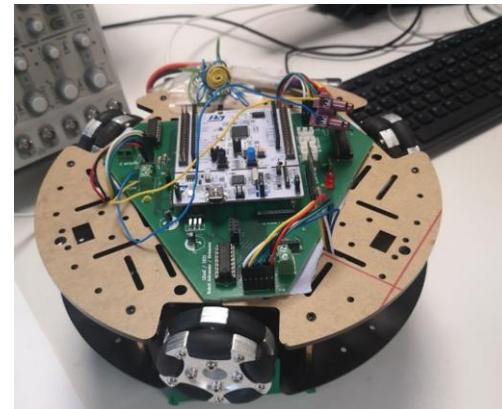
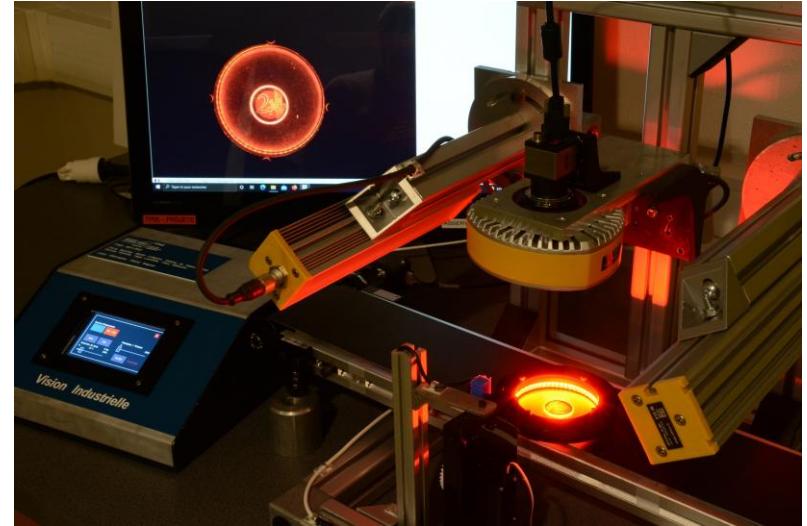
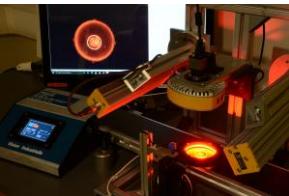


# Interfaçage Numérique

## Systèmes embarqués

Julien VILLEMEJANE

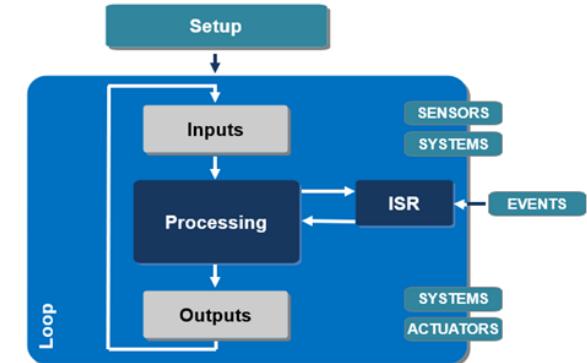
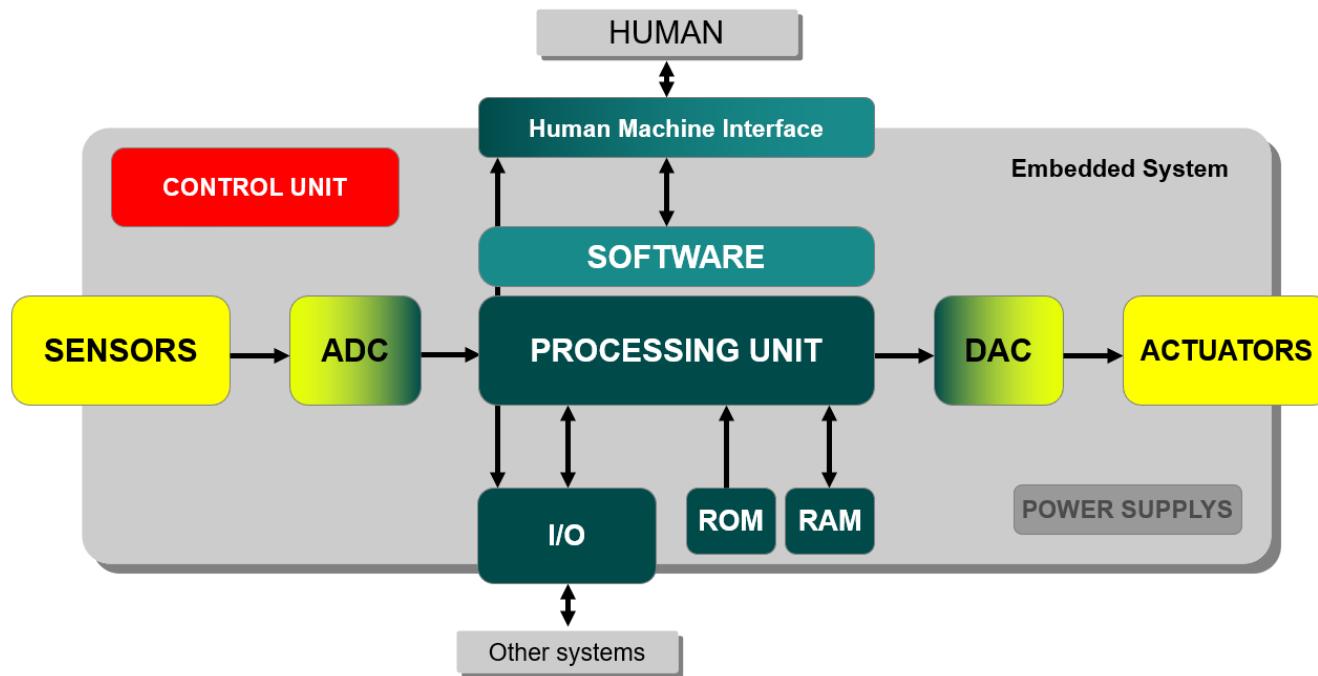
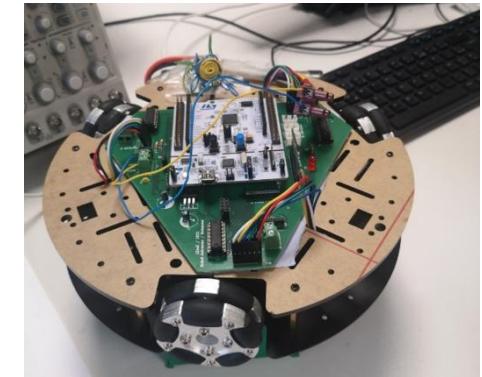


