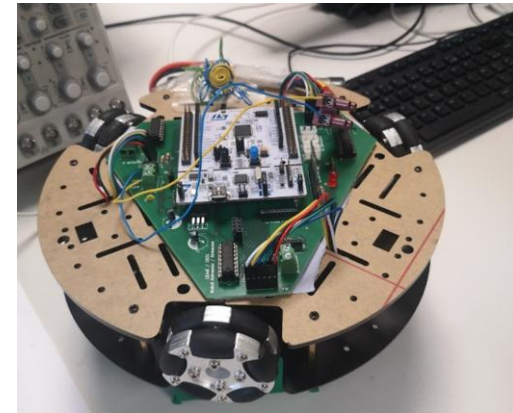
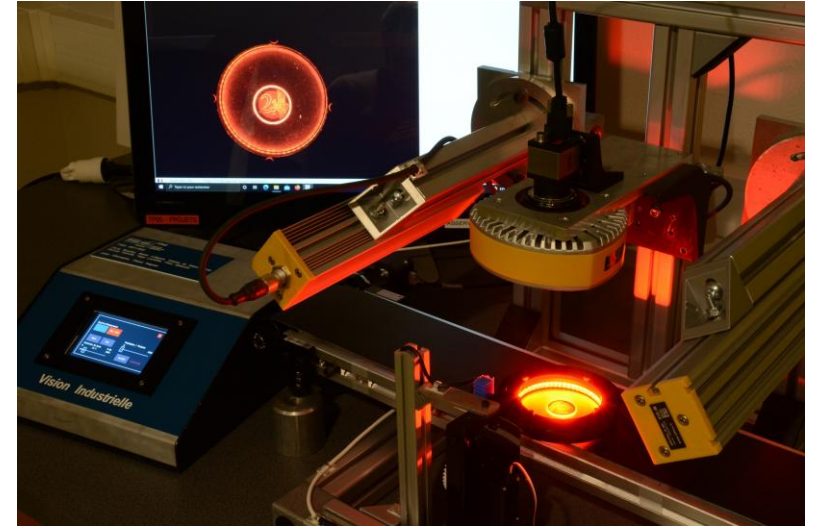
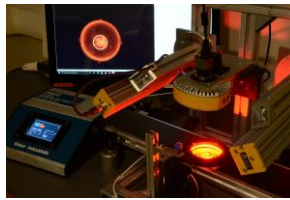


# Interfaçage Numérique

## Systèmes embarqués

Julien VILLEMEJANE

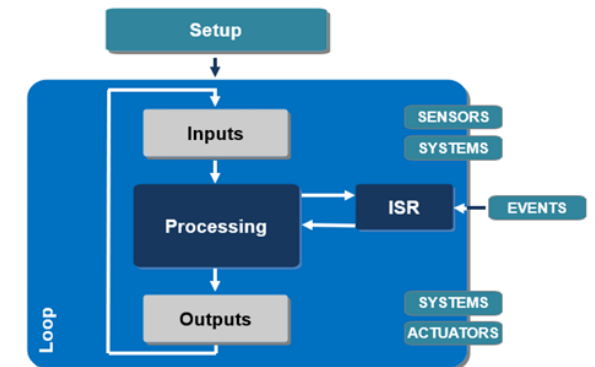
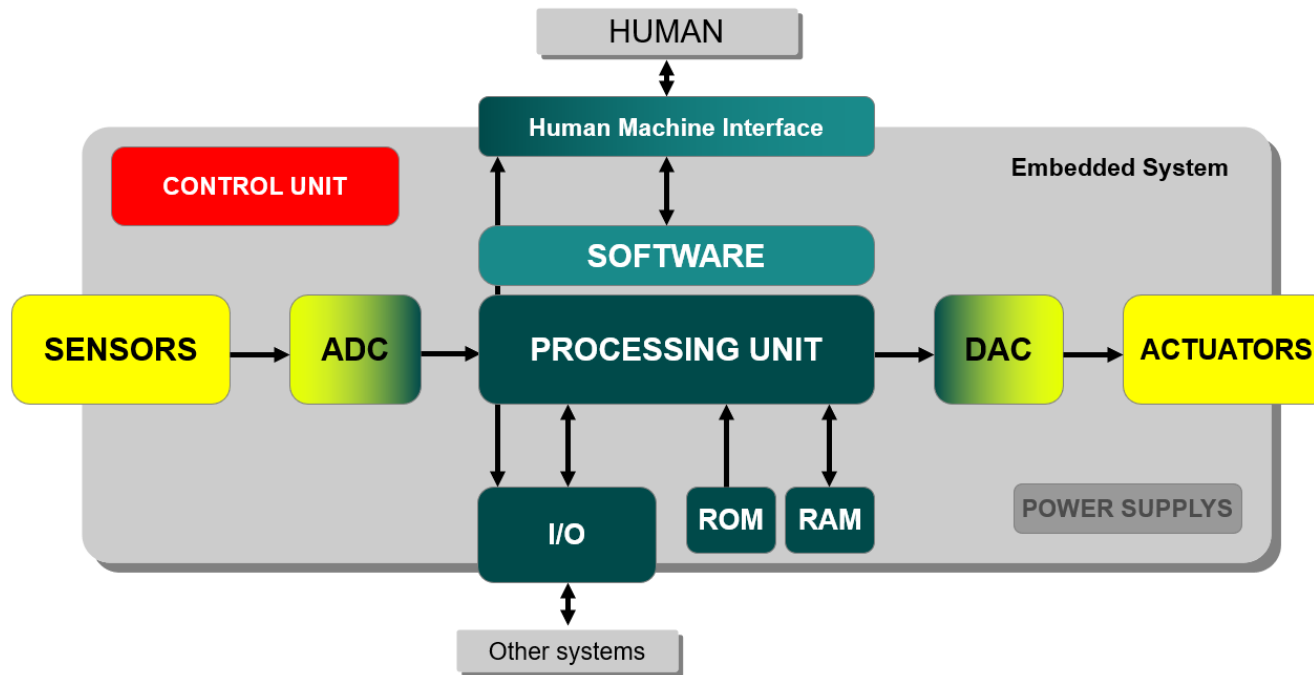
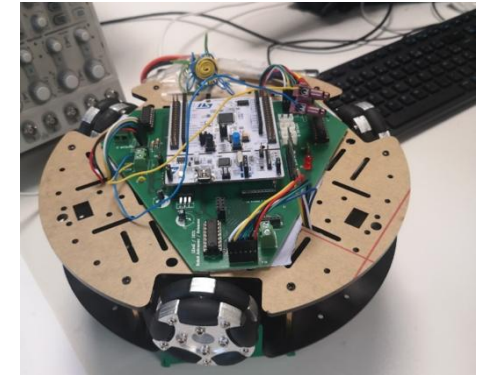


