ECE 2534

Microcontroller Programming and Interfacing

(formerly called *Microprocessor System Design*)

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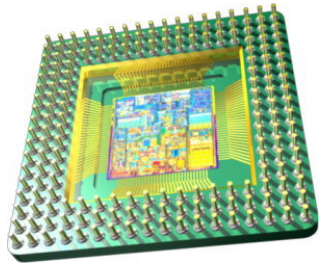


What we expect of you . . .

- An understanding of the basics of
  - *Digital logic*
  - *Binary representations and arithmetic*
  - *C/C++ programming*
  - *Computer organization*

- To do some work:
  - *Laboratory assignments*
  - *Homework / quizzes*
  - *Midterm exams*
  - *Final exam*

- A desire to learn a useful, exciting topic!

What you can expect of us . . .

- To learn about microcontrollers in general, and about the PIC32 in particular
- To learn about embedded systems, as opposed to general-purpose computing
- To learn (more) about the interaction between hardware and software
- To learn programming techniques that "scale up" (Many embedded systems have millions of lines of code)

By studying one microcontroller in detail, you'll learn valuable principles that apply to <u>any</u> microcontroller-based system

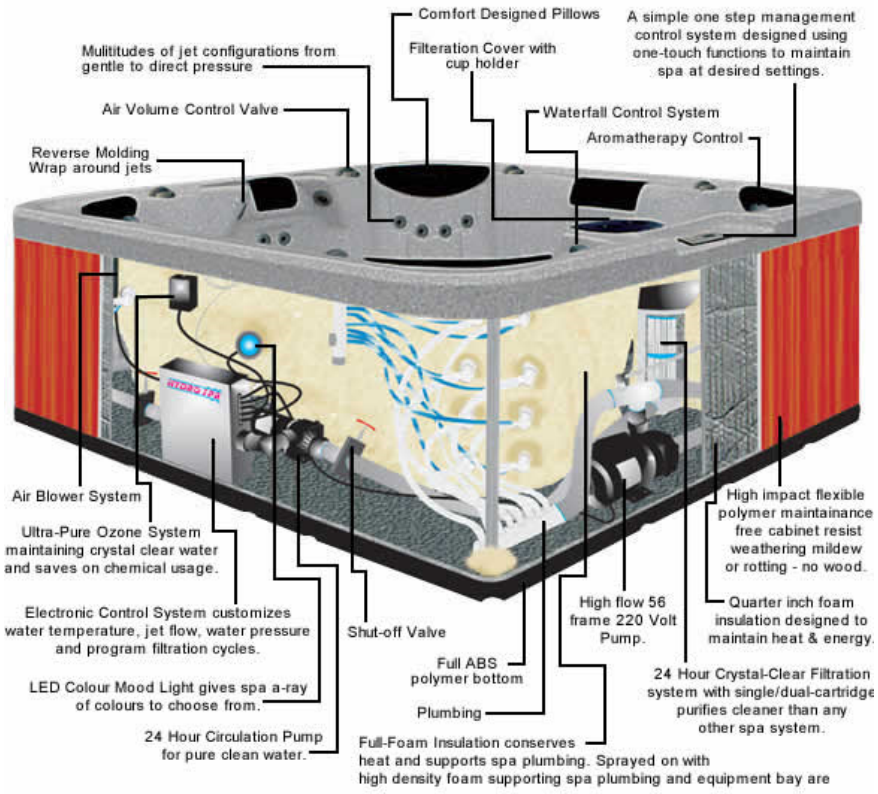
So, what's an **embedded system**?

Let's look at an example …

Commercial application: Hot tub design

Source: Wikipedia

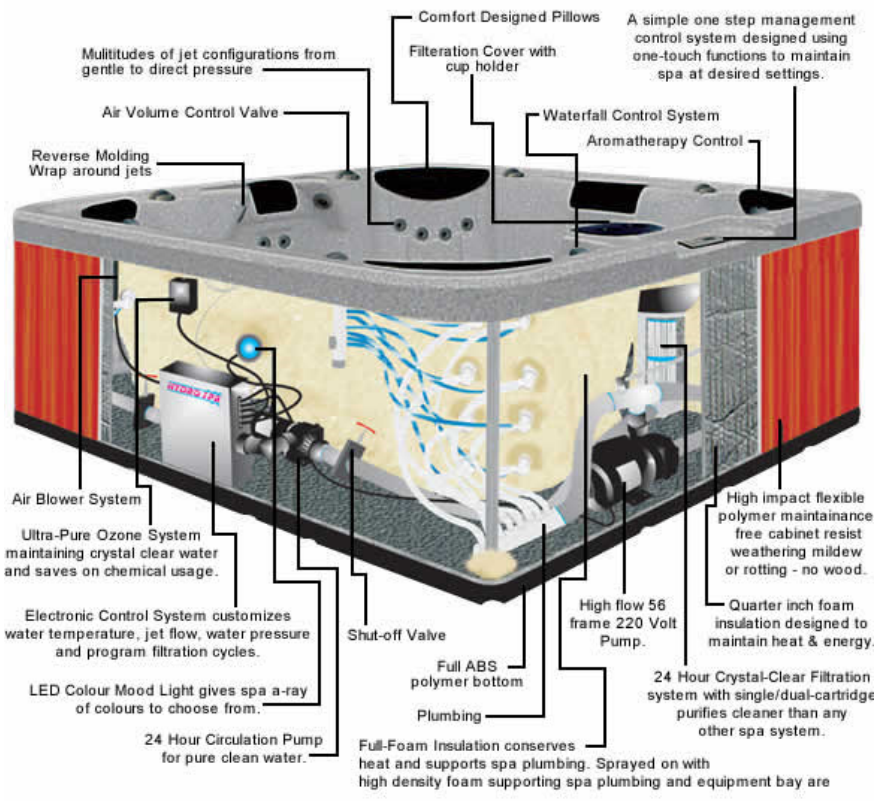
What is the role of a computer in hot-tub design?