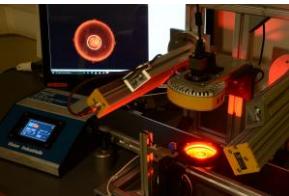


# Systèmes embarqués

## *Spécificités d'un système embarqué*

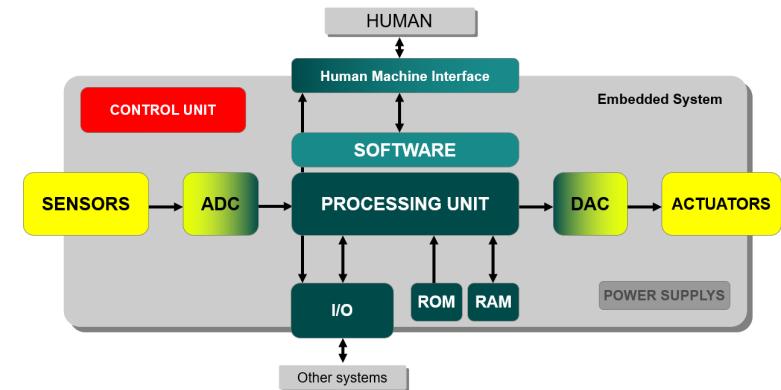
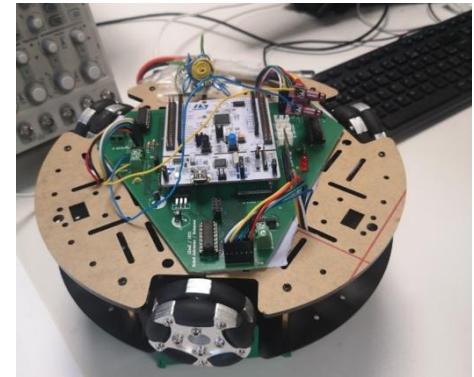
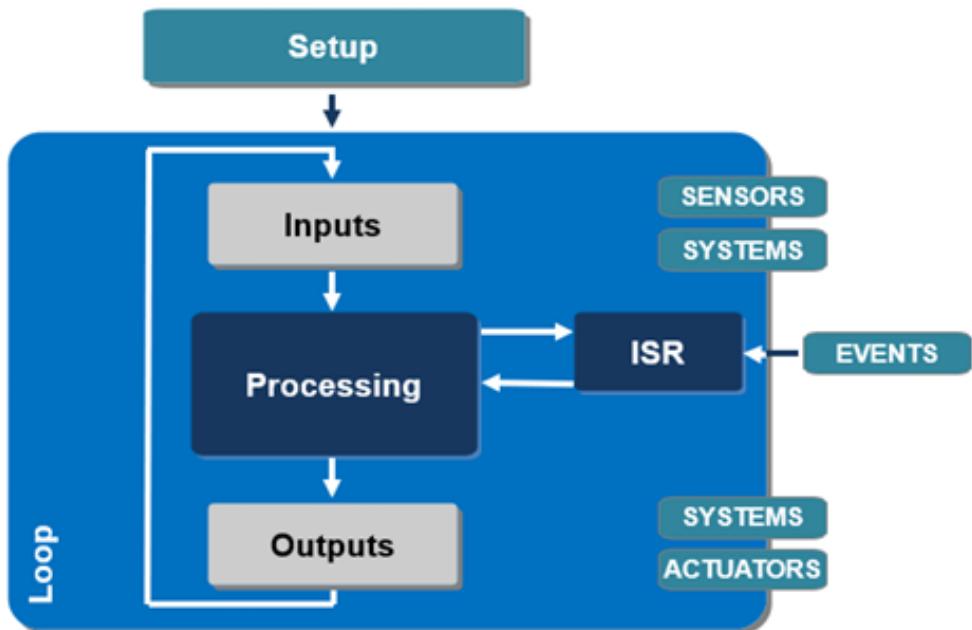
- regroupement d'un **système matériel** et d'un **logiciel**
- **architecture spécifique** / exécution d'un ensemble de tâches particulières
- réactif, autonome et en contact permanent avec son environnement