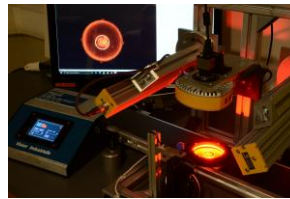


# Systèmes embarqués

## Spécificités d'un système embarqué

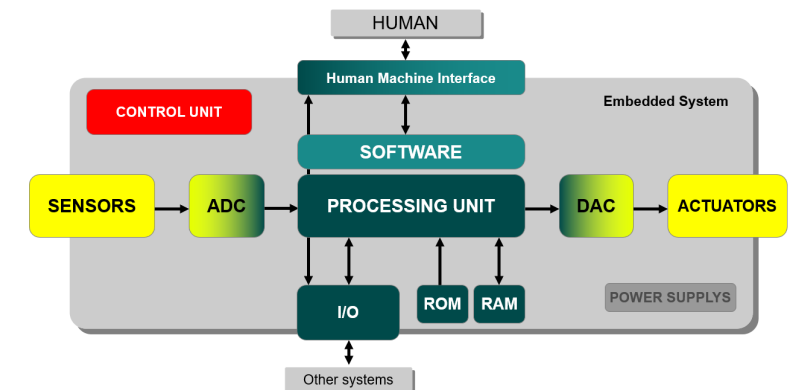
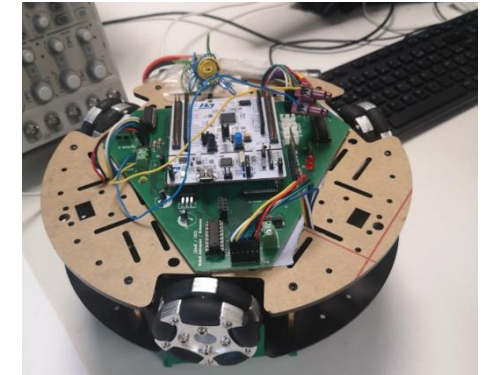
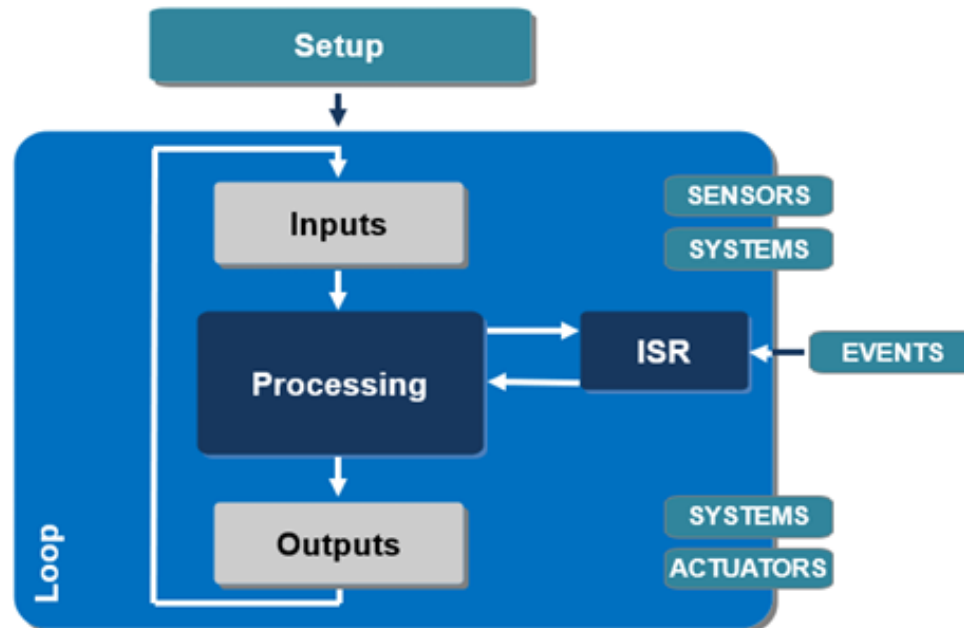
- regroupement d'un **système matériel** et d'un **logiciel**
- **architecture spécifique** / exécution d'un ensemble de tâches particulières
- réactif, autonome et en contact permanent avec son environnement

