

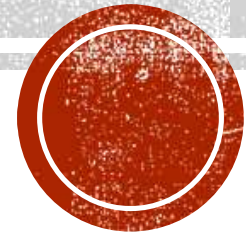


# **EMBEDDED SYSTEMS**

## **CMPE-453**

Department of Computer Engineering

**Serial Communication-5**



# SHIFT REGISTERS

SPI : Universal Registers

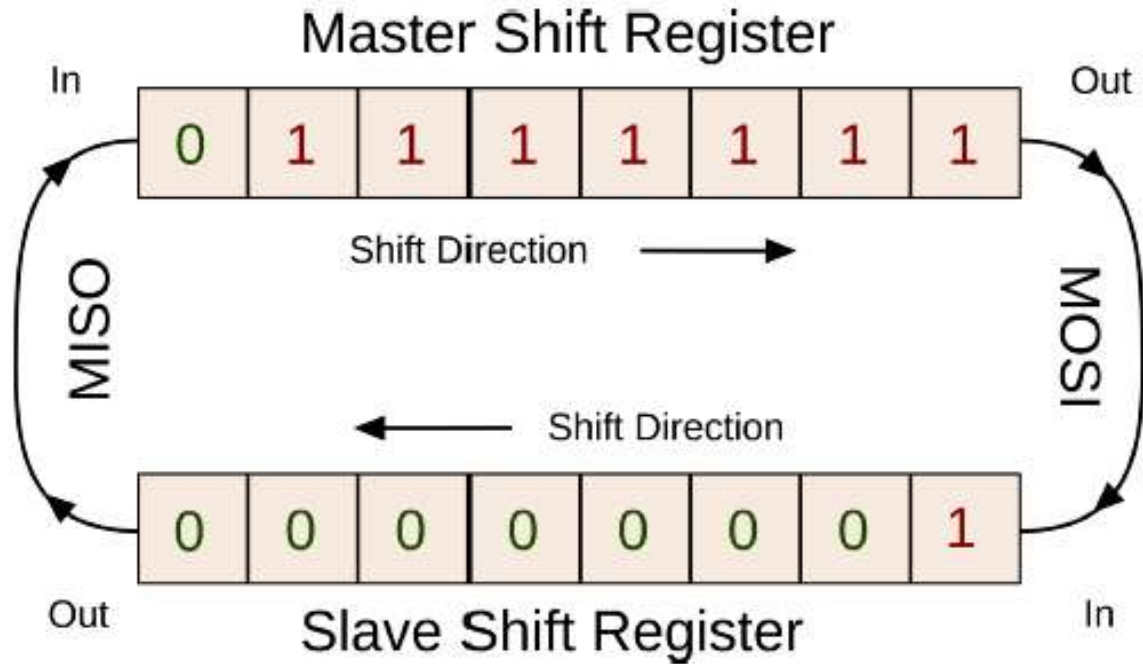
1 →	1	0	0	0	0	0	0	0
0 →	0	1	0	0	0	0	0	0
1 →	1	0	1	0	0	0	0	0
1 →	1	1	0	1	0	0	0	0
0 →	0	1	1	0	1	0	0	0
0 →	0	0	1	1	0	1	0	0
0 →	0	0	0	1	1	0	1	0
1 →	1	0	0	0	1	1	0	1

Serial in - parallel out

Parallel in - Serial out



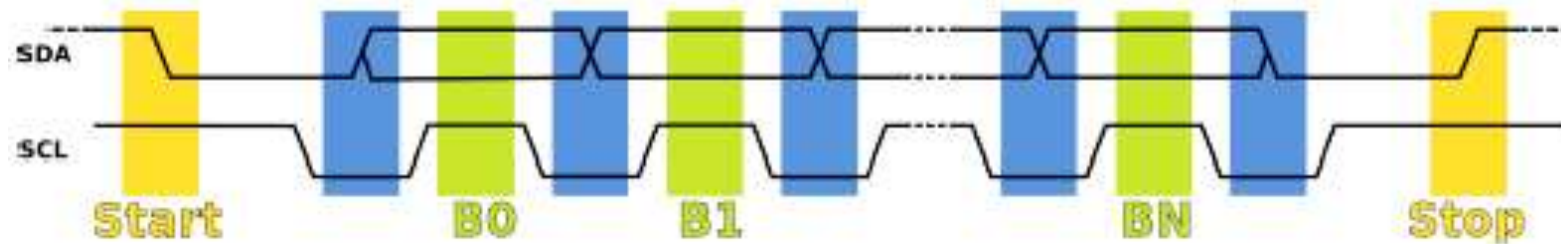
# SPI SHIFT REGISTERS



- Start : Parallel-loaded with the data
- Ex: Slave with all zeros, master with all ones
- Processors read from registers, in parallel
- Once processed, registers are reloaded.