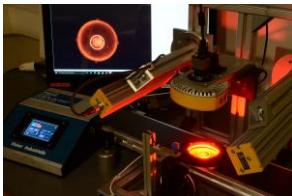




# Systèmes embarqués

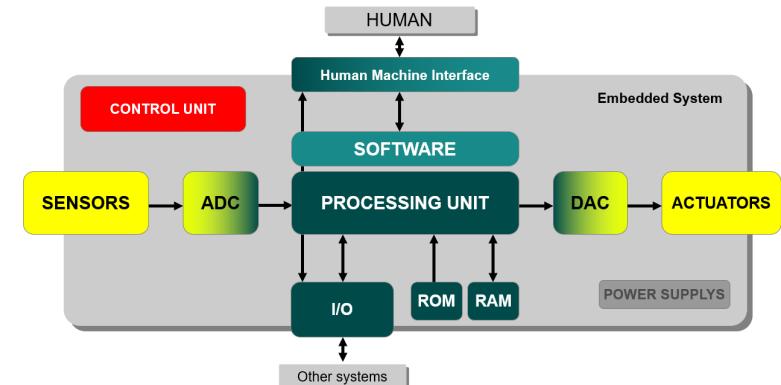
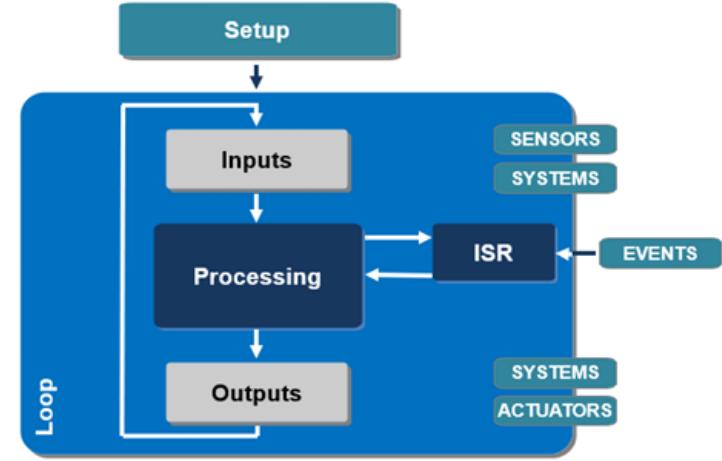
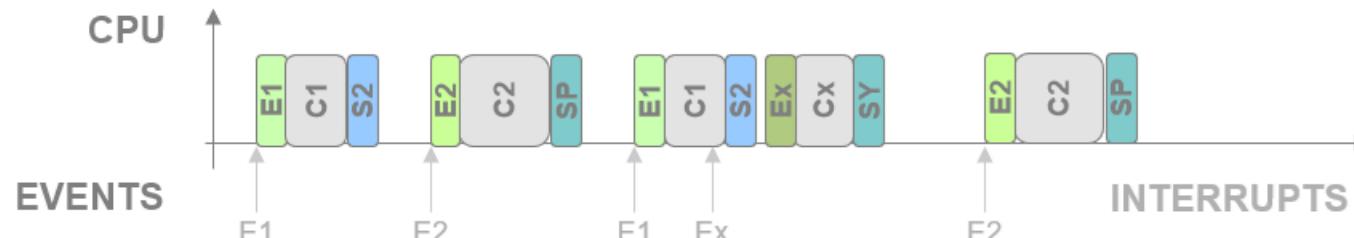
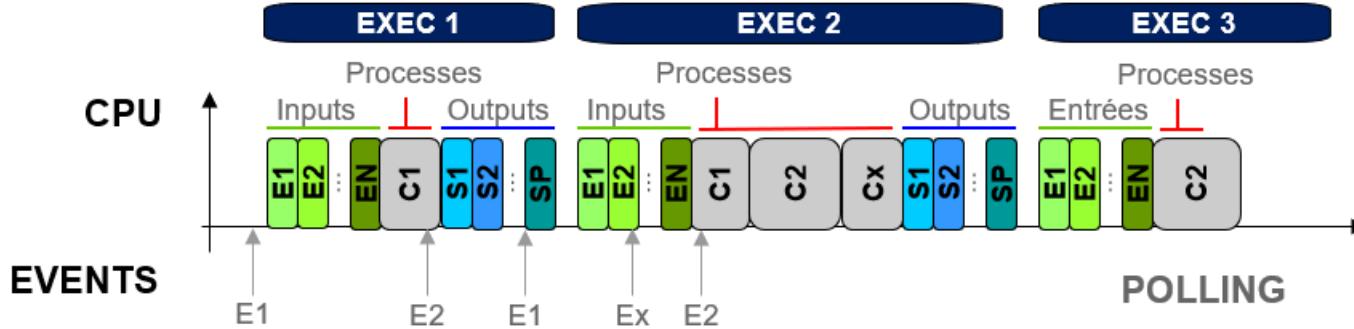
## Programmation d'un système embarqué

