

Lab 1: Device Drivers and MMIO

Your pain is the breaking of the shell that encloses your understanding.

14-642 Fundamentals of Embedded Systems

Part A (Section 3,4 and 5) Code Due: 11:59PM EST September 29th, 2016

Part B (Section 6,7 and 8) Code Due: 11:59PM EST October 4th, 2016

All Demos Due: before 06:00PM EST October 8th, 2016

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Note on Gitlab Submissions

We've had some trouble identifying your group repositories as well as conflicting names with existing repositories. Please make sure your group has this name format: **642teamCanvasID**

(e.g. **642teamA** or **642team00**, but not **teamA**, **team-A**, **team00**, **group01**, **_team01** etc.)

If you already have a group with a different name, please login to gitlab, go to Groups → Settings. This will let you change your group name to the above format. **DO NOT** change the group-path.

1 Introduction

1.1 Overview

The goal of this lab is to gain experience interacting with Memory Mapped IO (MMIO) by interfacing with embedded peripheral devices, as well as gaining experience working with timer interrupts. During the first part of this lab, you will implement the supporting software required for the UART peripheral for the Raspberry Pi, as well as configure the built-in timer. You will use this timer to measure performance and see the results of optimizing ARM assembly code. In the second part of the lab, you will implement a driver for the I2C peripheral, and the ADS1015 Analog-to-Digital converter that is off-chip on your breakout board. During this lab you will implement the supporting software required for UART and I2C peripherals for the Raspberry Pi. Finally, you will use this driver to implement a simple clap (impulse) detector that flashes the green LED on the Raspberry Pi every time a clap is heard using a simple cyclic executive architecture. Make sure to read through the lab handout and tips carefully before beginning.

1.2 Grading

Start this lab early to give yourself ample time to debug. All code submitted code must compile and execute properly to receive full credit. Portions of this lab will also be critical components for future labs. A significant portion of the lab is devoted to style, documentation and following proper submission protocol.

uart.c	15pts
timer.c	10pts
assembly optimization and timing	15pts
i2c.c	15pts
ads1015.c	15pts
kernel.c (Clap detection)	20pts
style, documentation, following submission protocols	10pts

1.3 Doxygen

Doxygen is a framework that allows you to automatically generate documentation from comments and markup tags inserted directly into the source. This style of embedding documentation in source is often used in industry. We will be using **doxygen** for code documentation for this course moving forward. The doxygen manual is available here if unfamiliar with it: <http://www.stack.nl/~dimitri/doxygen/manual/index.html> Examples of doxygen comments in the code can be found in all of our handouts. Steps for setup and use of Doxygen are below:

Installation in the VM:

```
$ sudo apt-get install doxygen
```

Generating documentation:

```
$ make doc
```

If the above command runs successfully, then you should have a `/doc` directory with an `index.html` file. View it locally in a browser to see the documentation created from the code you wrote. When running this command, a file called `doxygen.warn` should have been created in the directory you ran `make doc`. Open this file to inspect any warnings. If there are any documentation warnings in the file about code you have written, then fix them. The TAs will check this file and take off style points if there are *any* warnings in this file. Please see the TA written code in `349libk/` for example doxygen code documentation.

1.4 Starter Code

You will need to merge the new started code into your existing gitlab repository.

Updating Your Repository

Refer to the *getting updates* section of `gitlab.pdf`.

Compiling and running

We've added a new flag to your `Makefile` that allows you to specify the loading of a user program:

```
make PROJECT=<directory of program> gdb
```

The above command does the following:

- Compiles your kernel (specified by the `PROJECT` flag)
- Start `gdb`, and load both the kernel and user ELF files into the Raspi's memory.

You can then debug and run your program like the previous labs. For example, to load your kernel with the optimization program, run:

```
make PROJECT=kernel_optimization gdb
```

Once in GDB, don't forget to set breakpoints or type `continue` to launch the program.

2 MMIO on the Raspberry Pi

Before we can configure the UART and I2C, we must understand the MMIO layout on the Raspberry Pi.