Source: http://malagaspas.com

What is the role of a computer in hot-tub design?

- User interface: read switches, control display
- Read sensors that measure water temperature
- Maintain internal timers
- Control relays that turn heating elements on/off
- Control relays that turn water pumps on/off
- Control relays that open/ close air valves
- Control relays that turn lights on/off

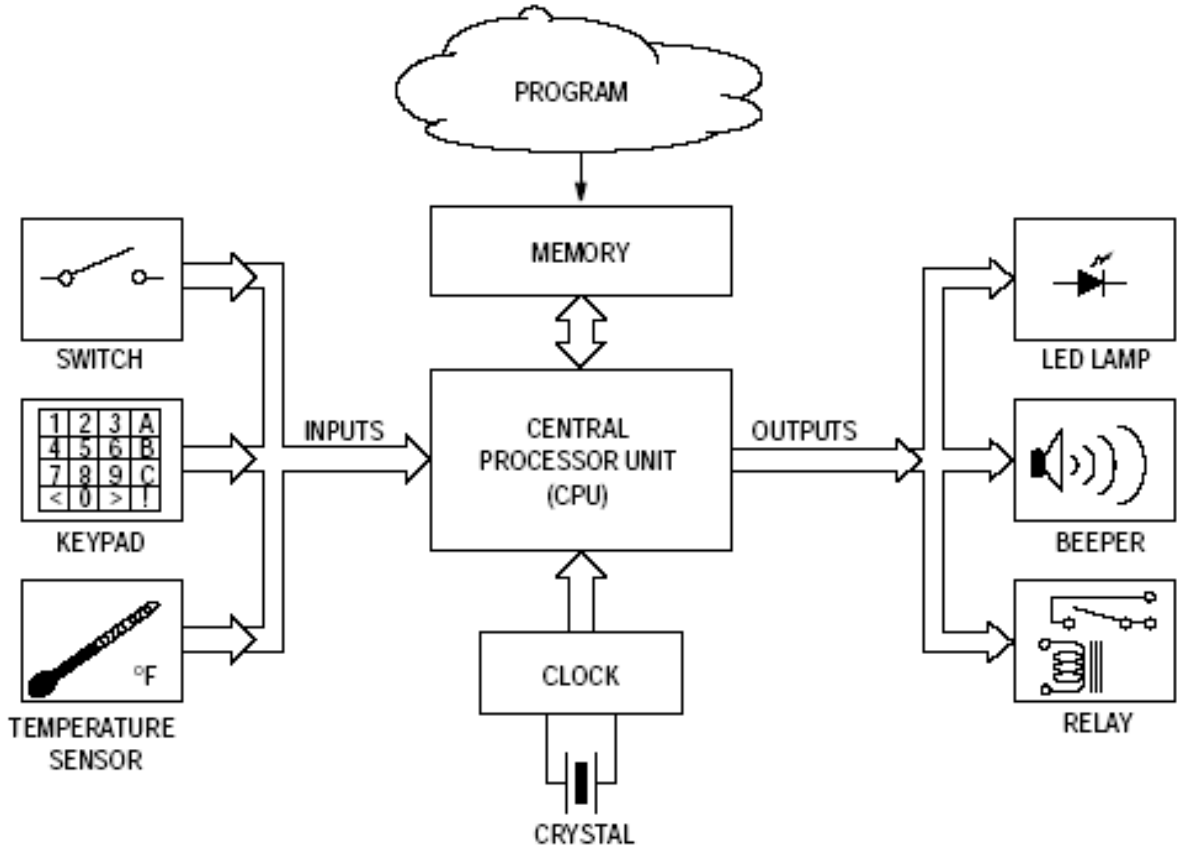


Source: http://malagaspas.com

Embedded systems

- An embedded system is a computer-based system that designed to perform particular tasks within a larger system
  - a few dedicated functions: not general-purpose
  - may or may not interact directly with humans

High-level View



Source: Sibigtroth, Understanding Small Microcontrollers

What are some characteristics of an embedded system?

