

Week9

Teacher: 廖裕評 Yu-Ping Liao

TA: 陳大荃 Da-chuan Chen, 陳恩妮 En-ni Chen

Class Rules

- 1. No drink besides water.
- 2. Bring a laptop and breadboard if needed.
- 3. Ask us TAs to sign and borrow development boards. Do not sign or ask others to sign for you without TAs' permission.
- 4. Arriving 10 minutes after the bell rings will be regarded as absent.
- 5. If you damage any borrowed equipment, you have to pay for it.

Homework Rules

- 1. Includes: A. Class content, B. Class exercise, C. Homework (screenshot or video)
- 2. Editing software: MS PowerPoint
- 3. File format: PDF
- 4. Filename: "date_group_studentID_name.pdf", like "0916_第1組_11028XXX_陳OO.pdf"
- 5. The homework deadline is 23:59 of the day before the next class. If you are late, then your grade will be deducted.

Contact

If you encounter any problems with this class, please get in touch with us with the following E-mails:

- 1. Teacher, Prof. Yu-Ping Liao 廖裕評: lyp@cycu.org.tw
- 2. TA, Da-chuan Chen 陳大荃: <u>dachuan516@gmail.com</u>
- 3. TA, En-ni Chen 陳恩妮: anna7125867@gmail.com

Or visit 篤信 Lab353 for further questions.

Outline of the Week

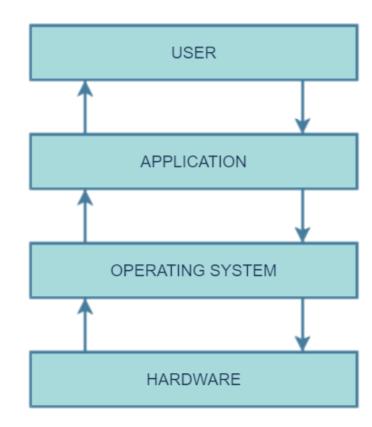
- 1. RTOS
- 2. NVIC introduction
- 3. EXTI introduction
- 4. EXTI Project.
- 5. Homework 9-1.
- 6. Homework 9-2.
- 7. Homework 9-3 Bonus.



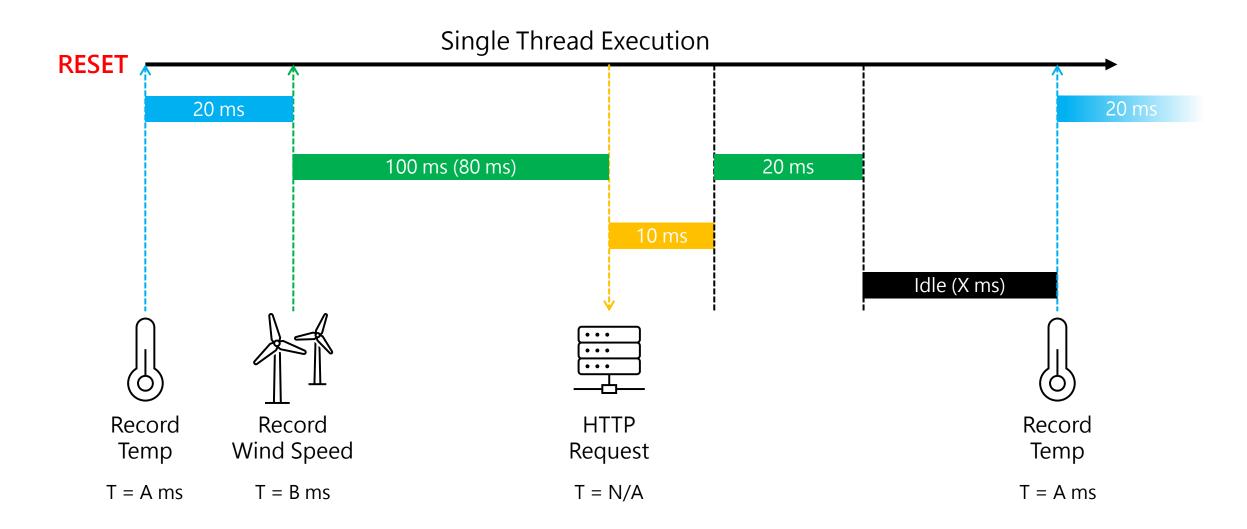
Operating System

An operating system (OS) is system software that manages computer hardware and software resources, and provides common services for computer programs.

Source: Wikipedia.org/wiki/Operating_system



Scheduling – Weather Station



Types of OS





RTOS
Real Timer Operation System

RTOS real-life example



GPOSGeneral Purpose Operation System

Hardware OSs Operate On





RTOS
Real Timer Operation System





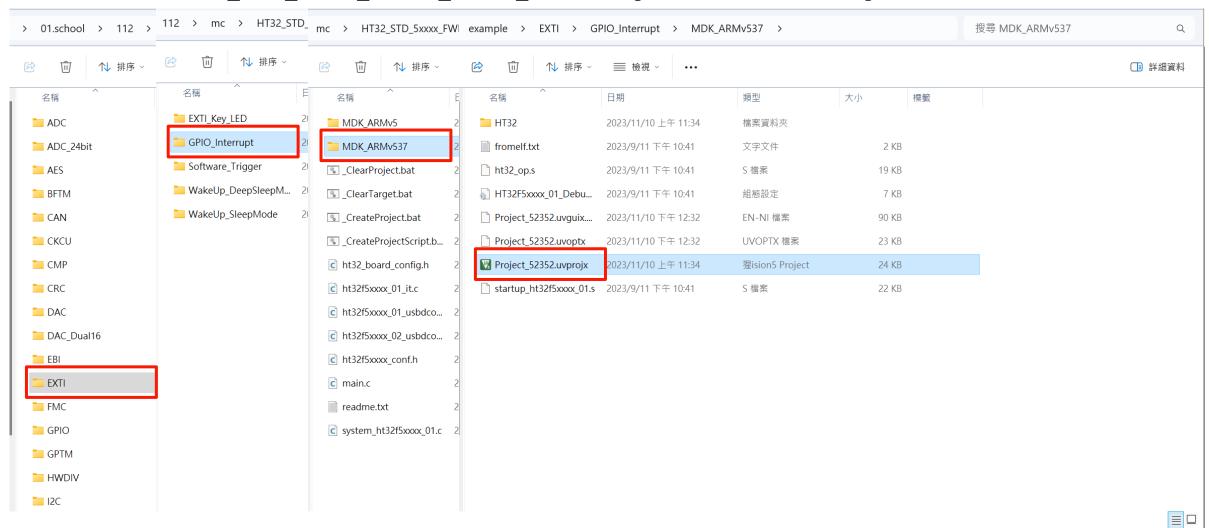
GPOS

RTOS vs. GPOS General Purpose Operation System



Open the example project

Go to "~/HT32_STD_5xxxx_FWLib_V1.5.1_7084/example/EXTI/GPIO_Interrupt".



