Contents

About the Authors xiii

Chapter 1: Embedded Hardware Basics 1
1.1 Lesson One on Hardware: Reading Schematics 1
1.2 The Embedded Board and the von Neumann Model 5
1.3 Powering the Hardware 9
1.3.1 A Quick Comment on Analog Vs. Digital Signals 10
1.4 Basic Electronics 12
1.4.1 DC Circuits 12
1.4.2 AC Circuits 21
1.4.3 Active Devices 28
1.5 Putting It Together: A Power Supply 32
1.5.1 The Scope 35
1.5.2 Controls 35
1.5.3 Probes 38
Endnotes 41

Chapter 2: Logic Circuits 43
2.1 Coding 43
2.1.1 BCD 46
2.2 Combinatorial Logic 47
2.2.1 NOT Gate 47
2.2.2 AND and NAND Gates 48
2.2.3 OR and NOR Gates 49
2.2.4 XOR 50
2.2.5 Circuits 50
2.2.6 Tristate Devices 53
2.3 Sequential Logic 53
2.3.1 Logic Wrap-Up 57
2.4 Putting It All Together: The Integrated Circuit 58
Endnotes 61

: Embedded Processors 63
ntroduction 63
SA Architecture Models 65
.2.1 Operations 65
.2.2 Operands 68
.2.3 Storage 69
.2.4 Addressing Modes 71
.2.5 Interrupts and Exception Handling 72
.2.6 Application-Specific ISA Models 72
.2.7 General-Purpose ISA Models 74
.2.8 Instruction-Level Parallelism ISA Models 76
ternal Processor Design 78
3.1 Central Processing Unit (CPU) 82
3.2 On-Chip Memory 99
3.3 Processor Input/Output (I/O) 113
3.4 Processor Buses 130
rocessor Performance 131
4.1 Benchmarks 133
tes 133

Embedded Board Buses and I/O 137
oard I/O 137
anaging Data: Serial vs. Parallel I/O 140
2.1 Serial I/O Example 1: Networking and Communications: RS-232 144
2.2 Example: Motorola/Freescale MPC823 FADS Board RS-232 System Model 146
2.3 Serial I/O Example 2: Networking and Communications: IEEE 802.11 Wireless LAN 148
2.4 Parallel I/O 153
2.5 Parallel I/O Example 3: "Parallel" Output and Graphics I/O 153
2.6 Parallel and Serial I/O Example 4: Networking and Communications—Ethernet 156
.7 Example 1: Motorola/Freescale MPC823 FADS Board Ethernet System Model 158
.8 Example 2: Net Silicon ARM7 (6127001) Development Board Ethernet System Model 160
.9 Example 3: Adastra Neptune x86 Board Ethernet System Model 161
erfacing the I/O Components 161
.1 Interfacing the I/O Device with the Embedded Board 162
.2 Interfacing an I/O Controller and the Master CPU 164

4.4 I/O and Performance 165
4.5 Board Buses 166
4.6 Bus Arbitration and Timing 168
4.6.1 Nonexpandable Bus: I^2C Bus Example 174
4.6.2 PCI (Peripheral Component Interconnect) Bus Example: Expandable 175
4.7 Integrating the Bus with Other Board Components 179
4.8 Bus Performance 180

Chapter 5: Memory Systems 183
5.1 Introduction 183
5.2 Memory Spaces 183
5.2.1 L1 Instruction Memory 186
5.2.2 Using L1 Instruction Memory for Data Placement 186
5.2.3 L1 Data Memory 187
5.3 Cache Overview 187
5.3.1 What Is Cache? 188
5.3.2 Direct-Mapped Cache 190
5.3.3 Fully Associative Cache 190
5.3.4 N-Way Set-Associative Cache 191
5.3.5 More Cache Details 191
5.3.6 Write-Through and Write-Back Data Cache 193
5.4 External Memory 195
5.4.1 Synchronous Memory 195
5.4.2 Asynchronous Memory 203
5.4.3 Nonvolatile Memories 206
5.5 Direct Memory Access 214
5.5.1 DMA Controller Overview 215
5.5.2 More on the DMA Controller 216
5.5.3 Programming the DMA Controller 218
5.5.4 DMA Classifications 228
5.5.5 Register-Based DMA 228
5.5.6 Descriptor-Based DMA 231
5.5.7 Advanced DMA Features 234
Endnotes 236

Chapter 6: Timing Analysis in Embedded Systems 239
6.1 Introduction 239
6.2 Timing Diagram Notation Conventions 239
6.2.1 Rise and Fall Times 241

6.2.2 Propagation Delays 241
6.2.3 Setup and Hold Time 241
6.2.4 Tri-State Bus Interfacing 243
6.2.5 Pulse Width and Clock Frequency 244
6.3 Fan-Out and Loading Analysis: DC and AC 244
6.3.1 Calculating Wiring Capacitance 247
6.3.2 Fan-Out When CMOS Drives LSTTL 249
6.3.3 Transmission-Line Effects 251
6.3.4 Ground Bounce 253
6.4 Logic Family IC Characteristics and Interfacing 255
6.4.1 Interfacing TTL Compatible Signals to 5 V CMOS 258
6.5 Design Example: Noise Margin Analysis Spreadsheet 261
6.6 Worst-Case Timing Analysis Example 270
Endnotes 272

