

13/03/07

## CC1100 driver notes

This document applies to the new version of the driver which is becoming official on 13/03/07 (with PG130307). The old version, still available as an option, is described in a separate document.

### **Controlling the driver (summary of *physopt* calls)**

Here is the full list of *physopts* accepted by the driver (add the PHYSOPT\_ prefix to each symbol to get the respective constant):

#### **Unconditional (i.e., non-optional) calls**

These operations are available *always*, i.e., regardless of the compilation options of the driver.

#### STATUS

Returns the driver status. It can only be 2 (if the receiver is off, including the WOR mode) and 3 (if the receiver is on). Bit number 1 (second from the right) is a legacy status of the transmitter (which formally is always on).

#### RXON

Switches the receiver on.

#### RXOFF

Switches the receiver off. Note: a single transmission while the receiver is switched off takes slightly more time than when the receiver is on. This is because the chip must be powered up (some of its registers reloaded) before the transmission. Following the first transmission in such a state, the chip will remain powered up for as long as the output queue is nonempty, but when the queue gets drained, the chip will be powered down again. Thus, if you have several packets to transmit in the RXOFF mode, and they won't be arriving fast enough to keep the queue nonempty, you may consider turning on the receiver for the duration of that session. Note that this problem is (much) less serious than it was in the old driver (probably to the point of complete irrelevance), because (in contrast to the old driver) the new driver doesn't completely reset the chip on power up.

When the chip is powered down to the WOR mode (as described farther in this document), there is a non-trivial delay (timeout) following any activity (reception or transmission) and preceding the subsequent return to the power down state. If a reception or transmission happens in the meantime, the transition to the power down state will be postponed again, i.e., the timeout will be reset.

Note that there are no TXON/TXOFF operations. In a sense, the transmitter is assumed to be on for as long as there are packets to transmit. When the queue of packets runs out, and the receiver is off, the chip is powered down.

#### SETSID

Sets the “station” ID (which is really the network ID). Note that values 0x0000 and 0xFFFF are special. With the network ID set to any of the two values, the driver will accept all physically

receivable packets, regardless of their setting of network ID. If the network ID is 0xFFFF, it will not be copied to the header of an outgoing packet (honouring the value inserted there by the praxis).

#### GETSID

Returns the current setting of the network ID.

#### GETMAXPL

Returns the maximum packet length, i.e., the maximum value that can be specified as an argument of `tcv_wnps`.

#### RESET

Resets the chip, reloads the registers, reverts the receiver status and all options to defaults, i.e., as they appear after initializing the driver (with `phys_cc1100`). Note that the default state of the receiver is off.

### **Optional calls**

These operations are only available, if some options are selected at compilation. To select an option, you have to define a symbol either in `options.sys` (locally for the praxis) or in `board_options.sys` (at the board definition). See “*Static configuration options*” below for the list of option symbols.

#### CAV

Forces an explicit backoff (blocks the transmitter) for the specified number of (PicoS) milliseconds. This call requires `RADIO_CAV_SETTABLE` to be defined as 1.

#### SETPOWER

The argument is between 0 and 7 (any larger value translates into 7). Chooses one of the 8 discrete power levels for the transmitter (according to `PATABLE`). This call, as well as `GETPOWER`, requires `RADIO_POWER_SETTABLE` to be defined as 1. The default setting of transmitter power is 7 (note that it was 2 in the old driver).

#### GETPOWER

Returns the current transmitter power setting (a number between 0 and 7).

#### SETCHANNEL

Sets the RF channel to the value of the lower byte of the specified word (it is a number between 0 and 255). This call, as well as `GETCHANNEL`, requires `RADIO_CHANNEL_SETTABLE` to be defined as 1. The default channel number is 0.

#### GETCHANNEL

Returns the current setting of the RF channel.

#### SETRATE

Sets the bit rate to one of 4 options: 0 – 5000 bps, 1 – 10000 bps (the default), 2 – 38,400 bps, 3 – 200,000 bps. This call, as well as `GETRATE`, requires `RADIO_BITRATE_SETTABLE` to be defined as 1. Note that the argument of `SETRATE` must be a number between 0 and 3, inclusively.

#### GETRATE

Returns the current bit rate option (a number between 0 and 3).

