# **CAN**

## Overview

## **Standards**

- ISO11898:
  - high-speed CAN
  - For faster transmit
- ISO11519
  - low-speed CAN
  - For longer distance transmit

Physical layer	ISO 11898 (High speed)				ISO 11519-2 (Low speed)								
Communication speed	Up to 1 Mbps				Up to 125 kbps								
Maximum bus length	40 m/ 1 Mbps				1 km/ 40 kbps								
Number of connected units	M <mark>aximum 3</mark> 0				Maximum 20								
Bus topology*1		Recessive			Dominant			Recessive			Dominant		
	Min.	Nom.	Max.	Min.	Nom.	Max.	Min.	Nom.	Max.	Min.	Nom.	Max.	
CAN_High (V)	2.00	2.50	3.00	2.75	3.50	4.50	1.60	1.75	1.90	3.85	4.00	5.00	
CAN_Low (V)	2.00	2.50	3.00	0.50	1.50	2.25	3.10	3.25	3.40	0.00	1.00	1.15	
Potential difference (H–L) (V)	-0.5	0	0.05	1.5	2.0	3.0	-0.3	-1.5	-	0.3	3.00	-	
	Twisted pair wire (shielded/unshielded)					Twisted pair wire (shielded/unshielded)							
	Loop bus				Open bus								
	Impedance (Z): 120 $\Omega$ (Min. 85 $\Omega$ , Max. 130 $\Omega$ ) Bus resistivity (r): 70 M $\Omega$ /m				Impedance (Z): 120 $\Omega$ (Min. 85 $\Omega$ , Max. 130 $\Omega$ )								
					Bus resistivity (r): 90 MΩ/m								
	Bus delay time: 5 ns/m				Bus delay time: 5 ns/m								
	Terminating resistance: 120 $\Omega$ (Min. 85 $\Omega$ , Max.				Terminating resistance: 2.20 $\Omega$ (Min. 2.09 $\Omega$ , Max.								
	130 Ω)			2.31 Ω)									
				CAN_L and GND capacitance: 30 pF/m									
					CAN_H and GND capacitance: 30 pF/m								
				CAN_L and GND capacitance: 30 pF/m									

# **Basic Idea of CAN**

Note

CAN is Half duplex, so only one device can send data at each time and the rest will be the receiving side

# **Physical Layer:**

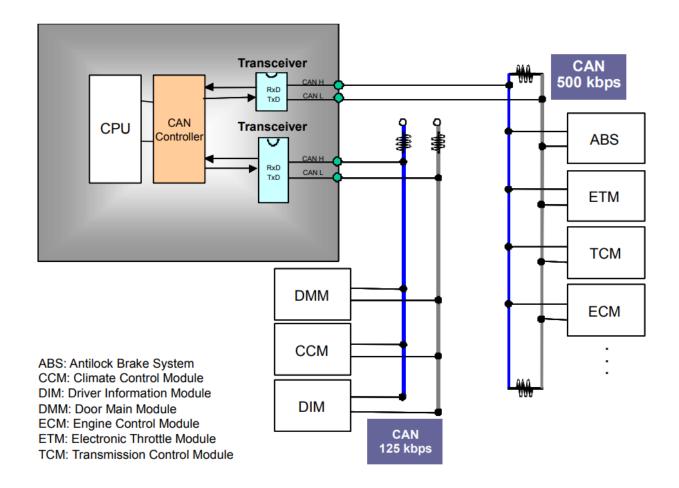
- Two lines: CAN high and CAN low
- In order to have different voltagesw, we need two Resistors on each sides.
- A CAN controller unit
- Two transceivers

### **CAN Transceivers**

- The transceiver translates the logic level messages from the controller into the CAN differential scheme on the CANH and CANL pins of the CAN transceiver.
- With RX and TX, it allows to send and receive for each CAN node

### **CAN Controller**

The controller can be thought of as an MCU, the part of the CAN node that processes all the information to and from the CAN bus.



# Voltage Difference (CAN\_H - CAN\_L)

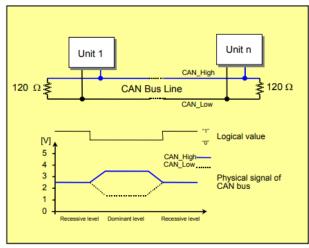
5V differential data (Under IOS11898 standard)

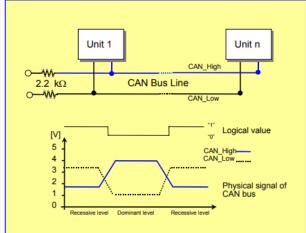
- Dominant: when voltage difference is 2V
  - CAN\_H(3.5V) CAN\_L(1.5V) = 2V
- Recessive: when voltage difference is 0V
  - $CAN_H(2.5V) CAN_L(2.5V) = 0V$

# Sending 1 and 0:

• Sending 1 requires to set CAN\_H = CAN\_L = 2.5V (recessive)

Sending 0 requires to set CAN\_H = 3.5V; CAN\_L = 1.5V (dominant)





[For ISO11898 (125 kbps to 1 Mbps)]

[For ISO11519-2 (10 kbps to 125 kbps)]

# **Protocal Layer**

- Asynchronous
  - Baud Rate
  - Bit Timing
- ID: each device has an ID and when a device sends out a frame of data, other device will check if the ID is the ID that it want to receive, if it is receive it othervise reject it.

