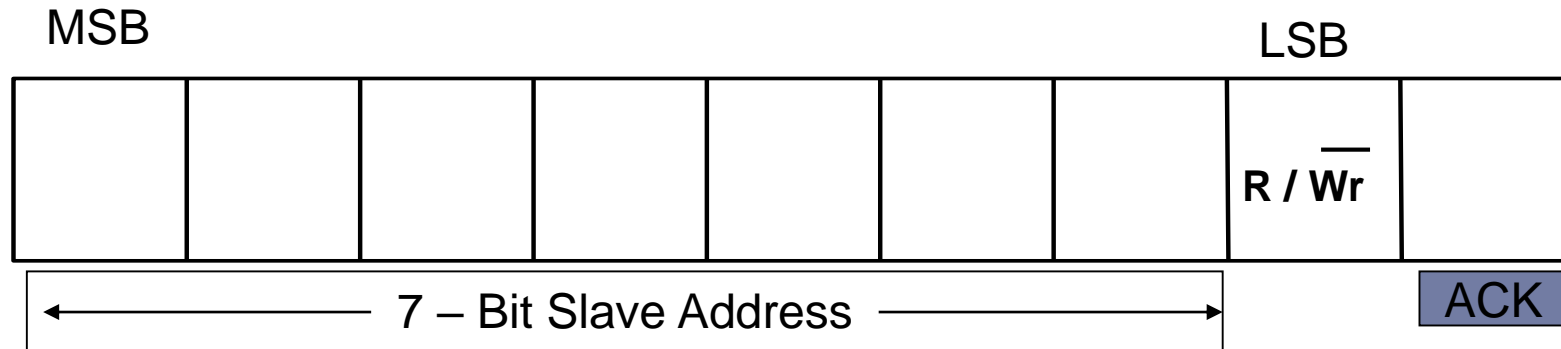
- ❑ A transition of the data line while the clock line is **high** is defined as either a start or a stop condition.
- ❑ Both **start** and **stop** conditions are generated by the bus master
- ❑ The bus is considered busy after a **start** condition, until a **stop** condition occurs



I²C Addressing

- ▶ **Each node has a unique 7 (or 10) bit address**
- ▶ **Peripherals often have fixed and programmable address portions**
- ▶ **Addresses starting with 0000 or 1111 have special functions:-**
 - ▶ 0000000 Is a General Call Address
 - ▶ 0000001 Is a Null (CBUS) Address
 - ▶ 1111XXX Address Extension
 - ▶ 1111111 Address Extension – Next Bytes are the Actual Address

First Byte in Data Transfer on the I²C Bus



R/Wr

0 – Slave written to by Master

1 – Slave read by Master

ACK – Generated by the slave whose address has been output.

I²C Bus Connections

► **Masters can be**

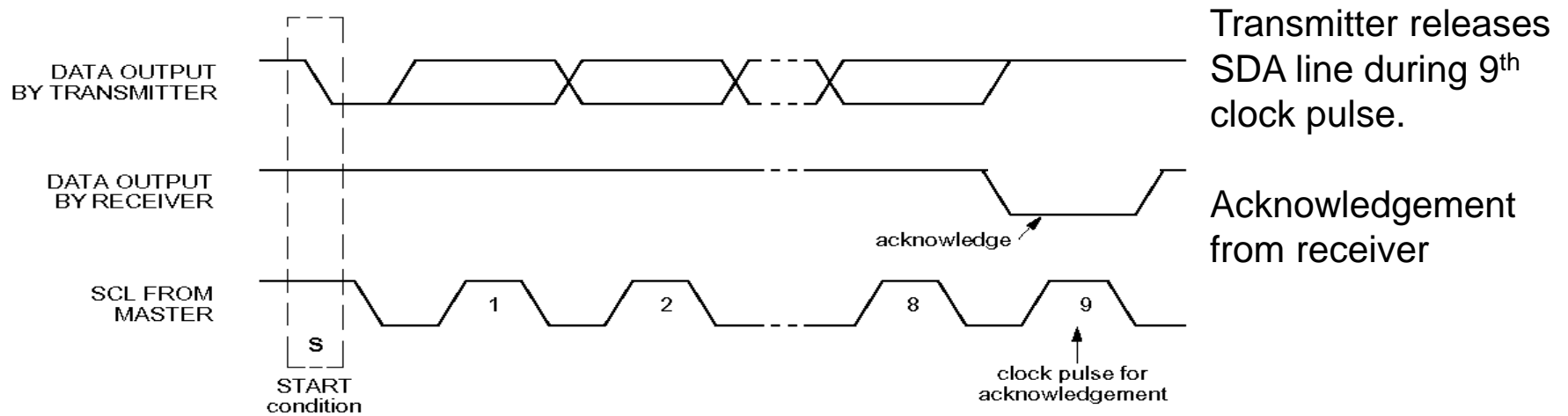
- Transmitter only
- Transmitter and receiver