## RESET (option)

When bit 6 (0x40) of RADIO\_OPTIONS is set, the RESET call accepts an optional argument. When the argument is NULL, the operation behaves exactly as its standard variant (described above). Otherwise, the argument points to an array of bytes interpreted as register assignments (described below). The operation puts new values into the specified registers *without* resetting the chip.

Note that in the old version of the driver, the (optional) argument of RESET was interpreted as a “supplement” table specifying new register settings to be applied at every chip reset. That way the register change was non-volatile until explicitly revoked. In the new driver, the change will not survive a subsequent reset. Note, however, that the new driver never resets the chip except upon an explicit request from the praxis (via argument-less RESET).

## RXOFF (option)

When RADIO\_WOR\_MODE is set to 1 (i.e., the WOR option is available), RXOFF accepts an optional argument. If the argument is absent (NULL) or points to a word containing zero, the behaviour of RXOFF is standard. Otherwise (i.e., the argument points to a nonzero word), the chip will enter a low-power listening mode known as *wake on radio* (details in a separate section).

## ERROR

This operation is only available if RADIO\_OPTIONS includes bit number 2 (0x04). It manages the performance statistics collected by the driver when that option is selected (see below).

## SETPARAMS

This call is only available if RADIO\_WOR\_MODE is set to 1 and RADIO\_OPTIONS includes bit number 5 (0x20). It allows the praxis to change some parameters of the WOR mode.

## **Compilation options (static configuration)**

The header file PicOS/cc1100.h assigns default values to some constants that can be used to configure the operation of the driver. All the constants named RADIO\_... (appearing close to the top of the file) can be defined in options.sys (board\_options.sys) thus overriding the default definitions. Here is a brief description of their meaning.

### **Debug and maintenance options**

**RADIO\_OPTIONS** (with the default value of 0) is a configuration of bit flags, which are mostly used to select various levels of diagnostics (for debugging or performance evaluation). Generally, it is assumed that these options are not interesting from the viewpoint of a production praxis. Eight least significant bits of the constant's value are meaningful and interpreted as follows:

**Bit 0 (0x01)** switches on diag messages indicating abnormal conditions. Those messages that indicate serious problems (that normally should not occur for as long as the chip is healthy) end with two exclamation marks.

**Bit 1 (0x02)** switches on diag messages on various important (albeit normal) events, e.g., power down, reset, packet reception.

**Bit 2 (0x04)** enables PHYSOPT\_ERROR, a special control request, whereby the praxis can retrieve from the driver six counters pertaining to its performance. This is the format of the control request:

```
word counters [6];  
...  
tcv_control (sfd, PHYSOPT_ERROR, counters);
```

The specified array is filled with the following word-sized values (in this order):

0. The total number of attempted packet receptions triggered by the recognition of a sync word signalling the beginning of a packet.
1. The total number of successfully received packets. This number is never bigger than the previous number.
2. The total number of packets submitted to the transmitter, i.e., ones that have been extracted from the driver's PHY queue to be transmitted.
3. The total number of packets submitted for transmission that exceeded the limit on the number of transmission attempts (see below). This number is never bigger than the previous number. This number is always zero if RADIO\_LBT\_MODE (see below) is not 3 (which is the default).
4. The congestion indicator describing the average backoff delay suffered by a transmitted packet (see below).
5. The maximum backoff so far, i.e., the maximum delay suffered by a packet (including packets dropped due to congestion, when RADIO\_LBT\_MODE is 3).

Cumulative counters wrap around at 64K (65536). Counters 0 and 1, as well as 2 and 3, are coupled in the sense that when the first one wraps around the maximum (and is zeroed), the second one is zeroed as well.

The congestion indicator is calculated as an exponential moving average of the backoff delay over all transmitted (or dropped) packets. The formula is

$$C_n = C_{n-1} \times 0.75 + d_n \times 0.25,$$

where  $C_n$  is the new value of the indicator, after accommodating the delay ( $d_n$ ) of the current packet,  $C_{n-1}$  was the previous value (calculated for the previous packet), and  $d_n$  is the delay (in PicOS milliseconds) suffered by the current packet.

