Interrupt Controller

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Input/Output system management

- The main function of a Input/Output (I/O) system is to exchange information with the external world.
- An I/O system needs to be controlled by the CPU which has to incercept service requests
 - For example if a new data is received by a peripheral core
- There are 2 main methods used to manage service requests:
 - Polling
 - <u>Interrupt.</u>

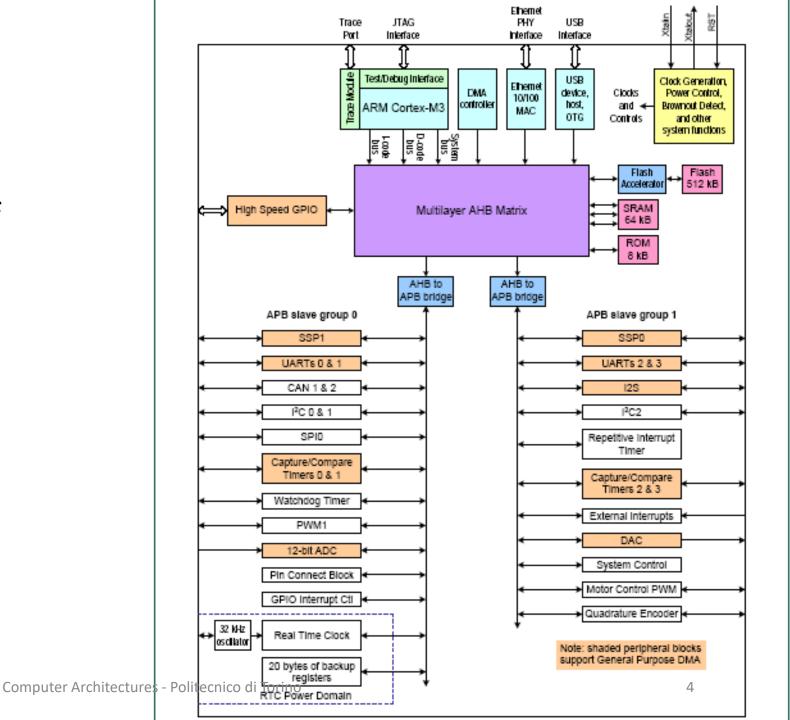
System event categories

- Respond to infrequent but important events
 - Alarm conditions like low battery power (i.e., NMI)
 - Error conditions (i.e., USAGE FAULT)
- I/O synchronization
 - Trigger interrupt when signal on a port changes
- Periodic interrupts
 - Generated by the timer at a regular rate
 - Systick timer can generate interrupt when it hits zero
 - Reload value + frequency determine interrupt rate
- Data acquisition samples ADC

Block diagram NXP LPC1768

- I/O system composed of several peripheral cores
 - Serial ports UARTS
 12-bit ADC / DAC

 - GPIO
 - Timers
 - Other communication protocols like
 - 12C
 - SPI/SSP



Polling



- Polling is the process where the computer or controlling device frequently interrogates an external device to check for its current state
 - Checking status registers (best practice)
 - Checking data registers.
- The polling is often implemented as a software cycle
 - Performing a predefined sequence of checks at a regular pace
 - A scheduling can be defined to access peripheral cores more or less frequently
- If the polled core needs to be handled, the CPU moves from the polling loop to the handler of the specific event.
- Main characteristics
 - The most of the time is spent in the software cycle (disadvantage power inefficient)
 - Easy to implement (advantage)
 - High latency in the managing cycle (disadvantage low performance)
 - Difficult management of nested requests (disadvantage very low performance).