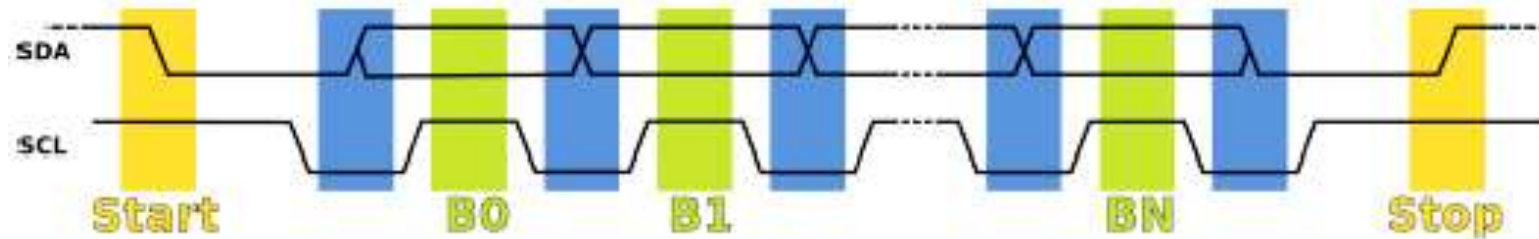
# I2C



- 2 wires
  - SCL – Serial Clock
  - SDA – Serial Data
- I2C is a synchronous protocol, a clock master that's controlling the communication by sending out the timing signal.
- I2C data line can change between high and low states only while the clock line is low
- Data is to be read only while the clock line is high



# I2C



- Multiple devices use the same lines, therefore need an addressing scheme.
- Each device has specific 7-bit address
- Eight bit : whether the master or slave is going to send data over the data line next.
- If AVR sends a start, then the address of a slave device, and then a zero, the slave device knows that it's going to receive a byte from the AVR
- If the last bit after the address is a one, then the slave is responsible for sending data; the master reads data off the bus.

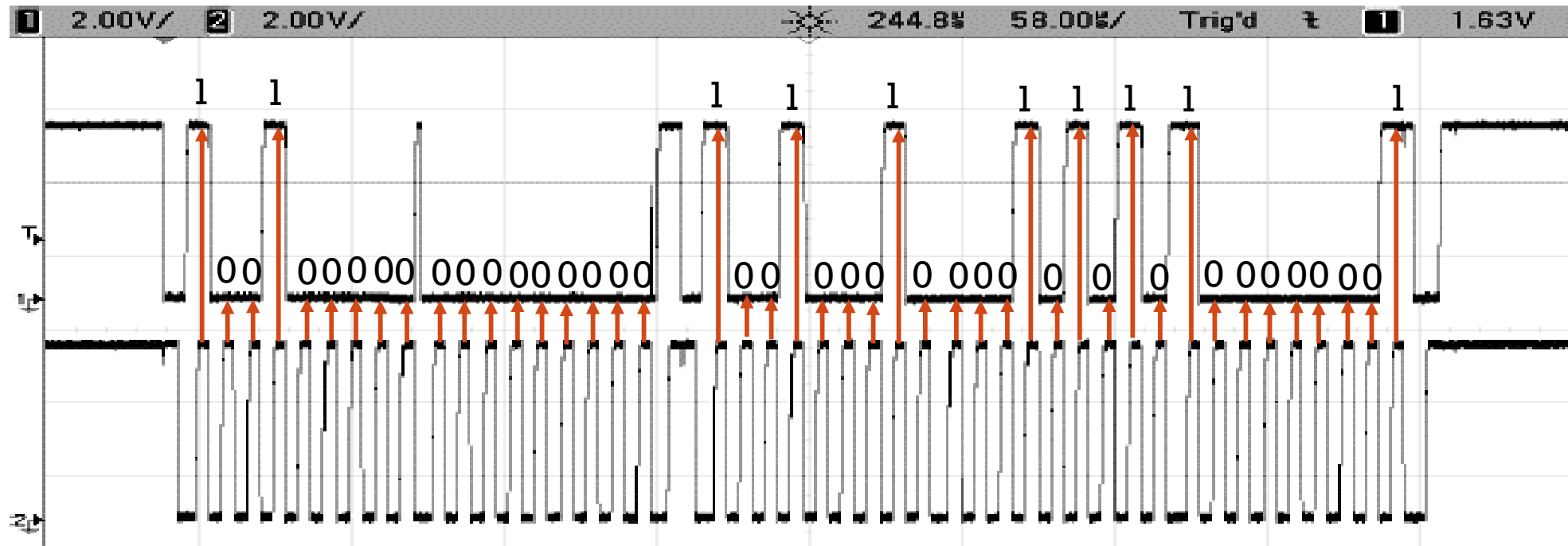


# I2C ACK OR NACK

- Receiver device (whether it's the master or slave) is responsible for acknowledging that it has received the byte.
- A ninth bit is sent after every 8-bit byte.
- A zero or low ("ACK") indicates that the byte is acknowledged and signals the sender to continue sending.
- A high bit ("NACK") indicates
  - There was an error
  - The transmitter should stop sending
  - The whole communication is about to end, depending on the circumstances.
- Possible to detect if there's been an error in the transmission
- E.g. electrically noisy environment. (in contrast to SPI, where everything's just assumed to work.)