► **Slaves can be**

- Receiver only
- Receiver and transmitter

Acknowledgements

- ▶ Master/slave receivers pull data line low for one clock pulse after reception of a byte
- ▶ Master receiver leaves data line high after receipt of the last byte requested
- ▶ Slave receiver leaves data line high on the byte following the last byte it can accept



Acknowledgements

- ▶ **From Slave to Master Transmitter:**

- ▶ After address received correctly
- ▶ After data byte received correctly

- ▶ **From Slave to Master Receiver:**

- ▶ Never (Master Receiver generates ACK)

- ▶ **From Master Transmitter to Slave:**

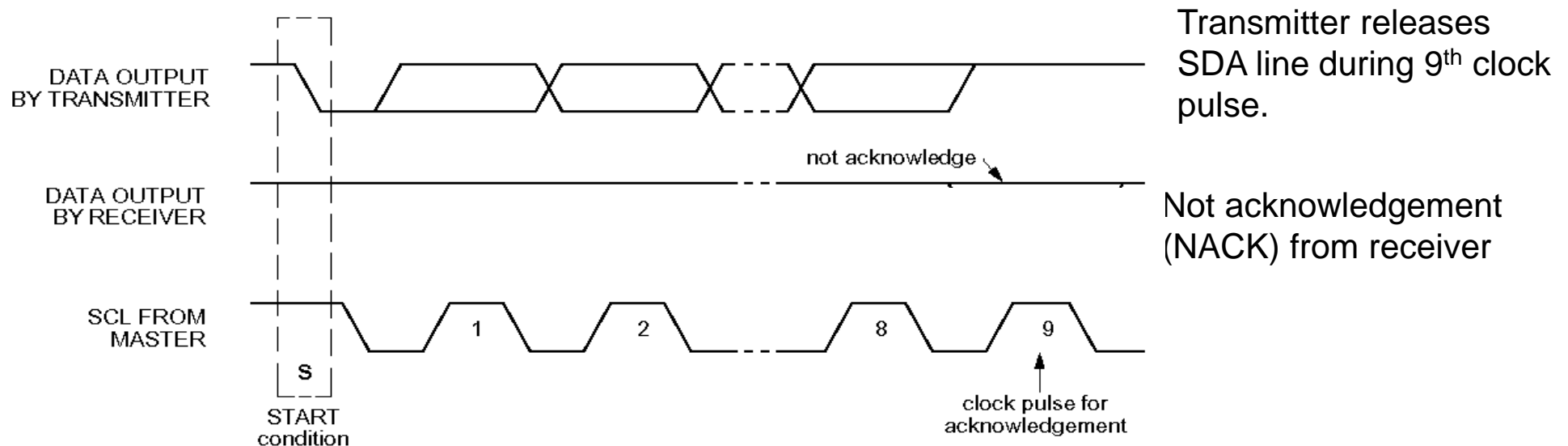
- ▶ Never (Slave generates ACK)

- ▶ **From Master Receiver to Slave:**

- ▶ After data byte received correctly

Negative Acknowledge

- ▶ Receiver leaves data line high for one clock pulse after reception of a byte



Negative Acknowledge (Cont'd.)