Interrupt

- Peripheral devices are directly interacting with the CPU,
 - CPU is no more implementing a sw polling loop,
 - Idle mode can be entered,
 - The system wakes up as soon as a peripheral core is requesting a service
- When a request is received, the CPU needs to recognize the source of request in order to execute the proper handler
- Current architectures implements a Vectored Interrupt management method
 - Based on the Interrupt Vector Table (IVT)
 - The CPU collaborates with an external device called Interrupt Controller

System setup for interrupt mode

- Things you must do when programming a system to use interrupts
- BOOT TIME
 - Initialize data structures
 - Counters, pointers
 - Eventually specify a flag variable that may interrupt (semaphores)
 - Configure Interrupt Controller
 - Enable interrupt sources
 - Set priority of every source

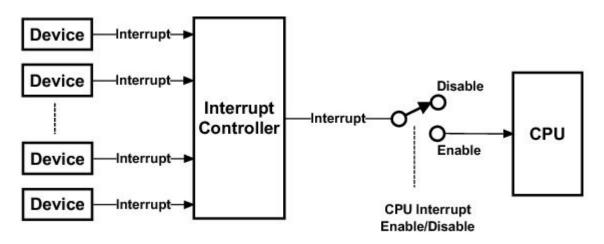
System setup for interrupt mode (II)

- Things you must do in every interrupt service routine
- RUNTIME
 - Acknowledge
 - Clear the flags that indicate the interrupt is active
 - Can be done in different parts of the interrupt service routine
 - Maintain contents of R4-R8,R10-R11 (ABI AAPCS)
 - Communicate via shared global variables.

May be important for nesting interruptions

Interrupt controller

- In computing, an interrupt controller is a device that is used to combine several sources of interrupt into one or more CPU lines, while allowing priority levels to be assigned to its interrupt outputs
- Manages interrupt signals received from devices by combining multiple interrupts into a single interrupt output.



Al momento del next i regioni sono lutti a zeno. Con il comondo NIC-Enoble IRD (None Regiono)

Nested Vectored Interrupt Controller (NVIC)

(UM pg. 82)

• The Nested Vectored Interrupt Controller (NVIC) is an integral part of the Cortex-M3.

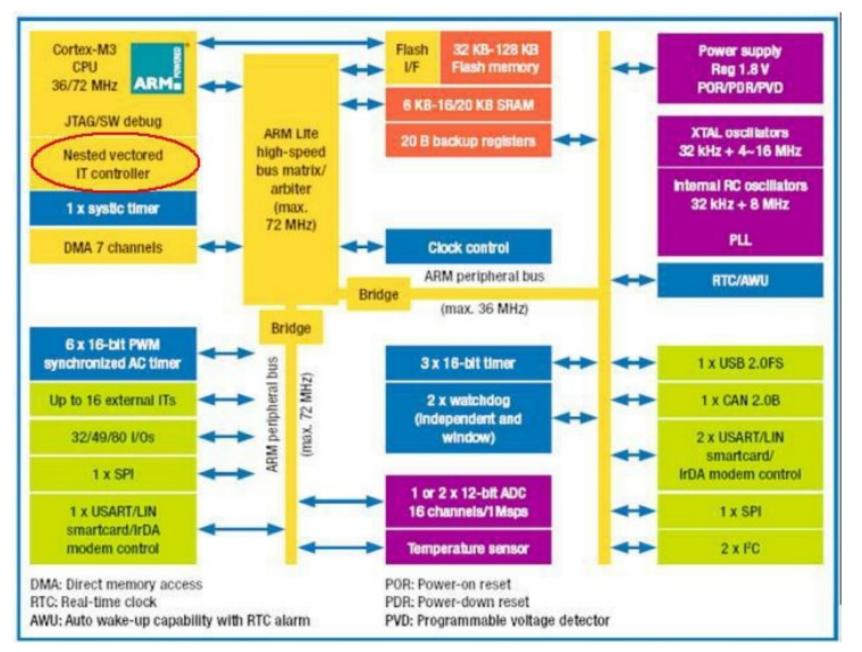
 The tight coupling to the CPU allows for low interrupt latency and efficient processing of late arriving interrupts

• It manages 35 possible external interrupt.