All counters can be zeroed by providing a NULL second argument to `tcv_control`, i.e.,

```
tcv_control (sfd, PHYSOPT_ERROR, NULL);
```

**Bit 3 (0x08)** activates code to safely check for the presence of CC1100 when the driver is initialized (with `phys_cc1100`). This is to prevent indefinite hangs in tests designed for possibly faulty boards. Normally an attempt to start the driver on a board without a chip (or with a defective chip) may hang the system. Note that this option is void on CC430 (where the radio is integrated with the CPU).

**Bit 4 (0x10)** is intended to save some code by removing consistency checks in various places where the driver interfaces to the praxis. I will probably remove this option (it doesn't seem to be making a lot of sense) when I find another use for this bit.

**Bit 5 (0x20)** selects the test mode of WOR. Its sole purpose at present is to make it possible to change some parameters of WOR from the praxis. The details are described in “*Wake on radio*”.

**Bit 6 (0x40)** extends the function of `PHYSOPT_RESET` (see above). With this option, `RESET` accepts an optional argument pointing to a byte array and providing new values to be stored in indicated registers. Note that the chip is not reset by this variant of the operation: only the selected registers are modified according to the table. This makes it possible for the praxis to reconfigure the chip in a practically unlimited way (including ways that may potentially render the chip unresponsive and even hang the driver). The array consists of two bytes per register setting (the register number + its value) and terminates with byte 255 (0xff). For example this sequence:

```
byte subst [] = { 0x3E, 0xC4, 1C, 0x48, 255 };
...
tcv_control (sfd, PHYSOPT_RESET, (address)subst);
```

sets the first entry in PATABLE (register 0x3E) to 0xC4 and register AGCCTRL1 (specifying LBT thresholds – see below) to 0x48.

Note that a RESET request with NULL argument will reset the chip and remove any register modifications previously incurred by the praxis.

**Bit 7 (0x80)** enables the code for initializing the node's entropy (affecting random number generation) from RSSI when the driver is initialized (by `phys_cc1100`). This is only effective if the global system options select entropy collection, i.e., the compilation constant `ENTROPY_COLLECTION` is defined as nonzero. In such a case, when the driver is initialized, it will take 8 samples of RSSI at 1 msec intervals and incorporate the least significant 4 bits of each sample into a 32-bit initial *entropy* value. Note that regardless of this bit, *entropy* will be updated from RSSI on every packet reception (assuming that `ENTROPY_COLLECTION` is nonzero).

### **General options**

**RADIO\_CRC\_MODE** (default setting 0) selects the way of calculating the CRC for a packet, which can be one of:

- 0 built-in hardware calculation; this is the recommended default setting
- 1 built-in CC2400-compatible CRC
- 2 like 0 + AUTOFLUSH (do not use – see below)
- 3 like 1 + AUTOFLUSH (do not use)
- 4 software CRC (our own software implementation of ISO 3309 CRC)

At first sight, the AUTOFLUSH option appears attractive as (theoretically) it does not wake up the driver until a packet has been received correctly (its hardware CRC is OK). This means that it delegates most of the reception processing to hardware, thus minimizing the overhead in the driver. However, as it turns out, the aggregate reception event is presented in an inconsistent way, which makes it difficult to organize the driver's activities around it (and, for example, avoid hangups).

Despite its present buggy status, the option has not been removed from the driver, as the newer versions of the chip may fix the problem (providing for a more foolproof way of triggering reception events).

Note: one possible reason why hardware CRC might result in worse reception is the electromagnetic interference caused by the calculation being carried out in parallel with the reception. I have observed deteriorating performance of the RF chip under conditions of heavy CPU activity, which can only be attributed to increased electromagnetic noise caused by the CPU. Perhaps a similar kind of noise is generated by the chip itself when it calculates the CRC online. To support this hypothesis, I have seen a line in one of the TI application notes stating that polling the chip reduces RF sensitivity. That statement wasn't elaborated upon, but it strongly suggests that the amount of stress on the chip during reception should be reduced.

**RADIO\_DEFAULT\_POWER** (default setting 7) selects the default transmission power setting. This is the number of PATABLE entry (between 0 and 7 inclusively) to be used as the initial power level immediately after the chip's initialization. This is also the power level to be assumed when the argument to a `PHYSOPT_SETPOWER` control request is NULL.