What is NVIC?

- NVIC(Nested vectored interrupt controller 內嵌向量中斷控制器) is a component of the processor responsible for handling exception and interrupt-related procedures.
- First, let's briefly discuss the purpose of interrupts. Let's assume you are listening to music on your phone, and suddenly a call comes in. When you answer the call, the phone automatically pauses the music and waits for the call to end before resuming playback. Listening to music represents the original task, the incoming call is the interrupt, and answering the call is the Interrupt Service Routine (ISR). To be more specific, the incoming call is referred to as the interrupt-generating event, and answering the call is the ISR.

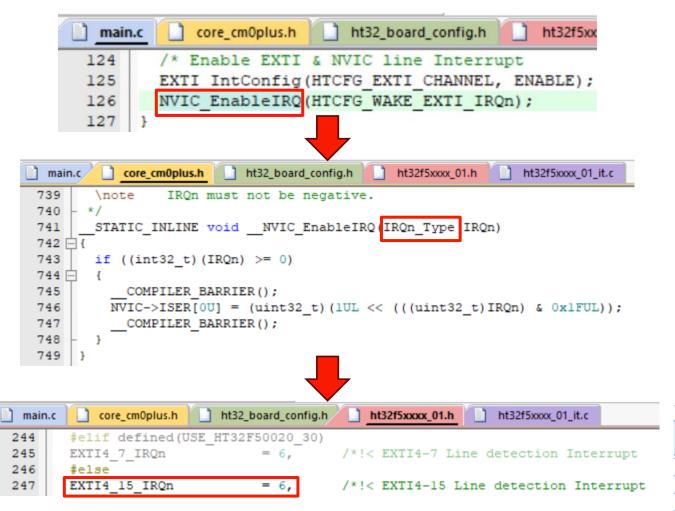
The processing flow of interrupts

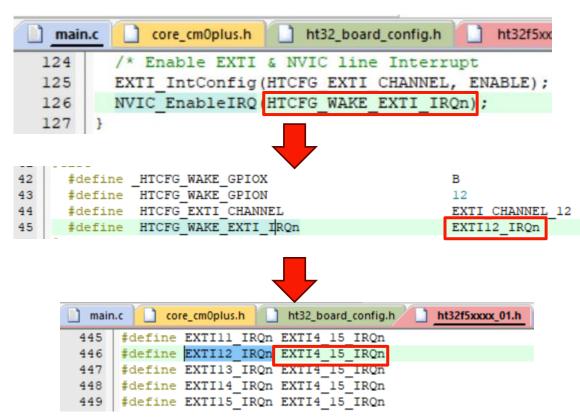
- 1. Pause the currently executing program.
- 2. Save the execution status of this program.
- 3. The CPU searches the interrupt vector table based on the interrupt request.
- 4. Obtain the starting address of the ISR (Interrupt Service Routine).
- 5. Execute the ISR.
- 6. After the ISR execution is complete, return to the execution of the original program before the interrupt.

NVIC Key Points:

- 1. Interrupt Request (IRQ)
- 2. Interrupt Function Name
- 3. Contents of Interrupt Service Routine (ISR)
- 4. Interrupt Priority

Interrupt Request (IRQ)