1 2 priorito

Di solito si importo prima la priorité / NVK_ Set Briority (Registro, Priorité in numero) e par le si alilito

Bit	Name	Function
0	ISE_WDT	Watchdog Timer Interrupt Enable.
		Write: writing 0 has no effect, writing 1 enables the interrupt.
		Read: 0 indicates that the interrupt is disabled, 1 indicates that the interrupt is enabled.
1	ISE_TIMER0	Timer 0 Interrupt Enable. See functional description for bit 0.
2	ISE_TIMER1	Timer 1. Interrupt Enable. See functional description for bit 0.
3	ISE_TIMER2	Timer 2 Interrupt Enable. See functional description for bit 0.
4	ISE_TIMER3	Timer 3 Interrupt Enable. See functional description for bit 0.
5	ISE_UARTO	UARTO Interrupt Enable. See functional description for bit 0.
В	ISE_UART1	UART1 Interrupt Enable. See functional description for bit 0.
7	ISE_UART2	UART2 Interrupt Enable. See functional description for bit 0.
В	ISE_UART3	UART3 Interrupt Enable. See functional description for bit 0.
9	ISE_PWM	PWM1 Interrupt Enable. See functional description for bit 0.
10	ISE_I2C0	I ² C0 Interrupt Enable. See functional description for bit 0.
11	ISE_I2C1	I ² C1 Interrupt Enable. See functional description for bit 0.
12	ISE_I2C2	I ² C2 Interrupt Enable. See functional description for bit 0.
13	ISE_SPI	SPI Interrupt Enable. See functional description for bit 0.
14	ISE_SSP0	SSP0 Interrupt Enable. See functional description for bit 0.
15	ISE_SSP1	SSP1 Interrupt Enable. See functional description for bit 0.
16	ISE_PLL0	PLL0 (Main PLL) Interrupt Enable. See functional description for bit 0.
17	ISE_RTC	Real Time Clock (RTC) Interrupt Enable. See functional description for bit 0.
18	ISE_EINT0	External Interrupt 0 Interrupt Enable. See functional description for bit 0.
19	ISE_EINT1	External Interrupt 1 Interrupt Enable. See functional description for bit 0.
20	ISE_EINT2	External Interrupt 2 Interrupt Enable. See functional description for bit 0.
21	ISE_EINT3	External Interrupt 3 Interrupt Enable. See functional description for bit 0.
22	ISE_ADC	ADC Interrupt Enable. See functional description for bit 0.
23	ISE_BOD	BOD Interrupt Enable. See functional description for bit 0.
24	ISE_USB	USB Interrupt Enable. See functional description for bit 0.
25	ISE_CAN	CAN Interrupt Enable. See functional description for bit 0.
26	ISE_DMA	GPDMA Interrupt Enable. See functional description for bit 0.
27	ISE_I2S	I ² S Interrupt Enable. See functional description for bit 0.
28	ISE_ENET	Ethernet Interrupt Enable. See functional description for bit 0.
9	ISE_RIT	Repetitive Interrupt Timer Interrupt Enable. See functional description for bit 0.
80	ISE_MCPWM	Motor Control PWM Interrupt Enable. See functional description for bit 0.
31	ISE QEI	Quadrature Encoder Interface Interrupt Enable. See functional description for bit 0.



Library functions in core_cm3.h

```
935 - /** \brief Enable External Interrupt
936
937
         This function enables a device specific interupt in the NVIC interrupt controller.
938
         The interrupt number cannot be a negative value.
939
                                                                                                       le diverse internazioni con LOR
940
         \param [in]
                          IROn Number of the external interrupt to enable
941
     static INLINE void NVIC EnableIRQ(IRQn Type IRQn)
943
944
      (NVIC->ISER)((uint32 t)(IRQn) >> 5)] = (1 << ((uint32 t)(IRQn) & 0x1F)); /* enable interrupt */
945
946
     -/** \brief Set Interrupt Priority
1016
1017
          This function sets the priority for the specified interrupt. The interrupt
          number can be positive to specify an external (device specific)
1018
1019
          interrupt, or negative to specify an internal (core) interrupt.
1020
1021
          Note: The priority cannot be set for every core interrupt.
1022
1023
          \param [in]
                            IROn Number of the interrupt for set priority
1024
          \param [in] priority Priority to set
1025
       static INLINE void NVIC SetPriority(IRQn Type IRQn, uint32 t priority)
1026
1027 戸 {
1028
        if(IRQn < 0) {
          SCB->SHP[((uint32 t)(IRQn) & 0xF)-4] = ((priority << (8 - NVIC PRIO BITS)) & 0xff); } /* set Priority for Cortex-M System II
1029
1030
         else {
          NVIC->IP[(uint32 t)(IRQn)] = ((priority << (8 - NVIC PRIO BITS)) & 0xff);
1031
                                                                                                   /* set Priority for device specific In
1032
                                                  Computer Architectures - Politecnico di Torino
                                                                                                                                      12
```

