

ECEN 5823-001 / -001B

Internet of Things Embedded Firmware

Lecture #10

28 September 2017

Agenda

- Class announcements
- SPI tap sensor assignment questions?
- I2C temp sensor assignment
- I2C peripheral
- Writing your own I2C driver / routine
- Si7021 load power management sequence
- Bluetooth Smart

Class Announcements

- Quiz #5 is due at 11:59pm on Sunday, October 1st, 2017
- SPI tap sensor assignment is due at 11:59pm on Wednesday, September 27th, 2017
- I2C temp sensor assignment is due at 11:59pm on Saturday, October 7th, 2017
 - It is now posted on D2L

Update on the SPI tap sensor assignment

7. BMA280 settings should be initialized to:

- | | |
|------------------|--------|
| a. Range | +/- 4g |
| b. Bandwidth | 125Hz |
| c. Tap quiet | 30mS |
| d. Tap samples | 4 |
| e. Tap duration | 200mS |
| f. Tap shock | 50mS |
| g. Tap threshold | 250mg |

Update on the SPI tap sensor assignment

5. BMA280 functionality:

- a. Upon power on reset or the Blue Gecko reset, the BMA280 should be in **SUSPEND** mode
- b. Single tap should turn off LED1
- c. Double tap should turn on LED1|

SPI tap sensor assignment questions?

- Does anyone have questions on this assignment that I can address right now?

I2C temp Sensor Assignment

ECEN 5823

I2C temp sensor Assignment Fall 2017

Objective: Adding the Si7021 accelerator via the I2C bus and enabling / disabling the Si7021 to implement load power management.

Note: This assignment will begin with the completed SPI tap sensor assignment.

Due: Saturday, October 7th, 2017 at 11:59pm

Instructions:

1. Make any changes required to the SPI tap sensor assignment.
2. Connect the STK6101C extension board to the main development kit board.