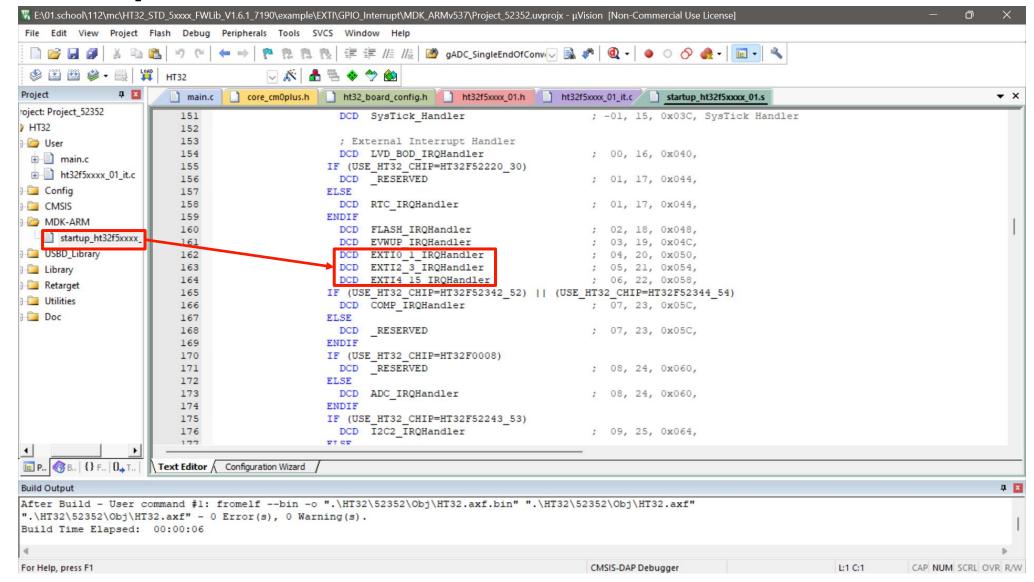


➤ UserManual p.182

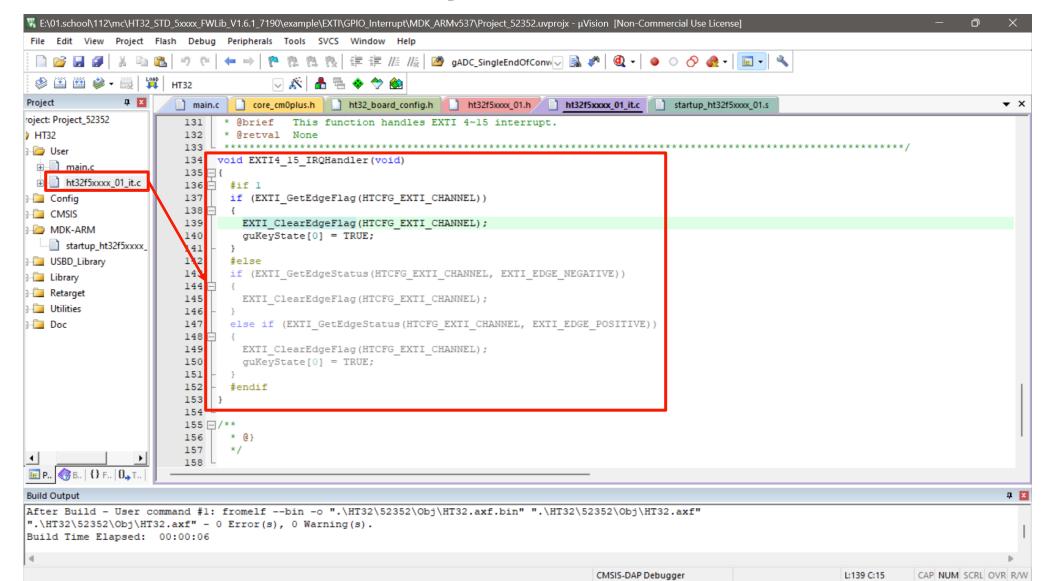
Table 24. Exception Types

Exception Number	Exception type	Priority	Vector Address	Description
20	EXTI0 ~ 1	Configurable ⁽²⁾	0x050	EXTI Line 0 & 1 interrupt
21	EXTI2 ~ 3	Configurable ⁽²⁾	0x054	EXTI Line 2 & 3 interrupt
22	EXTI4 ~ 15	Configurable ⁽²⁾	0x058	EXTI Line 4 ~ 15 interrupt
	Number 20 21	Number type 20 EXTI0 ~ 1 21 EXTI2 ~ 3	Number type Priority 20 EXTI0 ~ 1 Configurable(2) 21 EXTI2 ~ 3 Configurable(2)	Number type Priority Address 20 EXTI0 ~ 1 Configurable ⁽²⁾ 0x050 21 EXTI2 ~ 3 Configurable ⁽²⁾ 0x054

Interrupt Function Name



Contents of Interrupt Service Routine (ISR)



Interrupt Priority

• To ensure the system can handle all interrupts in real-time, interrupts are categorized into multiple levels based on the importance and urgency of the interrupt events. This categorization, known as interrupt priority, allows setting priorities for interrupts during programming, with lower numerical values indicating higher priority.



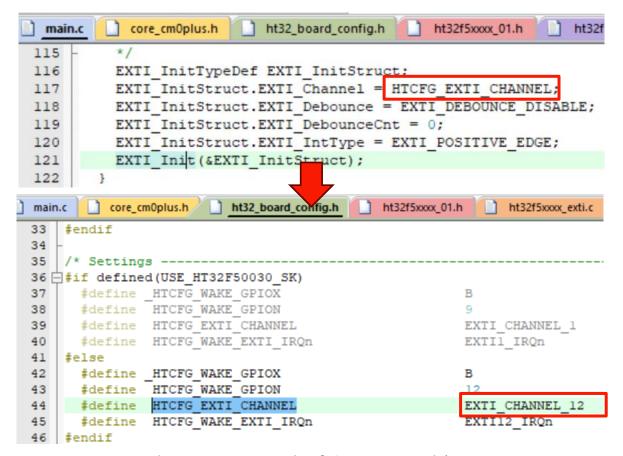
What is EXTI?

• EXTI (External Interrupt) refers to an external interrupt triggered by detecting input pulses through GPIO. It initiates an interrupt event, interrupting the execution flow of the original code and entering the Interrupt Service Routine (ISR) for processing. Once processing is complete, the system returns to the code that was running before the interrupt. All GPIO pins can serve as input sources for external interrupts. Exploiting this feature, we can replace polling detection for buttons with interrupts, significantly improving software efficiency.

EXTI Key Points:

- 1. Configure external interrupt sources.
- 2. Configure debounce for switches.
- 3. Set debounce delay time.
- 4. Configure trigger source type.
- 5. Set up pull-up or pull-down resistors (based on switch hardware configuration).

Configure external interrupt sources



There are a total of 16 external interrupt sources:

- PA0 ~ PD0 corresponds to EXTI_CHANNEL_0,
- PA1 ~ PD1 corresponds to EXTI_CHANNEL_1,
- PA2 ~ PD2 corresponds to EXTI_CHANNEL_2, and so on.

➤ UserManual p.176

External Interrupt Pin Selection

The GPIO pins are connected to the 16 EXTI lines as shown in the accompanying figure. For example, the user can set the EXTIOPIN [3:0] field in the ESSR0 register to b0000 to select the GPIO PA0 pin as EXTI line 0 input. Since not all the pins of the Port $A \sim D$ pins are available in all package types, please refer to the pin assignment section for detailed pin information. The setting of the EXTINPIN [3:0] field is invalid when the corresponding pin is not available.

