

Introduction

Memory Map, Communication, Polling and Interrupts

Exercise class 1

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Based on the lecture of:
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Gliederung

About this exercise class

Task 1 - Memory map

Task 2 - Communication

Task 3 - Interrupt and Polling

Bonus

About this exercise class

About this exercise class

- ▶ based on the **new** lecture by Prof. Zimmerling
- ▶ the exercise class gets **recorded** and **streamed online** and is also hold in **presence**
- ▶ **feedback for me:** <https://forms.gle/f3YN8EFrZ1vsfPoC6>
- ▶ today a little **preview** of the exercises that await you
- ▶ solving the exercises **not** directly **necessary** for the **Studienleistung**, important for exam \Rightarrow by passing the exam you're also going to get your **Studienleistung**

Task 1 - Memory map

Task 1 - Memory Map

Task 1.1

Solution a:



0xFFFF_FFFF	Debug/Trace Peripherals
0xE000_0000	
0xDFFF_FFFF	Unused
0xC000_0000	
0xBFFF_FFFF	Unused
0xA000_0000	
0x9FFF_FFFF	Unused
0x8000_0000	
0x7FFF_FFFF	Unused
0x6000_0000	
0x5FFF_FFFF	Peripherals
0x4000_0000	
0x3FFF_FFFF	SRAM
0x2000_0000	
0x1FFF_FFFF	Code
0x0000_0000	

Figure 6-1. Device Memory Zones

- ▶ $0x5FFF_FFFF - 0x4000_0000 + 1 = 0x2000_0000$
- ▶ $0x2000_0000 = 2 \cdot 16^7 = 2 \cdot (2^4)^7 = 2 \cdot 2^{4 \cdot 7} = 2^{1+28} = 2^{29}$

Task 1.1

Solution b:

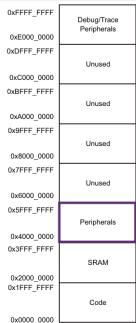


Diagram illustrating the Peripheral Bit-Band Alias Region:

- 0x4000_0000 to 0x4000_0000: Reserved
- 0x4000_0000 to 0x4000_0000: Peripheral Bit-Band Alias Region
- 0x4000_0000 to 0x4000_0000: Reserved
- 0x4000_0000 to 0x4000_0000: Peripheral Region

Figure 6-4. Peripheral Zone Memory Map

6.3.3.1 Peripheral Region

The 1MB region from 0x4000_0000 to 0x400F_FFFF is dedicated to the system and application control peripherals of the device. On the MSP432P401x MCUs, a total of 128KB of this region is dedicated for peripherals, while the rest is reserved. Table 6-1 lists the peripheral allocation within this 128-KB space. Note that all peripherals may not be available in all devices of the family (details in the REMARKS column). If a peripheral is listed as N/A for a particular device, treat the corresponding address space as reserved.

ADDRESS RANGE	PERIPHERAL	TABLE	REMARKS
0x4000_2800 to 0x4000_2BFF	eUSCI_B2	Table 6-12	16-bit peripheral
0x4000_2C00 to 0x4000_2FFF	eUSCI_B3	Table 6-13	16-bit peripheral
0x4000_3000 to 0x4000_33FF	REF_A	Table 6-14	16-bit peripheral
0x4000_3400 to 0x4000_37FF	COMP_E0	Table 6-15	16-bit peripheral
0x4000_3800 to 0x4000_3BFF	COMP_E1	Table 6-16	16-bit peripheral
0x4000_3C00 to 0x4000_3FFF	AES256	Table 6-17	16-bit peripheral
0x4000_4000 to 0x4000_43FF	CRC32	Table 6-18	16-bit peripheral
0x4000_4400 to 0x4000_47FF	RTC_C	Table 6-19	16-bit peripheral
0x4000_4800 to 0x4000_4BFF	WDT_A	Table 6-20	16-bit peripheral
0x4000_4C00 to 0x4000_4FFF	Port Module	Table 6-21	16-bit peripheral
0x4000_5000 to 0x4000_53FF	Port Mapping Controller	Table 6-22	16-bit peripheral

► $0x4000_4FFF - 0x4000_4C00 + 1 = 0x0400$

► $0x0400 = 4 \cdot 16^2 = 2^2 \cdot (2^4)^2 = 2^2 \cdot 2^{(4 \cdot 2)} = 2^{2+8} = 2^{10}$