I2C temp Sensor Assignment



Si7021-A20

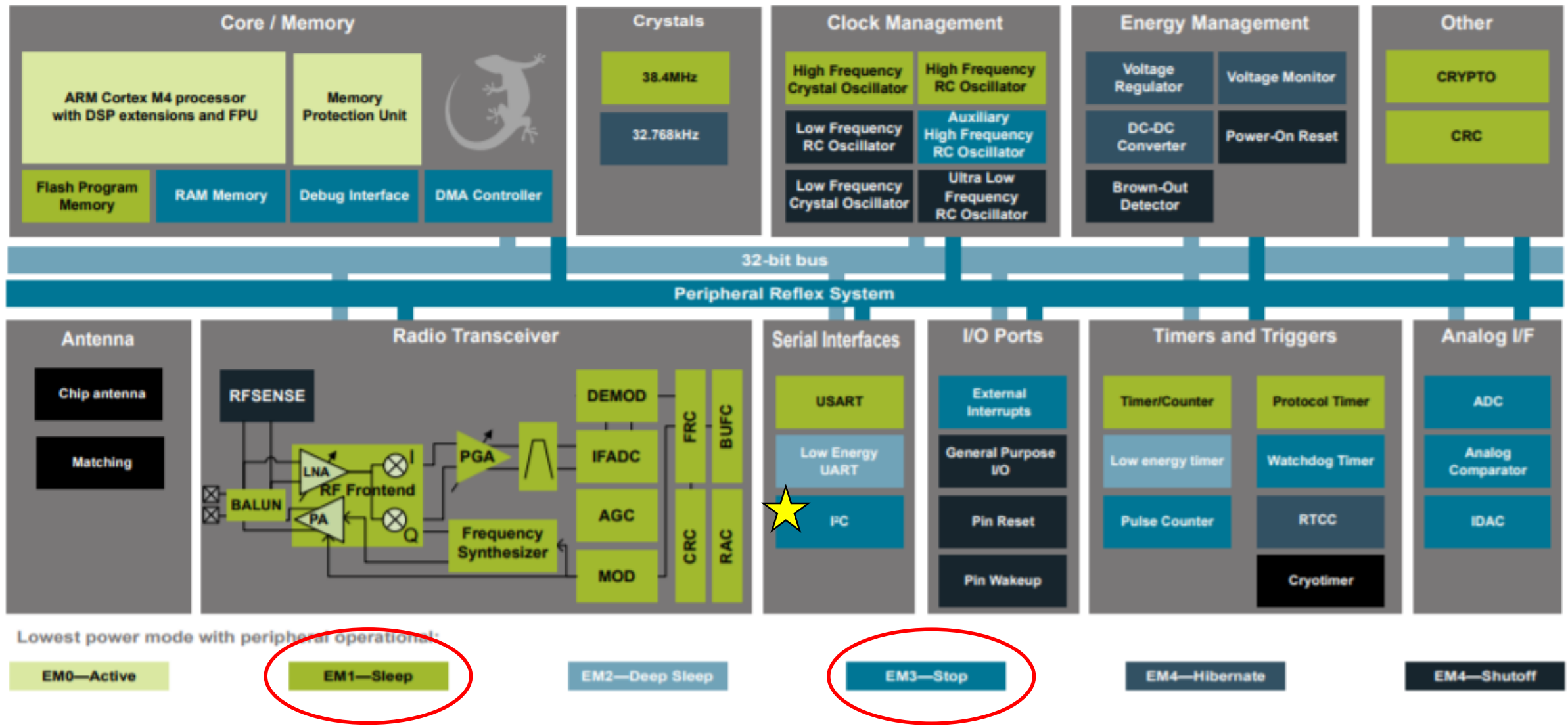
I²C HUMIDITY AND TEMPERATURE SENSOR

Features

- Precision Relative Humidity Sensor
 - $\pm 3\%$ RH (max), 0–80% RH
- High Accuracy Temperature Sensor
 - $\pm 0.4\text{ }^{\circ}\text{C}$ (max), -10 to $85\text{ }^{\circ}\text{C}$
- 0 to 100% RH operating range
- Up to -40 to $+125\text{ }^{\circ}\text{C}$ operating range
- Wide operating voltage (1.9 to 3.6 V)
- Low Power Consumption
 - 150 μA active current
 - 60 nA standby current
- Factory-calibrated
- I²C Interface
- Integrated on-chip heater
- 3x3 mm DFN Package
- Excellent long term stability
- Optional factory-installed cover
 - Low-profile
 - Protection during reflow
 - Excludes liquids and particulates

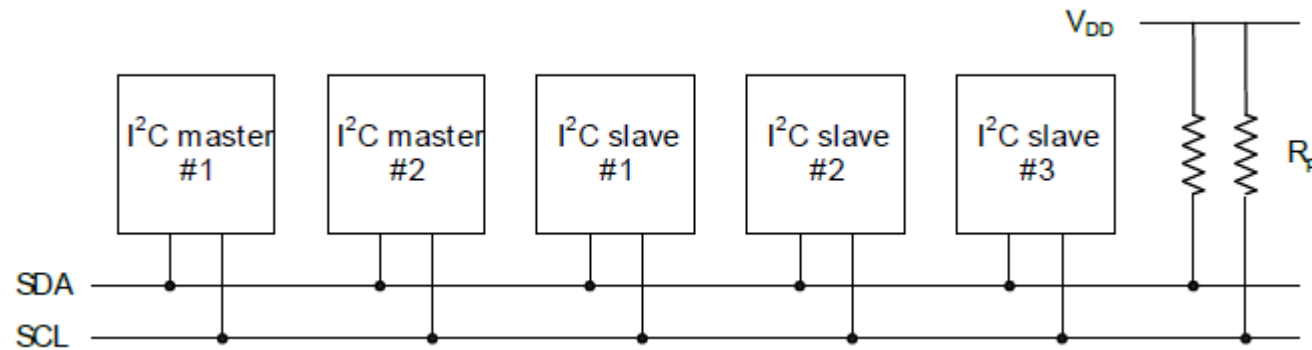


Ordering Information:
See page 29.



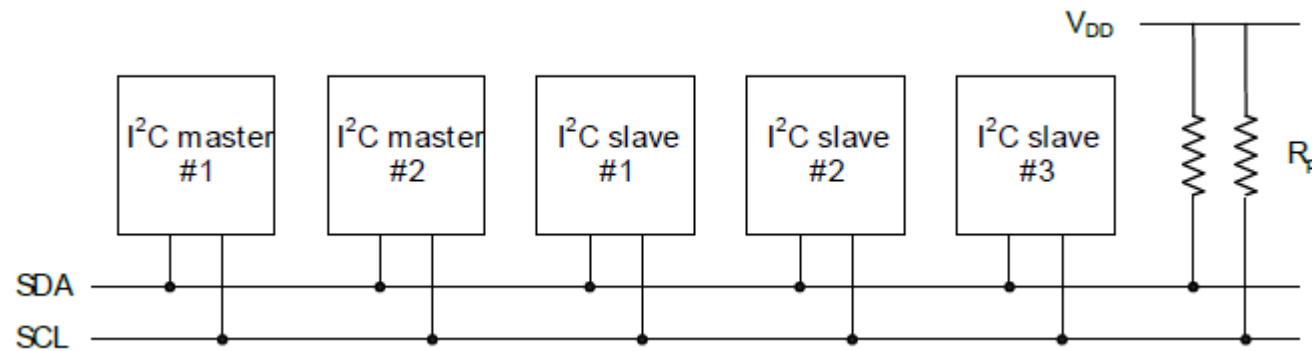
What is I2C?

