



# ARM Microcontroller Based Programming

## Lecture 1

### Introduction to ARM Processor

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## History



### 1990

ARM was formed in 1990 as Advanced RISC Machines Ltd., a joint venture of Apple Computer, Acorn Computer Group, and VLSI Technology.

### 1991

ARM introduced the ARM6 processor family to meet Apple requirement for its product “Personal Digital Assistant” called Newton.

Unfortunately, the Newton was not a great success and so **Robin Saxby**, ARM’s CEO, decided to grow the business by pursuing what we now call intellectual property “IP” business model.

The ARM processor was licensed to many semiconductor companies for an upfront license fee and then royalties on production silicon. This effectively incentivized ARM to help its partner get to high volume shipments as quickly as possible.

## History



### 1993

**Nokia** approached **TI** to produce a chipset for an upcoming GSM mobile phone and TI proposed an ARM7 based system to meet Nokia's performance and power requirements. Unfortunately Nokia rejected the proposal !

ARM came up with a radical idea to create a subset of the ARM instruction set that required just 16 bits per instruction. This improved the code density by about 35% and brought the memory footprint down to a size comparable with 16 bit microcontrollers.

The first ARM-powered GSM phone was the hugely popular **Nokia6110** and the **ARM7TDMI**.



## History



### 1997

ARM had grown to become a £27m business with a net income of £3m !  
ARM then decided to build software-based systems on a single chip, the so-called system-on-chip, or SoC.

### 2001

ARM9 was announced. It was fully synthesizable with a 5 stage pipeline and a proper MMU, as well as hardware support for Java acceleration and some DSP extension.

### 2002

ARM11 families had extended the capability of the ARM architecture in the direction of higher performance with the introduction of multi-processing, SIMD multimedia instructions, DSP capability, Java acceleration etc

## History

**2005**

The ARM Cortex ... !

**ARM<sup>®</sup>CORTEX<sup>®</sup>**  
Processor Technology

### Cortex - A

Application Processors  
for full OS and Open  
Application Platforms



### Cortex - R

Embedded Processors  
for real time signal  
processing and control  
applications

