Communication - I2C

The aim of this project is to create a multi-master I2C bus, with which I can transmit data from the masters to the display. The system must contain 2 master devices and 1 slave, being the sensors and display.

For the purposes of this project, I'll be implementing two DHT11 sensors, and an OLED display. The DHT11 sensors will be used to measure temperature and humidity, and the OLED display will be used to display the data.

Concepts

Hardware based solution

While this does not adhere to the I2C specification, it is a simple solution to the problem. The hardware based solution is based on using GPIO pins to force control of the bus, by directly controlling another master. Due to the requirements of the project, this solution is not applicable.

Token based solution

An access token is passed in a regular pattern between devices. This token is used to determine which device has control of the bus. The token is passed from device to device, until it reaches the device that wants to take control of the bus. The device that wants control of the bus waits for availability of the token, and then takes control of the bus. The device then performs the required actions, and passes the token to the next device. This goes on until the system shuts down. In pseudocode, this would look like the following:

```
Loop forever
{
    Wait for token
    Take control of the bus
    If I have control of the bus
    {
        Do something
    }
    Relinquish control of the bus
    Pass token to next device
}
```

Register based control

With this concept, the goal of either master is to take control of the bus by writing to the control register. The control register is a 1 byte register, which is located at address 0x00. The control register is used to set the state of the bus. The following states are possible:

Value	Description
0x00	Bus free

Value	Description
0x01	Master 1
0x02	Master 2

The control register is read by all masters. If a master wants to take control of the bus, it writes to the control register. If the bus is free, the master takes control of the bus. If the bus is taken by another master, the master waits until the bus is free. If the bus is taken by itself, the master does nothing. A rough outline of this concept is as follows:

```
Loop Forever
{
  Check Internal Register
  if BusTaken
  {
    Wait for BusFree
  }
  else
  {
    Take control of bus
    Do something
    Relinquish control of bus
  }
}
```

Feedback

After speaking to Felix, a few things were clarified. While I was initially under the impression that I needed to implement my own low level arbitration, this is not the case, as the Wire Library for Arduino already has an implementation for this. The purpose was to implement a system for dictating masters on the I2C bus.

After a brief discussion of options, we decided that the best option would be to use a register based system. This would allow for the system to be easily expanded, and would allow for the system to be easily debugged.

Bus Arbitration

Hardware Bus Arbitration

The I2C bus uses a hardware based arbitration system. This is implemented using the SDA and SCL lines. The SDA line is used to transmit data, and the SCL line is used to transmit the clock. The SDA line is monitored by all devices on the bus. If a device is transmitting a 1, and another device is transmitting a 0, the device transmitting a 0 will detect a 1 on the SDA line, and will stop transmitting. This is how the bus arbitration is implemented.