- The I2C-bus uses two wires for communication
 - A serial data line (SDA)
 - A serial clock line (SCL)
- It is a true multi-master bus that includes collision detection
- Arbitration to resolve situations where multiple masters transmit data at the same time without data loss.

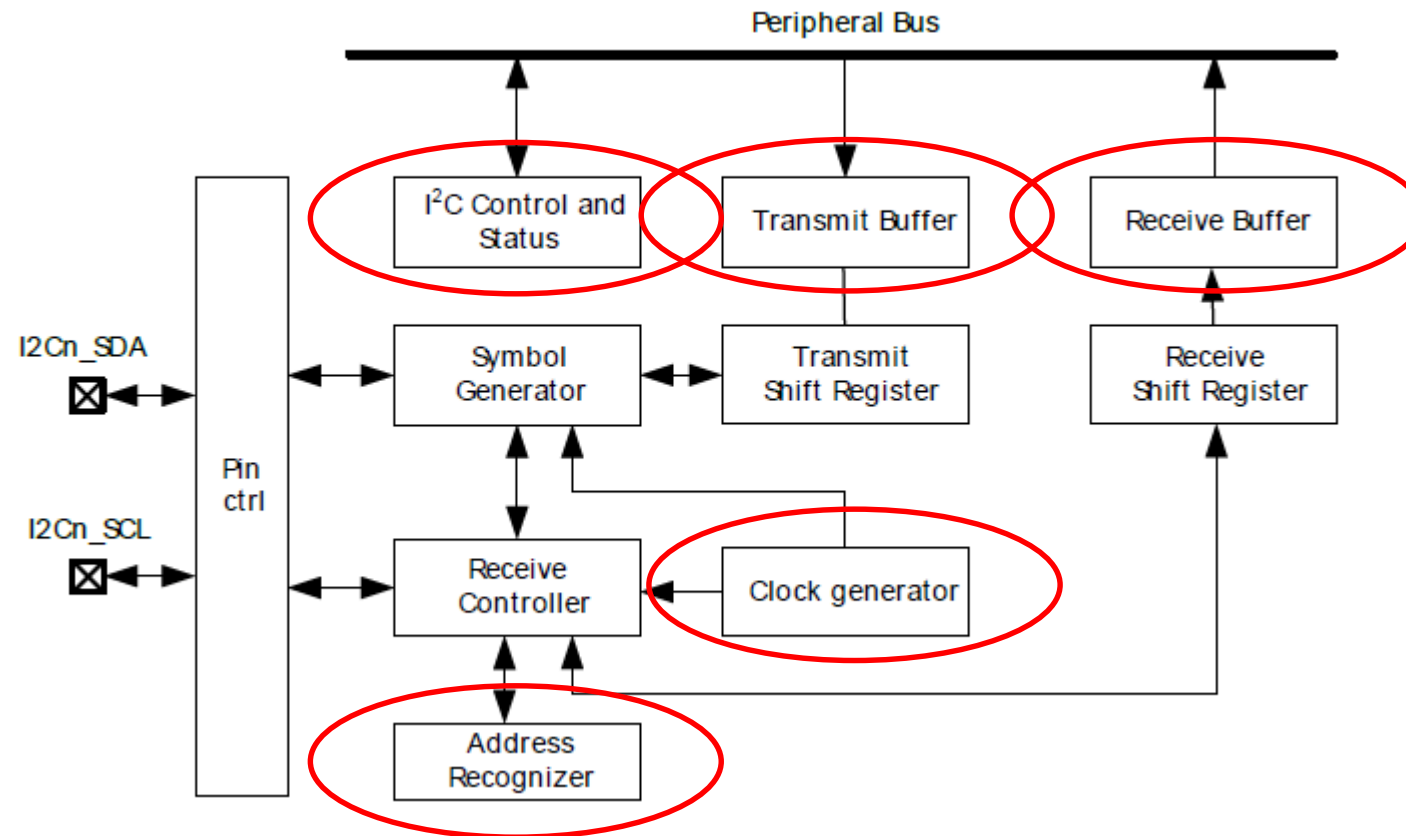


What is I2C?

