

Using the Beaglebone Black Programmable Real-Time Unit with the RemoteProc and Remote Messaging Framework to Capture and Play Data from an ADC

Gregory Raven

October 15, 2016

Contents

1	Introduction	1
2	System Diagram	2
3	Prototype Cape Detail	4
4	PRU Firmware	7
5	Incorporating Advanced Linux Sound Architecture or “ALSA”	8
5.0.1	Pulse Code Modulation	8
6	RemoteProc Framework Messaging	9
7	Universal IO and Connecting PRU to the Outside World	10
7.0.1	The PRU GPIO Spreadsheet	11

List of Tables

List of Figures

2.1 PRU-ADC System Diagram	3
3.1 PRU-ADC Cape Breadboard	4
3.2 PRU-ADC Cape Breadboard	5
3.3 PRU-ADC Cape Breadboard	6
6.1 PRU<->ARM Character Devices	9

Chapter 1

Introduction

This is the documentation for a small embedded GNU/Linux project utilizing the RemoteProc and RPMsg framework in the Beaglebone Green (BBG) development board. The project repository is located here:

<https://github.com/Greg-R/pruadc1>

The inspiration for this project came from the superb book “Exploring Beaglebone” by Derek Molloy. Professor Molloy’s project utilized assembly code and the UIO driver. The hardware used in this project is essentially a copy of the Molloy design.

Recent developments in the Texas Instruments PRU support include the RemoteProc and Remote Messaging frameworks, as well as an extensively documented C compiler and much additional supporting documentation. This project utilizes these frameworks and is entirely dependent upon C code in both the PRU and GNU/Linux user space. The detailed examples provided by TI in the “PRU Support Package” were invaluable in developing this project:

<https://git.ti.com/pru-software-support-package>

A listing of additional resources is found in the Resources chapter.

An MCP3008 Analog-to-Digital Converter (ADC) IC is connected to the BBG GPIO pins which are in turn connected to the PRU using the “Universal IO” kernel driver which is deployed by default to the current distributions of Debian on the Beaglebones.

The Digilent Analog Discovery 2 was used to analyze and debug the SPI bus between the ADC and the BBG/PRU. The Analog Discovery 2 was an indispensable tool during the development process.

Chapter 2

System Diagram

The system diagram as shown includes all of the facilities used during development.

The “Linux Box” is a desktop PC architecture machine running Ubuntu 14.04/16.04. Communication to the BBG was done via “Secure Shell” (SSH). The Linux Box also served as host for the Analog Discovery 2 and GUI via the HDMI display. The Analog Discovery 2 also provided analog audio to the ADC input.

The “Beagle Bone Green” (BBG) is the TI Sitara-based platform board manufactured by Seeed Studio.

The “ADC Cape” is an Adafruit breadboard with the MCP3008 and headers soldered to it. A few wires are required to complete the connections to the ADC to the header pins, DC bias and ground.

The “USB Codec” plugs into the USB connector on the BBG. Due to interference with the adjacent ethernet connector, a short USB extension cable is recommended.