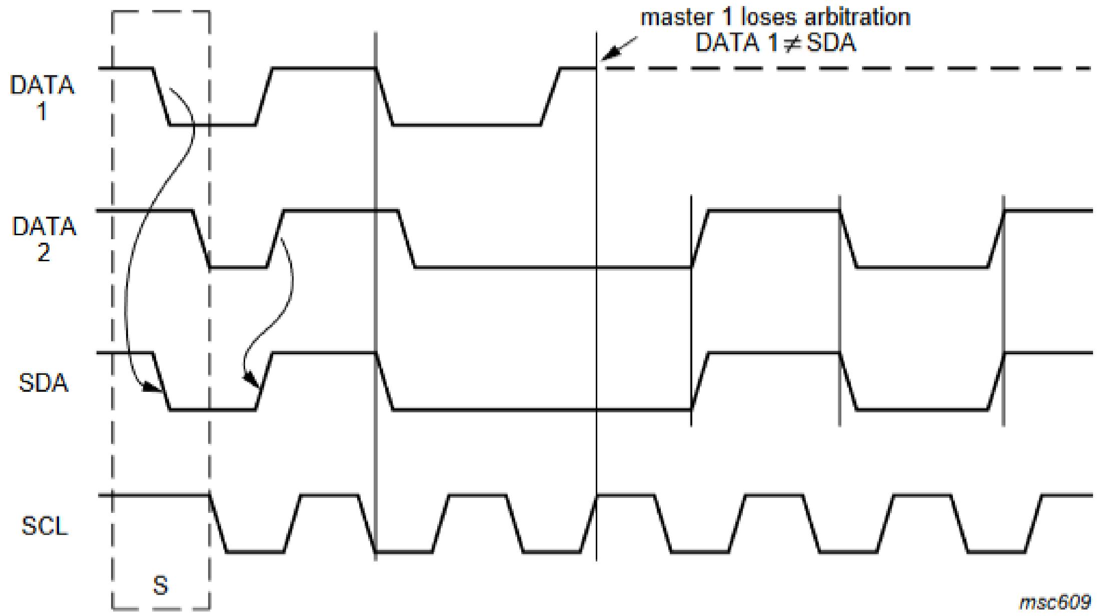


Fig 8. Arbitration procedure of two masters

Wire Library

The Arduino Wire Library has it's own implementation of bus arbitration. This is implemented in the `twi.c` file. The following is a list of the states that the bus can be in:

```
    case TW_MT_ARB_LOST: // lost bus arbitration
      twi_error = TW_MT_ARB_LOST;
      twi_releaseBus();
      break;
```

In the case that the Master Transmitter (Indicated my `_MT_`) loses the bus arbitration (Indicated by `_ARB_LOST_`), the bus is released. This is done by calling the `twi_releaseBus()` function. This releases the bus then sets itself to an idle state, as seen below.

```
void twi_releaseBus(void)
{
  // release bus
  TWCR = _BV(TWEN) | _BV(TWIE) | _BV(TWEA) | _BV(TWINT);

  // update twi state
  twi_state = TWI_READY;
}
```

```
  case TW_ST_ARB_LOST_SLA_ACK: // arbitration lost, returned ack
      // enter slave transmitter mode
      twi_state = TWI_STX;
      // ready the tx buffer index for iteration
```

```
        twi_txBufferIndex = 0;
        // set tx buffer length to be zero, to verify if user changes it
        twi_txBufferLength = 0;
        // request for txBuffer to be filled and length to be set
        // note: user must call twi_transmit(bytes, length) to do this
        twi_onSlaveTransmit();
        // if they didn't change buffer & length, initialize it
        if(0 == twi_txBufferLength){
          twi_txBufferLength = 1;
          twi_txBuffer[0] = 0x00;
        }
        __attribute__ ((fallthrough));
        // transmit first byte from buffer, fall
      case TW_ST_DATA_ACK: // byte sent, ack returned
        // copy data to output register
        TWDR = twi_txBuffer[twi_txBufferIndex++];
        // if there is more to send, ack, otherwise nack
        if(twi_txBufferIndex < twi_txBufferLength){
          twi_reply(1);
        }else{
          twi_reply(0);
        }
        break;
```

This section of code is responsible for when the Slave Transmitter (as indicated by `_ST_`) loses the arbitration, but does recieve an ACK. It then enters the Slave Transmitter mode, and sets the buffer index to 0. It then calls the `twi_onSlaveTransmit()` function, which is a callback function that is called when the slave is ready to transmit. This function is defined in the `Wire.h` file, and is used to set the buffer length and buffer. If the buffer length is 0, it sets the buffer length to 1, and sets the buffer to 0x00. It then falls through to the `TW_ST_DATA_ACK` case, which is responsible for sending the data. It copies the data to the output register, and then checks if there is more data to send. If there is more data to send, it sends an ACK, otherwise it sends a NACK.

This allows the slave to attempt sending data to the master, once again.

