

WEEK 01

JAN 18 2026 - JAN 24 2026

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## DCT INTERNSHIP: WEEKLY REPORT

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TODO: NEED TO UPDATE THIS WEEK

## DCT INTERNSHIP: WEEKLY REPORT

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2.1 MON - JAN 26 2026

TODO: NEED TO UPDATE

- Hardware.

2.2 TUE - JAN 27 2026

TODO: NEED TO UPDATE

- Exam.
- Rough intro to STM32 nucleo board.

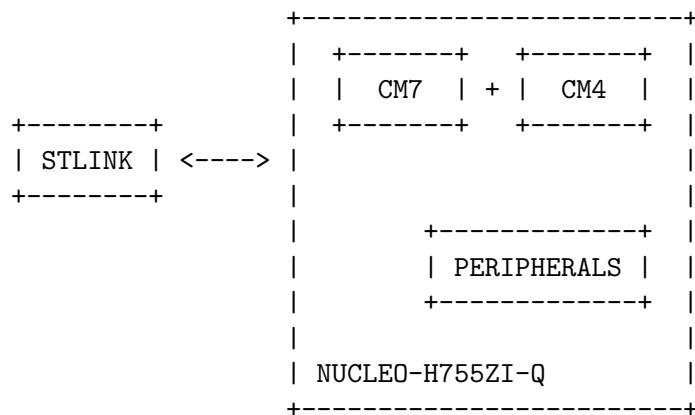
2.3 WED - JAN 28 2026

TODO: NEED TO UPDATE

- Familiarization of STM32 Board and IDE.
- LED blinking, interrupt, uart.

2.4 THU - JAN 29 2026

### 2.4.1 Architecture of Nucleo-H755ZI-Q



Nucleo-H755ZI-Q has a asymmetric dual core architecture, having two cores Arm Cortex M7 and Arm Cortex M4.

**Note** Asymmetric Multi-processing: One Master and One or More Slaves. Master does all the configuration and task scheduling.

**Note** Symmetric Multi-processing: All have equal access to memory and resources.

## Power Domains

The entire MCU is divided into 3 major power domains.

- D1: Where the M7 lies
- D2: Where the M4 lies
- D3: Where the RCC and PWR lies.
- BACKUP Domain: Where the EXTI lies.

**Important** From figure 2.1, we can see that the EXTI<sup>a</sup> is outside of the 3 domains. This enables to power down all 3 of these domains at the same time.

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<sup>a</sup>External Interrupt Controller