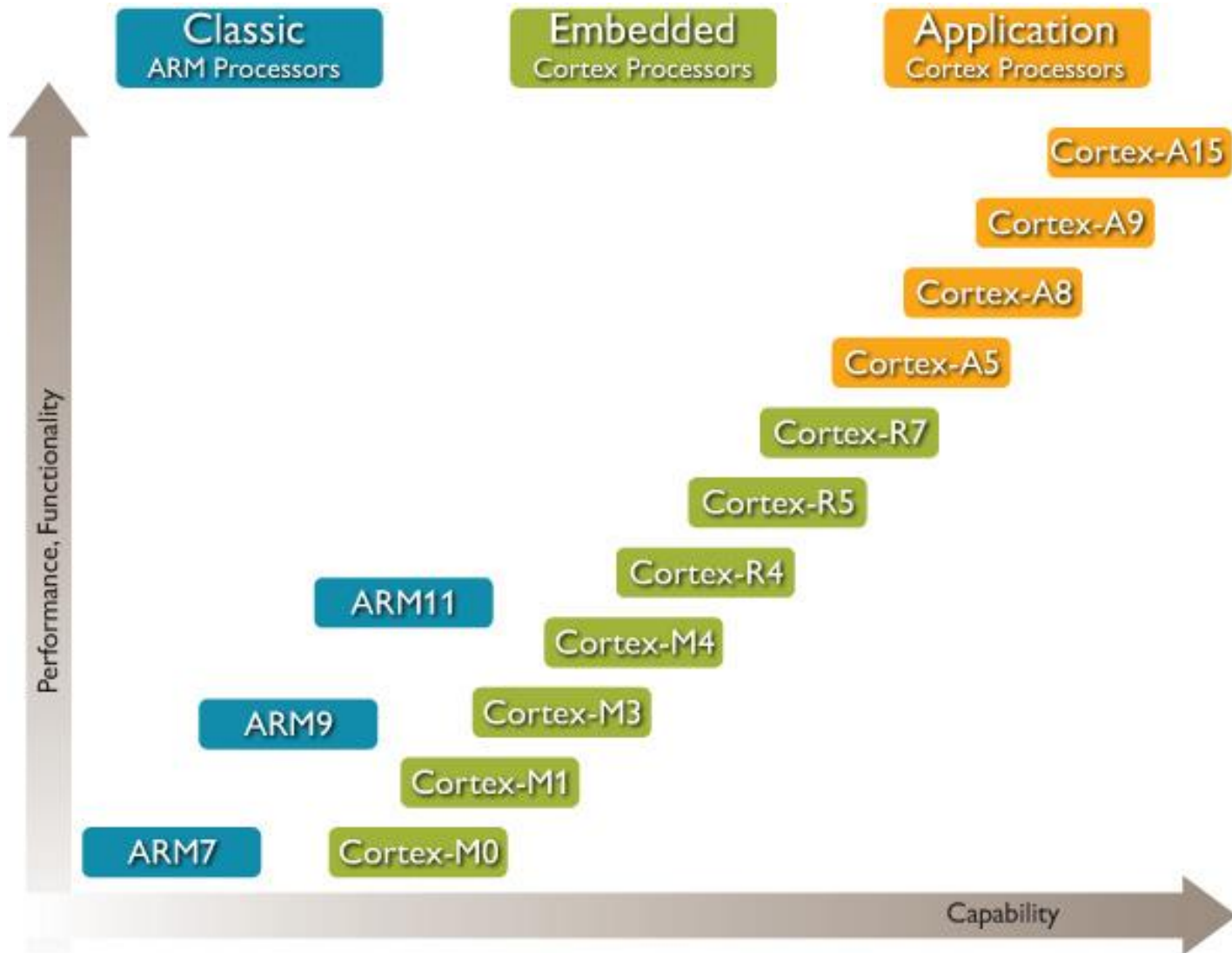


### Cortex - M

Microcontroller  
Oriented Processors



# ARM Processor Roadmap

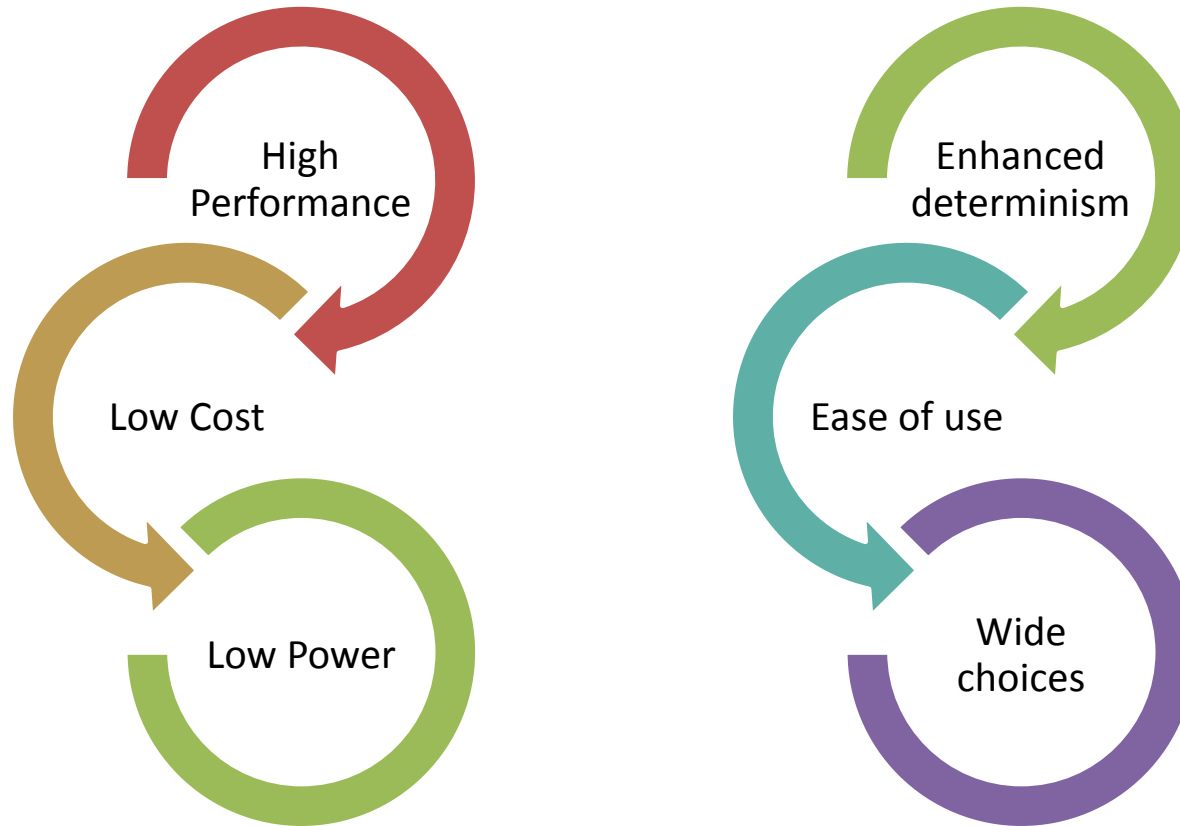




# ARM Silicon Partners

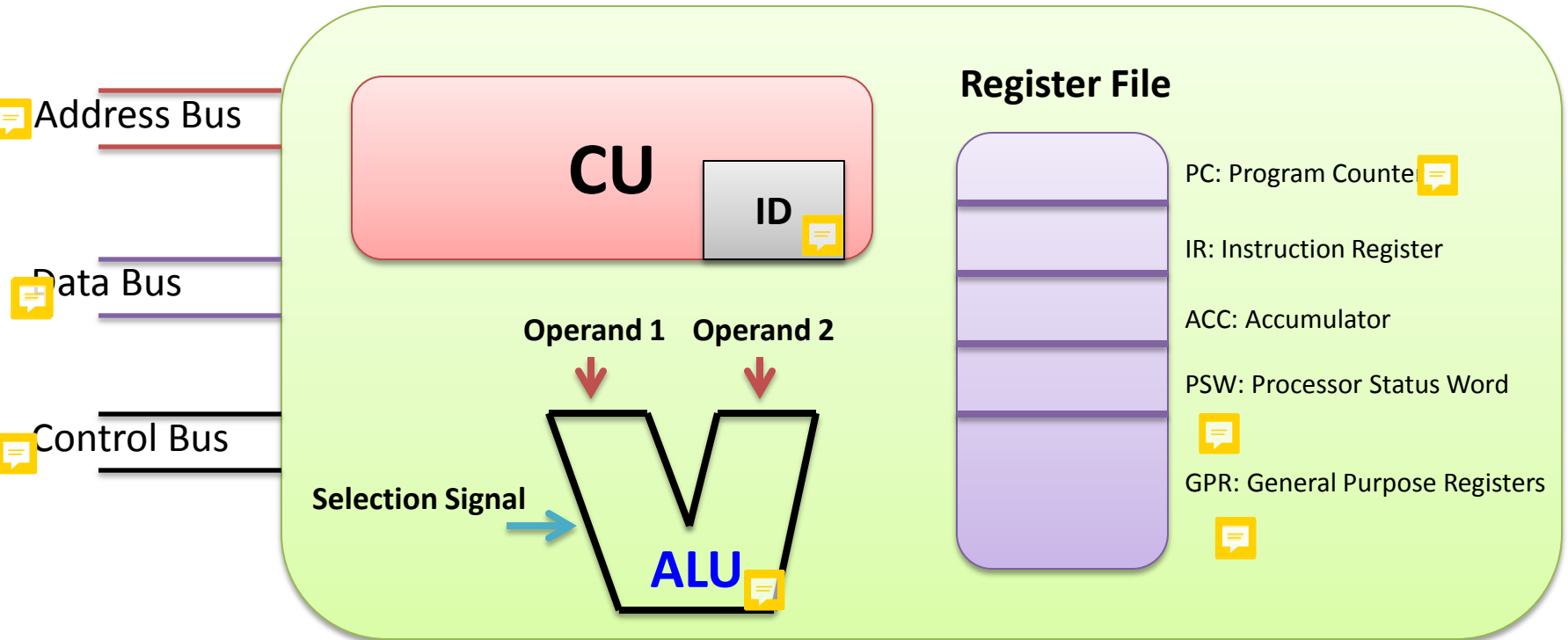


## ARM Major Characteristics





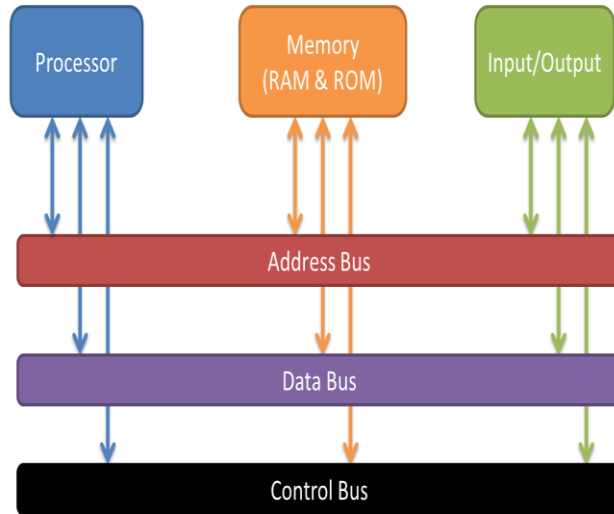
# General Processor Architecture



CU : Control Unit  
ID : Instruction Decoder  
ALU: Arithmetic Logic Unit

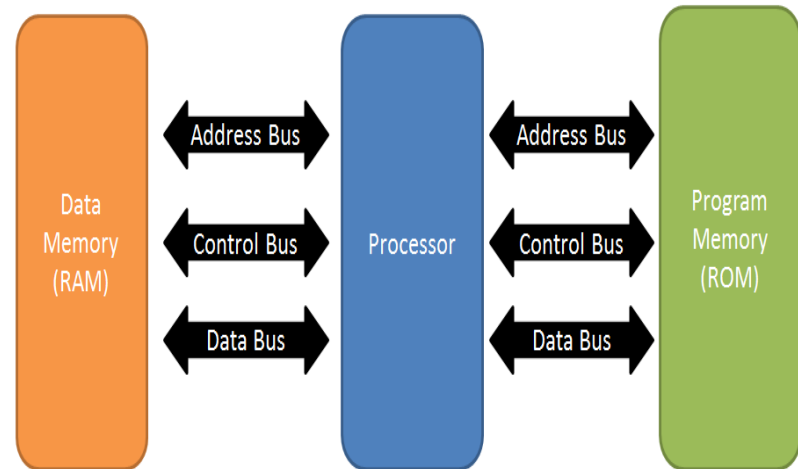
# Von Numann Vs Harvard Architecture

1- Von Numann