## I2C (AVR-LM75 TEMPERATURE SENSOR)



- LM75's address (1001000)
  - 0 for writing mode
  - 0 for ack
- Second byte from AVR is all zeros 00000000 (temperature register) 0 for ack (from LM75)
  - LM75's address (1001000), 1 for (slave is responsible), 0 for ack
  - 00010101 is the data (21 degrees – Most Sign. Byte), 0 for ack (from AVR)
  - 10000000 is the data (Least Sign. Byte)
  - 1 for nack



```

#include "i2c.h"
void initI2C(void) {
    TWBR = 32;
    TWCR |= (1 << TWEN);
}
void i2cWaitForComplete(void) {
    loop_until_bit_is_set(TWCR, TWINT);
}
void i2cStart(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWSTA));
    i2cWaitForComplete();
}
void i2cStop(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWSTO));
}
uint8_t i2cReadAck(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWEA));
    i2cWaitForComplete();
    return (TWDR);
}
uint8_t i2cReadNoAck(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN));
    i2cWaitForComplete();
    return (TWDR);
}
void i2cSend(uint8_t data) {
    TWDR = data;
    TWCR = (_BV(TWINT) | _BV(TWEN));
    i2cWaitForComplete();
}

```

*/\* set bit rate, see p. 242 \*/*  
*/\* 8MHz / (16+2\*TWBR\*1) ~= 100kHz \*/*  
*/\* enable \*/*

*/\* init and enable \*/*

```

#include <avr/io.h>
#include <util/delay.h>
#include <avr/power.h>
#include "pinDefines.h"
#include "USART.h"
#include "i2c.h"
// ----- Defines ----- //
#define LM75_ADDRESS_W 0b10010000
#define LM75_ADDRESS_R 0b10010001
#define LM75_TEMP_REGISTER 0b00000000
#define LM75_CONFIG_REGISTER 0b00000001
#define LM75_THYST_REGISTER 0b00000010
#define LM75_TOS_REGISTER 0b00000011
// ----- Functions ----- //
int main(void) {
    uint8_t tempHighByte, tempLowByte;
    // ----- Inits ----- //
    clock_prescale_set(clock_div_1); /* 8MHz */
    initUSART();
    printString("\r\n==== i2c Thermometer ==== \r\n");
    initI2C();
    // ----- Event loop ----- //
}

```

**\*\*(\_BV(BIT) : bit value\*\***





```

#include "i2c.h"
void initI2C(void) {
    TWBR = 32; /* set bit rate, see p. 242 */
               /* 8MHz / (16+2*TWBR*1) ~= 100kHz */
               /* enable */

    TWCR |= (1 << TWEN);
}

void i2cWaitForComplete(void) {
    loop_until_bit_is_set(TWCR, TWINT);
}

void i2cStart(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWSTA));
    i2cWaitForComplete();
}

void i2cStop(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWSTO));
}

uint8_t i2cReadAck(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN) | _BV(TWEA));
    i2cWaitForComplete();
    return (TWDR);
}

uint8_t i2cReadNoAck(void) {
    TWCR = (_BV(TWINT) | _BV(TWEN));
    i2cWaitForComplete();
    return (TWDR);
}

void i2cSend(uint8_t data) {
    TWDR = data;
    TWCR = (_BV(TWINT) | _BV(TWEN));
    i2cWaitForComplete();
}

/* init and enable */

// ----- Event loop ----- //
while (1) {
    /* To set register, address LM75 in write mode */
    i2cStart();
    i2cSend(LM75_ADDRESS_W);
    i2cSend(LM75_TEMP_REGISTER);
    i2cStart();
    /* Setup and send address, with read bit */
    i2cSend(LM75_ADDRESS_R);
    /* Now receive two bytes of temperature */
    tempHighByte = i2cReadAck();
    tempLowByte = i2cReadNoAck();
    i2cStop();
    // Print it out nicely over serial for now...
    printByte(tempHighByte);
    if (tempLowByte & _BV(7)) { // _BV(), defined in io.h
        printString(".5\r\n");
    }
    #define _BV(bit) (1 << (bit))
    else {
        printString(".0\r\n");
    }
    /* Once per second */
    _delay_ms(1000);
} /* End event loop */
return (0); /* This line is never reached */
}

```