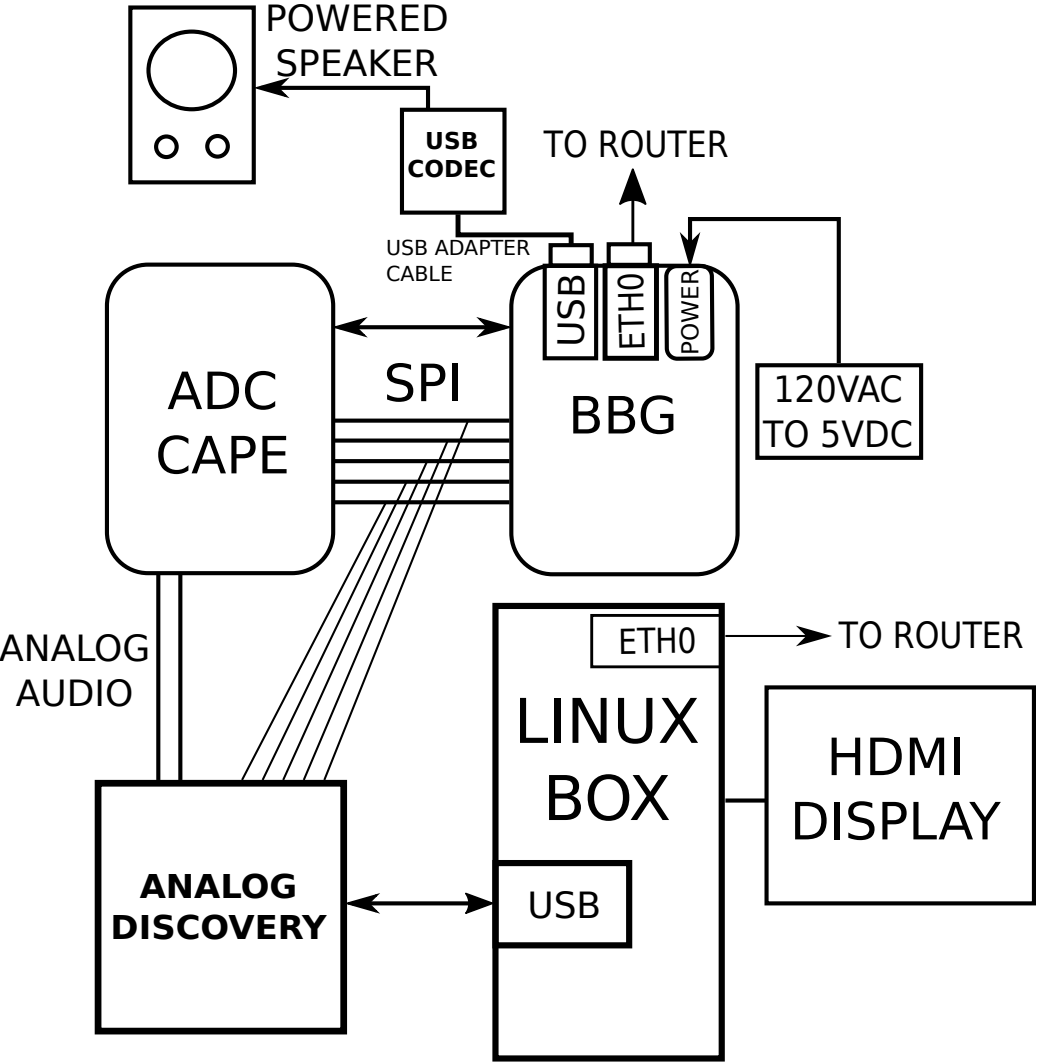


Figure 2.1: PRU-ADC System Diagram

Chapter 3

Prototype Cape Detail

The proto-cape schematic is simple, and is composed of a single component, the MCP3008 ADC.