**RADIO\_POWER\_SETTABLE** (default setting 0) indicates whether the *physopt* requests `SETPOWER` and `GETPOWER` should be available. Note that they are disabled by default. In such a case, the

immutable power setting is determined by `RADIO_DEFAULT_POWER`.

`RADIO_DEFAULT_CHANNEL` (default setting 0) selects the default channel. Legitimate values are between 0 and 255.

`RADIO_CHANNEL_SETTABLE` (default setting 0) indicates whether the *physopt* requests `SETCHANNEL` and `GETCHANNEL` should be available. Note that they are disabled by default. In such a case, the immutable channel number is determined by `RADIO_DEFAULT_CHANNEL`.

`RADIO_DEFAULT_BITRATE` (default setting 10000) selects the default bit rate roughly in bits per seconds. Only these four values are legitimate: 5000, 10000, 38400, and 200000.

`RADIO_BITRATE_SETTABLE` (default setting 0) indicates whether the *physopt* requests `SETRATE` and `GETRATE` should be available. Note that they are disabled by default. In such a case, the immutable bit rate is determined by `RADIO_DEFAULT_BITRATE`.

`RADIO_CAV_SETTABLE` (default setting 0) indicates whether the praxis wants to use the CAV *physopt* request to directly set the backoff timer (see below). Note that the option is disabled by default, i.e., the request is not available.

`RADIO_WOR_MODE` (default setting 0) indicates whether the wake on radio (WOR) mode option should be compiled in. The WOR mode is described in detail in section “*Wake on radio*”.

`RADIO_SYSTEM_IDENT` (default setting 0xAB35) is the layout of the sync word to precede the first byte of a transmitted packet. Nodes using different sync words won't be able to communicate, even if they use the same frequency band and the same channel. This is a hard (not modifiable by the praxis) counterpart of the station (network) ID providing one more attribute for separating networks in the same neighbourhood.

### **Collision avoidance (LBT) options**

`RADIO_LBT_MIN_BACKOFF` (default setting 2). This is the minimum value of a backoff (in PicOS milliseconds) generated, e.g., when the driver fails to grab the channel for a packet transmission. To understand the interpretation of this and other backoff (LBT) related options, you need some understanding of the channel access protocol for transmission, which goes as follows.

The driver uses a backoff timer, which is a *utimer*, i.e., a millisecond counter decremented automatically (by the kernel) towards zero. The first thing that the driver does before transmitting a packet is to check whether the backoff timer is zero. If not, the driver delays its next attempt at transmission/retransmission by the current value of the timer.

While waiting for the backoff timer to reach zero, the driver also waits for a generic *attention* event. Such an event is triggered whenever something changes in the driver's environment that may require it to perform an action. A packet reception (nonempty RX FIFO) is one example of such an event. Generally, the attention event is the most important event awaiting by the driver. Whenever the driver is waiting for something (anything at all), it is also waiting for an attention event.

Normally, the backoff timer is decremented towards zero at millisecond rate. Suppose that the driver has a packet to transmit, so it looks at the backoff counter and sees that its value is some  $d > 0$ . The driver will issue a delay request for  $d$  milliseconds along with a wait (*when*) request for the attention event. If nothing special happens in the meantime (no attention event), the driver will wake up exactly at the moment when the backoff timer has reached zero. Then it will have another go at the outgoing packet.

The backoff timer can be reset. For example, it is reset upon a packet reception. It can also be set explicitly by a `PHYSOPT_CAV` control call (from the praxis). In any case, when the backoff timer is

reset, an attention event is triggered, which (among other things) means that the driver will immediately see the new value of the backoff timer.

When there is a packet to be transmitted and the backoff timer is zero, the driver will initiate the procedure of transmitting the packet. The first step of this procedure is an attempt to grab the channel (the so-called channel status assessment). To this end, the driver tries to switch the chip to the transmit (TX) state and then immediately checks the effective state of the chip. If the effective state is in fact TX, it means that channel access has been granted, so the driver proceeds to transmit the packet. The chip may refuse to be put into the transmit state if it thinks the channel is busy. In such a case, we say that the packet is experiencing a congestion.