2.1 BCM2835 SoC Memory Map

All MMIO on the Pi begins at `0x3F000000`. Depending on the peripheral you are accessing, the offset from this address changes. In the `BCM2835.pdf` datasheet, all MMIO addresses given are in **virtual address form**. For example, on page 9 of the `BCM2835.pdf` datasheet, the `AUXENB` register is listed at address `0x7E215004`. Accessing this address directly *will not work*. When running bare metal, the MMU (Memory Management Unit) that does Virtual to Physical address translation is turned off. So we must convert this virtual address to a physical one. Again, for the Raspberry Pi 2, all MMIO on the Pi begins at `0x3F000000`. So the **physical address** of the `AUXENB` register would be `0x3F000000 + 0x00215004 = 0x3F215004`. You basically just replace the upper byte of the address with `0x3F`. Include `BCM2836.h` (located in `349libk/include/BCM2836.h`), and use `MMIO_BASE_PHYSICAL` to avoid ugly MMIO addressing bugs by writing code like the following:

```
#include <BCM2836.h>
#include <kstdint.h>

#define AUXENB_REG    (volatile uint32_t *) (MMIO_BASE_PHYSICAL + 0x215004)
```

NOTE: Remember `volatile` is used when accessing MMIO because peripherals can change register values outside of the normal sequential control flow.

Insight into why this translation occurs as we have stated previously can be gathered by studying page 5 of the `BCM2835.pdf` datasheet. On this page, the memory map on the left represents the shared virtual memory layout between the GPU and ARM CPU. The memory map in the center represents the physical memory layout seen by an ARM CPU. The memory map on the far right represents the virtual memory layout of a given ARM CPU if we were going to use the ARM MMU. Starting with the memory map on the left, we see that I/O Peripherals (just another name for MMIO) is addressed virtually at `0x7E000000`. Trying to access this address directly would be a problem since our given ARM CPU only has access to the 2 memory maps in the center and on the right depending on if the ARM MMU is on or off. The memory map on the left is only visible to the GPU (remember the GPU is king!).

Depending on if the ARM MMU is on or off, we would use either the memory map on the far right or in the center. For this course **we will not be using the MMU**. We ignore the map on the right and use the one in the center. Now we see that I/O Peripherals are mapped to the physical address 0x20000000 for the ARM CPU. The process of using 0x3F000000 as the base instead is found by substituting in the physical address of GPU peripherals from page 3 of the BCM2836.pdf datasheet for the 0x20000000 in the BCM2835.pdf datasheet. This is because the Pi 2 uses the BCM2836 SoC and not the BCM2835 SoC. Overall, the MMIO environment between the 2 chips is essentially the same except for this main difference.

2.2 Using GPIO on the Raspberry Pi

The GPIO layout begins on page 89 of the BCM2835.pdf datasheet. The MMIO base offset for GPIO is 0x7E200000, which is 0x3F200000 on the RPi 2. Each of the GPIO pins has multiple functions. This is best illustrated in the table on pages 102 to 103. Each GPIO pin has different functions it can serve as from ALT0 to ALT5. The GPIO pin numbers in the far left column of the table correspond to the following GPIO pin layout on the header which our breakout board is attached to:

Raspberry Pi2 GPIO Header				
Pin#	NAME		NAME	Pin#
01	3.3v DC Power	■	DC Power 5v	02
03	GPIO02 (SDA1 , I ² C)	●	DC Power 5v	04
05	GPIO03 (SCL1 , I ² C)	●	Ground	06
07	GPIO04 (GPIO_GCLK)	●	(TXD0) GPIO14	08
09	Ground	●	(RXD0) GPIO15	10
11	GPIO17 (GPIO_GEN0)	●	(GPIO_GEN1) GPIO18	12
13	GPIO27 (GPIO_GEN2)	●	Ground	14
15	GPIO22 (GPIO_GEN3)	●	(GPIO_GEN4) GPIO23	16
17	3.3v DC Power	●	(GPIO_GEN5) GPIO24	18
19	GPIO10 (SPI_MOSI)	●	Ground	20
21	GPIO09 (SPI_MISO)	●	(GPIO_GEN6) GPIO25	22
23	GPIO11 (SPI_CLK)	●	(SPI_CE0_N) GPIO08	24
25	Ground	●	(SPI_CE1_N) GPIO07	26
27	ID_SD (I ² C ID EEPROM)	●	(I ² C ID EEPROM) ID_SC	28
29	GPIO05	●	Ground	30
31	GPIO06	●	GPIO12	32
33	GPIO13	●	Ground	34
35	GPIO19	●	GPIO16	36
37	GPIO26	●	GPIO20	38
39	Ground	●	GPIO21	40

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The breakout board wires the correct GPIO pins to the right peripherals, but you must configure the correct GPIO pins to breakout the desired functions (ALT0 to ALT5) for the right GPIO pins when using UART and I2C. To make this easier on you, the TAs have implemented a GPIO library for you to use when setting up UART and I2C. This code exists in 349libk/include/gpio.h and 349libk/src/gpio.c. To help you understand this library, we will walk through an example of how to configure GPIO on the Raspberry Pi with UART.