- Simple in Design
- The code is executed serially

2- Harvard Architecture



- Complex in design
- The code is executed in parallel

# Bus Architecture

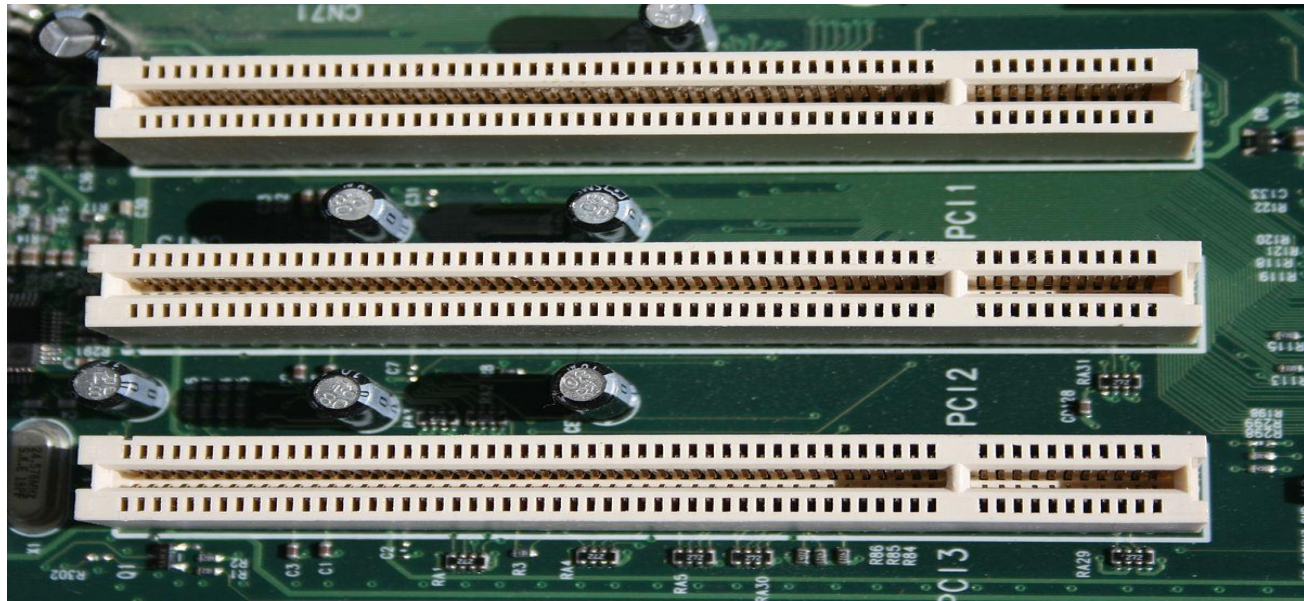
## Note: *Bus Definition*

**Bus** is not just a group of wires, a bus is a communication system that transfers data between components inside the processor, or between processor and peripherals. This expression covers all related *hardware components* (wire, optical fiber, etc.) and *software*, including *communication protocols*.