apter 7: Choosing a Microcontroller and Other Design Decisions 273
7.1 Introduction 273
7.2 Choosing the Right Core 276
7.3 Building Custom Peripherals with FPGAs 281
7.4 Whose Development Hardware to Use—Chicken or Egg? 282
7.5 Recommended Laboratory Equipment 285
7.6 Development Toolchains 286
7.7 Free Embedded Operating Systems 289
7.8 GNU and You: How Using "Free" Software Affects Your Product 295

apter 8: The Essence of Microcontroller Networking: RS-232 301
8.1 Introduction 301
8.2 Some History 303
8.3 RS-232 Standard Operating Procedure 305
8.4 RS-232 Voltage Conversion Considerations 308
8.5 Implementing RS-232 with a Microcontroller 310
8.5.1 Basic RS-232 Hardware 310
8.5.2 Building a Simple Microcontroller RS-232 Transceiver 313
8.6 Writing RS-232 Microcontroller Routines in BASIC 333
8.7 Building Some RS-232 Communications Hardware 339
8.7.1 A Few More BASIC RS-232 Instructions 339
8.8 I^2C: The Other Serial Protocol 342
8.8.1 Why Use I^2C? 343
8.8.2 The I^2C Bus 344
8.8.3 I^2C ACKS and NAKS 347

8.8.4 More on Arbitration and Clock Synchronization 3
8.8.5 I^2C Addressing 3
8.8.6 Some I^2C Firmware 3
8.8.7 The AVR Master I^2C Code 3
8.8.8 The AVR I^2C Master-Receiver Mode Code 3
8.8.9 The PIC I^2C Slave-Transmitter Mode Code 3
8.8.10 The AVR-to-PIC I^2C Communications Ball 3
8.9 Communication Options 3
8.9.1 The Serial Peripheral Interface Port 3
8.9.2 The Controller Area Network 3
8.9.3 Acceptance Filters 3
Endnote 3

Chapter 9: Interfacing to Sensors and Actuators 3
9.1 Introduction 3
9.2 Digital Interfacing 3
9.2.1 Mixing 3.3 and 5 V Devices 3
9.2.2 Protecting Digital Inputs 3
9.2.3 Expanding Digital Inputs 3
9.2.4 Expanding Digital Outputs 4
9.3 High-Current Outputs 4
9.3.1 BJT-Based Drivers 4
9.3.2 MOSFETs 4
9.3.3 Electromechanical Relays 4
9.3.4 Solid-State Relays 4
9.4 CPLDs and FPGAs 4
9.5 Analog Interfacing: An Overview 4
9.5.1 ADCs 4
9.5.2 Project 1: Characterizing an Analog Channel 4
9.6 Conclusion 4
Endnote 4

Chapter 10: Other Useful Hardware Design Tips and Techniques 4
10.1 Introduction 4
10.2 Diagnostics 4
10.3 Connecting Tools 4
10.4 Other Thoughts 4
10.5 Construction Methods 4
10.5.1 Power and Ground Planes 4
10.5.2 Ground Problems 4

6 Electromagnetic Compatibility 442
7 Electrostatic Discharge Effects 442
10.7.1 Fault Tolerance 443
8 Hardware Development Tools 444
10.8.1 Instrumentation Issues 445
9 Software Development Tools 445
0 Other Specialized Design Considerations 446
10.10.1 Thermal Analysis and Design 446
10.10.2 Battery-Powered System Design Considerations 447
1 Processor Performance Metrics 448
10.11.1 IPS 448
10.11.2 OPS 448
10.11.3 Benchmarks 449

x A: Schematic Symbols 451

x B: Acronyms and Abbreviations 459

x C: PC Board Design Issues 469
Introduction 469
2 Resistance of Conductors 470
3 Voltage Drop in Signal Leads—"Kelvin" Feedback 471
4 Signal Return Currents 472
5 Grounding in Mixed Analog/Digital Systems 474
6 Ground and Power Planes 475
7 Double-Sided versus Multilayer Printed Circuit Boards 477
8 Multicard Mixed-Signal Systems 478
9 Separating Analog and Digital Grounds 479
0 Grounding and Decoupling Mixed-Signal ICs with Low Digital Currents 480
1 Treat the ADC Digital Outputs with Care 481
2 Sampling Clock Considerations 483
3 The Origins of the Confusion About Mixed-Signal Grounding: Applying Single-Card Grounding Concepts to Multicard Systems 485
4 Summary: Grounding Mixed-Signal Devices with Low Digital Currents in a Multicard System 486
5 Summary: Grounding Mixed-Signal Devices with High Digital Currents in a Multicard System 487
6 Grounding DSPs with Internal Phase-Locked Loops 487
7 Grounding Summary 488
8 Some General PC Board Layout Guidelines for Mixed-Signal Systems 489

C.19 Skin Effect 491
C.20 Transmission Lines 493
C.21 Be Careful with Ground Plane Breaks 494
C.22 Ground Isolation Techniques 495
C.23 Static PCB Effects 497
C.24 Sample MINIDIP and SOIC Op Amp PCB Guard Layouts 500
C.25 Dynamic PCB Effects 502
C.26 Stray Capacitance 503
C.27 Capacitive Noise and Faraday Shields 504
C.28 The Floating Shield Problem 506
C.29 Buffering ADCs Against Logic Noise 506
Endnotes 509
Acknowledgments 509

Index 511