Embedded Systems

Brushless Motor Controller

Team Name: Friends

Coursework 2 Report

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Contents

1 Introduction

1.1 Brief

In this report is summarised the implementation of a brushless motor controller which performs additional lower priority tasks in an embedded system.

1.2 Specification

The system was designed to meet the following design criteria:

- Motor will spin for defined number of rotations and stop without overshooting with a precision of 0.5 rotations per number of rotations.
- Motor will spin at a defined maximum angular velocity 5-100 rotations per second, with a precision of 0.5 rotations per second.
- Perform Bitcoin mining task and test 5000 nonces per second. Matching nonces will be sent back to the host.
- Motor will play a melody while it is spinning. The melody is a repeating sequence of notes in C4 octave with durations of 0.125-1 seconds.

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2 Motor Control Implementation

2.1 Position and Velocity Measurements

2.2 Velocity Control

2.3 Position Control

3 Tasks and Dependencies

3.1 Motor Control

3.2 Melody

By modulating the PWM period and hence the drive current, the motor effectively behaves like a tune generator. A separate thread **TuneThread** is responsible for changing the PWM period based on the notes present in melody commands given by the user. The notes that are allowed belong to the C4 octave, in other words, frequencies 261.63 Hz (C4) up to 493.88 Hz (B4).

First, a map containing all the allowed notes and their corresponding PWM periods is initialised. Note that the PWM periods (in μs) are calculated using $\frac{1000000}{frequency}$.

```
    std::map<std::string, int32_t> tonefreqmap =
        {{"A", (int32_t)(1000000 / 440)}, {"A#", (int32_t)(1000000 / 466.16)},
         {"A^", (int32_t)(1000000 / 415.30)}, {"B", (int32_t)(1000000 / 493.88)},
         {"B^", (int32_t)(1000000 / 466.16)}, {"C", (int32_t)(1000000 / 261.63)},
         {"C#", (int32_t)(1000000 / 277.18)}, {"D", (int32_t)(1000000 / 293.66)},
         {"D#", (int32_t)(1000000 / 311.13)}, {"D^", (int32_t)(1000000 / 277.18)},
         {"E", (int32_t)(1000000 / 329.63)}, {"E#", (int32_t)(1000000 / 349.23)},
         {"E^", (int32_t)(1000000 / 311.13)}, {"F", (int32_t)(1000000 / 349.23)},
         {"F#", (int32_t)(1000000 / 369.99)}, {"F^", (int32_t)(1000000 / 329.63)},
         {"G", (int32_t)(1000000 / 392)}, {"G#", (int32_t)(1000000 / 415.30)},
         {"G^", (int32_t)(1000000 / 369.99)}};
```

In an infinite loop, the thread repeats the following steps where **tonesQ** is a queue containing the notes and durations that need to be played.

```
1 tonesQ_mutex.lock();
2 tone = tonesQ.front();
3 tonesQ.pop();
4 tonesQ.push(tone);
5 tonesQ_mutex.unlock();
6
7 duration = tone.back();
8 interval = ((int)duration - (int)'0') * 125;
```

Since **tonesQ** is a shared data structure also accessed by **TerminalListenerThread**, the popping and pushing actions are protected with a mutex. Note that after popping a tone from **tonesQ** the same tone is immediately pushed back, as the specification requires the motor to play a given melody on loop.

Following the regex for melody commands where the last entry in the command is an integer corresponding to the duration of the note (number of eighths of a second), the exact duration in milliseconds is obtained in line 8. Note that **(int)'0'** represents the offset value for numerical ASCII characters such that when subtracted from **(int)duration**, duration (which is a **char**) is effectively "converted" into an **int**.

After setting the new PWM period using **tone** and **tonefreqmap** initialised previously, the thread is then put to sleep using **ThisThread::sleep_for(interval)** so that a given note will last for the specified amount of time before the loop continues with the next note to be played. This solves the issue of blocking other threads from running (e.g. the bitcoin thread which will result in the thread failing to meet 5000 nonces per second) when **wait** is used instead.

This task is dependent on a non-empty **tonesQ**. This dependency is released by **TerminalListenerThread** when a melody command is received from the user.

3.3 Decoding Messages

The system receives commands from a host over a serial interface at 9600bps and follows the given syntax specifications:

- Each command ends with a carriage return character.
- The syntax for rotation commands is the regular expression R-?\d{1,4}(\.\d)?
- The syntax for maximum speed commands is the regular expression V\d {1,3}(\.\d)?

- The syntax for setting the bitcoin key is the regular expression K[0-9a-fA-F]{16}
- Matching bitcoin nonces should be sent to the host with a message matching the regular expression N[0-9a-fA-F]{16}
- The syntax for melody commands is the regular expression T([A-G][#ˆ]?[1-8]){1,16} (where # and ˆare characters)

An interrupt service routine **serialISR** receives each incoming byte from the serial port and places it into a queue. This is done by using the method **uint8_t RawSerial::getc()** to retrieve a byte from the serial port and the method **Mail::put()** to put a **Mail** message in a **mail_box** queue.

