

Examination paper for TTK4155 Industrial and Embedded Computer Systems Design

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Examination date: Tuesday 6th December 2016

Examination time (from-to): 09:00 - 13:00

Permitted examination support material: D

Standard pocket calculator permitted.

Printed and handwritten material not permitted.

Other information:

Answers may be given in English or Norwegian

Read the text carefully. Each question may have several parts.

Answers should be concise.

Exam counts 60% of final grade.

Language: English

Number of pages (front page excluded): 4

Number of pages enclosed: 0

Informasjon om trykking av eksamensoppgave

Originalen er:

1-sidig ☐ 2-sidig ☐

sort/hvit ☐ farger ☐

skal ha flervalgskjema ☐

Checked by:

Date

Signature

Problem 1. (30 %)

- a. Figure 1 shows the diagram of the 16 bit Timer/Counter unit of the Atmel AVR ATmega162 microcontroller. Suppose that the system clock is driven by an external crystal oscillator at the standard frequency 6.5536MHz.
Assume that the timer is set to normal mode and clocked directly by the system clock (no prescaler). Show that the frequency of the overflow interrupt (TOV1) is 100Hz.
- b. Suppose that your application is required to run two periodical tasks, PID_update() and LCD_update() at 12.5Hz and 50Hz, respectively. Use the setup from a) and show using C/pseudo-code how the TOV1 interrupt handler and main() should be structured. The tasks should run as unaffected as possible from other application code.
- c. The timer in Figure 1 can be used in PWM mode to control dimming of LEDs and other light sources. Sketch a simple circuit for dimming a LED up and down using an AVR ATmega162 together with two push buttons (see Figure 3 for the pinout of ATmega162). Let TOP equal 0x00FF (fixed), let prescaler equal 1024, and use the same crystal oscillator as in a). Let OCR1A determine the PWM duty cycle.
Calculate the frequency of the PWM square wave generated on the OC1A pin.
Write a simple program in C/pseudo-code implementing the LED dimmer. The program only needs to show the main structure of main() and the interrupt handler.

Problem 2. (30 %)

- a. Why is the capacitor shown in the circuit in the upper left panel of Figure 2 needed?
- b. The sensor given in Figure 2 should be interfaced to and powered by an ATmega162 running on 5V. Assume that the sensor requires a 3.3V voltage supply. Show how this can be done using a voltage regulator and the open drain output of the sensor. Explain what type of regulator you would use.
- c. To what pin should the sensor be connected on the ATmega162 in order to use timer/counter 1 for reading the sensor?
Assume you have the same crystal oscillator as in 1.a). What is the largest prescaler value you can use in order to get at least 9 bit time resolution over the PWM period (t_1+t_2)?
Write a simple interrupt handler for the timer using C/pseudo-code that continuously calculates the temperature.