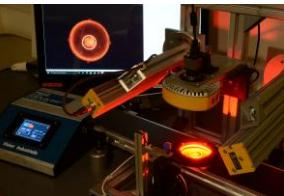




# Systèmes embarqués

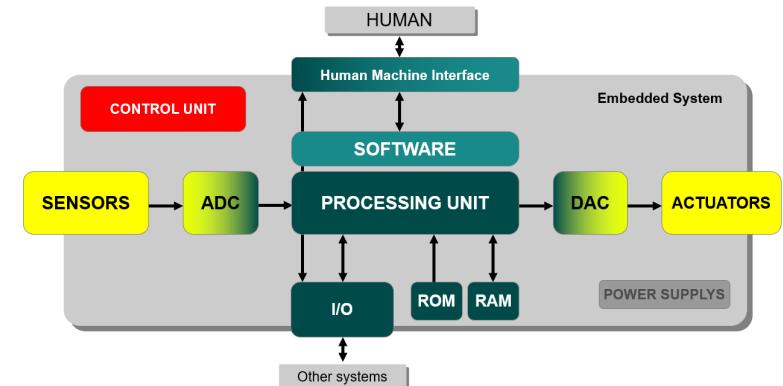
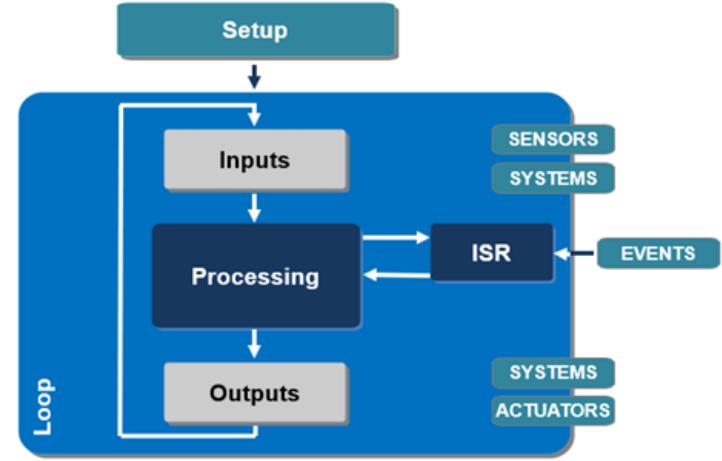
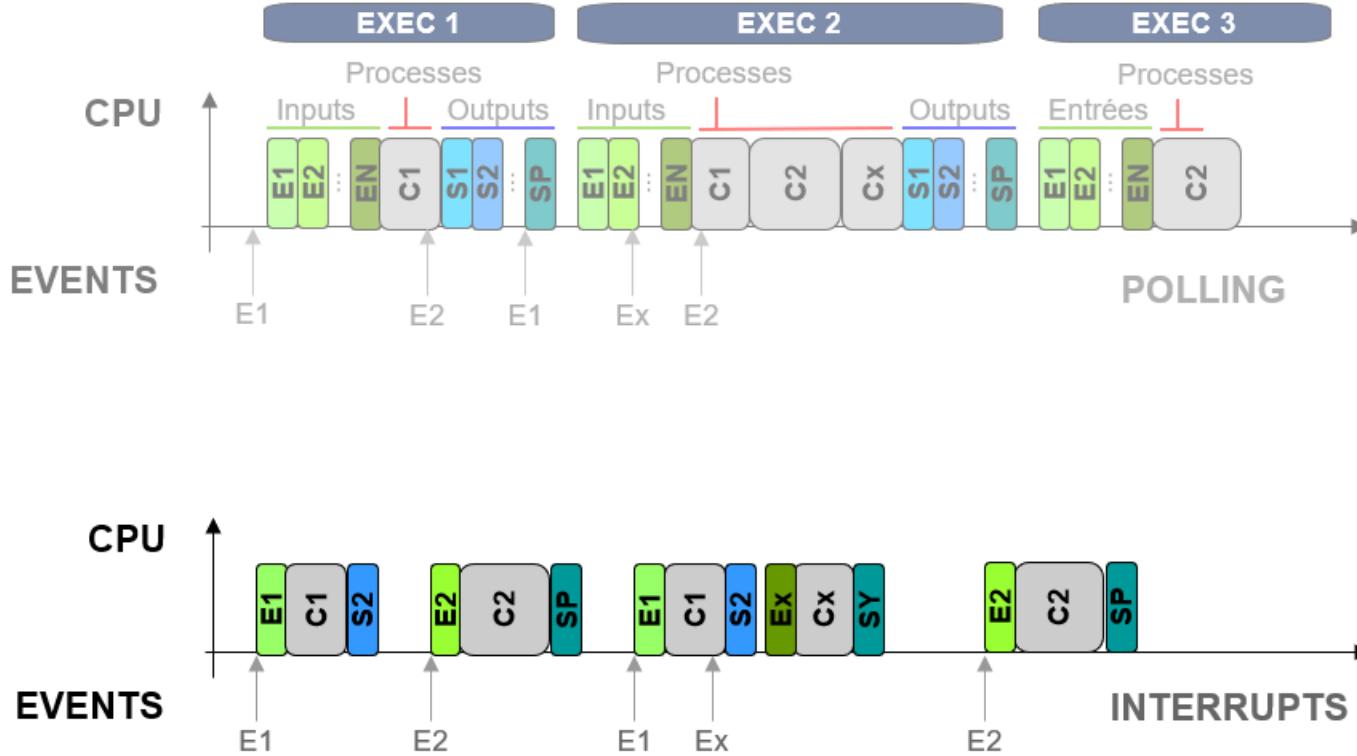
## Programmation d'un système embarqué