Adresses

Device Addresses

Device	Address
Temperature	0x1
Humidity	0x2
Display-Arduino	0x3
OLED Display	60

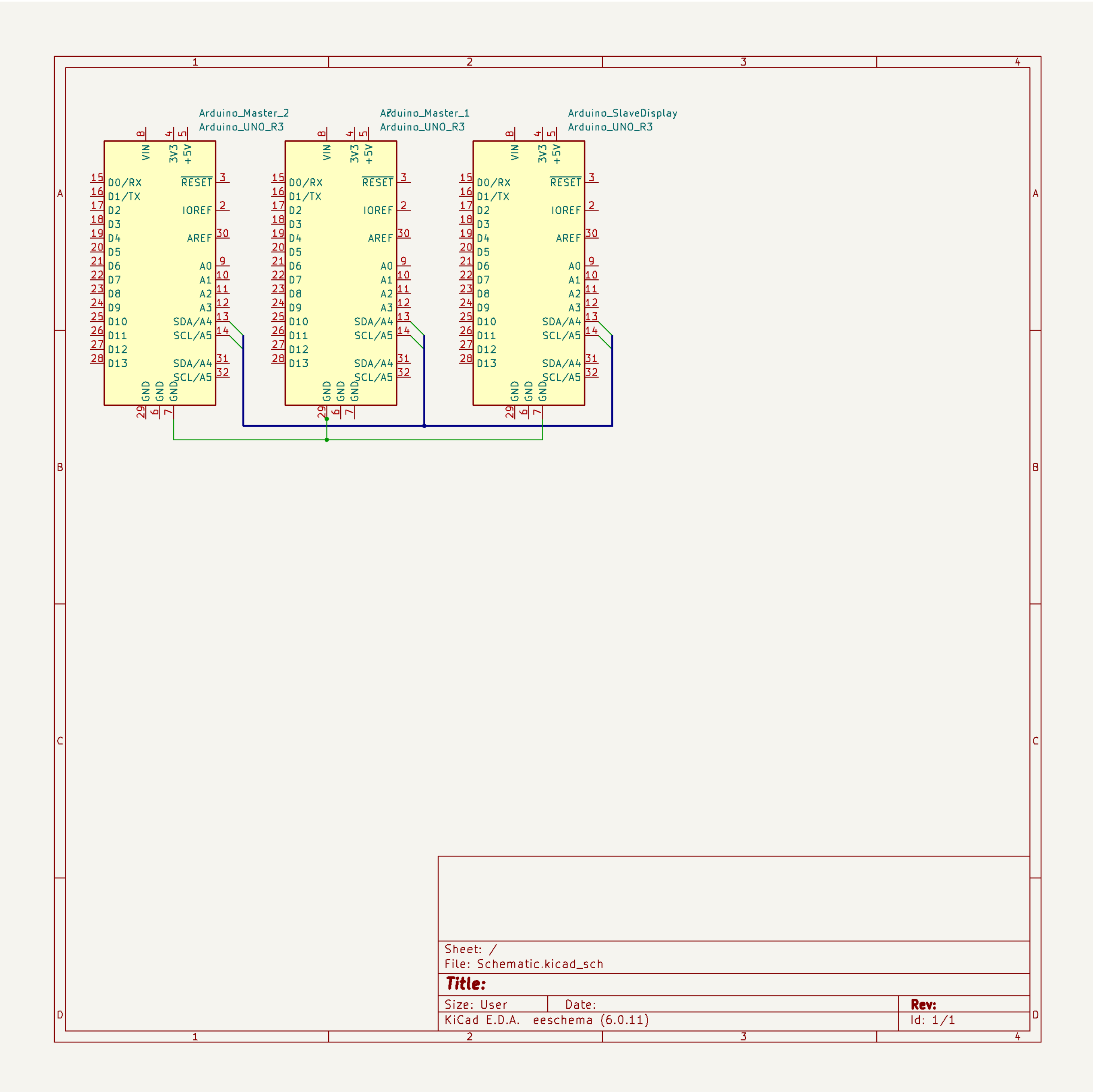
The OLED display has it's own built in address

Register Addresses

Register	Address
Control	0x0
Temperature	0x1
Humidity	0x2

Hardware

Quantity	Device	Description
3	Arduino Uno	User for the Master and Slave devices
2	DHT11	Used for temperature and humidity sensing
1	OLED Display	Used for displaying the data



Not featured is the display, although this is connected to the slave arduino via the proprietary QWIIC connector, used by Sparkfun.

Display

I have made a function for printing lines to the display. This function will automatically increment the cursor, so that the next line will be printed below the previous line. This function also automatically displays the data, so that the user does not have to call the display function. The function is as follows:

```
int cursorY = 0;

void PrintLine(String title, int data)
{
  oled.print(title);
  oled.print(data);
  oled.display();
  cursorY += 16;
  oled.setCursor(0,cursorY);
}

void ResetCursor()
{
  oled.setCursor(0,0);
  cursorY = 0;
}
```

This in turn, allows me to simply loop through the data, and print it to the display. The code for this is as follows:

```
void loop()
{
    PrintLine("Temp: ", temp);
    PrintLine("Hum: ", hum);

    oled.clear(PAGE);
    delay(DELAY); // Delay to prevent flooding the bus
}
```