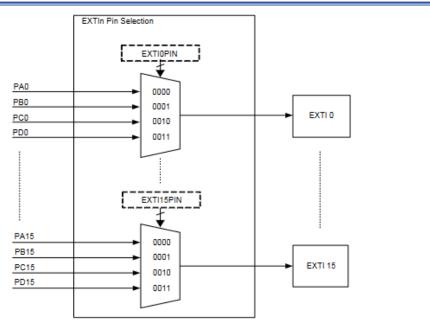


Figure 23. EXTI Channel Input Selection

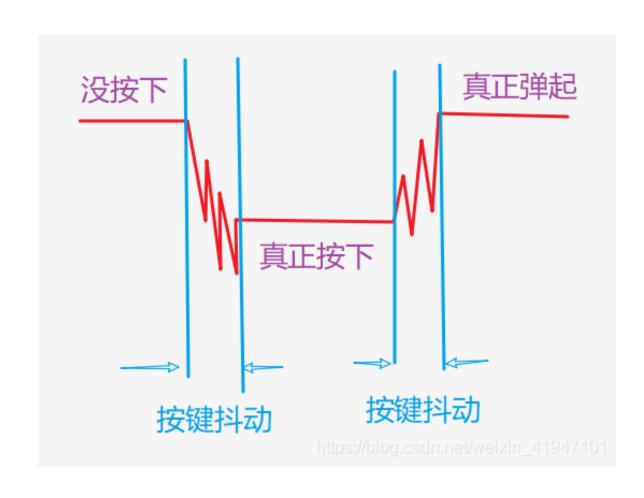
Configure debounce for switches

```
core_cm0plus.h
                        ht32_board_config.h
                                               ht32f5xxxx 01.h
 main.c
115
116
         EXTI InitTypeDef EXTI InitStruct;
         EXTI InitStruct.EXTI Channel = HTCFG EXTI CHANNEL;
117
              InitStruct.EXTI Debounce = EXTI DEBOUNCE DISABLE;
118
         EXTI InitStruct.EXTI DebounceCnt = 0;
119
120
         EXTI InitStruct.EXTI IntType = EXTI POSITIVE EDGE;
         EXTI Init (&EXTI InitStruct);
121
122
```

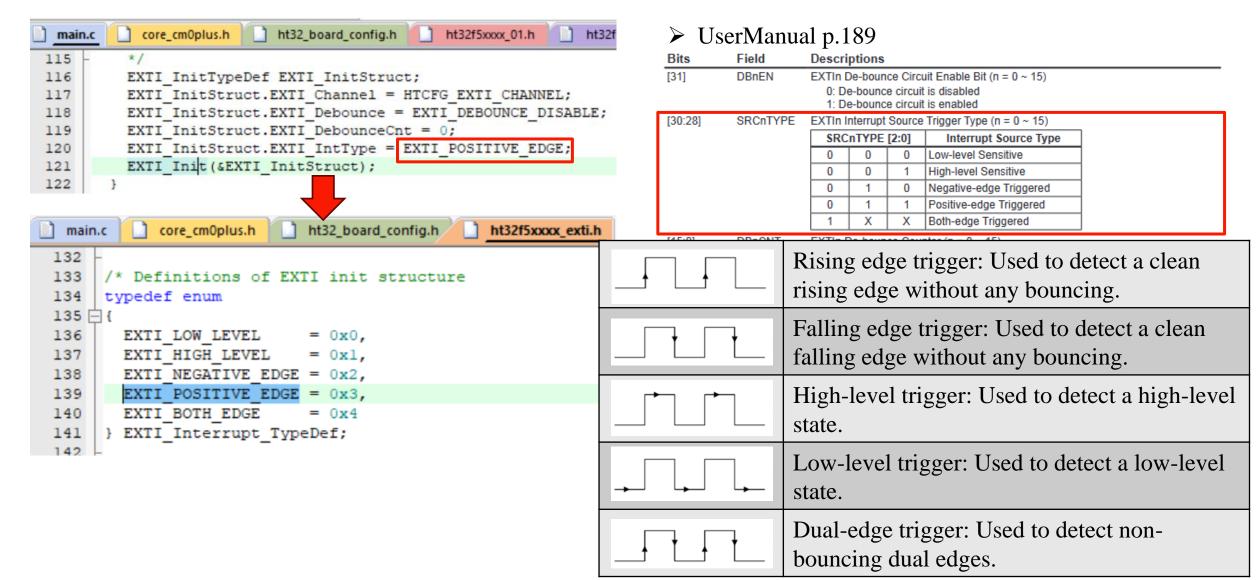
➤ UserManual p.189

Bits	Field	Descri	ptions							
[31]	DBnEN	EXTIn De-bounce Circuit Enable Bit (n = 0 ~ 15)								
	0: De-bounce circuit is disabled 1: De-bounce circuit is enabled									
[30:28]	SRCnTYPE	EXTIn Interrupt Source Trigger Type (n = 0 ~ 15)								
		SRCnTYPE [2:0]			Interrupt Source Type					
		0	0	0	Low-level Sensitive					
		0	0	1	High-level Sensitive					
		0	1	0	Negative-edge Triggered					
		0	1	1	Positive-edge Triggered					
		1	Х	Х	Both-edge Triggered					
[15:0]	DBnCNT	EXTIn De-bounce Counter (n = 0 ~ 15)								
		The de-bounce time is calculated with DBnCNT x APB clock (EXTI_PCLK) period								
and should be long enough to take effect on the input signal.										

What is debounce?