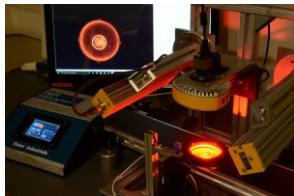




# Systèmes embarqués

# **Programmation d'un système embarqué**





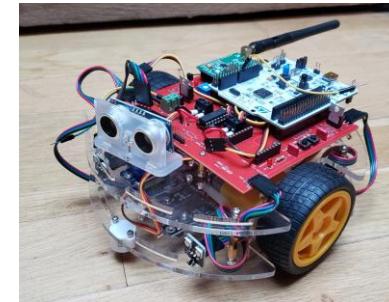
# Systèmes embarqués / TP

## Robot

STM Nucleo

Robotique

Communication

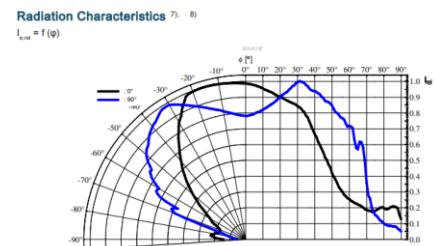
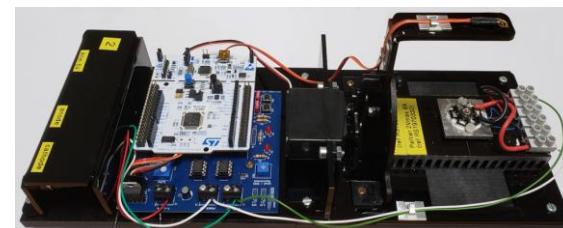