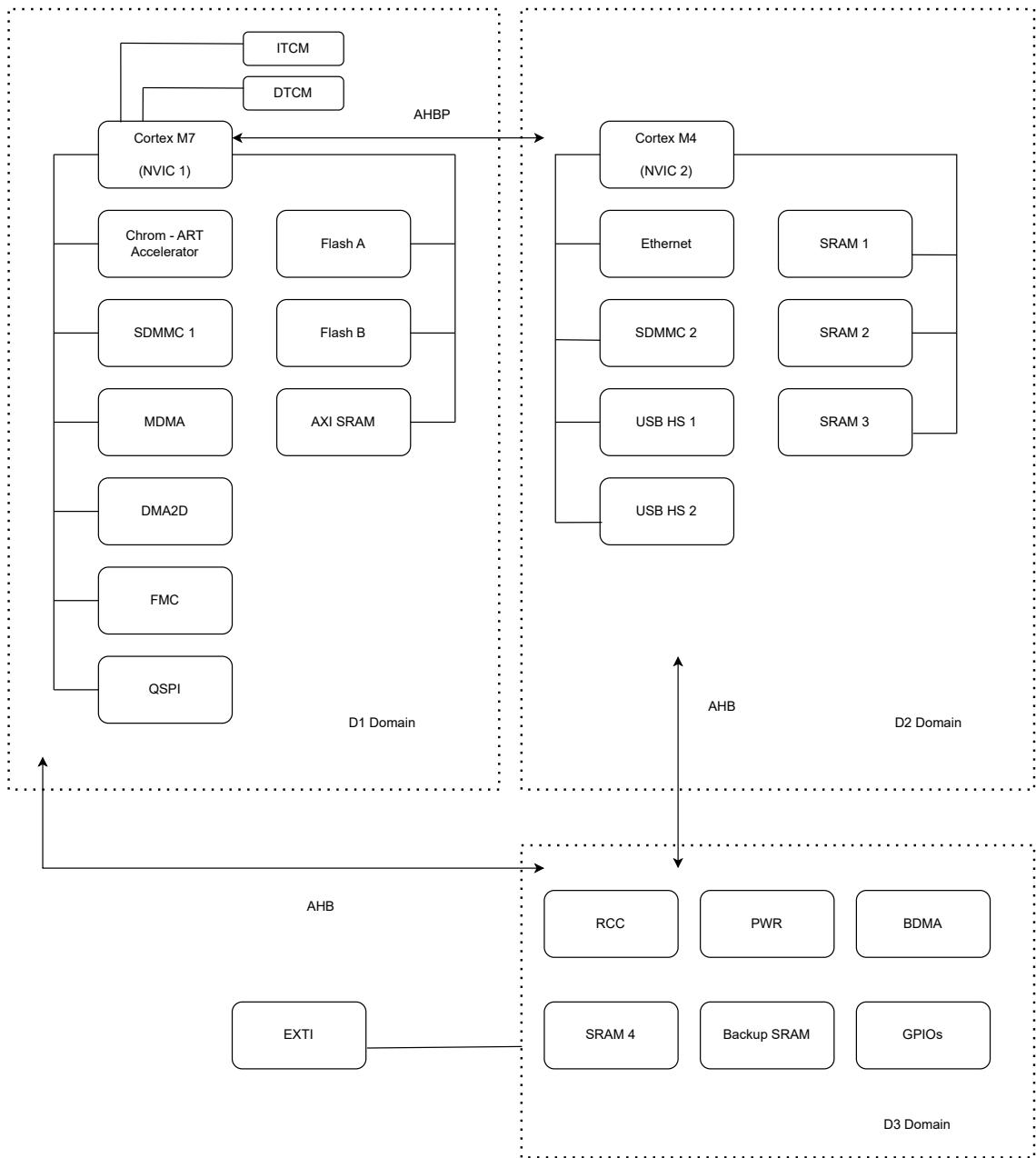


Figure 2.1: STM32 Architecture.

2.5 FRI - JAN 30 2026

### 2.5.1 Boot Process of STM32H755ZI

There are three power domains. CM7 and CM4 lies in the D1 and D2 domains respectively. Circuits that are responsible for power up and clock generation lies in the D3 domain. RCC<sup>1</sup> is responsible for processing reset and generating clock to the CM7 and CM4. In essence, RCC boots up the cores.

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<sup>1</sup>Reset and Clock Controller

## **BOOT0 Pin and BOOT\_ADDx Registers**

Boot0 pin enables the user to boot from a factory configured bootloader<sup>2</sup> if it is set to 1. Otherwise BOOT\_ADDx registers chooses the boot location of each of the cores.

**Note** There are two system memory banks. Each one is of size 128 K.

- Bank 1: Located at 0x1FF0 0000.
- Bank 2: Located at 0x1FF4 0000.

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<sup>2</sup>Non user programmable.

## DCT INTERNSHIP: WEEKLY REPORT

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### 3.1 MON - FEB 02 2026

TODO: NEED TO UPDATE

- Interrupts.
- NVIC.
- EXIT.

### 3.2 TUE - FEB 03 2026

TODO: NEED TO UPDATE

- Ethernet.
- UART.