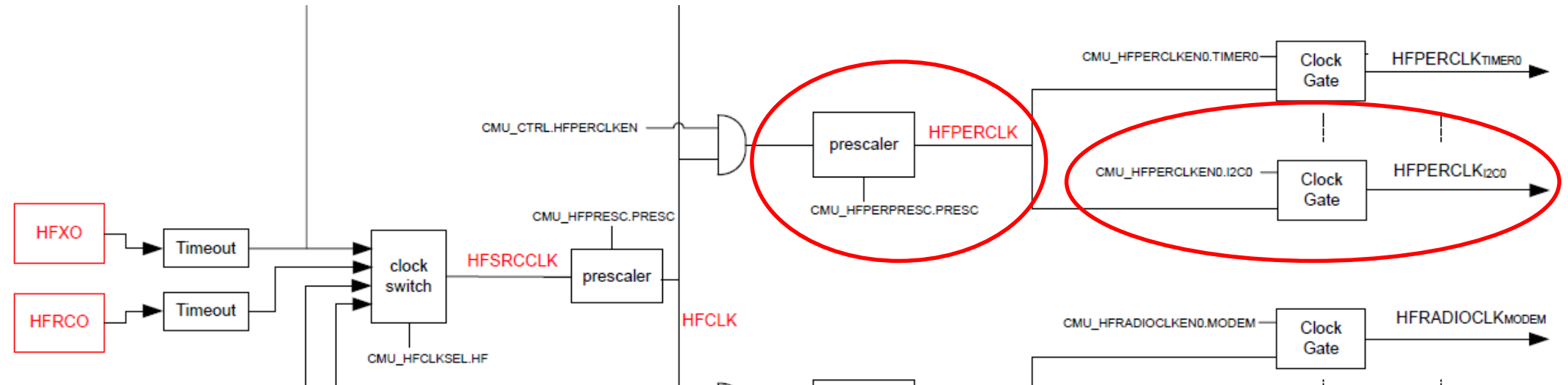
- Each device on the bus is addressable by a unique address
- The I2C master can address all the devices on the bus, including other masters
- Both the bus lines are open-drain. The maximum value of the pull-up resistor can be calculated as a function of the maximal rise-time t_r for the given bus speed
- The maximal rise times for 100 kHz, 400 kHz and 1 MHz I2C are 1 μ s, 300 ns and 120 ns respectively.



I2Cn peripheral block diagram



I2C



If the I2C clock input is the HFPERCLK, how can it work done into EM3?

Setting up the I2C

- First, the clock tree to the I2C must be established
 - Without establishing the clock tree, all writes to the I2Cn registers will not occur
 - I2Cn clock source is the HFPERCLK, so no oscillator enable is required, but the HFPERCLK needs to be enabled using [CMU_ClockEnable](#)
 - Pseudo code in the CMU setup routine to enable the I2Cn clock tree:
 - Lastly, enable the I2C clocking using the [CMU_ClockEnable](#) for the I2Cn

Setting up the I2C

- Second, the I2C must be set up
 - Specify SCL and SDA pins of the I2Cn peripheral
 - Recommend using the GPIO pin mode set up emlib routines
 - Silicon Labs' I2C application note, [AN0011](#), software examples is available resource to insure the GPIO pins are set up correctly

I2Cn routing information

Table 6.1. CSP43 2.4 GHz Device Pinout

CSP Pin# and Name		Pin Alternate Functionality / Description				
Pin #	Pin Name	Analog	Timers	Communication	Radio	Other
A1	VREGSW	DCDC regulator switching node				
A2	VREGVDD	Voltage regulator VDD input				
A3	DECOUPLE	Decouple output for on-chip voltage regulator. An external decoupling capacitor is required at this pin.				
A4	IOVDD	Digital IO power supply.				
A6	PF0	BUSAX BUSBY	TIM0_CC0 #24 TIM0_CC1 #23 TIM0_CC2 #22 TIM0_CDTI0 #21 TIM0_CDTI1 #20 TIM0_CDTI2 #19 TIM1_CC0 #24 TIM1_CC1 #23 TIM1_CC2 #22 TIM1_CC3 #21 LE- TIM0_OUT0 #24 LETIM0_OUT1 #23 PCNT0_S0IN #24 PCNT0_S1IN #23	US0_TX #24 US0_RX #23 US0_CLK #22 US0_CS #21 US0_CTS #20 US0_RTS #19 US1_TX #24 US1_RX #23 US1_CLK #22 US1_CS #21 US1_CTS #20 US1_RTS #19 LEU0_TX #24 LEU0_RX #23 I2C0_SDA #24 I2C0_SCL #23	FRC_DCLK #24 FRC_DOUT #23 FRC_DFRAME #22 MODEM_DCLK #24 MODEM_DIN #23 MODEM_DOUT #22 MODEM_ANT0 #21 MODEM_ANT1 #20	PRS_CH0 #0 PRS_CH1 #7 PRS_CH2 #6 PRS_CH3 #5 ACMP0_O #24 ACMP1_O #24 DBG_SWCLKTCK #0
A7	PF1	BUSAY BUSBX	TIM0_CC0 #25 TIM0_CC1 #24 TIM0_CC2 #23 TIM0_CDTI0 #22 TIM0_CDTI1 #21 TIM0_CDTI2 #20 TIM1_CC0 #25 TIM1_CC1 #24 TIM1_CC2 #23 TIM1_CC3 #22 LE- TIM0_OUT0 #25	US0_TX #25 US0_RX #24 US0_CLK #23 US0_CS #22 US0_CTS #21 US0_RTS #20 US1_TX #25 US1_RX #24 US1_CLK #23 US1_CS #22 US1_CTS #21 US1_RTS #20	FRC_DCLK #25 FRC_DOUT #24 FRC_DFRAME #23 MODEM_DCLK #25 MODEM_DIN #24 MODEM_DOUT #23 MODEM_ANT0 #22 MODEM_ANT1 #21	PRS_CH0 #1 PRS_CH1 #0 PRS_CH2 #7 PRS_CH3 #6 ACMP0_O #25 ACMP1_O #25 DBG_SWDIOTMS #0