Configure trigger source type





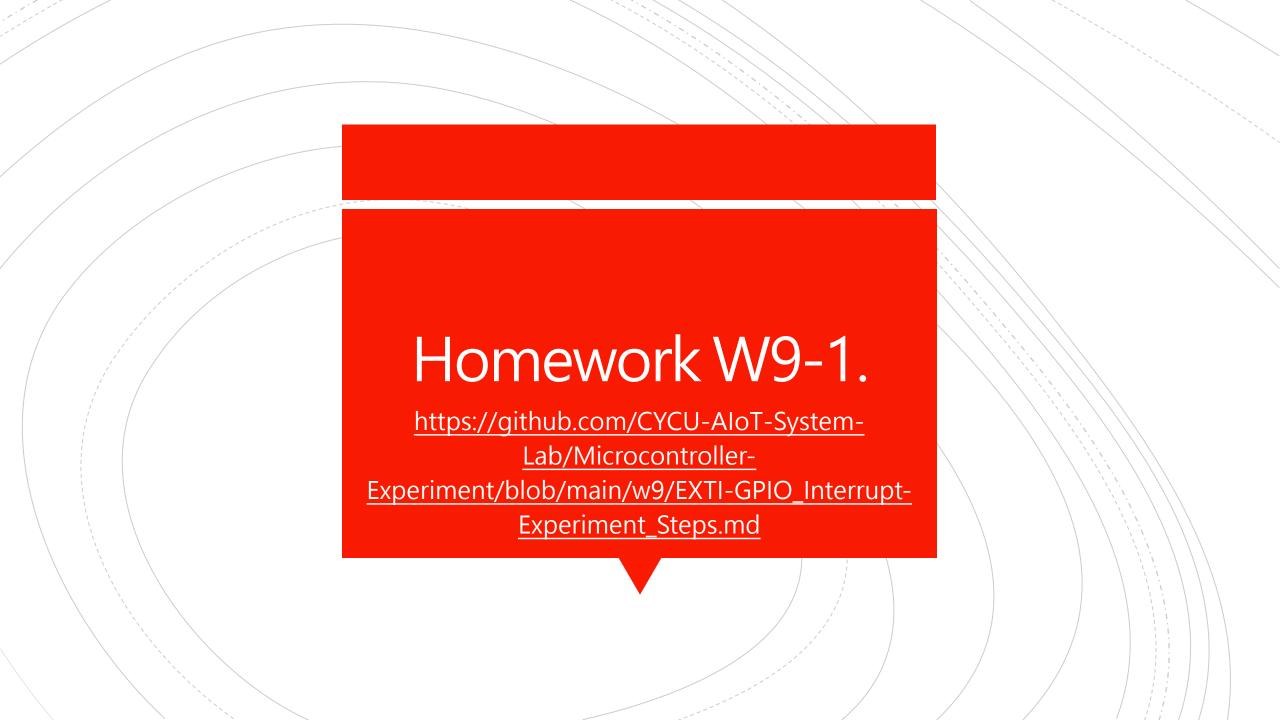
main.c

```
core_cm0plus.h
                        ht32_board_config.h
                                                ht32f5xxxx exti.h
main.c
58
    int main (void)
60 ⊟ {
61
      HT32F DVB LEDInit (HT LED1);
                                                                          LED Initialization
62
                                                                        → Configure EXTI
      EXTI Configuration();
63
64
65
      while (1)
66 <u>-</u>
67
        Key Process();
68
69
70
72
      * @brief Key Process
73
      * @retval None
74
    void Key Process(void)
76 ⊟ {
                                                                        → Execute if the interrupt status is enabled
      if (guKeyState[0] == TRUE)
78
                                                                      Disable interrupt status LED1 switch
79
        guKeyState[0] = FALSE;
        HT32F DVB LEDToggle(HT LED1);
80
82
83
```

```
void EXTI Configuration(void)
 89 □ {
                                                                                                                */
 90 🗀
         /* Enable peripheral clock
 91
         CKCU PeripClockConfig TypeDef CKCUClock = {{ 0 }};
         CKCUClock.Bit.AFIO = 1;
 92
                                                                                                 Configure system CLOCK
         CKCUClock.Bit.EXTI = 1;
 93
 94
         CKCUClock.Bit.PB = 1;
         CKCU PeripClockConfig(CKCUClock, ENABLE);
 95
 96
 97
       /* Configure AFIO mode of input pins
 98
 99
       AFIO GPxConfig(HTCFG WAKE GPIO ID, HTCFG WAKE AFIO PIN, AFIO FUN GPIO);
                                                                                               Configure AFIO
100
101
       /* Enable GPIO Input Function
       GPIO_InputConfig(HTCFG_WAKE_GPIO_PORT, HTCFG WAKE GPIO PIN, ENABLE);
                                                                                               → Input configuration
102
103
       /* Configure GPIO pull resistor of input pins
104
105
       GPIO PullResistorConfig(HTCFG WAKE GPIO PORT, HTCFG WAKE GPIO PIN, GPIO PR DISABLE);
                                                                                                → Configure resistor
106
107
       /* Select Port as EXTI Trigger Source
                                                                                                  Configure the pin for EXTI source
       AFIO EXTISourceConfig (HTCFG WAKE GPION, HTCFG WAKE GPIO ID);
108
109
       { /* Configure EXTI Channel n as rising edge trigger
110
111
112
         /* !!! NOTICE !!!
            Notice that the local variable (structure) did not have an initial value.
113
114
            Please confirm that there are no missing members in the parameter settings below in this function.
115
         EXTI InitTypeDef EXTI InitStruct;
116
         EXTI InitStruct.EXTI Channel = HTCFG EXTI CHANNEL;
117
118
         EXTI InitStruct.EXTI Debounce = EXTI DEBOUNCE DISABLE;
                                                                                               → EXTI register
         EXTI InitStruct.EXTI DebounceCnt = 0;
119
         EXTI InitStruct.EXTI IntType = EXTI POSITIVE EDGE;
120
         EXTI Init(&EXTI InitStruct):
121
122
123
124
       /* Enable EXTI & NVIC line Interrupt
125
       EXTI IntConfig(HTCFG EXTI CHANNEL, ENABLE);
                                                                                               → Enable interrupt
       NVIC EnableIRQ(HTCFG WAKE EXTI IRQn);
126
127
128
```

ht32f5xxxx_01_it.c

```
void EXTI4 15 IRQHandler (void)
135 - {
136
       #if 1
137
          (EXTI GetEdgeFlag(HTCFG EXTI CHANNEL))
                                                                  → Check if EXTI edge is detected
138 -
139
              ClearEdgeFlag(HTCFG EXTI CHANNEL);
                                                                Clear edge flag
140
        guKeyState[0] = TRUE;
                                                                            → Enable interrupt status
141
142
       #else
143
       if (EXTI GetEdgeStatus(HTCFG EXTI CHANNEL, EXTI EDGE NEGATIVE))
144
145
         EXTI ClearEdgeFlag (HTCFG EXTI CHANNEL);
146
147
       else if (EXTI GetEdgeStatus(HTCFG EXTI CHANNEL, EXTI EDGE POSITIVE))
148
149
         EXTI ClearEdgeFlag (HTCFG EXTI CHANNEL);
150
         guKevState[0] = TRUE;
151
152
       #endif
153 }
```



Execute example and display on Tera Term

- Objective: Trigger interrupts, which display on Tera Term and toggles LED, by pressing the button.
- Hint:
- 1. Use "F12" to find out the pin of interrupt and LED1.
- 2. Add the required functions.