- ▶ **From Slave to Master Transmitter:**

- ▶ After address not received correctly
- ▶ After data byte not received correctly
- ▶ Slave Is not connected to the bus

- ▶ **From Slave to Master Receiver:**

- ▶ Never (Master Receiver generates ACK)

- ▶ **From Master Transmitter to Slave:**

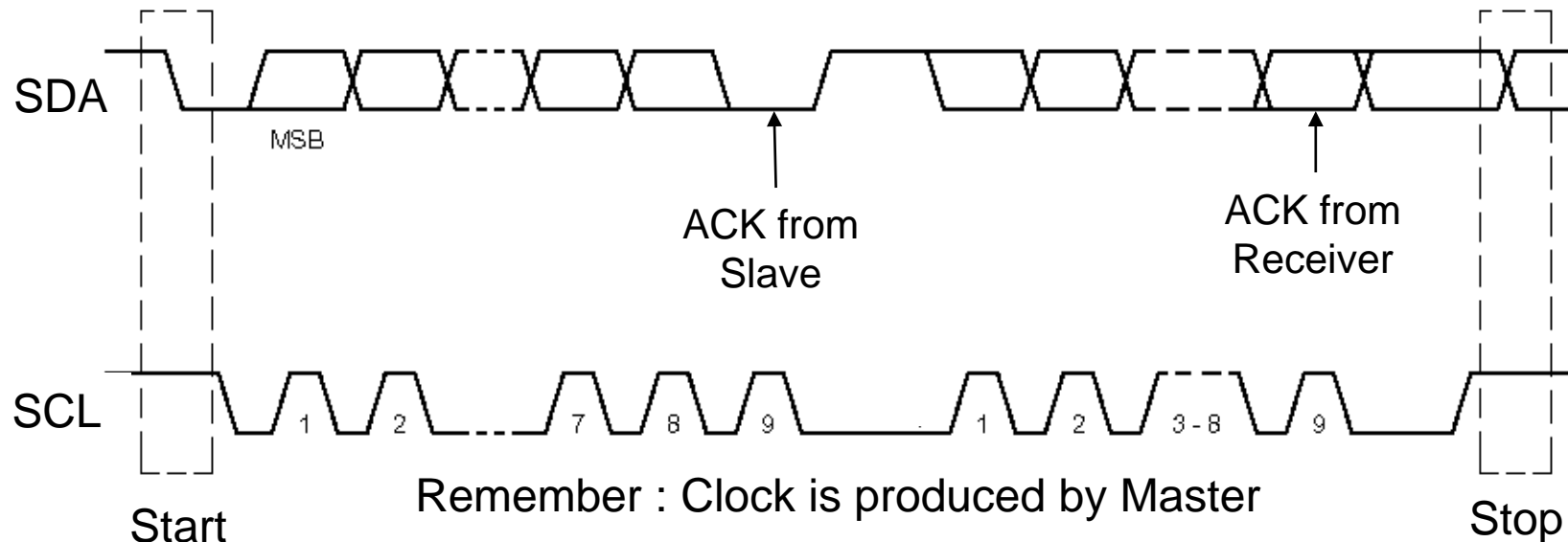
- ▶ Never (Slave generates ACK)

- ▶ **From Master Receiver to Slave:**

- ▶ After last data byte not received correctly

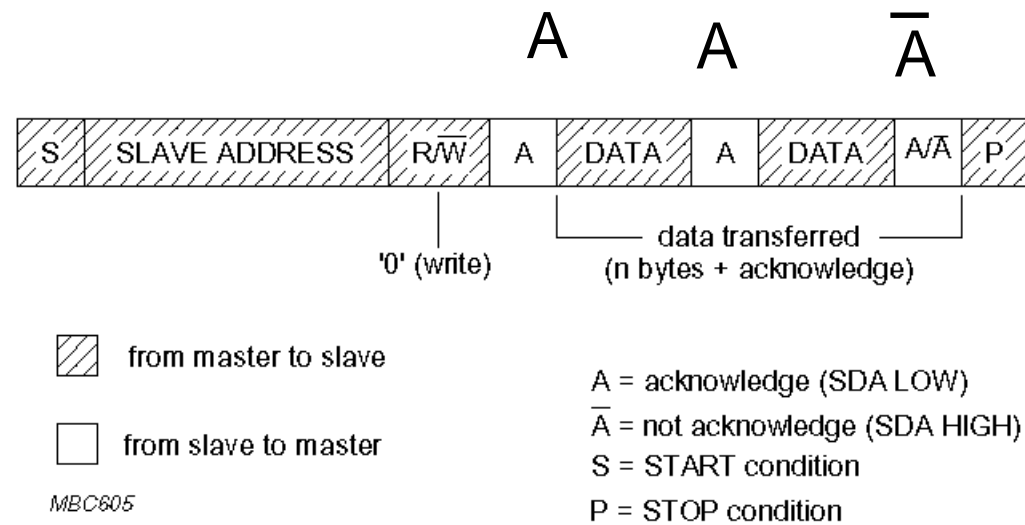
Data Transfer on the I²C Bus

- ▶ **Start Condition**
- ▶ **Slave address + R/W**
 - ▶ Slave acknowledges with ACK
- ▶ **All data bytes**
 - ▶ Each followed by ACK
- ▶ **Stop Condition**