2.3 UART GPIO Example

We will now walk through how to configure the GPIO for UART to help explain how the GPIO library works. Look at `kernel/include/uart.h`. Notice the GPIO pin numbers for the RX and TX lines of UART. We need to configure these pins to enable UART.

```
/** @brief GPIO UART RX pin */
#define RX_PIN 15
/** @brief GPIO UART TX pin */
#define TX_PIN 14
```

Before we configure the pins to the right function according to the table on page 102 of the `BCM2835.pdf` datasheet, we must handle the pull-up/down resistor on each GPIO pin with the GPIO library. Pull-up/down resistors are commonly used with microcontrollers (MCUs). Sparkfun has a great tutorial on what these are here:

<https://learn.sparkfun.com/tutorials/pull-up-resistors>

NOTE: You **disable** pull-up/down resistors for data lines like RX and TX since they are data lines and should only be read when driven.

```
// configure GPIO pullups
gpio_set_pull(RX_PIN, GPIO_PULL_DISABLE);
gpio_set_pull(TX_PIN, GPIO_PULL_DISABLE);
```

Now we use the GPIO library to configure the pins for the correct functions listed in the GPIO table page 102 of the `BCM2835.pdf` datasheet:

```
// set GPIO pins to correct function on pg 102 of BCM2835 peripherals
gpio_config(RX_PIN, GPIO_FUN_ALT5);
gpio_config(TX_PIN, GPIO_FUN_ALT5);
```

After this point, the UART interface on the Pi is now available on the GPIO pins we configured! You will need to do this for the I2C interface pins we have defined for you in `kernel/include/i2c.h` when initializing I2C in this lab.

3 UART

First we will implement UART. This will allow us to debug with `ftditerm.py` using print statements. Review the lecture notes about UART if any of the terminology used in this section is confusing. We will be implementing a **polled** UART interface.

3.1 ftditerm.py

`ftditerm.py` is a serial console. A serial console is used often in embedded systems for debugging and as a user interface to an embedded system. Most embedded systems don't have a keyboard or mouse, so UART is used as a method of communicating character bytes to a serial console in order to display text almost like a terminal. We will use `ftditerm.py` as our serial console when communicating with the Raspberry Pi. In Lab0 you ran the following command:

```
$ sudo ftditerm.py -b 115200
```

Now that we are implementing UART, you can dive deeper into the parameters of this command. The `-b` flag specifies the baud rate for the serial console (which is 115200 for this case). Then `ftditerm.py` searches for the FTDI minimodule you have connected and starts a serial console on the port the FTDI minimodule is attached to. If you get an error trying to setup a serial console, then you probably have not connected the FTDI minimodule to your computer via the USB cable.

3.2 UART in the BCM2835 datasheet

For implementing UART, you will find pages 9 - 19 of the `BCM2835.pdf` datasheet very useful. Most of the information you will need is in those pages.

NOTE: YOU SHOULD ALWAYS CHECK THE DATASHEET ERRATA BEFORE YOU CODE ANYTHING! it is quite common for datasheets to have incorrect information on them. As an embedded designer, you should always check the datasheet errata before implementing any code based off the datasheet alone. The errata for the `BCM2835.pdf` datasheet can be found here:

http://elinux.org/BCM2835_datasheet_errata

3.3 The UART Interface

When implementing UART, you will use the predefined interface found in `kernel/include/uart.h`. This file has the function definitions and descriptions of what you must do. Your UART implementation should be in `kernel/src/uart.c`. They are listed here for reference:

```
/**
 * @brief initializes UART to 115200 baud in 8-bit mode
 */
void uart_init(void);

/**
 * @brief closes UART
 */
void uart_close(void);

/**
 * @brief sends a byte over UART
 *
 * @param byte the byte to send
 */
void uart_put_byte(uint8_t byte);

/**
 * @brief reads a byte over UART
 *
 * @return the byte received
 */
uint8_t uart_get_byte(void);
```

3.4 UART Tips

To help you out, here are a few tips to guide your implementation:

1. The `AUXENB` register is used to enable *access* to the MMIO peripherals of UART. This should be the first thing you do in `uart_init()`.
2. For the equation on page 11 of the `BCM2835.pdf` datasheet, the *system_clock_freq* is 250MHz.
3. The `AUX_MU_IER_REG` register should be set to 0. You should not enable interrupts for UART (we will do this in lab 2 with the ARM timer instead).
4. In the `AUX_MU_IIR_REG` register, you only care about the bits pertaining to *clearing* the FIFOs.
5. The base *virtual* address for UART MMIO is `0x7E215040`.