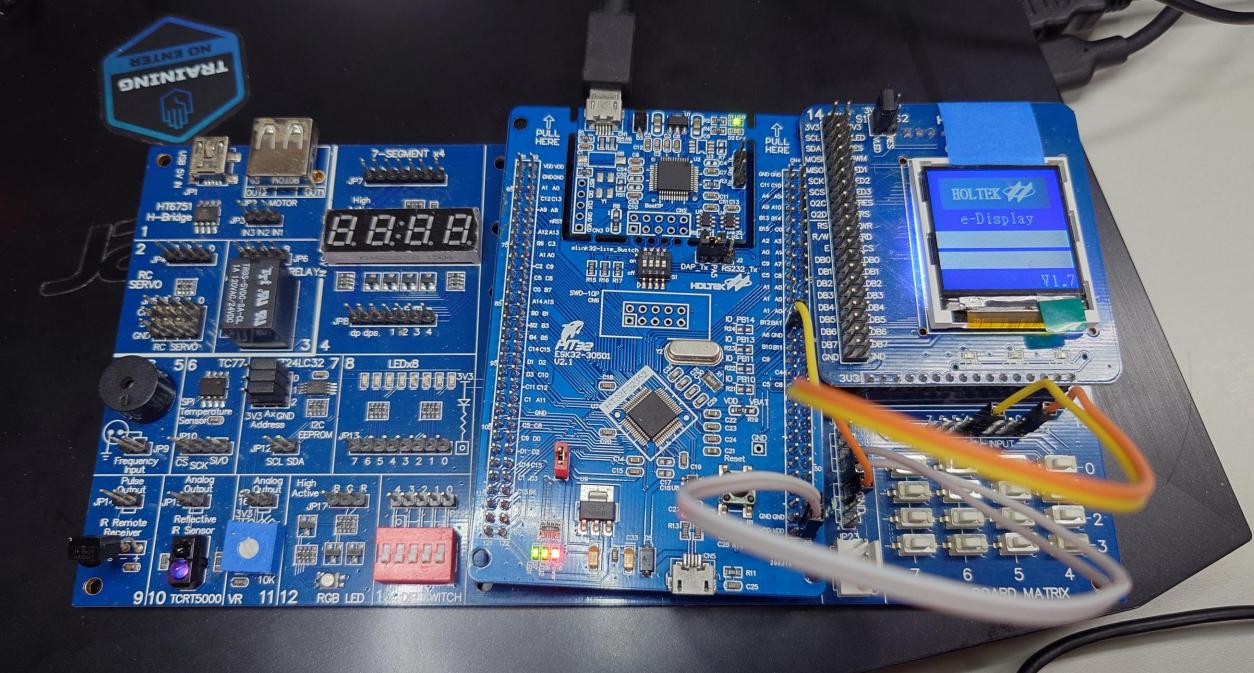
```
RETARGET Configuration();
```

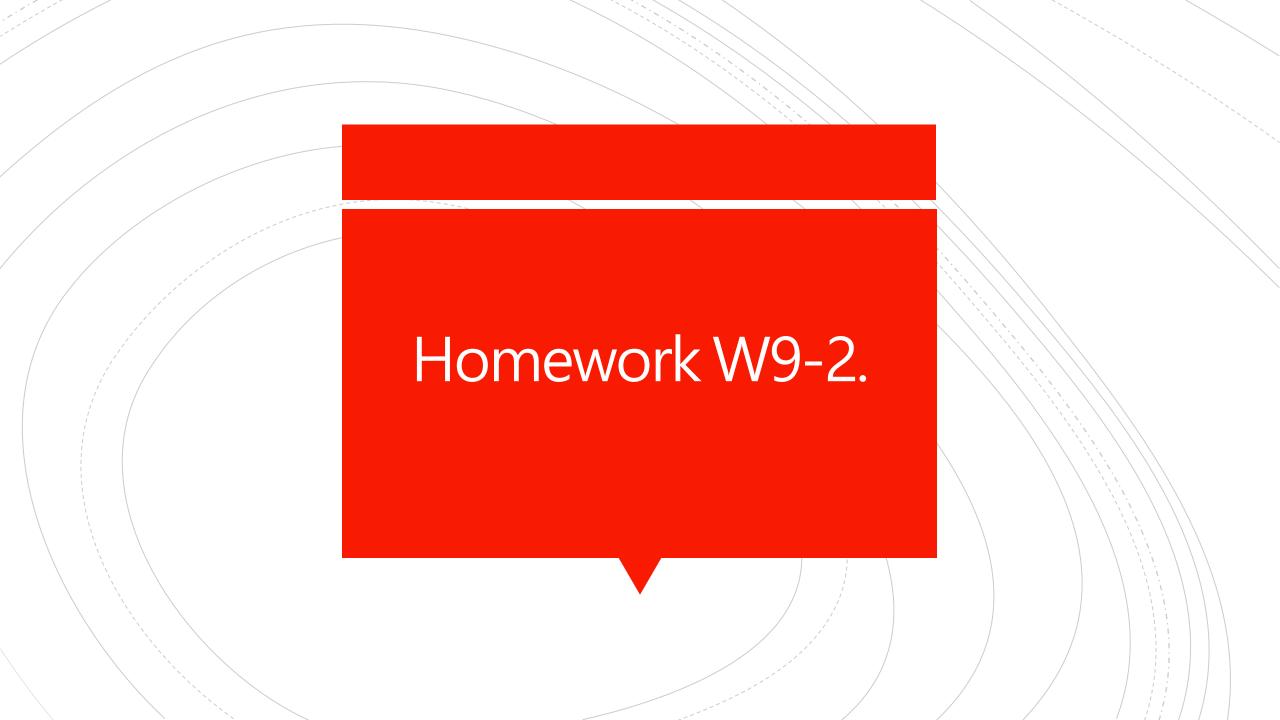
```
int i=0;
```

```
EXTI_InitTypeDef EXTI_InitStruct;
EXTI_InitStruct.EXTI_Channel = HTCFG_EXTI_CHANNEL;
EXTI_InitStruct.EXTI_Debounce = EXTI_DEBOUNCE_ENABLE;
EXTI_InitStruct.EXTI_DebounceCnt = 60000;
EXTI_InitStruct.EXTI_IntType = EXTI_POSITIVE_EDGE;
EXTI_Init(&EXTI_InitStruct);
```

☆ PS. Please record.

```
void Key_Process(void)
{
   if (guKeyState[0] == TRUE)
   {
      guKeyState[0] = FALSE;
      HT32F_DVB_LEDToggle(HT_LED1);
      i+=1;
      printf("LED Toggle run : %d \n\r", i);
   }
}
```



