



Advanced Micro-controllers - ARM

DESD @ Sunbeam Infotech

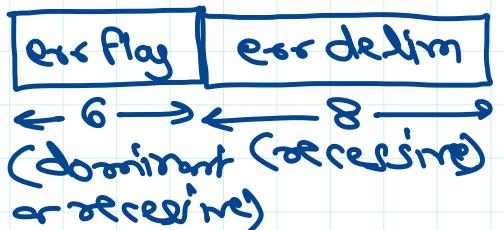


CAN error handling

- ① Error types \rightarrow 5
 - Ⓐ CRC
 - Ⓑ Form
 - Ⓒ Ack
 - Ⓓ Bit
 - Ⓔ Stuff

- ② When err is seen by a node, it reports the error \rightarrow CAN err frame.

err frame \rightarrow 14-bits



Overload frame

- looks like err frame



- indicate that device is busy.
- sent during/after IFS.

③ Node States

- CAN errors are counted in each CAN node.

TEC \rightarrow Tx Error Cnt

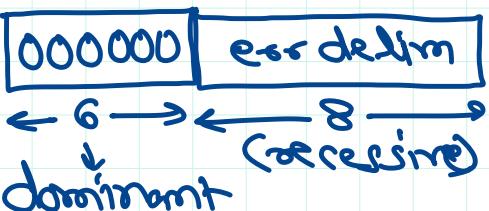
REC \rightarrow Rx Error Cnt

ⓐ Err Active State.

TEC < 128 and Commⁿ

REC < 128 Okay

Report err as err frame

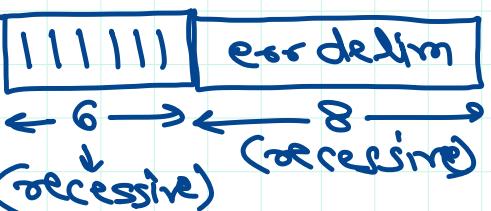


ⓑ Err Passive State.

TEC ≥ 128 or Commⁿ

REC ≥ 128 Okay

Report err as err frame



* Err frames sent while Rx/Tx of current frame (in-betn).

④ Bus off

TEC > 255 (threshold)

- Node Commⁿ on CAN bus is stopped.

↳ Automatic Recovery

\rightarrow monitors bus

\rightarrow 11 recessive $\times 128$
 - waiting

\rightarrow reset TEC & REC
 " " " "

\rightarrow Commⁿ start again

↳ manual recovery

\rightarrow repair faulty node

\rightarrow reset MCU

\rightarrow disconnect

CAN Timing

CAN1 → APB1

CCLK = 72 MHz

PCLK = 36 MHz

CAN PR = 18 \leftarrow (1 to 1024)

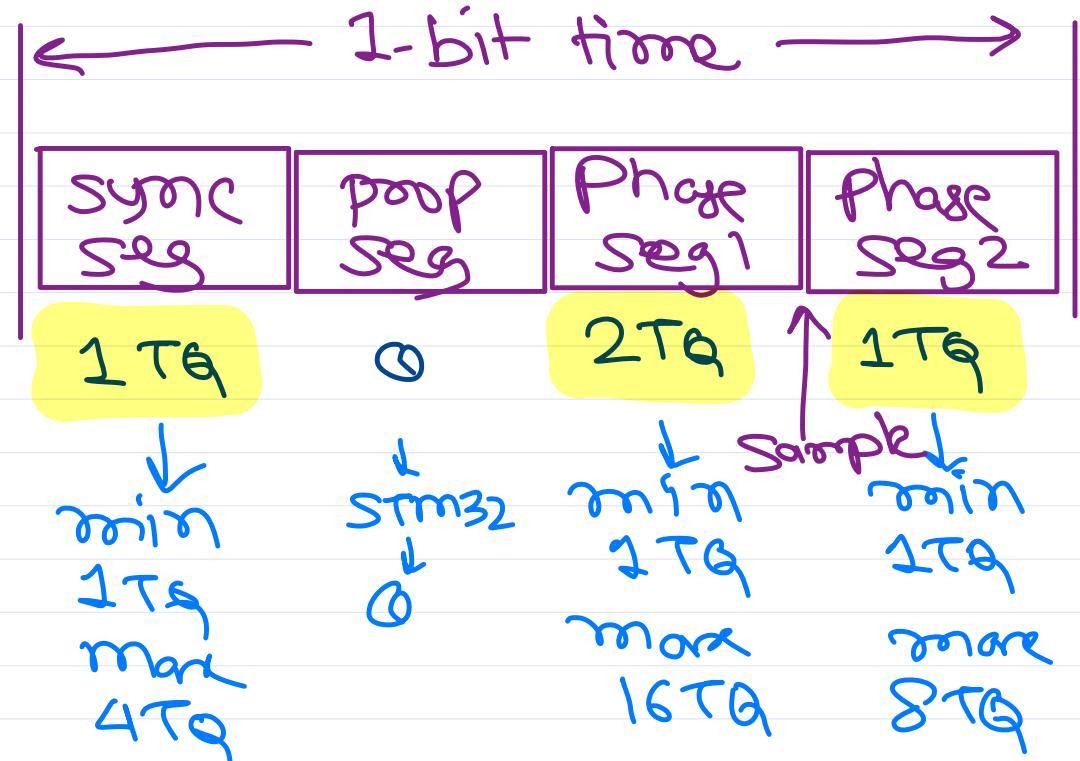
$$\text{CAN peri freq} = \frac{\text{PCLK}}{\text{PR}} = \frac{36 \text{ MHz}}{18} = 2 \text{ MHz}$$