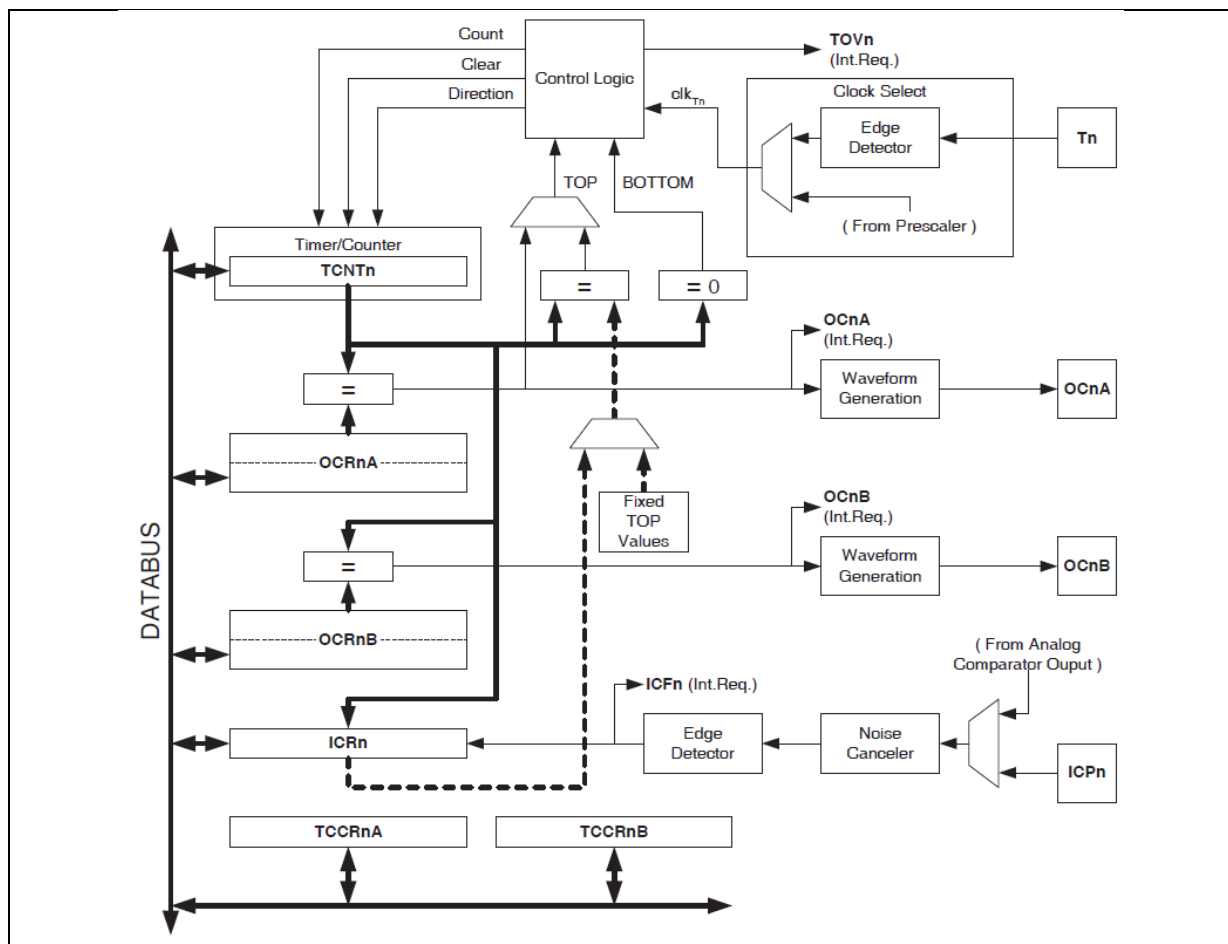
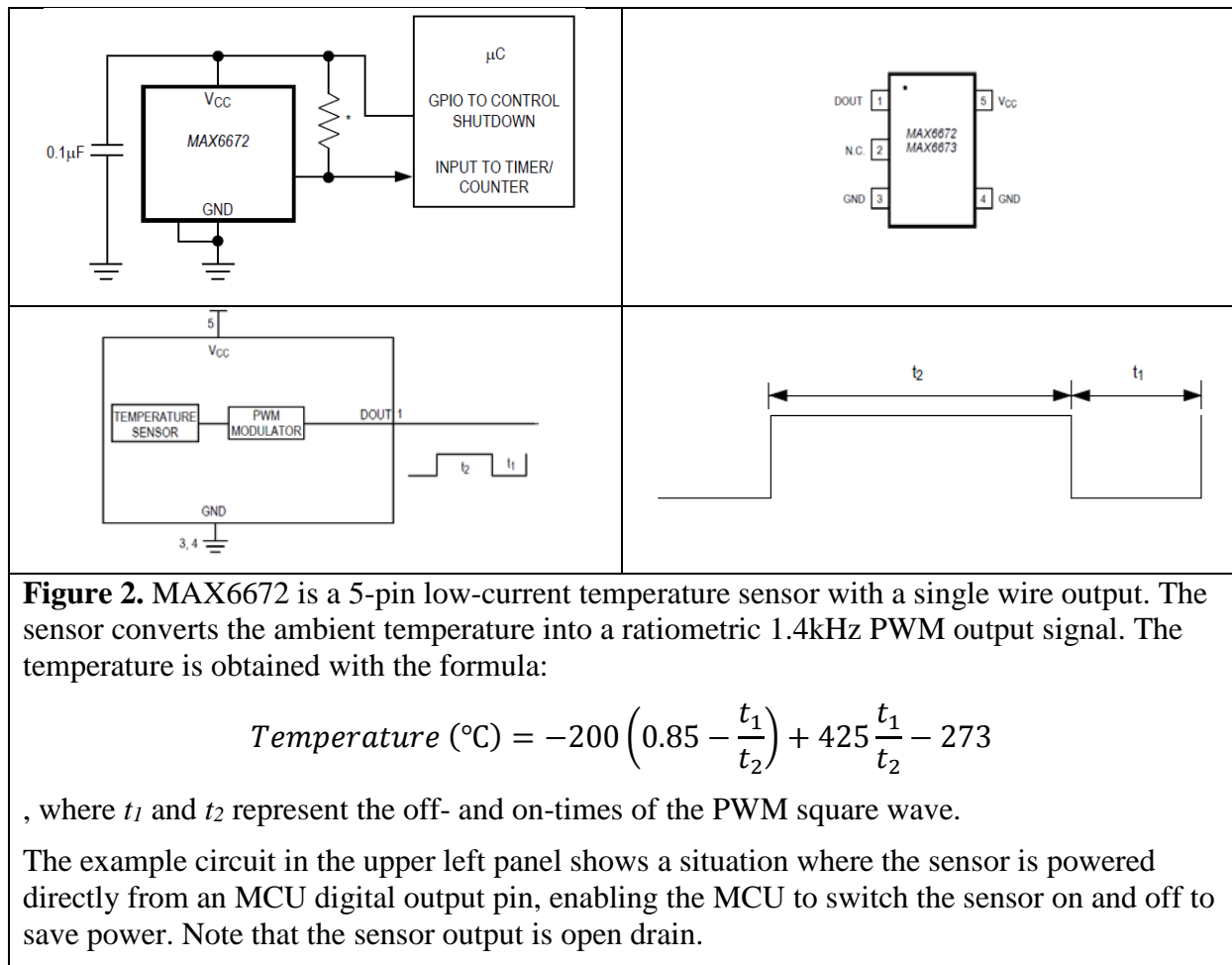