## Example:

### PCI Bus

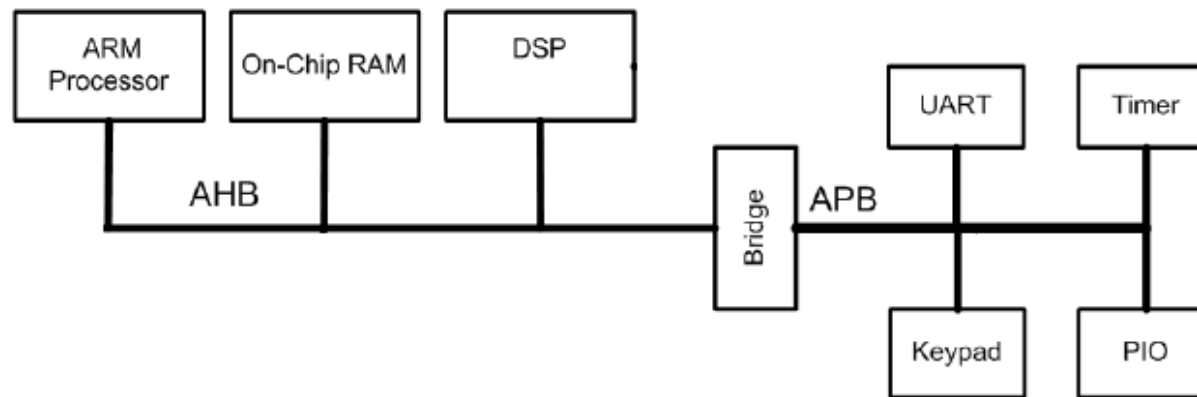
*Peripheral  
Component  
Interconnect*



## AMBA Bus

### *Advanced Microcontroller Bus Architecture*

Open standard, on-chip interconnect specification for the connection and management of functional blocks in system-on-a-chip (SoC) designs. It was introduced by ARM in 1996 and currently it includes some protocols that considered as *de facto standard* for embedded processors because they are well documented and can be used without royalties.



## AHB VS APB

### AHB

stands for *Advanced High Performance Bus*

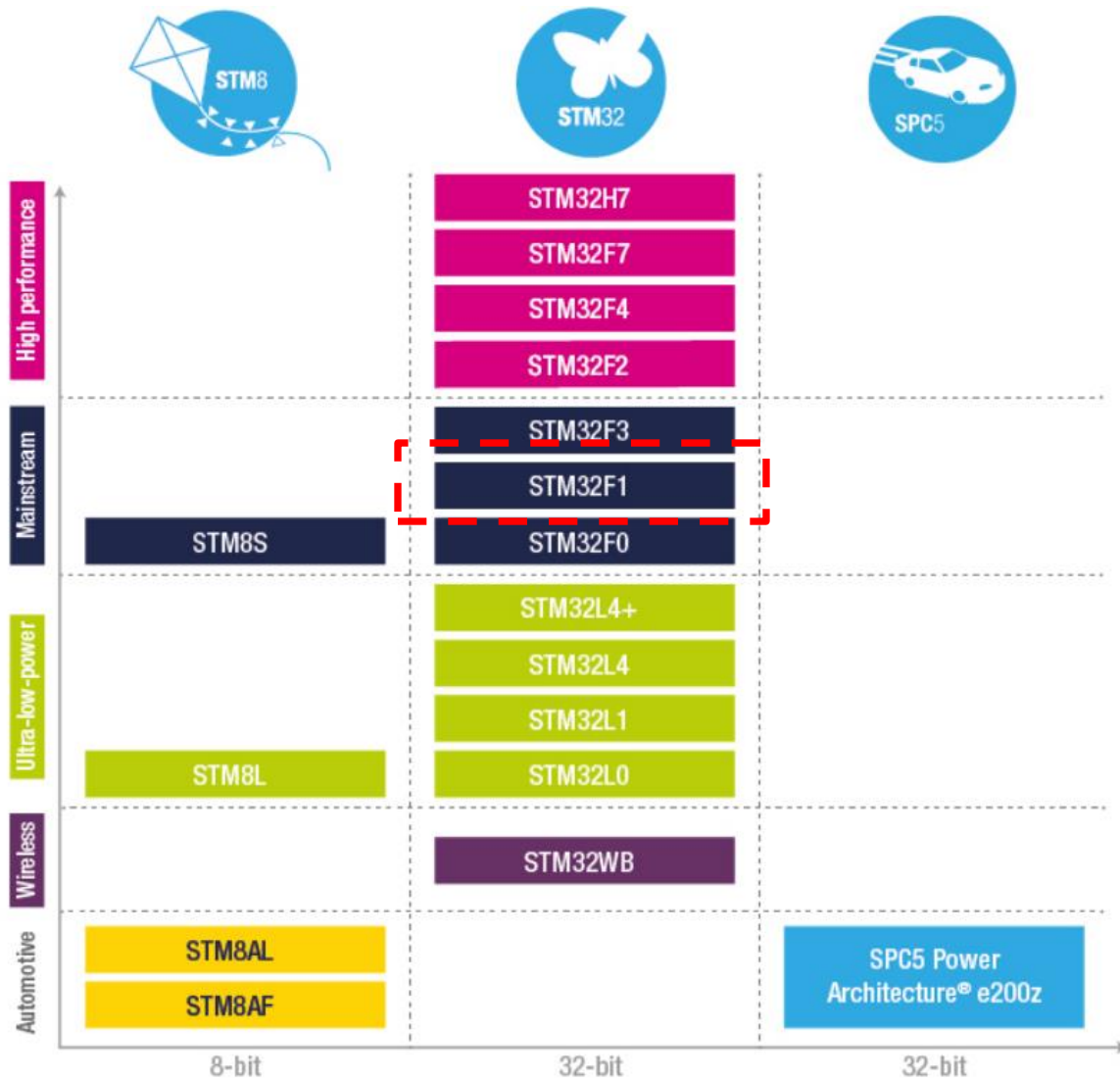
- High Performance
- Full Duplex
- Support Pipelining
- MultiMaster operation
- Complex in design