Data Formats

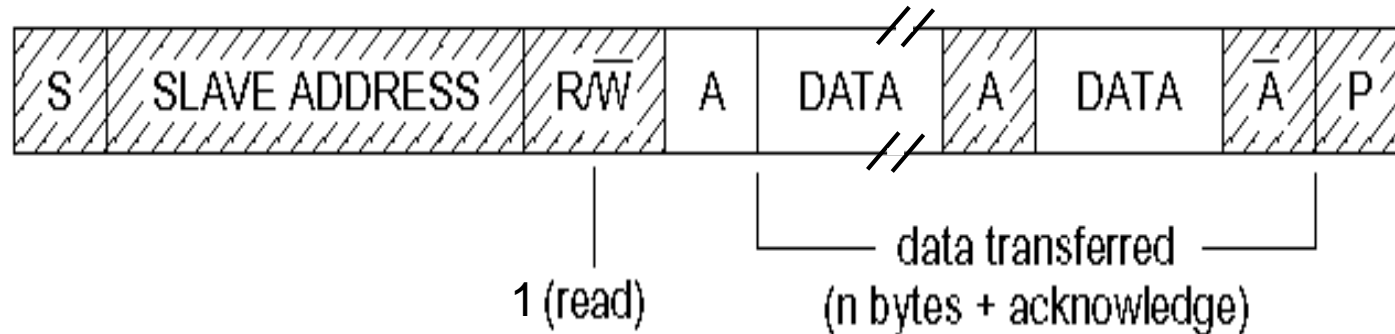
➤ Master writing to a Slave



Data Formats Cont'd.

➤ Master reading from a Slave :

Master is Receiver of data and Slave is Transmitter of data.



from master to slave



from slave to master

A = acknowledge (SDA LOW)

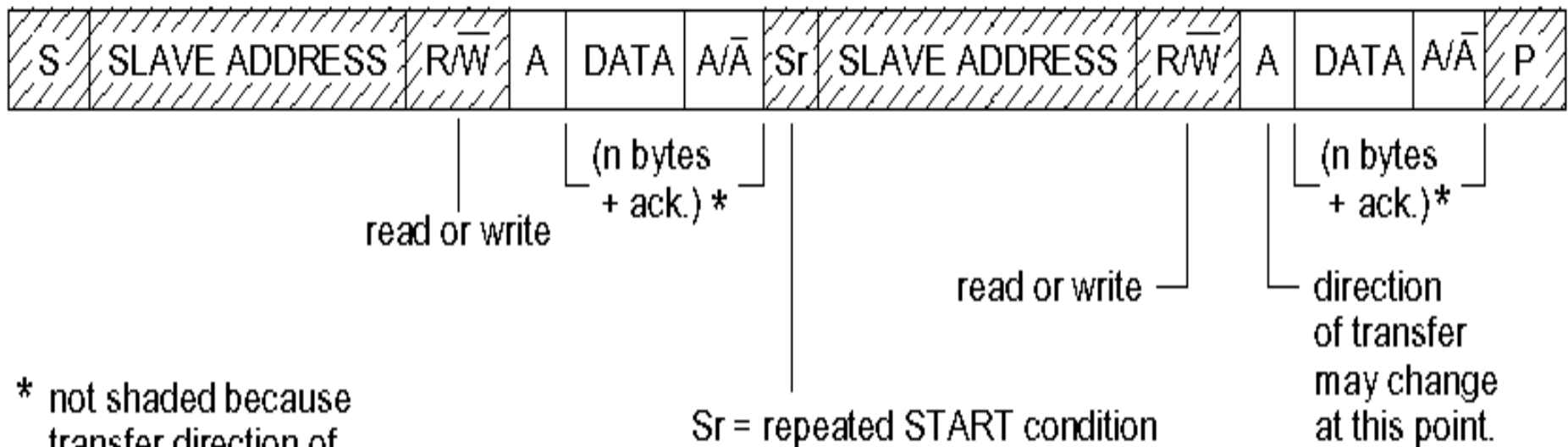
\bar{A} = not acknowledge (SDA HIGH)

S = START condition

P = STOP condition

Data Formats Cont'd.