Recieving I2C

To recieve data from the I2C bus, I have created a function that is called when data is recieved. This function will read the data, and then store it in a register. The function is as follows:

```
void onRecieve(int bytes)
{
  int inbound = Wire.read();
  if(incomingData == I2CData::None)
  {
    incomingData = (I2CData)inbound; // Set the register the data is aimed at.
  }
  else // Recieve Data
  {
    switch(incomingData)
    {
      case I2CData::Temperature:
        Temperature = inbound;
        break;
      case I2CData::Humidity:
        Humidity = inbound;
        break;
    }
    incomingData = I2CData::None;
  }
}
```

By always sending two integers, we can denote what the data is. This is done by sending the first integer, indicating what register the data must go to, and the second integer as the data.

```
enum I2CData
{
  None = -1,
  Temperature = 0,
  Humidity = 1
};
```

Sending I2C

To send the data, I have created a function that will send the data to the display. This function is as follows:

```
void SendData(int data)
{
  Wire.beginTransmission(0x03);
  Wire.write(data);
  Wire.endTransmission();
}
```

This function will send the data to the display, and then end the transmission. This will allow the display to recieve the data, and then display it.

To use this, I'll call the function twice. While I could have used two writes in the same transmission, I decided against this, as it would make the code more difficult to read.

Side note

During the Proftaak, I found myself struggling with the ESP32. As it turns out, the Wire library for the ESP32 is not the same as the Wire library for the arduino. The ESP32 Library does not implement the ability to log onto the bus as a master with an address. This causes the wierd situation of being forced to log off, log on without an address, write the data and then finally logging back on as a slave.

Sensor Devices

Register

Due to the lack of data that needs to be sent from one master to another, the register is very simple.

Register	Description
0x01	Control Register

While I could simply enact that any data sent to the device is an indication that the other wants control of the bus, I will be using a register based system.

Checking for Control

The act of checking for control is fairly simple. If the internal register is set, the other device has control of the bus. Else, the device has control of the bus.

Taking Control

The act of taking control of the bus is slightly more complex however. The device must first check if the bus is free. If it is, the device will then send two bytes of data to the other master. The first being the register it intends to write to, the second being the data. After doing this, the device will then wait for the other master to relinquish control of the bus.

Relinquishing Control

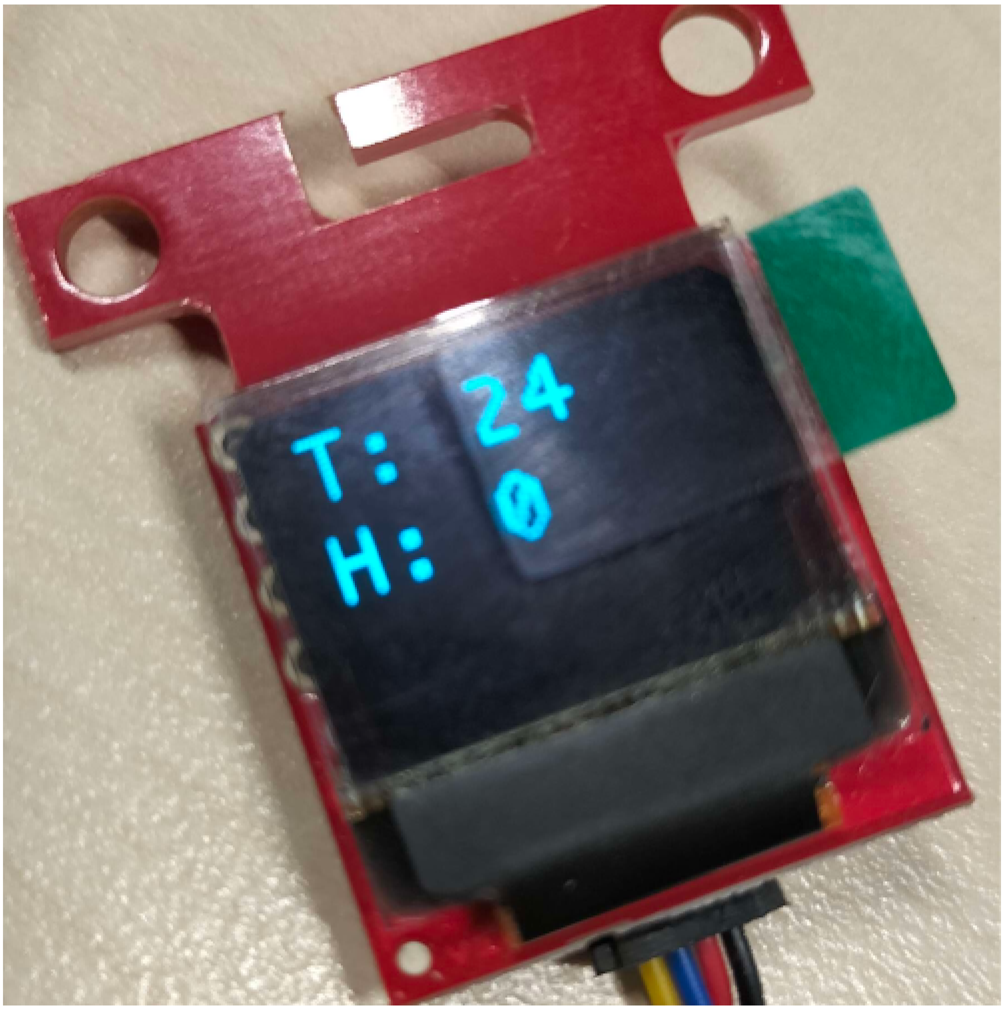
The act of relinquishing control of the bus is fairly simple. The device will simply set the internal register to 0x00, indicating that it no longer has control of the bus. After doing this, a small delay is added to prevent the device from immediately taking control of the bus again. If I wanted to, I could randomise this delay, but for the purposes of easy prototyping, I will not.