NVIC Constant and addresses

core_cm3.h

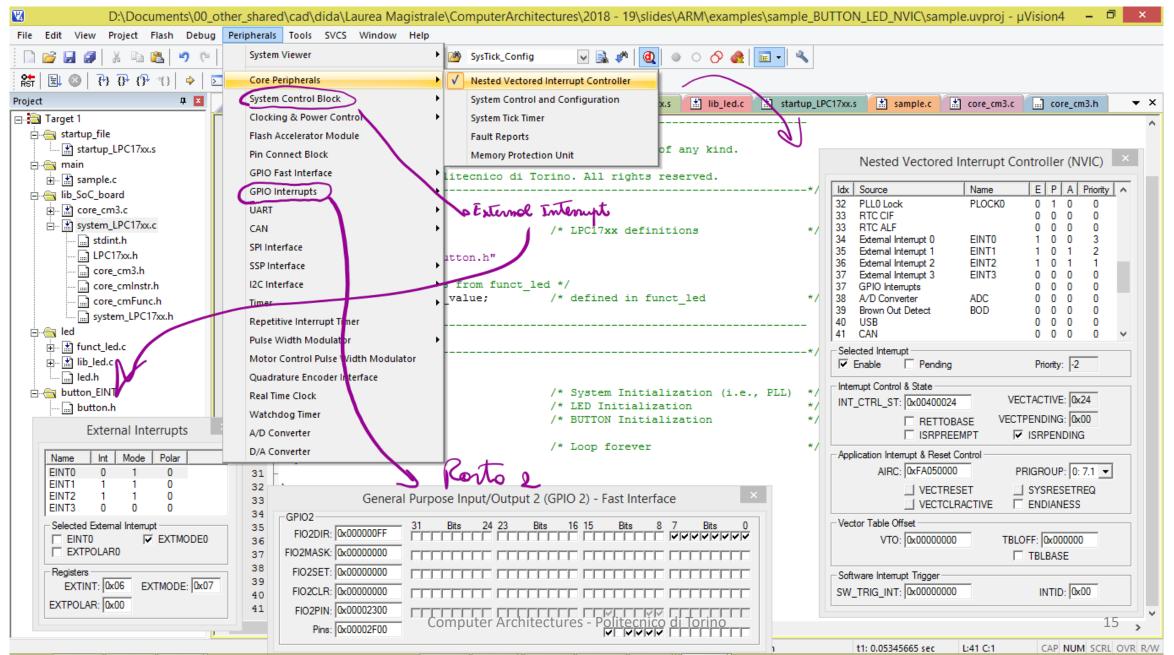
```
832
     /* Memory mapping of Cortex-M3 Hardware */
                                                                             /*!< System Control Space Base Address
833
     #define SCS BASE
                                  (0xE000E000)
     #define ITM BASE
                                  (0xE0000000)
                                                                             /*!< ITM Base Address
     #define CoreDebug BASE
                                                                             /*!< Core Debug Base Address
835
                                  (0xE000EDF0)
     #define SysTick BASE
                                                                             /*!< SysTick Base Address
836
                                  (SCS BASE +
                                               0x0010)
     #define NVIC BASE
                                                                             /*!< NVIC Base Address
837
                                  (SCS BASE +
                                               0x0100)
838
     #define SCB BASE
                                  (SCS BASE +
                                                                             /*!< System Control Block Base Address
                                               0x0D00)
839
     #define InterruptType
                                  ((InterruptType Type *)
                                                           SCS BASE)
                                                                             /*!< Interrupt Type Register
841
     #define SCB
                                                           SCB BASE)
                                                                             /*!< SCB configuration struct
                                  ((SCB Type *)
                                                           SysTick BASE)
     #define SysTick
                                                                             /*!< SysTick configuration struct
     #defin€ NVIC
                                                           NVIC BASE)
                                                                             /*!< NVIC configuration struct
                                  ((NVIC Type *)
     #define ITM
                                                           ITM BASE)
                                                                             /*!< ITM configuration struct
     #define CoreDebug
                                  ((CoreDebug Type *)
                                                           CoreDebug BASE)
                                                                             /*!< Core Debug configuration struct
846
```