One constant describing how congestion should be handled is:

**RADIO\_LBT\_MODE** (default setting 3). The legitimate values are 0, 1, 2, and 3. When the constant is set to 0, congestion is simply ignored. In other words, the chip is set up in such a way that it will never refuse to be put into the transmit state. This is another way of saying that all transmissions are blind and the chip never checks whether they do not interfere with other RF activities in the neighbourhood, including a situation when the chip happens to be receiving a packet. Formally, this mode of operation is selected by setting **CCA\_MODE** (bits 4-5 of the chip's MCSM1 register) to 0, which disables the LBT (listen before transmit) feature altogether.

We shall now describe the first two nontrivial modes, i.e., 1 and 2. The description of mode 3 comes a bit later.

By setting **RADIO\_LBT\_MODE** to 1 you choose a slightly less aggressive behaviour (corresponding to **CCA\_MODE** = 2). While the chip will still not care about the general interference level in the neighbourhood, it will refuse to be put into the transmit state, if a packet is currently being received by the chip. Formally, that means that the *sync word* of an incoming packet has been recognized by the receiver and the RX FIFO is being filled.

If **RADIO\_LBT\_MODE** is 2 (corresponding to **CCA\_MODE** = 3), then, additionally, the chip will be monitoring the RSS level of the received signal (regardless of the formal reception status) and refuse to be put into the transmit state if that level is above a certain threshold. That threshold (or rather two thresholds) are described by these two constants (see PicOS/cc1100.h):

**RADIO\_CC\_THRESHOLD** (default = 6, legitimate values 0 – 15)  
**RADIO\_CC\_THRESHOLD\_REL** (default = 0, legitimate values 0 – 3)

The value zero of a threshold constant disables the respective condition. **RADIO\_CC\_THRESHOLD** applies to the absolute RSSI level. Increasing (nonzero) values correspond to higher absolute levels, so 1 is the finest setting (the most sensitive threshold being a threshold at all). The second threshold constant (**RADIO\_CC\_THRESHOLD\_REL**) refers to a relative threshold, which basically means an increase in what the chip considers to be the (possibly intermittent) current level of background noise. Again, 0 switches off this condition (the present default setting), while 1, 2, and 3 correspond to increasing thresholds. The way those values translate into dBm is explained in the chip's documentation. Note that the values of the above two constants are only relevant if **RADIO\_LBT\_MODE** is set to 2 (they are completely ignored otherwise).

For tests, you may either change the values of the above constants and recompile the praxis, or, alternatively, you can modify (dynamically, i.e., using the respective variant of **PHYSOPT\_RESET** – see above) the contents of register **AGCCTRL1** (number 1C). That register stores the values of the two constants in a somewhat obfuscated way (because of the two's complement encoding). The second hex digit corresponds to **RADIO\_CC\_THRESHOLD** offset by 0x08, which means that 0x08 translates into **CC\_THRESHOLD** = 0 (off), 0x09 corresponds to 1, ..., 0x0F corresponds to 7, 0x00 corresponds to

8, ..., 0x07 corresponds to 15. The first digit is 0x40 or'ed with the absolute value of RADIO\_CC\_THRESHOLD\_REL, e.g., 0x60 corresponds to RADIO\_CC\_THRESHOLD\_REL = 2.

If the channel assessment fails, i.e., the chip refuses to enter the transmit state, the driver generates a random number using this formula:

```
bckf_timer = RADIO_LBT_MIN_BACKOFF + rnd () & mask;
```

where mask is always a power of two minus 1, i.e., its binary representation consists of a number of ones from the right. The mask size is determined by this constant:

**RADIO\_LBT\_BACKOFF\_EXP** (default setting 6) which specifies the power of two to be used for the mask (equal to the number of ones + 1). Thus, the default setting translates into 5 ones ( $2^6 - 1 = 63$ ). This is the mask to be applied after a failed attempt to grab the channel by the transmitter. With the default setting, the backoff interval can be anywhere between 2 and  $2 + 63 = 65$  milliseconds.

Note that the driver will not re-attempt the transmission for as long as the backoff timer remains nonzero. The backoff timer will be reset after a successful packet reception using the mask described by this constant:

**RADIO\_LBT\_BACKOFF\_RX** (default setting 3). The idea is that having received a packet we remove at least one of the reasons why a previous transmission attempt may have failed. Thus it may make sense to reconsider the failed transmission under new opportunities. On the other hand, multiple nodes in the neighbourhood may develop the same idea (synchronizing to the end of the same packet), so some randomization may be in order. Note that it isn't absolutely clear whether the new backoff should be statistically shorter or longer than the previous setting (one following a failed channel assessment), but it may make sense to use different ranges in the two cases. The default setting translates into a randomized delay between 2 and 9 milliseconds.