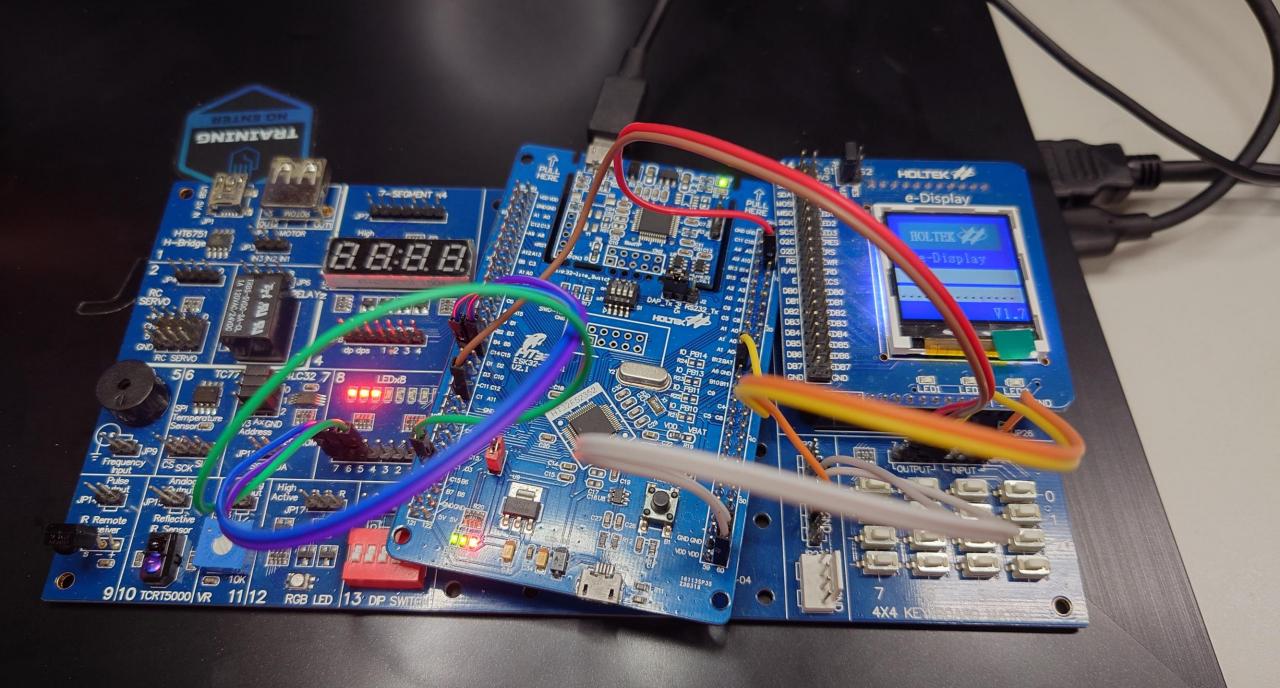


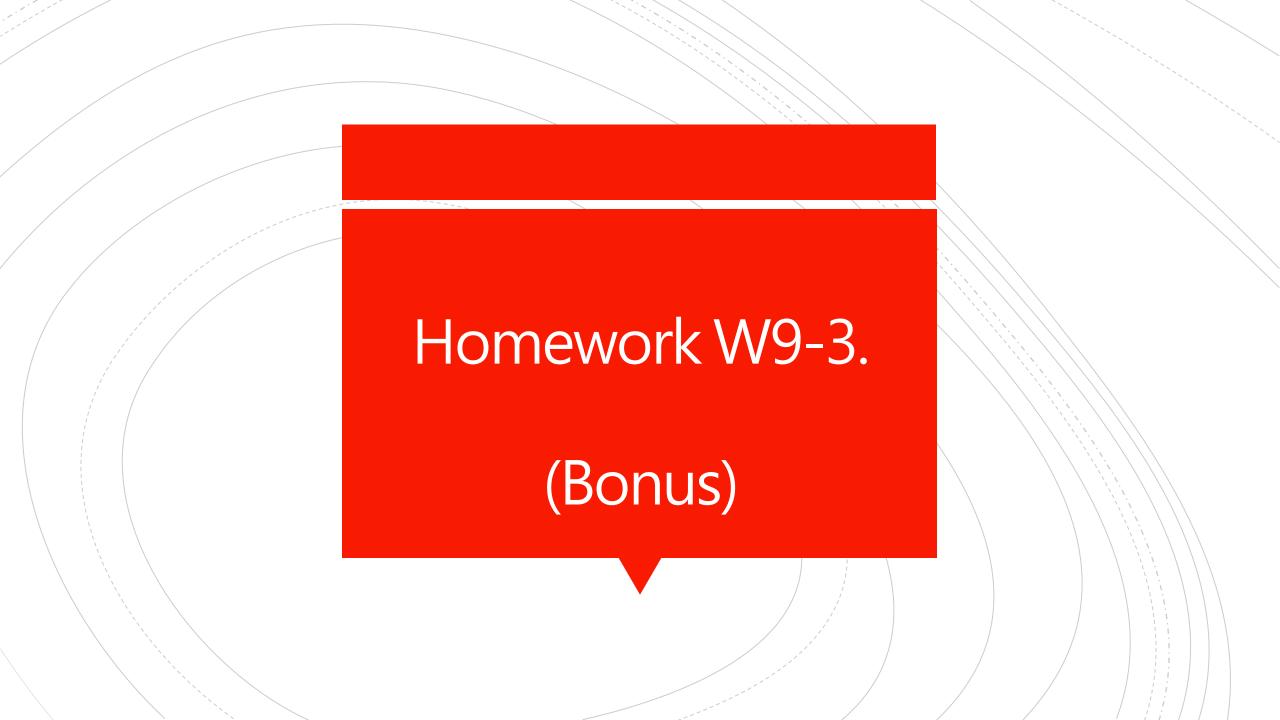
Add two interrupts & LEDs

- Objective: Toggle LED1, LED2, and LED3 accordingly when the corresponding buttons are pressed.
- Hint:
- 1. Use "F12" to find out the pin of interrupts and LED1 \ LED2 \ LED3.
- 2. Add the required functions.
- 3. Connect wires with following requirement.
 - 1. EXTI channel 11, C11 to JP24-5.
 - 2. EXTI channel 10, C10 to JP24-6
 - 3. LED1~3 to JP13-7~5.
- ☆ PS. Please record.

```
vu32 guKeyState[3];
   int main (void)
     HT32F DVB LEDInit (HT LED1);
     HT32F DVB LEDInit (HT LED2);
     HT32F DVB LEDInit (HT LED3);
     EXTI Configuration();
     RETARGET Configuration();
     while (1)
        Key Process();
EXTI InitTypeDef EXTI InitStruct;
EXTI InitStruct.EXTI Channel = EXTI CHANNEL 12;
EXTI InitStruct.EXTI Debounce = EXTI DEBOUNCE DISABLE;
EXTI InitStruct.EXTI DebounceCnt = 0;
EXTI InitStruct.EXTI IntType = EXTI POSITIVE EDGE;
EXTI Init(&EXTI InitStruct);
EXTI IntConfig(EXTI_CHANNEL_12, ENABLE);
NVIC EnableIRQ(EXTI12 IRQn);
EXTI InitStruct.EXTI Channel = EXTI CHANNEL 11;
EXTI InitStruct.EXTI Debounce = EXTI DEBOUNCE DISABLE;
EXTI InitStruct.EXTI DebounceCnt = 0;
EXTI_InitStruct.EXTI_IntType = EXTI_POSITIVE_EDGE;
EXTI Init(&EXTI InitStruct);
EXTI IntConfig(EXTI CHANNEL 11, ENABLE);
NVIC EnableIRQ(EXTIll IRQn);
EXTI InitStruct.EXTI Channel = EXTI CHANNEL 10;
EXTI InitStruct.EXTI Debounce = EXTI DEBOUNCE DISABLE;