### 3.3 WED - FEB 04 2026

### 3.4 THU - FEB 05 2026

TODO: FORENOON UART EXERCISE

#### 3.4.1 USB On The Go

STM32 Nucleo boards supports USB OTG in full speed mode via a USB **Micro-AB** connector (CN13). The USB power switch (U18) is connected to  $V_{BUS}$ .

**Note** USB OTG (On The Go) means the electronics can act either as a host or a device. This is done via HNP<sup>a</sup>, and SRP<sup>b</sup>. The board is also capable of ADP<sup>c</sup> to determine the attachment of devices.

<sup>a</sup>Host Negotiation Protocol

<sup>b</sup>Session Request Protocol

<sup>c</sup>Attach Detection Protocol

**Warning**

Do not connect Micro-AB connector before properly powering the Nucleo-144 board. As the Micro-AB connector cannot power the board. There is a chance of current injection.

**Important** STM32H755ZI is capable of USB HS<sup>a</sup> but the Nucleo board only supports upto USB FS<sup>b</sup>. In order to use USB HS, we need to use an external PHY through the ULPI<sup>c</sup> interface.

<sup>a</sup>High Speed

<sup>b</sup>Full Speed

<sup>c</sup>UTMI+ Low Pin Interface

## USB 2.0: An Overview

USB 2.0 uses 4 pins to enable communication. These pins are:

Pins	5V	DM	DP	GND
Function	Power	Differential Pairs	Ground	

The data is send as differential signal using DP and DM pins. This improves noise immunity.

**Note** USB 3.0 and above uses extra pins to enable higher speeds. Also note that the STM32H755ZI is only capable of USB 2.0.

## Different USB Speed Modes

USB Modes	Low Speed (LS)	Full Speed (FS)	High Speed (HS)
Speed	1.5 Mbit/s	12 Mbit/s	480 Mbit/s

## Different Modes

USB features can be divided into three categories:

- **General:**
- **Host-mode:** To be used as a host / master.
- **Device-mode:** To be used as a peripheral.

## Endpoints

- **Control:**

Commonly used for configuring the devices, retrieving data, sending commands and retrieving status. Usually in small size. And it is guaranteed to have reserved bandwidth.

- **Interrupt:**

For sending small amount of data at a fixed interval. Used for keyboards and mice.  
Have reserved bandwidth.

- **Bulk:**

For sending large amount of data. Can transfer huge amount of data without any data lose. Does not guaranteed to make it through in a specific amount of time. There won't be enough room on the bus to transfer huge amount of data, so the packet is split in multiple smaller packets.

- **Isochronous:**

For sending large amount of data. For devices that need continuous stream of data but can handle data loss. It is periodic.

**Note**

Interrupt and Isochronous are periodic and have reserved bandwidth. While Control and Bulk are asynchronous. Bulk does not have a reserved bandwidth.

## 3.5 FRI - FEB 06 2026

### 3.5.1 USB On The Go (Continued)

#### Hardware Side Specific to STM32H755ZI

The device is capable of USB HS through an external PHY. It already has an embedded USB FS PHY. The nucleo board is capable of USB FS as it does not have an external USB HS PHY. In STM32H7, there are two instances of OTG\_HS, namely OTG\_HS1 and OTG\_HS2. Only the OTG\_HS1 instance is capable of achieving USB HS through an external PHY.

The device has 4Kb of USB data RAM with advanced FIFO<sup>1</sup> control. This memory can be partitioned by the user for each of the endpoints.

#### OTG\_HS Core

OTG\_HS receives the 48 MHz from the RCC<sup>2</sup>. There are different registers associated with the OTG\_HS core that helps to control the core.

### 3.5.2 I2C: Inter-Integrated Circuit Interface of STM32H755ZI

The I2C bus interface handles communication between the microcontroller and the serial I2C bus. The interface provides multi-master capability, and controls all the I2C bus-specific sequencing, protocol, arbitration and timing. It supports the following modes:

Modes	Standard Mode	Fast Mode	Fast Mode Plus
Speed	Up to 100 kHz	Up to 400 kHz	Up to 1 MHz

<sup>1</sup>First in first out

<sup>2</sup>Reset and Clock Controller

**Note**

Note that the I2C bus interface is SMBus<sup>a</sup> and PMBus<sup>b</sup> compatible.  
Also DMA can be used to reduce CPU overload.