If RADIO\_LBT\_BACKOFF\_EXP is defined as zero, the transmitter behaves aggressively retrying channel access at millisecond intervals. This option is not recommended. It was used in conjunction with 200 kbps transmission rate for high bandwidth transmission of real-time data in the heart datalogger project at SFU.

If RADIO\_LBT\_BACKOFF\_RX is defined as zero, then the backoff timer is never reset after a packet reception. In particular, if it was zero, it stays at zero after the reception (there is no forced after-reception backoff). Note that, intuitively, after reception backoff is important. This is because several nodes in the neighbourhood may want to respond to the same received packet, which means that receptions are not unlikely to trigger contention.

The backoff timer can be set explicitly by the praxis using this (optional) control call:

```
word bckf;  
...  
tcv_control (sfd, PHYSOPT_CAV, &bckf);
```

where the value of bckf provides the new setting of the timer in milliseconds. If the last argument of tcv\_control is NULL, the driver generates a randomized interval using RADIO\_LBT\_BACKOFF\_EXP for the mask.

A successful channel assessment is always followed by a transmission. Formally, such a transmission involves no delays (that would allow other threads to interleave with the driver while it happens), as it boils down to writing the packet to the TX FIFO and immediately removing it from the PHY queue. Then the driver waits for the TX status to be removed from the chip, which will indicate the physical end of the transmission. This is accomplished in an interrupt-free fashion: the driver estimates the transmission time (based on the packet length) – in fact underestimating it slightly – and then, at the



end of the waiting time, polls the chip at millisecond intervals for the actual status change. Following the status change, the driver sets the backoff timer to:

**RADIO\_LBT\_XMIT\_SPACE** (default setting 2) milliseconds. The idea is to provide a breathing room for the receiver to accommodate the received packet before being fed a new one. If **RADIO\_LBT\_XMIT\_SPACE** is defined as zero, the backoff timer is not set at the end of a transmission.

Note that with **RADIO\_LBT\_MODE** = 1 or 2 the driver will keep trying to acquire the channel (backing off at every failed attempt) until it succeeds, using the same preset LBT sensitivity parameters (for case 2) at each attempt (determined by **RADIO\_CC\_THRESHOLD** and **RADIO\_CC\_THRESHOLD\_REL**). When **RADIO\_LBT\_MODE** is 3, the driver will limit the number of channel acquisition attempts to 8 reducing the sensitivity of the LBT thresholds after every failed attempt. For the first 5 attempts, it will use **CCA\_MODE** = 3 (full LBT), for the subsequent two attempts it will set **CCA\_MODE** = 2 (yielding to receptions only), and for the last (eighth) attempt it will switch LBT off completely (setting **CCA\_MODE** to zero). Thus, the last attempt must necessarily succeed.

The specific sensitivity settings used for the first 5 attempts when **RADIO\_LBT\_MODE** = 3 are determined by this table:

**0x59, 0x5A, 0x6B, 0x7D, 0x4F**

which lists the values consecutively stored into **AGCCTRL1**. Note that the first entry corresponds to **RADIO\_CC\_THRESHOLD** = 1 and **RADIO\_CC\_THRESHOLD\_REL** = 1, i.e., the most sensitive setting, while the last one has the largest threshold value for the absolute signal (7) with the relative assessment completely switched off.

## **Setting/adjusting the base RF frequency**

The base frequency (the RF frequency of channel zero) is determined by three constants defined (conditionally) in **PicOS/cc1100.h**:

```
#ifndef CC1100_FREQ_FREQ2_VALUE
    #define CC1100_FREQ_FREQ2_VALUE 0x22
#endif

#ifndef CC1100_FREQ_FREQ1_VALUE
    #define CC1100_FREQ_FREQ1_VALUE 0xC4
#endif

#ifndef CC1100_FREQ_FREQ0_VALUE
    #define CC1100_FREQ_FREQ0_VALUE 0xEC
#endif
```

The conditions mean that the definitions can be easily overridden by definitions in **options.sys** (on a per-praxis basis), or **board\_options.sys** (on a per-board basis) should a need arise.