Observations & Reworking

Due to the optimisations of the C++ compiler, the code has an interesting quirk. The registers, which are vital for the functioning of the system, were getting cleaned up. This was due to the fact that the registers were not being viewed as used, and thus the compiler decided to clean them up. This was fixed by adding the volatile keyword to the registers.

Apparently the ISSD supplies cables with no data lines, which meant I was briefly stumped as to why I couldn't detect one of my arduino's. This was fixed by using a different cable.

The first step in the process was writing from a Master arduino, to the Display Slave Arduino. This was handled by creating a basic protocol, where the master would send one byte of data, the actual temperature. This was then displayed on the display.



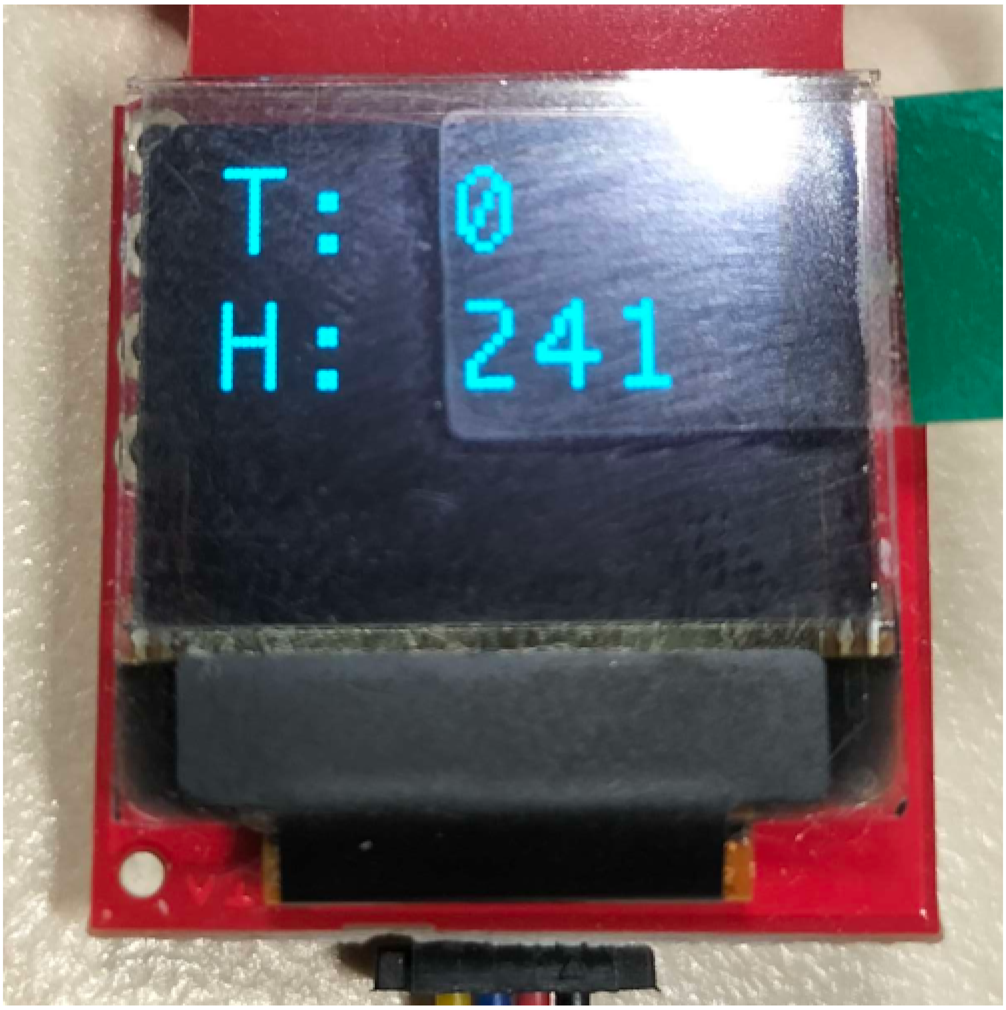
Due to poor optimisation on my behalf, as soon as I tried to integrate a register system (where the master would send two bytes of data, the first being the register, the second being the data), the system broke. This was due to the fact that the code tasked with injecting the data into the register was poorly optimised, meaning that the master would send new data to the bus, before the original data could be processed. This was fixed with some minor optimisations to the code.