Figure 1. Diagram showing Timer n in the AVR ATmega162.

- In Timer 1 ($n = 1$), the TCNT1, OCR1A, OCR1B and ICR1 registers are all 16 bit.
- The Timer can be driven by internal or external clock sources, either directly from the system clock, via a prescaled (divided) version of the system clock, or via a clock signal on pin T1. The selectable prescaler values are 8, 64, 256 or 1024.
- In *Normal* mode, TCNT1 increments by one for each clock pulse ($0x0000 \rightarrow 0x0001 \rightarrow \dots \rightarrow 0xFFFF \rightarrow 0x0000 \rightarrow \dots$). The interrupt signal TOV1 (timer overflow) is generated every time the TCNT1 overruns from 0xFFFF to 0x0000.
- The ICR1 (input capture register) is used in normal mode to capture/timestamp external events in terms of rising and falling edges on the ICP1 pin. When a rising or falling edge is detected on the ICP1 pin, the current value of the timer register TCNT1 gets loaded immediately into ICR1 and the input capture interrupt signal ICF1 is generated. The ICES1 bit of the timer control register TCCR1B selects which edge on the ICP1 pin that will trigger a capture (0 = falling edge, 1 = rising edge).
- The OCR1A and OCR1B are two output compare registers used to generate the interrupt signals OC1A and OC1B as well as waveforms on the OC1A and OC1B pins when the timer TCNT1 matches their content.
- When Timer 1 is set to *Clear Timer on Compare (CTC) mode*, TCNT1 will be cleared to zero when a match with the content of OCR1A is detected and the interrupt signal OC1A will be generated and the OC1A pin will be toggled.
- When Timer 1 is set to *Fast PWM mode*, TCNT1 counts from BOTTOM (0x0000) to TOP and then restarts from BOTTOM again. TOP can be set to fixed values 0x00FF, 0x01FF, 0x03FF or the content of OCR1A or ICR1. The OC1x pin is set on a compare match between TCNT1 and OCR1x, and cleared at TOP. A TOV1 interrupt is generated when TCNT1 rolls over from TOP to BOTTOM.