NVIC Constant and addresses

core_cm3.h

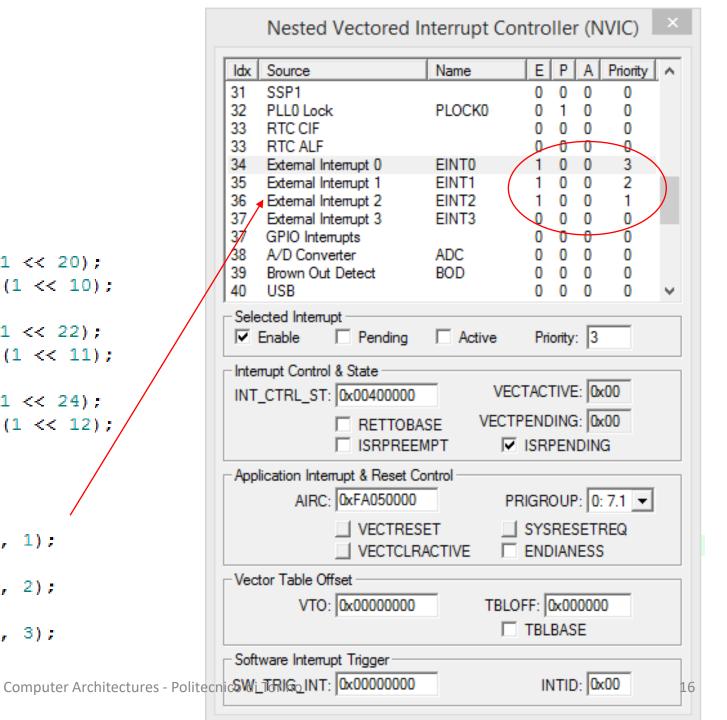
```
214 -/** \brief Structure type to access the Nested Vectored Interrupt Controller (NVIC).
215 - */
     typedef struct
216
217 🗀 {
       IO uint32 t( ISER[8];
                                             /*!< Offset: 0x000 (R/W) Interrupt Set Enable Register
218
                                                                                                                */
219
            uint32 t RESERVED0[24];
220
       IO uint32 t ICER[8];
                                             /*!< Offset: 0x080 (R/W) Interrupt Clear Enable Register
                                                                                                                */
221
            uint32 t RSERVED1[24];
222
       IO uint32 t ISPR[8];
                                             /*!< Offset: 0x100 (R/W) Interrupt Set Pending Register
                                                                                                                */
223
            uint32 t RESERVED2[24];
       IO uint32 t ICPR[8];
                                             /*!< Offset: 0x180 (R/W) Interrupt Clear Pending Register
224
                                                                                                                */
225
            uint32 t RESERVED3[24];
226
       IO uint32 t IABR[8];
                                             /*!< Offset: 0x200 (R/W) Interrupt Active bit Register
                                                                                                                */
227
            uint32 t RESERVED4[56];
       IO uint8 t (IP[240];
228
                                             /*!< Offset: 0x300 (R/W) Interrupt Priority Register (8Bit wide) */
            uint32 t RESERVED5[644];
229
         O uint32 t STIR;
230
                                              /*!< Offset: 0xE00 ( /W) Software Trigger Interrupt Register
                                                                                                                */
       NVIC Type;
231
```