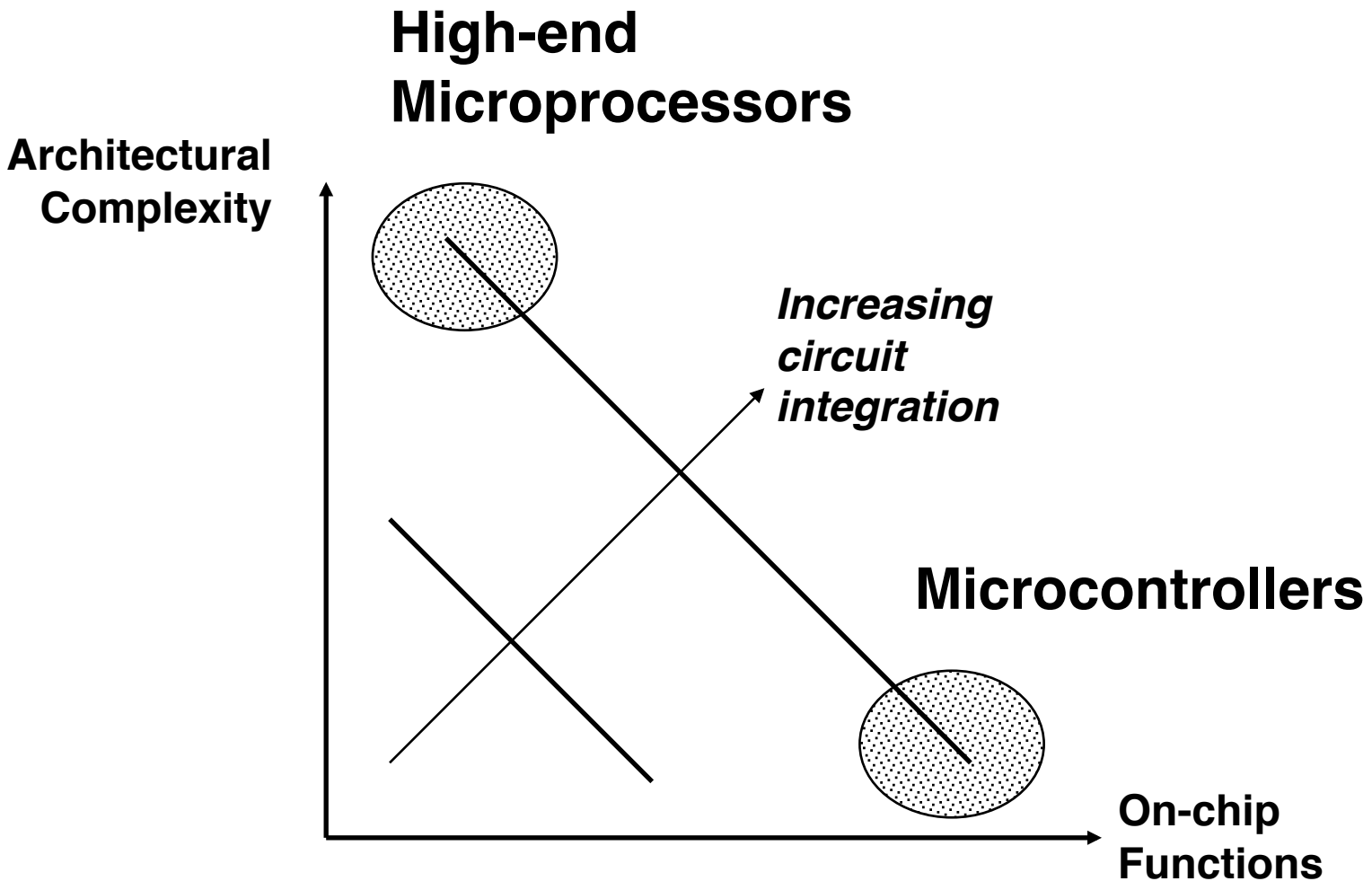
What are some characteristics of an embedded system?

- Possible constraints:
  - Size
  - Weight
  - Power
  - Cost
  - Latency (real-time)
  - Robustness (safety-critical)

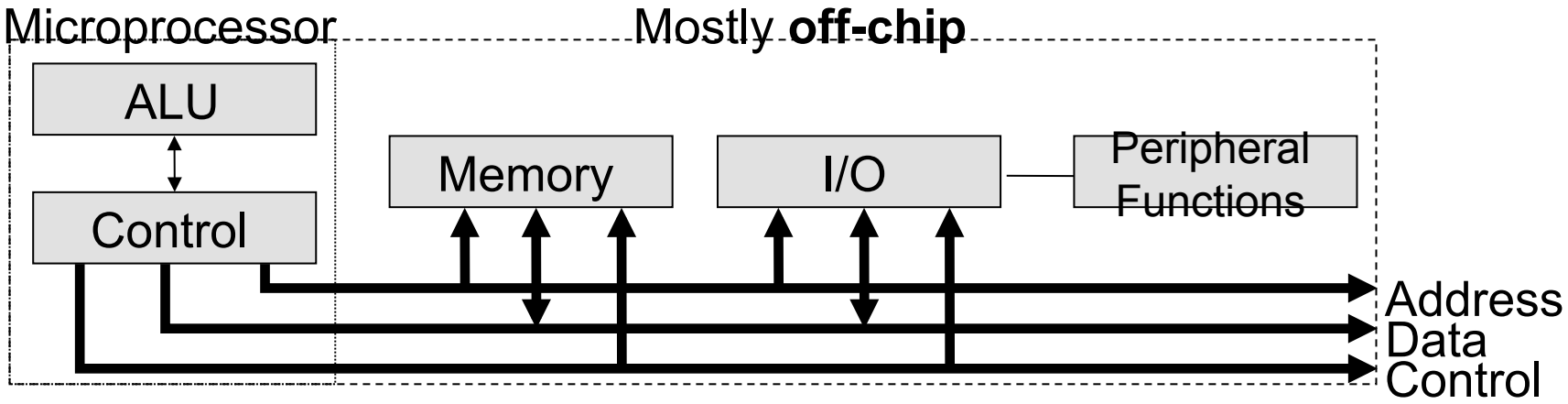
So, what's a **microcontroller**?