Helpful I2C hints from AN0011SW application note

```
/* Initializing I2Cn */  
/* Output value must be set to 1 to not drive lines low... We set  
*/  
/* SCL first, to ensure it is high before changing SDA. */  
GPIO_PinModeSet(I2Cn_SCL_Port, I2Cn_SCL_Pin, gpioModeWiredAnd, 1);  
GPIO_PinModeSet(I2Cn_SDA_Port, I2Cn_SDA_Pin, gpioModeWiredAnd, 1);
```

Why are the pins set to WiredAnd and not PushPull?

Helpful I2C hints from AN0011SW application note

```
/* Initializing I2Cn */
/* Output value must be set to 1 to not drive lines low... We set
*/
/* SCL first, to ensure it is high before changing SDA. */
GPIO_PinModeSet(I2Cn_SCL_Port, I2Cn_SCL_Pin, gpioModeWiredAnd, 1);
GPIO_PinModeSet(I2Cn_SDA_Port, I2Cn_SDA_Pin, gpioModeWiredAnd, 1);

/* Toggle I2C SCL 9 times to reset any I2C slave that may require
it */
for (int i=0;i<9;i++) {
    GPIO_PinOutClear(I2C1_SCL_Port, I2C1_SCL_Pin);
    GPIO_PinOutSet(I2C1_SCL_Port, I2C1_SCL_Pin);
}
```

Setting up the I2C

- Second, the I2C must be set up
 - Specify SCL and SDA pins of the I2Cn peripheral
 - Recommend using the GPIO pin mode set up emlib routines
 - Silicon Labs' I2C application note, AN0011, software examples is available resource to insure the GPIO pins are set up correctly
 - Must route the I2C pins to the I2Cn peripheral
 - This can be accomplished by writing the correct location register into `I2Cn->ROUTE`
 - Need to specify the I2C init Type_Def
 - `I2C_Init(I2Cn, &init_Type_Def);`

Setting up the I2C

- Third, I2Cn bus must be reset
 - Upon setting up the I2C bus, the bus and its peripherals may be out of synch
 - To reset the I2C bus, the following procedure should be executed:

```
/* Exit the busy state. The I2Cn will be in this state out of RESET */  
if (I2Cn->STATE & I2C_STATE_BUSY){  
    I2Cn->CMD = I2C_CMD_ABORT;  
}
```

Setting up the I2C

- Forth, the I2C interrupts must be enabled if needed
 - Clear all interrupts from the I2C to remove any interrupts that may have been set up inadvertently by accessing the `I2Cn->IFC` register or the emlib routine
 - Enable the desired interrupts by setting the appropriate bits in `I2Cn->IEN`
 - Set **BlockSleep** mode to the desired Energy Mode
 - Call BlockSleep mode right before accessing the I2C bus
 - The Blue Gecko can be an I2C Master in EM0 & EM1
 - The Blue Gecko can detect its I2C Slave address down into EM3 since the clock is generated from the I2C bus clock SCL
 - Enable interrupts to the CPU by enabling the I2Cn in the Nested Vector Interrupt Control register using `NVIC_EnableIRQ(I2Cn_IRQn);`

Setting up the I2C

- Fifth, the I2Cn interrupt handler must be included
 - Routine name must match the vector table name:
`Void I2Cn_IRQHandler(void) {
 }
}`
 - Inside this routine, you add the functionality that is desired for the I2Cn interrupts