Problem 3. (40 %)

An embedded computer that implements a sensor instrument for monitoring of temperature and barometric pressure in a factory environment shall be designed. The instrument shall be based on the temperature sensor given in Figure 2, an ATmega162 microcontroller and some additional components. In addition to the barometric sensor, the instrument features a small display and communication interfaces for CAN and RS-485. The instrument's detailed specification is given below:

- The system should be built up around a microcontroller of type AVR ATmega162 as shown in Figure 3.
- ATmega162 features a relatively small amount of internal SRAM and requires inclusion of an extra external 32 kByte SRAM.
- The sensor given in Figure 2 should be included to measure temperature.
- The barometric sensor features an SPI interface.
- The CAN interface should be implemented using a stand-alone CAN controller circuit featuring a parallel bus interface, meaning that it should be connected to the microcontroller's external data- and address bus as memory mapped I/O. The CAN controller's internal register file (message buffers + control and status registers)

requires 512 addresses in the address space. The CAN controller must be able interrupt the microcontroller.

- An RS-485 transceiver should be connected to one of the MCU's UARTs.
 - The display has 4 lines x 40 characters and features a parallel bus interface. The display operates as a pure memory mapped I/O and can be accessed by writing/reading to/from a linear 160 bytes memory inside the display where the addresses corresponds to the character positions on the display (first character on the first line has address 0, first character on the second line has address 40, etc.). Moreover, the display features ten 8-bit data-, status- and control registers, requiring a total of 170 bytes of the address space.
- a. If necessary, make your own reasonable assumptions that will make the system function properly, and describe it in terms of a high-level block diagram (not a detailed circuit schematic) with some textual comments or explanations when required. Read the specification above in detail, focus on identifying and drawing the individual function blocks/modules that together make up the system, and then indicate the interface between them using labels and simple arrows (not detailed bus/signal connections here).
 - b. Assume that the base address of the display should put at 0x2000. Explain how you would organize the address space of the computer in the simplest possible way, and derive the associated decoding logic (remember that the 1280 lowest addresses (0x0000 - 0x04FF) of the ATmega162 are reserved).
 - c. Draw and explain a circuit schematic that shows how the components of the system are connected together (the details can be limited to central signal lines, but the width of all buses and which ports/bit signals are connected to must be shown). Specify the circuits and signals you find necessary to add.

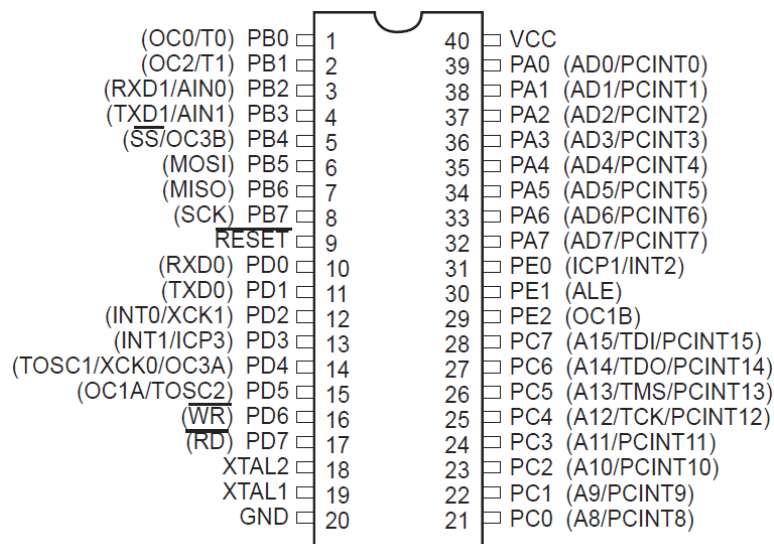


Figure 3. Atmel AVR ATmega162.