Performance vs. functionality

- Microprocessors have evolved in two directions



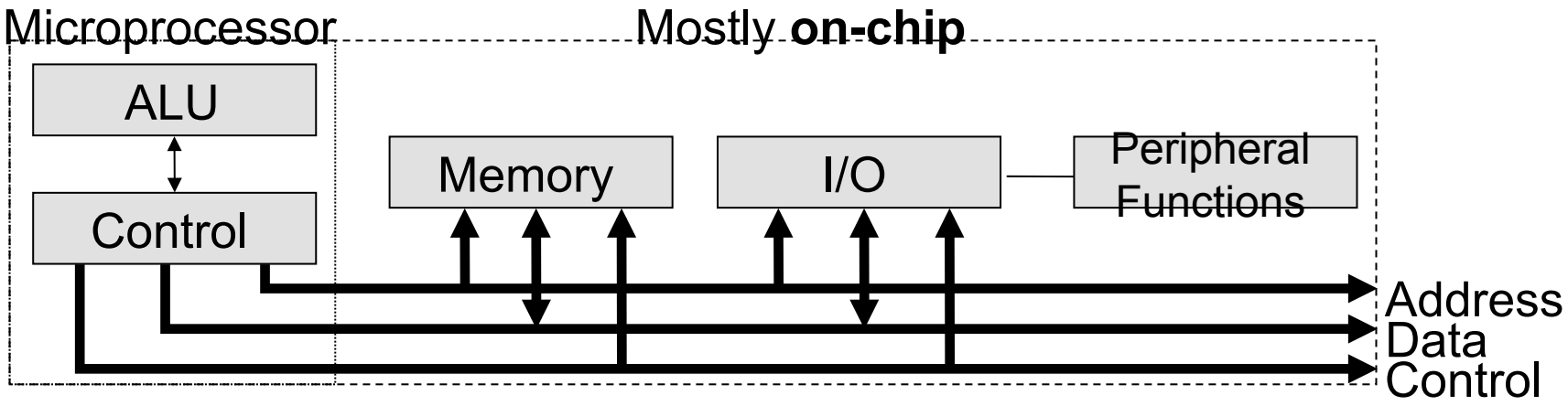
Microprocessors



High performance, general purpose "brains" for PCs and workstations

- Instruction decode and control, arithmetic/logic operations, registers, timing, external control
- Typical cost: $75 -- $500
- Annual demand: Tens of millions

Microcontrollers



Devices with high levels of integration for embedded control

- Microprocessor functions plus on-chip memory and peripheral functions (e.g. ports, timers)
- "Swiss army knife" of the technology
- Typical cost: $1-- $25 each
- Annual demand:
  $5.8 billion in 2006
  $9.5 billion in 2010

Microprocessor vs. Microcontroller

- Not always a clear distinction
  - Today's microprocessor may be tomorrow's microcontroller
- Microprocessor
  - Includes memory management unit
  - Lots of cache
  - Performance is most important feature (cost is important, but secondary)
  - Used mainly in desktop/laptop machines
- Microcontroller
  - Integrated RAM and ROM
  - Smaller cache (or no cache)
  - May include lots of on-chip peripherals
  - Used mainly in "embedded" applications
  - Often involves real-time control
  - Low power consumption for battery-powered applications

Comparison to other courses

- Single-threaded applications
- No underlying kernel or RTOS

ECE 4534 looks at multi-threaded applications using an RTOS or thread library

- Microcontroller (rather than CPU) organization

ECE 2500/4504 looks at processor internals

Philosophy

- In this type of course, most of the learning takes place when you work on assignments
  - Lectures are focused on preparing you for labs
  - Instructors prep for this course by creating and implementing labs
- Programming is a skill that improves with practice
  - One of the most important skills for any engineer
  - Requires decomposing large problems into smaller ones
  - The person who best understands the application is the best person to write the software
- Lab assignments are carefully sequenced

Formal Learning Objectives

Having successfully completed this course, the student will be able to

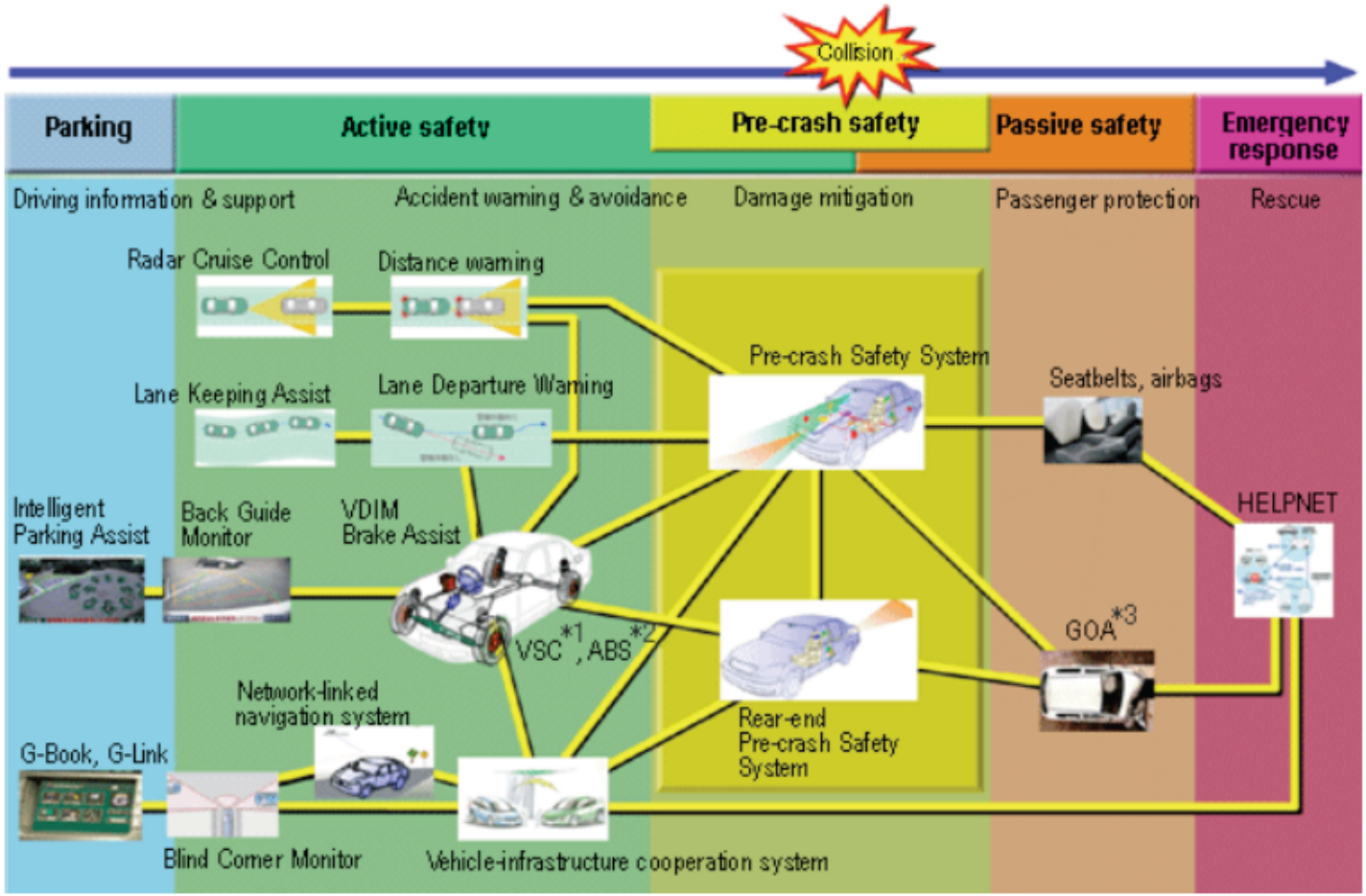
1. develop software for microcontroller systems using a high-level programming language;
2. demonstrate familiarity with common microcontroller subsystems, such as timer modules;
3. demonstrate an ability to use both polling and interrupt-driven approaches for interfacing a microcontroller with peripheral devices;
4. develop and analyze software to interface a microcontroller with common peripheral devices, such as switches, visual displays, digital-to-analog converters, analog-to-digital converters, and flash memory to produce a system to accomplish a specified task;
5. design interfaces to external devices connected to the microcontroller using a standard bus; and
6. describe the roles of microcontrollers in contemporary systems, including common consumer products.