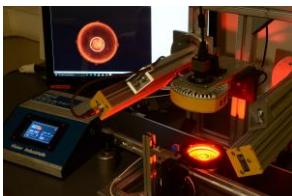
## Rayonnement de LEDs

STM Nucleo

Protocole Série

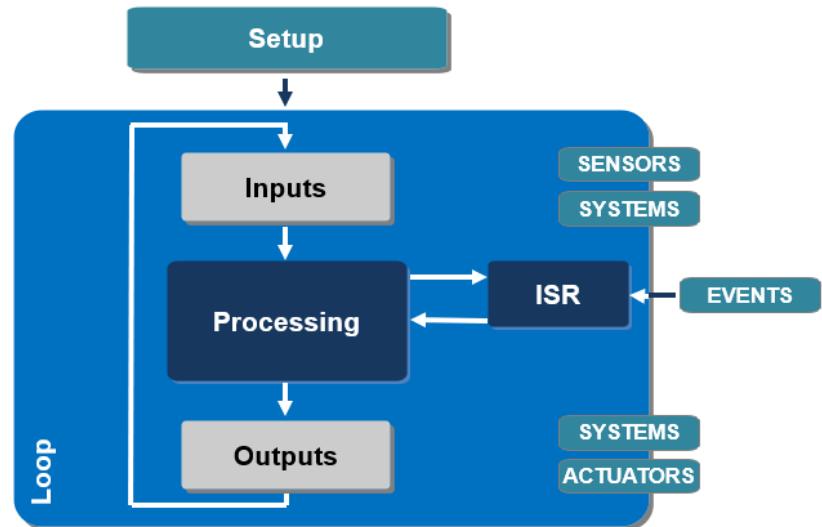
LEDs Puissance



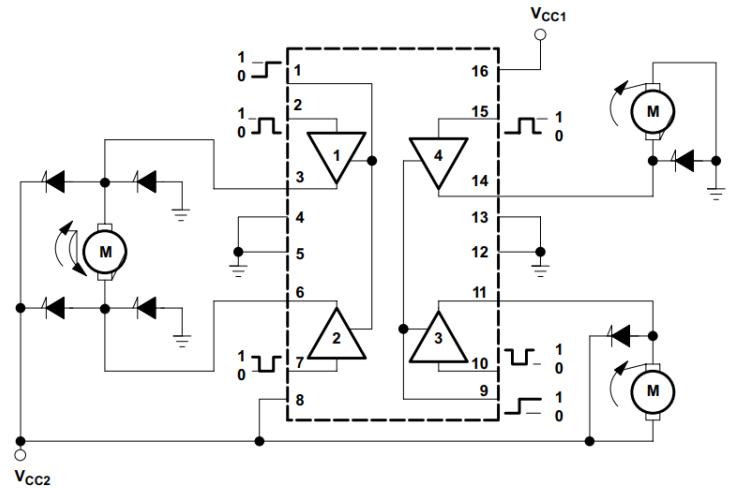


# Systèmes embarqués / TP

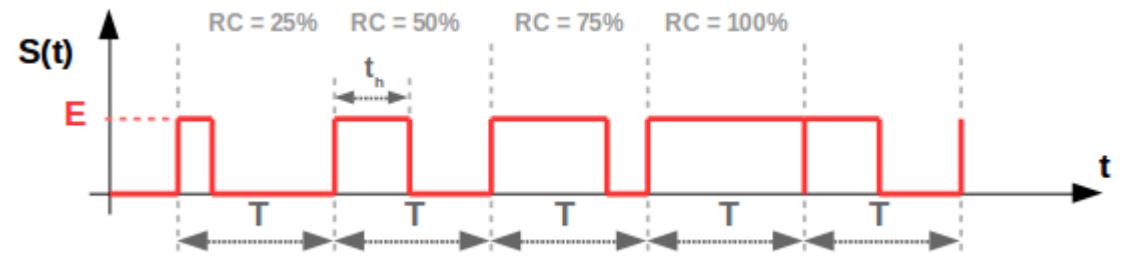
## *Interactions avec l'environnement*

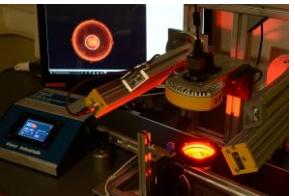


## *Pilotage d'un moteur*



## *Principe de la modulation de largeur d'impulsions*





# Systèmes embarqués / TP

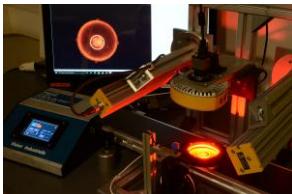
## Codage des informations

Table ASCII

	000	001	010	011	100	101	110	111	
0000	NUL	DLE	SP	0	@	P	'	p	
0001	SOH	DC1	!	1	A	Q	a	q	
0010	STX	DC2	"	2	B	R	b	r	
0011	ETX	DC3	#	3	C	S	c	s	
0100	EOT	DC4	\$	4	D	T	d	t	
0101	ENQ	NAK	%	5	E	U	e	u	
0110	ACK	SYN	&	6	F	V	f	v	
0111	BEL	ETB	'	7	G	W	g	w	
1000	BS	CAN	(	8	H	X	h	x	
1001	HT	EM	)	9	I	Y	i	y	
1010	LF	SUB	*	:	J	Z	j	z	
1011	VT	ESC	+	;	K	[	k	{	
1100	FF	FS	,	i	L	\	l	—	
1101	CR	GS	-	=	M	^	m	}	
1110	SO	RS	.	?	N	]	n	~	
1111	SI	US	/		O	-	o	DEL	



• -	• •	S
• -	-	T
• -	• -	U
• -	- •	V
• -	- -	W
• -	- - -	X
• -	- - - -	Y
• -	- - - - -	Z
—	—	1
—	—	2
—	—	3
—	—	4
—	—	5
—	—	6
—	—	7
—	—	8
—	—	9
—	—	0



# Systèmes embarqués / TP

## Codage numérique des informations

Nombres entiers

Base 2 = 2 symboles

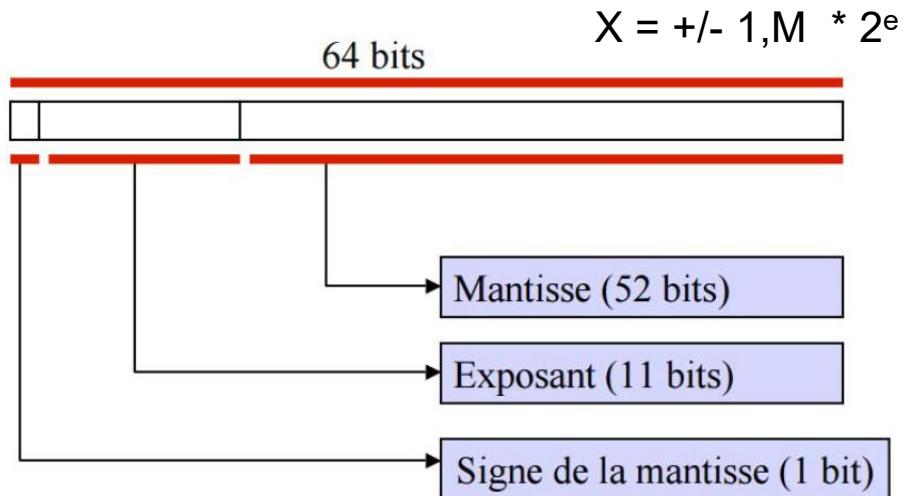
	1	0	0	1
	x	x	x	x
Rang	$2^3$	$2^2$	$2^1$	$2^0$
Puissance	3	2	1	0

$$(0011\ 1001)_2 = 57$$

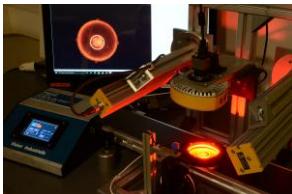
Caractère ASCII

$$(0011\ 1001)_2 = '9'$$

Nombres réels (IEEE754)