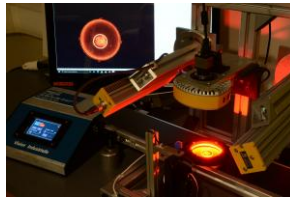




# Systèmes embarqués

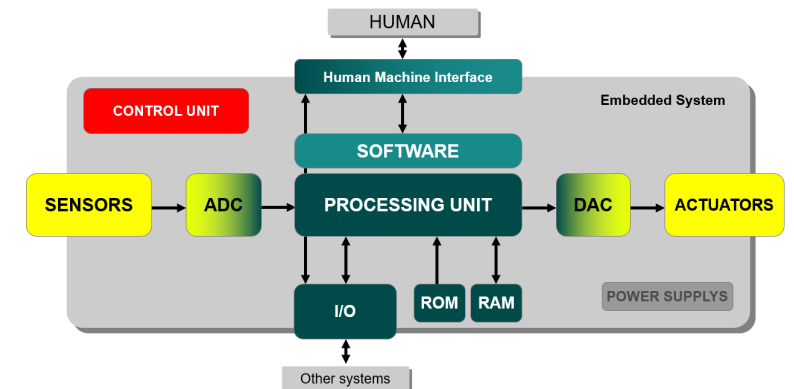
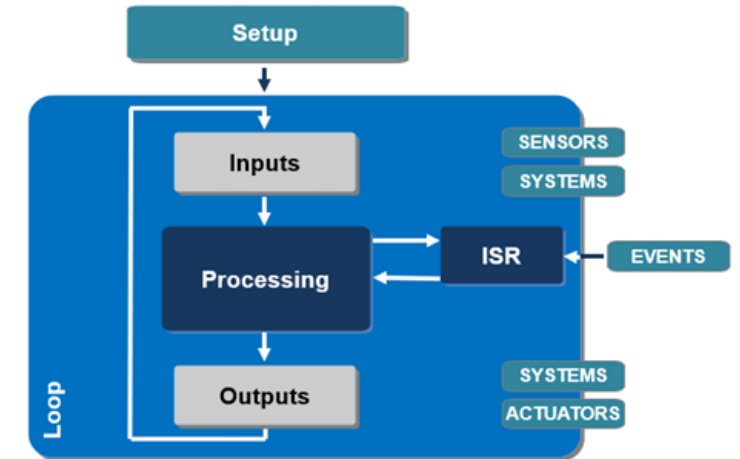
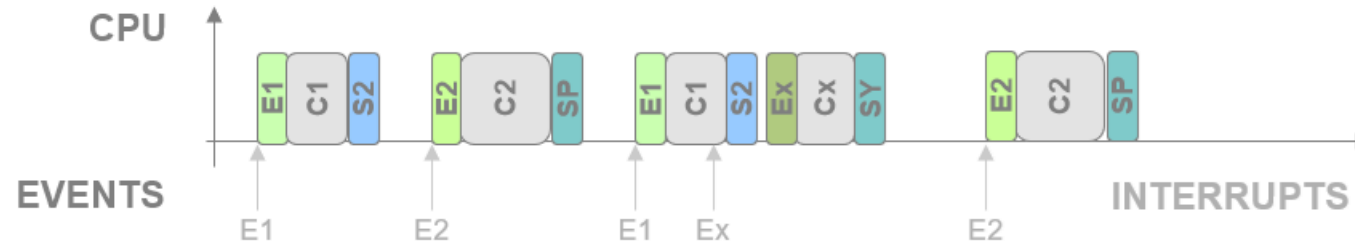
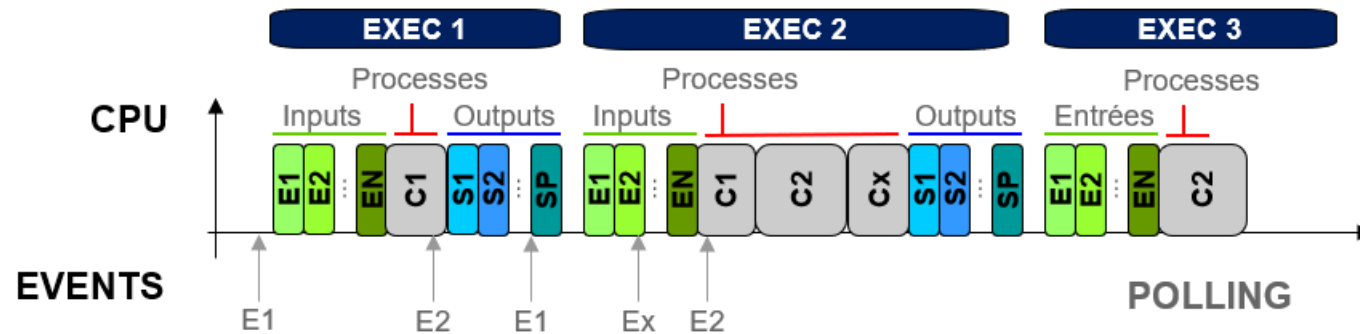
## Programmation d'un système embarqué