EXTI InitStruct.EXTI DebounceCnt = 0;
EXTI InitStruct.EXTI IntType = EXTI POSITIVE EDGE;
EXTI Init(&EXTI InitStruct);
EXTI IntConfig(EXTI CHANNEL 10, ENABLE);
NVIC EnableIRQ(EXTI10 IRQn);
```

```
void Key Process (void)
 if (guKeyState[0] == TRUE)
   guKeyState[0] = FALSE;
   HT32F DVB LEDToggle(HT LED1);
   printf("LED Toggle run : %d \n\r" , i);
 if (guKeyState[1] == TRUE)
   guKeyState[1] = FALSE;
   HT32F DVB LEDToggle (HT LED2);
   printf("LED Toggle run : %d \n\r" , i);
 if (guKeyState[2] == TRUE)
   guKeyState[2] = FALSE;
   HT32F_DVB_LEDToggle(HT_LED3);
   i+=1:
   printf("LED Toggle run : %d \n\r" , i);
    extern vu32 guKeyState[3];
    void EXTI4 15 IRQHandler(void)
      #if 1
      if (EXTI_GetEdgeFlag(EXTI_CHANNEL_12))
         EXTI_ClearEdgeFlag(EXTI_CHANNEL_12);
         guKeyState[0] = TRUE;
       if (EXTI GetEdgeFlag(EXTI CHANNEL 11))
         EXTI ClearEdgeFlag(EXTI CHANNEL 11);
         guKeyState[1] = TRUE;
      if (EXTI GetEdgeFlag(EXTI CHANNEL 10))
         EXTI ClearEdgeFlag(EXTI CHANNEL 10);
         quKeyState[2] = TRUE;
      #else
```

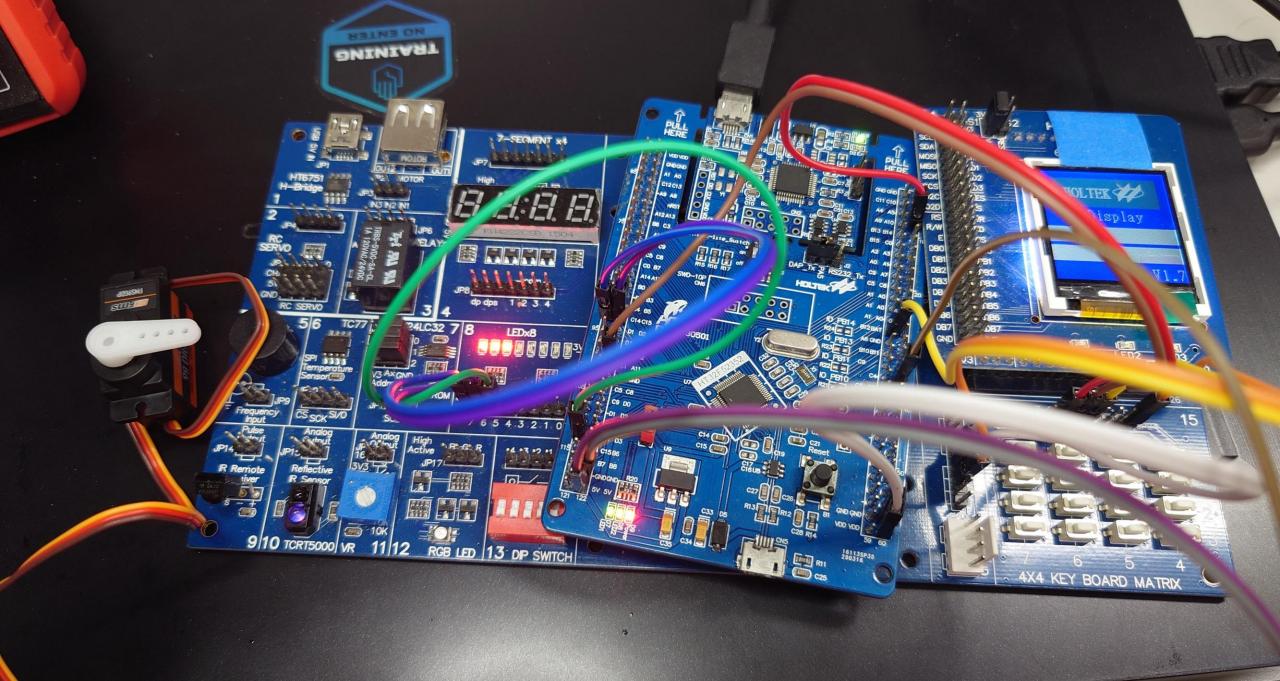




Use EXTI to control three motors

- Objective: Use EXTI to control SG90 based on HW7-4.
- Hint:
- 1. Keep all of the wire connection in HW9-2 and add new ones to control SG90.
- 2. Implement button interrupt to rotate the servo motor to 0, 90, and 180 degrees angle.
- 3. PWM_CH1.

☆ PS. Please record and explain the code.



Class Dismissed