Task 1 - Memory Map I

Task 1.1

Solution c:



ADDRESS RANGE	PERIPHERAL	TABLE	REMARKS
0x4000_2800 to 0x4000_2FFF	uUSCI_S2	Table 6-12	16-bit peripheral
0x4000_2C00 to 0x4000_2FFF	uUSCI_B3	Table 6-13	16-bit peripheral
0x4000_3000 to 0x4000_33FF	REF_A	Table 6-14	16-bit peripheral
0x4000_3400 to 0x4000_37FF	COMP_E0	Table 6-15	16-bit peripheral
0x4000_3800 to 0x4000_3BFF	COMP_E1	Table 6-16	16-bit peripheral
0x4000_3C00 to 0x4000_3FFF	AES256	Table 6-17	16-bit peripheral
0x4000_4000 to 0x4000_43FF	CRC32	Table 6-18	16-bit peripheral
0x4000_4400 to 0x4000_47FF	RTC_C	Table 6-19	16-bit peripheral
0x4000_4800 to 0x4000_4BFF	WDT_A	Table 6-20	16-bit peripheral
0x4000_4C00 to 0x4000_4FFF	Port Module	Table 6-21	16-bit peripheral
0x4000_5000 to 0x4000_53FF	Port Mapping Controller	Table 6-22	16-bit peripheral

Table 6-21. Port Registers (Base Address: 0x4000_4C00)

REGISTER NAME	ACRONYM	OFFSET
Port 1 Input	P1IN	000h
Port 2 Input	P2IN	001h
Port 1 Output	P1OUT	002h
Port 2 Output	P2OUT	003h

P2.0/PM_UCA1STE	<input type="checkbox"/>	16
P2.1/PM_UCA1CLK	<input type="checkbox"/>	17
P2.2/PM_UCA1RXD/PM_UCA1SOMI	<input type="checkbox"/>	18
P2.3/PM_UCA1TXD/PM_UCA1SIMO	<input type="checkbox"/>	19
P2.4/PM_TA0.1	<input type="checkbox"/>	20
P2.5/PM_TA0.2	<input checked="" type="checkbox"/>	21
P2.6/PM_TA0.3	<input type="checkbox"/>	22
P2.7/PM_TA0.4	<input type="checkbox"/>	23

- ▶ $0x4000_4C00 + 0x0003 = 0x4000_4C03$
- ▶ *6th least significant bit* $\Rightarrow 0b0010_0000$

Task 1 - Memory Map II

Task 1.1

Sidenote 🔍

- ▶ 003h is an alternative way to write 0x0003

Task 1 - Memory Map I

Task 1.1

Solution d:



0xFFFF_FFFF	Debug/Trace Peripherals
0xE000_0000	Unused
0xDFFF_FFFF	Unused
0xC000_0000	Unused
0xBFFF_FFFF	Unused
0xA000_0000	Unused
0x9FFF_FFFF	Unused
0x8000_0000	Unused
0x7FFF_FFFF	Unused
0x6000_0000	Unused
0x5FFF_FFFF	Peripherals
0x4000_0000	SRAM
0x3FFF_FFFF	Code
0x2000_0000	
0x1FFF_FFFF	
0x0000_0000	

Figure 6-1. Device Memory Zones

0x1FFF_FFFF	Reserved
0x0210_0000	ROM Region
0x0200_0000	Reserved
0x0110_0000	SRAM Region
0x0100_0000	Reserved
0x0040_0000	Flash Memory Region
0x0000_0000	

Figure 6-2. Code Zone Memory Map

6.3.1.1 Flash Memory Region

The 4MB region from 0x0000_0000 to 0x003F_FFFF is defined as the flash memory region. This region is further divided into different types of flash memory regions, which are explained in [Section 6.4.1](#).

6.4.3 ROM

The MSP432P401x MCUs support 32KB of ROM, with the rest of the 1MB region reserved (for future upgrades). The lower 2KB of the ROM is reserved for TI internal purposes and accesses to this space returns an error response. The rest of the ROM is used for driver libraries.

NOTE

The entire ROM region returns an error response for write accesses. The lower 2KB of the ROM always returns an error response for any access.