Experiment priority and nested interruptions



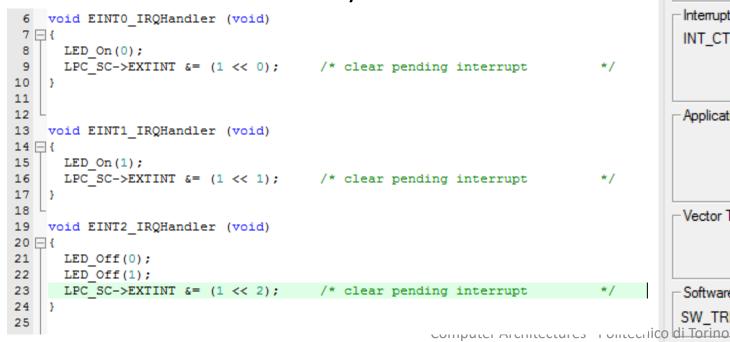
BOOT

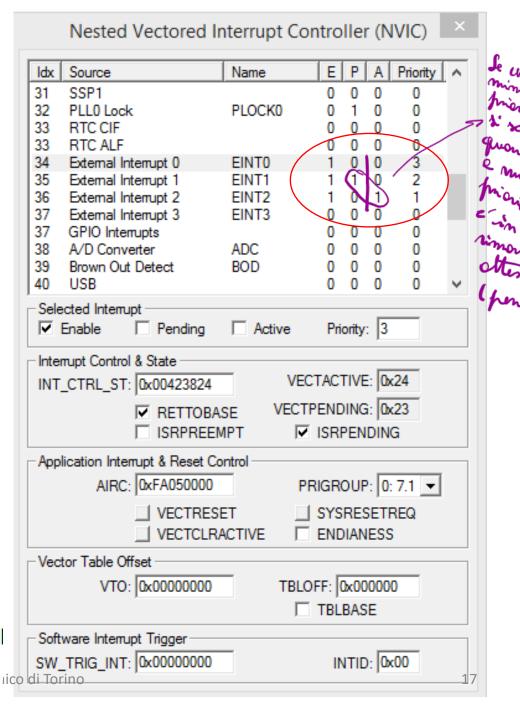
```
8 - void BUTTON init(void) {
9
      LPC PINCON->PINSEL4 |= (1 << 20);
10
      LPC GPIO2->FIODIR &= \sim (1 << 10);
11
12
13
      LPC PINCON->PINSEL4
                             |= (1 << 22);
14
      LPC GPIO2->FIODIR
                             &= \sim (1 << 11);
15
      LPC PINCON->PINSEL4 |= (1 << 24);
16
                             &= ~(1 << 12);
17
      LPC GPIO2->FIODIR
18
19
      LPC SC->EXTMODE = 0x7;
20
21
      NVIC EnableIRQ(EINT2 IRQn);
22
      NVIC SetPriority(EINT2 IRQn, 1);
23
      NVIC EnableIRQ(EINT1 IRQn);
      NVIC SetPriority(EINT1 IRQn, 2);
24
      NVIC EnableIRQ(EINTO IRQn);
25
26
      NVIC SetPriority(EINTO IRQn, 3);
27
28
```



RUNTIME (1)

- CASE 1)
 - The EINT2 interrupt is taken and being served
 - The EINT1 interrupt (with lower priority) is taken
 - 3. EINT1 is pending and will be served only when EINT2 is fully handled





RUNTIME (2)

- CASE 2)
 - 1. The EINT1 interrupt is taken and being served
 - 2. The EINT2 interrupt (with higher priority) is taken
 - 3. EINT1 is suspended and completed only when EINT2 is handled