Some types of embedded systems

- Communications
  - E.g. cellphones, routers, wireless infrastructure
- Consumer electronics
  - E.g. TV, Xbox, TiVo, watches, digital cameras, ovens, coffee makers, vacuum cleaners, washing machines, garage-door openers, . . .
- Automotive
  - E.g. antilock brakes, air bags, engine control
- Industrial
  - E.g. SCADA, robotics, flow meters
- Medical
  - E.g. pacemakers, automatic defibrillators
- Defense
  - E.g. drones, satellites

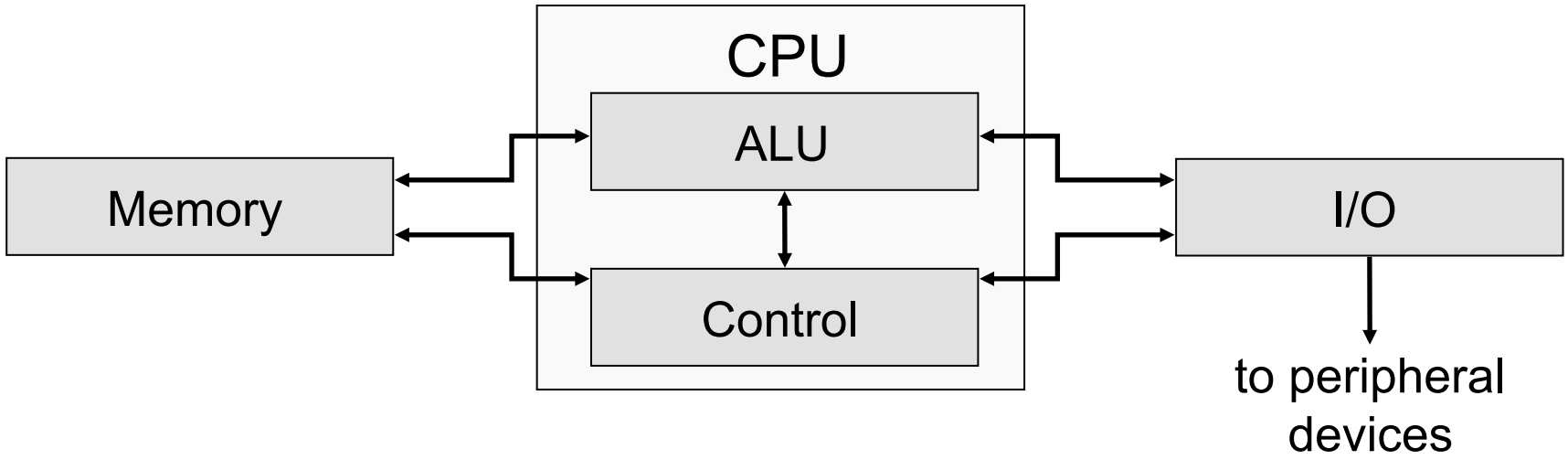
The modern car is stuffed with microcontrollers