#### 

### Remote frame:

- stardard format 11-bit ID
- extended format: 29-bit ID

### **CAN Protocol**

#### A frame is like a packet

- ==Data frame
  - This frame is used by the transmit unit to send a message to the receive unit.
- ==Remote frame ¶
  - This frame is used by the receive unit to request transmission of a message that has the same ID from the transmit unit.
- ==Error frame
  - When an error is detected, this frame is used to notify other units of the detected error.
- ==Overload frame
  - This frame is used by the receive unit to notify that it has not been prepared to receive frames yet.
- ==Interface space
  - This frame is used to separate a data or remote frame from a preceding frame.

## **Data Frame**

seven fields

2. Speed Controller Sending Message Format The format in which the speed controller sends feedback data to the CAN bus.

Identifier is determined by 0x200 + speed controller ID (e.g., if the speed controller ID is 1, then the identifier of that speed controller is 0x201)

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Frame type: Standard Frame format: DATA

DLC: 8 Bytes

Data Fields	Description
DATA[0]	Controls the rotor mechanical angle in higher order byte (8 bits)
DATA[1]	Controls the rotor mechanical angle in lower order byte (8 bits)
DATA[2]	Controls the rotational speed in higher order byte (8 bits)
DATA[3]	Controls the rotational speed in lower order byte (8 bits)
DATA[4]	Actual torque current in higher order byte (8 bits)
DATA[5]	Actual torque current in lower order byte (8 bits)
DATA[6]	Motor temperature
DATA[7]	Null

### Sending frequency

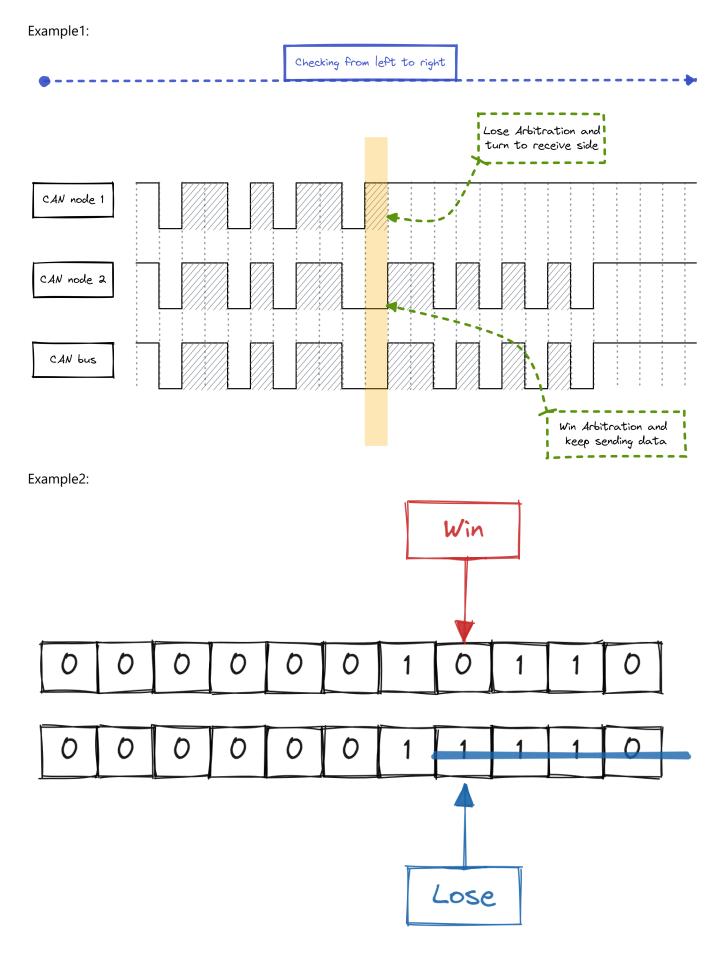
1KHz by default (can be changed inside RoboMaster Assistant)

Rotor mechanical angle value range 0 ~ 8191 (corresponding mechanical angle range: 0 ~ 360°)

Expressed rotor speed value unit rpm

Expressed motor temperature unit °C

## **Arbitration Field**



# **Remote Frame**

Remote Frame set RTR to be recessive, and has no data field Data Frame set RTR to be dominant

#### (1) Start of frame (SOF)

This field indicates the beginning of a frame.

#### (2) Arbitration field

This field indicates the priority of data. A data frame with the same ID can be requested.

#### (3) Control field

This field indicates reserved bits and the number of data bytes.