- ▶ $0x020F_FFFF - 0x0200_0000 + 1 = 0x0010_0000$.
- ▶ $16^5 = (2^4)^5 = 2^{4 \cdot 5} = 2^{20} \text{ addresses}$

Task 1 - Memory Map II

Task 1.1

Solution d:



- ▶ each address location corresponds to *one byte* \Rightarrow *addressable memory space* is 2^{20} Byte or 1MiB.
- ▶ number of 4-byte words is a *quarter* of that, which is
$$\frac{2^{20} \text{ Byte}}{2^2} = 2^{18} \text{ words} = 2^8 \text{ Kiwords} = 256 \text{ Kiwords}$$

Sidenote 🔍

- ▶ developer can not write to these addresses, only the manufacturer can (ROM = *Read-only memory*)
- ▶ the MSP432P401x MCUs supports 32KB of ROM, and the rest of the 1MByte ROM region is reserved for *future upgrades*

Task 1 - Memory Map

Task 1.2

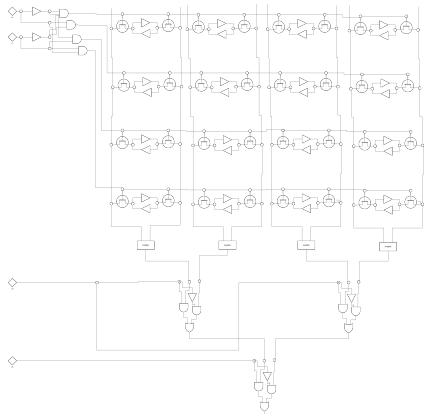


Figure 1: SRAM-cell array

Task 1 - Memory Map

Task 1.2

- ▶ u row select bits and w column select bits
- ▶ we need:
 - ▶ $2^{(u+w)}$ memory cells
 - ▶ one u -bit decoder
 - ▶ one 2^w -to-1 multiplexer
 - ▶ 2^w sense amplifiers

Task 1 - Memory Map I

Task 1.2

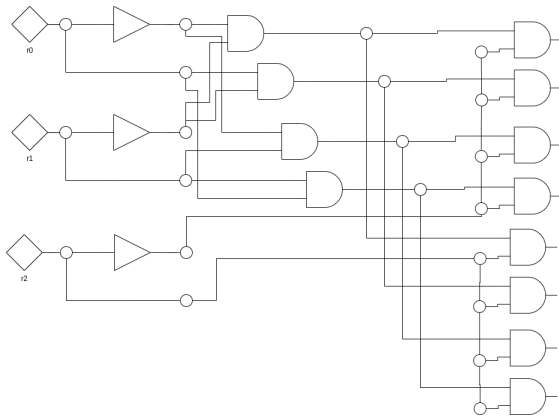


Figure 2: 3-Bit Decoder

Task 1 - Memory Map II

Task 1.2

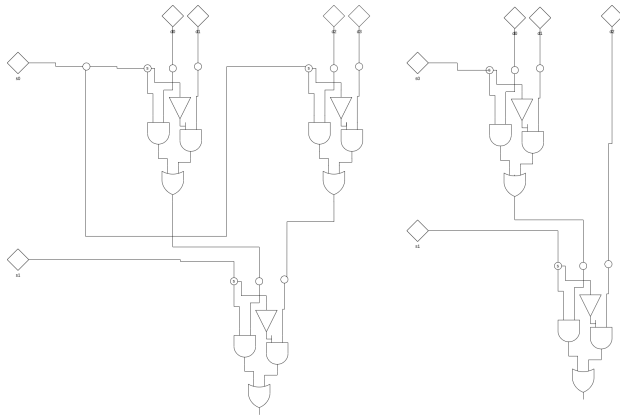


Figure 3: 4-to-1 and 3-to-1 Multiplexer

Task 1 - Memory Map I

Task 1.2

- ▶ memory cell area:
 - ▶ for a 8-bit address, we need 2^8 memory cells.
 - ▶ $C = 2^8 \cdot A_{\text{mem}} = 2^8 \cdot 6 = 1536$.
- ▶ u -bit decoder area:
 - ▶ for activating one of the 2^u word lines.
 - ▶ we construct a k -bit decoder using 2 smaller decoders and 2^k 2-input AND gates.
 - ▶ the smaller decoders should be of size $\frac{k}{2}$ if k is even, or of sizes $\frac{k+1}{2}$ and $\frac{k-1}{2}$ if k is odd.