To transform the constant settings into frequency, you should combine the three values into a single three-byte hexadecimal number with **FREQ2** representing the most significant byte. For the default settings (see above), the number is 0x22C4EC (2,278,636 decimal). Then you have to multiply this number by the crystal frequency (26,000,000) and divide by  $2^{16}$ , i.e., 65,536. When you do that with the above number, you will get 903,999,877 Hz (i.e., almost exactly) 904 MHz. The reverse procedure is equally straightforward. Suppose you would like to adjust the base frequency by +100 kHz, i.e., 1/2 of the channel width. So your base frequency is 904.1 MHz, i.e., 904,100,000 Hz. You multiply this number by 65,536 and then divide it by 26,000,000 which yields 2,278,888. In hexadecimal this

number is 0x22C5E8. So the first constant does not change, and the remaining two are:

```
#define CC1100_FREQ_FREQ1_VALUE 0xC5
#define CC1100_FREQ_FREQ0_VALUE 0xE8
```

The above definitions should be put, e.g., into options.sys of the praxis. Note that incrementing (or decrementing) FREQ0 by 1 affects the base frequency by about 396.73 Hz (assuming 26 MHz crystal). One unit of FREQ1 corresponds to 101.56 kHz. One unit of FREQ2 translates (exactly) into 26 MHz (i.e., the crystal frequency).

## **Wake on radio**

The WOR mode is an optional feature of the driver enabled by setting RADIO\_WOR\_MODE to 1. When compiled in, it allows you to put the chip into a special state whereby it mostly sleeps using the minimum amount of power, but periodically opens the receiver for a short time to check the channel for activity. The kind of activity to trigger a wakeup (and a packet reception attempt) is configurable within some framework.

All the discussion of the CC1100 WOR feature in the official technical notes, as well as the (naive) code examples, concern essentially the same scenario where extremely short (one byte) packets are transmitted at a high bit rate, so the entire packet can be received within the tiny listening slot of the complete WOR cycle. For some reason, the authors assume that the primary concern of the user is to keep the cycles synchronized at the communicating nodes, so they go to great pains to show how to accomplish that goal while circumventing three or four bugs in the chip design, which render it virtually impossible. The underlying idea of those case studies is to never exit the WOR mode, assuming that the high regularity of sleep/wakeup cycles is of utmost and primary importance.

This is clearly quite different from our environment and completely useless to us. We would like to be able to transmit spontaneously, possibly after a long period of inactivity, packets of non-trivial length, without expecting the receiver to know the exact millisecond of the packet's commencement. In other words, the role of the WOR mechanism in our setting would be to wake up nodes that have been dormant for (possibly) an extended amount of time (measured in hours), then exchange one or more packets and, at the end of the processing cycle, put the nodes (automatically) back to sleep.

In our driver, the WOR mode is viewed as a special case of switching the receiver off and powering down the chip putting it into the so-called SLEEP state). Normally, without WOR, a PHYSOPT\_RXOFF call switches off the receiver and, if the transmit queue is empty, puts the chip to SLEEP. If there remain packets to be transmitted, that operation of physically powering down the chip is postponed until the transmit queue becomes empty.

With WOR compiled in, PHYSOPT\_RXOFF accepts an optional argument. If that argument points to a nonzero word, the operation will put the chip into WOR mode. Similar to entering the SLEEP state, that action will be postponed until the transmit queue becomes empty.

While in the WOR mode, the chip will sleep for some time (effectively consuming the same amount of power as in the regular SLEEP state), then wake up to switch the receiver on for a short moment, then go back to sleep. That cycle is highly regular. Its duration is determined by the symbolic constant `WOR_EVT0_TIME` whose default value is 65535 (which also happens to be the maximum). The constant (as well as the remaining constants discussed in this section) can be redefined, e.g., in options.sys. The value is transformed into seconds by this formula:

$$t_{EVT0} = \frac{750 \times \text{WOR\_EVT0\_TIME}}{26,000,000}$$

Thus, for the default (and maximum) setting the cycle length is ca. 1.89 sec. [N.B.: should we decide

that it is worthwhile, the cycle length can be increased by resorting to some (messy) parameters which are not mentioned here.]