- Typically 50 to 100 embedded systems
- 10 to 15 million lines of C code



Toyota example

Common Computer Organization



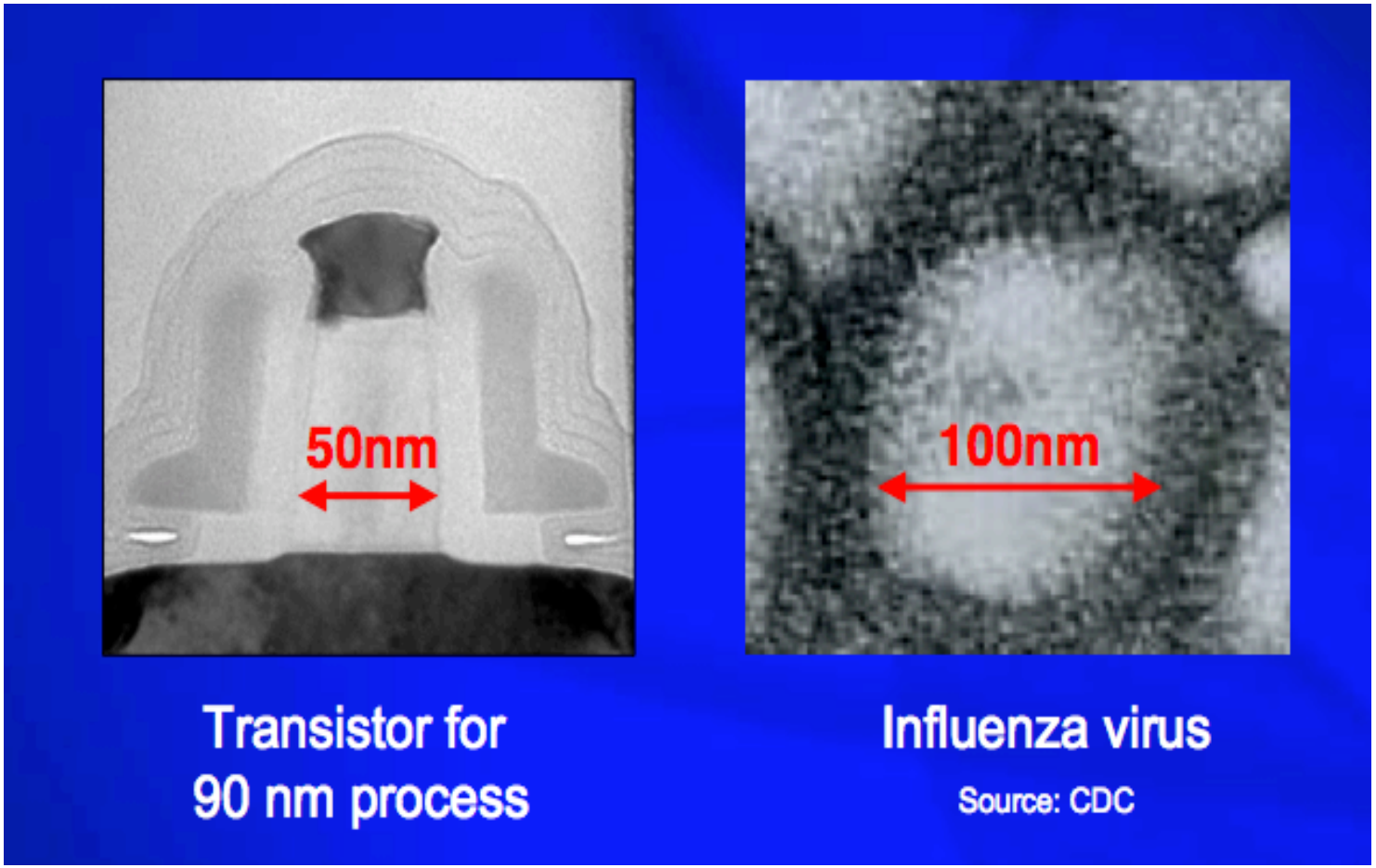
- **Memory** - Stores programs and data
- **CPU** - Central Processing Unit
- **ALU** - Arithmetic & Logic Unit
- **Control Unit** - Sequences data transfers and other operations
- **I/O Unit** - Communicates with the "outside world"

Microprocessor progression (Intel)