Task 1 - Memory Map II

Task 1.2

$$\triangleright D(k) = \begin{cases} A_{\text{NOT}} & \text{if } k = 1 \\ 2 \cdot D\left(\frac{k}{2}\right) + A_{\text{AND}} \cdot 2^k & \text{if } k > 1 \text{ and } k \text{ is even} \\ D\left(\frac{k-1}{2}\right) + D\left(\frac{k+1}{2}\right) + A_{\text{AND}} \cdot 2^k & \text{if } k > 1 \text{ and } k \text{ is odd} \end{cases}$$

► 2w-to-1 multiplexer area:

- for selecting one of the 2^w **bit lines**.
- we can construct a 2^k -to-1 **multiplexer** for any k using two 2^{k-1} -to-1 **multiplexers** and one 2-to-1 **multiplexer**.

$$\triangleright M(k) = \begin{cases} A_{\text{mux}} = 4 & \text{if } k = 1 \\ 2 \cdot M(k-1) + A_{\text{mux}} & \text{otherwise} \end{cases}.$$

Task 1 - Memory Map III

Task 1.2

- ▶ single sense amplifier area:
 - ▶ for each of the w column bit lines
 - ▶ $S(w) = 2^w \cdot A_{\text{sense}}$
- ▶ there are 8 possible implementations for u and w
- ▶ the area excluding the memory cells: $D(u) + M(w) + S(w)$

Task 1 - Memory Map

Task 1.2

u	w	Decoder $D(u)$	Multiplexer $M(w)$	Sense Amp $S(w)$	Total
0	8	0	1020	1280	2300
1	7	1	508	640	1149
2	6	6	252	320	578
3	5	15	124	160	299
4	4	28	60	80	168
5	3	53	28	40	121
6	2	94	12	20	126
7	1	171	4	10	185
8	0	312	0	5	317

Table 1: Different SRAM implementations

Task 2 - Communication



Task 2 - Communication

Task 2

Solution a:



- ▶ Baudrate of $115200 \frac{\text{bits}}{\text{s}}$
- ▶ We require 16 clock periods to sample 1bit
- ▶ Required clock frequency = $115200 \frac{\text{bits}}{\text{s}} \cdot \frac{16}{\text{bits}} = 1.8432\text{MHz}$

Task 2 - Communication

Task 2

Solution b:



- ▶ We have a 48MHz clock and want to reduce it with division factor x
- ▶ Our goal speed is 1.8432 MHz
- ▶ The ration between the given and required clock is $\frac{48\text{MHz}}{1.8432\text{MHz}} = 26.04167$

Task 2 - Communication

Task 2

Solution c:

- ▶ For each byte of actual data we send: 1 start bit + 8 data bits + 1 parity bit + 2 stop bits = 12 bits
- ▶ We have a total of $10\text{MB} = 10 \cdot 2^{20}$ bytes of data to send
- ▶ This takes $\frac{(10 \cdot 2^{20} \cdot 12)\text{bits}}{115200\text{bits/s}} = 1092.27\text{s}$ time

Task 2 - Communication I

Task 2

Solution d:



- ▶ *transmission rates sender and receiver with unknown clock frequency F_r :*
 - ▶ $r_s = \frac{48 \cdot 10^6}{16 \cdot 26} \text{ Hz}, \quad r_r = \frac{F_r}{16 \cdot 26}$
- ▶ *the sender transmits the k th symbol during time:*
 - ▶ $\left(\frac{(k-1)}{r_s}, \frac{k}{r_s} \right)$
- ▶ *receiver samples the k th symbol at time:*
 - ▶ $\frac{k-0.5}{r_r}$
- ▶ *For correct reception of the k th symbol, it has to be constant for a clock cycle before and after the sample time:*
 - ▶ $\left(\frac{k-0.5}{r_r} - \frac{1}{r_r \cdot 16}, \frac{k-0.5}{r_r} + \frac{1}{r_r \cdot 16} \right)$

Task 2 - Communication II

Solution d:



- If receiver is slower than the sender, the second stop bit is 'critical'. To be sampled correctly, it has to be sampled before the second stop bit ends:

$$\text{► } \frac{12 - 0.5}{r_r} + \frac{1}{r_r \cdot 16} \leq \frac{12}{r_s}$$

$$r_r \geq \frac{11.5 \cdot 16 + 1}{12 \cdot 16} \cdot r_s = \frac{\frac{11.5 \cdot 16 + 1}{12 \cdot 16} \cdot 48 \cdot 10^6}{16 \cdot 26} \text{ Hz} = \boxed{46.25 \text{ MHz}}$$