Decoding messages is implemented in **TerminaListenerThread** as a normal priority thread. **serialISR** is attached to serial port events, and in an infinite loop the method **Mail::get()** is used to wait for new characters. Upon receiving a return carriage character from mail, the command message is passed to functions that try to match it with the expected syntax. The command message is then placed in another **mail_box** to be communicated to the host via serial.

```
if (command.back() == '\r')
{
    decodeSpeedCommand(command);
    decodePositionCommand(command);
    decodeKeyCommand(command);
    decodeTuneCommand(command);
    putMessage(PRINT_MESSAGE, "Got Message: " + command);
    command = ""; //Reset input
```

The method used detemine if the command message is valid varies for the different commands.The standard C++ regular expressions library is used to decode speed and position commands. The function **sscanf** is used to decode the new key command, and melody commands are decoded by iterating through the message string as shown below.

```
for(int i = 1; i < input.length(); i++)
{
    if(input[i] == 'A' || input[i] == 'B' || input[i] == 'C' || input[i] == 'D' ||
        input[i] == 'E' || input[i] == 'F' || input[i] == 'G') {
        tone = "";
        tone += input[i];
    }
    if(input[i] == '#' || input[i] == 'ˆ') {
        tone += input[i];
    }
    if(input[i] == '1' || input[i] == '2' || input[i] == '3' || input[i] == '4' ||
        input[i] == '4' || input[i] == '5' || input[i] == '6' || input[i] == '7'
    ||
        input[i] == '8') {
        tone += input[i];
        pc.printf("Tone: %s\n\r", tone.c_str());

        tonesQ.push(tone);

    }
}
```

If the message received from the serial port matches any of the expected commands, then the relevant changes are made to implement the command and a **Mail** message to confirm receiving a command is put into a **mail_box** and communicated to the host via serial.

In **decodeSpeedCommand**, for example, the new maximum speed is written into a global variable **maxSpeed** where it will be read by the motor control thread. This variable is protected by a mutex **maxSpeed_mutex** to prevent simultaneous access.

3.4 Outputting Messages

3.5 Bitcoin Mining

The bitcoin mining task is implemented in **BitcoinThread** as a low priority thread. The task is to look for matching nonces such that when combined with a key provided by the user and the 48 bytes of constant payload, will produce a SHA-256 hash that begins with 16 zeros. This is done by simply initialising the nonce to 0 and incrementing by one on each attempt.

In order to regulate the mining task so that it satisfies the throughput specification of exactly 5000 nonces per second, the **Ticker** class is used to set up a timer interrupt that sends a signal to **BitcoinThread** every second. Every time the thread is released by the signal (which happens once per second), 5000 nonces are tested. The specification also requires the thread to send matching nonces back to the host. This is done by putting a **Mail** message pointer of type **BITCOIN_NONCE** in the **mail_box** queue.

```
while (true) {
    BitcoinThread.signal_wait(0x1);
    for(int i = 0; i < 5000; i++) {
        newKey_mutex.lock();
        *key = newKey;
        newKey_mutex.unlock();
        sha256.computeHash(hash, sequence, 64);
        *nonce +=1;

        if(hash[0] == 0 && hash[1] == 0) {
            uint64_t numbernonce = *nonce;
            putMessage(numbernonce);
        }
    }
}
```

A dependency this task has is the semaphore-like signal from the timer interrupt. This dependency is released once per second (by the timer interrupt). Note that a mutex is used here as **newKey** is a shared variable that is also accessed by **TerminalListenerThread** when a new bitcoin key is set by the user.

3.6 Dependency Graph

4 Timings and CPU Utilisation

4.1 Methodology

To ensure the system would meet the design criteria outlined in the introduction it was crucial that we measure and simulate the worst case performance.

4.2 Measure Results

4.3 Critical Instant Analysis of the Rate Monotonic Scheduler

5 Highlighting and footnotes

You can make words **bold**, *italicise* them, underline words or **make them *stand out* regardless of the surrounding**. You can break a line
mid sentence and make footnotes like this [1].

[1] a footnote

Task	Initiation Interval (t)	Execution Time (T)	CPU Utilization (U)
ISR	0	0	0
Output	0	0	0
Motor Control	0	0	0
Decode	0	0	0
BitCoin Mining	1s	0	0
Melody	0.125s	0	0

Table 1: Task timing and resource utilization.

6 Equations

6.1 As part of text

In total 85 distinct galaxies were identified in the Hubble Deep Field image provided, the list of which can be found in Appendix B at the end of this report. Poisson statistics states that the error in the number of galaxies counted (N_x) is simply the root of the count ($\sqrt{N_x}$), this can be represented as a percentage by the following equation, $N_x^2 + N^2$.

6.2 In the middle, not numbered

$$\alpha\beta \times \frac{2G}{x^2 B_n}$$

$$\frac{-b \pm \sqrt{b^2 - 4ac}}{2a} + \sin x$$

$$\text{mag} = 5 \times \log_{10}\left(\frac{D_l}{10}\right) + \text{M}_{\text{corr}}$$

6.2.1 And in the middle, numbered

$$A = bx + 24 \times F_x \tag{1}$$

7 Adding images

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7.0.1 Images side by side

8 Citing and referencing

8.1 Referencing figures and equations

Expression $4 \times 3 = G \times x$ naturally follows from Eq 1, and both of these things have a lot to do with Fig **??**.

8.2 Citing a paper

This statement has a citation at the end of it **?**, and this one has two **??**. A citation with parenthesis is sure to follow [**?**].