► Combined Format



* not shaded because transfer direction of data and acknowledge bits depends on R/W bits.

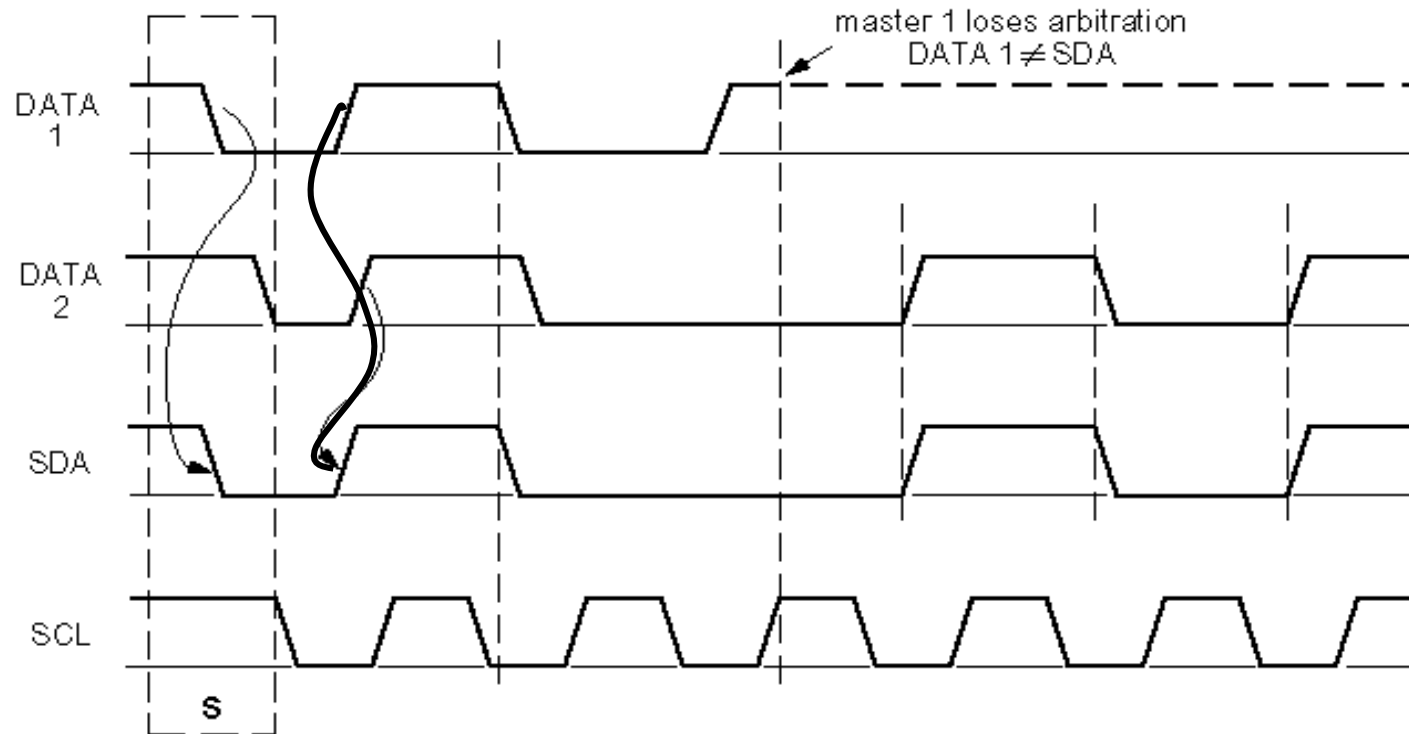
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- A **repeated start** avoids releasing the bus and therefore prevents another master from taking over the bus

Multi-master I²C Systems

- ▶ **Multimaster situations require two additional features of the I²C protocol**
- ▶ **Arbitration:**
 - ▶ Arbitration is the procedure by which competing masters decide final control of the bus
 - ▶ I²C arbitration does not corrupt the data transmitted by the prevailing master
 - ▶ Arbitration is performed bit by bit until it is uniquely resolved
 - ▶ Arbitration is lost by a master when it attempts to assert a **high** on the data line and fails