- If receiver is faster than the sender, the first stop bit is 'critical'. To be sampled correctly, it has to be sampled after the start of the first stop bit:

$$\text{► } \frac{11 - 0.5}{r_r} - \frac{1}{r_r \cdot 16} \geq \frac{10}{r_s}$$

$$r_r \leq \frac{10.5 \cdot 16 - 1}{10 \cdot 16} \cdot r_s = \frac{\frac{10.5 \cdot 16 - 1}{10 \cdot 16} \cdot 48 \cdot 10^6}{16 \cdot 26} \text{ Hz} = \boxed{50.1 \text{ MHz}}$$

- Combining these two inequalities, we get the valid range of clock frequencies for the receiver:

$$\text{► } 46.25 \text{ MHz} \leq F_r \leq 50.1 \text{ MHz}$$

Task 3 - Interrupt and Polling



Interrupts and Polling

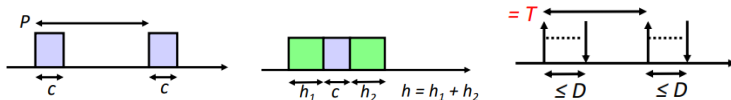
Repetition

- ▶ **utilization u :** average percentage the processor is busy
- ▶ **computation c :** processing time for handling the event
- ▶ **overhead h :** time overhead for handling the interrupt
- ▶ **period P :** polling period
- ▶ **inter-arrival time T :** minimal time between two events
- ▶ **deadline D :** maximal time between event arrival and finishing event processing with $D \leq T$.

Interrupts and Polling

Repetition

- ▶ Constraints for polling-based processing: $2c \leq P + c \leq D \leq T$
 - ▶ $P \geq C$ implies $P + C \geq 2C$
 - ▶ the maximal polling period is $P = D - c$, the minimal polling period is $P = c$
- ▶ Constraints for interrupt-based processing: $h + c \leq D \leq T$



Task 3 - Interrupts and Polling

Task 3

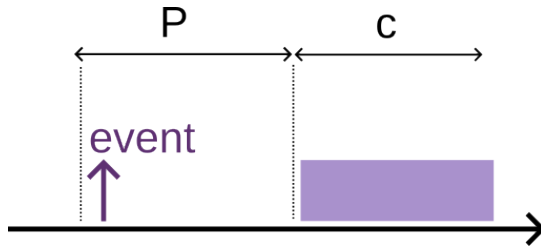
Solution a:



- ▶ Computation time c for the event: $\frac{100}{48 \cdot 10^6 \text{ Hz}} = 2.0833 \mu\text{s}$
- ▶ The maximum response time in the worst case is $P + c$. This time should not exceed our deadline of $10 \mu\text{s}$
- ▶ Therefore, we have $P + 2.0833 \mu\text{s} \leq 10 \mu\text{s} \iff P \leq 7.9167 \mu\text{s}$
- ▶ Since our polling period may not be shorter than the computation time we obtain $P \geq 2.0833 \mu\text{s}$. Therefore, our range is $P \in [2.0833 \mu\text{s}, 7.9167 \mu\text{s}]$
- ▶ we're only interested in a lower bound for P not $P + c$

Solution a:

Task 3



Task 3 - Interrupts and Polling

Task 3

Solution b:



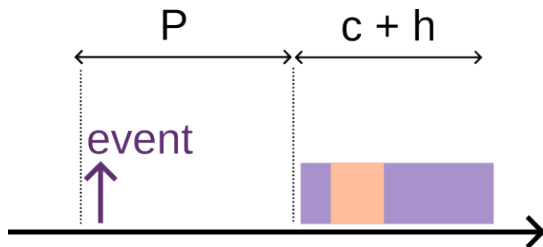
- ▶ In this setting, the worst case occurs if an *interrupt* delays our event computation.
- ▶ Our maximum response time is $P + c + h$ where h is the *overhead time* required to process the interrupt.
- ▶ Because our event takes 100 cycles, and the minimum time between two interrupts is not less than 140 cycles, there can be *at most* one interrupt within the processing of our event.
- ▶ Thus, we might require 40 more cycles in the worst case, taking $\frac{40}{48 \cdot 10^6 \text{ Hz}} = 0.8333 \mu\text{s}$.