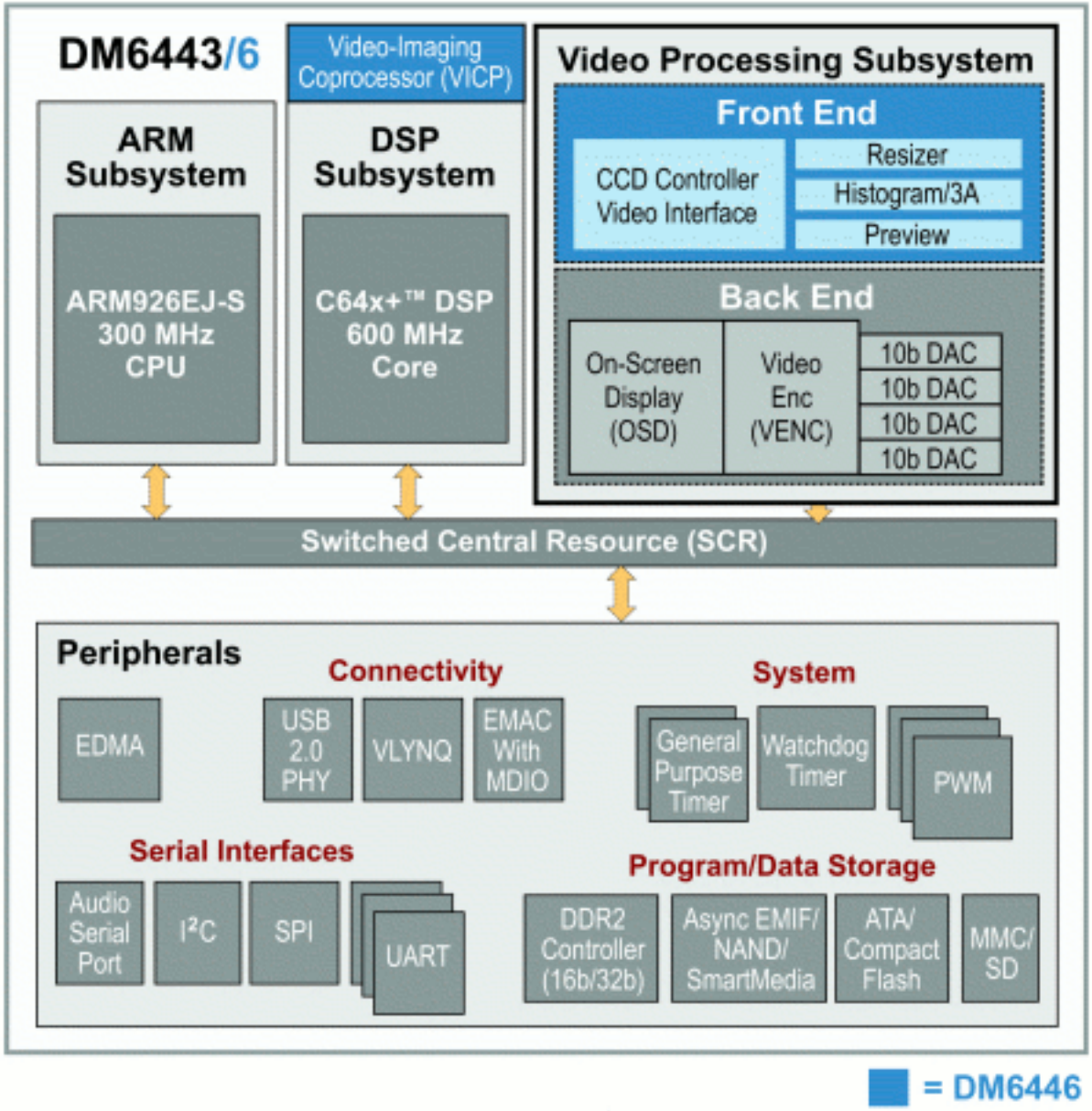
Name	Date	Transistors	Microns	Clock speed	Data width	MIPS
8080	1974	6,000	6	2 MHz	8 bits	0.64
8086	1978	29,000	3	5 MHz	16 bits	
80286	1982	134,000	1.5	6 MHz	16 bits	1
80386	1985	275,000	1.5	16 MHz	32 bits	5
80486	1989	1,200,000	1	25 MHz	32 bits	20
Pentium	1993	3,100,000	0.8	60 MHz	32 bits 64-bit bus	100
Pentium II	1997	7,500,000	0.35	233 MHz	32 bits 64-bit bus	~300
Pentium III	1999	9,500,000	0.25	450 MHz	32 bits 64-bit bus	~510
Pentium 4	2000	42,000,000	0.18	1.5 GHz	32 bits 64-bit bus	~1,700
Pentium 4 "Prescott"	2004	125,000,000	0.09	3.6 GHz	32 bits 64-bit bus	~7,000

Source: http://computer.howstuffworks.com/microprocessor2.htm
(Compiled from The Intel Microprocessor Quick Reference Guide and TSCP Benchmark Scores)

