

Aug. 21 (Monday).

Organizational meeting.

1. github.

<https://github.com/hualili/CMPE240-Adv-Microprocessors/tree/master/2018F>

2.

#### Course and Contact Information

Instructor(s): Harry Li

Office Location: Engineering Building, Room 267A

Telephone: (650) 400-1116

Email: hua.li@sjsu.edu

Office Hours: M.W. 3:00-4:00 pm

→ In Person.

Class Days/Time: Mondays, Wednesdays, 1:30-2:45 pm

Classroom: Engineering Building, Room 331

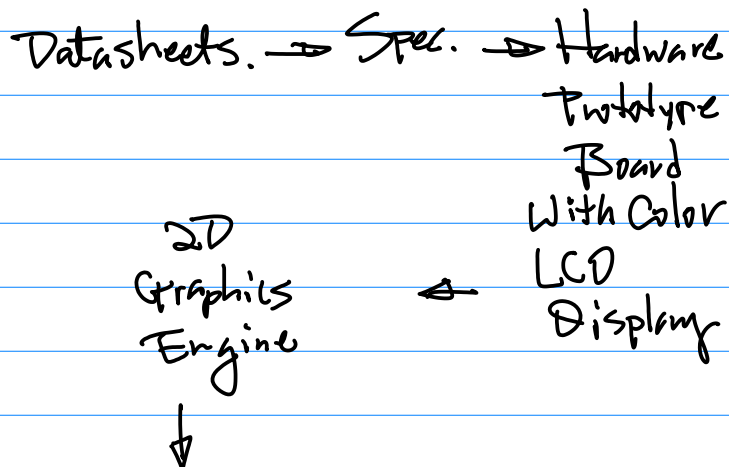
Prerequisites: CmpE 180D for non CMPE or non EE undergraduate  
documentation of having satisfied the class prerequisite requirement  
dropped from the class.

3. Emphasis on the Advanced Nature of the  
Microprocessor Systems. → Embedded  
Nature, ARM CPU. → GPU: graphics Processing  
Unit

Architecture of a computing system including system bus, memory subsystems and peripherals.  
Uni-directional and bidirectional bus architectures. SRAM and FLASH memories and their interfaces with  
the system bus. Design of Graphics Processing Engines, interrupt controller, transmitter receiver, timers,  
display adapter, and other system peripherals and bus interfaces.

→ Engine for Deep Learning, AI etc.

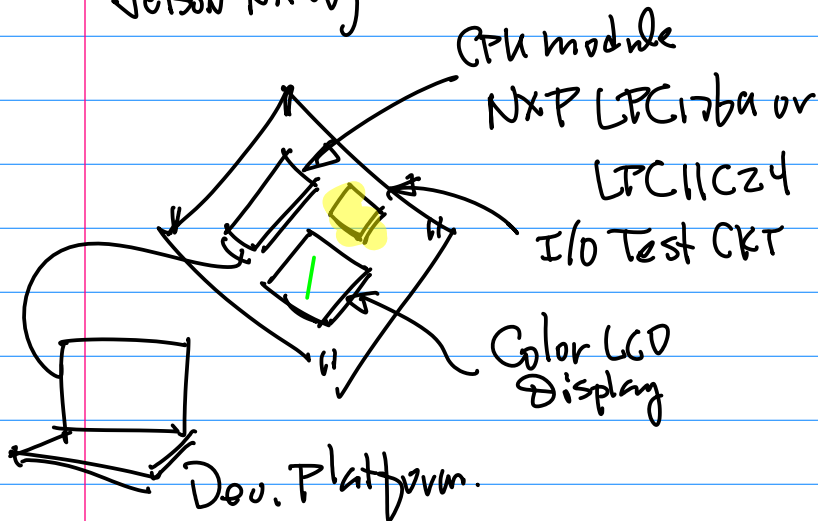
4. Hands-on.



3D Graphics Engine



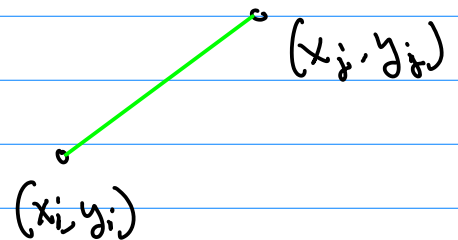
Benchmarking (with Ref. to NVDA  
Jetson Nano)



Live Drawing Sample Code.

$(x_i, y_i)$  Starting pt.

$(x_j, y_j)$  Ending pt.



Action Item (Homework, No Submission)

About 22,800,000 results (0.59 seconds)



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Note: Homework/Projects are <sup>to be</sup> posted  
on CANVAS, with written  
Requirements. Those are the  
material to be submitted.

5. PPTs, Lecture Notes (White Board Notes),  
Datasheet(s), are posted on the  
github.

#### Textbook

- NXP LPC17xx datasheets;
- LPC1768/1769 CPU Module schematics;
- Dave Jaggar, ARM Architectural Reference Manual, Prentice Hall, ISBN 0-13-736299-4;

- Reference: ARM11 data sheets and on-line web materials on line <https://github.com/hualili/>, or at the SJSU CANVAS provided copyright permitted;
- (Optional) Nvidia Jetson NANO datasheet and user menu (online from Nvidia developer website);
- (Optional) RISC-V tutorial (the link to be given in the lecture) and FPGA verilog implementation guide (the link to be given in the lecture).

Note: 1° Initial Sample Projects, ~ A Dozen  
Sample Projects.

2018F Add files via upload  
1769 patch.zip Add files via upload

GPP (General Purpose Port)

Target CPU  
NXP LPC1114  
LPC1769

Next Level of the Sample Code

2018S-10-LCD-DrawLi... Add files via upload

The Code was for LPC1769,  
But Newer Samples for GPP, Graphics  
Display for LPC1114 were developed  
and posted on the github.

The Lower After  
Sample Code for  
2D & 3D Engine Design.

PPT material in pdf.  
will be used in the Class.

Datasheet. Note: <sup>1°</sup> GPU Datasheet is in CmPE244 folder  
<sup>2°</sup> CPU Datasheet

2021F-107-lpc-cpu-UM...

2021F-107b-sch-#LPC...

"SCH"

### Grading Information

Quiz, Homework, Projects	30%
Midterm Examination	30%
Final Examination	40%