Solution b:

Task 3

Solution b:

- ▶ $2.0833\mu s + 0.8333\mu s + P \leq 10\mu s$
- ▶ $P \geq 2.08\mu s + 0.8333\mu s$
- ▶ *solving this equations for P we get $P \in [2.9167\mu s, 7.0833\mu s]$*



Task 3 - Interrupts and Polling

Task 3

Solution c:



- ▶ Let E be the total cycles of computation within one polling period. Let k be the amount of interrupts that occurred during the processing of our event.
- ▶ We have that $E = 100 + 40 \cdot k$
- ▶ 1. To meet the deadline, we require $\frac{E}{48 \cdot 10^6 \text{ Hz}} + P \leq 10 \mu\text{s}$
- ▶ 2. To finish the polling task before a new period $P \geq \frac{E}{48 \cdot 10^6 \text{ Hz}}$
- ▶ Through this we can derive that $2 \cdot \frac{E}{48 \cdot 10^6 \text{ Hz}} \leq 10 \mu\text{s} \Rightarrow E \leq 240 \text{ Cycles}$

Task 3 - Interrupts and Polling

Task 3

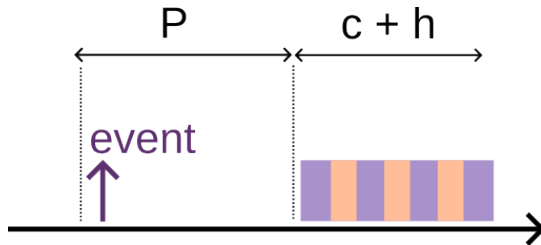
Solution c:



- ▶ Assuming the largest feasible value of E , we have $k = \frac{240-100}{40} = 3.5$
- ▶ This means at most 3 interrupts can be processed fully during the processing of one event. In total this takes $\frac{100+40 \cdot 3}{48 \cdot 10^6} = 4.583 \mu s$ time.
- ▶ The minimum feasible time between two interrupts is $T = 4.583 \mu s / 3 = 1.528 \mu s$
- ▶ The feasible range for the polling period is $P \in [4.583 \mu s, 5.147 \mu s]$

Task 3 - Interrupts and Polling

Task 3



Bonus

Bonus I

Hexadecimal System

► **Example:** $\text{beef}_{16} = 11 \cdot 16^3 + 14 \cdot 16^2 + 14 \cdot 16^1 + 15 \cdot 16^0$
 $= 11 \cdot 4096 + 14 \cdot 256 + 14 \cdot 16 + 15$
 $= 48879$

► all Bin and Hex assigned:

0	1	2	3	4	5	6	7	8	9
0000	0001	0010	0011	0100	0101	0110	0111	1000	1001
A	B	C	D	E	F				
1010	1011	1100	1101	1110	1111				

Bonus II

Hexadecimal System

► Hex \Rightarrow Bin:

D	4	F	6	6	E
1101	0100	1111	0110	0110	1110

► Bin \Rightarrow Hex:

1101	0100	1111	0110	0110	1110
D	4	F	6	6	E

Bonus III

Hexadecimal System

► Derivation:

$$\begin{aligned} \text{► } a4_{16} &= 10 \cdot 16^1 + 4 \cdot 16^0 \\ &= 10 \cdot (2^4)^1 + 4 \cdot (2^4)^0 \\ &= 1010_2 \cdot 2^4 + 0100_2 \cdot 1 \\ &= (1000_2 \cdot 2^4 + 10_2 \cdot 2^4) + (100_2 \cdot 2^0) \\ &= (1 \cdot 2^7 + 1 \cdot 2^5) + (1 \cdot 2^2) \\ &= 1010_2 0100_2 \end{aligned}$$

- **idea:** shifting a number works in hexadecimal system $1a_{16} \cdot 10_{16}^2 = 1a00$ decimal system $17 \cdot 10^2 = 1700$ and binary system $11_2 \cdot 10_2^2 = 1100_2$ quite similar.

Bonus IV

Hexadecimal System

- ▶ but because $16 = 2^4$ the hexadecimal and binary system are particularly easy to convert into each other.

Bonus

Quiz question

► How many bits / digits will a hex number with 5 digits have in binary system?

☐ 10

☐ 15

☐ 20

☐ 16

Bonus

Quiz question

► How many bits / digits will a hex number with 5 digits have in binary system?

☐ 10

☐ 15

☒ 20

☐ 16

► **example:** `0xa_aaaa` = `0b1010_1010_1010_1010`

► the **binary number** has 4 times as many bits because $16 = 2^4$