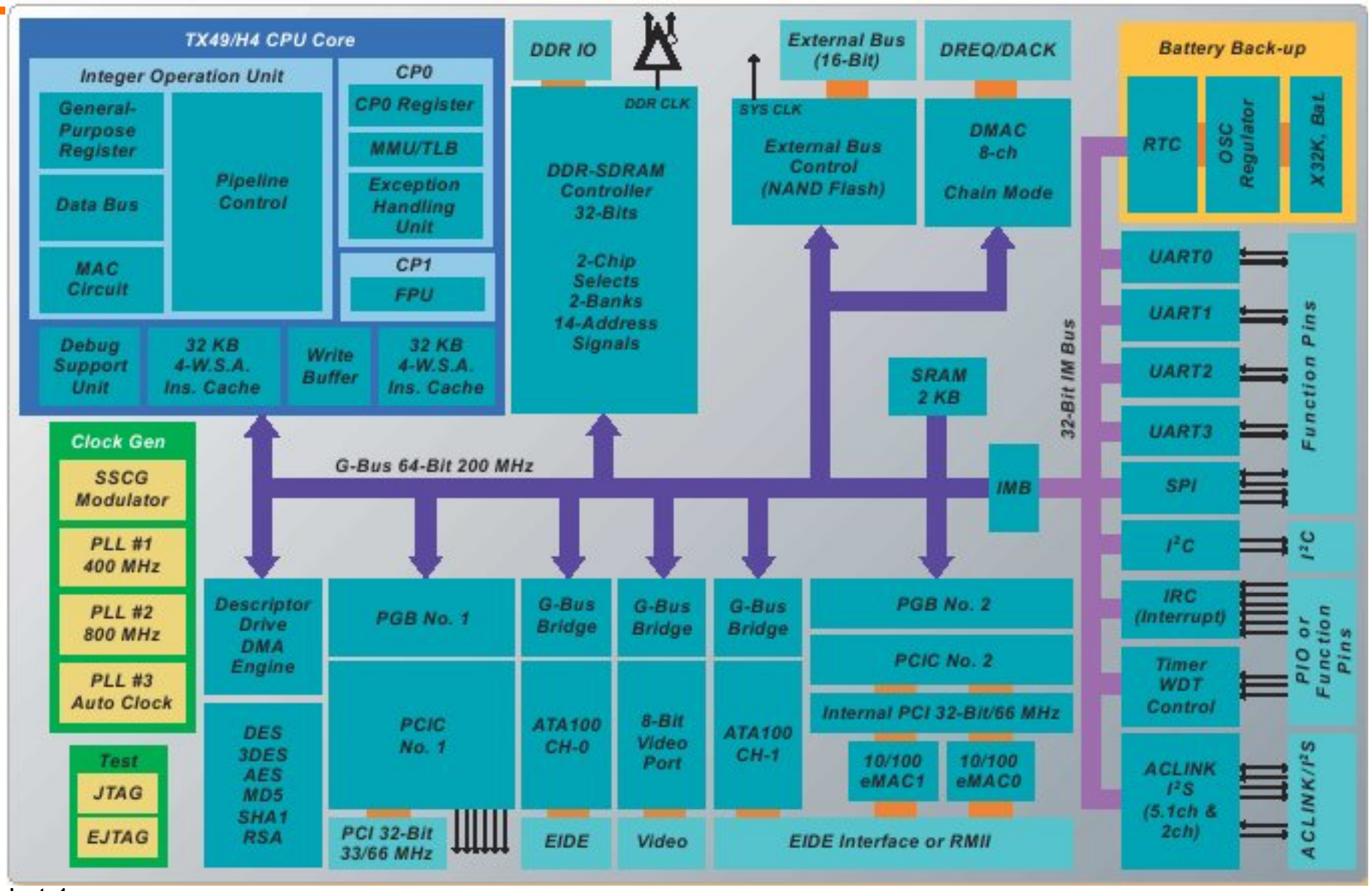
Putting 0.09 microns in perspective



Texas Instruments *DaVinci* Processor

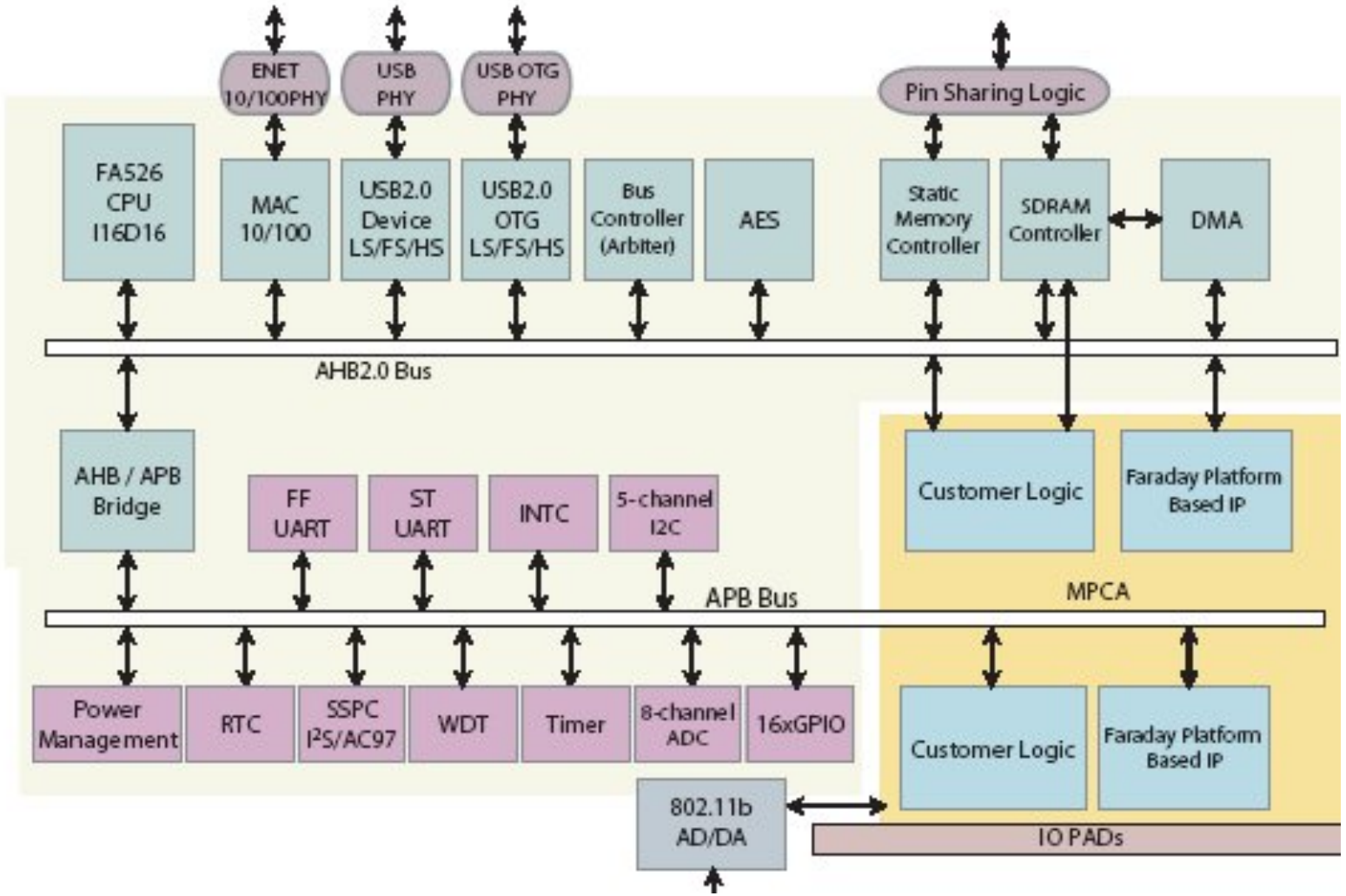


Toshiba TX4939XBG-400



Packet 1

Faraday Technology StructuredC



Summary

- Embedded systems are very important for all EEs and CPEs
- Need to know a "good mix" of hardware and software