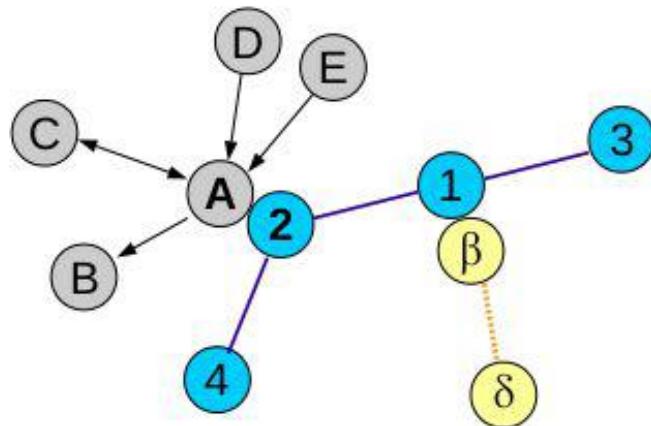


$$(0..0\ 0011\ 1001)_{754/64b} = 2.81617\dots \times 10^{-322}$$



# Systèmes embarqués / TP

## *Transmission numérique d'informations*



Nécessité d'un support physique de communication

RÉSEAU

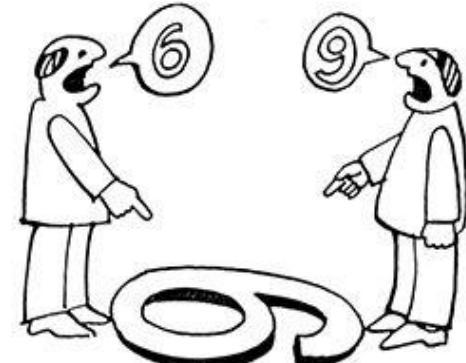
Nécessité de règles de discussion

PROTOCOLE

Nécessité d'interconnections

- Vitesse
- Direction
- Topologie
- Codage

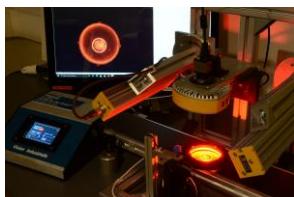
PASSERELLE



coach-didier-vairac-pradel.fr

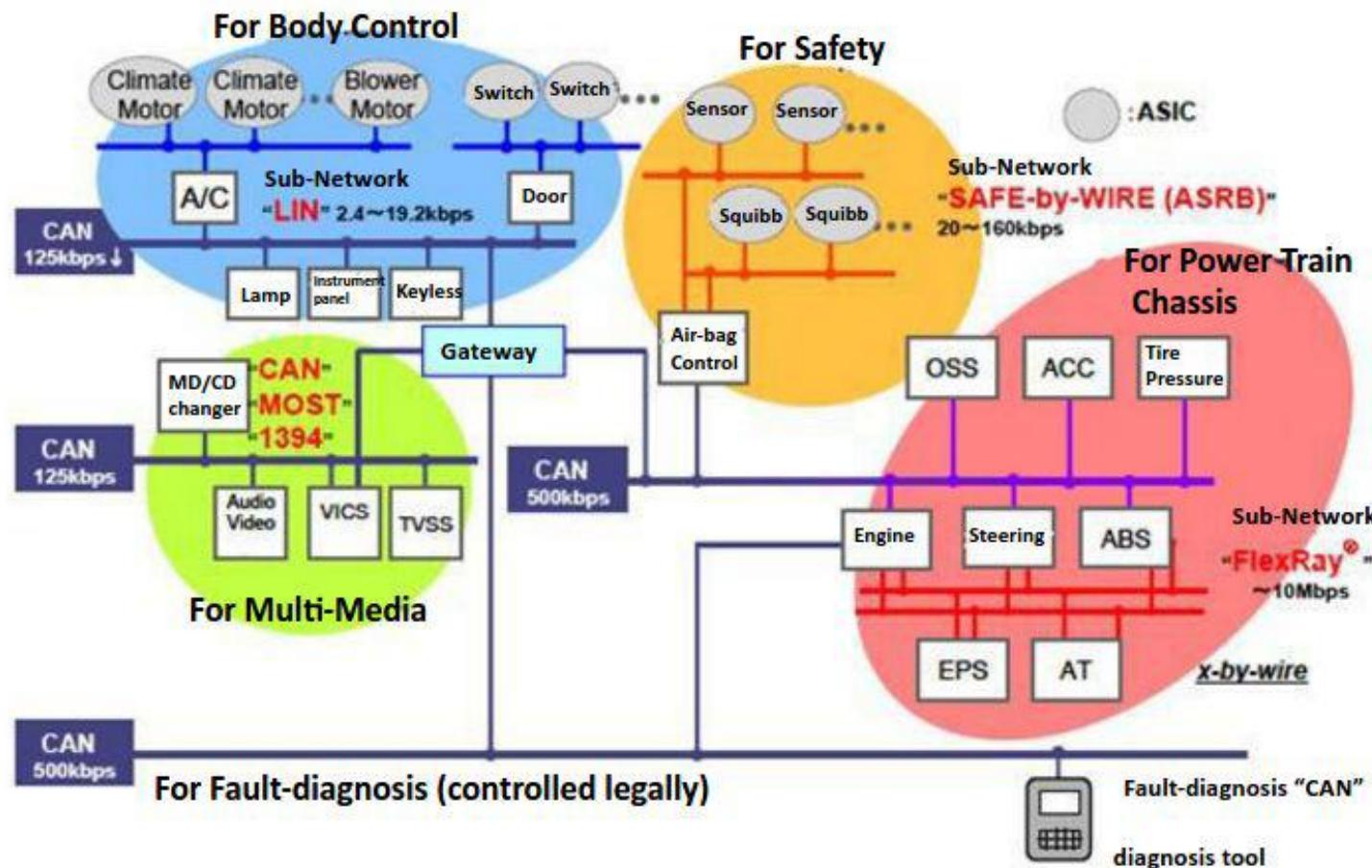


Dessinateur.biz

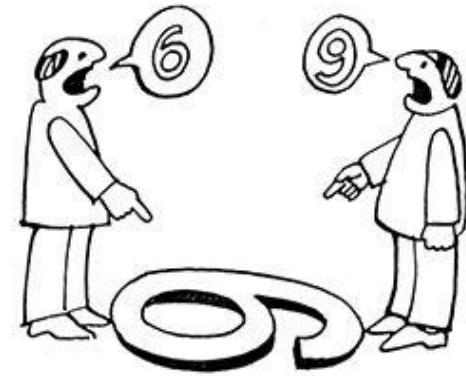


# Systèmes embarqués / TP

## Transmission numérique d'informations



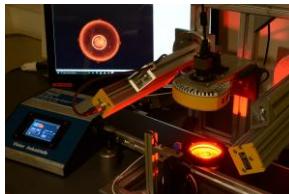
The source: Renesas Electronics Corporation (Japan)