Writing your own I2C driver

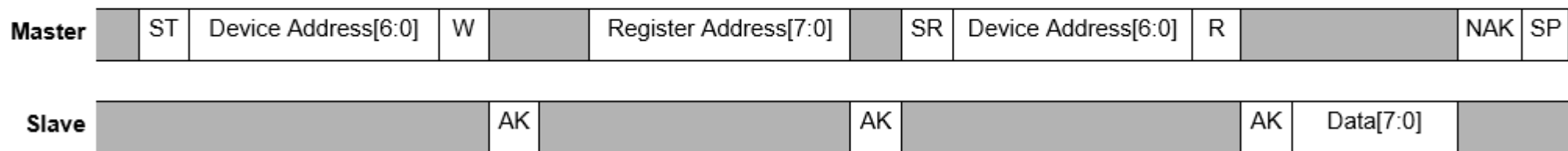
- The I2C standard appears to be more of a physical bus standard than a bus protocol
 - Bus protocol in this usage is a defined sequence of operations that could be taken from one device to another with simple port to the specific devices specifications
 - I have found that many I2C devices use the I2C physical bus protocol, but do not easily fit into a standard I2C library

Writing your own I2C driver

- Where to start?
 - Go to the I2C slave's data sheet and find their I2C bus sequence of events diagram

I²C data sequence diagrams

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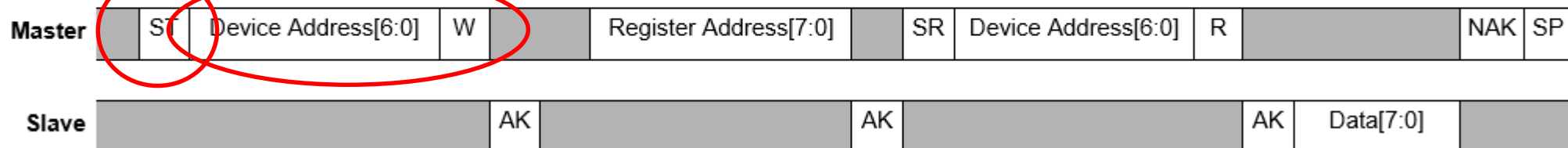


Writing your own I2C driver

- Now, convert the visual diagram into a driver
- Prime the TX Buffer for the Start Command
 - $I2Cn \rightarrow TXDATA = (I2C_device_addr \ll 1) \mid R/W \text{ bit} = 0$ signifying write of address to the slave;
- Now send the Start Bit
 - $I2Cn \rightarrow CMD = I2Cn_CMD_START;$

I²C data sequence diagrams

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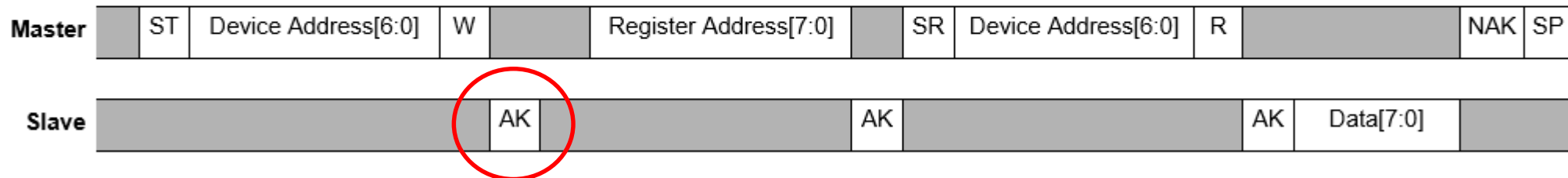


Writing your own I2C driver

- Now, wait for the slave to respond
 - While ((I2Cn->IF & I2Cn_IF_ACK) == 0);
 - After the ACK has been received, it must be cleared from the IF reg
 - I2Cn->IFC = I2Cn_IFC_ACK;

I²C data sequence diagrams

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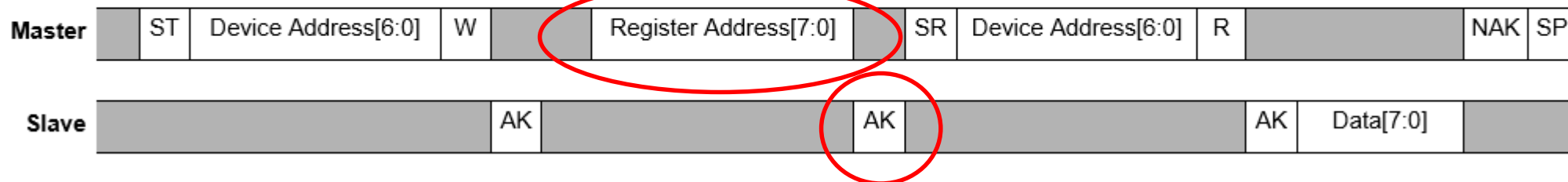


Writing your own I2C driver

- Now, send the I2C device register address
 - `I2C->TXDATA = I2C_device_reg_add;`
- Now, wait for the slave to respond
 - `While ((I2Cn->IF & I2Cn_IF_ACK) == 0);`
 - After the ACK has been received, it must be cleared from the IF reg
 - `I2Cn->IFC = I2Cn_IFC_ACK;`

