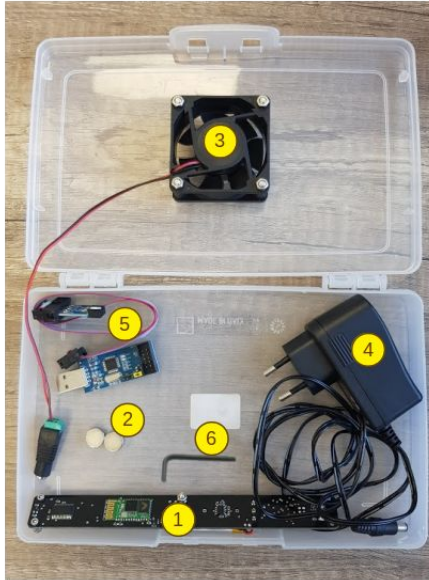


Embedded Systems

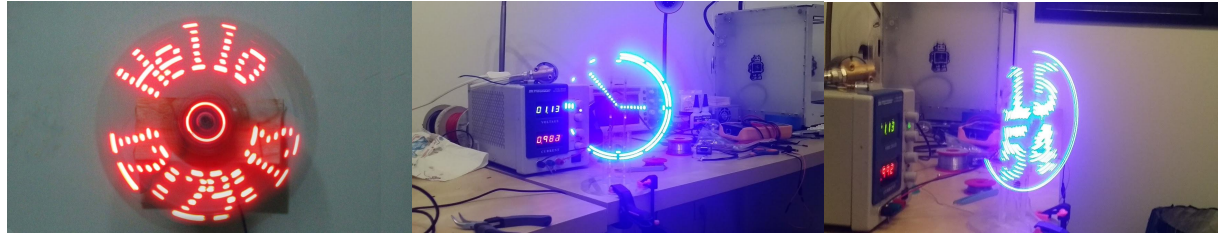
Clock project

Jean-Baptiste Cognet
Marc Duclusaud
Amine Karbab
Marion Othéguy

Project's presentation



Goals :



Main loop :

Resolution = 240

global_time \leftarrow 0

cycle_duration \leftarrow 2500

while 1 **do**

leds \leftarrow *compute_leds(global_time)*

pos $\leftarrow \frac{\textit{Resolution} \times \textit{TCNT1}}{\textit{cycle_duration}}$

display_leds()

end while

//Hall sensor interrupt

if *HALL* **then**

cycle_duration \leftarrow *TCNT1*

TCNT1 \leftarrow 0

global_time \leftarrow *global_time* + *cycle_duration*

end if

Needle Clock

Hours / Seconds / Minutes: computed from *global_time*

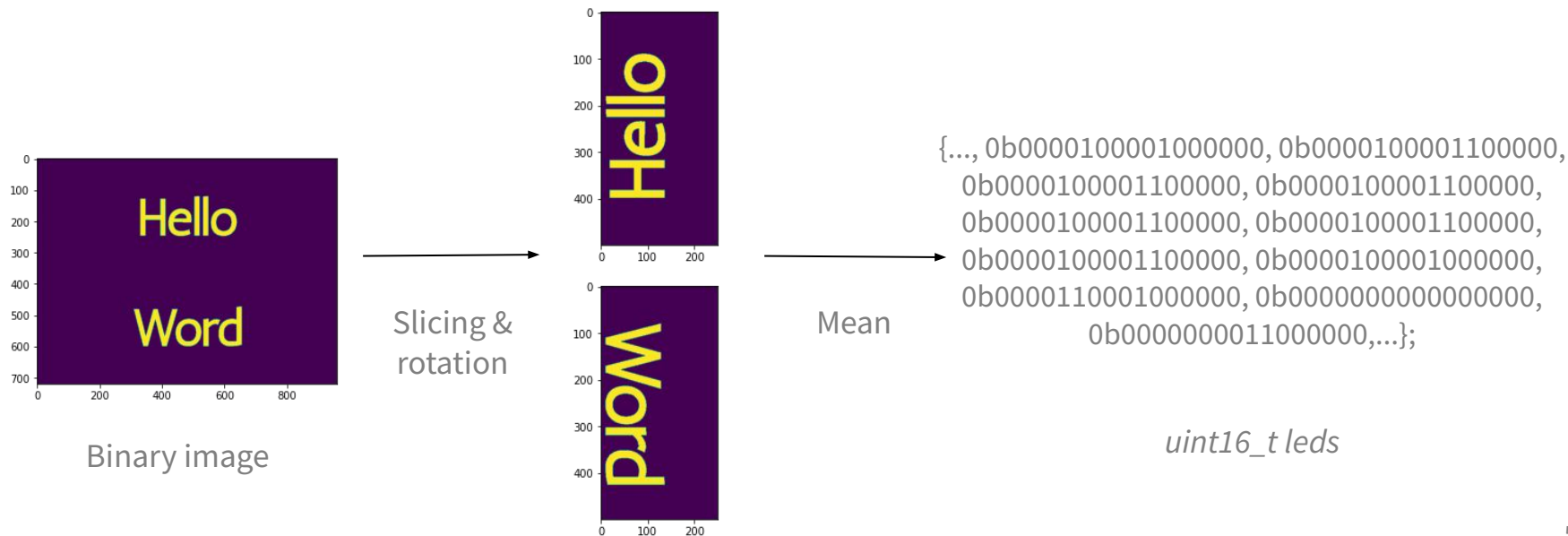
Display:

- each second
- seconds: extern border of the clock → change of the last bit of uint16 in *leds*
- minutes: update of the position of the big needle (0b0011111111111111) in *leds*
- hours: update of the position of the little needle (0b0000000011111111) in *leds*

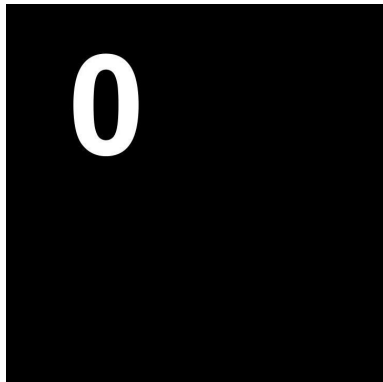
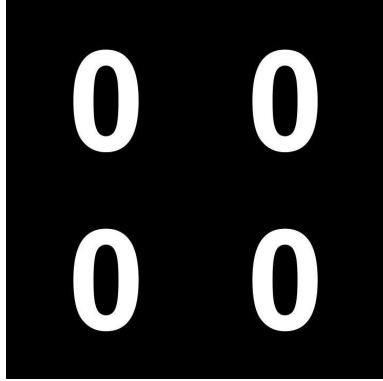
Rounded digits

image → 16 bits x clock resolution

→ image processing to generate array of strings light



Straight digits



Cartesian coordinates \rightarrow polar coordinates

1 image = $16 \times \text{Resolution} / 8$

For a resolution of 240 : 1 image = 480 octets

29 images :

0; 1; 2	0; 1; 2; 3; 4; 5; 6; 7; 8; 9
0; 1; 2; 3; 4; 5	0; 1; 2; 3; 4; 5; 6; 7; 8; 9

Benchmark

Revolution duration: estimated at 50ms

Minimal display frequency: Resolution x number of displays x rotation speed

$240 \times 2 \times 20 = \sim 10\text{kHz}$

Timer1 (16 bits) prescaled at 256, adds cycle duration to time every cycle duration calculation (ie Hall interruption trigger) at 50781Hz.

global_time being uint32_t => Overflows at 23.49 Hours.

An estimation of the slowest revolution 100ms=> doesn't overflow the timer