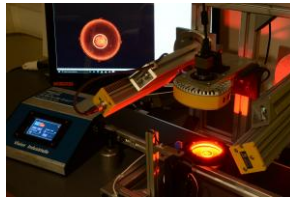




# Systemes embarqués

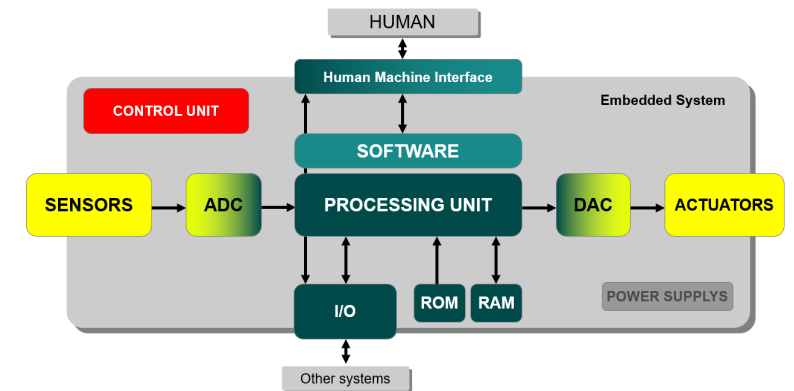
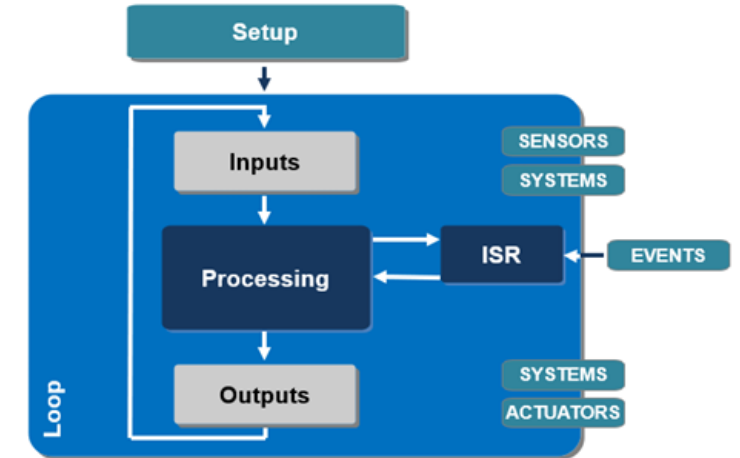
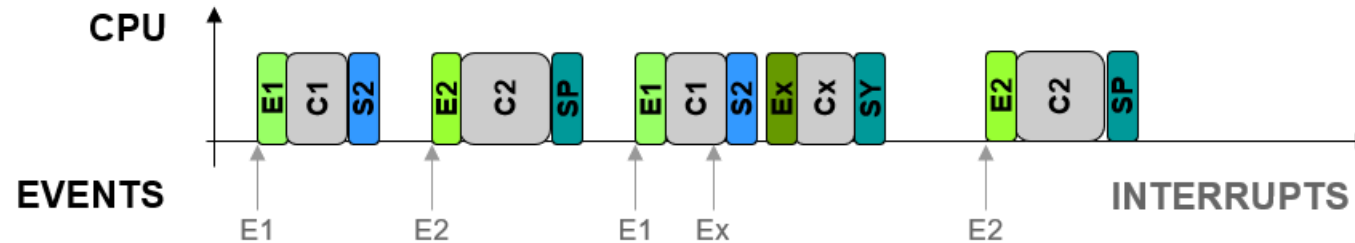
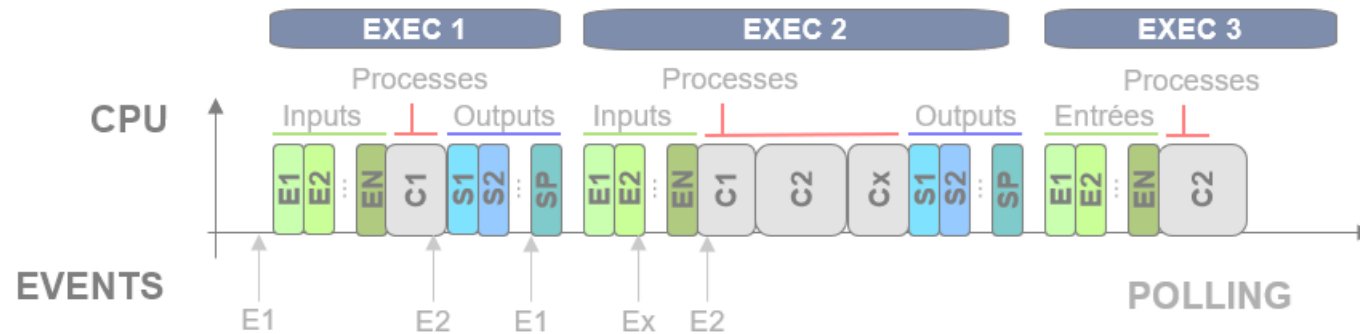
## Programmation d'un système embarqué