6. Do not set `DLAB` access inside of the `AUX_MU_LCR_REG` register.
7. Ignore the `AUX_MU_MCR_REG` and `AUX_MU_MSR_REG` registers.
8. Ignore details about `CTS` and `RTS` in all UART MMIO registers.
9. The `AUX_MU_BAUD` register is where you should put your baud value after solving the equation on page 11 for `baudrate_reg`.

3.5 printk()

Once you have UART implemented, take a look at `kernel/src/printk.c`. This is a TA written file that imitates *some* of the functionality of the familiar `printf()` you know and love for debugging. This implementation of `printk()` depends on your UART implementation to output characters. This code is given to you for you to modify and customize for your own debugging purposes. Use it as a starting point to create your own debugging logger for your kernel. If your UART implementation works, then calling `printk("hello world")` in an infinite loop in `kernel_main` should show up in `ftditerm` while the serial console is running! You may wish to create an atomic version of the command (later) by disabling and enabling interrupts around its execution.

4 ARM timer

Next, you will implement timer functionality that you can use in the next section to profile code. For this part of the lab, you only need to implement two functions: `timer_start()` and `timer_return()`. The other functions in `timer.c` use interrupts and will be implemented in lab 2.

4.1 ARM Timer

By default, the 32-bit timer on the ARM is set to decrement, so we want to load the initial value of timer as `0xFFFFFFFF` (max time) and configure the timer to count down at a rate where we can see at least millisecond time granularity. As `kernel_optimization/include/kernel.c` file suggests, `tic()` will zero and start the timer while `toc()` will return the number of milliseconds that have elapsed since `tic()`. Make sure that your code doesn't run so long that the timer underflows. Since the timer value is decrementing, you will need to make necessary adjustments when returning the elapsed time. The description of the ARM timer starts on page 196 of the `BCM2835.pdf` datasheet. Again we use MMIO registers to configure the timer operations. The function definitions in `kernel_optimization/include/tic_toc.h` describe the interface you need to implement, which is in `kernel_optimization/src/tic_toc.c`.

```
/**
 * @brief Configures the arm timer to start running with the given frequency. The Timer
 *         should run in 32 bit mode, with a prescaler of 1.
 */
void tic();

/**
 * @brief Called to check the value of the timer.
 *
 * @return time ticks that have elapsed since tic()
 */
uint32_t toc(void);
```

5 ARM Optimization

In the next part of the lab, we will apply your knowledge of assembly programming towards optimizing a simple assembly program. The goal in this case will be to decrease the length of time it takes to execute a section of the program.

5.1 Optimizing ARM Assembly

You can start out by running the kernel optimization part of the lab with:

```
$ sudo make PROJECT=kernel_optimization gdb
```

This will link in and test two assembly code files (`optimize_me.S` and `unoptimized.S`) that are located in the `kernel_optimization/src/` directory. If you run the test kernel with your timer function, you will see that the two functions will have relatively similar system tick counts. Your goal is to modify `kernel_optimization/src/optimize_me.S` file to run faster (goal of about 3x faster) by applying optimization techniques mentioned in lectures. The two arrays resulting from two codes must be identical and we might test your new assembly code against an unknown test vector.

6 I2C

Inter-Integrated Circuit (I2C) is a serial protocol for two-wire interface to connect devices such as microcontrollers, I/O interfaces, A/D and D/A converters and other peripherals in embedded systems. It only uses two separate wires called SCL (serial clock) and SDA (serial data). Unlike Serial Peripheral Interface (SPI) protocol, I2C can have more than one master to communicate with all devices on bus. Therefore, it maintains low pin count compared to other protocols. Virtually any number of slaves and masters can be connected onto two signal lines mentioned above. We will be implementing a I2C interface.