### APB

stands for *Advanced Peripheral Bus*

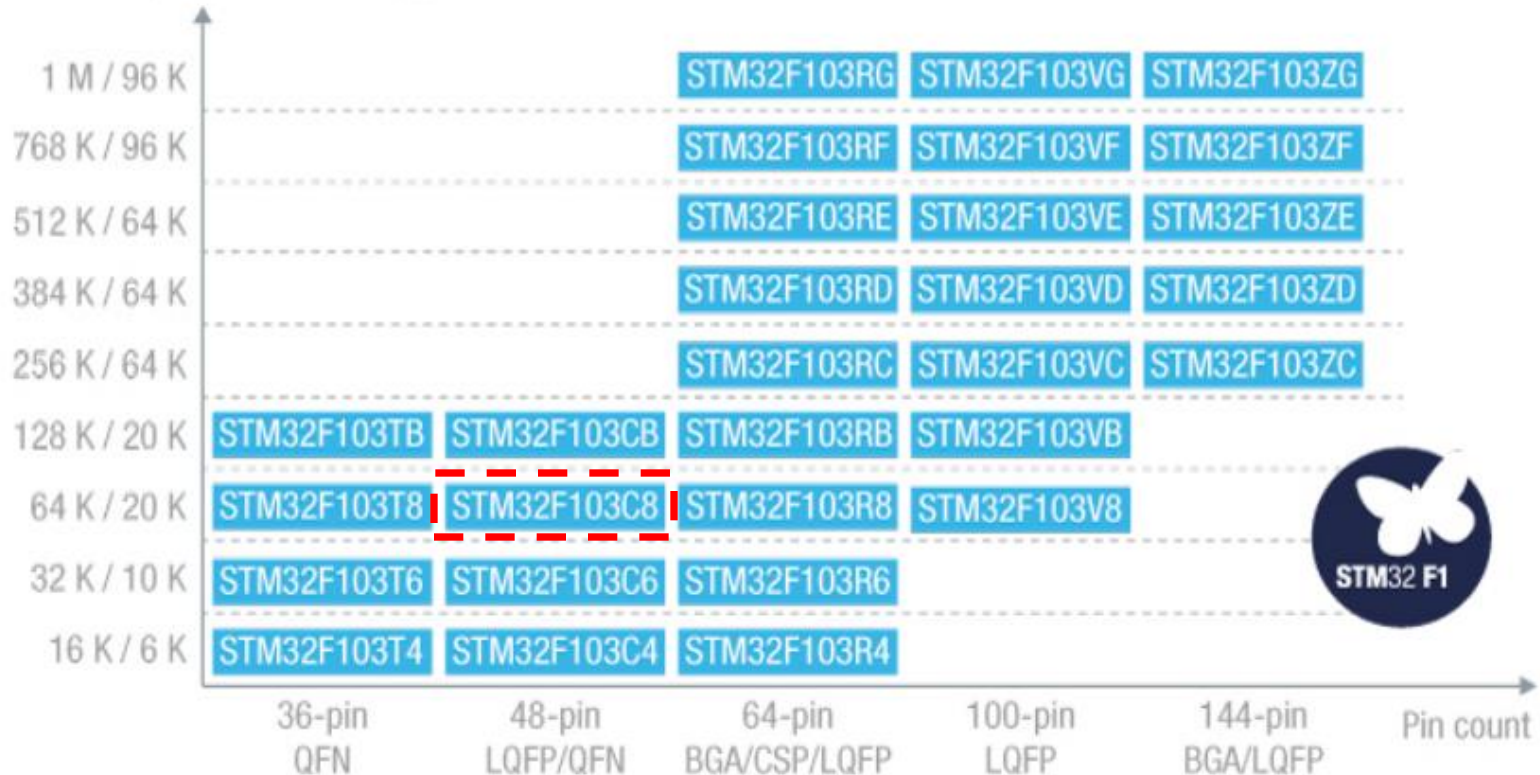
- Low Power
- No Pipelining
- Simple in design
- Used for connecting peripherals