$$\text{Time Quanta} = \frac{1}{\text{CAN Peri Freq}}$$

$$= \frac{1}{2} \text{ ms} = 0.5 \text{ ms} = 500 \text{ ns}$$

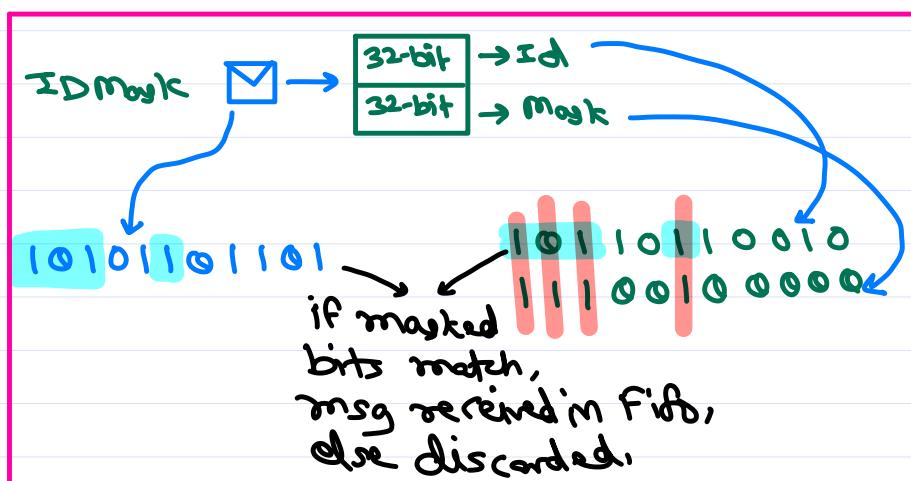
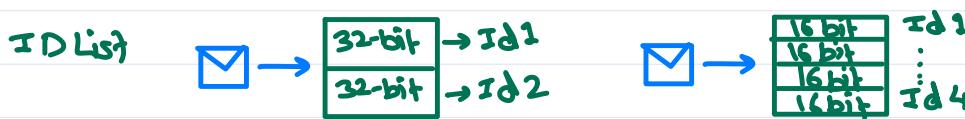
$$\begin{aligned}\text{Nominal Bit Time} &= 1 \text{ TQ} + 2 \text{TQ} + 1 \text{ TQ} \\ &= 4 \text{ TQ} \\ &= 4 \times 500 \text{ ns} = 2 \text{ ms}\end{aligned}$$

$$\text{CAN O/P bit rate} = \frac{1}{2} \text{ MHz} = 0.5 \text{ MHz}$$



CAN

Acceptance Filter



Acceptance Filter Config: 32-bit ID Mask

e.g. ID (to cmp) → 0x0A8: 000 1010 1000
 mask (bits to cmp) → 0x7F8: 111 1111 1000

e.g. incoming msg id: 0x0A8 → 0 00 1010 1000
 0A9 → 0 00 1010 1001
 0AA → 0 00 1010 1010
 0AB → 0 00 1010 1011
 0AC → 0 00 1010 1100
 0AD → 0 00 1010 1101
 0AE → 0 00 1010 1110
 0AF → 0 00 1010 1111
 X0AS → 0 00 1010 0101

Accepted.

not accepted



Time Management

Absolute Time

a.k.a. Wall time

- Calendar date & clock time
- HW: RTC

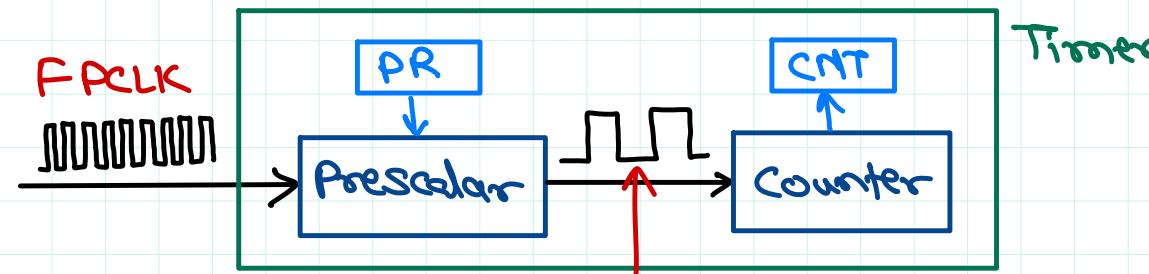
Relative time

- Time w.r.t. event
- HW: SysTick
- STM32 Timers
- Basic/Advanced
- 16-bit/32-bit
- WDT
- DWT (Debug Timer)

Timer vs Counter

Counter: Cnt that counts ext. pulses/edges

Timer: is a counter that counts pulses with a fixed freq. Usually timer hw also produces intrs.



$$\text{Freq} = \text{FCLK}/\text{PR} \text{ Hz.}$$

$$\text{Period} = \frac{\text{PR}}{\text{FCLK}} \text{ sec}$$

Example 1: $\text{FCLK} = 16 \text{ MHz}$, $\text{PR} = 16$, $\text{CNT} = 1000$, time = ?

$$\text{time} = \text{period} \times \text{CNT} = \frac{\text{PR}}{\text{FCLK}} \times \text{CNT}$$

$$= \frac{16}{16000000} \times 1000 = \frac{1}{1000} \text{ sec} = 1 \text{ ms.}$$

$$\boxed{\text{time} = \frac{\text{PR}}{\text{FCLK}} \times \text{CNT} \times 1000 \text{ ms}}$$

$$\boxed{\text{CNT} = \frac{\text{time_ms}}{1000} \times \frac{\text{FCLK}}{\text{PR}}}$$

$$\boxed{\text{CNT} = \frac{\text{FCLK}}{1000} \times \frac{\text{time_ms}}{\text{PR}}}$$



Thank You!

Nilesh Ghule

nilesh@sunbeaminfo.com