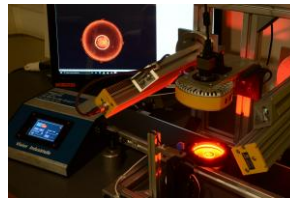


# Systemes embarqués

## Programmation d'un système embarqué







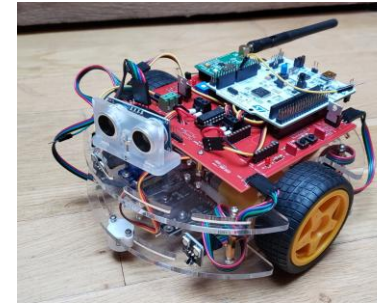
# Systèmes embarqués / TP

## Robot

STM Nucleo

Robotique

Communication

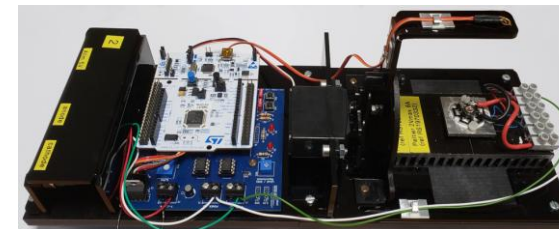


## Rayonnement de LEDs

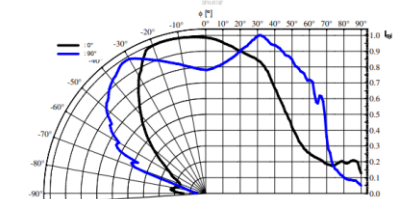
STM Nucleo

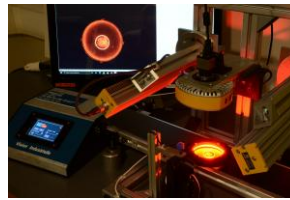
Protocole Série

LEDs Puissance



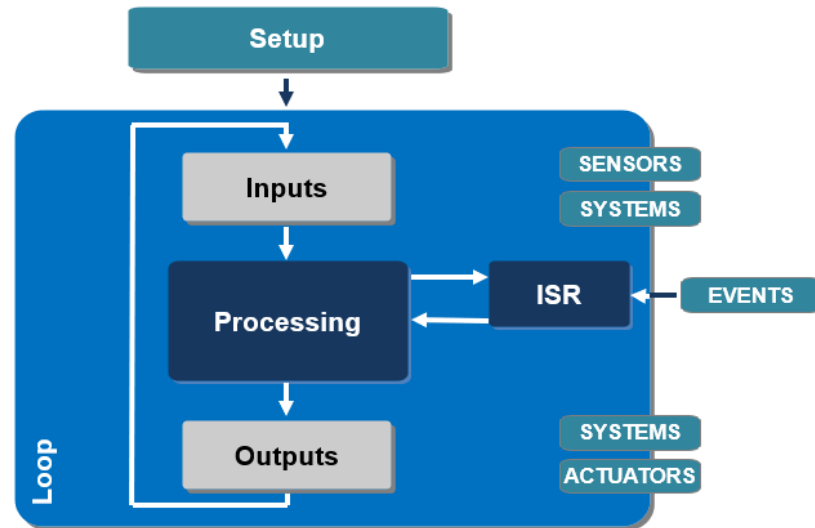
Radiation Characteristics 7). 8)  
 $I_{\text{rad}} = f(\varphi)$