<sup>a</sup>System Management Bus  
<sup>b</sup>Power Management Bus

## I2C: Hardware Overview

**Hardware Interface:** Hardware bus consists of two lines:

Pin	SDA	SCL
Function	Serial Data (Data Line)	Serial Clock (Clock Line)

**Line Logic:** These lines are open collector or open drain. Meaning the devices can only drive them low. Default / Idle state is high.

**Note**

We need to use a pull up resistor to pull these lines high. Usually we use 1 kOhm to 10 kOhm. Then the pull up current will be about 1mA or less.

**Note**

Also the driving device need to sink at least 10mA or more current.

## Pin Connection

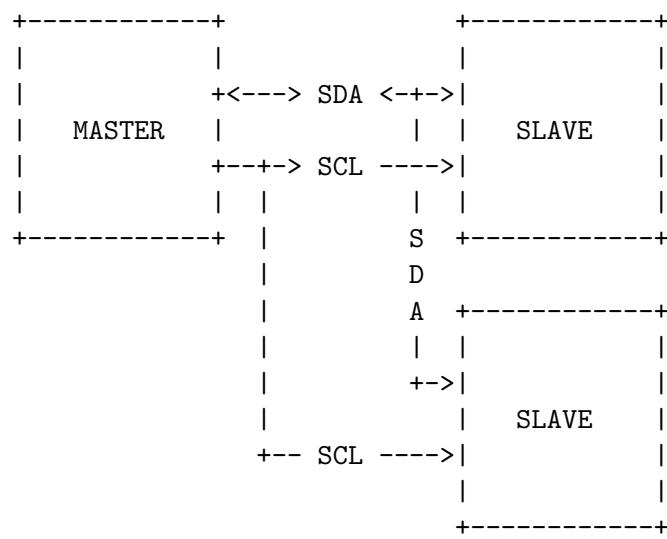


Figure 3.1: Typical connection diagram of SDA and SCL pins in a single master application.

**SDA Line:** This line is used to send the address from the master to slave. And to send and receive data to and from the master and slaves.

**SCL Line:** This line is used to provide clock.

**Voltage Levels:** Supply Voltage: Ranging from 1.2V to 5.5V

## I2C: Communication Protocol

Every data frame or the transaction is started with a START condition and ends with STOP condition.

**Clock Stretching:** In I2C it is possible to stretch<sup>3</sup> the SCL line. If any of the device is slow to process the data, it can pull the SCL line low.

**Arbitration:** It's a mechanism to decide which master should take control of the I2C bus.

TODO: FRAME

## More about STM32H755ZI's I2C Interface: Implementation

There are four I2C channels implemented in STM32H755ZI. They are: I2C1, I2C2, I2C3, and I2C4. All of these interfaces can be used in the 3 modes. These interfaces can also generate interrupts. And they can be enabled in the software.

**Important** In order to use these interfaces in Fast-mode plus, we need to enable 20 mA output current in the control bit present in SYSCFG register.

**Modes for these Interfaces:** These interfaces can operate in one of the four modes:

Modes	Slave Transmitter	Slave Receiver	Master Transmitter	Master Receiver
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By default, the interface will operate in slave mode. Once it generates<sup>4</sup> a START condition, it will automatically switches to master mode. If the arbitration losses or a STOP condition is generated, it will automatically switches back to slave mode.

## I2C Initialization

- First of all we need to configure and enable I2C peripheral clock in the clock controller<sup>5</sup>.
- Then the interface can be enabled by setting PE bit in I2C\_CR1 register.

<sup>3</sup>Analogues to pausing the clock.

<sup>4</sup>From the software

<sup>5</sup>In RCC