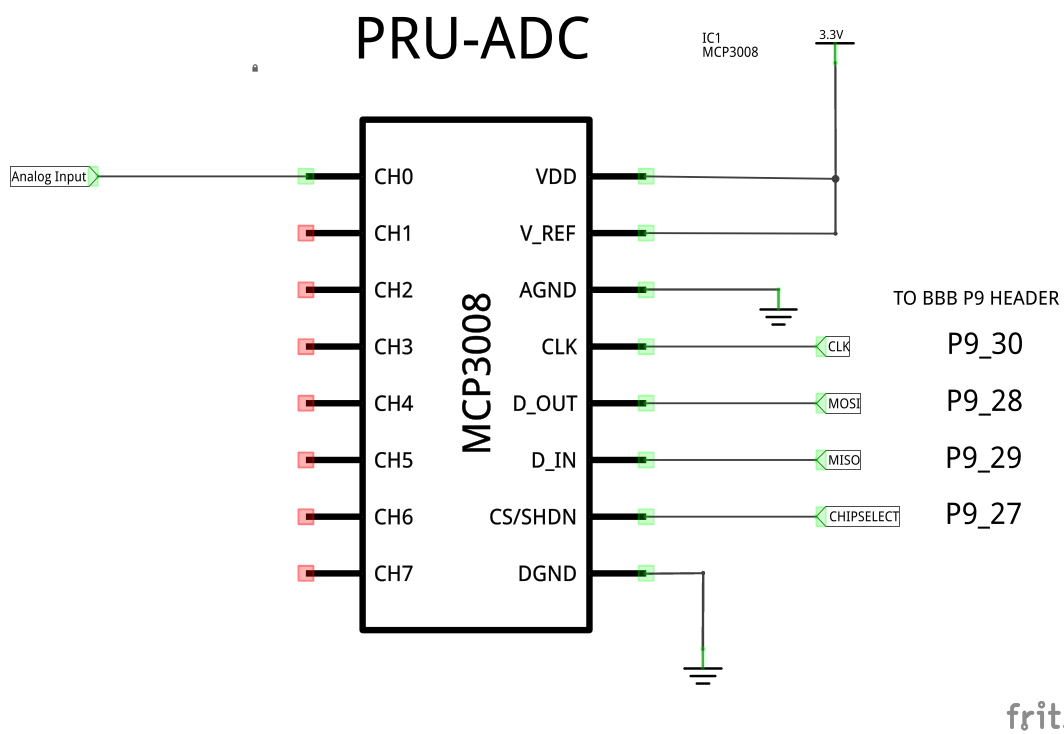


Figure 3.1: PRU-ADC Cape Breadboard

The “Cape” was built on an Adafruit proto-cape:

<https://www.adafruit.com/products/572>

Here is a breadboard diagram from Fritzing which shows how the proto-cape is wired:

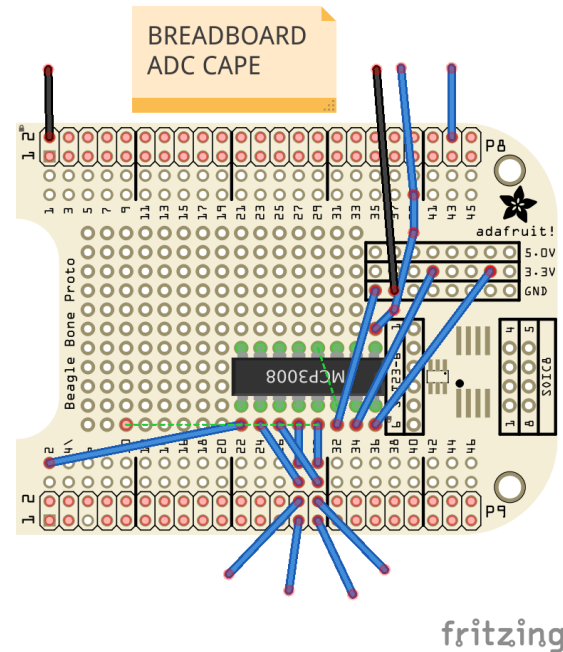


Figure 3.2: PRU-ADC Cape Breadboard

In addition to the header pins required to plug into the BBB, extra rows of headers were soldered to the top of the breadboard. This allows easy connection to the Discovery Analog 2 as seen in the following photograph.

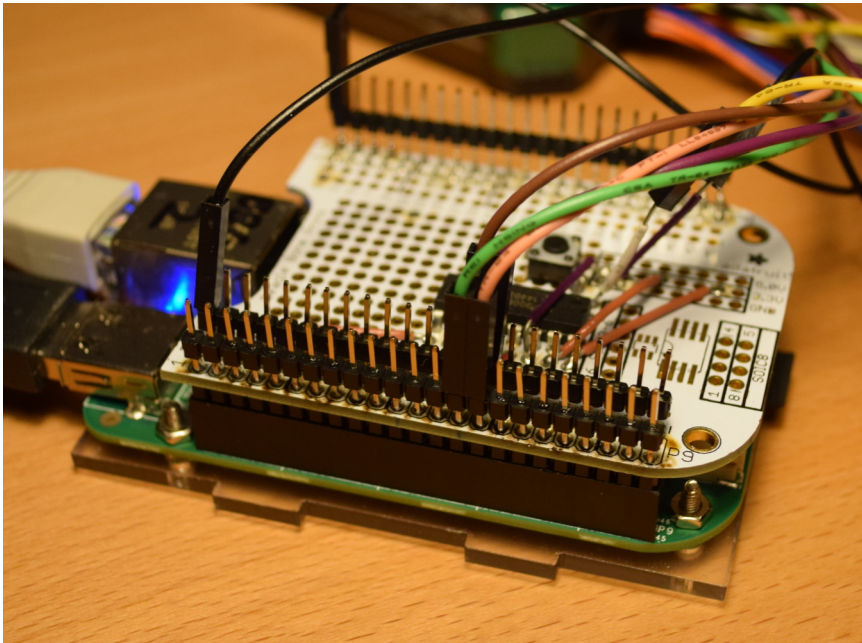


Figure 3.3: PRU-ADC Cape Breadboard

Chapter 4

PRU Firmware

Implementing the SPI Bus in C
Implementing the Timing Clock in C
The User-Space Program

Chapter 5

Incorporating Advanced Linux Sound Architecture or “ALSA”

The system generates a stream of audio data samples at a rate of 8 kHz. This data could be stored to memory and later manipulated. Derek Molloy's project used “GNU Plot” to graph data captured by the ADC-PRU system and stored to the Beaglebone's memory (RAM).