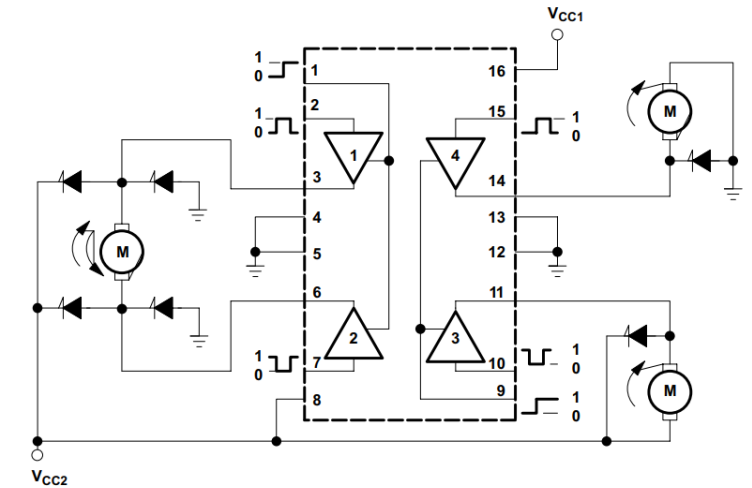


# Systèmes embarqués / TP

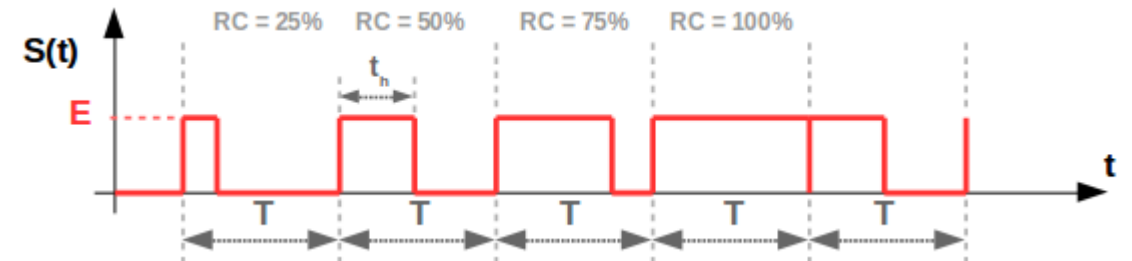
## Interactions avec l'environnement

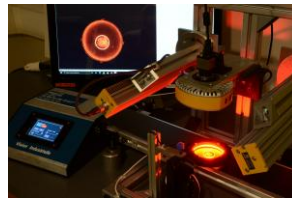


## Pilotage d'un moteur



## Principe de la modulation de largeur d'impulsions

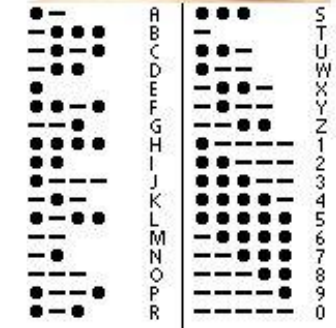




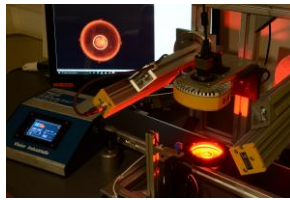
## Codage des informations

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







# Systèmes embarqués / TP

## Codage numérique des informations

### Nombres entiers

Base 2 = 2 symboles

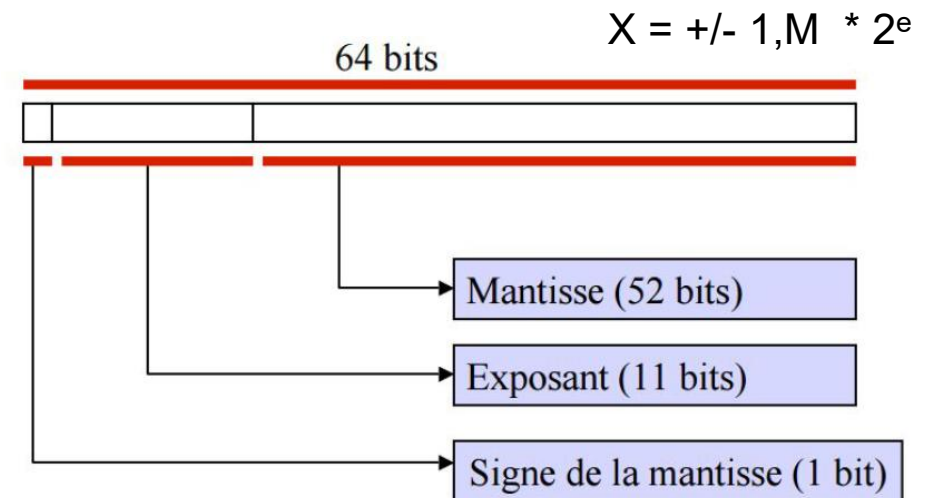
1001 =	1	+	0	+	0	+	1
	x		x		x		x
Rang	$2^3$		$2^2$		$2^1$		$2^0$
Puissance	3		2		1		0

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

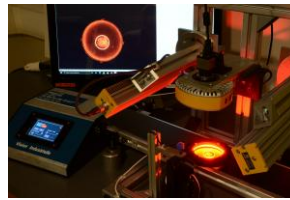
### Caractère ASCII

$$(0011\ 1001)_2 = \text{'9'}$$

### Nombres réels (IEEE754)

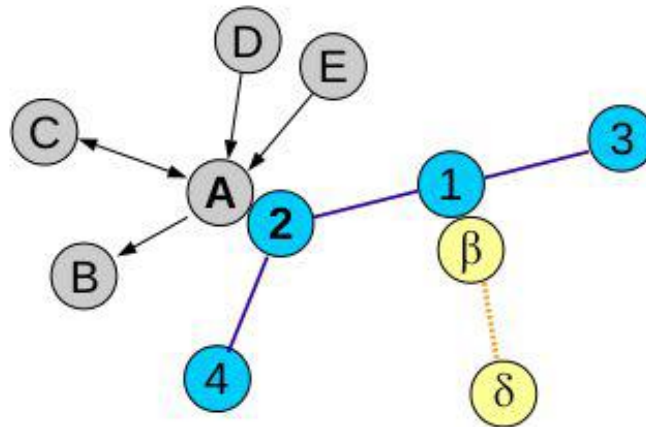


$$(0..0\ 0011\ 1001)_{754/64b} = 2.81617... \text{ E-322}$$



# Systèmes embarqués / TP

## Transmission numérique d'informations



Nécessité d'un support physique de communication

Nécessité de règles de discussion

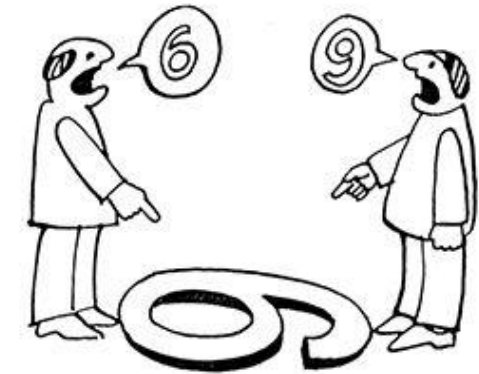
Nécessité d'interconnexions

**PASSERELLE**

**RÉSEAU**

**PROTOCOLE**

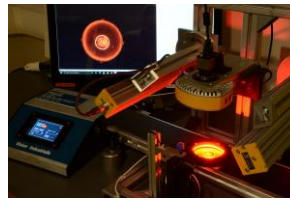
- Vitesse
- Direction
- Topologie
- Codage