After introducing the register system for the display device, I discovered that several messages we're getting lost, as I was seeing the register address being displayed on the screen. While theoretically feasible, I had my doubts that the room dropped 22 degrees in the span of a second. This was fixed by adding a message counter, which would increment every time a message was recieved. This allowed me to see that the messages were indeed being recieved, and would filter the messages into the correct registers accordingly.

After successfully integrating the temperature sensor, I moved on to the humidity sensor. While I expected this to be a fairly simple process, this sadly wasn't the case. It took a fair bit of time to get the arduino's to communicate with each other, and even then, one device seemed to have a more significant presence on the bus than the other. This was fixed by adding a delay to the device that was having issues, which allowed the other device to communicate with the display.

In hindsight, this was most likely caused by the hardware based bus arbitration doing it's job correctly, and I should have been able to detect this and work around it.

Please note that the photo was poorly timed, and the temperature wasn't 0 degrees. As for a wiring fault on my behalf, I used a random value to simulate data. The error in wiring was found briefly later.



Integrating the temperature and humidity sensors was not exactly a simple process. The integration was plagued by timing and debugging issues, resulting in a fairly poor demo. This was "fixed" with delays, which allowed the devices to communicate with each other. This did however, cause the display to be interrupted mid update, which caused the display to flicker.

Review

After reviewing my admittedly not-exactly-spectacular code, which suffered from a major case of "Demo Effect", A few key improvements were suggested.

Bus Control

The system for deciding who has control of the bus is flawed. Two masters could continously fight in an attempt to establish dominance, which would lead to poor communication and performance. This could be fixed by implementing a token passing system, where the master would have to wait for the token to be passed to it, before it could send data.

Reduce device count

While using 3 arduino's to contorl the various pieces of the system is a decent Idea, the display itself is an I2C device. With two Redboards, it could easily be controlled by both of them. Then, using the token passing system, in addition to passing the data and token to the other device, the device could also pass the data to the display.

Implementing Token Passing

Using the concepts learned leading up the the past review, I decided to start work on a token passing solution. Starting off by creating a basic token passing system, which would light up an LED if the device had the token, and turn it off as soon as it has passed it along.

After this worked (mostly) flawlessly, I decided to add the display into the code. Afte reusing several pieces of code for the display, I was able to get the display to show the temperature and humidity. However, the display would only show the temperature OR the humidity, depending on which specific device had the token at that stage.

The next step was to integrate passing data alongside the token. At first, I attempted to use Arduino Strings to parse data along the I2C line, where a typical message would have been `D:22`, with D indicating the fact it's data being passed, not a token. However, I was reminded of the fact that arduino strings are impressively slow, requiring a minor rework. Instead, I decided to simply pass the values over I2C, with the message counter being used to determine what data was being passed.