# ST Product Lines



# STM32F103 Family

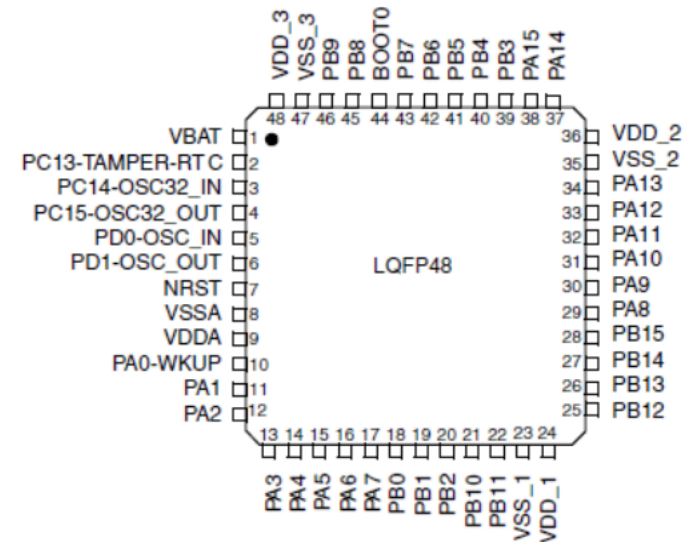
Flash memory size / RAM size (bytes)





# STM32F103C8 Specifications

Core	ARM Cortex-M3
Max Operating Frequency	72 MHz
Flash Memory Size	64 KB
RAM Size	20 KB
Timers	4 x 16 Bit Timers 2 x WDT 24-Bit Down Counter RTC
ADC Converter	10 x 12 Bit Channels
GPIO	32 High Current
I2C Bus	2 Channels
SPI Bus	2 Channels
USART Bus	3 Channels
CAN Bus	1 Channel
Operating Voltage	2 to 3.6 Voltage
Operating Temperature	- 40 to 105 Degree C