coach-didier-vairac-pradel.fr

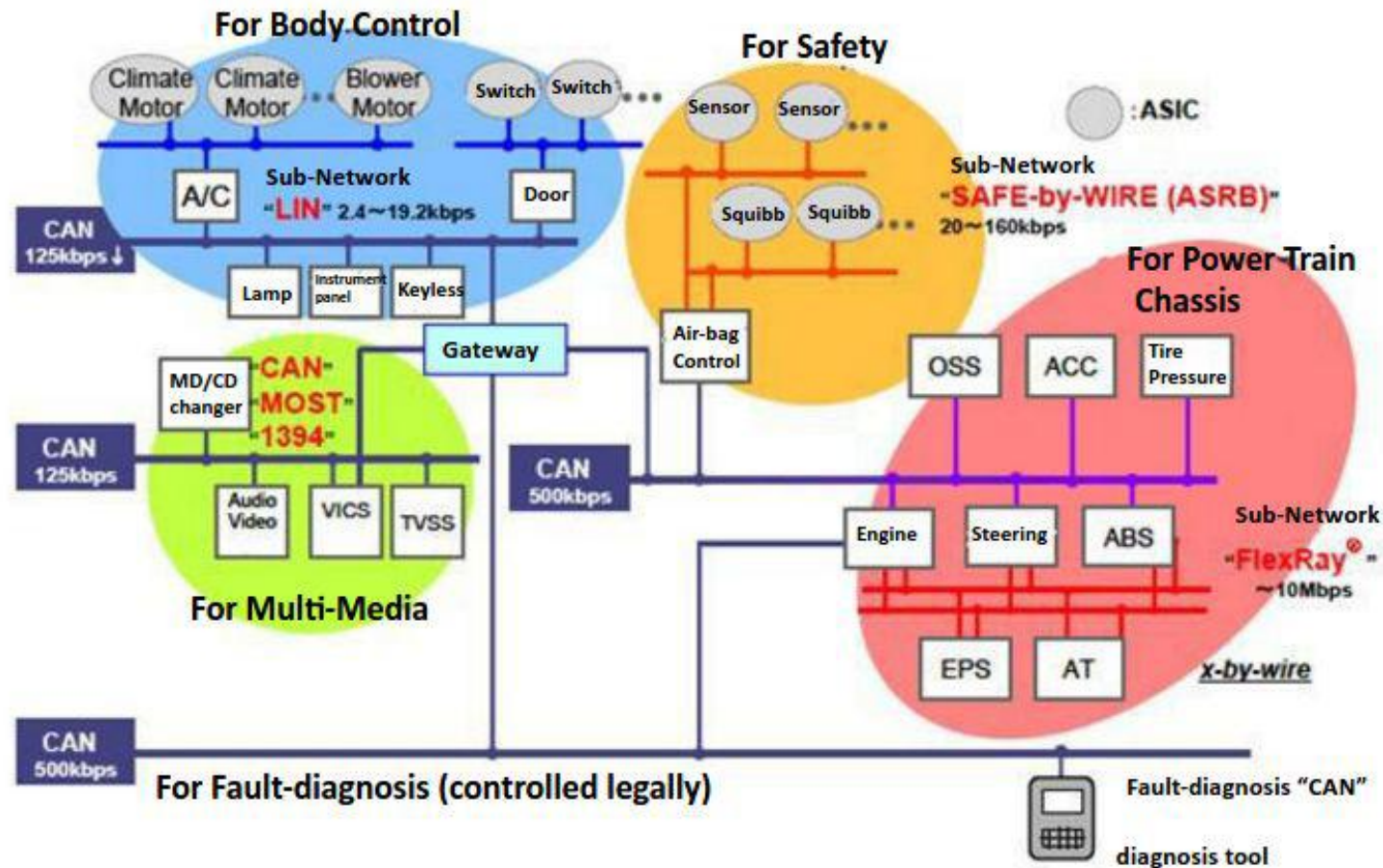


Dessinateur.biz

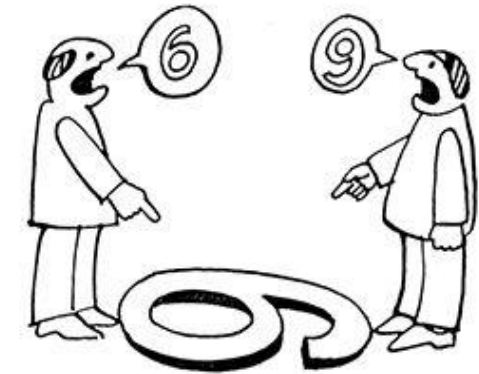


# Systèmes embarqués / TP

## Transmission numérique d'informations



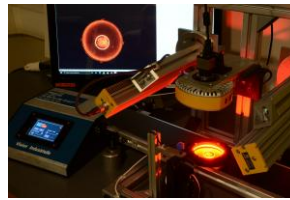
The source: Renesas Electronics Corporation (Japan)