6.1 The I2C Interface

When implementing I2C, you will use the predefined interface found in `kernel/src/i2c.h`. This file has function definitions and descriptions of what you must do. The I2C implementation should be in `kernel/include/i2c.c`. They are listed here for reference:

```
/**
 * @brief initializes the I2C module
 *
 * @param clk bus clock speed
 */
void i2c_master_init(uint16_t clk);

/**
 * @brief writes to I2C device
 *
 * @param buf pointer to output data buffer
 * @param len length of output data buffer in bytes
 * @param addr slave device address
 */
uint8_t i2c_master_write(uint8_t *buf, uint16_t len, uint8_t addr);

/**
 * @brief reads from I2C device
 *
 * @param buf pointer to input data buffer
 * @param len number of bytes to read
 * @param addr slave device address
 */
uint8_t i2c_master_read(uint8_t *buf, uint16_t len, uint8_t addr);
```

6.2 I2C tips

1. The I2C documentation goes from page 28 to 37 in the `BCM2835.pdf` datasheet.
2. Data is always sent MSB first on the Raspberry Pi.
3. Remember to always check the errata!

Testing I2C by itself is unfortunately difficult without a reference device to test against. In this case, the ADC is probably your best choice (its the only thing wired up to I2C). We also recommend looking at online resources for I2C on the Raspberry Pi if you are stuck. As always, feel free to reach out to the course staff if you get stuck.

7 ADC Driver

The ADC, or Analog to Digital Converter is used to convert analog sensor values to digital 1s and 0s. The ADC driver is a software peripheral that will enable polling of the light and sound sensors on your Raspberry Pi 2 breakout board. To communicate with the ADC, we will use the I2C interface you just wrote! This part of the lab will require looking through the `ads1015.pdf` datasheet of the ADC to understand how it works and how to communicate with it.

7.1 ADC Driver Interface

When implementing the ADC Driver, you will use the predefined interface found in `kernel/include/ads1015.h`. This file has function definitions and descriptions of what you must do. Your ADC driver implementation will go inside of `kernel/src/ads1015.c`. The function definitions are listed here for reference:

```
/**
 * @brief initialize ADS1015
 */
void adc_init(void);

/**
 * @brief read a value from the ADC
 *
 * @param channel 0 through 3
 * @return the value read from the ADC
 */
uint16_t adc_read(uint8_t channel);

#endif /* _ADC_DRIVER_H_ */
```

7.2 ADC Driver tips

1. `ads1015.pdf` datasheet describe the I2C setup for the ADC.

8 Clap Detector

Now we want you to show us that you can put all of the parts together. We will use I2C in our ADC driver to read the light and sound sensors and then use UART to display the raw sensor data in `ftditerm`. Finally, we will use this raw sensor data to detect when a clap or loud impulse occurs.

8.1 Requirements

1. Implement `kernel.main` that polls and prints sensor values for both light and sound.
2. Refer to `rpi-ioboard.pdf` to check how light and microphone sensors are connected to ADC.
3. `kernel.main` should prompt the user for a 0 or 1 to select which ADC channel(multiplexor mode) to listen to.
4. When the user enters a 0, you should print the value of the light sensor over UART and then prompt the user for another sensor to sample.
5. When the user enters a 1, you should sample the microphone sensor continuously until a clap occurs. After the clap, you should prompt the user for another sensor to sample.
6. Microphone sensor data processing is based of a peak-to-peak measurement.

Here is the output over `ftditerm` that we are expecting (verbatim):

```
$ sudo make PROJECT=kernel gdb

Enter a sensor to sample: 0
Light: 940
Enter a sensor to sample: 0
Light: 941
Enter a sensor to sample: 1
Audio: 143
Audio: 151
... (some lines omitted)
Audio: 139
Audio: 1023
Clap Detected!
Enter a sensor to sample:
```

In our circuit, the audio signal is a voltage centered around half of the supply voltage (single ended) that swings up and down as the sound pressure changes. In order to estimate the intensity of the signal you will need to extract a feature that indicates how much energy or volume there is in the signal. One simple approach would be to measure the peak-to-peak intensity of the signal across a number of samples. When returning audio volume, make sure to sample for a significant number of samples (say 100 or 1000) and return the max minus the min as the peak-to-peak value. Experiment with the rate and number of samples to improve your ability to distinguish a clap from the background noise. Keep in mind that the CPU will operate at a different frequency when running from JTAG as opposed to without the debugger enabled.

9 Submission

To submit the checkpoint, use the tag `lab1-part-a`. To submit the final, use the tag `lab1-submit`. We do not have late days in this class, but you can turn in one redemption lab. Demos need to be shown to TAs before Friday after the deadline. Push documented and completed code to the Gitlab Repository. Make sure to read over the submission instructions at `Gitlab.pdf` for more details. You should always submit what you have done instead of submitting nothing.