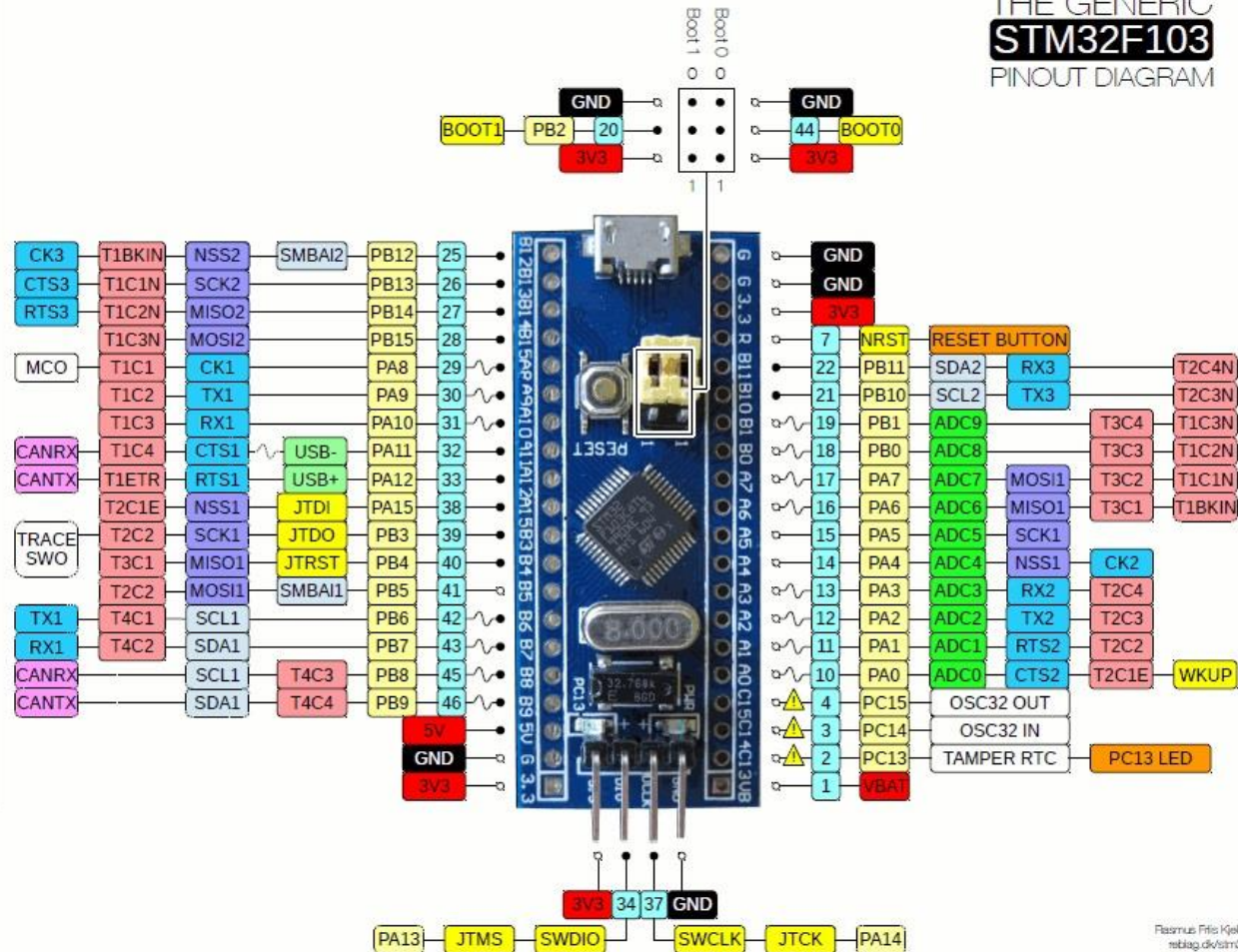


# Development Kit

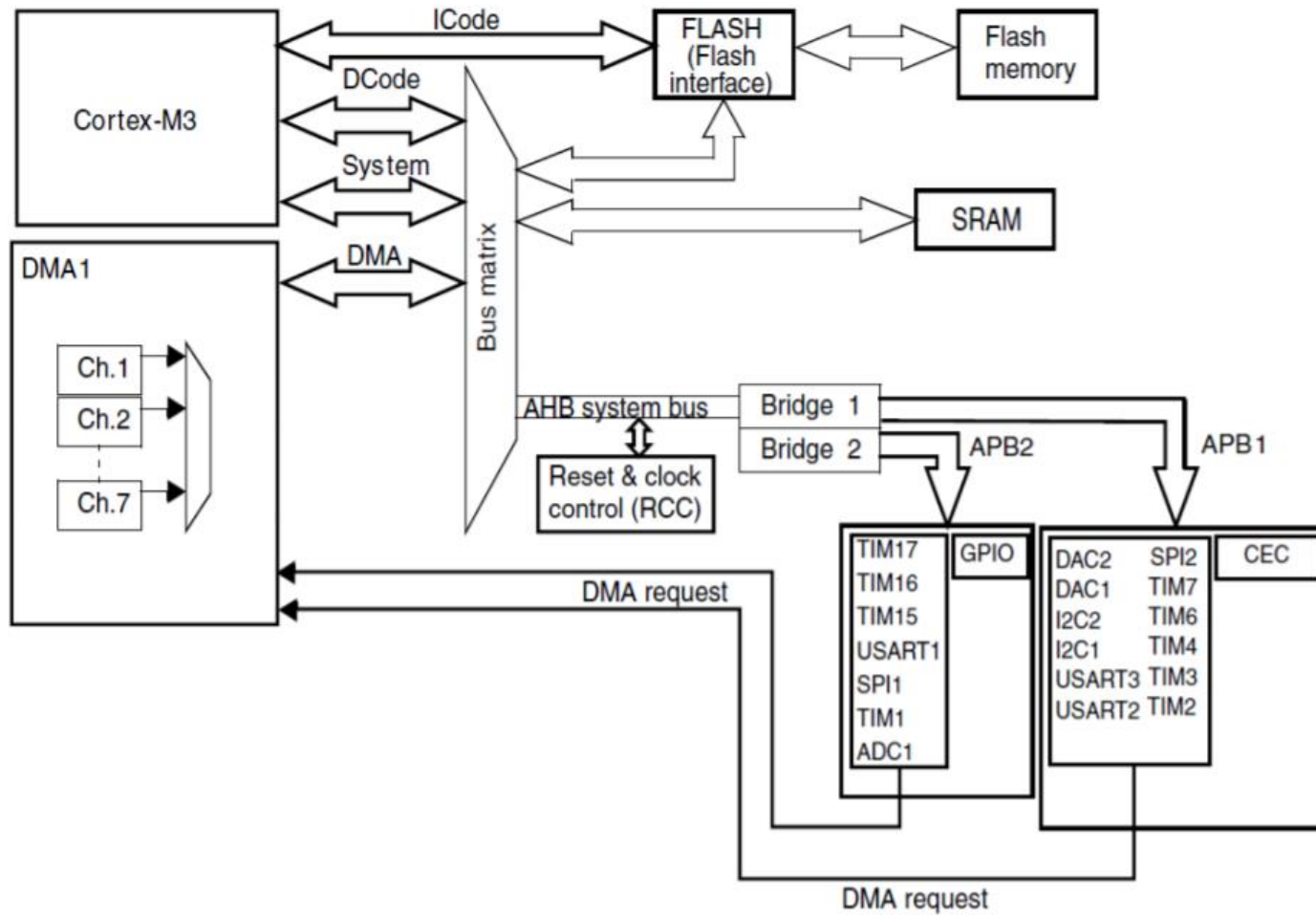
## LEGEND

POWER
GROUND
PHYSICAL PIN
PIN NAME
CONTROL
ANALOG
TIMER & CHANNEL
USART
SPI
I2C
CAN BUS
USB
MISC
BOARD HARDWARE
5V tolerant
Not 5V tolerant
PWM pin
Alternate function
PC13, PC14, PC15: Sink max 3mA, source 0mA, max 2mhz, max 30pF
Absolute MAX 150mA total source/sink for entire CPU
Max ±20mA per pin, ±8mA recommended

