#### DEVICES AND COMMUNICATION BUSES FOR DEVICES NETWORK—

# Lesson-18: SERIAL BUS COMMUNICATION PROTOCOLS - I<sup>2</sup>C

#### Interconnecting number of device circuits,

- Assume flash memory, touch screen, ICs for measuring temperatures and ICs for measuring pressures at a number of processes in a plant.
- ICs mutually network through a common synchronous serial bus I<sup>2</sup>C
- An 'Inter Integrated Circuit' (I2C) bus, a popular bus for these circuits.

# Synchronous Serial Bus Communication for networking

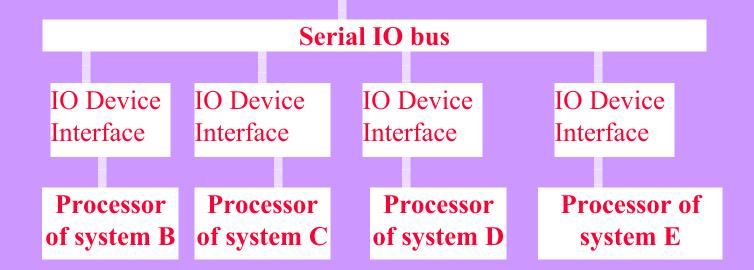
- networking
   Each specific I/O synchronous serial device may be connected to other using specific interfaces, for example, with I/O device using I<sup>2</sup>C controller
- I<sup>2</sup>C Bus communication— use of only simplifies the number of connections and provides a common way (protocol) of connecting different or same type of I/O devices using synchronous serial communication

#### IO I<sup>2</sup>C Bus

• Any device that is compatible with a I<sup>2</sup>C bus can be added to the system (assuming an appropriate device driver program is available), and a I<sup>2</sup>C device can be integrated into any system that uses that I<sup>2</sup>C bus.

#### Serial IO I<sup>2</sup>C bus

Serial bus controller for I<sup>2</sup>C in a Microcontroller



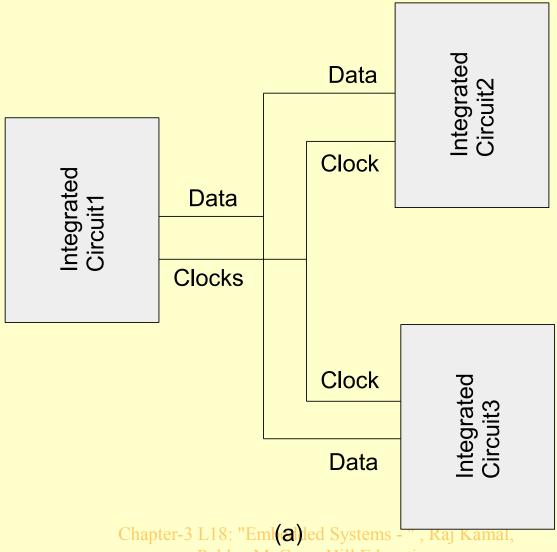
# Originally developed at Philips Semiconductors

Synchronous Serial Communication 400 kbps up to 2 m and 100 kbps for longer distances

#### Three I<sup>2</sup>C standards

- Industrial 100 kbps I<sup>2</sup>C,
- 100 kbps SM I2C,
- 400 kbps I<sup>2</sup>C

#### Distributed Systems (ICs) on I<sup>2</sup>C Bus using serial data line and clock



Publs.: McGraw-Hill Education

#### I<sup>2</sup>C Bus

- The Bus has two lines that carry its signals— one line is for the clock and one is for bi-directional data.
- There is a standard protocol for the I<sup>2</sup>C bus.

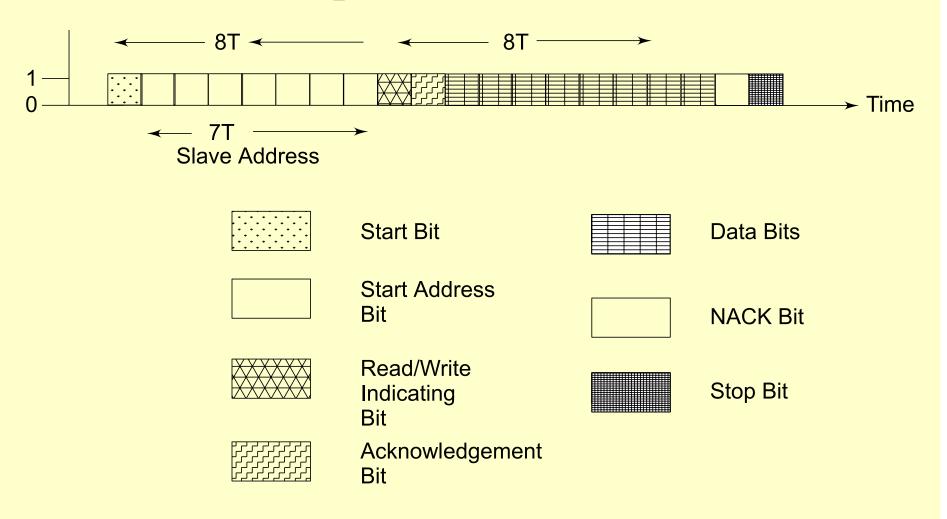
#### Device Addresses and Master in the I<sup>2</sup>C bus

- Each device has a 7-bit address using which the data transfers take place.
- Master can address 127 other slaves at an instance.
- Master has at a processing element functioning as bus controller or a microcontroller with I<sup>2</sup>C (Inter Integrated Circuit) bus interface circuit.

#### Slaves and Masters in the I<sup>2</sup>C bus

- Each slave can also optionally has I<sup>2</sup>C (Inter Integrated Circuit) bus controller and processing element.
- Number of masters can be connected on the bus.
- However, at an instance, master is one, which initiates a data transfer on SDA (serial data) line and which transmits the SCL (serial clock) pulses. From *master*, a data frame has fields beginning from start bit

### Bits as per I<sup>2</sup>C Bus Protocol



(b)

#### Synchronous Serial Bus Fields and its length

- First field of 1 bit—Start bit similar to one in an UART
- Second field of 7 bits—address field. It defines the slave address, which is being sent the data frame (of many bytes) by the master
- Third field of 1 control bit—defines whether a read or write cycle is in progress
- Fourth field of 1 control bit—defines whether is the present data is an acknowledgment (from slave)

#### Synchronous Serial Bus Fields and its length

- Fifth field of 8 bits— I<sup>2</sup>C device data byte
- Sixth field of 1-bit—bit NACK (negative acknowledgement) from the receiver. If active then acknowledgment after a transfer is not needed from the slave, else acknowledgement is expected from the slave
- Seventh field of 1 bit stop bit like in an UART

#### Disadvantage of I<sup>2</sup>C bus

- Time taken by algorithm in the hardware that analyzes the bits through I<sup>2</sup>C in case the slave hardware does not provide for the hardware that supports it.
- Certain ICs support the protocol and certain do not.
- Open collector drivers at the master need a pull-up resistance of 2.2 K on each line

## Summary

#### We learnt

- I<sup>2</sup>C is a serial bus for interconnecting the ICs.
- A start bit and a stop bit like in UART.
- It has seven fields for start, 7-bits address, defining a read or write, definition of byte as acknowledging byte, data byte, NACK and end bit.

### End of Lesson 18 of Chapter 3