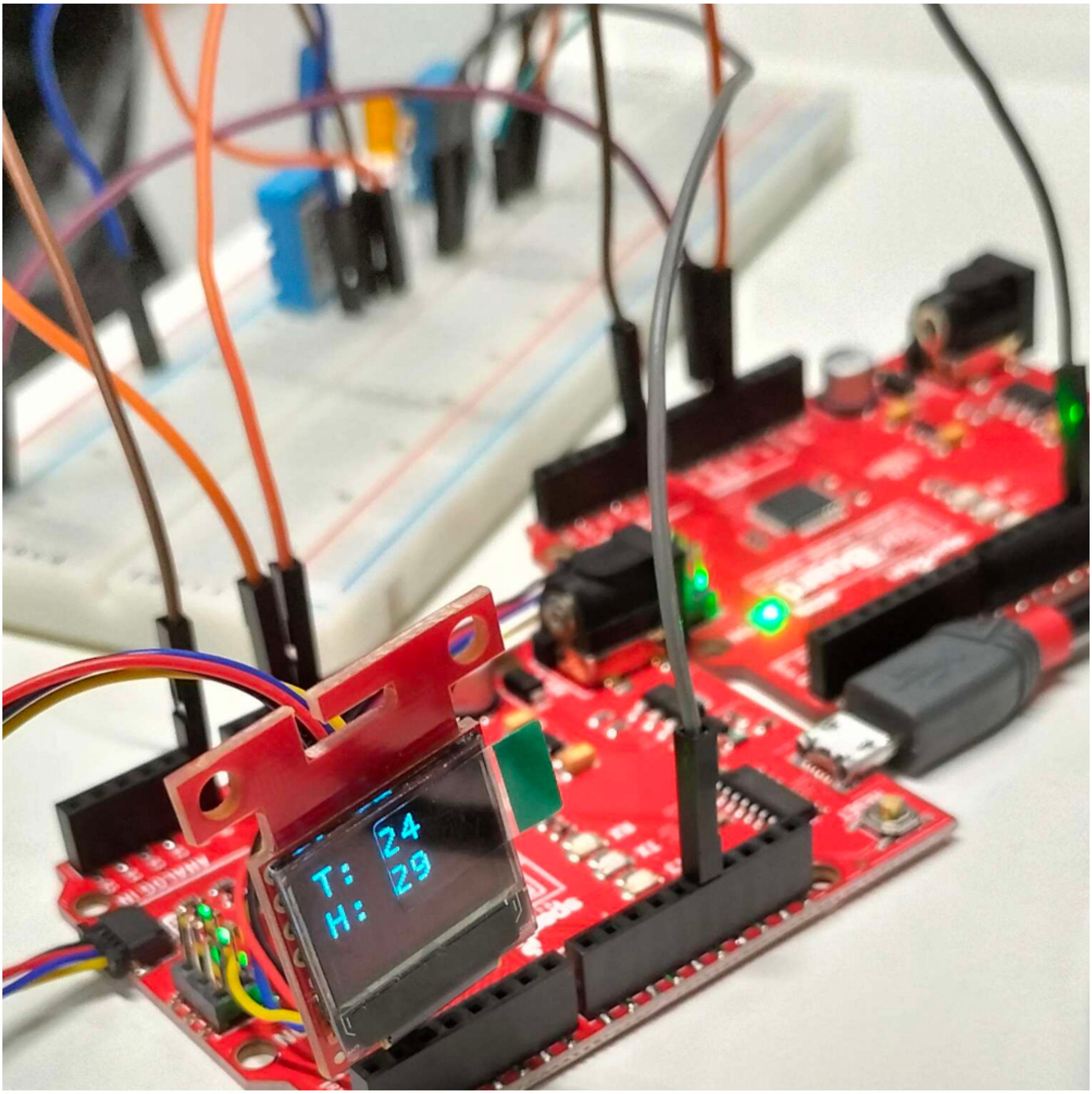
```
void loop()
{
  if(hasToken)
  {
    hasToken = false;

    Wire.beginTransmission(OTHER_DEVICE_ADDRESS);
    Wire.write(sensorData);
    Wire.endTransmission();

    PrintLine(TITLE_TEMPERATURE, sensorData);
    PrintLine(TITLE_HUMIDITY, otherSensorData);
    ResetCursor();

    Wire.beginTransmission(OTHER_DEVICE_ADDRESS);
    Wire.write(TOKEN);
    Wire.endTransmission();
  }
  sensorData = GATHER_DATA;
}
```

After this was done, I was able to get the display to show both the temperature and humidity, with the data being passed between the two devices.



The code checks to see what data it should be, and after running it for several hours, no faults were found.

References

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