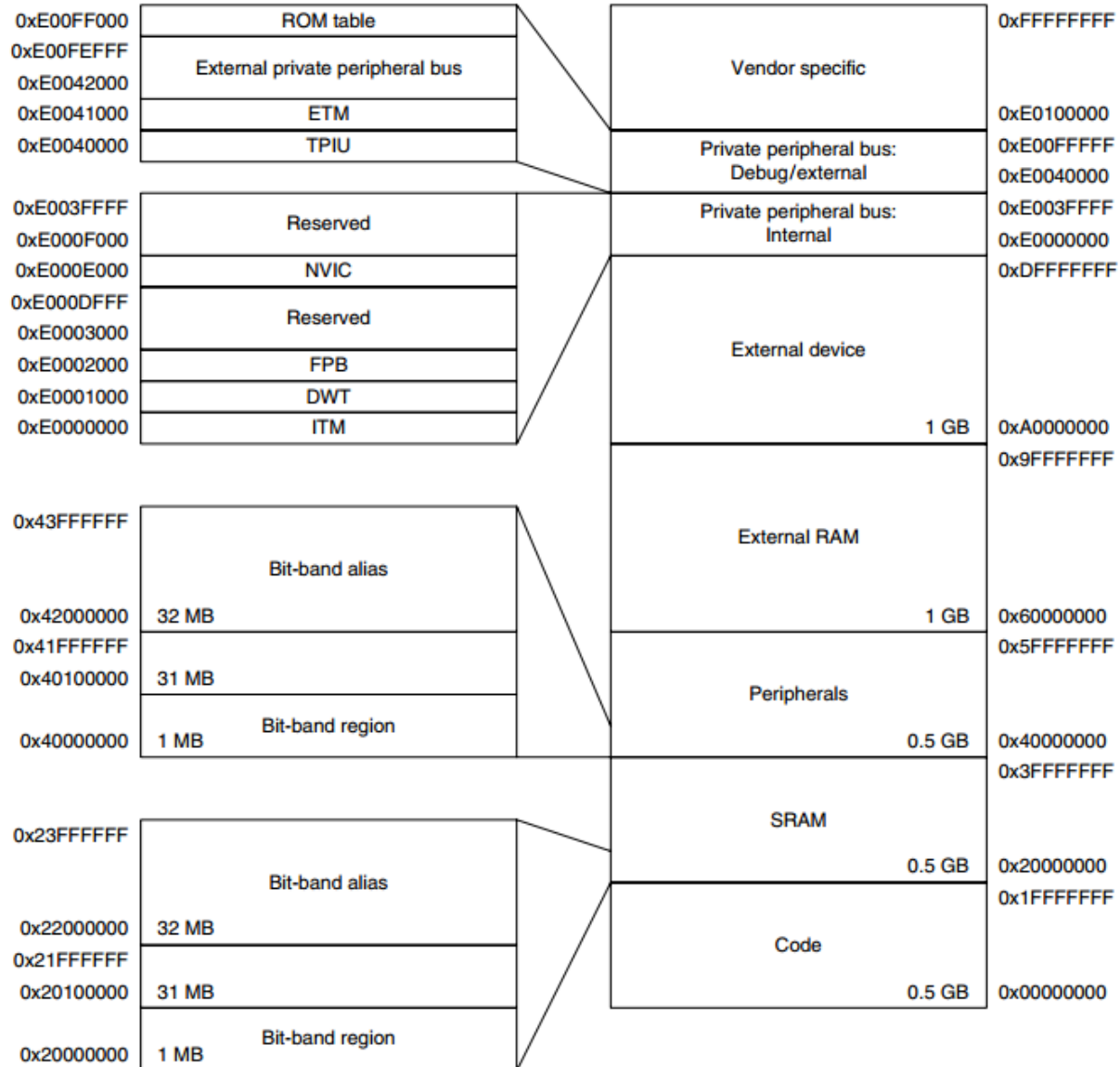
## THE GENERIC STM32F103 PINOUT DIAGRAM



# Processor Architecture



# Memory Map



## Bus Connections

Boundary address	Peripheral	Bus
0x4002 3000 - 0x4002 33FF	CRC	AHB
0x4002 2400 - 0x4002 2FFF	Reserved	
0x4002 2000 - 0x4002 23FF	Flash memory interface	
0x4002 1400 - 0x4002 1FFF	Reserved	
0x4002 1000 - 0x4002 13FF	Reset and clock control RCC	
0x4002 0400 - 0x4002 0FFF	Reserved	
0x4002 0000 - 0x4002 03FF	DMA1	
0x4001 4C00 - 0x4001 FFFF	Reserved	APB2
0x4001 4800 - 0x4001 4BFF	TIM17 timer	
0x4001 4400 - 0x4001 47FF	TIM16 timer	
0x4001 4000 - 0x4001 43FF	TIM15 timer	
0x4001 3C00 - 0x4001 3FFF	Reserved	
0x4001 3800 - 0x4001 3BFF	USART1	
0x4001 3400 - 0x4001 37FF	Reserved	
0x4001 3000 - 0x4001 33FF	SPI1	
0x4001 2C00 - 0x4001 2FFF	TIM1 timer	
0x4001 2800 - 0x4001 2BFF	Reserved	
0x4001 2400 - 0x4001 27FF	ADC1	
0x4001 1C00 - 0x4001 23FF	Reserved	
0x4001 1800 - 0x4001 1BFF	GPIO Port E	
0x4001 1400 - 0x4001 17FF	GPIO Port D	
0x4001 1000 - 0x4001 13FF	GPIO Port C	
0x4001 0C00 - 0x4001 0FFF	GPIO Port B	
0x4001 0800 - 0x4001 0BFF	GPIO Port A	
0x4001 0400 - 0x4001 07FF	EXTI	
0x4001 0000 - 0x4001 03FF	AFIO	

Boundary address	Peripheral	Bus
0x4000 7C00 - 0x4000 FFFF	Reserved	APB1
0x4000 7800 - 0x4000 7BFF	CEC	
0x4000 7400 - 0x4000 77FF	DAC	
0x4000 7000 - 0x4000 73FF	Power control PWR	
0x4000 6C00 - 0x4000 6FFF	Backup registers (BKP)	
0x4000 5C00 - 0x4000 6BFF	Reserved	
0x4000 5800 - 0x4000 5BFF	I2C2	
0x4000 5400 - 0x4000 57FF	I2C1	
0x4000 4C00 - 0x4000 53FF	Reserved	
0x4000 4800 - 0x4000 4BFF	USART3	
0x4000 4400 - 0x4000 47FF	USART2	
0x4000 3C00 - 0x4000 3FFF	Reserved	
0x4000 3800 - 0x4000 3BFF	SPI2	
0x4000 3400 - 0x4000 37FF	Reserved	
0x4000 3000 - 0x4000 33FF	Independent watchdog (IWDG)	
0x4000 2C00 - 0x4000 2FFF	Window watchdog (WWDG)	
0x4000 2800 - 0x4000 2BFF	RTC	
0x4000 1800 - 0x4000 27FF	Reserved	
0x4000 1400 - 0x4000 17FF	TIM7 timer	
0x4000 1000 - 0x4000 13FF	TIM6 timer	
0x4000 0C00 - 0x4000 0FFF	Reserved	
0x4000 0800 - 0x4000 0BFF	TIM4 timer	
0x4000 0400 - 0x4000 07FF	TIM3 timer	
0x4000 0000 - 0x4000 03FF	TIM2 timer	



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