Arbitration Between Two Masters



- ▶ As the data line is like a wired-AND, a ZERO address bit overwrites a ONE
- ▶ The node detecting that it has been overwritten stops transmitting and waits for the Stop Condition before it retries to arbitrate the bus

Error Checking

- ▶ **I²C defines the basic protocol and timing**
 - ▶ Protocol errors are typically flagged by the interface
 - ▶ Timing errors may be flagged, or in some cases could be interpreted as a different bus event
- ▶ **Microprocessors communicating with each other can add a checksum or equivalent**

Bus Recovery

- ▶ **An I²C bus can be “locked” when:**
 - ▶ A Master and a Slave get out of synch
 - ▶ A Stop is omitted or missed (possibly due to noise)
 - ▶ Any device on the bus holds one of the lines low improperly, for any reason
 - ▶ A shorted bus line
- ▶ **If SCL can be driven, the Master may send extra clocks until SDA goes high, then send a Stop.**
- ▶ **If SCL is stuck low, only the device driving it can correct the problem.**

Available I²C Devices

- ▶ **Analog to Digital Converters (A/D, D/A):** MMI functions, battery & converters, temperature monitoring, control systems
- ▶ **Bus Controller:** Telecom, consumer electronics, automotive, Hi-Fi systems, PCs, servers
- ▶ **Bus Repeater, Hub & Expander:** Telecom, consumer electronics, automotive, Hi-Fi systems, PCs, servers
- ▶ **Real Time Clock (RTC)/Calendar:** Telecom, EDP, consumer electronics, clocks, automotive, Hi-Fi systems, FAX, PCs, terminals
- ▶ **DIP Switch:** Telecom, automotive, servers, battery & converters, control systems
- ▶ **LCD/LED Display Drivers:** Telecom, automotive instrument driver clusters, metering systems, POS terminals, portable items, consumer electronics

Available I²C Devices

- ▶ **General Purpose Input/Output (GPIO) Expanders and LED Display Control:** Servers, keyboard interface, expanders, mouse track balls, remote transducers, LED drive, interrupt output, drive relays, switch input
- ▶ **Multiplexer & Switch:** Telecom, automotive instrument driver clusters, metering systems, POS terminals, portable items, consumer electronics
- ▶ **Serial RAM/ EEPROM:** Scratch pad/ parameter storage
- ▶ **Temperature & Voltage Monitor:** Telecom, metering systems, portable items, PC, servers
- ▶ **Voltage Level Translator:** Telecom, servers, PC, portable items, consumer electronics

End use

- ▶ **Telecom:** Mobile phones, Base stations, Switching, Routers
- ▶ **Data processing:** Laptop, Desktop, Workstation, Server
- ▶ **Instrumentation:** Portable instrumentation, Metering systems
- ▶ **Automotive:** Dashboard, Infotainment
- ▶ **Consumer:** Audio/video systems, Consumer electronics (DVD, TV etc.)

I²C designer benefits

- ▶ Functional blocks on the block diagram correspond with the actual ICs; designs proceed rapidly from block diagram to final schematic
- ▶ No need to design bus interfaces because the I²C-bus interface is already integrated on-chip
- ▶ Integrated addressing and data-transfer protocol allow systems to be completely software-defined
- ▶ The same IC types can often be used in many different applications

I2C designer benefits

- ▶ Design-time improves as designers quickly become familiar with the frequently used functional blocks represented by I²C-bus compatible ICs
- ▶ ICs can be added to or removed from a system without affecting any other circuits on the bus
- ▶ Fault diagnosis and debugging are simple; malfunctions can be immediately traced
- ▶ Software development time can be reduced by assembling a library of reusable software modules
- ▶ The simple 2-wire serial I²C-bus minimizes interconnections so ICs have fewer pins and there are fewer PCB tracks; resulting in smaller and less expensive PCBs

I²C Manufacturers benefits

- ▶ The completely integrated I²C-bus protocol eliminates the need for address decoders and other 'glue logic'
- ▶ The multi-master capability of the I²C-bus allows rapid testing/alignment of end-user equipment via external connections to an assembly-line
- ▶ Increases system design flexibility by allowing simple construction of equipment variants and easy upgrading to keep design up-to-date
- ▶ The I²C-bus is a de facto world standard that is implemented in over 1000 different ICs (Philips has > 400) and licensed to more than 70 companies

Thank You !!

