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Embedded System Design

CAN: Controller Area Network

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Important Features (Cont.)

- Physical Layer + Data Link Layer
- Number of nodes not limited and may be changed dynamically.
- No node addressing
 - Actually the address information is contained in the identifiers of the transmitted messages.
 - The identifiers indicate the message content and the priority of the message.

Important Features (Cont.)

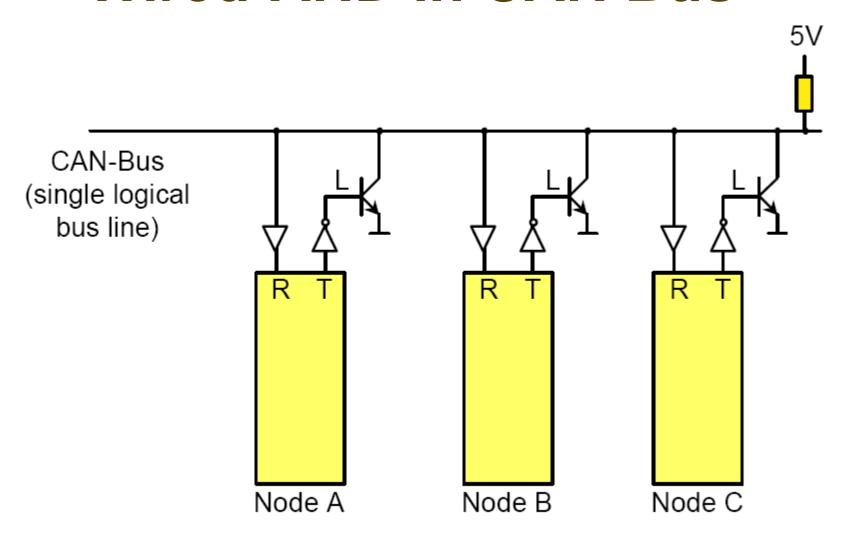
- Error-detection and error handling
 - Temporary errors
 - ARQ (CRC)
 - Permanent errors
 - Automatic switch-off of defective nodes
- Maximum bus length of 40 meters (twisted pair)
- Message length = maximum of 8 data bytes per message

Non-Destructive Arbitration

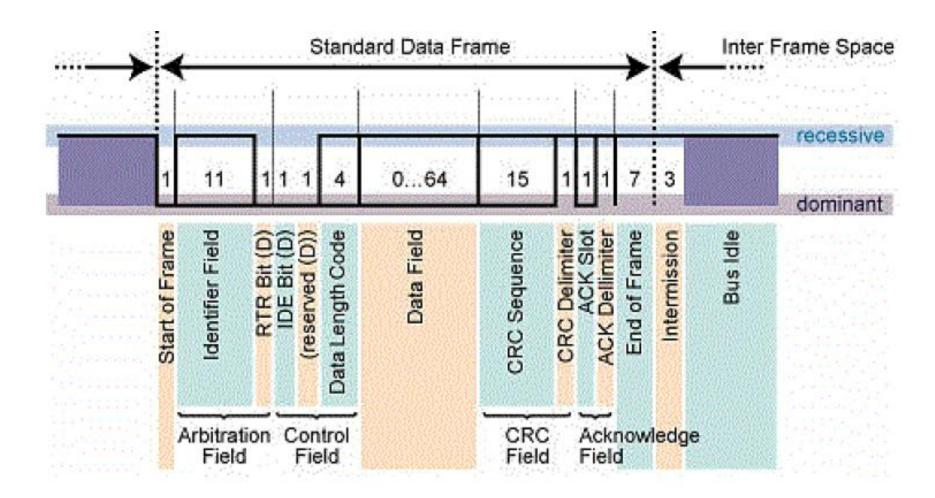
 Collision is only allowed for arbitration (Non-destructive collision).

 The arbitration is based on the wired-AND mechanism.

Wired-AND in CAN Bus



Frame Format



Frame Format

- 12-bit arbitration field= 11-bit identifier + 1-bit RTR
 - RTR = Remote transmission request
 - Distinguishes between data frame (RTR set to zero) and data request frame (RTR set to 1)
- IDE = Identifier extension