coach-didier-vairac-pradel.fr



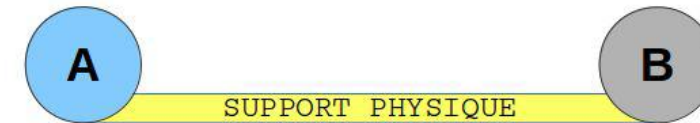
Dessinateur.biz



# Systèmes embarqués / TP

## Transmission numérique d'informations

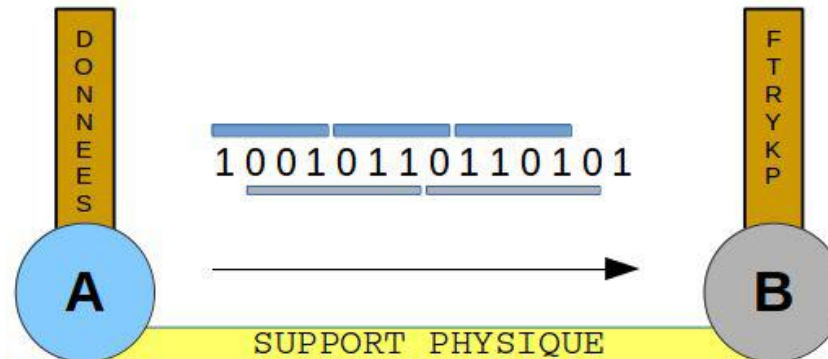
### • Transmission de bas niveau



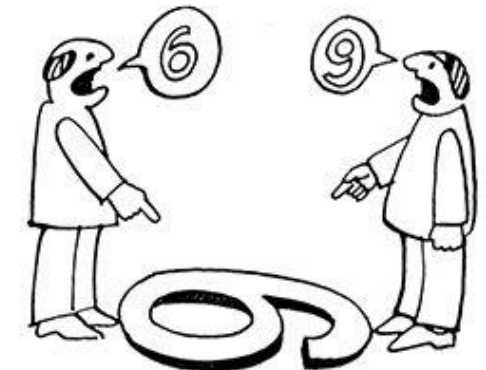
- Paire torsadée
- Câble coaxial
- Fibre optique
- Ondes EM

→ Bande-Passante

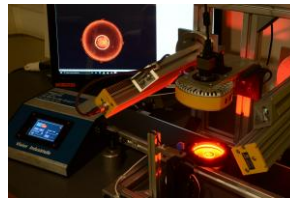
### • Données à transmettre



- Synchronisation
- Débit
- Codage





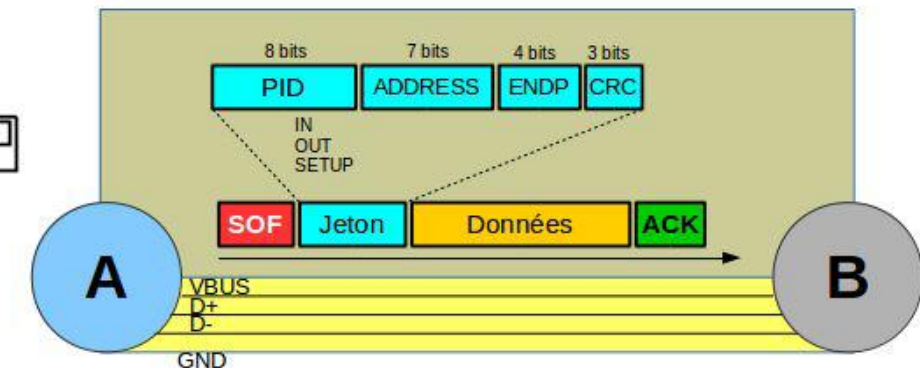
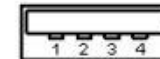
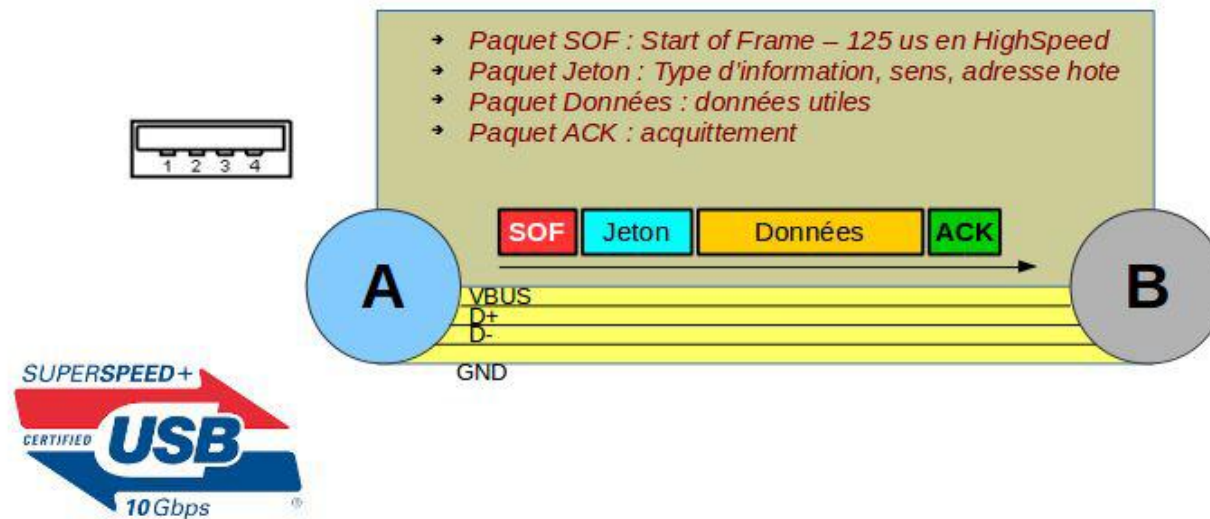


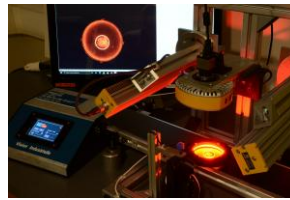
## Transmission numérique d'informations

### • Protocole USB / Universal Serial Bus

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

- Point à point
- Mise en œuvre
- 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*