#### (4) CRC field

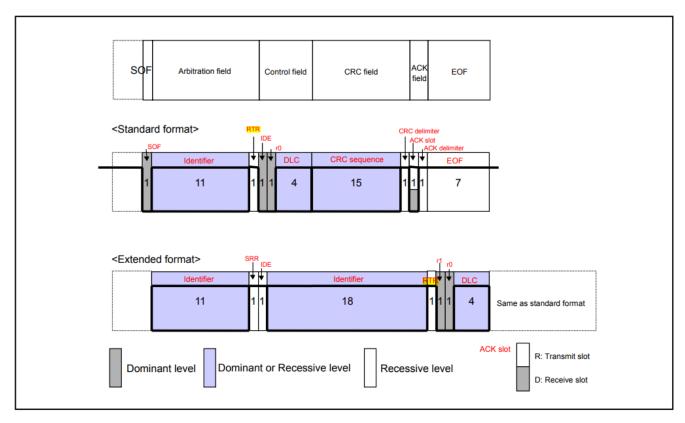
This field is used to check the frame for a transmission error.

#### (5) ACK field

This field indicates a signal for confirmation that the frame has been received normally.

#### (6) End of frame

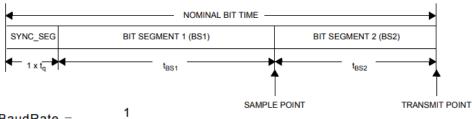
This field indicates the end of a remote frame.



# **CAN information on STM32 chip**

- Two CAN (CAN1 and CAN2)
- Baud rate: 1Mbit/s
- 11 identifier & 29 identifier
- Three transmit mailbox
- Two receive FIFOs
- Each CAN has a 256 bytes of SRAM
- 28 shared acceptance filters

- Mask mode
  - 0x1x2
- Identifier list mode
  - 000111



$$BaudRate = \frac{1}{NominalBitTime}$$

$$NominalBitTime = 1 \times t_{q} + t_{BS1} + t_{BS2}$$

with:

$$\begin{split} t_{BS1} &= t_q \; x \; (TS1[3:0] + 1), \\ t_{BS2} &= t_q \; x \; (TS2[2:0] + 1), \\ t_q &= (BRP[9:0] + 1) \; x \; t_{PCLK} \\ &\quad \text{where} \; t_q \; \text{refers to the Time quantum} \\ t_{PCLK} &= \text{time period of the APB clock}, \end{split}$$

BRP[9:0], TS1[3:0] and TS2[2:0] are defined in the CAN\_BTR register.

## **Baudrate Calculation**

- APB1 peripheral clocks: 42Mhz
- set BRP = 2
- ullet  $t_q=rac{1}{rac{42Mhz}{qhz}}=71.42857142857143ns$
- set TS1 + 1 = 10 and set TS2 + 1 = 3
- $\bullet \ \ t_{BS1} = t_q*(TS1+1) = 71.1428*10 = 714.28ns$
- $t_{BS2} = t_q * (TS2 + 1) = 71.1428 * 3 = 214.28ns$
- $\bullet \ \ Nominal Bit Time = 1*t_q + t_{BS1} + t_{BS2} = 71.429 + 714.28 + 214.28 \approx 1000 ns$
- $BaudRate = \frac{1}{1000ns} = 1Mbsp$

# **Motor ECU data**

# Receiving

### **CAN Communication Protocol**

1. Speed Controller Receiving Message Format The two identifiers (0x200 and 0x1FF) control the current output of each of the four speed controllers by ID numbers. The controllable current range is -16384  $\sim$  0  $\sim$  16384. The corresponding speed controller output torque current range is -20  $\sim$  0  $\sim$  20 A.

Identifier: 0x200 Frame format: DATA

Frame type: Standard DLC: 8 Bytes

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Data Fields	Description	Speed Controller ID	
DATA[0]	Controls the current value in higher order byte (8 bits)	1	
DATA[1]	Controls the current value in lower order byte (8 bits)	'	
DATA[2]	Controls the current value in higher order byte (8 bits)	2	
DATA[3]	Controls the current value in lower order byte (8 bits)	2	
DATA[4]	Controls the current value in higher order byte (8 bits)	3	
DATA[5]	Controls the current value in lower order byte (8 bits)	3	
DATA[6]	Controls the current value in higher order byte (8 bits)	4	
DATA[7]	Controls the current value in lower order byte (8 bits)	4	

Identifier: 0x1FF Frame format: DATA

Frame type: Standard DLC: 8 Bytes

Identifier: 0x1FF Frame format: DATA

Frame type: Standard DLC: 8 Bytes

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Data Fields	Description	Speed Controller ID	
DATA[0]	Controls the current value in higher order byte (8 bits)	5	
DATA[1]	Controls the current value in lower order byte (8 bits)	3	
DATA[2]	Controls the current value in higher order byte (8 bits)	6	
DATA[3]	Controls the current value in lower order byte (8 bits)	0	
DATA[4]	Controls the current value in higher order byte (8 bits)	7	
DATA[5]	Controls the current value in lower order byte (8 bits)	,	
DATA[6]	Controls the current value in higher order byte (8 bits)	8	
DATA[7]	DATA[7] Controls the current value in lower order byte (8 bits)		

# Transimit

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