Another parameter of the WOR mode is the duration of the reception period within the cycle. It is described by the constant `WOR_RX_TIME` whose default value is 5. The range of values is from 0 to 6, and they approximately translate into a percentage of the total cycle, such that 0 yields 12.5% and each subsequent value halves the time, e.g., 5 translates into 0.391% and 6 (the smallest fraction) into 0.195%. For the default (maximum) setting of `WOR_EVT0_TIME`, these numbers mean 7.4 msec and 3.7 msec, respectively.

Having entered the RX state within a WOR cycle, the chip will wait for the minimum amount of time required to obtain the first valid RSSI reading and compare that reading against a threshold. The details of how those thresholds exactly work are a bit complicated (and I do not understand everything); suffice it to say that the threshold level is represented by a simple value from 0 to 15, with 0 meaning switched off (i.e., zero threshold or unused), 1 being the minimum actual threshold, and 15 being the maximum. If the RSSI reading is below the threshold, the chip immediately gets back to sleep ignoring the remainder of the RX period (thus additionally conserving power). Otherwise, the chip continues monitoring the channel until the end of the RX period and, at the end of that period, carries out the so-called preamble quality assessment. If that assessment turns out positive, meaning that the chip is sensing something that looks like a packet preamble, it will trigger an interrupt to wake up the driver. The constant describing the RSSI threshold setting is named `WOR_RSSI_THR` and its default value is 2.

The required quality of the assessed preamble is described by another constant, `WOR_PQ_THR`, whose range is 1 through 7 with the default setting of 6. The preamble quality estimator maintains an internal counter which is incremented by one each time a bit is received that is different from the previous bit, and decremented by 4 each time the bits are the same. The assessment is positive when the counter reaches  $4 * \text{WOR\_PQ\_THR}$ .

Yet another constant parameterizing WOR is `WOR_EVT1_TIME` with the range 0 through 7 and the default setting of 4. Its meaning is somewhat nebulous, except that a larger value wastes more time/energy in the cycle and a smaller value increases the chance that the chip may not be fully ready when the RX slice formally commences. I haven't noticed any problems with values as small as 1, but baffled by the various unclear statements in the technical notes, I have decided to start with a conservative value.

Two more parameters refer to the operation of the driver, rather than the behaviour of the chip. They are:

`RADIO_WOR_IDLE_TIMEOUT` (default setting 4096, i.e., 4 seconds) giving the number of PicOS milliseconds for the inactivity timeout. In response to a positive preamble assessment, the driver will leave the WOR mode and begin listening for packets (in a more or less regular active mode with the receiver switched on). While in that mode, the driver also waits on a delay whose first argument is `RADIO_WOR_IDLE_TIMEOUT`. Any activity (reception or transmission) will reset that wait. If nothing happens for its entire duration, the chip is put back into the WOR state.

`RADIO_WOR_PREAMBLE_TIME` (default setting 3072, i.e., 3 seconds) giving the duration of a waking preamble to be sent by the transmitter to wake up a node sleeping in WOR. Such a long preamble will be generated for any packet marked as *urgent* (in VNETI parlance). This only happens if the WOR option is compiled in.

The idea is quite straightforward. When the driver sees an urgent packet it will precede its transmission with an extraordinarily long preamble. The preamble has enough duration to wake up the receiver (note

that it is longer than the complete WOR cycle) while providing enough spare length for the packet's reception when the chip is switched into normal RX mode by the driver in response to the positive preamble assessment event. The preamble can be probably safely shortened to 2 seconds or even less.

When bit 5 (0x20) of RADIO\_OPTIONS is set, the driver provides an extra physopt call, PHYSOPT\_SETPARAMS, whereby the praxis can dynamically redefine all the parameters of WOR listed above. The argument is a 7-byte array whose consecutive bytes have this meaning:

0. RADIO\_WOR\_PREAMBLE\_TIME rounded to full seconds (e.g., 5 → 5120)
1. RADIO\_WOR\_IDLE\_TIMEOUT rounded to full seconds.
2. WOR\_EVT0\_TIME
3. WOR\_RX\_TIME
4. WOR\_PQ\_THR
5. WOR\_RSSI\_THR
6. WOR\_EVT1\_TIME