One of the primary goals of this project was to investigate real-time data "streaming". So rather than a static capture, it was decided that the data stream would be somehow extracted from the system and “played” to an analog speaker.

The primary sound system in GNU/Linux is called the “Advanced Linux Sound Architecture”. This system is very mature and flexible, and also it has a very complex Applications Programming Interface (API).

Fortunately the ALSA system includes command line utilities which made meeting the project goals very simple!

5.0.1 Pulse Code Modulation

What kind of data is delivered by the PRU as it reads the ADC via SPI bus?

The ADC samples data with a “resolution” of 10 bits. What this means is that the analog input of the ADC is “quantized” into 2^{10} or 1024 slices.

The ADC is capable of handling an input range from a little bit above 0 Volts to a little bit below 3.3 Volts. So a good approximation is a 3.0 Volts range. Splitting this into 1024 slices yields:

$$\frac{3.0 \text{ Volts}}{1024} = 2.9 \text{ millivolts per step}$$

Chapter 6

RemoteProc Framework Messaging

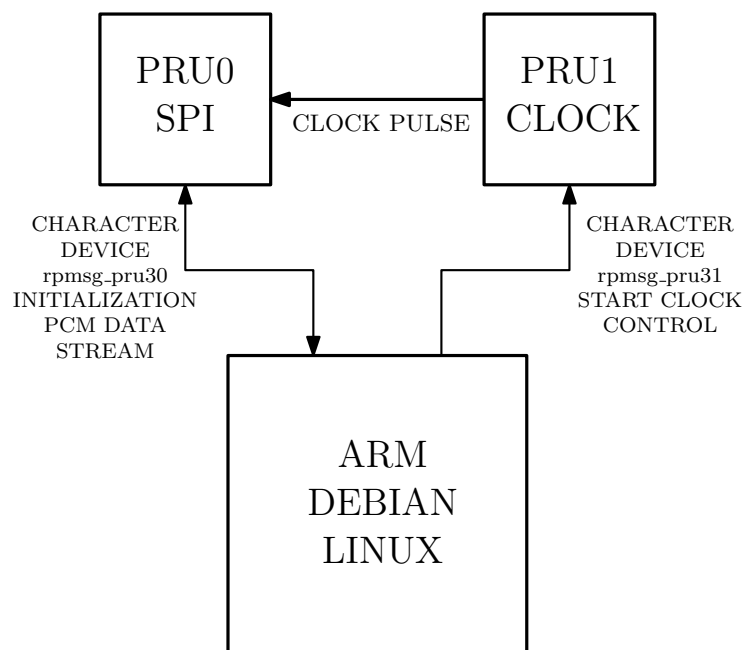


Figure 6.1: PRU<->ARM Character Devices

Control of the PRU Clock Using Character Driver

Chapter 7

Universal IO and Connecting PRU to the Outside World

This project did not require a custom “Device Tree Overlay”. Instead, the “Universal IO” driver was used along with a simple shell script.

The Universal IO project is located at this Github project:

<https://github.com/cdsteinkuehler/beaglebone-universal-io>

The configuration is as follows:

```
config-pin P8.44 pruout
config-pin P9.31 pruout
config-pin P9.27 pruout
config-pin P9.29 pruout
config-pin P9.28 pruin
config-pin P9.30 pruout
```

The above can also be put into a file, for example “pru-config”:

```
P8.44 pruout
P9.31 pruout
P9.27 pruout
P9.29 pruout
P9.28 pruin
P9.30 pruout
```

The command to load the above would be:

```
config-pin -f pru-config
```

Note that another step required is create the \$SLOTS environment variable and also to set on of the Universal-IO device trees as follows:

```
export SLOTS=/sys/devices/platform/bone_capemgr
echo univ-emmc > $SLOTS/slots
```

7.0.1 The PRU GPIO Spreadsheet

Use “git clone” to download this repository:

<https://github.com/selsinork/beaglebone-black-pinmux>

The spreadsheet file contained in this repository is pinmux.ods. The LibreOffice suite has a spreadsheet application which will read this file.

This spreadsheet is extremely useful when configuring the PRU or other functions to the Beaglebone pin multiplexer.