I²C data sequence diagrams

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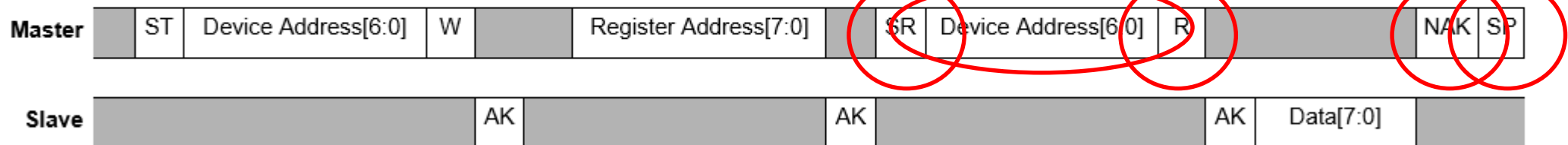


Writing your own I2C driver

- Your driver continues down through out the visual diagram
 - Device Address
 - SR = Start Repeat
 - R = Read/Write bit set to 1 for Read Operation
 - NAK = NACK
 - SP = STOP

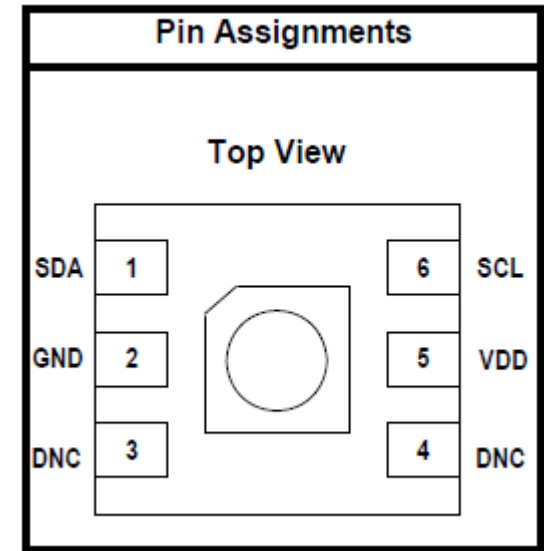
I²C data sequence diagrams

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Si7021 and Load Power Management

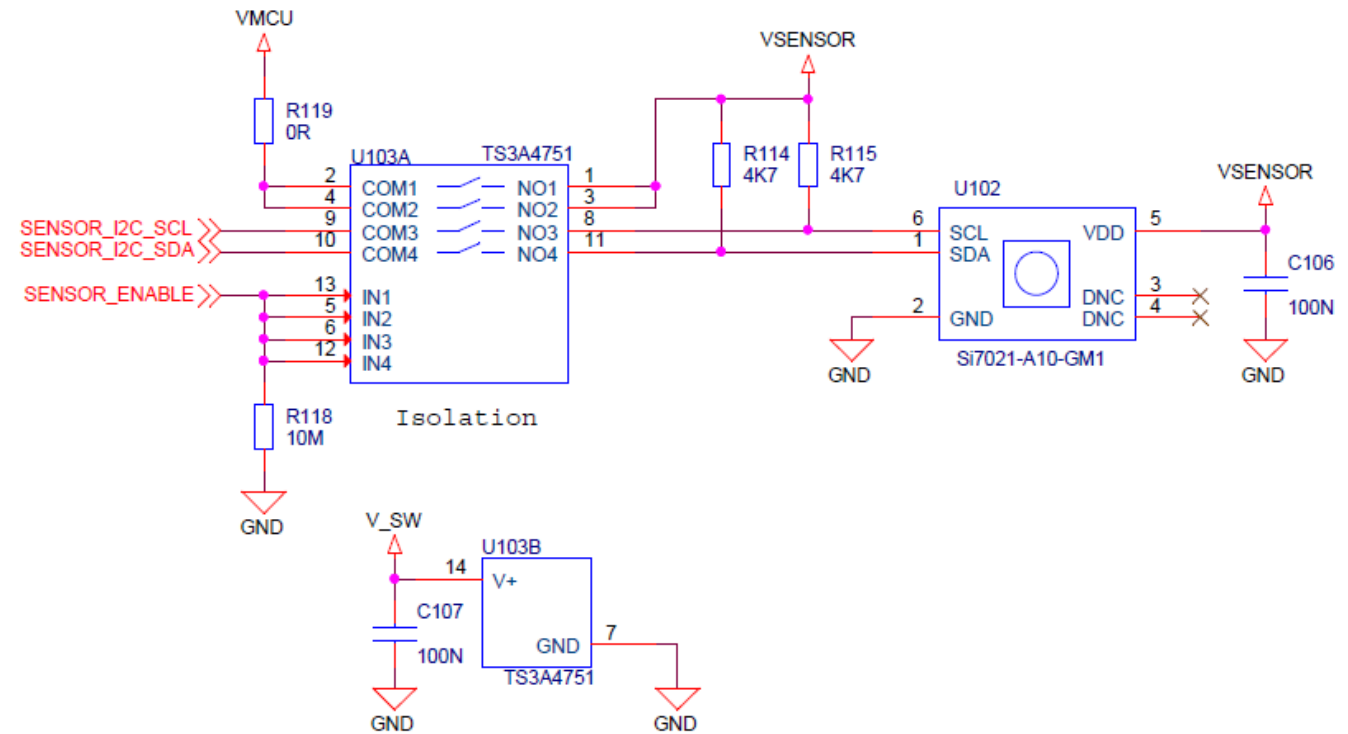
- What is missing from the package pin assignments?
- With no interrupt, how does the lack of an interrupt change the use of this device in a low energy environment?