coach-didier-vairac-pradel.fr



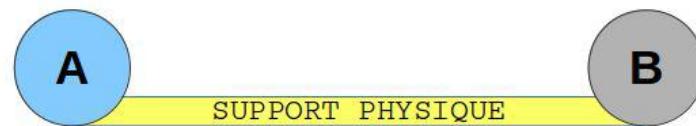
Dessinateur.biz



# Systèmes embarqués / TP

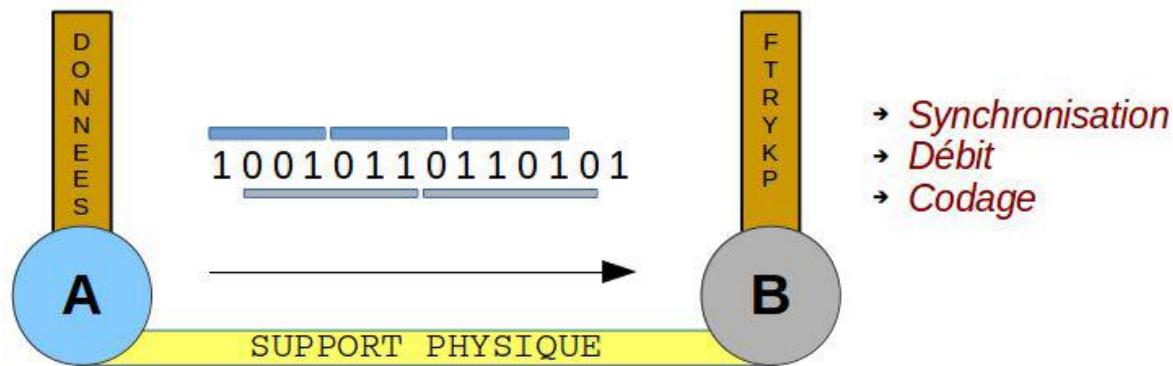
## *Transmission numérique d'informations*

- Transmission de bas niveau

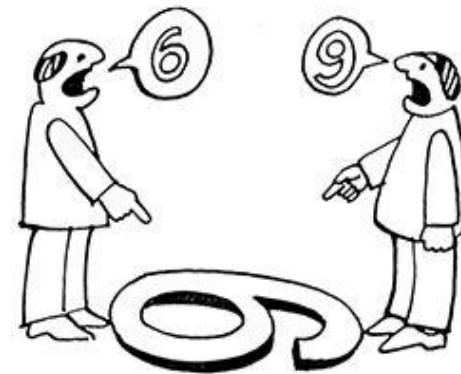


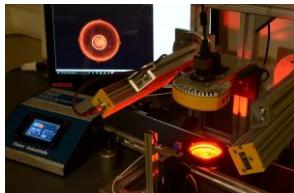
- *Paire torsadée*
- *Câble coaxial*
- *Fibre optique*
- *Ondes EM*
- *Bande-Passante*

- Données à transmettre



- *Synchronisation*
- *Débit*
- *Codage*



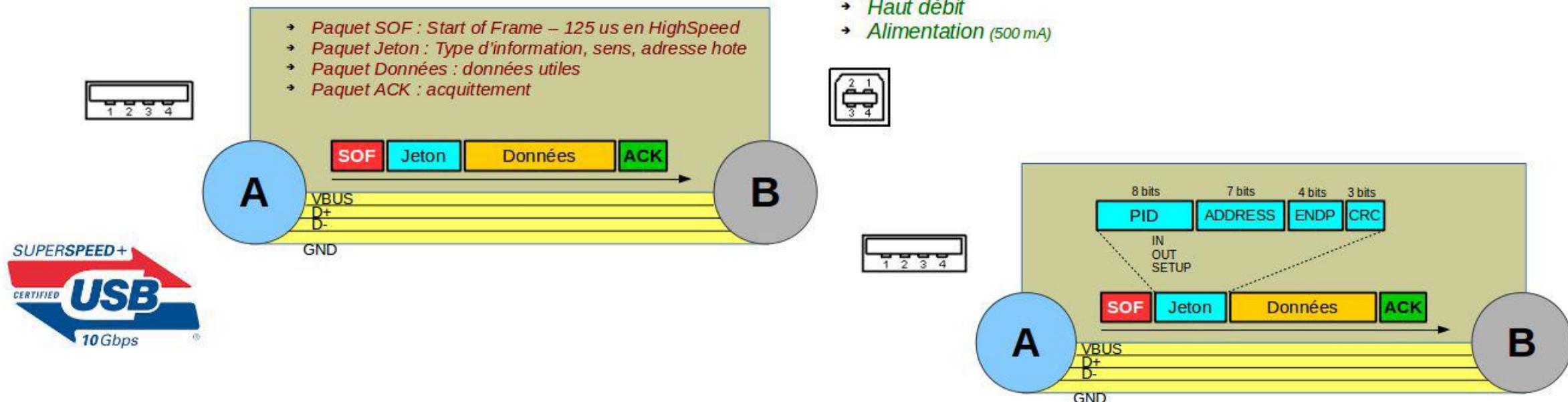


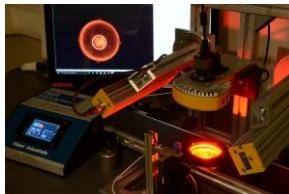
## Transmission numérique d'informations

- Protocole USB / Universal Serial Bus

- Bus / Série / Full Duplex / Asynchrone / Maitre-Esclave adressable
- Débit : < 5 Gbits/s – Distance : < 10 m

- Point à point
- Mise en oeuvre
- Haut débit
- Alimentation (500 mA)





# Systèmes embarqués / TP

## Transmission numérique d'informations

- **Protocole Ethernet**

- Paire Torsadée / Série / Full Duplex / Asynchrone
- Débit : < 1 Gbits/s – Distance : < 100 m
- Fonctionnement par adressage MAC