Si7021 and Load Power Management

- What does this schematic tell us about Load Power Management?

Relative Humidity & Temperature Sensor



Si7021 and Load Power Management

- Load Power Management Turning ON sequence
 - Enable power to the Si7021 via the GPIO Sensor_Enable pin
 - Wait for the Si7021 to complete its Power On Rest, POR, and/or SCL and SDA pull ups to ramp up to “high” which ever is the longest period of time
 - Set the SCL and SDA gpio pins to “WiredAND”
 - Sequence SCL 9 times to reset all I2C peripherals on the bus
 - If the Blue Gecko I2C peripheral is busy, abort the operation to reset the I2C peripheral
 - Initialize the Si7021 to match the functionality required
 - Enable the function to request a Si7021 temperature measurement

Si7021 and Load Power Management

- Load Power Management Turning OFF sequence
 - Disable the application function to request a Si7021 temperature measurement
 - Take SCL and SDA off the I2C bus by placing the pins in “Disable” mode
 - Only good practice if there is no other I2C device on the bus. If there was another I2C, the application may still want to access this other I2C device
 - Set to “0” or clear the “Sensor_Enable” pin to turn off power to the I2C pullups and Si7021

BLE: The Attribute Protocol

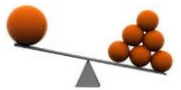
- Defines six types of messages:
 - Requests sent from client to the server
 - Responses sent from the server to the client in reply to request
 - Commands sent from the client to the server that have no response
 - Notifications sent from the server to the client that have no confirmation
 - Indications sent from the server to the client
 - Confirmations sent from the client to the server in reply to an indication
- Communications can be initiated by both the client and the server

BLE: The Attribute Protocol

- Attributes are addressed, labeled bits of data
 - Each attribute has a unique handle that identifies that attribute
 - Type that identifies the data stored in the attribute
 - And a value
- For example, an attribute with type Temperature that has a value of 20.5C could be contained within an attribute with the handle 0x01CE
- The Attribute Protocol does not define any attribute types, although it does define that some attributes can be grouped, and their groups can be discovered via the Attribute Protocol
- The Attribute Protocol also defines that some attributes have permissions:
 - To allow a client to read or write an attribute's value
 - Or, to only allow access to the value of the attribute if the client has been authenticated itself or has been authorized by the server
- The Attribute Protocol is mostly stateless
 - Each individual transaction such as a read request and read response does not cause state to be saved on the server
 - The one exception is the prepare and execute write request. These store a set of values that are to be written in the server and then executed all in sequence in a single transaction

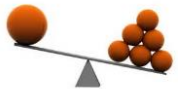
BLE: Asymmetric Design

- A major philosophy of the Bluetooth Low Energy Architecture



- Devices with smaller energy sources be given less to do
- Conversely, devices with larger energy sources be given more to do

- A fundamental assumption is the most resource-constraint device will be the one to which all others are optimized



- Advertising is less energy consuming than scanning
- A slave has less energy than a master
 - A master has to manage the piconet timing, the adaptive frequency hopping set, encryption, and many other complex procedures

BLE: Asymmetric Design

- At the Generic Attribute Protocol Layer, the two type of devices are:
 - Client
 - Determines what data the server has and how to use it
 - The client sends request to the server for data
 - Server
 - The Server holds data
 - Similar to the slave at the Link Layer, the server just does what it is told
- The security architecture works on a key distribution scheme by which the slave device gives a key to the master device to remember
 - The burden is on the master to remember the bonding information, not the slave
- This implies the most resource-constraint device will want to be the advertisers, slaves, and servers
- Conversely, the devices with the most resources will be the scanners, masters, and clients

